

200 monsters from the flatlands and dunes, compiled from over 20 different sources, including 93 classic 3.0 monsters updated for a 3.5 game.



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



XRP 3006

Monster Geographica: Plain & Desert

Expeditions Retreat Press

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Introduction

Thanks for picking up the fifth and last title in the Monster Geographica Series. It's hard to believe that 1,000 monsters ago, the line was but a wee gleam in Joe's eyes. We want to thank a few crucial people that worked on the line with us. We'd like to thank Ravindra Rana (www.ravinink.com), the artist that created the covers and internal pieces of art. I could imagine him scratching his head when we said, "think National Geographic 1920s..." but he really came through with some wonderful pieces. We'd like to thank our monster converters and editors Kevin Baase and Eric Jansing. I promise I'll never send you another e-mail with 75 monsters attached. We'd like to thank those crazy guys at Fiery Dragon and Claudio Pozas for creating Counter Collections that accompany each Monster Geographica title. One of our main concerns at the conception of the line was the lack of art (to keep the books inexpensive), and the Counter Collections tins are a perfect solution providing great color art in a usable format.

Now for the monsters of the plains. While James Bell jokes about our titles ("you should call it *Flat, Flat, Flat, Sand, Sand, Sand*"), that pretty much captures the spirit of the plains. You can see for miles out, and if you see nothing, that's all the more disconcerting. As always, keep your eyes out for the Counter Collection tin that accompanies *Monster Geographica: Plain & Desert*, **Counter Collection: Endless Horizon**. And incase you missed them, here are the other titles in the Monster Geographica Series and the correlating Counter Collection tins.

Monster Geographica: Underground/Counter Collection: Ancient Darkness

Monster Geographica: Marsh & Aquatic/Counter Collection: Murky Depths and Slimy Shores

Monster Geographica: Forest/Counter Collection: Untamed Woodlands

Monster Geographica: Hill & Mountain/Counter Collection: Perilous Heights

Thanks and good gaming,
Suzi and Joe
Expeditious Retreat Press
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Whistle Mite

Fine Vermin

Hit Dice: 1/8d8 (1 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 30 ft. (good)

Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Whistle +3 melee touch

Full Attack: Whistle +3 melee touch

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

Special Attacks: Whistle

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

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

Abilities: Str 1, Dex 14, Con 10, Int -, Wis 4, Cha 1

Skills: Hide +18

Feats: —

Environment: Warm plains

Organization: Solitary or swarm (4-24)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The whistle mite is a much-hated magical flying insect similar in appearance to an earwig. The whistle mite feeds off of irregular patterns of mental energy, such as those accompanying insanity. Since these patterns are rare in the majority of the population, the whistle mite has learned to induce them. Whistle mites crawl into the ears of their victims and emit a loud shrieking sound that eventually drives the host insane, providing the mite access to the energies it needs to survive.

Getting rid of the whistle mite once it is in place can prove to be difficult. Physically attacking the creatures only damages the ear, causing deafness on that side. Sometimes this is worth it, although it is not uncommon to have both ears infested at once. Some magic is effective, but the whistle mite cannot be harmed by *remove disease* and *cure* spells, but *remove blindness/deafness* or *silence* kills it.

Clever combatants sometimes use whistle mites to their advantage. They plug their ears with wax or other materials and then release a bag of whistle mites in the middle of a fight. Whistle mites also make quite effective torture devices.

Combat

The whistle mite attacks by flying into the ear and using its whistle ability to drive its victim insane.

Whistle (Ex): If the whistle mite successfully manages to get into someone's ear (by making a melee touch attack or otherwise), it attaches itself to the eardrum and begin to emit a loud high-pitched shriek on its next turn. The victim must succeed on a DC 14 Will save immediately, and again after each minute, or become permanently *confused*. The save DC is Constitution-based and includes a +4 racial bonus.

The *confusion* ends within 1d4 rounds after the whistle mite is silenced or killed, or the victim otherwise ceases to hear the mite. If nothing else, immersing the victim's head in water generally drowns a whistle mite in 1 to 2 minutes, allowing it to be shaken out harmlessly.

Vulnerabilities (Ex): A *remove blindness/deafness* or *silence* spell kills a whistle mite unless it succeeds on a Fortitude save (DC equals !0 + caster level + caster's relevant ability modifier).

Dusthopper

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 +4 melee (1d4-3)

Full Attack: Bite +4 melee (1d4-3)

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

Special Attacks: Swarm

Special Qualities: Immunity to poison, 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: Hide +16, Jump +14, Listen +1,

Move Silently +8, Spot +1

Feats: Stealthy, Weapon Finesse^B

Environment: Warm deserts

Organization: Brood (1-12), pack (13-60), or swarm (100-600)

Challenge Rating: 1/4

Advancement: 2 HD (Tiny)

Level Adjustment: —

A dusthopper is a desert-dwelling rodent with golden-colored fur and combined features of a rat and a kangaroo. It's needle-like front teeth are like a rat, and like a kangaroo, its oversized hind legs allow it to make tremendous leaps for its size.

Dusthoppers feed on small desert reptiles and birds and their eggs. They are drawn to shiny objects, pilfering what they can and using these stolen trinkets to line their nests.

Rogue/rangers sometimes take these creatures as animal companions, as they make excellent partners in crime.

A dusthopper is typically 8 to 12 inches long and weighs about a pound.

Combat

Individual dusthoppers 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 dusthopper 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 dusthoppers 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 dusthoppers 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 dusthoppers swarm again. Track checks may be allowed at the GM's discretion to attempt to recover especially large or bulky items snatched by a dusthopper during a swarming.

Scatter (Ex): Extremely bright lights and sounds such as from an explosive spell break up a forming dusthopper 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.

Skills: Dusthoppers have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Jump checks. Dusthoppers use their Dexterity modifier instead of their Strength modifier on Jump checks.

Incubus Beetle

Fine Vermin

Hit Dice: 1/4d8+1 (2 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 30 ft. (perfect)

Armor Class: 23 (+8 size, +3 Dex, +2 natural), touch 21, flat-footed 20

Base Attack/Grapple: +0/-20

Attack: Bite +8 melee (1d2-4)

Full Attack: Bite +8 melee (1d2-4)

Space/Reach: 0 ft./0 ft.

Special Attacks: Anesthetize

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

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

Abilities: Str 3, Dex 17, Con 12, Int -, Wis 16, Cha 12

Skills: Hide +23, Listen +5, Move Silently +7, Spot +5

Feats: Weapon Finesse^B

Environment: Warm deserts and plains

Organization: Solitary or swarm (10-100)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

An incubus beetle appears to be a small, inch-long, dull-colored scarab beetle, and shares the scarab's habit of rolling piles of dung into small spheres, which it uses for both food and egg-laying purposes.

It is said that the incubus beetle crawls into the wombs of sleeping women and impregnates them, and that the (seemingly normal) children born to such women are destined to perform great deeds. The truth of this legend is open to debate, but it is common knowledge that swarms of incubus beetles will shred the flesh from a man but leave a woman untouched. Some Amazons keep incubus beetles as pets, and jokingly refer to them as their "lovers."

Combat

Despite its minuscule size, the incubus beetle is a vicious and completely fearless opponent. Incubus beetles normally feed upon animal waste, but they will instantly attack any humanoid male foolish enough to wander within range of their scent ability. Though incubus beetles will swarm around a humanoid female, they will not attack one.

Anesthetize (Ex): A creature attacked by an incubus beetle must succeed on a Spot check (opposed by the beetle's Hide check) to notice the attack. Each round the incubus beetle attacks entitles the creature to another Spot check to notice it, with a cumulative +2 bonus on the check per round after the first. Sleeping victims cannot attempt a Spot check; they must use the Listen skill, and suffer an additional -8 circumstance penalty.

Skills: An incubus beetle has a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Hide and Move Silently checks.

Flora and Fauna

Carrion Hornet: Active from early spring to late autumn, the belligerent carrion hornet hunts smaller insects, such as honeybees and ants. With the exception of asymmetrical gray spots covering its thorax and abdomen, the carrion hornet is indistinguishable from other members of the hornet family. Carrion hornets nest in humanoid corpses, using their nasal passages and mouth to enter the body. Led by a queen, the worker hornets construct rows of paper-like cells within the dead humanoid's body cavities for her to lay her eggs. The workers feed the decaying flesh to the queen's developing larvae and pupas. Benefiting from a plentiful food supply for the colony's burgeoning offspring, carrion hornets rarely stray far from their host. Carrion hornets are territorial, and they viciously attack any creature that approaches within 30 feet of their nest. The carrion hornets' sting transmits a severe bacterial infection with an incubation period of 1d4 hours. A Fortitude save (DC 11) wards off the contagion; otherwise, the bacteria deal 1d2 points of damage per day until cured. Experienced adventurers and explorers seeing a carrion hornet may realize that a humanoid corpse lies somewhere nearby.

Steelswindler

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 +4 melee (1d4-2)

Full Attack: Bite +4 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 +7, Jump +11, Listen +6, Move Silently +7, Sleight of Hand +8

Feats: Weapon Finesse

Environment: Warm plains

Organization: Solitary

Challenge Rating: 1/4

Advancement: 2-3 HD (Small)

Level Adjustment: —

A steelswindler is a relative of the jackal with an unusual fondness for metallic items. For reasons unknown, steelswindlers swipe metal items and hoard them somewhere in their territory. This behavior does not seem to benefit the canines directly, as they do not consume metal or use it for any sort of protection. However, it does have the benefit of luring other creatures to their territory. Although the steelswindler isn't a match for most humanoids and predators larger than itself, it can patiently wait for the other creatures to fight over the hoard and dine on any leftovers.

Their keen scent for metals make steelswindlers prized pets and animal companions for treasure hunters. Dwarves have unsuccessfully tried to use these creatures underground to seek out rich veins of metal ores, but the steelswindlers aren't fond of the confined spaces.

A steelswindler weighs between 15 and 30 pounds and stands about a foot tall at the shoulder.

Combat

Steelswindlers 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): In order to defend itself, the steelswindler has taken to chewing the leaves of the jarwal weed, a potent narcotic to which the steelswindler possesses a natural immunity. Bite, Fortitude DC 11; initial and secondary damage 2 Dexterity and 2 Intelligence. The save DC is Constitution-based.

Scent (Ex): A steelswindler 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 steelswindler has a +5 racial bonus on Jump, Listen and Sleight of Hand checks.

Flora and Fauna

Elysium Grass: This yellow grass looks like many other savanna flora, growing as high as three or four feet with wide, sharp-edged blades and fluffy seedpods. It is an aggressive grower and tends to choke out other plants. The elysium plant is a magic sponge, soaking up all the nutrients in the ground to reduce competition and relying mostly on magic. It soon overbalances the ambient magic and creates a null-magic zone around itself in which no spell, spell-like ability, or supernatural ability will function. Elysium plants take hold quickly and can rapidly destroy the fertility of an area, but they are usually kept in check by self-selection; the majority of elysium plants end up starving themselves to death within five years. This leaves a wake of poor soil behind the plants that is soon subject to normal succession. Elysium grass is a magically dependent grass that needs magic, water, air, and soil (however poor) to survive. It is mostly found on dryer grasslands, but it is sometimes found underground if soil is available.

Scarabellumen

Tiny Magical Beast

Hit Dice: 1/2d10 (2 hp)

Initiative: +3

Speed: 15 ft. (3 squares), fly 60 ft. (average)

Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Base Attack/Grapple: +0/-12

Attack: —

Full Attack: —

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

Special Attacks: Death burst, *hypnotic pattern*

Special Qualities: Bioluminescence, darkvision 60 ft., immunity to mind-affecting effects, low-light vision, morality sense

Saves: Fort +2, Ref +5, Will +3

Abilities: Str 2, Dex 16, Con 10, Int 3, Wis 16, Cha 15

Skills: Hide +11, Listen +3, Move Silently +5, Sense Motive +11, Spot +4

Feats: Dodge

Environment: Any hills and plains

Organization: Solitary, pair, family (3-8), or colony (9-50)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral good

Advancement: —

Level Adjustment: — (Improved Familiar)

Scarabellumens, although they appear to be mere insects, are benevolent, pacifistic creatures with a modicum of intellect. They aid good creatures and often travel with them, sometimes serving as familiars to wizards of weal. They feed solely on photosynthetic plants and acquire additional sustenance from the light of the sun.

A scarabellumen is about a foot long and weighs about a pound.

Scarabellumens cannot communicate in normal terms, but their light usually shines brightly when in the company of creatures that it considers friendly and dims in the presence of evil.

Combat

Scarabellumens have no attacks, and indeed are decided pacifists. When faced with aggression, they prefer to dazzle their would-be foes with a bioluminescent light-show, then flit away to safety. Failing this, they have but one defense mechanism: Anyone who kills a scarabellumen is showered with a brilliant flash of deadly green sparks.

Death Burst (Ex): When a scarabellumen dies violently, it explodes in a shower of green sparks, dealing 1d8+1 points of damage to all evil creatures within 5 feet (no save), although spell resistance applies (caster level 5th). If the creature that dealt the killing blow is within 5 feet, it takes double damage (2d8+2). This damage results directly from divine (holy) power, and thus is not subject to immunities, resistances, or similar magic such as *protection from energy*.

Scarabellumens trigger this explosion, voluntarily destroying themselves when defending others of their kind or one of their chosen humanoids. The death burst does not occur when a scarabellumen dies of natural causes.

Hypnotic Pattern (Ex): As a standard action, a scarabellumen can use its carapace to create a shifting pattern of light in a 10-foot radius. The effect of this pattern is identical to that of the spell *hypnotic pattern* (Will DC 14 negates), with the scarabellumen as the center of the effect. Once begun, the scarabellumen can maintain this pattern indefinitely as a free action each round. The save DC is Charisma-based.

Bioluminescence (Ex): A scarabellumen provides a soft illumination in up to a 10-foot radius. Though it is in control of its own illumination, the scarabellumen usually shines brightly when in the company of creatures that it considers friendly, but is also able to understand a request to extinguish its light if needed.

Morality Sense (Ex): Scarabellumens are incredibly empathic. As a full-round action, a scarabellumen can unerringly determine the alignment of any creature within 30 feet. If a creature is using a power or effect that conceals its alignment, the scarabellumen must first succeed at a Sense Motive check (DC 10 + caster level of concealing effect) in order to gain this insight. Scarabellumens grow skittish and uneasy in the presence of evil.

Skills: Scarabellumens have a +8 racial bonus on Sense Motive checks.

Brumalborn

Small Elemental (Cold, Native)

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: +0/-5

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

Full Attack: 2 claws +2 melee (1d4-1) and 2 piercing kicks -3 melee (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blizzard band

Special Qualities: Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire.

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

Abilities: Str 8, Dex 13, Con 13, Int 10, Wis 10, Cha 6

Skills: Hide +9*, Intimidate +2*, Jump +11, Listen +2, Move Silently +5, Spot +2

Feats: Alertness^B, Stealthy, Weapon Finesse^B

Environment: Any cold hills and plains

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: —

Brumalborn are terrible forces of nature that sweep across cold plains and tundra. This furred creature has sharp spikes jutting from the elbows and knees as well as sharp claws from its three-fingered hands. Its feet are long, pointed spears, and its eyes are thin slits with a malevolent glare.

Legends proclaim brumalborn to be the spawn of an evil winter deity, while others claim they are birthed from the coldest, most furious blizzards. Regardless of their origins, these elementals are numerous, traveling in large numbers, bringing chaos wherever they travel. Although incredibly destructive, brumalborn are not wicked beings, rather they are physical embodiments of the chaotic forces of winter.

An average brumalborn stands about 4 feet tall and weighs 30 pounds. Brumalborn speak Auran.

Combat

Brumalborn 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 brumalborn attack and then disappear back into the storm.

Blizzard Band (Su): Ten or more brumalborn traveling together may form a blizzard band, generating a furious ice storm that surrounds the brumalborn and follows them as they travel. The ice storm's area of effect has a radius of 20 feet per brumalborn inside the storm. For example, 10 brumalborn travel in a 200-foot radius storm, while 100 brumalborn would generate a massive storm almost a mile in diameter.

While traveling within this ice storm, brumalborn may move at their fly speed listed above (and may not fly otherwise except in a natural blizzard).

This storm deals 1d6 points of cold 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, brumalborn receive a +10 racial bonus to Hide checks. If an army of at least 80 brumalborn is traveling or attacking under similar conditions, the brumalborn receive a +10 circumstance bonus to Intimidate checks.

Fuzzwippit

Diminutive Magical Beast

Hit Dice: 1/4d10-2 (1 hp)

Initiative: +2

Speed: 20 ft. (4 squares), burrow 5 ft.

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

Base Attack/Grapple: +0/-16

Attack: Bite +6 melee (1d4-4)

Full Attack: Bite +6 melee (1d4-4)

Space/Reach: 1 ft./0 ft.

Special Attacks: *Charm monster*, *enthrall*

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

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

Abilities: Str 3, Dex 15, Con 6, Int 2, Wis 8, Cha 16

Skills: Hide +14, Listen +2, Move Silently +11, Sense Motive +7, Spot +2, Tumble +3

Feats: Alertness, Weapon Finesse^B

Environment: Temperate hills and plains; also domestic in urban areas

Organization: Solitary when domesticated, hunting pack (10-20), or warren (12-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Always chaotic neutral

Advancement: None

Level Adjustment: +0 (cohort)

Fuzzwippits are little more than cotton ball wisps. They have big brown eyes, and underneath all their fluff, they have a small mouth. They use their *charm monster* and *enthrall* abilities to convince predators they are not a meal. Fuzzwippits are playful and enjoy company, making them popular household pets.

A fuzzwippit is 8 inches in diameter and weighs less than a pound.

A fuzzwippit can be acquired as a familiar by a 3rd-level arcane spellcaster with the Improved Familiar feat. It grants its master a +2 bonus on Sense Motive checks

Combat

Fuzzwippits are predators, hunting small rodents, birds, and reptiles. They utilize their spell-like abilities to enthrall prey and discourage predators.

Charm Monster (Sp): Up to three times per day, a fuzzwippit can use *charm monster* (caster level 8th, Will DC 17 negates). In the wild, this ability allows the fuzzwippit to convince other predators not to view its warren as a hunting site. It also accounts for the beast's popularity as a domestic pet. The save DC is Charisma-based.

Enthrall (Sp): Once per day, a fuzzwippit can use its cooing purr to enthrall humanoids who view it as a pet. This functions as the *enthrall* spell (caster level 5th, Will DC 15 negates). As a hunting strategy, a single fuzzwippit has been known to enthrall whole colonies of small rodents, while its warren-mates attack from behind. The save DC is Charisma-based.

Wind Resistance (Ex): Fuzzwippits have a +2 racial bonus on Fortitude saves against the effects of cold weather. Its pelt has special pores which funnel wind in only one direction. Wind, therefore, seldom manages to lift up or blow-away a fuzzwippit (treat the fuzzwippit as a Medium creature for purposes of determining wind effects). Odors do not travel out through the pelt, resulting in a -10 circumstance penalty on attempts to locate the fuzzwippit by scent. This is just one way in which fuzzwippits manage to surprise their prey.

Skills: Fuzzwippits have a +8 racial bonus on Move Silently and Sense Motive checks.

Wippetsheen

The pelt of a fuzzwippit (called wippitsheen) is valuable for cosmetic and practical purposes. Among nobles and the elite, a complete pelt is as much as two-thirds the cost of a living fuzzwippit.

Shawls and coats made of wippitsheen are popular for evening activities and autumn sports like fox-hunting. Rustic frontiersmen favor wippitsheen for its durability, warmth, and ability to block the wearer's scent. A garment made from wippitsheen grants the wearer a +2 circumstance bonus on Fortitude saves against the effects of cold weather. Further, an actual pelt (not just a fur lining or weave) has special pores which funnel wind in only one direction. Wind, therefore, seldom manages to lift up or blow-away a fuzzwippit pelt. Odors do not travel out through the pelt, resulting in a -10 circumstance penalty on attempts to locate the pelt-wearer by scent.

Wippitsheen has hardness 1 and 2 hit points per inch of thickness.

Heliokarabos

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: 1ft./0 ft.

Special Attacks: Solar beam

Special Qualities: Sunlight storage, resistance to fire 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 deserts 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: —

Heliokarabosi are large scarabs that flourish in areas of bright sunlight, and their carapace is a rich golden hue. They subsist on a diet of both organic matter and solar energy. They are more intelligent than typical beetles, and desert-dwelling rangers, druids, and clerics of sun deities often train them as pets or companions. They are also sometimes taken on quick raids into underground caverns and undead-infested tombs, as their sunlight storage can be a great boon when fighting light-sensitive foes.

A heliokarabos measures about 8 inches in diameter and weighs less than a pound.

Combat

Heliokarabosi 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, heliokarabosi can focus the sun's rays into an intense beam of heat. A heliokarabos must be in flight above a target, although it need not be directly between the sun and its target — the heliokarabos can direct the beam with some precision to a range of 30 feet. Targets must succeed at a DC 9 Reflex save or take 2d4 points of fire damage. A heliokarabos may focus this solar beam during cloudy weather or indirect daylight, but it inflicts only 1d4 points of fire damage. If hard-pressed, a heliokarabos can even release all its stored solar energy (see below) to produce one full-power beam that deals 4d4 points of fire damage to a range of 100 feet. The save DC is Constitution-based.

Sunlight Storage (Su): Excited heliokarabosi 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 heliokarabos can maintain this luminescence for up to 2 hours before needing to recharge its stores. To refill its stores completely, a heliokarabos must be exposed to direct sunlight for 4 hours.

Skills: A heliokarabos has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Malata Plant, Seed

Tiny Plant

Hit Dice: 1d8 (4 hp)

Initiative: +4

Speed: Fly 40 ft. (perfect)(8 squares), burrow 5 ft.

Armor Class: 21 (+2 size, +3 Dex, +6 natural), touch 15, flat-footed 18

Base Attack/Grapple: +0/-8

Attack: Slam +2 melee (1d4)

Full Attack: Slam +2 melee (1d4)

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

Special Attacks: —

Special Qualities: Blindsight 60 ft., damage reduction 5/slashing, plant traits

If left unchecked, a malata plant will eventually reproduce, spreading its seeds to new areas. This is the most vulnerable stage of the malata plant's life cycle. A seed is a 1-foot-long, egg-shaped fibrous husk with large bat-like wings. It is just sentient enough to avoid danger and seek out suitable villages to infest.

Once a seed has found a good location, it will burrow into the ground and begin germinating a malata plant trunk, spending 1d4+1 days gathering the energy needed to grow a new trunk. After this time, the seed cracks open (killing the seed) and a new malata trunk germinates to full size in the space of 24 hours.

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

Abilities: Str 10, Dex 17, Con 13, Int 3, Wis 13, Cha 3

Skills: Hide +13, Move Silently +9

Feats: Stealthy

Environment: Any warm land

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

Combat

Though a malata seed has a weak slam attack, it only fights if unable to escape. Its primary function is to find a secluded area near a village and burrow into the ground, planting itself. Once planted, a seed is helpless and can be easily destroyed.

Blindsight (Ex): A malata plant is blind, but it can "see" creatures within 60 feet by sensing subtle changes in air pressure and temperature.

Mesmerizzard

Medium Magical Beast

Hit Dice: 1d10+2 (7 hp)

Initiative: +0

Speed: 30 ft. (6 squares), fly 60 ft. (clumsy)

Armor Class: 10, touch 10, flat-footed 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: Captivating song

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

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

Abilities: Str 18, Dex 10, Con 15, Int 10, Wis 14, Cha 15

Skills: Hide +4, Listen +8, Spot +8

Feats: Alertness

Environment: Warm deserts

Organization: Flock (2-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 2-3 HD (Medium)

Level Adjustment: —

Mermerizzards are vultures that use their captivating songs to speed up the creation of carrion by luring prey to its death. Although they will eat any dead matter, they have a preference for humanoid flesh, particularly that of elves.

These intelligent vultures were once known as “mesmerizing buzzards”, but over the years the two words melded together, largely in part due to hasty cries of surprise when it became apparent that they weren’t mere carrion birds.

Evil desert dwellers, particularly mummies, often make pacts with mesmerizzards, providing the buzzards with protection and an endless supply of carrion in exchange for luring travelers (and the possessions they carry) to their lairs.

A typical mesmerizzard is 4 to 5 feet long and has a wingspan of 8 to 10 feet.

Combat

Most mesmerizzards fly away instantly if attacked, but they can fight. If brought down by a sling or an arrow shot, they draw their wings in close and stand their ground. If one mesmerizzard in a group dies in battle, the others will pick it up and attempt to escape with it.

Mlularuka

Small Animal

Hit Dice: 1d8+2 (7 hp)

Initiative: +3

Speed: 30 ft. (6 squares), fly 60 ft. (clumsy)

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

Base Attack/Grapple: +0/-3

Attack: Bite +2 melee (1d4+1)

Full Attack: Bite +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

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

The mlularuka (m-loo-lah-ROO-kah), also known as the malakala (mah-lah-KAH-lah), is a flying jackal. A mlularuka looks much like a normal jackal, except that it has a bluish tinge to its underside and flaps of skin between its legs. Amazingly, these flaps are fully functional wings, and unusual leg joints allow the mlularuka to flap its legs and fly. Once airborne, it relies on the warm savannah air to keep it aloft.

These pesky creatures are not a physical danger so much as an economic one. They have been known to swoop down on travelers, attempting to steal food, packs, or even weapons. The only

Captivating Song (Su): When a mesmerizzard sings, all creatures (other than mesmerizzards) within a 300-foot spread must succeed on a DC 12 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same mesmerizzard’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the mesmerizzard, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the mesmerizzard stands there and offers no resistance to the monster’s attacks. The effect continues for as long as the mesmerizzard sings and for 1 round thereafter. A bard’s countersong ability allows the captivated creature to attempt a new Will save.

Skills: A mesmerizzard has a +4 racial bonus on Spot checks.

Abilities: Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

Skills: Hide +8, Listen +2, Move Silently +4, Spot +2, Survival +1*

Feats: Flyby Attack

Environment: Warm deserts and plains

Organization: Pack (2-16)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium)

Level Adjustment: —

reported attacks on humanoids have probably been accidental and involved stolen babies. Some wild rumors even claim that a female mlularuka will nurse a stolen baby, raising it into a feral adolescent and then setting it free in the wilderness.

A mlularuka is about 3-1/2 to 4 feet long, stands about a foot tall, and weighs 15-30 pounds.

Combat

Mlularuka avoid combat unless cornered, at which time they will lash out with a bite attack.

Skills: *Mlularuka have a +4 racial bonus on Survival checks when tracking by scent.

Thirog

Medium Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +0/+1

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

Full Attack: Longsword +1 melee (1d8+1/19-20) or longbow +2 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Blur, darkvision 60 ft., elusiveness

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

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

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

Feats: Dodge

Environment: Warm desert

Organization: Raiding party (2-7 plus 1 3rd level leader) or clan (8-16 plus 1 3rd level leader and 2nd level lieutenants, plus 150% non-combatants)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

Thirog are lean, wiry humanoids distinctive for their speed, stealth and cunning. They carve out nomadic existences in the wastes and deserts of the world, raiding and scavenging whenever they come upon settled peoples trying to establish more substantial livings. In other words they are a marginal race that inhabits equally marginal lands as best they know how.

As such, however, thirog make themselves nuisances to those townsfolk and villagers whose livelihoods they try to share. Local authorities hunt thirog thieves, both real and suspected, mercilessly. Thirog raiders inspire both fear and hatred out of proportion to the actual damage they inflict. Down through the generations, however, they have adapted, so that they know how to hide and elude better than most and they are notoriously hard to track.

Thirog speak Common and Orcish.

Combat

Thirog always prefer to strike from ambush, firing their composite longbows from cover until their foes no longer represent any threat. They do not like to engage in melee combat unless absolutely necessary and even then they try to flank or surprise their opponents. When attacking a fixed position, such a village, they prefer to use stealth and discourage their enemies by firing arrows from cover, often moving from covered position to covered position to create confusion.

If their opponent makes a determined attempt to engage them in melee, thirog raiders will withdraw rather than slug it out, even if they have not taken what they wanted yet. This elusiveness is one reason why the targets of thirog raids despise them so intensely.

Blur (Ex): Once per day as a free action, a thirog may perform an evasive maneuver that distorts and blurs its form. This effect grants the thirog concealment (20% miss chance). A thirog must move from one space to another every round this effect is active (including the round it is initiated), and the effect ends when the thirog stops moving or after one minute, whichever comes first.

Elusiveness (Ex): Thirog leave unusually light footprints, partly due to training and partly due to their weight distribution. Anyone using the Track feat to locate a thirog has a -5 circumstance penalty on his Survival check.

Thirog Society

Thirog travel in clans no larger than a modest extended family, headed by the dominant male. The clan is the focal point of every thirog allegiance. However, clans may form alliances, almost always temporary and subject to change at a moment's notice, with each other to accomplish a goal that is too large for any one of them.

Valco

1st-Level Warrior

Medium Humanoid (Caprine)

Hit Dice: 1d8+2 (6 hp)

Initiative: -1

Speed: 20 ft. in scale mail (6 squares); base speed 30 ft.

Armor Class: 14 (-1 Dex, +1 natural, +4 scale mail), touch 9, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Guisarme +3 melee (2d4+3/x3) or calkru +3 melee (1d8+2) or net +0 ranged touch or longbow +0 ranged (1d8/x3)

Full Attack: Guisarme +3 melee (2d4+3/x3) or calkru +3 melee (1d8+2) or net +0 ranged touch or longbow +0 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft. (10 ft. with guisarme)

Valcos are an aggressive race of goatlike bandits. Valcos have a love for treasure, and a dislike of a fair fight. Their favorite way to earn a living is to camp outside of ruins and dungeons, waiting for weary treasure-laden adventurers to stagger out. They are patient, and frequently observe parties heading into such areas, sizing them up and preparing well-planned ambushes tailored to the party's apparent strengths and weaknesses.

A valco stands about 5 feet tall and weighs 100-140 pounds, with short wiry fur and simple horns. Their hind legs end in plain hooves, although their forehooves have developed into functional hands. Most valcos wear armor of some sort, and all of them are able to employ standard humanoid weapons.

Valcos speak their own language and Common. The valco warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 11, Con 13, Int 10, Wis 8, Cha 9.

Combat

Valcos attack in carefully planned ambushes. Pit traps may be dug, or rocks may be placed on ridges to drop upon foes or seal off areas. Their first attacks are usually attempts to disable their opponents. Valcos make heavy use of nets, Chortler dander bombs (see below), alchemist's fire, and other underhanded forms of attack. In melee, some valcos attack in close with the calkru, a weapon made from castoff horns (equivalent to a flail), while others stand behind them stabbing and

Special Qualities: Hardy, low-light vision

Saves: Fort +4 (+6 vs. poison or disease), Ref -1, Will -1

Abilities: Str 14, Dex 9, Con 15, Int 10, Wis 8, Cha 7

Skills: Climb +0, Listen +0, Spot +0, Swim -4

Feats: Exotic Weapon Proficiency (net)

Environment: Temperate hills and plains

Organization: Solitary, band (2-7 plus 1 3rd level lieutenant), or camp (3-36 plus 5 3rd level lieutenants, 2 5th level druids, and 1 7th level captain)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

tripping their enemies with guisarmes. Those with calkru can use them to disarm their opponents, often grabbing and stealing weapons in the middle of a battle. Valcos attack to plunder, not necessarily to kill. If valcos can escape with some decent loot at any point in a fight, they probably do so.

Hardy (Ex): Valcos are able to eat and derive sustenance from nearly any organic substance. Valcos also have a +2 racial bonus on all saving throws against poison or disease.

Valco Society

Valco society is relatively primitive. Most valcos live outside, under the stars, although those in heavy weather areas use tents or other simple shelters. Valcos are nomadic and do not form large political groups; they are simply scattered camps of raiders. Their religion takes the form of nature worship, and their priests are druids. Treasures that the valcos take are typically either used in their attacks, kept as trophies, or are traded for rich food and wine, which valcos absolutely love.

Chortler Dander Grenade

If properly collected and placed in a glass bottle, the dander from a single chortler (page 50) is enough to create two thrown splash weapons (though only with a 5-foot-radius effect) that function as the chortle ability with the same save DC as the chortler that created it. Some specialist shops may sell these missiles for around 100 gp each, but supplies are usually limited.

Addlevetch

Small Plant

Hit Dice: 1d8+3 (7 hp)

Initiative: +7

Speed: 15 ft. (3 squares)

Armor Class: 18 (+1 size, +7 Dex), touch 18, flat-footed 11

Base Attack/Grapple: 0/-6

Attack: Eye rays +8 ranged touch

Full Attack: Eye rays +8 ranged touch

Space/Reach: 5 ft./—

Special Attacks: Eye rays

Special Qualities: All-around vision, lowlight vision 60 ft., plant traits

Saves: Fort +5, Ref +7, Will -4

Abilities: Str 7, Dex 25, Con 17, Int —, Wis 2, Cha 18

Skills: Hide +11, Search +1, Spot +4

Feats: Alertness

Environment: Underground and warm deserts

Organization: Solitary or bunch (2-5)

Challenge Rating: 1

Treasure: 50% standard

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium)

Level Adjustment: —

Addlevetch is a plant found in deserts and underground. The desert variety lives near sources of fresh water and has few large leaves around its brown base. It also has mobile roots and three long and curving stems. Each of these stems sports a colorful and shiny sphere.

Combat

An addlevetch prefers to lie in wait along pools of water, usually clinging to a stalctite or a palm tree. When an animal or other prey comes near, it uses its rays to disable and kill the creature. Once any threats have passed, the plant nestles into the corpse to consume and grow.

Eye Rays (Su): Each of the addlevetch's three small eyes can produce a magical ray once per round as a free action. Each of the addlevetch's three eye rays resembles a spell cast by a 8th-level caster, but follows the rules for a ray. Each eye ray has a range of 55 ft. and save DC of 14. The save DCs are Charisma-based.

The three eye rays include:

Confusion Eye: This yellow eye shoots a ray that acts as a *confusion* spell, except that it affects one creature with up to 8 Hit Dice. The target must succeed at a DC 18 Will save to resist.

Daze Eye: This red eye can shoot a ray that works like the *daze* spell, except that it affects one creature with up to 8 Hit Dice. The target must succeed at a DC 14 Will save to resist.

Inflict Light Wounds Eye: This little blue sphere shoots a ray that works like the *inflict light wounds* spell, except that it affects one creature with up to 10 Hit Dice, causing 1d8+5 points of damage. The target may make a DC 15 Will save for half damage.

All-Around Vision (Ex): Addlevetch plants are exceptionally alert. Their prehensile eye-stems give them a +4 racial bonus to Spot and Search checks, and they cannot be flanked. Plant: Immune to all mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits.

Flora and Fauna

Somnolent Moss: This purple moss thrives in dry areas and uses water as its primary food. It only grows in extremely dry areas (too much water kills it instantly) and it emits a sweet smell to a range of 10ft. that has the same effect as a very powerful *sleep* spell (Fortitude save DC 12) that lasts for a week. The moss eventually covers a victim that falls asleep in a period of days. A creature gets a single additional saving throw after two days, but if that is failed, the fate of the creature is sealed as the moss drains the water from the creature, leaving a perfectly desiccated corpse. Mummies and other intelligent desert dwelling undead favor somnolent moss and often place patches of it throughout their lairs. Somnolent moss is a magical dependent fungus that needs magic, air, and water to survive. Somnolent moss is only found in deserts.

Boroth

Medium Humanoid (Boroth)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 14 (+1 Dex, +3 studded leather armor), touch 11, flat-footed 13

Base Attack/Grapple: +1/+3

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

Full Attack: Longsword+3 melee (1d8+2/19-20) or composite longbow +2 ranged (1d8+2/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

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

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

Skills: Gather Information +1, Hide +4, Listen +3, Move Silently +2, Search +2, Spot +3, Survival +6*

Feats: Track

Environment: Any land and underground

Organization: Gang (2-4), squad (11-20 plus 2 3rd level sergeants and 1 leader of 3rd to 6th level) or band (30-100 plus 150% non-combatants plus 1 3rd level sergeant per 10 adults, 5 5th level lieutenants and 3 7th level captains)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +2

Boroth are natural-born trackers; every one of their instincts and distinctive physical features amplifies the sensory skills that they require to hunt down their prey or those who would wish to elude them. They are exceptionally agile and their low-slung bodies allow them to move quickly while remaining partially hidden. They have large eyes that enable them to see unusually well in dim light, with heavy lids that also allow them to shut out the glare of excessively bright conditions. Their wide, flared nostrils give them a keen sense of smell and they have a wider range of hearing than most other races.

As might be expected, boroth are in much demand as scouts, trackers and bounty hunters and they are generally quite content to market themselves as such. They can operate independently and veteran boroth trackers prefer to do so. They are also known to work in teams under the direction of a veteran of their own kind or others whose authority they recognize, in which case they function more or less like a pack of intelligent bloodhounds.

Boroth speak Common and one other additional language.

Combat

Boroth are experienced and versatile small-group tacticians. They understand how to make the best use of terrain, weaponry and any other advantages they believe they have over their foe. They will not charge in to combat if they can see

they are outnumbered, attacking under cover of darkness by preference using their darkvision to full effect. They are far from stupid and entirely capable of executing complex tactical maneuvers.

A group of boroth has the option of combining their efforts into a single Survival skill check using the Aid Another action (see Player's Handbook, Chapter 4) when tracking. As many as 7 boroth can aid another for the purposes of tracking a single creature.

Skills: * A boroth has a +5 racial bonus on Survival checks when using its Track feat.

Boroth Society

Boroth live in large tribal groups from which mercenaries may be recruited. Anyone wishing to hire boroth must negotiate their services with the tribe's chief; if negotiations are successful, the chief selects those of the tribe who will take part in the mission with any prospective mercenaries having no say in the matter.

Young boroth also leave their tribes to seek their fortune in the world. However, the wider world does not always receive them as they would like, but it is not impossible for a skilled tracker to make a career for themselves.

Boroth worship the goddess of the hunt who is said to take pity on those who are lost and in search of food. They interpret her blessing rather liberally to include those who make their living in any form of hunting or tracking.

Caracal

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: 16 (+1 size, +5 Dex), touch 16, flat-footed 11

Base Attack/Grapple: +0/-4

Attack: Claw +6 melee (1d2)

Full Attack: 2 Claws +6 melee (1d2) and bite +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d2, stunning swat

Special Qualities: Low-light vision, scent, spring

Caracals resemble reddish-brown lynxes, though they are rather smaller than the lynx, weighing up to 42 pounds and growing as long as 4 feet from nose to tail-tip. They are most famed for their especially keen hearing and their ability to perform high-on unbelievable vertical leaping.

Servals, bobcats, swamp cats, fishing cats, golden cats and ocelots may also be treated as caracals for game purposes, though the Games Master may wish to research slightly variant special abilities - for example, the fishing cat should have a Swim movement type, but no special bonus for high jumps.

A small number of caracals are born with entirely black fur, much like the occasional completely black leopards known as black panthers. These are much-prized as animal companions by dungeoneering rangers, for obvious reasons.

Combat

Caracals naturally prey on birds and small mammals, but will attack larger herbivores if hungry. Few will attack humans unless cornered or trained to do so. Against most opponents the caracal will pounce, claw, bite and rake, but when hunting birds it prefers to do a vertical pounce straight up into the air, swatting its prey out of the sky with a front paw. This stunning swat attack is useful against any aerial opponent, since a stunned creature cannot fly and will simply fall to the ground.

Most creatures are only able to make improved grab attacks on creatures smaller than themselves, but caracals specialise in catching

Saves: Fort +4, Ref +7, Will +1

Abilities: Str 10, Dex 20, Con 14, Int 2, Wis 12, Cha 10

Skills: Balance +13, Climb +8, Hide +13*, Jump +12, Listen +7, Move Silently +9, Spot +3

Feats: Weapon Finesse

Environment: Warm desert and plains

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

birds of any size up to an eagle, and so the caracal can use improved grab against a creature of its own size which is using flying movement.

Improved Grab (Ex): To use this ability, a caracal must hit a Medium or smaller creature with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a caracal charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Atk. bonus +6 melee, dam. 1d2.

Stunning Swat (Ex): A caracal that uses its pounce ability may forego the full attack normally granted by the ability and instead make a swat attack at its highest attack bonus. If it succeeds, it does normal claw damage and its opponent must succeed on a DC 10 Fortitude save or be stunned for one round. The save DC is Strength-based.

Spring (Ex): Caracals are well known for their ability to leap great heights vertically. A caracal's high jumps are treated as long jumps for the purpose of determining distance traveled.

Skills: Caracals have a +4 racial bonus on Hide, Listen, and Move Silently checks and a +8 racial bonus to Balance Climb, and Jump checks. A caracal can always choose to take 10 on Climb checks, even if rushed or threatened. *In warm plains and warm desert terrain, the Hide bonus improves to +8. (Black caracals receive no additional Hide bonus for terrain, but their Hide bonus improves to +8 during night or in other dark conditions such as underground.)

Colonial-Fly Swarm

Fine Vermin (Swarm)

Hit Dice: 3d8-3 (10 hp)

Initiative: +5

Speed: 10 ft. (2 squares), fly 40 ft. (good)

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

Base Attack/Grapple: +2/—

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft/0 ft.

Special Attacks: Distraction

Special Qualities: Darkvision 60 ft., immunity to weapon damage, swarm traits, vermin traits

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 1, Dex 20, Con 8, Int —, Wis 10, Cha 2

Skills: Hide +21, Listen +7, Spot +7

Feats: —

Environment: Warm deserts

Organization: Solitary, pair, or colony (3-6)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

Colonial-fly swarms look like swirling clouds of large blue black flies fill the air, their buzzing loud in the dry air. Colonial-flies form societies similar to those of savannah termites, but rather than creating mounds to house their colonies, they instead inhabit the hollow pockets in the hide of a colony carrier (pg. 105).

These inch-long flies are carnivorous, feeding mostly on small desert-dwelling mammals and reptiles and any predators that approach the colony carrier in which they make their home.

A single colonial-fly is roughly an inch long.

Combat

A colonial-fly swarm tries to surround and attack any living thing that approaches within 40 feet of its hive. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any creature that begins its turn with a colonial-fly swarm in its space must succeed at a DC 10 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A colonial-fly swarm has a +4 racial bonus on Listen and Spot checks.

Flora and Fauna

Orc's Blood: Traditionally, humanoids brew beer and ale from the fermented mash of barley, malt, and hops, but orcs prefer stouter alcohol. A few centuries ago, orchish brewers discovered a rare grain that yields more alcohol than commonly used grains and an unknown chemical that enhances the drink's intoxicating properties, triggering an array of behavioral responses ranging from docility to mindless rage. Although the plant once bore another moniker, the violence associated with the popular drink supplanted its former title in favor of its present name. Brewing orc's blood requires a Profession (brewer) check (DC 12). Orc's blood is a dark green grass that stands four feet tall and bears a row of light purple flowers. Some orcs claim that the flower's aroma also possesses tranquilizing properties, but the assertion remains unproven. Although the beverage's high alcohol content also inebriates other humanoids of non-orcish heritage, they remarkably ignore the effects of the grass' unknown chemical agent. Sages remain at a loss to explain the odd phenomenon, but some ambitious orc generals endeavor to use the potent drink as a means of bolstering their troops' battle morale. Fortunately for human armies, these efforts continue to yield no success. Because of its rarity and widespread popularity, orcs continually scour the countryside in search of the elusive grass. A Knowledge (nature) check or Survival check (DC 20) is required to identify it.

Culkma

Medium Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+3

Attack: Bite +3 melee (1d8+1)

Full Attack: Bite +3 melee (1d8+1) and tail sting -2 melee (1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

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

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

Abilities: Str 12, Dex 15, Con 14, Int 1, Wis 11, Cha 4

Skills: Bluff +5, Hide +10, Listen +2, Move Silently +4, Spot +5

Feats: Alertness

Environment: Warm deserts

Organization: Solitary or pack (4-7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium)

Level Adjustment: —

Culkma are desert-dwelling lizards that emit pheromones to attract prey. Averaging between 4 and 5 feet long, culkma have powerful jaws full of yellow-brown teeth, and tails ending in poisonous stingers. Their scaly skin is tough, leathery, and naturally pale yellow, though it changes color to match their surroundings. Toughened by life in the deep desert, a culkma can survive months without food, and more than a week without water.

Instead of searching for food in their desolate homes, culkma draw prey to them by releasing pheromones that imitate the scent of a wounded animal. Any nearby desert carrion-eaters are drawn to the scent, and promptly attacked by the camouflaged culkma. Culkma travel both alone and in families, and lay between two and five eggs every five years.

Though culkma hide can be used as a source of low-quality leather, the only items of real value in a culkma are the pheromone glands under its eyes. If preserved in fresh water, the glands can be sold on the black market for up to 300 gp for use in exotic perfumes. The glands can be removed from a dead culkma on a DC 20 Survival or Knowledge (arcana) check. Failing the check by 5 or more destroys the glands.

Combat

When its prey nears, a culkma springs to life and attacks, first trying to poison its opponent with its tail. Once its opponent is helpless, the culkma begins biting. Culkma seldom pursue fleeing prey, preferring to conserve energy for other encounters.

Poison (Ex): Sting, Fortitude DC 13, initial damage paralysis for 1d4 rounds, secondary damage none. The save DC is Constitution-based.

Skills: A culkma's pheromones and camouflage grant it a +8 racial bonus on Bluff and Hide checks.

Flora and Fauna

Grass tree: A weed found in Australia's semi-arid deserts. This plant thrives on fire, relying on fire to stimulate new growth. Without fire, the vertical annual growth is less than 1 inch, but with proper burns, the grass tree is as tall as nine feet. After a bush fire, new shoots quickly replace the burnt top foliage, while the old leaves surround, protect, and bulk up the base of the trunk. They grow spikes 9 feet long packed with tiny flowers, and they sometimes produce multiple trunks. The height of the plant increases with more burns, and these plants naturally live at least 350 years.

Helirax

Small Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +1/-3

Attack: Bite +3 melee (1d4)

Full Attack: Bite +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce, rake 1d4

Special Qualities: Low-light vision

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

Abilities: Str 10, Dex 12, Con 13, Int 2, Wis 10, Cha 10

Skills: Jump +5

Feats: Weapon Finesse

Environment: Temperate plains

Organization: Flock (10-100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

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

Level Adjustment: —

These meaty, vulture-like, flightless birds travel in large groups. Helirax are carnivorous and very aggressive, attacking anything entering their domain. It's not uncommon for predators attacking a flock of helirax to end up as prey themselves. This behavior has earned them the nickname "land piranhas."

Helirax often benefit from surprise, as most creatures don't think much about wading into a colony of game birds to gather a hearty meal. Predators may get themselves deep in trouble before they even realize that they are surrounded on all sides by dangerous beasts. Some races do use them for food, although very carefully.

A typical helirax is 3 feet long and has a wingspan of 8 feet. It weighs 8 pounds.

Combat

What these creatures may lack in ferocity, they make up for by attacking in large numbers. Typically, they attack in a swarm, with up to eight birds attacking a single creature at once. A helirax attacks by leaping at its prey and biting it with long rows of razor sharp teeth.

Pounce (Ex): If a helirax charges a foe, it can make a full attack, including a rake attack.

Rake (Ex): Atk. bonus +3 melee, dam. 1d4.

Skills: A helirax has a +6 racial bonus on Jump checks.

Flora and Fauna

Harmel: From a distance, the shy harmel appears identical to a gray horse. However, a closer inspection reveals several unusual characteristics not shared by other equines. Although undoubtedly gray in color, the harmel's skin looks and feels like a rough, porous hide similar in texture to fine sandpaper. The harmel's thick epidermis provides a natural shield against the sun's oppressive rays. Furthermore, a bulbous hump protrudes from the animal's hindquarters a few inches before its short, thin, hairless tail. Like many pachyderms, the harmel's odd bulge stores water, allowing it to travel for hours without stopping for water. Harmels feed exclusively on dried, withering grasses, but unlike most herbivores, harmels lead solitary lives. Although slower than horses, harmels make outstanding mounts, compensating for their lack of speed with increased durability. Capable of running for days without stopping for water, an unencumbered harmel travels four miles per hour for up to 12 hours per day. A Handle Animal check (DC 24) and two months of intensive training are required to domesticate a wild harmel. Identifying the solitary animal requires a Survival check (DC 20). In addition to its usage as a mount, armorsmiths create a tough, durable masterwork hide armor from its skin.

Harmel Hide: Because of its inherent ability to resist heat, characters wearing harmel hide or leather armor do not suffer a -4 penalty to their Fortitude saves when exposed to very hot and extreme heat conditions. Harmel armor is considered masterwork armor.

Hiemalus

Medium Humanoid (Cold, Human)

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+3 melee (1d6+2/x3) or javelin +3 ranged (1d6+2)

Full Attack: Handaxe+3 melee (1d6+2/x3) or javelin +3 ranged (1d6+2)

Space/Reach: 5 ft/5 ft.

Special Attacks: Rage

Special Qualities: Immunity to cold, slow metabolism, vulnerability to fire

Hiemaluses are a subspecies of humanoid that has adapted to life in areas of extreme cold. Their skin is whitish-blue and covered with patches of frost. Their lank hair hangs down over washed-out eyes. They wear furs and rough-made leather clothing that stirs in the frigid winds.

Humans often call them “ice cannibals”, but this is a bit of a misnomer, because they actually won’t eat the flesh of their own kind. However, they prefer to dine on the flesh of any other humans more than meat. Hiemaluses lead a barbaric lifestyle, forming nomadic clans. They are raiders and plunderers, creating nothing of their own.

A hiemalus is about the size of a large, muscular human. Almost all hiemaluses are illiterate, and they speak their own language, a crude vernacular of Common.

Combat

Hiemaluses 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 hiemaluses stop fighting as soon as they make their first kill (or incapacitate a foe) in order to start eating.

Rage (Ex): Once per day, a hiemalus can enter a berserk rage when confronted with living prey. In a rage, a hiemalus temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the hiemalus’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points

Saves: Fort +7, Ref +2, Will -1

Abilities: Str 14, Dex 14, Con 18, Int 7, Wis 8, Cha 11

Skills: Hide +4, Spot +1, Survival +7

Feats: Endurance

Environment: Cold deserts, forests, hills, 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: 50% coins; 50% goods; standard items (nothing brittle)

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +3

are.) While raging, a hiemalus cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the hiemalus’s (newly improved) Constitution modifier. A hiemalus may not prematurely end his rage. At the end of the rage, the hiemalus loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can’t charge or run) for the duration of the current encounter.

If a hiemalus gains the rage ability from another source (such as the barbarian class), he adds his Hit Dice to his class levels to determine his rage ability. Thus, a 9th-level hiemalus barbarian is treated as an 11th-level barbarian for purposes of rage, allowing him to rage 3/day and granting him the greater rage class feature.

Slow Metabolism (Ex): Hiemaluses 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, a hiemalus always uses his Fortitude save bonus in place of his Constitution modifier when making starvation checks.

Skills: Hiemaluses receive a +4 racial bonus on Hide checks and a +6 racial bonus on Survival checks.

Hiemalus Characters

Hiemaluses prefer the barbarian class, and the vast majority of classed hiemaluses are barbarians. However, the canniest of them can multiclass, usually as rogues, sorcerers, or adepts.

Hiemalus characters have the following racial traits.

- +4 Strength, +4 Dexterity, +8 Constitution, -2 Intelligence, -2 Wisdom.
- Medium size.
- Space/Reach: 5 ft./5 ft.
- A hiemalus's base land speed is 40 feet.
- Racial Hit Dice: A hiemalus 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: A hiemalus's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide, Spot and Survival. Hiemaluses gain a +4 racial bonus on Hide checks and a +6 racial bonus on Survival checks.

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

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

— Special Attacks (see above): Rage.

— Special Qualities (see above): Immunity to cold, slow metabolism, vulnerability to fire.

— Automatic Languages: Hiemalus. Bonus Languages: None.

— Favored Class: Barbarian.

— Level Adjustment: +3

Malata Plant, Vine

Large Plant

Hit Dice: 3d8+6 (20 hp)

Initiative: +4

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

Armor Class: 20 (-1 size, +4 Dex, +6 natural), touch 14, flat-footed 16

Base Attack/Grapple: +2/+9

Attack: Coil +5 melee touch (0)

Full Attack: Coil +5 melee touch (0)

Space/Reach: 10 ft/10 ft. (coiled)

Special Attacks: Constrict 1d8+3 nonlethal, improved grab

Special Qualities: Blindsight 60 ft., damage reduction 10/slashing, plant traits

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

Abilities: Str 17, Dex 19, Con 15, Int 3, Wis 3, Cha 3

Skills: Climb +11, Hide +5, Move Silently +5

Feats: Iron Will, Weapon Finesse

Environment: Any warm land

Organization: Special

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

Vines are the "hands" of the malata plant, as well as weapons. Each is 20 feet long, and attacks by coiling around a victim and constricting it, much like a python. When mature, the trunk has a maximum of eight vines, and each boma wall has two.

Combat

Malata vines attack by grappling foes, and constricting them into submission. Helpless opponents are then fed to the trunk or made into servitors.

Constrict (Ex): On a successful grapple check, a malata vine deals 1d8+3 points of nonlethal damage.

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

Blindsight (Ex): A malata plant is blind, but it can "see" creatures within 60 feet by sensing subtle changes in air pressure and temperature.

Skills: A malata plant vine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Spirit Rook

Tiny Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +4

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

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

Base Attack/Grapple: +2/-10

Attack: Claw +8 melee (1d3-4)

Full Attack: Claw +8 melee (1d3-4)

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

Special Attacks: Capture soul

Special Qualities: Bolster undead servant, damage reduction 5/good, darkvision 60 ft, low-light vision, spell resistance 12

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 3, Dex 19, Con 10, Int 10, Wis 14, Cha 13

Skills: Bluff +5, Hide +12, Intimidate +5, Listen +4, Move Silently +6, Spot +6

Feats: Persuasive, Weapon Finesse^B

Environment: Any land

Organization: Solitary or team (1 spirit rook and 1 undead servant)

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral evil

Advancement: 3-6 HD (Tiny)

Level Adjustment: — (Improved Familiar)

You see a large bird rather like a raven, yet its feathers are a pale, dead white. It fixes you with a cold, unnerving stare.

Spirit rooks are large birds that look like ravens, only their feathers are pale, dead white. Spirit rooks are servants of evil entities, often acting as familiars for evil necromancers with the Improved Familiar feat, or as pets for demons and devils. The spirit rook gets its name from its ominous ability to capture the soul of a dying or departed creature.

A spirit rook is about 1-1/2 feet tall and weighs a little over a pound. Its wingspan is nearly 3 feet. Spirit rooks speak Common in squawking, mocking tones.

Combat

Spirit rooks are poor fighters, attacking directly only if a creature whose soul they covet is close to death. They prefer to let their undead servants do the fighting, and flee if directly assaulted.

A spirit rook's natural weapons are treated as evil-aligned for the purpose of overcoming damage reduction.

Capture Soul (Sp): As a standard action, a spirit rook can capture the soul of a dying or recently dead creature within 30 feet. The soul of any creature that has been dead for less than 1 hour is eligible to be captured, but the rook must be able to see the body to use this ability. The rook makes a Will save with a DC equal to its target's total

HD during life. If this check succeeds, the rook captures the soul, and the body immediately rises as an undead servant of the rook.

The undead servant is identical with a zombie of equal size (see the "Zombie" template in the MM), but with a number of bonus hit points equal to the victim's total HD when it was alive. Due to the spiritual link between the spirit rook and the body of the captured soul, the servant also gains the benefit of the spirit rook's damage reduction and spell resistance as long as it remains within 30 feet of the rook.

A creature whose soul is captured by the spirit rook cannot be raised or resurrected in any way until the soul has been released. A soul can be released by the spirit rook voluntarily, though this rarely happens; it is also released if the rook is slain, or can be released by a *limited wish* spell or similar magic. A spirit rook can capture only a single soul (and thus can have only one undead servant) at a time.

Bolster Undead Servant (Su): A spirit rook can dispel turning and bolster undead as if it was an evil cleric of level equal to its HD, but only with respect to its undead servant.

Spell Resistance (Ex): The spirit rook has spell resistance equal to 10 + its HD. (A spirit rook that becomes a familiar uses its base HD, not its master's HD, to determine this value.)

Skills: The spirit rook has a +2 racial bonus on Spot checks.

Spitting Cobra Snake

Small Animal

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-6

Attack: Bite +4 melee (1d2-2 plus poison) or spit +4 ranged touch (poison)

Full Attack: Bite +4 melee (1d2-2 plus poison) or spit +4 ranged touch (poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spit

Special Qualities: Cold susceptibility, low-light vision, scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +4, Hide +14, Listen +8, Spot +8

Feats: Alertness, Weapon Finesse^B

Environment: Warm desert, plains, and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

Spitting cobras are among the most feared members of the cobra family. Though their venom is less likely to kill outright than that of, for example, the black mamba, the spitting cobra can deliver its poison at range through its namesake spitting attack, and any creature struck in the face with a glob of spitting cobra venom may be blinded.

Combat

Spitting cobras are usually found under rocks in deserts or scrubland, and dislike being disturbed to the extent that they will usually spit first and ask questions later.

Poison (Ex): Contact, Fortitude DC 10, initial damage blindness for 2d6 minutes, secondary damage 1d3 Dex plus 1d3 Con plus permanent blindness. The save DC is Constitution-based.

Spit (Ex): A spitting cobra may spit its venom up to 10 feet away as a ranged touch attack.

Cold Susceptibility (Ex): A spitting cobra is fatigued for 1d4 minutes whenever it takes damage from a cold-based attack, with no saving throw.

Skills: Spitting cobras receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks.

Flora and Fauna

Razor Grass: To the untrained eye, razor grass appears no different than the countless varieties of grass that populate the plains. The sturdy, deep green blades generally measure four feet in length and culminate in a tiny, tubular dark blue flower. Razor grass earns its name from the minute rows of needles affixed to its blades' edges. Because of their tiny size, only a Spot check (DC 32) detects their presence. A Knowledge (nature) check or Survival check (DC 25) also identifies the bloodthirsty weed. In addition to drawing sustenance from the nutritious soil and sunlight, razor grass also feeds on hemoglobin, preferably from warm-blooded animals. The acquisition of fresh blood triggers the release of its microscopic pollen into the air. Whenever a living creature passes through razor grass, its tiny needles penetrate the transgressor's skin, simultaneously injecting a topical anesthetic into the puncture site, while drawing blood from the same location. Armor proves ineffective against razor grass. Only extremely sensitive creatures immediately notice the blood loss, while most unwittingly trudge deeper into the field of razor grass. A character walking through razor grass suffers one point of damage per round of exposure. At the end of each round, he receives a Wisdom check (DC 15) to notice the blood loss and realize his predicament. Every time the victim sustains damage, the saving throw's difficulty class cumulatively decreases by one. Unfortunately, most grasp the gravity of their situation far too late.

Vapor Dire Rat

Small Magical Beast

Hit Dice: 1d10+1 (6 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft., swim 20 ft.

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

Base Attack/Grapple: +1/-3

Attack: Bite +5 melee (1d4 plus disease)

Full Attack: Bite +5 melee (1d4 plus disease)

Space/Reach: 5 ft/5 ft.

Special Attacks: Death throes, disease

Special Qualities: Cold susceptibility, darkvision 60 ft., fast healing 2, low-light vision, resistance to fire 5, scent, vaporous form

Vapor dire rats resemble normal dire rats in all respects. Though more intelligent than dire rats, they seem to possess a lot of the same traits and conduct themselves in much the same way as normal dire rats. They seldom keep company with their normal counterparts and often times quarrel and fight with dire rats. Vapor dire rats are found just about anywhere save the coldest of climates. Common encounters occur underground or in ruined castles, keeps, temples, and so forth. Regardless of where these creatures construct their nest, a source of water is always found nearby.

Vapor dire rats understand Common but cannot speak.

Combat

Vapor dire rats attack with their bite. A pack uses ambush tactics against potential prey, and when attacking, often attempts to flank a foe, sending several rats against the creature's flank while the rest hit from the front or sides. Injured vapor dire rats drop back where they can use their fast healing ability while the holes in their ranks are filled by other vapor dire rats. Vapor dire rats usually assume vapor form and attempt to escape if they lose more than half their numbers.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Death Throes (Ex): When a vapor dire rat is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a

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

Abilities: Str 10, Dex 17, Con 12, Int 6, Wis 12, Cha 10

Skills: Climb +11, Hide +8*, Jump +4, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon Finesse^B

Environment: Any hills and plains

Organization: Solitary or pack (11-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —

successful DC 11 Fortitude save or be nauseated as long as they remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round. The save DC is Constitution-based.

Cold Susceptibility (Ex): A cold-based effect slows a vapor dire rat (as the *slow* spell) for 3 rounds. This only affects the creature when its in vapor form.

Fast Healing (Ex): A vapor dire rat heals 2 points of damage per round so long as it has at least 1 hit point and is touching a body of water or is in a body of mist, smoke, steam, or fog.

Vaporous Form (Su): As a free action, a vapor dire rat can assume a gaseous form for up to one hour each day. The time does not need to be continuous, so long as the vapor dire rat doesn't exceed the one hour per day limit. This ability is otherwise identical to the *gaseous form* spell (caster level 5th).

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

*Vapor dire rats have a +8 racial bonus on Hide checks in areas of smoke, fog, mist, or vapor. Vapor dire rats use their Dexterity modifier for Climb and Swim checks.

Wild Cat

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4

Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)

Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

Base Attack/Grapple: +2/+5

Attack: Claw +6 melee (1d3+3)

Full Attack: Bite +6 melee (1d6+3) and 2 claws +6 melee (1d3+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d3+1

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +9*, Jump +7, Listen +5, Move Silently +9, Spot +5

Feats: Alertness, Weapon Finesse

Environment: Temperate forest and plains

Organization: Solitary or pair

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium)

Level Adjustment: —

The wild cat is the primal ancestor of all the other large cats, from lynxes to lions. It is around 4 ½ ft. long and weighs around 80 pounds, with a sandy-colored or brown coat. Some varieties have lynx-like tufted ears. Wild cats can be caught and domesticated, though the process is difficult and dangerous. Wild cat kittens between three months and four months old are worth 200 gp apiece. A trainer with the Handle Animal skill can train one as a pet or working animal, and wild cats mature in about one-and-a-half years.

Combat

Wild cats are careful about which creatures they tangle, but they are at least capable of fleeing most angry foes if a fight or attempted feed turns nasty.

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

Pounce (Ex): If a wild cat charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Wild cats have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. *In areas of heavy undergrowth, the Hide bonus improves to +6.

Wild cats have a +8 racial bonus on Climb checks. A wild cat can always choose to take 10 on Climb checks, even if rushed or threatened.

Flora and Fauna

Sinkholes (dolines): Rounded depressions formed by dissolution of carbonate rocks (e.g. limestone). Sinkholes are where surface runoff enters ground water circulation, eroding rock as it filters into the ground. The soil settles leaving the sinkhole. They range in size from shallow depressions few yards in diameter to hundreds of feet deep and a few miles in diameter. They are good indicators of cave formations in the rock below and can be caused by the collapse of a cave ceiling (collapse dolines). When sinkholes become plugged with soil and no longer filter water in the ground, they become ponds. Sometimes sinkhole ponds can become unplugged, and a body of water as large as several acres can disappear overnight. When sinkholes link and intersect, they form valleys called uvala. They can also leave tall pinnacles and pillars behind called tower karsts.

Cenotes: Vertical shafts filled with water. They are sinkholes where the ground collapsed, making an entrance into the cave below.

Tower karsts: A landform based on sandstone or limestone riddled with caves, underground streams and passageways. Uplifts in the Earth's crust raise the ocean floor above sea level and expose the rock to erosive forces. Water and wind eat away the softer, more porous rock, turning fissures into tunnels and caves. Eventually the land becomes a plain checkered with towering turrets, pinnacles, and honeycombs of sturdier rock.

Yethil

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +1/+3

Attack: Claw +3 melee (1d4+2)

Full Attack: 2 claws +3 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rend armor

Special Qualities: Low-light vision

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

Abilities: Str 15, Dex 15, Con 14, Int 2, Wis 11, Cha 6

Skills: Jump +3, Listen +4, Spot +4

Feats: Alertness

Environment: Temperate land and underground

Organization: Solitary or pack (4-7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium)

Level Adjustment: +1* (companion)

Yethils are nocturnal beasts with long pincers that can puncture armor.

Yethils are the size of large dogs, about 4 feet long, 3 feet high, and weighing around 120 pounds. Their skin is a smooth, grayish-brown, plated with rows of hard scales along their spines. Their legs are short and bony, ending in padded, three-toed feet. Two highly-articulate pincers grow from a yethil's shoulders, serving as its primary means of offense. A yethil's eyes are large and multifaceted, and its mouth is framed by sharp mandibles.

Living in temperate environments and underground hollows, yethils feed off plant life, small animals, and insects. A yethil's favorite food is turtle, and a yethil's pincers are ideal for puncturing their shells. A yethil's long, tubular tongue allows it to reach through holes created in turtle shells, and reach the meat within. Yethils living near seas and lakes use their pincers to spear fish in shallow waters.

Yethils hunt in small packs, though even pack members often fight with each other. When food is scarce, this can be taken to an extreme—yethils without any other sources of food have been known to cannibalize their pack mates. Halfling raiders sometimes train yethils as mounts.

Combat

When confronted by larger creatures, yethils usually flee. When cornered, yethils attack with their pincers, tearing through armor.

*A druid of sufficiently high level can take a yethil as an animal companion, but the character is treated as 1 level lower for the purposes of determining the yethil's characteristics and special abilities.

Rend Armor (Ex): If a yethil hits with both claw attacks, it pulls apart any nonmagical armor worn by its foe. This attack deals 2d4+4 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Flora and Fauna

Pebble plants: Plants in southern Africa that look like stones. They mimic the rock formation they call home in color, form, and texture. To tolerate arid climates, the pebble plants have two leaves fused into a sphere. They store sugar and water in their cells, able to survive drought for weeks. Every year new leaves sprout in between the old leaves and absorb their moisture. The old leaves fall, leaving scars beneath the new leaves at the base of the plant. You can count the scars to determine the age of the pebble plants, some dating 200 years old.

Rose of Jericho: A plant that wilts and shrivels in dry weather, but fills out and turns green again when there is water. Rose of Jericho is found in North Africa and parts of the Middle East.

Aecanopyornis

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: Talon +7 melee (2d4+3)

Full Attack: 2 talons +7 melee (2d4+3) and bite+2 melee (1d6+1)

Special Attacks: —

Special Qualities: Darkvision 60 ft., low-light vision, sheltering wings, subsonic call

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

Abilities: Str 16, Dex 17, Con 15, Int 3, Wis 12, Cha 8

Skills: Jump +11, Listen +6, Spot +7

Feats: Alertness, Endurance

Environment: Warm deserts

Organization: Solitary, pair, camp (3-6), or flock (7-12)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-12 HD (Large)

Level Adjustment: —

Aecanopyornises are large flightless birds about the size of an ostrich. Unlike most flightless avians, the aecanopyornis possesses large wings with pure white feathers. It uses these great wings to shelter itself from sandstorms, forming a canopy of sorts. This behavior, combined with its relatively calm demeanor, makes it a popular choice as a mount for desert-dwelling peoples. Aecanopyornises are sometimes referred to as “canopy steeds”.

Aecanopyornises are omnivorous, feeding on small desert reptiles and desert plants.

A typical aecanopyornis stands 8 feet tall and weighs nearly 350 pounds. Its wingspan is almost 20 feet.

Combat

If trained to fight, the aecanopyornis’s serrated beak (normally reserved for splitting open cacti and other tough desert plants) can be used to deadly effect; its natural response is to kick and claw at predators.

Sheltering Wings (Ex): As a standard action, an aecanopyornis can lift and spread its wings, creating a tent-like dome around itself large enough for itself and 1 Medium, 4 Small, 16 Tiny, 32 Diminutive, or 128 Fine creatures. The bird’s remarkable physiology maintains the temperature within its wings at a level comfortable for beasts and humans, as well as allowing it to support an incredible weight of sand covering. Further, a unique oil secreted into the bird’s wing feathers provides any creatures within the tent (including the aecanopyornis itself) the benefit of resistance to fire 5.

Though the aecanopyornis is vulnerable to attack while it remains in this posture, anyone within its wings has improved cover. In the wild, the aecanopyornis uses this ability to protect its chicks from sandstorms or the vicious desert heat.

Subsonic Call (Ex): If trapped beneath the desert sands, an aecanopyornis gives out a throaty subsonic call. All aecanopyornises or other creatures with extremely acute hearing can make a Listen check (DC 10 + 1 per 500 feet beyond a quarter-mile) to hear the trapped aecanopyornis. Even wild aecanopyornises always come to the aid of such a bird unless large predators are known to be in the area, and help to dig the trapped bird out with their powerful legs and splayed talons.

The wise rider, trapped under the sand with his aecanopyornis, rations his food and water carefully while waiting for aid and shares it with his faithful mount.

Green-Beaked Aecanopyornis

The green-beak is a variety of aecanopyornis that dines almost solely on the noptri cactus. The noptri is poisonous, but the green-beak is immune to this toxin. Its beak, dyed green by the cactus pulp, is saturated with the poison, and thus its bite is very dangerous.

Poison (Ex): Bite, Fortitude DC 14; initial damage 1d4 Dex and nauseated, secondary damage 1d6 Constitution. The save DC is Constitution-based.

Brumawesle

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-footed 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: Balance +11, Escape Artist +5, Hide +7, Move Silently +7, Spot +4, Swim +11

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 brumawesle is a larger, cold-adapted cousin of the common weasel. Brumawesles have adapted to their terrain, becoming swimmers rather than climbers and growing a silvery-white pelt. Brumawesles are stockier and more aggressive than their common kin.

Brumawesles mostly hunt fish, birds, and small arctic mammals. A typical brumawesle is 3 to 4 feet long and weighs between 30 and 40 pounds.

Combat

Brumawesles prefer not to fight opponents larger than they are, but if they are hungry or cornered, they are intensely vicious fighters. Brumawesles are also extremely protective of their cete-mates. If a creature attacks one brumawesle, he earns himself a fray with the entire group.

Attach (Ex): A brumawesle that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached brumawesle loses its Dexterity bonus to AC and thus has an AC of 13.

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

Blood Drain (Ex): A brumawesle drains blood for 1d4 points of Constitution damage each round it remains attached.

Anticoagulant Bite (Ex): A brumawesle's saliva interferes with the normal clotting process of mammalian blood. For every successful bite attack a brumawesle 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: Brumawesles have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance checks. They use their Dexterity modifier for Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Cadaver

Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1 plus disease)

Full Attack: 2 claws +2 melee (1d4+1 plus disease) and bite -3 (1d6 plus disease)

Space/Reach: 5 ft/5 ft.

Special Attacks: Disease

Special Qualities: Damage reduction

5/bludgeoning, darkvision 60 ft., immunity to cold, reanimation, undead traits

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

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

Skills: —

Feats: Improved Initiative^B

Environment: Any

Organization: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium)

Level Adjustment: —

Cadavers are the undead skeletal remains of people who have been buried alive or given an improper burial (an unmarked grave or mass grave for example). They resemble a humanoid dressed in tattered rags except that their rotted flesh reveals corded muscles stretched tightly over its skeletal frame. They can be found haunting graveyards and cemeteries.

Cadavers are infused with a hatred that rivals many other undead creatures. This hatred includes its own existence as well as the existence of all living creatures. They have a distinct hatred for light, but it does not damage them. All encounters with cadavers are at night or places cloaked in darkness. Encounters are most often with a solitary creature. Multiple cadavers do not work in concert with each other; being mindless they simply charge into combat, killing all creatures they can. Cadavers are sometimes found in the employ of greater undead (such as wights or ghosts).

Most cadavers are 5 to 6 feet tall and weigh about 120 pounds.

Combat

A cadaver attacks by raking with its filthy claws or biting with its sharp, disease-infested teeth. They often lie in shallow graves waiting for potential victims to wander too close, where they immediately spring to the attack, raking and biting until destroyed or until all foes are dead.

Disease (Ex): Filth fever—claw or bite, Fortitude DC 11, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Charisma-based.

Reanimation (Ex): When reduced to 0 hit points or less, a cadaver is not destroyed; rather it begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it reaches 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e., 1 hit point every other round).

Death Dog

Medium Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +2/+3

Attack: Bite +5 melee (1d6+1 and rotting death)

Full Attack: 2 bites +5 melee (1d6+1 and rotting death)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rotting death, trip

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

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

Abilities: Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6

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

Feats: Alertness^B, Weapon Finesse

Environment: Warm deserts and underground

Organization: Pack (5-10)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

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

Level Adjustment: —

Death dogs are two-headed, mastiff-like hounds. Each head constantly drips a foul smelling saliva. Death dog packs have been known to share territory with little friction, although they do engage in dominance battles in leaner times when hunting is difficult.

A death dog is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Death dogs do not speak or understand any languages.

Combat

Death dogs hunt their prey in packs and kill through instinct. A death dog attacks by lashing out with its twin heads, snarling and biting viciously.

Rotting Death (Su): Supernatural disease—bite, Fortitude DC 13, incubation period 1 day; damage 1d6 Con. The save DC is Constitution-based. Unlike normal diseases, rotting death continues until the victim reaches Constitution 0 (and dies) or is cured by a *remove disease* spell or similar magic.

Trip (Ex): A death dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Skills: Death dogs have a +4 racial bonus on Listen and Spot checks. *They have a +4 racial bonus on Survival checks when tracking by scent.

Flora and Fauna

Fool's Corn: Farmers use the term fool's corn to describe this odd member of the rye family. Fool's corn appears virtually identical to its namesake except in one noteworthy respect: the plant's husk conceals a mass of tiny, parachute-shaped seeds rather than an ear of corn. Fool's corn is extremely sensitive to changes in barometric pressure, a trait that the plant uses to its benefit. Like most grasses, fool's corn relies on the wind for pollination, but this innovative plant only releases its seeds when thunderstorm or supercell conditions exist. The plant's husk quickly peels away, allowing the wind to propel the nearly weightless seeds into the onrushing air currents. The plant's attunement to the changing weather is so precise that the unraveling of its husk occurs less than two minutes before the atmospheric disturbance's arrival. Although most observers think nothing of the plant's peculiar behavior, astute naturalists heed the plant's ominous warning and seek shelter or flee from the incoming thunderstorm or tornado. A Knowledge (nature) check or Survival check (DC 20) reveals the significance of fool's corn's odd behavior, granting the character 2d10 rounds to prepare for the impending storm.

Droth'yar

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

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

Base Attack/Grapple: +2/+10

Attack: Butt +5 melee (1d8+4)

Full Attack: Butt +5 melee (1d8+4) and kick +0 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6 (+14 against poison), Ref +6, Will +1

Abilities: Str 18, Dex 16, Con 16, Int 2, Wis 10, Cha 6

Skills: Jump +13, Listen +4, Spot +4, Survival +9

Feats: Alertness, Run

Environment: Any plains

Organization: Solitary, pair, or herd (4-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Large)

Level Adjustment: +0* (mount)

Droth'yar are swift, two-legged herbivores, used as mounts and beasts of burden. A droth'yar's body resembles that of an oversized lizard, bearing two thick legs but lacking forelimbs. Its head is vaguely draconic, and sports a large horn which curves back toward its tail. Though a droth'yar walks upright, it keeps its neck lowered to help maintain its balance. Its tail drags behind it, nearly the same length as its body. An adult droth'yar stands about 6 feet high, and is 12 feet long from its head to the base of its tail. Droth'yar have tough, mottled hides, colored in earth tones.

Droth'yar are highly adaptable, and several different breeds have evolved in different regions. Those found in arid lands are leaner and have longer legs than most, while droth'yar in areas with particularly harsh winters have been known to grow sleek coats of fur. All droth'yar are strict herbivores, and regularly eat plants poisonous to most species.

Droth'yar herds are usually led by a single dominant male. During mating season (the timing of which varies according to breed), droth'yar establish dominance by butting heads. Two competing droth'yar will fight until one dies or flees from the battle.

In domestication, droth'yar are used to help plow fields, pull chariots, and transport goods between cities. They are occasionally used as mounts for soldiers, when more powerful exotic beasts are unavailable or too expensive. Droth'yar have a life expectancy of about fifteen years.

Combat

Wild droth'yar only fight when cornered or defending their young. Droth'yar trained and bred for war are somewhat more vicious, but even they often require urging from their riders to fight.

Training a Droth'yar

A droth'yar requires training before it can bear a rider in combat.

Training a droth'yar requires six weeks of work and a DC 20 Handle Animal check. Riding a droth'yar requires a saddle. A droth'yar can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Droth'yar trained for combat are worth 200 gp apiece on the open market, while domesticated droth'yar are worth 75 gp each. Professional trainers charge 150 gp to rear or train a droth'yar.

*A paladin or druid of sufficiently high level can take a droth'yar as a mount or animal companion.

Carrying Capacity: A light load for a droth'yar is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A droth'yar can drag 3,000 pounds.

Frostmite Swarm

Diminutive Vermin (Swarm)

Hit Dice: 3d8 (13 hp)

Initiative: +4

Speed: 30 ft. (6 squares), burrow 30 ft.

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

Base Attack/Grapple: +2/—

Attack: Swarm (1d6 plus 1d6 cold)

Full Attack: Swarm (1d6 plus 1d6 cold)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction

Special Qualities: Burrow, heat sense 40 ft., immunity to cold, immunity to weapon damage, swarm traits, vermin traits

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

Abilities: Str 2, Dex 18, Con 10, Int —, Wis 10, Cha 2

Skills: Hide +16*

Environment: Any cold land

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Frostmites are arctic insects that burrow under the snow and wait for prey to pass by. They have sophisticated heat sensory organs, detecting prey that passes within 40 feet of the buried insects. Frostmites charge the creature, covering as much of its surface as possible and sucking its warmth. Once no heat sources remain within range of the swarm's heat sense ability, it will drop back into a dormant state.

A frostmite is a 6-inch long insect with a snow-white, antlike body and a proboscis like that of a mosquito.

Combat

A frostmite swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage plus 1d6 points of cold damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Burrow (Ex): A frostmite swarm can move through ice and snow as quickly as if it were unhindered. This burrowing leaves behind no noticeable trail or tunnel.

Heat Sense (Ex): A frostmite swarm can automatically pinpoint the location of anything within 40 feet that gives off heat. This includes all living creatures, constructs or undead with the fire subtype, and objects such as candles and torches.

Skills: *Frostmites have a +16 racial bonus on Hide checks while lying motionless in snow.

Flora and Fauna

Artesian Wells: Wells formed by faults in impermeable top layer of rock. This water comes from far away sources, carried though a layer of permeable (porous) rock in between two layers of impermeable rock. When fault line occurs, the weight of the accumulated water forces water up through the fault line, reaching the surface. They can occur in any environment, but are particularly important in dry climates. For example, the Nefta Oasis has 152 springs, all from artesian wells.

Desert Fogs: Deserts on the coast may receive precipitation from the atmosphere. A dense night fog rolls 50 miles inland every 10 days in the Namib Desert. The fog condenses into thick dew, which provides more water in the region than rainfall.

Ghastiff

Medium Undead

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Bite +4 melee (1d6+3 plus paralysis)

Full Attack: Bite +4 melee (1d6+3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, howl, paralysis, trip

Ghastiffs are semi-skeletal hounds with rotting greenish flesh, patchy fur, eyes that glow an unnatural green, and continually reek of the stench of the grave. Ghastiffs are to canines as ghouls are to humanoid. These ravenous undead hunt in packs, often serving a powerful necromancer or intelligent undead master.

Like ghouls, ghastiffs haunt places rich with the carrion, such as graveyards and battlegrounds. They may be created by any spell or effect that can create a ghoul. A ghastiff is about the size of a riding dog. Although intelligent, they cannot speak.

Combat

Ghastiffs are a great deal more intelligent than their living counterparts, and arrange to attack from surprise whenever possible. They secretly shadow their chosen victims for days, waiting for the right moment to strike. When they are ready to attack, they unleash their fearsome howls and rush their victims en masse.

Ghastiffs are utterly fearless, attacking no matter how large and dangerous their opponents. Once they have caught the scent of prey, nothing short of destruction can deter them from the hunt.

Much like humanoid ghouls, the bite of a ghastiff causes paralysis. Those paralyzed are quickly overwhelmed by the undead pack and torn to pieces.

In most cases, packs of ghastiffs devour their victims. On the occasions that they do not, however, their victims run the risk of being exposed to the terrible disease carried by their bite.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

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

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

Abilities: Str 15, Dex 15, Con -, Int 10, Wis 14, Cha 12

Skills: Hide +5, Jump +8, Listen +10, Move Silently +10, Search +5, Spot +7, Survival +6*, Swim +3

Feats: Weapon Focus (bite), Track

Environment: Any hills and plains

Organization: Pack (6-12)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-9 HD (Medium)

Level Adjustment: —

An afflicted humanoid or canine who dies of ghoul fever rises as a ghoul or a ghastiff, respectively, at the next midnight. A humanoid who becomes a ghoul or ghastiff in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls or ghastiffs, but it hungers for the flesh of the living and behaves like a normal ghoul or ghastiff in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Howl (Su): When a ghastiff howls, all living creatures within a 180-foot spread must succeed on a DC 12 Will save or be stunned for 1 round and shaken for 2d4 rounds thereafter. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same ghastiff's howl for 24 hours. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghastiff's bite attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+2 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Trip (Ex): A ghastiff that hits with its bite attack can attempt to trip its opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ghastiff.

Skills: Ghastiffs have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Move Silently and Search checks.

*When tracking by scent, they have a +4 racial bonus on Survival checks.

Giant Hamster

Large Animal

Hit Dice: 4d8+12 (30 hp)

Initiative: +1

Speed: 20 ft. (4 squares), burrow 10 ft.

Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d8+6)

Full Attack: Bite +6 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Cheek pouch, improved grab

Special Qualities: Immune to disease, low-light vision

Saves: Fort +7, Ref +5, Will +1

Giant hamsters are larger, slightly more aggressive relatives of the normal hamster. Like their smaller cousins, they come in a variety of colors, shapes, and sizes. Giant hamsters are omnivorous, but prefer to feast on a diet of grains, berries, nuts, and water. On occasion, they indulge in and eat meat, usually insects and the like. Also like its smaller cousin, the giant hamster can store food in its cheek pouches. The average giant hamster can store about 200 pounds of food at any given time.

A typical giant hamster is about 9 feet long and weighs over 900 pounds.

Combat

Giant hamsters normally shun combat, but if cornered or extremely hungry they may attack. Note that even domesticated giant hamsters attack if their young are threatened. The giant hamster attacks by biting with its long, sharp teeth.

Gibbhoor

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 +4 melee (1d8+2)

Space/Reach: 5 ft/5 ft.

Special Attacks: —

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

Abilities: Str 19, Dex 13, Con 16, Int 1, Wis 10, Cha 10

Skills: Climb +15, Listen +4, Spot +4

Feats: Alertness, Endurance

Environment: Temperate hills and plains

Organization: Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females and one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

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

Level Adjustment: —

Cheek Pouch (Ex): A giant hamster can try to stuff a grabbed opponent of at least two size categories smaller than itself into its cheek pouch by making a successful grapple check. A trapped creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the hamster's cheek (AC 12). Once the creature exits, muscular action closes the hole; another stuffed opponent must cut its own way out. A Large giant hamster's interior can hold 1 Small, 2 Tiny, or 4 Diminutive or smaller opponents.

Improved Grab (Ex): To use this ability, a giant hamster must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can stuff the foe in its cheek pouch.

Immune to Disease (Ex): Giant hamsters are immune to all diseases (magical and otherwise).

Skills: Giant hamsters have a +8 racial bonus on Climb checks.

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

Abilities: Str 18, Dex 15, Con 15, Int 9, Wis 8, Cha 7

Skills: Balance +6, Climb +12, Hide +7, Jump +16, Listen +3, Move Silently +8, Spot +2

Feats: Alertness, Multiattack

Environment: Temperate and warm plains and forests

Organization: Pack (6-10)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

A gibbhood is a baboon-like creature slightly smaller than a human and 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 makes arboreal movement just as easy as on land.

Gibbhoods are nocturnal predators that hunt in packs, terrorizing rainforests and warm plains. They are believed to be relatives of the baboon, but are larger, meaner, and far more dangerous. An adult gibbhood stands about 5 feet tall and weighs close to 200 pounds. Gibbhoods speak their own language, a series of barks and howls.

Glacial Haunt

Medium Undead (Cold)

Hit Dice: 4d12 (26 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Slam +4 melee (1d6+3 plus heat drain)

Full Attack: Slam +4 melee (1d6+3 plus heat drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Heat drain

Special Qualities: +2 turn resistance, darkvision 60 ft., immunity to cold, sense heat, undead traits, vulnerability to fire

In the icy wastes of the north lurks the undead spirits of those who froze to death in the snows. They are rare but the utter bane of any unwary traveler, for they are drawn to heat of all sources, be it from magic, fires or the warm blood of the living.

Glacial haunts appear as humanoids with pale white skin that is freezing to the touch. Their hair is stiff and frozen, glittering with small particles of ice, whilst their eyes are a deep blue.

Combat

A glacial haunt attacks with its fists, seeking to destroy any enemy by literally smashing the life out of them. Glacial haunts detest the living and will attack on sight.

Combat

A gibbhood 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 gibbhood attacks with teeth and claws, but is known to pick up a dropped weapon and flail about with it in the heat of battle.

Skills: A gibbhood has a +4 racial bonus on Balance, Hide, and Move Silently checks. A gibbhood has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

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

Abilities: Str 14, Dex 15, Con —, Int 8, Wis 12, Cha 13

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

Feats: Dodge, Power Attack

Environment: Any cold land

Organization: Solitary or gang (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

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

Level Adjustment: —

Heat Drain (Su): The touch of a glacial haunt drains body heat from its opponent, dealing 1d6 points of Strength damage to living creatures. A creature reduced to 0 Strength in this way has frozen to death.

Sense Heat (Ex): A glacial haunt can sense all heat sources within 100 feet, including the body heat of living creatures. Invisibility, darkness, and most kinds of concealment are irrelevant, though the glacial haunt must have line of effect to a creature or object to discern that creature or object. This ability is not effective on creatures that do not radiate heat, such as most undead and constructs.

Marble Snake

Large Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +5

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

Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +3/+11

Attack: Bite +5 melee (1d6+6)

Full Attack: Bite +5 melee (1d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Whistle

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

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

A marble snake, unlike normal snakes, adapts very well to its environment, hence it can be found just about anywhere, though underground encounters are rare. A marble snake prefers sunlight and warmth to the cold and darkness of dungeons and caverns.

A marble snake grows to a length of 20 feet. Its scales are whitish-gray and translucent in places, allowing the underlying veins to be viewed. Its head is long and has a large lion-like mane of golden fur. Two long, sharp fangs protrude from its mouth, and its eyes are multi-faceted and red.

Combat

Marble snakes are generally non-aggressive creatures, though if cornered, threatened, or hungry, they attack on sight. A marble snake opens combat with its whistling and attacks relentlessly those that fall under its sway.

Poxalot

Medium Animal

Hit Dice: 4d8-4 (14 hp)

Initiative: +2

Speed: 70 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 +0 melee (1d6-1 plus disease)

Space/Reach: 5 ft/5 ft.

Special Attacks: Disease

Distant relatives of the jaguar, poxalots stalk the plains, feeding on carrion and creatures that succumb to the disease they carry. They are sleek,

Abilities: Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 11

Skills: Balance +10, Climb +12, Hide +4, Listen +7, Spot +7

Feats: Alertness, Improved Initiative

Environment: Temperate and warm hills and plains

Organization: Pack (2-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

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

Level Adjustment: —

Whistle (Ex): Any creature within 50 feet that hears this whistling must succeed on a DC 14 Will save or become entranced for 1d4 rounds (treat this effect as the *charm person* spell). The entranced victim moves at its normal speed directly toward the marble snake. When the entranced creature is within 10 feet, the snake attacks with its bite, gaining a +4 bonus on its attack roll. Once the snake has attacked the victim, it is no longer entranced. The save DC is Constitution-based.

Skills: Marble snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A marble snake can always choose to take 10 on a Climb check, even if rushed or threatened.

Special Qualities: Darkvision 90 ft., low-light vision, scent

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

Abilities: Str 8, Dex 15, Con 9, Int 2, Wis 10, Cha 6

Skills: Climb +7, Jump +17, Hide +6, Spot +5, Listen +5

Feats: Alertness, Weapon Finesse

Environment: Temperate plains

Organization: Pack (5-8 adults plus 1-2 noncombatant cubs)

Challenge Rating: 2

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

Level Adjustment: —

long-limbed felines with a greenish-brown pelt whose coat is matted, mangy, and bears weeping sores and strange growths.

Poxalots are about 4 feet long and weigh about 120 pounds.

Combat

Poxalots 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.

Disease (Ex): Carrion rot—bite, Fortitude DC 15, incubation period 1 day, damage 1d4 Con. The save DC is Constitution-based and includes a +4 racial bonus.

Skills: A poxalot has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Purple Moss

Hazard (CR 2)

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a *sleep* spell (Fortitude DC 12 negates). A victim that falls asleep is quickly covered by the moss. It

takes 1 full round to cover a creature of Diminutive or smaller size and one additional round for each size category larger than Diminutive. A creature so covered takes begins to suffocate (see Suffocation in the *Dungeon Master's Guide*). Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

Sandling

Large Elemental (Earth, Extraplanar)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +3/+10

Attack: Pseudopod +5 melee (1d8+3)

Full Attack: Pseudopod +5 melee (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., elemental traits, vulnerability to water

Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a mound of sand about 10 feet in diameter. They are most often summoned to the Material Plane by clerics and wizards, though on occasion a sandling slips through a vortex connecting the Elemental Plane of Earth to the Material Plane. They are very territorial creatures and aggressively attack intruders.

Saves: Fort +5, Ref +2, Will +1

Abilities: Str 17, Dex 13, Con 13, Int 4, Wis 11, Cha 11

Skills: Listen +3, Spot +4

Feats: Cleave, Power Attack

Environment: Elemental Plane of Earth

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-9 HD (Large); 10-12 HD (Huge)

Level Adjustment: —

A sandling weighs about 750 pounds. Sandlings speak Terran.

Combat

Sandlings are very aggressive and territorial, attacking any intruders they detect. When agitated, a sandling takes the form of a 10-foot long serpent and strikes with a long pseudopod.

Vulnerability to Water (Ex): A large quantity of water (at least 10 gallons per 4 HD of the sandling) slows a sandling as the spell for 2d4 rounds.

Tabaxi

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +2/+4

Attack: Claw +5 melee (1d4+2) or club +4 melee (1d6+2) or javelin +5 ranged (1d6+2)

Full Attack: 2 claws +5 melee (1d4+2) and bite +0 melee (1d3+1) or club +4 melee (1d6+2) or javelin +5 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d3+1

Special Qualities: Darkvision 60 ft., scent

The tabaxi (called cat-people by some) are a reclusive race of feline humanoids that dwell away from settled areas. Tabaxis are tall and thin, with cinnamon fur striped black like that of a tiger. They wear no clothing or armor and rarely use weapons, preferring to attack with their retractable claws in combat. They have large, yellow eyes, pointed ears, and a long tail. Tabaxis are very graceful and catlike in their movements.

A typical tabaxi stands about 6 feet tall and weighs 175 pounds. Tabaxi speak Common and Sylvan.

Combat

Tabaxis rely on their claws and bite in combat, though they have been known to employ weapons (usually javelins or clubs). They prefer to attack from ambush, using their natural coloration to their advantage.

Tikbalang

Medium Monstrous Humanoid (Shapechanger)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (1d6+2)

Full Attack: 2 claws +7 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 10

Skills: Balance +8, Climb +10, Hide +8*, Jump +6, Listen +3, Move Silently +9, Spot +3, Swim +4

Feats: Weapon Finesse

Environment: Warm forest and plains

Organization: Solitary or pride (2-8)

Challenge Rating: 2

Treasure: No coins; no goods; standard items

Alignment: Always chaotic neutral

Advancement: By character class

Level Adjustment: +4

Improved Grab (Ex): To use this ability, a tabaxi must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tabaxi charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +5 melee, damage 1d3+1.

Skills: A tabaxi has a +4 racial bonus on Balance, Hide, and Move Silently checks. A tabaxi has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, its Hide bonus improves to +8.

Special Attacks: Frightful laughter, taunt, trample 2d4+2

Special Qualities: Darkvision 60 ft., resize, wild empathy

Saves: Fort +6, Ref +5, Will +3

Abilities: Str 14, Dex 13, Con 15, Int 14, Wis 9, Cha 16

Skills: Balance +3, Bluff +8, Diplomacy +5, Disguise +3 (+5 acting), Hide +8, Intimidate +7, Jump +5, Listen +6, Sleight of Hand +5, Spot +6, Tumble +6

Feats: Alertness ^B, Dodge, Run
Environment: Warm hills and plains
Organization: Solitary or pair
Challenge Rating: 2

Tikbalang are bipedal equine humanoids that thrive on tricks and antics. They are built like humans, but possess superior strength and leathery hide. Their heads are elongated like a horse, complete with a flowing mane, and their hind legs end in hooves, while their front “legs” end in clawed hands.

Tikbalang are almost always heard before being seen; they love to hide in trees, announcing themselves only late at night or early in the morning.

Although they usually live alone or in a mated pair, tikbalangs occasionally form temporary alliances with gnolls or bully a local tribe of goblins to cause mischief on a larger scale to neighboring humanoid communities.

A tikbalang stands about 7-1/2 feet tall and weighs over 500 pound. Tikbalangs speak Common, Gnoll, and Goblin.

Combat

A tikbalang prefers to taunt, frighten and annoy a victim until it becomes foolish enough to run—if the victim drops valuables, a tikbalang usually picks them up rather than pursuing. Tikbalang only fight when threatened or when hostile creatures enter the tikbalang’s home territory.

Frightful Laughter (Su): The echoing laugh of a tikbalang is disturbing and unsettling. All creatures within a 100-foot spread must succeed on a DC 15 Will save or become shaken for 3d6 rounds. This ability affects only creatures with fewer than 6 Hit Dice. Whether or not the save is successful, an affected creature is immune to the same tikbalang’s frightful laughter for 24 hours. The save DC is Charisma-based.

Taunt (Su): The constant patter from a tikbalang’s mouth is usually insulting, rude, and mocking. Additionally, the tikbalang may throw its voice while taunting as if under the effects of a *ventriloquism* spell (caster level 5th). All creatures

Treasure: Standard
Alignment: Often chaotic evil
Advancement: 6-12 HD (Medium)
Level Adjustment: +6

who can hear the tikbalang’s taunts for 1 full round must succeed on a DC 15 Will save or become confused for 1 round. Whether or not the save is successful, an affected creature is immune to the same tikbalang’s taunt ability for 24 hours. The save DC is Charisma-based.

Trample (Ex): A tikbalang may only use this ability when enlarged to Large size. Reflex half DC 18. The save DC is Strength-based.

Resize (Su): As a standard action, a tikbalang can change its size. It may reduce itself to Small size, increase to Large size, or return to Medium size as it chooses, standing between 3 feet and 8 feet tall. Generally, a tikbalang takes Small size when hiding and taunting victims, and grows large when bluffing, intimidating, or threatening a victim. A tikbalang can remain in any size until it chooses to assume a new one. A change in size cannot be dispelled, but a tikbalang reverts to Medium size when killed.

When reduced to Small size, its statistics change from the above as follows: Small monstrous humanoid (Shapechanger); 5d8+5; hp 27; AC 16 (touch 12, flat-footed 16), Grp +1, Atk +6 melee (1d4, claw); Full Atk +6 melee (1d4, 2 claws); Space/Reach 5 ft./5 ft.; SV Fort +5, Ref +6; Str 10, Dex 15, Con 13; Balance +4, Hide +13, Jump +3, Sleight of Hand +6, Tumble +7.

When enlarged to Large size, its statistics change from the above as follows: Large monstrous humanoid (Shapechanger); 5d8+20; hp 42; AC 15 (touch 9, flat-footed 15), Grp +15, Atk +10 melee (1d8+6, claw); Full Atk +10 melee (1d8+6, 2 claws); Space/Reach 10 ft./10 ft.; SV Fort +8, Ref +4; Str 22, Dex 11, Con 19; Balance +2, Hide +3, Jump +9, Sleight of Hand +4, Tumble +5.

Wild Empathy (Ex): This ability works like the druid’s wild empathy class feature, except that a tikbalang has a +6 racial bonus on the check.

Vermilion Hound

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +8

Speed: 50 ft. (10 squares)

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

Base Attack/Grapple: +4/+15

Attack: Bite +10 melee (1d8+10 plus 1d4 fire)

Full Attack: Bite +10 melee (1d8+10 plus 1d4 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Flaming blood

Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision, scent

A vermillion hound looks like an immense, oddly colored canine. Its coat consists of scarlet and black fur, along with tinges of orange at its small whiskers and paws. The hound's teeth radiate a pearly whiteness regardless of the nastiness of its most recent meal. The teeth emerge from black gums surrounding the root and base of the tooth and greatly lighten to a pale pink towards the back of the mouth. A vermillion hound standing on its hind legs sometimes reaches over 12 feet in the air to attack creatures hiding in low branches.

The hound's exterior color varies slightly according to the season. The male's color turns a brighter shade of red during the mating season to attract females. During the winter, black fur replaces much of the beast's scarlet fur, while it sheds its black fur during the summer and replaces it with a coat of thin, scarlet fur. Although alchemists believe that the fur possesses no special properties, it continues to find its way into the hands of weavers that value its unique coloration.

Vermilion hound females give birth to one litter a year with a gestation period of eight months. A litter normally consists of 1d4 pups that reach maturity at three years of age. The male of the species guards the pups after birth, while the female goes out to hunt. The only time the male hunts for food is during the period from the sixth month of pregnancy until one month after birth. Once vermillion hound pups reach the age of majority, pairs of males may leave together to protect themselves and hunt, while females generally remain alone. When a female decides it is time to mate, she normally tracks down a pair of males and attacks, choosing the survivor as its mate. Male vermillion hounds make suitable mounts, although females prove too unruly to control.

Saves: Fort +7, Ref +8, Will +1

Abilities: Str 24, Dex 18, Con 16, Int 5, Wis 12, Cha 6

Skills: Jump +15, Listen +4, Spot +5

Feats: Improved Initiative, Power Attack

Environment: Any temperate plains and underground

Organization: Solitary, pair, or family (mother with 1d4 noncombatants)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large)

Level Adjustment: +3

A vermillion hound's hide is often used to craft suits of leather and hide armor. Vermilion hounds sometimes serve as mounts for outsiders or fey.

A typical vermillion hound stands 6 feet high at the shoulder and weighs 1,500 pounds. Vermillion hounds do not speak.

Combat

A family within its territory employs the standard tactic of the female launching a frontal assault on the opponents, while the male moves the cubs to a more secure location or pounces on weaker targets. A pair of males in the wild hunts by dispatching one of the hounds to act as a decoy for the prey, while the other ambushes the weakest of the prey animals. A solitary male in the wild attempts to stalk and seize lone animals, never attacking large groups unless it is certain that it can surprise them and carry off small prey without retribution.

A female on its own or with its mate attacks without mercy, wading into the middle of a group, hoping to injure and disburse the prey, allowing its mate to stalk a tired or injured animal.

Flaming Blood (Su): A vermillion hound's blood is somewhat flammable on contact with air, although it mixes with water for stability. Striking the creature causes it to emit a 5-foot-long line of blood at the attacker that is treated as an attack of opportunity, dealing damage as if it were alchemist's fire.

Carrying Capacity: A light load for a vermillion hound is up to 699 lbs.; a medium load is 700 to 1398 lbs. and a heavy load is 1398 to 2100 lbs. A vermillion hound can drag 10,500 lbs.

Variant

A few of these hounds are bred with hell hounds to provide half-breeds with breath

weapons. Such half-breed creatures are the result of a union between a female vermilion hound and a male hell hound. All pups born from this union are sterile. They use the same statistics as a normal vermilion hound, but possess the following ability and have a CR of 3.

Vorpa

Large Vermin

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 50 ft. (10 squares), fly 60 ft. (good) (12 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d6+4)

Full Attack: 2 claws +6 melee (1d6+4), sting +1 melee (1d6+2 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d6+2 plus poison, improved grab, poison

Special Qualities: Darkvision 60 ft., vermin traits

Vorpas are a hideous combination of scorpion and wasp. The body mostly retains the scorpion's physiology with the addition of the giant wasp's wing structure, coloration and hive mentality. (The wasp coloration carries over to alternating stripes of yellow and brown along the segmented scorpion-like body.)

Like scorpions, vorpas live in underground burrows. Unlike scorpions (and more like wasps), these lairs are communal in nature, housing the entire nest. Vorpas are aggressively territorial and overly protective of their lairs, attacking anyone or anything seen as a potential threat to the larvae kept deep inside their subterranean burrows.

Combat

These creatures attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 17 half. The save DC is Constitution-based.

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 18, Dex 12, Con 14, Int —, Wis 10, Cha 5

Skills: Climb +8, Hide +5, Jump +12, Spot +8

Feats: —

Environment: Temperate and warm plains and underground

Organization: Solitary, colony (2-5) or nest (11-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large), 11-15 HD (Huge)

Level Adjustment: —

as food for their unhatched young. A vorpa that gets a hold with its claws will hang on and sting with its poisoned tail.

Constrict (Ex): A vorpa deals automatic claw damage with a successful grapple check.

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

Poison (Ex): Injury, Fortitude DC 14, initial damage and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: *A vorpa has a +4 racial bonus on Climb checks, and a +8 racial bonus on Hide and Spot checks.

Zha'lari

Medium Humanoid (Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +1/+1

Attack: Hook staff +1 melee (1d10/x3) or spear +2 ranged (1d8/x3) or spit +2 ranged touch

Full Attack: Hook staff +1 melee (1d10/x3) or spear +2 ranged (1d8/x3) or spit +2 ranged touch

Zha'lari are desert-dwelling humanoids who make their homes in tunnels and natural caves. They hunt in small packs, ready to make meals of any creatures they find.

Zha'lari average between 6 and 7 feet tall, and weigh 200 to 300 pounds. Their tough, scaly hides are most often tan, but packs of yellow and red zha'lari are also frequently seen. Zha'lari's limbs are thick and well-muscled, and their snub tails protrude from the tough exoskeletons which cover most of their bodies. Small holes in the sides of zha'lari's lizardlike heads serve as ears, and their keen eyes glow pale green in the dark. A zha'lari's digestive system can break down and process virtually any organic material, including bones and scales. This allows zha'lari to avoid any waste when eating their kills. The average zha'lari life span is around thirty years, but their unusual metabolisms allow zha'lari who avoid death from injury or illness to live up to ten times that length.

Zha'lari are cunning and brutal hunters, often burying themselves just beneath the surface of the desert sands and bursting forth to surround their prey. They appear uncomprehending of long-term alliances or friendships, readily cannibalizing their own kind when food supplies are low. Even zha'lari within a pack have only a modicum of loyalty to each other. Zha'lari speak their own language and Common.

Combat

Zha'lari prefer to ambush foes, and will readily flee if a battle is going poorly. Zha'lari who enter a blood craze have been known to track escaped opponents for days, hungry for their enemies' blood.

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood craze, spit

Special Qualities: Darkvision 90 ft.

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

Abilities: Str 11, Dex 12, Con 12, Int 12, Wis 13, Cha 9

Skills: Hide +4, Listen +2, Move Silently +5, Spot +4, Survival +5*

Feats: Endurance^B, Track

Environment: Temperate and warm deserts

Organization: Solitary or pack (7-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

Blood Craze (Ex): Zha'lari have a fierce hunger for the blood of their foes. The first time during a day a zha'lari wounds an opponent in melee, the zha'lari must succeed on a DC 15 Will save or enter a blood craze for 2d4 rounds. A crazed zha'lari gains +4 Strength, +4 Constitution, and -2 AC. Afterward, the zha'lari is fatigued for the duration of the encounter. Zha'lari can forfeit their Will saves, but cannot end their rages voluntarily. A zha'lari's blood craze does not stack with any benefits from a barbarian's rage ability.

Spit (Ex): A zha'lari's jaw contains a small venom gland that produces a thick, sticky mucus. Once per day, a zha'lari can spit this venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. An opponent hit by this attack is blinded for 1d8 rounds.

Skills: *Zha'lari have a +4 racial bonus on Survival checks when tracking injured prey.

Hook Staff

All zha'lari are proficient with the hook staff—a crudely-made pole carrying a blade on one end, and fashioned into a hook at the other. A hook staff is a two-handed exotic double weapon which deals 1d10 points of slashing damage (x3 crit) with its blade end, and 1d4 points of bludgeoning damage (x2 crit) with its hook end. All normal rules for double weapons apply when wielding a hook staff.

A wielder can use the hook end of the weapon to make trip attacks. If the wielder is tripped during his own trip attempt, the wielder can drop the hook staff to avoid being tripped.

A wielder of a hook staff gains a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). A hook staff weighs 10 pounds and costs 50 gp.

Brainweed

Small Plant

Hit Dice: 3d8+3 (16 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 10 (+1 size, -5 Dex, +4 natural), touch 6, flat-footed 10

Base Attack/Grapple: +1/—

Attack: —

Full Attack: —

Space/Reach: 5 ft./0 ft.

Special Attacks: Pollen spray

Special Qualities: Blind, plant traits, tremorsense 15 ft.

Brainweed is a small flowering plant growing in arid deserts, plains and hills. It has broad, leathery, yellow leaves which spread out from its base. A single fleshy, crimson bloom tops a tall, flexible stalk sprouting from the middle of the plant. Although mostly indistinguishable from more ordinary plants, the brainweed is quite a dangerous form of life. Strapped for water in their arid environments, brainweeds survive on the blood of living creatures. Although they have no means of mobility, the brainweed has one exceptional feature: the pollen of a brainweed has strong psychoactive properties, compelling anyone inhaling it to spill their blood onto the brainweed's soil. As fallen corpses tend to attract additional scavengers, the brainweed is provided with an endless supply of food and fertilizer. The brainweed hides its tainted soil and past victims from viewers with a multitude of large leaves that cover over the layer of dead bodies and equipment rotting beneath (a DC 18 Spot check allows a creature to notice the corpses). Those who know about the brainweed seek it out, fully aware of the wealth of money and items that tends to pile up around colonies of these flowers.

Most people know that plants are an indication of nearby water. Of course, the brainweed isn't a sign of water at all, it just wants their blood. Although native to the desert, it does just as well in more temperate climates. Evil beings may plant brainweed around their domains in order to defend them from invaders.

The pollen of the brainweed can be extracted and used for many purposes with a DC 20 Survival check. Without the presence of the plant, the pollen simply gives creatures the impression that their blood is on fire, and that they must let it out. This pollen is highly prized by other creatures that prey on blood, such as vampires. These races often

Saves: Fort +6, Ref —, Will -1

Abilities: Str —, Dex —, Con 12, Int 1, Wis 6, Cha 5

Skills: Listen +13

Feats: Ability Focus (pollen spray), Great Fortitude

Environment: Warm deserts

Organization: Field (4-16)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

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

Level Adjustment: —

collect the pollen of brainweeds and use it as a missile weapon, and may hurl brainweed pollen grenades at foes before attacking to collect their blood. A brainweed grows to a height of about 2-1/2 feet.

Combat

Although blind, the brainweed has a delicate sense for sounds and ground vibrations. Anyone touching the ground or who makes any noise within 15 feet of a brainweed is sprayed with a pollen spray. The brainweed releases additional volleys of pollen if it detects other creatures entering its area, typically those coming to help their fallen comrades.

Pollen Spray (Ex): Three times a day, a brainweed can spray a 15-foot-radius cloud of pollen out of its flower as a standard action, momentarily covering the area around itself. Any living creature inhaling the pollen must make a DC 14 Will save or be overcome by hallucinations. The save DC is Constitution-based and includes a +2 bonus from the brainweed's Ability Focus feat. Those who succumb feel as if their blood has begun to boil, and are compelled to lie prone on the ground next to the brainweed and cut open their veins, suffering 1d4 points of Constitution damage each round. The effects of the pollen last for 2d4 rounds. Killing the brainweed does not stop the effects of the pollen, although it does prevent the weed from spraying more into the area. Once the pollen has affected a creature, it is immune to additional doses for 24 hours.

Blind (Ex): Brainweeds are blind, and thus are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Skills: A brainweed has a +10 racial bonus on Listen checks.

Brummicada

Small Vermin

Hit Dice: 5d8-5 (17 hp)

Initiative: +4

Speed: 5 ft. (1 square), burrow 5 ft., fly 40 ft. (average)

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

Base Attack/Grapple: +3/+0

Attack: Claw +8 melee (1d6+1 plus poison)

Full Attack: 2 claws +8 melee (1d6+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Inject eggs, poison, sneak attack +1d6

Special Qualities: Blindsight 60 ft., mist masking, tremorsense 60 ft., vermin traits

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 12, Dex 18, Con 9, Int —, Wis 13, Cha 7

Skills: Hide +12*, Move Silently +12

Feats: Weapon Finesse^B

Environment: Warm or temperate forests, marshes, and plains

Organization: Solitary, pair, cluster (3-6), or swarm (7-16)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Small); 10-15 HD (Medium)

Level Adjustment: —

Brummicadas are unusually large insects from the cicadidae family, pale white in color with sharp claws. Like normal cicadas, they live most of their lifespans underground, feeding on the roots of plants. Unlike their smaller cousins, they lay their eggs in living creatures, rather than in the trees. Brummicadas are most active in late autumn and early winter, when the mists are thickest in their habitat.

Typical brummicadas are 3 feet long and weigh about 100 pounds.

Combat

Brummicadas can sense the approach of creatures within 60 feet due to their tremorsense ability, and once they do so they claw their way up from the ground and strike silently from the mists. After their initial attack, they fly away 30 or 40 feet into the mist and return a minute or so later once their poison has done its work; they continue this hit-and-run tactic until their prey is slain.

Inject Eggs (Ex): As a full-round action, a brummicada can lay its eggs in any living host creature that is helpless; the brummicada then dies within the hour. The host creature takes 1 point of Constitution damage after the first 24 hours,

and then again every hour thereafter. Once the creature's Constitution reaches 0, it dies and the larval brummicadas hatch inside it. They feed on the body for one week, after which time they burrow into the ground, slowly developing into adult brummicadas over the next year.

The eggs in a host creature can be removed and destroyed with a successful DC 20 Heal check, requiring 10 minutes, or by a *remove disease* or *heal* spell.

Poison (Ex): Claws, Fortitude DC 11; initial and secondary damage 2d4 Dexterity. The save DC is Constitution-based.

Sneak Attack (Ex): This ability functions as the rogue class feature of the same name.

Mist Masking (Ex): Due to its semi-opaque coloration, a brummicada gains the benefit of total concealment (50% miss chance) in misty or foggy conditions that normally grant only concealment. In misty or foggy conditions that normally grant total concealment, a brummicada gains the heightened benefit of a 75% miss chance.

Skills: Brummicadas have a +4 racial bonus on Hide checks and a +8 racial bonus on Move Silently checks.

Burning Ghat

Medium Undead (Fire)

Hit Dice: 4d12 (26 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Claws +4 melee (1d4+1 plus burning blood)

Full Attack: 2 claws +4 melee (1d4+1 plus burning blood)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burning blood, fire burst

Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., immunity to fire, undead traits, vulnerability to cold, vulnerability to water spells

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

Abilities: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Skills: Climb +6, Escape Artist +4, Hide +7, Intimidate +3, Jump +6, Listen +8, Move Silently +6, Search +2, Spot +8

Feats: Blind-Fight, Weapon Finesse

Environment: Any land and underground

Organization: Solitary, gang (2-4) or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

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

Level Adjustment: —

The burning ghat is a rare form of undead, created in areas of unusually high negative energy saturation when a sentient creature is put to death by fire for a crime it was innocent of. Utterly twisted and maddened by their fate, burning ghats are fearsome undead, consumed with a hatred for the living and seeking to end life wherever they find it.

The burning ghat appears as a member of its original race, though distinct features are obliterated by the charred and blackened flesh. Ash perpetually trails from the creature as it moves and often small patches of burnt skin flake from its body. They can often still be found wearing the clothes they wore whilst burnt, if the garments survived the flames, though a burning ghat of any great age will usually have none. Their eyes are small dots of brilliant crimson fire. The distinct and pungent stench of burnt flesh is often the harbinger of a burning ghat's arrival and is easily noticeable within 60 feet of the creature.

Combat

A burning ghat always attacks with its claws, seeking to slay any living creature it encounters. It favors burning its victims to death but is quite content to rend them apart if they should prove immune to fire.

Burning Blood (Su): A burning ghat's claw attacks heat the blood of living creatures upon contact, causing great pain as it sizzles and boils away into the air. A living creature damaged by a burning ghat's claw attack must succeed on a DC 14 Fortitude save or take an additional 2d6 points of fire damage as the blood is violently evaporated around the wound. The save DC is Charisma-based.

Fire Burst (Ex): Once per day, a burning ghat can emit a 20-foot radius burst of flames which deal 6d6 points of fire damage to all creature within the area of effect (Reflex DC 14 half). A burning ghat will be slowed (as the *slow* spell) for 1d6 rounds after using this ability as it rebuilds the fire within its burnt husk. The save DC is Charisma-based.

Vulnerability to Water Spells (Ex): When a water-based spell affected a burning ghat, the burning ghat automatically takes an extra 1d4 points of damage per caster level.

Chortler

Large Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d10+4)

Full Attack: Bite +7 melee (1d10+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Chortle

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

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

Abilities: Str 16, Dex 14, Con 14, Int 3, Wis 8, Cha 7

Skills: Hide +1, Jump +8, Listen +2, Spot +2, Survival +1

Feats: Alertness, Track

Environment: Temperate plains

Organization: Solitary, pair, or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: —

The chortler is a bulky canine beast, similar in appearance to a hyena, although larger and shaggier. It has dusky grayish fur, hungry yellow eyes, and a large and powerful jaw. It is noted for its cruelty and ill temper and is highly feared. The most notable trait of the chortler is its toxic dander, which causes those inhaling it to break into painful, uncontrollable fits of laughter.

The chortler is a predator and hunts anything it thinks it can kill, which includes all creatures size Large or smaller. It has the ability to sniff out prey, and seems to always be hungry and on the move. When it catches something, it is usually merciless. In fact, chortlers are known for tormenting their prey before killing it, and like to eat their catch while it is still alive.

Chortlers hunt in small family units or in mated pairs. Female chortlers are just as vicious and dangerous as the males. If looking for a mate, a chortler often strikes out on its own. Chortlers are normally found in wild grasslands and plains, although their territory often reaches up into hills or deep into forests. Chortlers normally hunt during dusk or dawn, when they can blend in easily with the shadows.

Chortlers are frequently bred and trained as guard dogs. They prove excellent in this line of work, as those crossing their path trigger their natural alarm, screaming and giggling for all to hear. The chortler is a favored minion of evil races and is often encountered with more intelligent masters.

A chortler grows to about 8 feet long and weighs some 650 pounds.

Combat

Single chortlers rarely attack a group, but a pair or pack has no such revulsion to taking on multiple opponents. Chortlers normally begin an attack by leaping out from hiding in foliage or rubble. Hungry chortlers may also pounce from behind if they have been following the party's scent. A chortler generally attempts to pick off the smallest or weakest creature in a group. Each chortler in a pack attacks a different victim. After engaging its enemies, a chortler always uses its chortle ability in concert with its first attack. This gives it a natural defense from other attackers as it concentrates on its chosen victim, who is usually disabled by the chortle.

If the battle is going badly for it, a chortler shakes itself to use its chortle attack again. If this doesn't help, it disengages and flees back into the wilderness.

Chortle (Ex): The fur of the chortler sheds an amazing amount of flaky dander, which it can scatter into the air three times per day as a free action by moving its body violently. Anyone within 10 feet of a chortler when it uses this ability must make a DC 14 Fortitude save or fall into painful fits of laughter and choking. Anyone affected is unable to perform any actions for 1d4+1 rounds, but is not considered helpless. This ability can be triggered after the chortler's death if its body is disturbed. The save DC is Constitution-based.

Creatures that don't breathe air, are holding their breath, or are protected by magic (such as a *necklace of adaptation*) are immune to the effects of the chortle. As a move action, a creature can try to filter the dander with sleeves or a scarf until its next turn, granting a +2 circumstance bonus on saves.

Chromithian

Small Monstrous Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 40 ft. (average; gliding only)

Armor Class: 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15

Base Attack/Grapple: +3/+0

Attack: Longsword +5 melee (1d6+1/19-20) or claw +5 melee (1d4+1)

Full Attack: Longsword +5 melee (1d6+1/19-20) and tail +3 melee (1d6) and bite +3 melee (1d4); or 2 claws +5 melee (1d4+1) and tail +3 melee (1d6) and bite +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Chromithians are a slender race of draconic humanoids that are brilliantly colored, and have a scaly hide that covers their entire bodies. Small, undersized wings spring from their backs, unusable for true flight, but providing the ability to glide. They also have spiked tails which they use as weapons. Chromithians have innate magical abilities, and a strong affinity for electrical spells.

A chromithian stands about 4 feet tall and weighs 40-50 pounds. Chromithians speak Common and Draconic.

Combat

Chromithians typically attack in bands, gliding down from desert cliffs to surprise caravans. They use their spells to disable and confuse defenders as they descend to the ground before closing for melee. They do not necessarily attack to kill, but to gain food, water, and a few choice items. If they decide the battle is going their way, they announce in broken Common that the caravan will be spared if they surrender. If a party surrenders, the chromithians take what they want and scamper back up to the mesa with their loot.

Spell-Like Abilities: 3/day—*dancing lights*, *mage hand*; 2/day—*flare* (DC 12), *shocking grasp*; 1/day—*color spray* (DC 13). Caster level 3rd (or equal to character level). The save DCs are Charisma-based.

Glide (Ex): Chromithian wings do not allow flight, but do permit gliding. This glide is voluntary, and can slow a chromithian's descent to 10 feet per round. While gliding, a chromithian can move 40 feet per round, as if flying with average

Special Qualities: Darkvision 60 ft., glide, resistance to electricity 5

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

Abilities: Str 12, Dex 18, Con 13, Int 10, Wis 12, Cha 15

Skills: Climb +6, Concentration +2, Hide +9, Jump +6, Listen +4, Move Silently +6, Spot +4

Feats: Endurance, Multiattack

Environment: Warm deserts

Organization: Raiding party (2-12 plus 2 3rd level lieutenants and 1 5th level sorcerer)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +3

maneuverability, but with no upward movement possible. Attacking chromithians often freefall for a distance before beginning their glide in order to reach the ground quickly. Chromithians sometimes combine gliding with levitate spells.

Skills: A chromithian has a +4 racial bonus on Climb checks, and a +10 racial bonus on Jump checks (due to its wings).

Chromithian Society

Chromithians live in the desert, building camps high in mesas. They make their living as bandits, descending from their cliffs to raid merchant caravans and travelers. Chromithian society is not particularly advanced. They live as nomads, staying in tents and moving from camp to camp to keep ahead of the law. They do not particularly collect wealth, their raids being more to accumulate food and water than treasure. They are carnivores, preferring the taste of camel and horse meat, as well as that of the sylvan races. They are closely tied to their dragon heritage. The chromithian language is a dialect of Draconic, and they worship a pantheon of dragon gods.

A chromithian colony that is doing particularly well may try to claim their own territory, coming into conflict with other races or nations. They occasionally hire out their army as mercenaries in a foreign struggle in exchange for land.

Legend has it that long ago, the chromithians lived high in the sky in floating cities of glass, and had a beautiful culture filled with art and music. No one knows what great tragedy befell them, or what became of the ruins of their earlier homes.

Chupacabra

Medium Magical Beast

Hit Dice: 3d10+3 (19 hp)

Initiative: +1

Speed: 30 ft. (6 squares), fly 40 ft. (average)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+7

Attack: Bite +3 melee (1d6 plus attach and poison)

Full Attack: Bite +3 melee (1d6 plus attach and poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, poison

Special Qualities: Darkvision 60 ft., invisibility, low-light vision, nondetection, rapid decomposition

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

Abilities: Str 11, Dex 12, Con 12, Int 4, Wis 12, Cha 8

Skills: Hide +3, Listen +6, Move Silently +7, Spot +6

Feats: Ability Focus (poison), Stealthy

Environment: Warm hills and plains

Organization: Solitary, pair, or flock (3-12)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium); 7-10 HD (Large)

Level Adjustment: —

A chupacabra is a canine-shaped creature with wings. Few have seen the elusive hunter, but many have seen its work. A chupacabra feasts on the blood of its victims. They mainly target animals, but there are rumors of chupacabras that have a penchant for human blood.

A typical chupacabra is about 3 feet long and weighs about 120 pounds. Although intelligent, chupacabras cannot speak or understand any languages.

Combat

A chupacabra attempts to sneak up on prey, injecting its poison with its bite. Once its victim is paralyzed, the chupacabra uses its blood drain attack to sate its appetite.

Attach (Ex): If a chupacabra hits with its bite attack, it may use its powerful jaws to latch onto the opponent's body. An attached chupacabra is effectively grappling its prey. The chupacabra loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Chupacabras have a +4 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

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

Blood Drain (Ex): A chupacabra drains blood, dealing 1 point of Constitution damage in any round when it begins its turn attached to a victim. Once it

has dealt 2 points of Constitution damage per Hit Die it possesses (6 points for a typical chupacabra), it detaches and flies off to digest the meal. If its victim dies before the chupacabra's appetite has been sated, the chupacabra detaches and seeks a new target. A chupacabra always becomes visible when drinking blood.

Invisibility (Su): A goat sucker can become invisible as or during a move action, as though affected by a *greater invisibility* (caster level 12th) spell. The effect lasts indefinitely, but ends when the chupacabra starts drinking blood. It cannot become invisible again until it releases its prey.

Nondetection (Su): A chupacabra is always protected by a *nondetection* effect (CL 3rd).

Poison (Ex): Bite, Fortitude DC 14; initial damage paralysis for 2d4 rounds, secondary damage unconsciousness. The save DC is Constitution-based and includes a +2 bonus from the chupacabra's Ability Focus feat.

Rapid Decomposition (Ex): If killed, a chupacabra's body quickly decomposes. The process takes approximately three minutes, after which all that remains are a few pieces of its skeleton. The remains are almost indistinguishable from those of a large coyote or dog. A *gentle repose* spell will prevent this decomposition.

Skills: A chupacabra has a +4 racial bonus on Listen and Spot checks.

Creeping Rime

Large Ooze

Hit Dice: 7d10+36 (74 hp)

Initiative: -5

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 plus 1d4 cold)

Full Attack: Slam +8 melee (1d6+3 plus 1d4 cold)

Space/Reach: 10 ft./5 ft.

Special Attacks: Engulf, freezing cold

Special Qualities: Blindsight 60 ft., ooze traits

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

Abilities: Str 17, Dex 1, Con 17, Int —, Wis 1, Cha 1

Skills: Climb +11

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: —

Creeping rime is a dangerous type of ooze found in cold environments. It appears as a thin layer of ice at first, but its movement indicates that it is something other than frozen water.

Creeping rime feeds off heat, and thus is particularly dangerous to warm-blooded creatures. A typical creeping rime is 5 to 10 feet across and 1 foot thick. It weighs about 2,000 pounds.

Combat

Creeping rimes 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 creeping rime 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 creeping rime merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the creeping rime, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on

a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creeping rime moves forward. Engulfed creatures are subject to the creeping rime's freezing cold, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

Freezing Cold (Su): The air around a creeping rime is extremely frigid as the ooze constantly soaks up any ambient heat. All within 10 feet of a creeping rime 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 creeping rime's slam attack deals 1d4 points of cold damage per attack. The save DC is Constitution-based.

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

Skills: A creeping rime has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Flora and Fauna

Traveler's Tree: A tree native to Madagascar with a palm trunk and a fan of leaves that spread out 180 degrees. These trees are designed for water collection. Ragged-edged leaves direct water down long stalks to a sheath by the trunk. These sheaths act as reservoirs for thirsty travelers. Since leaves fan out into a half moon, they catch every drop of water falling in their proximity. Traveler's trees are home to many creatures and watering stops for birds and humans (giving the tree its name). These trees flower ten inch long white flowers and produce a blue fleshy fruit. Birds, who are fond of the tree's fruit, are the main dispersers of their seed.

Darlith

Medium Aberration

Hit Dice: 2d8+6 (15 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +1/+3

Attack: Tentacle slam +3 melee (1d4+2)

Full Attack: 6 tentacle slams +3 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Adhesive, crush 2d4+3

Special Qualities: Damage reduction 4/adamantine, darkvision 60 ft., tremorsense 60 ft.

Darliths are writhing, tentacled creatures encased in stony shells. Rolling across the desert, they attack anything that appears to be a potential food source.

Out of its shell, a darlith is a six-legged, squidlike creature 4 to 6 feet long. Its skin is soft and rust-colored, and a half-dozen tentacles surround its bulbous mouth. To protect its vulnerable body, a darlith secretes a natural adhesive. As it scuttles over sand and rocks, all manner of debris clings to its skin, eventually forming a thick, hardened casing over most of its body. The darlith can safely roll inside the shell, propelling itself with its tentacles and dragging in prey close enough to feed through small holes in the stone.

Once a year, darliths shed their shells to mate. Newborn darliths nest in the discarded casings, and both parents vigorously defend their offspring until the newborns are mature enough to venture out on their own.

Darliths occasionally pick up valuable gems while rolling, which become embedded in their shells. Bands of treasure-seekers often hunt darliths for these gems.

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

Abilities: Str 15, Dex 10, Con 16, Int 1, Wis 10, Cha 5

Skills: Survival +5

Feats: Lightning Reflexes

Environment: Warm deserts

Organization: Solitary or pack (3-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium); 5 HD (Large)

Level Adjustment: —

Combat

Solitary darliths tend to eat small lizards and birds, but packs will attack significantly larger creatures. They roll into battle, relentlessly whipping opponents with their tentacles.

Adhesive (Ex): A darlith exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items it touches. An adhesive-covered darlith automatically grapples any creature it hits with a tentacle slam attack. Opponents so grappled cannot get free while the darlith is alive without removing the adhesive first.

Strong alcohol dissolves the adhesive. A darlith can dissolve its adhesive at will, and the substance breaks down 5 rounds after the darlith dies.

Crush (Ex): A darlith deals 2d4+3 points of damage with a successful grapple check.

Darlith Glue

A darlith's adhesive-producing glands can be removed from its corpse on a DC 17 Survival or Knowledge (dungeoneering) check. Failing the check by 5 or more destroys the glands. The glands can be used to create a dose of all-purpose glue worth 50 gp and with a Craft (alchemy) DC of 20. A character with 5 or more ranks in Knowledge (dungeoneering) has a +2 bonus on the Craft (alchemy) check. The glue can be used to coat half a square foot of material. It takes 1 round to set, and objects glued together require a DC 20 Strength check to pry apart.

Deathtender Gnoll

Medium Humanoid (Gnoll)

Hit Dice: 3d8+3 (14 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+4

Attack: Longspear +4 melee (1d8+3/x3)

Full Attack: Longspear +4 melee (1d8+3/x3)

Space/Reach: 5 ft./5 ft. (10 ft. with longspear)

Special Attacks: Death strike

Special Qualities: Darkvision 60 ft., death sense

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

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

Skills: Balance +4, Knowledge (religion) +7, Listen +7, Spot +7, Survival +7

Feats: Cleave, Power Attack

Environment: Any deserts

Organization: Solitary, pair, band (2-7), or temple (5-25 deathtender gnolls, 2-5 5th level guardians, plus one high priest of 7th level or higher)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +3

Gnolls are a fallen race. The chaotic, ravaging monsters whose howls echo across the world are common gnolls, the degenerate descendants of a once-noble people. Their great works are forgotten and not even the gnolls themselves remember their heritage. In the deep deserts, however, a few deathtender gnolls preserve the traditions of the race. If there is one thing they do well, it is preservation.

The deathtender gnolls are worshippers of death. Their basalt temples are located in the harshest regions of the wastelands, surrounded by bleached bones. They are not evil creatures, but stern and foreboding. Their philosophy centers around observing and aiding the transition from life to death. They tend to corpses and mummify the dead; they bring people back from the brink if their death is unclean; and they hunt down and destroy those who defy the will of death by raising the fallen.

Deathtender gnolls look very similar to typical gnolls, with gray skin, a furry body, and a head like a hyena's. However, their mane is ghost white rather than reddish-gray like their lesser brethren. A deathtender gnoll is about 7-1/2 feet tall and weighs 300 pounds. Deathtender gnolls speak Gnoll.

Combat

Deathtender gnolls move with an unnerving certainty and calm. They do not speak or cry out when fighting; they are silent as the grave. Wielding ornate longspears, they methodically divide and slaughter their opponents.

Death Strike (Su): Deathtender gnolls are so attuned to death, they can draw on its lingering energies. When a deathtender gnoll uses the Cleave feat, anyone damaged by the feat's extra attack must immediately make a DC 15 Fortitude save as if they had suffered massive damage or die. Creatures who have died previously and have been brought back to life must make this saving throw whenever they are wounded by a deathtender gnoll's melee attack.

Death Sense (Su): Deathtender gnolls can sense the approach of death. This ability allows them to instantly determine a creature's alignment at will, as they can tell what fate awaits a soul upon death. They also gain a +2 insight bonus on their saving throws and Armor Class when facing a character who has been reduced to less than his total hit points.

Deathtender Gnolls Characters

A deathtender gnoll's favored class is cleric. Because of their long history of religion and extensive culture, deathtender gnoll clerics are truly blessed. Deathtender gnoll clerics may choose any domains. In addition to powers gained for being clerics, all deathtender gnoll clerics have a permanent shimmering magical field around them, granting a +2 deflection bonus to AC (similar to a *shield of faith*) spell.

Desert rangers and monks are also common among their ranks, with the greatest guardians being fighters and paladins.

Devata

Tiny Fey

Hit Dice: 2d6+2 (9 hp)

Initiative: +3

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

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +1/-8

Attack: Dagger +6 melee (1d2-1/19-20)

Full Attack: Dagger +6 melee (1d2-1/19-20)

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

Special Attacks: Barbs, psi-like abilities

Special Qualities: Low-light vision

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

Abilities: Str 8, Dex 17, Con 12, Int 16, Wis 11, Cha 15

Skills: Bluff +7, Diplomacy +6, Gather Information +7, Hide +16, Intimidate +4, Jump -7, Listen +7, Move Silently +8, Open Lock +8, Sense Motive +5, Sleight of Hand +10, Spot +7

Feats: Alertness^B, Flyby Attack, Weapon Finesse^B

Environment: Any hills and plains

Organization: Solitary, pair, gang (1 devata plus 2-12 fey of 1 HD or fewer), or guild (1-6 devatas plus 3-30 fey of 1 HD or fewer)

Challenge Rating: 3

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 3-5 HD (Small)

Level Adjustment: +2

Devatas are evil fey that delight in treasure, bobbles, and mischief. Due to their love of valuable material possessions, devatas are often found where people are, from small settlements to large cities. The look like other fey, except that the edge of their wings are ridged, making barb-like hooks that slash passersby.

A devata stands 1-1/2 to 2 feet tall and weighs about 1 or 2 pounds. Devatas speak Sylvan.

Combat

Devatas rarely place themselves in mortal danger, preferring instead to allow their lackeys to deal with problems involving combat. If their bodyguards don't take care of the danger, the devatas attempt to dominate a few of their opponents and turn them against the rest of the enemies. If forced into melee, a devata uses the sharp barbs on its wings to slice at its enemies.

Barbs (Ex): A devata can fly at its opponent, then whirl around just before impact to graze the enemy with the barbs on its flapping wings. This

attack deals 1d6+1 points of slashing damage (Reflex DC 12 half). An opponent that saves successfully may attempt a grapple check to grab the sprite in midair. Because this attack brings it perilously close to an opponent, the devata usually tries this maneuver only when fighting a single opponent that has taken considerable damage or is unarmed. The save DC is Constitution-based.

Psi-like Abilities (Sp): At will—*elf sight*, *empty mind*, *far hand*, *psionic charm* (affects animal, fey, giant, humanoid, magical beast, or monstrous humanoid, DC 14*), *psionic knock*; 3/day—*displacement*, *ego whip*, *false sensory input* (DC 15), *mind thrust* (DC 13), *psionic dominate* (DC 16), *spider climb*, *thought shield*; 1/day—*aversion* (DC 14), *invisibility*. Manifester level 7th.

Attack/Defense Modes (Sp): At will—*ego whip*, *mind thrust/empty mind*, *thought shield*.

*Includes augmentation for the devata's manifest level.

Flora and Fauna

Royal Beetle: As an easier and cheaper alternative to indigo, some dye manufacturers use these large, bright-colored beetles to create a popular blue dye. Although it produces an inferior dye, the beetles' widespread availability makes it an excellent choice for amateurs and apprentices learning the trade. When crushed into a paste and refined, one beetle yields enough dye to stain two yards of fabric.

Giant Lycosidae

Large Vermin

Hit Dice: 5d8+10 (32)

Initiative: +3

Speed: 40 ft. (8 squares), climb 30 ft.

Armor Class: 14 (-1 size, +3 Dex, +2 natural), 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 +18, Spot +8

Feats: —

Environment: Any temperate and warm land

Organization: Solitary or hunting band (1 plus 2-20 goblins)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: —

A giant lycosidae is a monstrous relative of the typical wolf spider. Typically as large as a horse, these spiders are hunters and chase their prey with great determination. Many wander with no fixed nest, while others lair in caverns or burrows abandoned by other creatures. Few sights are as horrid as a giant lycosidae carrying numerous, squirming young, each the size of a dinner plate, on its back.

A giant lycosidae's body is 8 feet long. It weighs about 700 pounds.

Combat

The giant lycosidae ambushes prey by leaping from concealment, usually maintaining its attack on its chosen victim until the prey is dead. Injured giant lycosidae can be driven off, however, and despite their size and fearsome appearance, giant lycosidae are prone to fleeing unless they are extremely hungry. Their venom is comparatively

weak for their size, which has allowed a tribe of goblins to more or less domesticate them with relative ease.

Leaping Attack (Ex): The giant lycosidae can leap up to 40 feet, either while running or standing still. This leap can be used as a charge attack, and the giant lycosidae 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 move action.

Poison (Ex): Injury, Fortitude DC 12; initial and secondary damage 1d4 Strength. The save DC is Constitution-based.

Skills: Giant lycosidae 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.

Flora and Fauna

Indigo: A perennial herb belonging to the legume family, indigos reach a height of three feet and bear purple, pink, or white flowers and matching pairs of oval green leaves. Its flowers yield inedible pods as fruit, but the plant's true value lies in the rich, blue dye that it produces. Since antiquity, humanoids relied on indigo's durable dye to stain textiles, pottery, and other finished goods. Locating indigo presents no difficulties, but extracting its dye poses a formidable challenge, requiring an Alchemy check (DC 20) to properly complete the process. A single plant produces enough dye to stain clothing worn by a Medium-sized creature.

Grass Cloaker

Large Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +8

Speed: 20 ft. (4 squares)

Armor Class: 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d4+6)

Full Attack: Bite +6 melee (1d4+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Engulf, entrancing buzz

Special Qualities: All-around vision, chameleon skin, darkvision 60 ft.

Saves: Fort +3, Ref +5, Will +6

Abilities: Str 19, Dex 18, Con 14, Int 14, Wis 15, Cha 10

Skills: Hide +8, Listen +10, Move Silently +12, Search +6, Spot +14

Feats: Alertness, Improved Initiative

Environment: Temperate plains and grasslands

Organization: Solitary, mob (3-6), or flock (7-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 5-8 HD (Large), 9-16 (Huge)

Level Adjustment: —

A grass cloaker has a pancake-flat circular body 10-15 feet in diameter, with multiple eyestalks placed at intervals around its circumference. It retracts its vulnerable eyestalks under the lip of its body for protection whenever it perceives danger. Its natural coloration is reddish-brown, but its skin can assume the color and general appearance of the surrounding terrain. A wide maw teeming with thin, needle-like teeth occupies the center of its upper side. It can mimic virtually any surface, from parched and cracked dirt with a scattering of rocks (partially retracted eye stalks) to wind-swept grasses with bits of broken branches or other debris (disguised eye stalks). Grass cloakers are intelligent, and they speak their own language. However, their racial motivation beyond eating and breeding remains a topic of heated debate among some sages.

Originally created as part of a mad wizard's tinkering with standard cloakers, these monstrosities now reside in any open, temperate areas. Most grass cloakers avoid civilized lands rather than risk a confrontation with humanoid populations. Those that do invade inhabited lands usually move at night, allowing them time to pick a hiding spot and blend in with the environs before sunrise.

Without provocation or reason, large numbers of grass cloakers occasionally arrange themselves in a massive wave and slowly move across the plains. Some believe them to be compelled by some strong magic, a weapon moving toward some target, while others insist that their migration is linked to their mysterious origin, perhaps a return to their birthplace for some bizarre ritual. A grass cloaker weighs about 150 pounds.

Combat

The grass cloaker blends in with its natural surroundings, making it virtually invisible as it entices creatures to step onto its body and into its preordained trap using its entrancing buzz ability. Once the prey falls for its bait, it flips up the muscular edges of its body and uses an engulf attack to try force the victim into its central mouth.

When more than one grass cloaker occupies an area, those without prey remain hidden, waiting for victims that escape their neighbors to stumble onto them in their flight. If multiple adversaries attack an isolated grass cloaker, nearby grass cloakers attempt to sneak up on the attackers and engulf them from behind, negating their targets' Dex bonus to AC if the grass cloakers make successful Hide checks. They move at full speed until within 20 feet of the fight and then slow to half speed to minimize the penalty to their Hide skill.

Engulf (Ex): A grass cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The grass cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. Attacks that hit an engulfing grass cloaker deal half their damage to the monster and half to the trapped victim.

Entrancing Buzz (Su): A grass cloaker emits a curious buzzing noise that attracts living things within a 100-foot radius. Creatures hearing the buzzing for two consecutive rounds must make a successful DC 14 Will save or the intriguing sound causes them to seek out and investigate its source. When the victim walks onto its body, the

grass cloaker attempts an engulfing attack. The grass cloaker stops buzzing when it attacks, not wanting to attract interference from others. If there is more than one grass cloaker, they usually stay 100 or more feet apart from each other so that their hunting areas don't overlap too much with their neighbors. The other grass cloakers continue to buzz, even when one stops to attack. The save DC is Constitution-based.

All-Around Vision (Ex): Grass cloakers are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Heart Stalker

Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2) or dagger +4 melee (1d4+2/19-20)

Full Attack: 2 claws +4 melee (1d4+2) and bite +2 melee (1d6+1); or dagger +4 melee (1d4+2/19-20) and bite +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn

Special Qualities: Darkvision 60 ft., fast healing 3, undead traits

Of all the undead that wander the world, few are more hideous than the ruthless heart stalker. The heart stalker appears as a long-dead humanoid, with its features twisted into a demonic visage. Horns protrude from the top of its head, and its eye sockets gape empty. Bony spikes poke through at various points around the creature's body, centered on a gaping hole in its chest, from which shines an unholy light, illuminating its rotting innards. The smell of burning flesh permeates its presence.

Heart stalkers are purely evil, existing solely to spread terror. They specialize in cutting the heart from their victims, so that they may devour or destroy it, dooming the owner to rise again as a new heart stalker. Heart stalkers are relentless abominations, chasing fleeing victims with an unnatural vigor.

It is rumored that each heart stalker somehow conveys the lifeblood if its victims to the one original heart stalker. As its minions spread throughout the world, the original creature grows in power. Defeating this original fiend will reportedly destroy all other heart stalkers.

Chameleon Skin (Su): A grass cloaker's body takes on the color and texture of the surrounding terrain, granting it a +12 racial bonus to Hide checks. Changing appearance takes time: a minor change occurs in a matter of a few rounds, but a change from bare rock to fertile soil with stalks of grain a few feet high takes hours to accomplish. A grass cloaker suffers a -5 penalty to Hide checks if it moves at greater than half speed, and a -20 penalty when it charges a victim.

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 14, Dex 15, Con —, Int 12, Wis 11, Cha 14

Skills: Climb +6, Escape Artist +6, Hide +6, Intimidate +6, Jump +6, Listen +6, Move Silently +6, Search +4, Spot +6

Feats: Alertness, Multiattack

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Level Adjustment: —

While the stalker can comprehend spoken words from languages it knew in life (usually Common), it is itself only capable of a monstrous gurgling sound. Most heart stalkers are 5 to 6 feet tall and weigh about 120 pounds.

Combat

A heart stalker concentrates on killing. It attacks efficiently and effectively, retreating if confronted by a superior opponent. If possible, once its victim is defeated, it removes the creature's heart with its dagger, subjecting it to the stalker's create spawn ability.

Create Spawn (Su): A humanoid victim who has its heart removed by a heart stalker begins to decompose rapidly, rising as a heart stalker on the following night under control of the first heart stalker. It does not have any of the abilities it had in life. If discovered in time, this effect can be countered with a remove curse spell cast on the corpse.

Ice Troll

Large Giant (Cold)

Hit Dice: 2d8+6 (15 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +1/+9

Attack: Claw +4 melee (1d6+6)

Full Attack: 2 claws +4 melee (1d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+6

Special Qualities: Damage reduction 10/magic, darkvision 90 ft., immunity to cold, low-light vision, regeneration 5,

vulnerability to fire, vulnerability to slashing weapons

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

Abilities: Str 19, Dex 12, Con 16, Int 9, Wis 10, Cha 6

Skills: Listen +4, Spot +5

Feats: Alertness

Environment: Any cold land

Organization: Band (3-6)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class
Level Adjustment: +5

Ice trolls are relatives of normal trolls, but are decidedly more cunning, ruthless, evil, and despicable. They make their homes in very cold climates, always near a pool of water (either natural or troll-made).

An ice troll stands about 8 feet tall and weighs 450 pounds. Its hide is semitransparent, light blue, and cold to the touch. Unlike normal trolls, ice trolls are hairless. Ice trolls speak Giant.

Combat

Ice trolls fight similarly to their normal troll relatives, but being slightly more intelligent, they do not rush headlong into battle. They attack the weakest opponents first. If combat goes against an ice troll, it does not hesitate to flee.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

Regeneration (Su): Fire and acid deal normal damage to an ice troll. An ice troll can regenerate lost limbs in 3d6 minutes as long as both the limb and troll are in contact with ice or water. The ice troll can reattach the severed member instantly by holding it to the stump if the severed member has been immersed in ice or water for at least 1 round.

Vulnerability to Slashing Weapons (Ex): An ice troll that suffers a critical hit must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (determined randomly by rolling 1d6: 1-4 arm, 5-6 leg). An ice troll that loses a leg falls to the ground, but can continue moving at one-half speed. An ice troll that loses an arm loses one of its claw attacks. Severed limbs cannot attack but move at a speed of 30 feet toward the nearest source of water or ice.

Flora and Fauna

Bone Render: Looking little different than a regular shrew, bone renders possess magically powerful jaws and an enhanced digestive system. Once the larger scavengers have their way on vertebrate carcasses, bone renders rise up from their holes (much like prairie dogs' holes, but smaller) and start eating away at the bone itself. This process is a very noisy one, and forever remembered once heard. Bone renders have a truly noxious scent they spray for self defense which is on par with skunk scent. Bone renders are magically dependent animals that need magic, bones, air, and water to survive. They are found mostly on grasslands and scrublands.

Kathlin

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (1d6+4)

Full Attack: 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2)

Space/Reach: 10 ft/5 ft.

Special Attacks: —

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

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

Abilities: Str 18, Dex 15, Con 17, Int 5, Wis 13, Cha 8

Skills: Jump +12, Listen +5, Spot +4

Feats: Endurance, Run

Environment: Temperate plains

Organization: Solitary or herd (4-13)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral good

Advancement: 5-12 HD (Large)

Level Adjustment: +0 (cohort)

Kathlins are powerful, six-legged horses that spend their time roaming the temperate plains they call home. They generally avoid contact with civilized races, preferring the seclusion of their homeland above all else.

Kathlin congregate in herds and two types of herds can be encountered; bachelor or mixed. A bachelor herd consists of all males. Each male in such a herd is young and hasn't reached full maturity yet. The second type of kathlin herd is a mixed herd that contains both females and males. In a mixed herd there will always be at least one male for every three females (its part of the harem-like structure of the kathlin society).

When a bachelor male reaches maturity, it leaves the bachelor herd and seeks out a mixed herd where it selects up to three females to mate with. Should the kathlin select a female that is mated with another male, a battle ensues. The male that wins this fight claims the female as its own.

Kathlins can be trained as mounts or beasts of burden. Young are usually easier to train than older kathlins, and males make better mounts than females. Kathlins understand Sylvan and Common but do not speak.

Combat

Kathlins are fearless creatures and do quite well in combat. Trained properly, a kathlin makes an excellent combat steed. When fighting, a kathlin rears back on its hind legs and slashes with

its hooves or gnashes at a foe with its bite. Non-domesticated or untrained kathlin back away from combat if overwhelmed. They do not do so out of fear, but are intelligent enough to know when they are beaten.

Great Endurance (Ex): A kathlin gains a +4 bonus to Constitution checks made to continue running (see run, in the Player's Handbook). This bonus stacks with the bonus to Constitution checks the kathlin gains from the Endurance feat.

Training a Kathlin

A kathlin requires training before it can bear a rider in combat. To be trained, a kathlin must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly kathlin requires six weeks of work and a successful DC 25 Handle Animal check. Riding a kathlin does not require an exotic saddle. A kathlin can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Kathlin young are worth 5,000 gp on the open market. Professional trainers charge 1,000 gp to rear or train a kathlin.

Carrying Capacity: A light load for a kathlin is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A kathlin can drag 4,500 pounds.

Paladin's Mount: A paladin of 6th level or higher may call a kathlin as his or her special mount.

Kuri

Medium Magical Beast

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

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

Base Attack/Grapple: +2/+3

Attack: Bite +4 melee (1d6+1 plus poison)

Full Attack: Bite +4 melee (1d6+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, trip

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

A kuri is a wild breed of canine hunting the grasslands and plains. Much like coyotes or hyenas, kuri tend to hunt in packs.

Kuri look like wolfhounds, with tawny fur covering their bodies, except around the eyes, muzzle, and tail. Their barks are deep quavering.

A kuri averages 3-1/2 feet long and weighs about 135 pounds.

Combat

A kuri prefers to bite its prey repeatedly until its debilitating saliva paralyzes the opponent, then moves on to other nearby prey, returning later to feed on the paralyzed victims.

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

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 15, Cha 2

Skills: Hide +4, Jump +9, Listen +5, Move Silently +4, Spot +4, Survival +2*

Feats: Alertness, Weapon Finesse^B

Environment: Temperate plains

Organization: Solitary, pair, or pack (5-9)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Medium); 4-5 HD (Large)

Level Adjustment: —

Poison (Ex): Bite, Fortitude DC 13; initial and secondary damage 1d6 Dexterity. The save DC is Constitution-based.

Trip (Ex): A kuri that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the kuri.

Skills: *Kuris have a +4 racial bonus on Survival checks when tracking by scent.

Malata Plant, Warrior

Large Plant

Hit Dice: 6d8+18 (45 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+12

Attack: Spear-arm +8 melee (1d8+4)

Full Attack: 2 spear-arms +8 melee (1d8+4)

Space/Reach: 10 ft/10 ft.

Special Attacks: —

Special Qualities: Blindsight 60 ft., control stem, damage reduction 15/slashing, plant traits

Malata plant warriors are fibrous mats of vegetation, roughly humanoid in shape, with two spear-like arms. A 40-foot stem runs from the back of the warrior's head to the boma wall or trunk that

Saves: Fort +8, Ref +5, Will +1

Abilities: Str 19, Dex 17, Con 17, Int 3, Wis 3, Cha 3

Skills: Hide +6, Move Silently +5

Feats: Iron Will, Power Attack, Weapon Focus (spear-arm)

Environment: Any warm land

Organization: Special

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: —

spawned it. This is as far as the warrior can move from the main body of the plant and still remain under its control. When mature, a malata plant trunk has four warriors, and each boma wall has one if it doesn't have any vines.

A malata plant warrior stands 6 feet tall and weighs 200 pounds. Malata plant warriors do not speak or understand any language.

Combat

Malata plant warriors are used to slay opponents that present a danger to the malata plant trunk. Weaker opponents will instead be targeted by vines and fed to the trunk.

Blindsight (Ex): A malata plant is blind, but it can “see” creatures within 60 feet by sensing subtle changes in air pressure and temperature.

Maned One (Leothra)

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 (1d8+2/x3) or short sword +6 melee (1d8+2/19-20) or shortspear +6 melee (1d8+2) or javelin +6 ranged (1d8+2) or sling +6 ranged (1d6+2) or net +6 ranged (special)

Full Attack: Handaxe +6 melee (1d8+2/x3) or short sword +6 melee (1d8+2/19-20) or short spear +6 melee (1d8+2) and 2 claws +2 melee (1d6+2); or javelin +6 ranged (1d8+2) or sling +6 ranged (1d6+2) or net +6 ranged (special)

Maned ones, or leothra, as they call themselves, are a race of centaurlike creatures with the body of a lion, the torso of a man, and a face that is a hybrid of feline and human features. These nomadic raiders often strike human settlements and caravans, taking weapons and supplies and dining until satiated.

Although they are cruel and savage, maned ones are caring to their young and supportive of other members of their pride.

A maned one stands about 7 feet tall and weighs over 2,000 pounds. Maned ones speak their own language, Leothra, and Common.

Combat

Maned ones 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

Control Stem (Ex): A malata plant warrior is connected to the boma wall or trunk that spawned it by a 40-foot-long stem. The stem has hardness 10, 6 hp, and a break DC of 18. If the stem is severed, the malata plant warrior will go into an uncontrolled rampage, attacking the closest creatures (even other malata plants) relentlessly until it is destroyed.

Space/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Keen senses

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 16, Dex 16, Con 14, Int 9, Wis 13, Cha 10

Skills: Hide +4*, Jump +16, Listen +2, Move Silently +8, Spot +2, Survival +2

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 maned one warriors and 10-30 lions)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +3

when the maned ones attack in full force. Maned ones 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.

Maned ones are savage warriors, giving no quarter and expecting none, but a pride retreats if it finds itself significantly outmatched.

Spell-Like Abilities: 1/day—*animal messenger*, *animal trance* (DC 12), *calm animals* (DC 11), *charm animal* (DC 11), *dominate animal* (DC 13), *speak with animals*. Caster level 7th. The save DCs are Charisma-based.

Keen Senses (Ex): Maned ones 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: Maned ones have a +4 racial bonus on Hide and Move Silently. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Mangonnell

Small Dragon

Hit Dice: 3d12+6 (25 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 50 ft. (average), swim 60 ft.

Armor Class: 20 (+1 size, +4 Dex, +5 natural), touch 15, flat-footed 16

Base Attack/Grapple: +3/+0

Attack: Bite +5 melee (1d6+1 plus saliva)

Full Attack: Bite +5 melee (1d6+1 plus saliva) and tail slap +0 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Saliva

A mangonnell is a small and distant relative of true dragons that is surmised to have evolved from small dragons that adapted to an aquatic environment. It is a reptilian creature with a slim, dragonlike body, head, and wings. It is amphibious, and can fly through the air as easily as it can swim through water. A mangonnell has no legs, and must slither along like a snake when on land. The mangonnell is famous for the enzymes it produces in its saliva. These enzymes seep into flesh, and can turn the bones of a man to goo in a matter of seconds.

It is rumored that some sorcerers use mangonnells as familiars, gaining a blindsense ability, although this is mere speculation.

A mangonnell is about 4 feet long from nose to tail and weighs 16 pounds. Mangonnells speak a smattering of Draconic.

Combat

The mangonnell wanders the landscape, looking for suitable prey. When it finds something it likes, it flies up and attacks, using its bite and tail slap attacks. The mangonnell often uses its Flyby Attack feat to swoop back and forth past its victim, attacking with one bite on each pass. The bite of the mangonnell contains special enzymes that can disable its prey. Once its victim is safely subdued, the mangonnell lands to devour it.

Saliva (Ex): Mangonnell saliva contains toxic enzymes that rapidly seep through flesh to break down and soften bone. Anyone bitten by a mangonnell must succeed on a DC 13 Fortitude save or suffer 1d4 points of Constitution damage. If the initial saving throw is failed, the victim must make a second save 1 round later or suffer damaging effects to a body part. The save DC is Constitution-based.

Special Qualities: Amphibious, blindsense 60 ft., darkvision 60 ft., immunity to acid, sleep and paralysis, low-light vision

Saves: Fort +5, Ref +7, Will +4

Abilities: Str 13, Dex 19, Con 14, Int 4, Wis 12, Cha 8

Skills: Hide +12, Listen +8, Move Silently +8, Spot +7, Swim +10

Feats: Alertness, Flyby Attack

Environment: Any

Organization: Solitary or pod (3-12)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral evil

Advancement: 4 HD (Small); 5-7 HD (Medium); 8-9 HD (Large)

Level Adjustment: —

A d% determines the humanoid body part affected: 1-40 affects an arm, 41-80 affects a leg, and 81-100 affects the torso or head. If the head or torso is affected, the victim is fatigued. If an arm is affected, the victim always suffers off-hand penalties with both hands (even if the victim has Two-Weapon Fighting). If a leg is affected, the victim must succeed on a DC 10 Balance check or fall prone when moving farther than half its base speed. The damaging effect ends once the associated Constitution damage is healed.

Amphibious (Ex): A mangonnell can breathe normally in both air and water.

Blindsense (Ex): Like a dragon, the mangonnell can perceive its environment through nonvisual means to a range of 60 feet. Opponents the mangonnell can't actually see still have total concealment against the mangonnell.

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

Mangonnell Saliva

The saliva of the mangonnell is its real treasure, and anyone slaying one can extract 1d2 doses of the saliva with a DC 15 Survival or Heal check. Rolling a natural 1 on this check means the saliva is discharged, and the extractor automatically suffers Constitution damage and loses the use of an arm as above. This saliva can be used to coat any weapon like a poison, and if kept fresh, delivers the same effects as the bite of the mangonnell.

Manrilla

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, low-light vision

Saves: Fort +7, Ref +5, Will -1

Abilities: Str 21, Dex 13, Con 16, Int 4, Wis 6, Cha 5

Skills: Hide +3, Jump +9, Move Silently +3

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: —

Manrillas are dangerous primates that feed on flesh. Mostly nocturnal, manrillas occasionally hunt during the day. They often roam in small packs, using pack tactics to bring down prey.

A manrilla stands about 8 feet tall and weighs 700 to 950 pounds. Its head is nearly hairless, in contrast to its black-furred body. Its forearms are oversized and end in large, taloned hands. Manrillas speak their own language, a series of hoots, barks, and screeches.

Combat

A manrilla 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. Manrillas 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 manrilla 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.

Flora and Fauna

Sunberry: The cloudy yellow sunberry plant grows in the elusive thickets of trees and shrubs growing along the borders between the plains and forests. Although its small, spherical dull-green berries are edible, experienced herbalists value the plant's stem, leaves, and roots far more than its foul-tasting fruits. Mashing these ingredients in a mortar and pestle creates a mottled, olive-colored paste closely resembling the colors of the prevailing grasses. Because of its scarcity, a character trying to categorize a sunberry needs a Survival check (DC 25).

Sunberry Paste: The crushed leaves, stems, and roots of the sunberry plant yield a thick paste enabling travelers to blend in with the open plains' tall grasses. Rubbing the paste onto the skin grants a +4 circumstance bonus to all Hide checks while traveling through the plains.

Morrigan

Large Giant (Shapechanger)

Hit Dice: 4d8+12 (30 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +3 studded leather, +3 natural), touch 9, flat-footed 15

Base Attack/Grapple: +3/+12

Attack: Longspear +8 melee (2d6+7/x3)

Full Attack: Longspear +8 melee (2d6+7/x3)

Space/Reach: 10 ft./10 ft. (15 ft. with longspear)

Special Attacks: —

Special Qualities: Alternate form, low-light vision

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 20, Dex 11, Con 16, Int 12, Wis 14, Cha 20

Morrigan are a race of giant warrior women who are able to take the form of large ravens (Small size). No males of the species are known to exist.

A morrigan appears as a gigantic human female with jet-black eyes and hair. Morrigan typically wear their hair in braids, often intertwining feathers into their braids and other adornments. They prefer clothing that blends in with their environment. They enjoy battle, and hate most members of male giantkind, particularly hill giants who share their habitats and often see them as potential mates. Legends state that morrigan may breed only in raven form with the largest, strongest males birds.

A morrigan stands 10 feet tall and weighs about 900 pounds. Morrigan can live to be 500 years old. Morrigan speak Giant.

Combat

Morrigan typically wield longspear and wear light armor. They fight with a driven bloodlust. At the end of a battle, they assume raven form to feast on their fallen foes.

Flora and Fauna

Bison Chips: While venturing through the wilderness, fire is an absolute necessity required for cooking, warding off predators, and providing warmth. However, instead of carrying firewood or foraging the area for kindling, some adventures prefer to carry dried bison dung for use as a fuel source. Affectionately known as bison chips, a quarter-pound of bison chips brightly illuminates a 20-foot radius for eight hours, while also acting as a protected light source under adverse wind conditions. Unfortunately, the bison chips emit a strong odor, causing a circumstance penalty of -1 to the possessor's Charisma.

Skills: Balance +1, Bluff +10, Diplomacy +7, Disguise +5 (+7 acting), Hide +0, Intimidate +7, Jump +10, Knowledge (nature) +6, Listen +6, Move Silently +0, Spot +6, Survival +6 (+8 aboveground), Tumble +4

Feats: Improved Initiative, Weapon Focus (longspear), Weapon Finesse^B

Environment: Temperate forest, hills, and plains

Organization: Solitary, flight (2-4), or flock (2-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class (fighter)

Level Adjustment: +5

Alternate Form (Su): A morrigan can shift between her giant and raven forms as a standard action. A morrigan remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does the morrigan revert to any particular form when killed. A true seeing spell or ability, however, reveals both forms simultaneously.

In raven form, a morrigan has the following statistics: Small; Init +7; Spd 10 ft. (2 squares), fly 60 ft. (average); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Atk +7 melee (1d3-2, claw); Full Atk +7 melee (1d3-2, 2 claws) and +2 melee (1d4-2, beak); Spc/Reach: 5 ft./5 ft; Ref +7; Str 7, Dex 17; Balance +5, Hide +12, Jump -12, Move Silently +4, Tumble +8.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a morrigan has a +6 racial bonus on the check.

Skills: Morrigan have a +4 racial bonus on Listen, Spot, and Survival checks.

N'erfalter

Medium Undead

Hit Dice: 5d12 (32 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 21 (+5 natural, +4 scale mail, +2 heavy steel shield), touch 10, flat-footed 21

Base Attack/Grapple: +2/+5

Attack: Warhammer +6 melee (1d8+3/x3) or javelin +2 (1d6+3)

Full Attack: Warhammer +6 melee (1d8+3/x3) and slam +1 melee (1d6+3) or javelin +2 ranged (1d6+3)

Space/Reach: 5 ft/5 ft.

Special Attacks: Finishing blow

Special Qualities: Darkvision 60 ft., undead traits

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

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

Skills: Climb +3, Intimidate +5, Jump -9, 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)

Level Adjustment: —

N'erfalters are soldiers who were cut down without completing their missions. Their resilience to a cause is so strong that they simply refuse to succumb to eternal rest and are granted temporary unlife by a war deity. Once a n'erfalter has completed its task, it immediately loses its unlife and becomes nothing more than a lifeless corpse. N'erfalters speak whatever languages they spoke in life, but most do not speak unless their mission demands communication with others.

Combat

Although they lack conventional intelligence, n'erfalter 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 n'erfalter 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 n'erfalter 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. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Flora and Fauna

Bison: The largest and most predominant of the grazing herbivores, the average adult male bison weighs 2,000 pounds, measures 10 feet in length, and stands six feet high at its shoulder. Members of the bovine family, bison differ from their domesticated relatives in several respects: a hump protrudes over their front shoulders and a thick coat of long, dark hair blankets their head and forequarters. Male bison sport a mangy, black beard, while both sexes share a pair of small, curved horns that grow outward from the side of its head and turn sharply upward. Nearly all bison, with the exception of aging, solitary males, travel in large herds with one of two compositions. Females and their young calves form one group and mature male bison formulate another gathering. The herd carves a wide swath of devastation, making it easy to track them. Throughout the course of history, nomadic humanoid hunters stalked and killed the enormous beasts for their coveted hides, bones, and meat. Bison hide provides outstanding protection from the elements, and it is often used to manufacture armor and jackets. Primitive humanoid cultures build an impressive collection of tools and implements from the animal's massive bones. Its meat tastes similar to beef but is leaner and gamier than its domesticated counterpart. Because of the absence of wood on the plains, humanoids use dried bison dung to fuel fires.

Orsk

Medium Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +5/+8

Attack: Claw +6 melee (1d4+3)

Full Attack: 2 claws +6 melee (1d4+3) and bite +1 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab

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

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

Abilities: Str 17, Dex 15, Con 15, Int 4, Wis 13, Cha 7

Skills: Hide +13, Jump +7, Listen +5, Move Silently +7, Spot +5

Feats: Alertness, Stealthy

Environment: Cold land

Organization: Ride (5-10) or pack (12-20 adults plus 5-30 noncombant young)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large)

Level Adjustment: —

Orsk are bipedal pack hunters of the cold lands. Their thick, blubbery skin changes color to blend with their environment, making them perfect ambush predators. Their sharp talons and vicious bite tear easily into flesh. The orsk lacks discernable eyes and ears, using sensory pits located all around its body to locate prey.

Orsk travel in rides consisting of all males or packs of an equal number of males and females plus their young. Adults of both sexes fight ferociously to defend the young.

An adult orsk is 4 feet tall at the shoulder and about 6 feet long. It weighs over 400 pounds.

Combat

Orsk attack in groups of five or more. They are fantastic hunters and often set up ambushes for unwary foes. Surefooted on land, snow, or ice, orsk can outrun most prey. Once in striking range, they charge into combat, using their camouflage to gain surprise, and attack with both claws and bite. The front of the orsk jaw is specially adapted to grab their prey.

Improved Grab (Ex): To use this ability, the orsk must hit with its claw attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained.

Sensory Pits (Ex): The orsk's sensory pits grant it almost supernatural vision. Its vision is so keen that it is not subject to illusions, darkness, fog, or any other factors that might impair its ability to receive visual information about its surroundings. Skills: Orsk hide automatically transforms its color and pattern to blend in with its surroundings. This grants an orsk a +10 racial bonus on Hide checks.

Orsk Hide Armor

Orsk hide armor grants the wearer a +5 circumstance bonus on Hide checks. This ability lasts for one hour and is usable once per day. Orsk hide armor is hard and black when its camouflage ability is not in use, becoming slick and wet when it rains. Orsk hide armor is not damaged by rain or water. Whether the Hide bonus ability is preserved or not, orsk hide armor functions as masterwork hide armor. A suit of orsk hide armor costs 1,000 gp.

Plain Strider

Medium Aberration

Hit Dice: 5d8 (22 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +3/+5

Attack: Bite +5 melee (2d4+2)

Full Attack: Bite +5 melee (2d4+2)

and sting +3 melee (1d6+1 plus 1d4 Constitution) and 2 claws +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, poison, pounce, rake 1d4+1

Special Qualities: Darkvision 60 ft., fast healing 3

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

Abilities: Str 14, Dex 16, Con 11, Int 8, Wis 13, Cha 6

Skills: Hide +8, Jump +6, Listen +4, Move Silently +8, Spot +4

Feats: Multiattack, Power Attack

Environment: Temperate plains

Organization: Solitary, pair, pack (3-7), or colony (8-18)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-7 HD (Medium); 8-9 HD (Large)

Level Adjustment: —

Plain striders are swift, quadruped predators that hunt in packs, pursuing their quarry until they bring them down with their tremendous mandibles and powerful poison. These deadly creatures sport large, insect-like mandibles that they use to seize their prey, as well as a lethal stinger. Two strong hind legs ending in sharp talons support their tough, chitinous bodies and grant them tremendous speed. Two vestigial arms wielding razor-sharp claws supplement their already formidable arsenal. Plain striders emit a strong, metallic odor that sometimes carries several miles downwind.

Plain striders are fairly social creatures, forming well organized packs led by a dominant female. During hunts, the dominant animal receives the lion's share of the feast while her subordinates jealously divide the remainder based upon their pecking order within the pack. When one or more packs meet, a violent and lethal struggle ensues between the two rival leaders. The victor claims her rival's pack as her own, incorporating its members into her hierarchy. The pack leads a nomadic lifestyle, hunting an area until it exhausts the available food sources. Plain striders prefer to feed upon herds of buffalo or antelope, but are more than willing to feast upon other prey when food proves scarce.

Plain striders represent an ongoing threat to merchant caravans traveling across vast stretches of rolling plains. A few nomadic groups of goblinoids have tried employing plain striders as mounts with various degrees of success.

The average plain strider stands nearly 4 1/2 feet tall and 6 1/2 feet long from jaw to stinger and weighs approximately 170 pounds. Plain striders speak their own language.

Combat

Generally, plain striders roam in packs for protection from other monsters and to assist in the location of suitable prey. Although they hunt and kill as a group, they quickly resort to fractious infighting to claim the largest share of their kill. They run down a potential victim and then pounce upon it, clawing and stinging it repeatedly until the victim collapses.

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

Poison (Ex): Sting, Fortitude DC 12; initial and secondary damage 1d4 Constitution. The save DC is Constitution-based.

Pounce (Ex): If a plain strider charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Atk bonus +3 melee, dam 1d4+2.

Skills: Plain striders have a +4 racial bonus on Hide and Move Silently checks.

Variant

Some plain striders shed their vestigial arms, losing their rake attacks. However, their poison is more potent, dealing 2d4 points of Constitution damage as initial and secondary damage.

Polar Troll

Large Giant (Cold)

Hit Dice: 4d8+24 (42 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 30 ft. (6 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (1d8+5)

Full Attack: 2 claws +7 melee (1d8+5) and bite +2 melee (1d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d8+7

Polar trolls have a mottled skin coloration ranging from white to light gray to a slightly bluish tinge. Their hair-like masses are a uniform white, and dirty yellowish-white hair grows from their lower arms and legs. They are smaller than most trolls, generally standing no taller than 8 feet. Polar trolls have a keener intellect than the standard troll, sharpened by the necessity of survival in the harsh environments they call home.

Polar trolls usually lair in ice caves near the coastline, or in hand-carved caves dug into the sides of ice floes. Some live in caves along the coasts of subarctic rivers and lakes. They are strong swimmers but cannot breathe water like scraggs can. Polar trolls seldom stray too far from the water, for their regenerative powers, which are somewhat weaker than that of standard trolls, only kick in when they are in contact with cold water.

Special Qualities: Darkvision 90 ft., immunity to cold, low-light vision, regeneration 3, scent, vulnerability to fire

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

Abilities: Str 20, Dex 13, Con 23, Int 8, Wis 9, Cha 6

Skills: Listen +4, Spot +5, Swim +13

Feats: Alertness, Iron Will

Environment: Any cold land

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +4

Combat

Regeneration (Ex): Fire and acid deal normal damage to a polar troll. If a polar troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

A polar troll regenerates only if it is touching cold water, and likewise can only regrow or reattach severed parts when touching cold water.

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

Sand Scarab

Large Vermin

Hit Dice: 5d8+10 (32 hp)

Initiative: +0

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

Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d8+6)

Full Attack: Bite +6 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

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

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

Abilities: Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9

Skills: Hide -4*

Feats: —

Environment: Any desert

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large), 11-15 HD (Huge)

Level Adjustment: —

The sand scarab gets its name from its environment, not from its coloration: the creature is a shiny, uniform black, the better to capture precious droplets of condensed dew as it forms at the break of day. Sand scarabs have thin, whip-like antennae, slender legs and a sleek build, to facilitate burrowing under the sands of the deserts in which they make their homes. Sand scarabs have lost the ability of flight.

Sand scarabs keep no permanent lairs, digging under the sand when they need shelter and constantly roaming the desert for food. They are truly omnivorous, living on desert plants (especially cacti), animals and even carrion. They have a slow metabolism and an efficient digestive system allowing them to make the most out of everything they eat. As a result, a sand scarab can go for over a week between meals if needed.

Sandman

Medium Elemental (Earth, Extraplanar)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +3/+3

Attack: Slam +3 melee (1d6 plus sleep)

Full Attack: Slam +3 melee (1d6 plus sleep)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sleep

Special Qualities: Darkvision 60 ft., elemental traits, *protection from arrows*, spell resistance 15

The sandman has its origins on the Elemental Plane of Earth or a quasi-plane that borders the Elemental Plane of Earth and the Elemental Plane of Air. Sandmen detest living creatures and attack them on sight. A sandman appears as a slender, lithe humanoid constructed of sand. Delicate features can be seen on its face, and its fingers are long and slender.

A sandman stands 6 feet tall and weighs about 300 pounds. Sandmen speak Terran.

Combat

A sandman attacks its opponent by pummeling them with its fists, though it prefers to avoid combat if possible. Given the chance, a sandman attempts to put its opponents to sleep. A sleeping creature is left alone and not assaulted by a sandman.

Combat

Sand scarabs attack with their powerful mandibles, with males causing more damage than females. A female sand scarab deals 1d4+6 damage on a successful bite attack rather than the listed damage. Sand scarabs spend much of their time burrowing under the sand, just below the surface. With their sensitive antennae, they can sense movements on the surface above them and burrow up to attack their prey from below.

Improved Grab (Ex): To use this ability, a sand scarab must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A sand scarab deals automatic bite damage on a successful grapple check.

***Skills:** Sand scarabs have a +24 circumstance bonus on Hide checks when buried under sand.

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

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

Skills: Hide +3, Listen +4, Move Silently +3, Spot +4

Feats: Alertness, Stealthy

Environment: Elemental Plane of Earth

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: Double coins; standard goods; standard items

Alignment: Usually neutral evil

Advancement: 5-12 HD (Medium)

Level Adjustment: —

Sleep (Su): Any creature within a 20-foot radius of a sandman or who is touched by a sandman must succeed on a DC 13 Will save or fall asleep for 30 minutes. For the first 10 minutes of sleep, nothing short of *dispel magic* (or more powerful magic) awakens a sleeping creature. Each minute thereafter, the victim may attempt a DC 13 Will save to wake up. For each minute that passes, the DC decreases by 1. Violent shaking or attacking a sleeping creature wakes it immediately. Constructs, undead, elves, and any other creatures immune to sleep effects are not affected by this ability. The save DC is Constitution-based.

Protection from Arrows (Ex): A sandman is protected by a permanent *protection from arrows* effect (caster level 4th), granting it damage reduction 10/magic against all ranged weapons. This ability is inherent and cannot be dispelled.

Seeder

Medium Monstrous Humanoid

Hit Dice: 5d8+15 (37 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16

Base Attack/Grapple: +5/+10

Attack: Claw +10 melee (1d6+5)

Full Attack: 2 claws +10 melee (1d6+5) and bite +5 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, seed

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +8, Will +5

Abilities: Str 21, Dex 19, Con 16, Int 10, Wis 13, Cha 6

Skills: Climb +6, Disguise +6, Hide +6*, Jump +15, Listen +4, Move Silently +6, Sleight of Hand +5, Spot +4

Feats: Alertness, Improved Initiative

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +4

The seeder is a bizarre urban predator, its attacks provoked not by hunger, but by the drive to propagate its species. The seeder is nocturnal, and is commonly found lingering in the shadows and alleys near bawdyhouses, cabarets, and taverns. The seeder is humanoid in shape only, its body is black and chitinous like an insect, and its mind is distinctly alien. A seeder cannot speak, only emit an unnerving clicking noise, but it manages to survive in the urban environment through its skill at disguise and its strong instincts.

A seeder carefully selects only the most prodigious male fornicators as its victims. It lies in wait for them in the shadows. When its chosen target comes drunken and stumbling by, the seeder attacks. It does not harm the victim, but instead grapples him, and through its seed ability, replaces its victim's reproductive cells with its own. Commonly the seeder takes the victim's money as well. A victim of such an attack is rarely aware of what has taken place, and most simply believe themselves to have been mugged. However, whenever the victim mates with a female of its species from then on, the offspring of the union is a seeder. Of course, since the seeder chooses its victims carefully, this may go unnoticed until long after the man has fathered dozens of children in cities and towns scattered all over the land.

Seeder babies initially appear to be rather ugly examples of the mother's race. They mature quickly, and after a few weeks they molt into a true seeder, and attempt to escape from their parents. Seeders reach adulthood in eight months.

A seeder stands 6 feet tall and weighs about 130 pounds.

Seeders understand the language common to the town they lurk in, although they can't speak it themselves. They also eat the food of the people they live amongst, normally either stealing it or buying it with stolen money.

Combat

A seeder never attacks to kill, and it only attacks men. It prefers to attack solitary opponents, especially drunk ones, although it occasionally picks a member out of a small group and make a quick assault. The seeder uses its claws to grab its victim and then hold him while it performs its seed attack. If grappling is not effective, the seeder attacks to subdue, knocking its opponent out before seeding him. Once it has seeded its target, it flees, although it may stop to pick its victim's pocket if it has time.

Improved Grab (Ex): To use this ability, a seeder must hit an opponent with its claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to seed its foe in the following round.

Seed (Ex): The seeder can seed a humanoid male that it has grappled with a successful grapple check, replacing its victim's reproductive cells. This effect is permanent, and is extremely unlikely to be noticed by the victim, at least for many months. The exact method for reversing the process is for the DM to decide, although removal of the affected area and a regenerate spell may suffice.

Skills: Seeders have a +10 racial bonus on Jump checks. *They have a +4 racial bonus on Hide checks at night.

Serpard

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +4/+7

Attack: Bite +8 melee (1d6+3)

Full Attack: Bite +8 melee (1d6+3) and 2 claws +6 melee (1d3+1)

Space/Reach: 5 ft./5 ft. (10 ft. with bite)

Special Attacks: Improved grab, pounce, rake 1d3+1

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

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +13, Climb +4, Hide +9*, Jump +6, Listen +2, Move Silently +10, Spot +2

Feats: Multiattack, Weapon Finesse

Environment: Warm forests

Organization: Solitary, pair, or pride (1 mother plus 2-5 cubs)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

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

Level Adjustment: +2 (cohort)

The serpard is a feline beast standing about 3 feet high at the shoulder. It has a royal blue coat and gray stripes, and weighs about 130 pounds. Unlike other cats, the serpard possesses a long and sinuous neck that allows it to raise its head to the level of a human's. Serpards often hunt by night along the forest floor or by the fertile banks of large rivers on the plains, taking advantage of their excellent night vision to spot prey long before they can themselves be seen. Serpards are renowned for their ability to recognize individuals with royal or divine blood; it is believed that the beast is incapable of causing harm to such people. The royal dynasties of many ancient kingdoms valued serpards as pets and guards for this mystical quality, and accepted these beasts as an entire year's tribute from their provinces. The demand for serpards in antiquity has made the creature rare and cautious of humanoids in more recent times.

Serpards are typically encountered guarding noblemen or palaces. In times of troubles, a true king may need to be discovered, and a serpard may need to be found and trained. The serpard can be used to find and detect true claimants to the throne. False claimants may attempt to assassinate the beast. On occasion, an unscrupulous distant heir to a throne may train a number of serpards and send them along with his troops to scour the countryside, finding and killing all those with noble lineage, thus securing his succession.

A serpard stands about 3 feet high at the shoulder. It has a royal blue coat and gray stripes, and weighs about 130 pounds.

Combat

Serpards prefer to ambush solitary opponents, and if possible, lead an individual away from a group before attacking him. A serpard usually attacks with its vicious bite. Due to the sinuous neck of the creature, this bite has a reach of 10 feet. If the serpard successfully bites an opponent, it may attempt to pull it into the reach of its rear claws, raking it savagely.

Improved Grab (Ex): To use this ability, a serpard must hit a Medium or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a serpard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Mystic Sense (Su): Serpards continuously detect magic as an *arcane sight* spell (caster level 4th). In addition, serpards always recognize creatures of noble lineage (such as members of the aristocrat class) or divine blood (such as half-celestials, half-fiends, and some planetouched), and refuse to attack such creatures, even if magically compelled.

Skills: Serpards have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Skyshark

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +8

Speed: Swim 60 ft. (12 squares), fly 40 ft. (good) (8 squares)

Armor Class: 18 (-1 size, +4 Dex, +5 natural), touch 13, flat-footed 14

Base Attack/Grapple: +6/+13

Attack: Bite +9 melee (1d8+4)

Full Attack: Bite +9 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Blindsight, darkvision 60 ft., keen scent, low-light vision

Saves: Fort +9, Ref +9, Will +3

Abilities: Str 17, Dex 19, Con 15, Int 1, Wis 12, Cha 4

Skills: Listen +7*, Move Silently +9, Spot +7*, Swim +11

Feats: Great Fortitude, Improved Initiative, Weapon Focus (bite)

Environment: Any land and aquatic

Organization: Solitary, school (2-5), or pack (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: —

Skysharks are similar in appearance to normal sharks, with the addition of large, bat-like wings granting them the ability to fly. From their dire bat progenitors they also gain blindsight and the ability to breathe air, although the shark's gills are still in place allowing the skyshark to exist both in and out of water. Skysharks use their wings as flippers when swimming. Like their aquatic progenitors, skysharks are in constant motion.

They are aggressive and fearless predators, attacking any prey regardless of size. It is believed that skysharks were originally created as guardians, although their tendency to roam over vast areas in search of food makes them haphazard ones at best.

Combat

Skysharks attack with a bite made vicious with many overlapping layers of razor-sharp teeth. They have a sense of smell as keen as that of any

shark and the scent of blood can have a pack of skysharks convening upon the wounded prey from miles away.

Blindsight (Ex): A skyshark uses echolocation to pinpoint creatures within 120 feet. Opponents still have total concealment against the skyshark unless it can actually see them.

Keen Scent (Ex): A skyshark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to 1 mile.

Skills: *Skysharks have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

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

Flora and Fauna

Horseradish: Bereft of a central stem, several thick, round stems protrude from its root, each bearing a large, elliptical bright green leaf that accounts for approximately half of the stem's length of two feet. Horseradish thrives in vast, open environments devoid of grasses and other competitive plants. Expert chefs prepare an extremely pungent sauce from the ivory-colored meat of its roots, while reserving its leaves for salads. The horseradish's essential oil evaporates quickly under intense heat; therefore, a Profession (cook) check (DC 12) is required to maintain its taste. As the perfect accompaniment to a variety of roasted meats, such as beef, bison, and venison, the moderately spicy sauce contrasts well with the meat's natural flavors. Horseradish is relatively abundant, making it extremely easy to find.

Swordtree

Huge Undead

Hit Dice: 6d12 (39 hp)

Initiative: -1

Speed: 0 ft. (immobile)

Armor Class: 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13

Base Attack/Grapple: +3/+19

Attack: Swordpod +10 melee (1d8+12 plus swordseed)

Full Attack: 12 swordpods +10 melee (1d8+12 plus swordseed)

Space/Reach: 15 ft./15 ft. (20 ft. reach with swordpods)

Special Attack: Swordseed

Special Qualities: Damage reduction 10/slashing, darkvision 60 ft., undead traits, vulnerability to fire

Saves: Fort +4, Ref +1, Will +6

Abilities: Str 26, Dex 8, Con —, Int 2, Wis 13, Cha 8

Skills: Listen +7, Spot +8

Feats: Alertness, Great Fortitude, Weapon Focus (swordpod)

Environment: Any forest, hill, and plain

Organization: Solitary

Challenge Rating: 3

Treasure: 10% coins, 50% goods, 50% items (no iron or steel items)

Alignment: Always neutral evil

Advancement: 7–16 HD (Huge); 17–18 HD (Gargantuan)

Level Adjustment: —

Swordtrees are undead plants that grow and propagate by embedding their seeds in living flesh. From their stark limbs hang elongated, vaguely sword-shaped vines. Swordtrees grow in land rich with iron, such as blood-soaked battlefields or animal slaughtering sites.

A swordtree is about 30 feet tall and 2 feet in diameter. It weighs about 4,000 pounds.

Combat

When a potential host comes near, the swordtree attacks with its swordpods, imbedding its seeds on a successful hit.

Swordseed (Ex): On a successful swordpod attack, the swordtree's victim is implanted with a swordseed. Swordseeds can be dug out of injuries for the first three days, which deals 1 point of damage per day the seed has been burrowing. Alternatively, swordseeds can be washed out with holy water, which does no damage. Swordseeds can also be removed with a remove disease or heal spell, even after the first three days. The seed itself does no damage to its host. However, when the creature dies, it rises after three days as a zombie of the same size as the original creature. This zombie is drawn to the nearest iron-rich location at least one mile from another swordtree, where it buries itself; a sapling swordtree springs from the earth within one month.

Flora and Fauna

Marsh Mallow: The marsh mallow's long, light green stem bears numerous drab-green velvety leaves that surround clusters of small budding pink flowers. Marsh mallows grow to a height of six feet, relying on their size to tower over the surrounding grasses and obtain sufficient amounts of sunlight. A few cooks rely on its leaves and stems to season soups and roasted meats, adding a touch of sweetness to the meal; however, its powdered roots enjoy the most widespread usage. When combined with heated water and sugar, a Profession (herbalist) check (DC 5) produces the prized confectionery that bears its name. Amazingly sweet and slightly spongy, marsh mallows tantalize the taste buds of humanoid adults and children. A Survival check (DC 5) identifies the easily distinguishable marsh mallow.

Trakza

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: Bite +7 melee (1d6+3)

Full Attack: Bite +7 melee (1d6+3) and 2 claws +2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ferocity, improved grab, rake 1d4+1

Special Qualities: Darkvision 60 ft.

Trakza are vicious hunters that prowl in packs along brush and wooded areas, delighting in hunting and killing for sport. Commonly called “lizardhounds” by humans, trakza resemble canines in their society and basic physiology. However, their bodies are covered with large plates, which become finer scales along their legs and bellies. These scales are colored from brown to dark green in dappled patterns that camouflage them in underbrush. Trakza have maws filled with jagged teeth, and their eyes are small and constantly moving, suggesting a readiness to spring into action at the hint of a threat or potential meal.

Packs gather piles of bones from their victims in the centers of their territories, each pile representing the strength of the current pack leader. When a new pack leader is established, a pack shifts its territory and scatters the old bone pile. These piles often contain items belonging to trakza victims, and more than one young warrior has died trying to prove herself by recovering valued items from trakza bone piles.

War Elk

Large Animal

Hit Dice: 6d8+30 (57 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +4/+14

Attack: Gore +9 melee (1d8+9)

Full Attack: Gore +9 melee (1d8+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +7, Will +3

Saves: Fort +6, Ref +7, Will +1

Abilities: Str 16, Dex 16, Con 14, Int 6, Wis 11, Cha 10

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

Feats: Endurance, Run

Environment: Temperate forests and plains

Organization: Solitary or pack (4-16)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 5-6 HD (Medium); 7-12 HD (Large)

Level Adjustment: +0 (cohort)

Trakza are known for their hatred of dogs, wolves, and other canines. Their usual cunning is sometimes forgotten in the hunt for these enemies. Trakza speak their own language, but can learn others.

Combat

Trakza are aggressive and cunning hunters. They are reasonable judges of when they are outmatched, and they prefer to attack in packs. Trakza are known to fake injuries to lure hunters into traps, but do not retreat in battle until their wounds are almost fatal.

Ferocity (Ex): A trakza is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

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

Rake (Ex): Attack bonus +2 melee, damage 1d4+1.

Abilities: Str 22, Dex 14, Con 20, Int 2, Wis 13, Cha 4

Skills: Jump +10, Listen +8, Spot +7

Feats: Alertness, Improved Bull Rush, Power Attack

Environment: Any land

Organization: Solitary, pair, or herd (4-24)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large)

Level Adjustment: —

Being astride an elk in combat may be the last place any warrior would want to be. However, in the case of the war elk, these animals are the ideal for those who know how to handle and

befriend them. Standing as high as seven feet tall, with males sporting an enormous rack of antlers, these steeds can tear apart other horses if properly trained.

Xenarthrax

Large Animal

Hit Dice: 5d8+25 (47 hp)

Initiative: +0

Speed: 30 ft. (6 squares), burrow 5 ft.

Armor Class: 18 (-1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (1d6+5)

Full Attack: 2 claws +7 melee (1d6+5)

Space/Reach: 10 ft/5 ft.

Special Attacks: Constrict 1d6+5, improved grab

Special Qualities: Defensive ball, low-light vision

Saves: Fort +9, Ref +4, Will +1

Abilities: Str 20, Dex 10, Con 21, Int 1, Wis 11, Cha 6

Skills: Hide -2*, Listen +3, Spot +3

Feats: Diehard, Endurance

Environment: Warm desert

Organization: Solitary or herd (5-10)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large)

Level Adjustment: —

Xenarthraxes are large relatives of the anteater with scaled bodies, beady eyes, and long-tube-like snouts. They feed on desert vermin and other small creatures which it catches with its long, flexible tongue.

Like some armadillos, xenarthraxes can roll into a ball, in which they are highly protected by their thick scales. Xenarthraxes protect their young in this manner, and can be trained to do the same for those who train them as mounts.

An adult xenarthrax grows 10 to 13 feet long and weighs over 250 pounds.

Combat

Xenarthraxes are normally peaceful insectivores, but fight furiously if they or their herd is threatened. Male xenarthraxes will attack foes, grabbing and crushing attackers to hold them while females and young flee (often burrowing into the sand to escape). In extreme situations, xenarthraxes will roll up into defensive balls (adults rolling up around vulnerable youngsters) and remain that way until predators finally give up and go away. They may remain in this posture indefinitely.

Constrict (Ex): On a successful grapple check, a xenarthrax deals 1d6+5 points of damage. Improved Grab (Ex): To use this ability, a xenarthrax must hit with a claw attack. It can

then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Defensive Ball (Ex): As a standard action, a xenarthrax can roll itself into a tight ball, protected by its heavy scales. In this position it cannot move or take any action, but its natural armor bonus doubles (+18 for a typical xenarthrax) and it gains damage reduction 5/bludgeoning, resistance to cold 10 and fire 10, and resistance to sonic 5.

A trained xenarthrax can protect its rider inside its defensive ball. The rider cannot take any action either, but the xenarthrax must be killed before the rider can be attacked.

Skills: *Xenarthraxes have a +6 racial bonus on Hide checks in desert terrain.

Training a Xenarthrax

Riding a xenarthrax requires an exotic saddle. A xenarthrax can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Young xenarthraxes sell for as much as 1,000 gp. Professional trainers charge at least 500 gp to rear or train a xenarthrax.

Carrying Capacity: A light load for a xenarthrax is up to 399 pounds; a medium load, 400-798 pounds; and a heavy load, 799-1,200 pounds. A xenarthrax can drag 6,000 pounds.

Arvicol

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +7

Speed: 30 ft (6 squares), burrow 20 ft.

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +4/+13

Attack: Bite +8 melee (2d6+5)

Full Attack: Bite +8 melee (2d6+5) and 2 claws +3 melee (1d8+2)

Space/Reach: 10 ft/5 ft

Special Attacks: Rage

Special Qualities: Low-light vision, scent

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

Abilities: Str 20, Dex 17, Con 16, Int 2, Wis 12, Cha 3

Skills: Listen +3, Spot +3, Survival +10*

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Temperate plains

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: —

Arvicols are large cousins of the vole. This massive rodent has a blunt nose and short ears. Its stout body is covered with sandy brown fur. White stripes line either side of its head and underbelly.

Living in large underground burrows, arvicols live quiet lives on the prairie. An arvicol's fur is a sandy brown with white stripe on either side of its head and long strips on either side of its underbelly. It is playful with its own kind, making chirping noises to communicate.

Arvicols are troublesome to communities living in the prairie. A small group of these immense herbivores can wipe out a small community's crop in a week.

Arvicols grow up to 12 feet long and weigh as much as 1,500 pounds. An adult stands over 4 feet tall at the shoulder.

Combat

Arvicols are generally peaceful and do not initiate combat. They do show aggression when they perceive a threat to their young, but prefer to have a show of strength to deter attackers (rather than initiate combat). However, once engaged in combat and injured, they fly into a blind rage.

Rage (Ex): A arvicol that takes damage in combat flies into a berserk rage on its next turn, clawing and biting with wild abandon until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: *Arvicols have a +4 racial bonus on Survival checks when tracking by scent.

Flora and Fauna

Calderas: Large steep-sided basins created when volcanoes erupt, collapse, or do both. Though rare, they are spectacular formations because the crater left behind is many times larger than the original volcanic vent(s). When magma levels drop, the weight of the volcano is no longer supported by upflowing magma. If this pressure is not mitigated, the volcano collapses, forming a caldera. Sometimes the calderas become lakes, other times they become fertile ground with mineral-rich volcanic soil.

Meteor Craters: Craters made when a meteor or meteorite hits the Earth. They are circular bowl-like depressions with a steep rim that often rises higher than the plain. Meteor craters are huge, the largest on Earth with a diameter of two miles and depth of 800 feet. Meteors do not have to be particularly large compared to the crater they leave behind. What they lack in size and weight they make up in velocity. The 70,000 ton meteorite that formed Meteor Crater in Arizona was traveling 29,960 mph, making a blast equivalent to 20,000 tons of TNT. The impact devastated an area with a radius of 100 miles from the point of impact. Geologically, meteor craters are distinct from volcanic-made craters in the presence of rare forms of silica created under the high temperatures and pressures of impact.

Brine Crust

Huge Ooze

Hit Dice: 6d10+27 (60 hp)

Initiative: -5

Speed: 20 ft. (4 squares)

Armor Class: 5 (-2 size, -5 Dex, +2 natural), touch 3, flat-footed 5

Base Attack/Grapple: +4/+11

Attack: Salt jet +3 ranged (1d6+1 plus blindness)

Full Attack: 2 salt jets +3 ranged (1d6+1 plus blindness)

Space/Reach: 15 ft./10 ft.

Special Attacks: Blindness, desiccation, engulf

Special Qualities: Blindsight 60 ft.,

camouflage, immunity to cold, electricity, and fire, ooze traits, reform, tremorsense 60 ft.

Saves: Fort +4, Ref -3, Will -3

Abilities: Str 9, Dex 1, Con 15, Int 1, Wis 13, Cha 1

Skills: —

Feats: —

Environment: Any desert (salt flats)

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 7-12 HD (Huge), 13-24 HD (Gargantuan)

Level Adjustment: —

Salt flats are the harshest and most dangerous part of the desert. Vast stretches of the surface are encrusted with the mineral. The sunlight reflects off the crystalline whiteness, and the air is impossibly dry. Few travelers dare to go through the salt flats, but, sometimes, the salt flats come to them.

Brine crust is a bizarre form of mobile, living salt, possibly related to fungi. It is technically an ooze, but it is dry and brittle to the touch. A patch of brine crust consists of a large block of sandy, gray-white salt about six inches thick, dotted with bubbles and pockets of loose salt. It can move with incredible swiftness, expanding outwards like a fast-growing crystal.

The typical brine crust measures 15 feet across. It weighs about 5,000 pounds.

Combat

The primary attack of brine crust is its desiccation ability, but it can also harass opponents by bursting the bubbles in its body to fire sudden jets of salt out of the ground. These salt jets pummel and abrade their target with chunks of rock salt and dirt. Killing brine crust is very difficult — sonic attacks and acid can permanently destroy or dissolve a patch, but melee attacks will only shatter the crust.

Blindness (Ex): A creature struck by a salt jet must make a DC 15 Reflex save or be blinded for 1d4 rounds by salt in its eyes. The save DC is Constitution-based.

Desiccation (Su): The air around a patch of brine crust is so dry, it leeches moisture and vitality from the skin of creatures. Furthermore, the flakes of salt released by salt jets adhere to flesh, weighing victims down further. Any creature

within 10 feet of a brine crust takes one point of Dexterity damage each round. Creatures engulfed by the brine crust take 1d4 points of Dexterity damage each round. This damage can be removed by drinking a day's worth of water and scraping off the encrusted salt.

Engulf (Ex): Although it moves slowly, a brine crust can simply mow down Large or smaller creatures as a standard action. It cannot make a salt jet attack during a round in which it engulfs. The brine crust merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the brine crust, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the brine crust moves forward. Engulfed creatures are subject to the brine crust's desiccation, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Camouflage (Ex): A brine crust can hide under a thin layer of sand. It takes a DC 15 Spot check to notice hidden brine crust. Brine crust can stay camouflaged even when moving, and can try to move under a character within range. If the character spots the moving crust, he gets an attack of opportunity and the crust cannot move underneath him. If he fails to spot the crust or misses the attack, the crust positions itself beneath him, and he may be engulfed by it when he moves.

Reform (Ex): A brine crust slain by weapon damage shatters and slowly reforms in 1d4 months.

Doombat

Large Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +6

Speed: 10 ft. (2 squares), fly 50 ft. (good)

Armor Class: 19 (-1 size, +6 Dex, +4 natural), touch 15, flat-footed 13

Base Attack/Grapple: +6/+13

Attack: Bite +10 melee (1d8+3)

Full Attack: Bite +10 melee (1d8+3) and tail slash +5 melee (1d6+1)

Space/Reach: 10 ft./5 ft. (10 ft. with tail)

Special Attacks: Shriek

Special Qualities: Blindsight 120 ft.

Saves: Fort +8, Ref +11, Will +3

Abilities: Str 17, Dex 22, Con 17, Int 2, Wis 12, Cha 6

Skills: Listen +11*, Spot +10*

Feats: Alertness, Flyby Attack, Weapon Finesse

Environment: Temperate and warm lands and underground

Organization: Solitary or colony (5-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: —

A doombat is a nocturnal hunter that desires living flesh to sustain it. The approach of a doombat can be heard long before the creature arrives on the scene, the yipping growing louder as the doombat draws closer.

A doombat is a large black bat with a 10-foot wingspan, though specimens with wingspans reaching 25 feet have been reported.

Combat

Doombats attack any living thing they encounter. They enter melee and attack with their vicious bite and tail slash, yipping for the duration of the fight.

Shriek (Ex): When a doombat yips, all creatures except other doombats within a 100-foot spread must succeed on a DC 16 Will save or be overcome with uneasiness (-1 penalty to attacks, checks, and saves) for the duration of the yipping. A doombat can yip continuously for 1d4+1 rounds.

The doombat's yipping is constant, and spellcasters must succeed on a DC 16 Concentration check whenever a spell is attempted. Whether or not the save is successful, an affected creature is immune to that doombat's yipping for one day, though spellcasters are still required to make a successful Concentration check each time they attempt a spell. The effect of several doombats yipping at once is not cumulative. A doombat must wait 1d3 rounds before yipping again. The save DC is Constitution-based.

Blindsight (Ex): Doombats see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this ability and forces the doombat to rely on its weak vision, which has a maximum range of 10 feet.

Skills: Doombats have a +4 racial bonus on Spot and Listen checks. *These bonuses are lost if its blindsight is negated.

Flora and Fauna

Button beetles: Found in the Namib Desert, they excavate parallel furrows in the sand at right angles to the direction of the wind. When the desert fog rolls in, the moisture is captured on the ridges of the furrows and anxiously devoured by the beetles.

Headstander beetles: Found in the Namib Desert, they perch on top of the dunes upside down with their backs to the wind and their heads between their legs. In this position the desert fog condenses on their carapaces and trickles into their mouth.

Dust Digger

Large Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 10 ft. (2 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +3/+10

Attack: Tentacle +6 melee (1d6+3)

Full Attack: 5 tentacles +6 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, sinkhole, swallow whole

Special Qualities: Darkvision 60 ft., earth glide, tremorsense 60 ft.

Saves: Fort +2, Ref +1, Will +4

Abilities: Str 16, Dex 10, Con 13, Int 2, Wis 11, Cha 10

Skills: Hide -1*, Listen +4, Spot +4

Feats: Alertness, Weapon Focus (tentacle)

Environment: Warm deserts

Organization: Solitary, gang (4-8), or colony (9-20)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

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

Level Adjustment: —

Dust diggers are nocturnal desert carnivores that resemble 10-foot diameter sandy brown starfish with five 5-foot tentacles around a central mouth. The dust digger's mouth is lined with many large razor-sharp teeth. The dust digger spends most of its life buried under sand and dirt, rarely moving above ground. A typical dust digger weighs about 1,800 pounds.

Combat

A dust digger inflates its body with air, buries itself under a thin lair of sand or dirt, and waits for its prey to pass nearby. When a living creature walks over a dust digger, the creature deflates its body and folds its arms around the victim, attempting to shove the prey into its mouth.

Improved Grab (Ex): To use this ability, a dust digger must hit with two of its tentacle attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Sinkhole (Ex): As the dust digger deflates its body, it uses the shifting sand and dirt to slow its prey's escape. A creature within 5 feet of the dust digger's mouth when it deflates its body is caught in the sinkhole and can only move at one-half speed. The creature must also succeed on a DC 13 Balance check to maintain its footing. If the save fails, the creature falls and slides toward the dust digger's mouth.

On a successful save, the creature maintains its footing, but must make another DC 13 Balance check each round it remains in the shifting sand. The check DCs are Constitution-based.

Swallow Whole (Ex): A dust digger can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+2 points of crushing damage plus 6 points of acid damage per round from the dust digger's digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dust digger's gizzard can hold 1 Medium, 2 Small, 4 Tiny, or 8 Diminutive, or 16 Fine or smaller opponents.

Earth Glide (Ex): A dust digger can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing dust digger flings the dust digger back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Skills: *Dust diggers gain a +8 racial bonus on Hide checks when in sand-covered terrain.

Emberfolk

Medium Elemental (Fire, Native)

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/magic, darkvision 60 ft, elemental traits, immunity to fire, vulnerability to cold, vulnerability to water

Saves: Fort +4, Ref +8, Will +1

Abilities: Str 10, Dex 19, Con 16, Int 14, Wis 10, Cha 4

Skills: Hide +12, Jump +3, 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), or settlement (20-30)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic neutral

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

Level Adjustment: —

Emberfolk are a variant of the common fire elemental. They are roughly humanoid-shaped masses of flame that flicker from one spot to the next. Facial features and other fine details cannot be discerned through the roiling fire.

Originally from the Elemental Plane of Fire, a powerful deity brought them to the Material Plane to serve as an army to one of his greatest priests. Unfortunately for the emberfolk, the deity worked powerful magic to tie them to the Material Plane for eternity. These beings are now native to the mortal world, and seek out the hottest deserts and active volcanoes to form loose settlements with others of their kind.

A typical emberfolk is nearly 8 feet tall, but weighs only 2 pounds. Emberfolk speak Ignan.

Combat

Emberfolk flicker about their prey in combat. Even their slightest touch can inflict severe burns. In some cases, emberfolk have been known to engulf their foes to cause severe burns. In any case, contact with emberfolk typically ignites anything flammable.

Burning Residue (Ex): Any melee hit by an emberfolk deals an additional 1d6 points of fire damage and ignites combustibles if such objects fail a DC 15 Reflex save. The save DC is Constitution-based.

Engulf (Ex): Instead of a simple touch, an emberfolk can choose to engulf its foe completely. Doing this exacts a toll on the attacking emberfolk but has devastating effects on the opponent. The emberfolk 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 emberfolk suffers 1d6 points of damage as it expends its life force to use this ability.

Energy Scarab

Medium Magical Beast

Hit Dice: 5d10+15 (42 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +5/+9

Attack: Bite +6 melee (2d4+6)

Full Attack: Bite +6 melee (2d4+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy ball attack

Special Qualities: Darkvision 60 ft., immunity to mind-affecting spells and abilities, low-light vision, spell-catching

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

Abilities: Str 18, Dex 12, Con 16, Int 1, Wis 8, Cha 3

Skills: Spot +7

Feats: Ability Focus (energy ball attack), Iron Will

Environment: Any deserts

Organization: Solitary or procession (3-6)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large)

Level Adjustment: —

Some believe that the sun is a vast ball of fire, pushed across the sky each day by a celestial scarab. Certainly, earthly scarabs do gather and push spheres of material across the sand. Ordinary scarabs gather dung, but energy scarabs can manipulate and gather the elemental energy that dances on the surface of the sand. Sages are unsure if the scarabs feed off the energy they gather, or use it for some other purpose. Each scarab leaves an area temporarily cleared of its particular energy type in its wake. Scarabs can only collect energy when moving.

There are three varieties of energy scarab, each of which collects a different type of energy off the desert surface. Fire scarabs are the most common, and gather heat energy. They push a ball of fire ahead of them on the sand, and leave a cool zone behind them. This zone reheats quickly during the day, but cunning travelers can avoid the desert heat by shadowing fire scarabs and staying within the magically cooled area. Fire scarabs have the Fire subtype.

Lightning scarabs gather the electricity that sparks on the crests of dunes, and push a roiling ball of crackling plasma ahead of them. The cleared zone of a lightning scarab is never struck by natural lightning, and anyone within 20 feet of the tail end of the scarab gains resistance to electricity 10.

The rarest scarabs are time scarabs, who somehow gather temporal energy as they go. They push an almost invisible ball that seems to warp space as it goes. Anyone traveling directly behind a time scarab ages at a much slower rate.

An energy scarab measures 5 feet long and weighs 200 pounds.

Combat

While energy scarabs can pinch with their fearsome pincers, they can also use their gathered balls of energy as a weapon.

Energy Ball Attack (Su): An energy scarab can direct its gathered ball of energy at any target within 120 feet. On impact, the ball explodes in a 20-foot-radius burst. Fire and lightning balls inflict fire and electricity damage, respectively (Reflex DC 17 half), while anyone struck by a time ball is slowed and ages slightly. The amount of damage inflicted depends on how much energy the scarab has gathered. Each round in which the scarab moves, it gathers enough energy to inflict 1d6 points of damage (or 1d6 days of aging, for time scarabs). A scarab cannot gather more dice of energy than its hit dice (for example, a 5-HD lightning scarab cannot fire a lightning ball that does more than 5d6 damage). When encountered, a scarab generally has a fully charged energy ball ready. The save DC is Constitution-based and include a +2 bonus from its Ability Focus feat.

Spell-Catching (Su): Energy scarabs can automatically catch certain spells that target them or any point within their reach, and gather the energy of the spell. Fire scarabs can catch any spell with the fire descriptor, lightning scarabs can catch any spell with the electricity descriptor, and time scarabs can catch *haste*, *slow*, or *time stop*. A spell caught by a scarab is turned into a number of dice of energy equal to the level of the spell. If that exceeds the amount of energy which the scarab can gather, the excess energy dissipates and cannot be used.

Grimdeath Vulture

Medium Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +2

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

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

Base Attack/Grapple: +5/+6

Attack: Claw +6 melee (1d4+1)

Full Attack: 2 claws +6 melee (1d4+1) and bite +4 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Baleful presentation, fear aura

Special Qualities: Darkvision 60 ft., immunity to death effects and disease, low-light vision, scent, *silence*

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 13, Dex 15, Con 13, Int 5, Wis 13, Cha 10

Skills: Hide +8*, Listen +5, Spot +4, Survival +4*

Feats: Alertness, Multiattack

Environment: Deserts, temperate plains, and mountains

Organization: Solitary, pair, or company (2-6)

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral or neutral evil

Advancement: 6-10 HD (Medium), 11-15 (Large)

Level Adjustment: —

Grimdeath vultures are horribly ugly birds stand over five feet tall, with wingspans measuring just over 10 feet. Their bald heads are the color of blood, their eyes are black as coal, and their beaks are as hard as sharpened stone. Coarse black feathers cover its entire body, except for the insides of its wings, where blood-red iridescent feathers that seem to glow like lava are sheathed.

Despite its terrible appearance, the most disturbing thing about a grimdeath vulture is its preternatural silence. It glides effortlessly for hours, riding thermal air currents without even the sound of a flapping feather in its wake. In fact, legend claims that no victim of this silent terror ever had a chance to scream before succumbing to the infernal avian.

Grimdeath vultures are carnivorous scavengers. Although their dietary preference weighs heavily towards carrion, they hunt the weak and the infirm in leaner times. Although vicious to their prey, they are extremely close and communal with others of their own kind. Any group encountered is usually an extended family. They roost and also eat together, actually aiding one another in ripping apart meat from carcasses. They rarely communicate vocally; therefore, sight and smell serve as the primary mediums of communication.

Grimdeath vultures do not speak, but understand Common.

Combat

Grimdeaths lair in high perches, meticulously scanning the landscape, waiting for something to die to feast on it. However, when they discover

sick, injured, or vulnerable prey, grimdeaths transform from passive scavengers to tenacious hunters, relying heavily on their exceptional sense of smell. They activate their inherent silence to conceal their approach and descend upon their unsuspecting prey, preferring to attack as a unit rather than individually. They use their fear auras to paralyze as many victims as possible before unleashing their baleful presentation to finish them off. They use melee attacks only as a last resort, and flee from overpowering foes.

Baleful Presentation (Su): Once every 1d4 rounds, the grimdeath spreads its wings and displays the iridescent red plumage underneath to a selected victim. The plumage's magic causes the victim to envision his worst fear, potentially resulting in death. This ability functions like the *phantasmal killer* spell (caster level 8th), except that the spell cannot be turned back upon the grimdeath with a helm of telepathy. The target first must make a DC 14 Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a DC 14 Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. Grimdeaths are immune to this effect. The save DCs are Charisma-based and includes a +2 racial bonus.

Fear Aura (Su): A grimdeath continually emanates a frightening aura. Any creature within a 15-foot radius centered on the grimdeath must succeed on a DC 12 Will save or be paralyzed with fear for 2d4 rounds. A successful saving throw immunizes a character to this effect for a period of 24 hours or for the duration of the combat

whichever is shorter. Grimdeaths are immune to this effect. The save DC is Charisma-based.

Silence (Sp): A grimdeath is continually surrounded by a *silence* effect (as the spell, centered on itself, caster level 8th). It may dismiss or reactivate this ability as a free action once per round.

Gronnil

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (1d6+4)

Full Attack: 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: *Cone of cold*

Special Qualities: Darkvision 60 ft., low-light vision, resistance to cold 10, scent

Gronnils are ferocious horse-like creatures of the tundra. Gronnils resemble oversized Shetland ponies in that they are as large as a typical warhorse and of the same shape, but a thick pelt of long hair covers their entire body. This hair even covers their faces, leaving their eyes to appear as little more than coals sunk into their heads. This physiological feature, combined with their magical nature, makes them usually resistant to cold. Their long coats remain even after they enter warmer climes, yet no one has ever reported them to suffer any ill effects from temperate or even hot environments.

People of the tundra value the gronnil as mounts. Although training a gronnil is a difficult task, once trained they are loyal and mighty mounts. Gronnils are also attached to their arctic home and are rarely seen outside the tundra. Any that have had their rider slain or have been rustled away from their homes. Gronnils taken outside of the tundra often refuse to mate outside their home habitat or their offspring refuse to be trained by anyone other than people of the tundra and have to be released.

Combat

Gronnils gained notoriety among those who saw them on the battlefield for being as ferocious in a fight. They can bite and strike with their hooves like a heavy warhorse. They also possess a

Skills: Grimdeath vultures have a +4 racial bonus to Hide checks. *At night or in darkness, this racial Hide bonus doubles to +8. *Grimdeaths have a +4 racial bonus on Survival checks when tracking by scent.

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 3, Wis 12, Cha 6

Skills: Jump +12, Listen +5, Spot +4

Feats: Dodge, Endurance

Environment: Cold plains

Organization: Herd (2-12)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large)

Level Adjustment: —

fearsome ability to summon the essence of cold in which they were born and project it as a weapon. Gronnils suffer less from cold damage than most other creatures, since they come from as frosty a climate as any living creature can stand.

Cone of Cold (Su): Three times per day, a gronnil can exhale the elemental cold of its native habitat as a full-round action. This attack functions like the *cone of cold* spell (caster level 4th; Reflex DC 15 half) except that the cone emanates from the creature's mouth. The save DC is Constitution-based.

Training a Gronnil

Although intelligent, a gronnil requires training before it can bear a rider in combat. To be trained, a gronnil must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly gronnil requires six weeks of work and a DC 25 Handle Animal check. Riding a gronnil requires an exotic saddle. A gronnil can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Gronnil young are worth 3,000 gp apiece on the open market. Professional trainers charge 2,000 gp to rear or train a gronnil.

Carrying Capacity: A light load for a gronnil is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Huskwitherer

Medium Magical Beast

Hit Dice: 4d10+12 (37 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 60 ft. (poor)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+5

Attack: Proboscis +6 melee touch (dehydration) or bite +6 melee (1d4+1)

Full Attack: 2 proboscises +6 melee touch (dehydration) and bite +1 melee (1d4)

Space/Reach: 5 ft/5 ft. (10 ft. with proboscis)

Special Attacks: Dehydration

Special Qualities: Darkvision 60 ft., low-light vision, tremorsense 30 ft., watersense

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 13, Dex 14, Con 17, Int 4, Wis 14, Cha 5

Skills: Hide +1*, Move Silently +3, Listen +6, Spot +6, Survival +3*

Feats: Alertness, Weapon Finesse

Environment: Warm deserts

Organization: Solitary, pair, cluster (3-5), or swarm (6-11)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Medium); 8-12 HD (Large)

Level Adjustment: —

Aptly named, huskwitherers are deadly desert beetles that can drain moisture with a touch, leaving nothing but desiccated corpses behind. Six-foot long with a shiny metallic green carapace, these creatures subsist entirely on a liquid diet, and it stores excess water in a reservoir within its carapace. This makes huskwitherers desirable targets of other desert predators and tribesmen, which view them as scuttling canteens.

A huskwitherer measures 6 feet long and weighs 220 pounds. Huskwitherers can communicate with each other through clacking their proboscises and flitting their wings, but speak no languages.

Combat

A huskwitherer generally bites only if hungry (though it typically feeds only once per week or so), or if attacked by an opponent that proves to have no water in its form (such as a construct or undead). The huskwitherer will fly away from a tough fight, lingering in the area to follow wounded or well-hydrated prey. They are clumsy fliers, and rarely use their proboscises while in the air. Once a huskwitherer has filled its reservoir, it will fly away, leaving frustrated travelers behind. Huskwitherers are surprisingly intelligent, perhaps even enough so to coordinate simple ambushes.

A huskwitherer's water reservoir can hold 2 gallons of water, plus 1 gallon for every HD of the huskwitherer. (Thus, a 9-HD huskwitherer's reservoir holds up to 11 gallons.)

Dehydration (Su): If a huskwitherer succeeds on a touch attack with its proboscis, it deals 1d6 points of nonlethal damage, draining all water from any containers its target carries and a portion from the target's body itself. The target immediately becomes fatigued due to dehydration, and thereafter must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 additional points of nonlethal damage, as if he were suffering from thirst. This damage cannot be healed by any means until the victim has consumed enough water to re-hydrate (see "Starvation and Thirst," DMG, Chapter 8).

Nonliving creatures (such as undead or constructs), or living creatures not composed at least partially of water (e.g., earth elementals), are immune to this ability.

Watersense (Ex): A huskwitherer can sense water within 300 feet, including water within the bodies of living beings, and can track the passage of water or water-containing beings as if it had the scent ability.

Skills: Huskwitherers have a -2 racial penalty on Hide checks. *When a huskwitherer lies in wait under the surface of the desert sand, it gains a +6 circumstance bonus on Hide checks. When tracking water by means of its watersense ability, a huskwitherer has a +4 racial bonus on Survival checks.

Hyaenodon

Large Animal

Hit Dice: 7d8+21 (52 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 15 (-1size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +5/+21

Attack: Bite +13 melee (1d8+12)

Full Attack: Bite +13 melee (1d8+12)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, trip

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 26, Dex 15, Con 17, Int 2, Wis 13, Cha 8

Skills: Hide +0*, Jump +12, Listen +7, Move Silently +4, Spot +7, Survival +3*

Feats: Alertness, Power Attack, Weapon Focus (bite)

Environment: Warm desert, hills, and plains

Organization: Solitary or pack (3-12)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8-21 HD (Large)

Level Adjustment: —

The snarling beast is a muscular quadruped with high, sloping shoulders, a thick neck, heavy jaws, matted pelt and glaring black eyes.

Although many believe the hyaenodon to be a larger, prehistoric version of the common hyena, it is actually a creodont (which means “flesh-tooth”), ancient predators with incredibly strong jaws. Creodonts often use the noise of grinding teeth for intimidation.

A hyaenodon stands 4-1/2 feet tall at the shoulder and is nearly 10 feet long from nose to tail. It weighs over 500 pounds.

Combat

Hyaenodons will attack any apparently weak or appetizing prey that enters their territory. If the prey proves too strong, they will retreat rather than taking losses, if possible.

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

Trip (Ex): A hyaenodon that hits with its bite attack can attempt to trip its opponent (+17 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: A hyaenodon has a +2 racial bonus on Listen and Spot checks. *Hyaenodons have a +2 racial bonus on Survival checks when tracking by scent, and a +2 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

Flora and Fauna

White sand deserts: White sand deserts derive from gypsum rather than silica, which gives sand its typical coloring. Though gypsum (calcium sulphate) is a common mineral, white sand deserts require lots of gypsum concentrated in one area before they'll develop. A combination of upheavals, erosion, gypsum-rich water, evaporation, and subsequent deposits of gypsum all led to the White Sands in New Mexico. Lake Lucero's surface has a crusty layer of glassy selenite crystals that powder when rubbed between fingers. This is the source of the White Sands Desert as wind erodes the crystals and replenishes the ever-moving white sands.

Iopi

Large Magical Beast

Hit Dice: 8d10+24 (68 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +8/+16

Attack: Claw +11 melee (2d4+4)

Full Attack: 2 claws +11 melee (2d4+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Iopi are tall, bipedal mammals whose hardness and speed make them much desired as cavalry mounts. They move about on their strong, thick legs in a semi-erect posture, so that a Medium humanoid can sit cradled between their neck and back.

Missile troops in particular like having iopi as mounts because they sit high enough that distances them from the fray of melee combat; reaching an iopi's rider with anything other than polearms and longswords is difficult. The fact that iopi go about on two legs also allows them to strike with their claws without rearing up and making it difficult for their rider to target a foe.

Iopi cannot pull chariots because they are too tall; anyone riding in the chariot would not be able to see directly in front of himself.

Combat

Iopi strike with their claws in melee combat and do so without disrupting any attacks that their riders may wish to perform.

Kerossus

Large Monstrous Humanoid

Hit Dice: 6d8+6 (33 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +6/+14

Attack: Morningstar +9 melee (1d8+4) or gore +9 melee (1d8+4)

Full Attack: Morningstar +9/+4 melee

(1d8+4) and gore +4 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Piercing horn, powerful charge

Special Qualities: Damage reduction 10/magic, darkvision 60 ft.

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

Saves: Fort +9, Ref +6, Will +2

Abilities: Str 19, Dex 11, Con 16, Int 3, Wis 11, Cha 3

Skills: Listen +7, Spot +8

Feats: Alertness, Endurance, Power Attack

Environment: Any hills and plains

Organization: Solitary or herd (2-12)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Large)

Level Adjustment: —

Training an Iopi

Although intelligent, an iopi requires training before it can bear a rider in combat. To be trained, an iopi must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly iopi requires six weeks of work and a DC 25 Handle Animal check. Riding an iopi requires an exotic saddle. An iopi can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Unlike most bipeds, an iopi can carry a rider of the same size category due to its unusual physique.

Iopi young are worth 4,000 gp apiece on the open market. Professional trainers charge 2,500 gp to rear or train an iopi.

Carrying Capacity: A light load for an iopi is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds.

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 19, Dex 13, Con 13, Int 8, Wis 11, Cha 9

Skills: Intimidate +2, Listen +5, Spot +5

Feats: Alertness, Improved Bull Rush, Power Attack

Environment: Warm plains

Organization: Solitary, pack (2-8) or raiding party (4-12, plus one 3rd-level fighter per four kerossi and one 5th-level sorcerer)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

Kerossi are a race of horned humanoids with thick, leathery skin. With some relation to rhinoceros, kerossi prefer to roam the grasslands. They are naturally aggressive, and their intelligence allows them strategic, military venue for their natural aggression. A kerossus stands over 7 feet tall and weighs 750-800 pounds. Kerossi speak Giant.

Combat

Kerossi enter combat with a thunderous bellow and charge directly at their opponents, attempting to gore them. Many kerossi also carry weapons scavenged from former victims, favoring crushing tools such as momingstars. When operating in groups, the preferred tactic is a night assault or ambush, striking quickly and retreating into the tall grasses to regroup for another charge. If there are spellcasters within a raiding party, they use their magic to neutralize enemy spellcasters first and then any opponents using ranged weapons.

KOZAR

Medium Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +6/+8

Attack: Claw +8 melee (1d6+2)

Full Attack: 2 claws +8 melee (1d6+2) and beak +6 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hypnotic fringe

Special Qualities: Burst of speed, darkvision 60 ft., low-light vision

Kozars are predatory flightless birds that roam the grasslands. Their feathers are plainly colored except for their decorative fringe along the ridge of their back, used to hypnotize their prey. Running on two legs like an ostrich, kozars are capable of great speed in pursuit of prey. Kozars use their razor-sharp beak and clawed vestigial wings to tear their prey apart. A kozar stands 7 feet tall and weighs 300 pounds.

Combat

Relying on ambush tactics, the kozar waits in the high grass of the plains, at the extreme range of its hypnotic fringe. When a suitable victim passes by, the kozar rears up, hypnotizes its prey, and uses its burst of speed to close the distance within seconds. When attacking, it simply runs up and gouges its opponent with its claw and beak attacks. A cunning hunter, the kozar always attacks those not affected by its hypnotic fringe first.

Piercing Horn (Ex): A wound from a kerossus's gore attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple gore wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Powerful Charge (Ex): A kerossus typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 3d8+6 points of damage.

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +3, Move Silently +4, Spot +5

Feats: Ability Focus (hypnotic fringe), Multiattack, Run

Environment: Temperate plains

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7-10 HD (Large)

Level Adjustment: —

Hypnotic Fringe (Sp): Three times per day, a kozar can display its colorful fringe, revealing a swirling pattern of colors. This functions as a *hypnotic pattern* spell (caster level 20th, 2d4+10 HD limit, 300 feet. Will DC 13 negates), except that the duration is 5 rounds and does not require concentration on the part of the kozar. The save DC is Charisma-based.

Burst Of Speed (Ex): Once per day a kozar can sprint, using its powerful hind legs to double its base speed to 60 ft. While employing this ability, the kozar can still charge or take a double move—doubling this doubled movement to 120 ft.—or run, quadrupling it to 240 ft. This effect lasts for 10 rounds. If the kozar stops moving at any point during the burst of speed, the ability ceases to function for the rest of the day.

Liger

Large Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +6/+16

Attack: Claw +12 melee (1d8+7)

Full Attack: 2 claws +12 melee (1d8+7) and bite +7 melee (2d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+3

Special Qualities: Low-light vision, scent

Saves: Fort +9, Ref +9, Will +3

Abilities: Str 24, Dex 16, Con 17, Int 2, Wis 12, Cha 6

Skills: Balance +9, Climb +8, Hide +9*, Jump +11, Listen +4, Move Silently +10, Spot +4

Feats: Alertness, Run, Stealthy

Environment: Warm and temperate plains

Organization: Solitary, pair, or pride (1 or 2 male ligers and 1d6 female lions)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Large)

Level Adjustment: —

The elegant liger simultaneously appears bizarre and exotic. Born from the mating of a female tiger and a male lion, it shares many traits from both species. Larger than both parents, the liger moves with the speed and grace of the lion but ripples with muscle. Its tawny fur has a slightly orange cast, with dark striped bands going down its entire body. Males grow a leonine mane, although much shorter than those exhibited by full-blooded lions.

Although naturally occurring, these animals are exceedingly rare, appearing only where lions and tigers share habitat. Far more often, these creatures are born when other races intentionally breed them. Thus, the majority of ligers are in captivity, serving as novelties in circus acts, the king's zoo, or other exhibitions. Occasionally, ligers escape or are released into the wild, where they are more than capable of surviving on their own. As one of the largest cat species, they dominate their hunting grounds and run off potential rivals.

Only 1 in 10 ligers is fertile, but it can have issue with other ligers, tignons, lions, and tigers. Those mating with liger or tigon produce large animals towards the upper end of the liger advancement scale. Cubs born of a liger and a lion or tiger are considered either a lion or tiger of exceptional size (see respective advancement scales).

Non-fertile males tend to be loners, driving off any other cats in the area. Fertile males occasionally establish a pride of lions, maintaining control until advanced years due to their sheer size. Female ligers rarely associate with other animals but occasionally roam with lion prides for a time. Opportunistic creatures, ligers eat fresh kills or carrion.

Ligers are bred primarily in captivity by humanoids endeavoring to use the great cats as mounts. These powerful beasts strike fear into the hearts of foes and lead to many exotic tales of deadly mounted raiders.

Ligers are excellent and deadly hunters and can overpower very large game. Due to their size, they experience no difficulty taking down humans, and they often evolve into man-eaters. An adult male liger measures nearly 12 feet from tail to nose and weighs over 1,000 pounds.

Combat

Despite their ferocious power, ligers rarely attack in a rash, hasty manner. Hunting instinct leads them to stalk their prey and attack from behind whenever possible. It is possible provoke a liger attack, but in the wild, it always attacks from surprise.

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

Pounce (Ex): If a liger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d8+3.

Skills: Ligers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Mawgriff

Large Animal

Hit Dice: 5d8+20 (42 hp)

Initiative: +1

Speed: 60 ft. (12 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +3/+12

Attack: Hoof +7 melee (1d6+5) or gore +7 melee (1d8+5)

Full Attack: 2 hooves +7 melee (1d6+5) and bite +2 melee (2d4+2); or gore +7 melee (1d8+5) and bite +2 melee (2d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Powerful charge 2d8+10

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 20, Dex 13, Con 19, Int 2, Wis 12, Cha 7

Skills: Jump +19, Listen +6, Spot +6

Feats: Alertness, Run

Environment: Temperate plains

Organization: Solitary or pack (2-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-7 HD (Large); 8-15 HD (Huge)

Level Adjustment: —

The mawgriff is a tall carnivorous equine beast, somewhat like a giraffe in appearance. They are partially domesticated; while many still remain in the wild, they are increasingly being used as powerful mounts, as their height makes them an excellent place from which to attack ground troops. In the wild, mawgriffs live in small packs, using their scenting abilities and their speed to run down prey. If hungry, they eat nearly any creature smaller than themselves.

Mawgriffs are often used in the hunt, as their olfactory talents can be employed with a rider in place. In addition to humans, several other races employ the use of mawgriffs. Raiders ride them to attack caravans and to track down victims that attempt to escape while some societies trained them to guard the perimeters of their cities from attack.

Champions of both good and evil often take mawgriffs as mounts. A mawgriff makes an excellent paladin's special mount.

An adult mawgriff stands at least 9 feet tall and weighs over 3,000 pounds.

Combat

In the wild, a mawgriff normally begins combat with a powerful charge, and then follows through with its hoof attacks in an effort to flatten its prey. In close melee, it uses its hooves and bite attacks together. If it takes more than half its hit points in damage, it attempts to flee and find some easier food.

Powerful Charge (Ex): A mawgriff deals 2d8+10 points of damage when it makes a charge.

Training a Mawgriff

A mawgriff requires training before it can bear a rider in combat.

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

Due to a mawgriff's height, Medium or smaller riders have difficulty striking Medium or smaller creatures on the ground without at least a 10-foot reach. The same applies to Medium or smaller creatures on the ground attacking a mawgriff's rider. Such a creature provokes attacks of opportunity when attacking its opponent, due to the distraction of reaching up or down.

Carrying Capacity: A light load for a mawgriff is up to 400 pounds; a medium load, 401-800 pounds; and a heavy load, 801-1,200 pounds. A mawgriff can drag 6,000 pounds.

Moddey Dhoo

Medium Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 19 (+2 Dex, +3 natural, +4 inertial armor), touch 12, flat-footed 17

Base Attack/Grapple: +4/+5

Attack: Bite +5 melee (1d8+1)

Full Attack: Bite +5 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Evil eye, psi-like abilities

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

A moddey dhoo is a quadruped hunter that stalks crossroads for prey. Although it looks like a large black dog with curly matted fur, its eyes are abnormally large and glow a faint red.

A moddey dhoo stands about 3 feet high at the shoulder and weighs about 120 pounds

Combat

A moddey dhoo prefers to attack lone travelers—preferably unarmed ones. When it encounters a group, it either attempts to lure a single victim away from its comrades or simply waits until someone wanders off alone. Alternatively, it may stalk a group until its members settle down for the night, relying on its evil eye ability to remove the threat of a lone guard.

Mpisiimbi

Medium Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +4

Speed: 50 ft. (10 squares), climb 30 ft.

Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

Base Attack/Grapple: +3/+3

Attack: Claw +7 melee (1d4+3)

Full Attack: 2 claws +7 melee (1d4+3) and bite +2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d4+1, trip

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

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

Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 17

Skills: Hide +10, Intimidate +7, Jump +9,

Listen +6, Spot +6

Feats: Power Attack, Skill Focus (Hide)

Environment: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always evil (any)

Advancement: 5-6 HD (Large)

Level Adjustment: +3

Evil Eye (Su): At will, a moddey dhoo can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be stunned for 1d4+1 rounds. The save DC is Charisma-based.

Psi-like Abilities: Always active—inertial armor; at will—control light, far hand; 3/day—bite of the wolf, ego whip (DC 15), mind thrust (DC 14), thought shield; 1/day—psionic dimension door (DC 17). Manifest level 3rd. The save DCs are Charisma-based.

Deathly Silence (Ex): A moddey dhoo always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 16, Dex 19, Con 15, Int 5, Wis 14, Cha 7

Skills: Balance +13, Climb +12, Hide +9*, Jump +12, Listen +5, Move Silently +9, Spot +5

Feats: Alertness, Weapon Finesse

Environment: Warm plains

Organization: Solitary or pack (2-12)

Challenge Rating: 4

Treasure: None

Alignment: Often neutral evil

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

Level Adjustment: —

A mpisimbi (m-pih-SIHM-bee), or “leopard-hyena”, is a magical cross between a leopard, a hyena, and a cheetah. They are also known as nsuifisi (n-SOO-ee FEE-see).

Mpisimbi resemble sickly yellow leopards with splotchy black stripes, but this appearance belies their true power. Mpisimbi are as fast as a cheetah, as stealthy as a leopard, and as tricky as a hyena. This combination of abilities makes them more than a match for creatures twice their size.

Mpisimbi are about 4 feet long and weigh about 110 pounds.

Combat

A mpisimbi typically lies in wait, sprints forward from hiding, and pounces on its foes. First it attacks with its claws, attempting to trip the target. Then it makes a bite attack, attempting to get a grab or trying for another trip if the first two attempts failed. Finally, if it successfully grabs an opponent, it follows up with rakes from its rear claws. If a victim can survive the initial on slaught, the mpisimbi shows its cowardly nature, and immediately attempts to retreat from the fight.

Neofelix

Large Animal

Hit Dice: 7d8+28 (59 hp)

Initiative: +7

Speed: 40 ft (8 squares)

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

Base Attack/Grapple: +5/+13

Attack: Claw +8 melee (1d8+4)

Full Attack: 2 claws +8 melee (1d8+4) and bite +3 melee (1d8+2)

Space/Reach: 10 ft/5 ft

Special Attacks: Improved grab, pounce, rake 1d8+2

Special Qualities: Low-light vision, scent

Neofelices are a breed of great cat that stalks the grasslands. Their coats are orange-brown with black stripes, and their build is strong and supple. Their ears are large and pointed, like those of an ocelot. Neofelix can exceed 10 feet long and weigh from 500-700 pounds.

Combat

A neofelix attacks by running at prey, leaping and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a neofelix must hit with a claw or bite attack. It

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

Pounce (Ex): If a mpisimbi charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Atk bonus +7 melee, dam 1d4+1.

Trip (Ex): A mpisimbi that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mpisimbi.

Sprint (Ex): Once per hour, a mpisimbi can move ten times its normal speed (500 feet) when it makes a charge.

Skills: Mpisimbi have a +4 racial bonus on Hide and Move Silently checks, and a +8 bonus on Balance and Climb checks. A mpisimbi can always choose to take 10 on Climb checks, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Saves: Fort +9, Ref +8, Will +5

Abilities: Str 18, Dex 17, Con 18, Int 2, Wis 16, Cha 12

Skills: Balance +10*, Hide +6*, Jump +8, Listen +5, Move Silently +11*, Spot +5

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Warm plains

Organization: Solitary or pride (4-14)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Large), 15-21 HD (Huge)

Level Adjustment: —

can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a neofelix charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d8+2.

Skills: Neofelices have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Ophidokolasis

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), touch 13, flat-footed 20

Base Attack/Grapple: +3/+4

Attack: Scimitar +4 melee (1d6+1/18-20) or javelin +6 ranged (1d6+1)

Full Attack: Scimitar +4 melee (1d6+1/18-20) and bite -1 melee (1d3 plus 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

Ophidokolassi are an ancient race of serpentine humanoids who have recently begun to surface again after being thought extinct for several centuries. They move with fluid grace, more slender than elves yet taller than humans. Their hide is deep green across the back with striped red and orange markings, fading to a pale yellow on the snout and abdomen.

They are cruel, hateful, and vindictive beings, enslaving other reptilian races and slaughtering or enslaving the humanoid races they blame for their empire's downfall. The Ophidokolasic Empire was legendary for its craftsmanship of weapons and armor, and even more so for its magical items. Many surviving ophidokolassi carry on these traditions to this day.

An ophidokolasis stands about 7 feet tall and weighs 175 pounds. Ophidokolassi speak Common and Draconic.

Combat

Ophidokolassi 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, ophidokolassi will lay traps and ambush opponents, but they are not likely to back down from a straight-up fight. Even so, the serpent folk are far from stupid. They'll retreat if the odds aren't in their favor and plan vengeance for another time.

Abilities: Str 12, Dex 17, Con 13, Int 15, Wis 14, Cha 13

Skills: Concentration +4 (+8 casting defensively), Craft (alchemy) +5, Hide +6, Jump +7, Listen +4, Move Silently +8, Search +4, Spellcraft +6, Spot +4, Use Magical Device +3

Feats: Combat Casting, Combat Expertise

Environment: Temperate deserts and marshes

Organization: Pair, squad (3-7), war band (10-50 plus 1 3rd-level sergeant per 15 warriors and 1 commander of 4th to 6th level), or clan (50-500 plus 1 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

Poison (Ex): Bite, Fortitude DC 12; initial damage nauseated for 2d4+2 minute, secondary damage none. The save DC is Constitution-based.

Spells: An ophidokolasis can cast arcane spells as a 3rd-level wizard.

Typical Wizard Spells Prepared (4/3/2; save DC 13 + spell level): 0—*daze, detect magic, ghost sound, read magic*; 1st—*hypnotism, magic missile, ray of enfeeblement*; 2nd—*hypnotic pattern, scorching ray*.

Keen Senses (Ex): An ophidokolasis sees three times as well as a human in low-light conditions and has darkvision to 60 feet.

Skills: Ophidokolassi have a +2 racial bonus on Move Silently and Spellcraft checks.

Ophidokolasis Characters

Most classed ophidokolassi encountered are fighters and/or wizards, although the occasional druid, rogue, or sorcerer is not uncommon.

Ophidokolasis 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.

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

— Racial Hit Dice: An ophidokolasis 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 ophidokolasis'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. Ophidokolassi gain a +2 racial bonus on Move Silently and Spellcraft checks.

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

— Weapon and Armor Proficiency: An ophidokolasis 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: Common, Draconic.

— Favored Class: Wizard.

— Level Adjustment: +5

Pyrolisk

Small Magical Beast

Hit Dice: 4d10 (22 hp)

Initiative: +3

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

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

Base Attack/Grapple: +4/-2

Attack: Bite +8 melee (1d4-2)

Full Attack: Bite +8 melee (1d4-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Conflagration gaze, pyrotechnics

Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision

The pyrolisk resembles a cockatrice and is often mistaken as such (a DC 25 Spot check can note the difference). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

A pyrolisk weighs about 25 pounds.

Combat

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

Serpent Mail: Just one of the many unique accomplishments of ophidokolasis 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 chain mail, yet hampers only as about much as the leather armor it more closely resembles (it is considered light armor).

Every ophidokolasis 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-ophidokolasis 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.

Serpent Mail: light armor; AC bonus +5; Max Dex +5; Check Penalty 0; Arcane Failure 10%; Weight 25lb.

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 6, Dex 17, Con 11, Int 4, Wis 13, Cha 10

Skills: Listen +7, Spot +6

Feats: Alertness, Dodge, Weapon Finesse^B

Environment: Any temperate and warm land, and underground

Organization: Solitary, flight (2-4), or flock (6-13)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: 5-7 HD (Small); 8-12 HD (Medium)

Level Adjustment: —

Conflagration Gaze (Su): Burst into flames for 4d8 points of fire damage, range 30 feet; Fortitude DC 12 negates. The save DC is Charisma-based.

Pyrotechnics (Su): At will, a pyrolisk can cause any fire source within 30 feet to explode in a blinding flash that affects all creatures within 300 feet that see it. Creatures viewing this explosion must succeed on a DC 12 Will save or be blinded for 1d4+1 rounds. This ability is similar to the fireworks version of the *pyrotechnics* spell. The save DC is Charisma-based.

Sandswimmer Swarm

Diminutive Magical Beast (Swarm)

Hit Dice: 6d10+6 (39 hp)

Initiative: +8

Speed: 30 ft. (6 squares), burrow 40 ft.

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

Base Attack/Grapple: +6/—

Attack: Swarm (2d6)

Full Attack: Swarm (2d6)

Space/Reach: 10 ft/0 ft.

Special Attacks: Distraction

Special Qualities: Blindsight 30 ft., darkvision 60 ft., immunity to weapon damage, sand swimming, swarm traits, tremorsense 120 ft.

Saves: Fort +6, Ref +9, Will +3

Abilities: Str 3, Dex 18, Con 12, Int 1, Wis 12, Cha 5

Skills: Hide +12, Jump +14, Listen +6, Spot +6

Feats: Alertness, Improved Initiative, Skill Focus (Jump)

Environment: Warm desert

Organization: Solitary, side (2-4 swarms), school (5-8 swarms)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

These geckolike creatures appear harmless enough, but they are fearless predators that can take down creatures far larger than themselves.

A single sandswimmer is about 9 inches long and weighs one-fourth of a pound.

Combat

Sandswimmers' streamlined bodies are extremely well adapted to burrowing beneath sand. They travel in swarms of well over 1,000 individuals, attacking any prey they encounter. A successful DC 18 Spot check or a DC 18 Survival check is required to see the sand displacement caused by an approaching school; characters who have at least 5 ranks in Knowledge (nature) gain a +2 synergy bonus on the check.

Sandswimmer have no interest in treasure. Some desert nomads have become experts in following these schools and plundering the riches remaining after caravans or small groups are attacked and stripped bare, leaving their valuables lying in the bloodied sand.

A sandswimmer swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any creature that begins its turn with a sandswimmer swarm in its space must succeed at a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Sand Swimming (Ex): Sandswimmer can swim through sand as fish swim through water. This ability does not allow them to move through solid rock or even loosely compacted soil. They are not subject to suffocation while sand swimming and have an effective burrow speed of 40 feet. They can use the run action while sand swimming, provided they move in a straight line.

Skills: Sandswimmer have a +4 racial bonus on Jump checks. They use their Dexterity modifier instead of their Strength modifier for Jump checks.

Flora and Fauna

Melon cactus: This new world cactus looks like a green bulbous melon with a thimble on top. The first years of growth are a fleshy, green stalk with spikes. It then grows a brown fuzzy cap that resembles a fez or a thimble. The brown cap, up to three feet tall, is covered with buds and small supple spines that turn into downy fleece. The green stem soaks up water to feed the cap, the buds flower and bear fruit at night, while the fleece protects the florets from dehydration.

Scythe Horn

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +7/+17

Attack: Butt +10 melee (1d8+6) or horn-slash +10 melee (2d6+6)

Full Attack: Butt +10 melee (1d8+6) or horn-slash +10 melee (2d6+6)

Space/Reach: 10 ft/5 ft.

Special Attacks: Stampede

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

Saves: Fort +8, Ref +5, Will +4

Abilities: Str 22, Dex 10, Con 17, Int 2, Wis 11, Cha 4

Skills: Jump +10, Listen +7, Spot +7, Swim +14

Feats: Alertness, Iron Will, Power Attack

Environment: Temperate hills and plains

Organization: Solitary or herd (6-30)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Large)

Level Adjustment: —

Scythe horns are bison-like creatures with thick, brownish-black fur, longer in the front around its neck than on the rear. Its legs are short and thick and its black hooves are circular in shape. Scythe horns are year-round grazers found in moderate to cold climates where they exist primarily on a diet of grasses, roots, and similar vegetation. The average scythe horn consumes 2% of its body mass in food each day. The typical scythe horn spends 60% of its day resting, 30% of its day eating, and 10% of its day moving.

Scythe horns are herd animals and most encounters are with a herd. When traveling, scythe horns form a straight line, with the strongest male (or bull) at the front of the herd. Similarly, the next strongest bull takes its spot at the rear of the herd. Young are always kept in the middle with the females in front of and behind the calves. If the herd is attacked, the female scythe horns (cows) move to encircle the young, while the bulls move to confront the threat.

During winter months when ice and snow cover the ground, scythe horns generally congregate near water sources such as lakes or streams, where the ground may give easier access to the vegetation they need to survive. Also, during the winter months, scythe horns either obtain water from such streams or crush snow and ice between their flattened teeth.

Scythe horns are 10 to 13 feet long and stand 5 to 6 feet tall at the shoulders. The average scythe horn weighs 2,000 to 2,500 pounds.

Scythe horns are often hunted by humanoids for their fur, hide (which can be crafted into hide armor), and meat.

Combat

Scythe horns are highly territorial and move to engage any creature that comes within their area. They are generally passive creatures but become highly aggressive if their young or the herd is threatened. An enraged scythe horn butts or slashes with its scythe-like horns. If startled, a herd generally flees, starting a stampede in the process.

Stampede (Ex): A frightened herd of scythe horns flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five scythe horns in the herd (Reflex DC 19 half). The save DC is Strength-based.

Skills: Scythe horns have a +8 racial bonus on Swim checks.

Scimitar Horn

A relative of the scythe horn, the scimitar horn is found only in cold plains and hills. They use the same statistics for the scythe horn, but have no butt attack, and attack only by slashing with their scimitar-like horns.

Stench Kow

Large Magical Beast (Extraplanar)

Hit Dice: 3d10+9 (25 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +3/+11

Attack: Butt +6 melee (2d4+6)

Full Attack: Butt +6 melee (2d4+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge, stench, trample 2d4+6

Special Qualities: Darkvision 60 ft., Immunity to cold, fire, and poison

Stench kow are the cattle of the lower planes. Found mainly in the Hells, stench kows are a race of bison-like creatures, not unlike the normal cattle found on the Material Plane. They are used as food by the denizens of the lower planes and are often found in large herds wandering the wastelands of the nether regions. A stench kow resembles a bison with a hunched back, long downward curving horns, and grotesque facial features. Its fur is orange or brown in color and mottled green throughout.

A stench kow stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds.

Combat

Stench kow attack only if threatened, if the herd is threatened, or if the young calves are in danger. A stench kow attacks by charging and trampling or butting its opponents.

Tisra Chitraka

Medium Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +10

Speed: 60 ft. (10 squares)

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

Base Attack/Grapple: +6/+9

Attack: Bite +12 melee (2d4+3)

Full Attack: Bite +12 melee (2d4+3) and 2 claws +7 melee (1d4+1)

Space/Reach: 5 ft/5 ft.

Special Attacks: Pounce, rake 1d4+1, spell-like abilities

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

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4

Skills: Jump +8, Listen +6, Spot +6

Feats: Alertness, Great Fortitude

Environment: Any evil-aligned plane

Organization: Herd (15-60 plus 50% noncombatant young and one 6 HD bull per 5 female adults)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

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

Level Adjustment: —

Powerful Charge (Ex): When a stench kow charges, its butt attack deals 4d4+8 points of damage.

Stench (Ex): A stench kow exudes a foul body odor. Living creatures within a 5-foot radius must succeed on a DC 15 Fortitude save or be nauseated for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same stench kow's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Trample (Ex): Reflex DC 15 half. The save DC is Strength-based.

Saves: Fort +8, Ref +11, Will +3

Abilities: Str 16, Dex 23, Con 16, Int 9, Wis 12, Cha 15

Skills: Hide +13, Jump +23, Listen +5, Move Silently +12, Spot +5, Survival +4

Feats: Alertness, Improved Initiative, Weapon Finesse

Environment: Warm or temperate plains

Organization: Solitary, pair, family (3-6), or pride (7-20)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic good

Advancement: 7-15 HD (Medium); 16-18 HD (Large)

Level Adjustment: +5 (cohort)

Tisra chitrakas are magical cheetahs that roam the plains, hunting prey and doing battle with evil creatures, particularly evil felines. Their fur shimmers with a silvery sheen and on their forehead is what looks like a strange third violet eye, an odd-looking triangular organ. Sages believe that the mysterious “third eye” that they possess grants them their mystical powers.

Like other cheetahs, tisra chitrakas are 3 to 5 feet long and weigh 110 to 130 pounds. Tisra chitrakas speak Sylvan.

Combat

Tisra chitrakas use their speed and hunting skills to surprise enemies. They eschew the use of their spell-like abilities against ordinary animals — no one is sure of the reasons for this, but some scholars believe that this is because these intelligent cheetahs simply consider such advantages unsporting.

Vohrahn

Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d6+4 plus cursed touch)

Full Attack: 2 claws +6 melee (1d6+4 plus cursed touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cursed touch, tainted passion

Special Qualities: Damage reduction 10/magic or silver, darkvision 60 ft., fast healing 3, undead traits

Created by spellcasters by binding dead spirits to the bodies of recently-slain warriors, vohrahn are lost souls trapped within corpses, whose distress over their predicament only furthers their masters’ goals.

A vohrahn’s host body appears as it did at the time of death, with whatever injuries that killed it still present. Upon animation, however, the vohrahn’s hands grow sharp talons, and its eyes glow a fiery orange. A vohrahn’s movements are swift, but also jerky and awkward—the result of the spirit’s unfamiliarity with the host body, as well as the body’s injuries and decomposition.

A vohrahn feels no pain, and is completely subject to its master’s will. Most despair of ever being free, and show no resistance. Rarely, a

Pounce (Ex): If a tisra chitraka charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +7, damage 1d4+1.

Spell-Like Abilities: At will—*freedom of movement*, *see invisibility*; 3/day—*blur*, *hold monster* (DC 17); 1/day—*haste*. Caster level 9th. The save DCs are Charisma-based.

Indomitable (Ex): Pearl cheetahs are immune to charm or compulsion spells and effects.

Sprint (Ex): Once per hour, a tisra chitraka can move at ten times its normal speed (600 feet) when it makes a charge.

Skills: Tisra chitrakas have a +2 racial bonus on Hide and Survival checks, a +4 racial bonus on Move Silently checks, and a +8 racial bonus on Jump checks.

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

Abilities: Str 18, Dex 10, Con —, Int 7, Wis 10, Cha 12

Skills: Climb +4, Hide +2, Intimidate +4,

Listen +2, Move Silently +2, Spot +4

Feats: Iron Will, Power Attack

Environment: Any

Organization: Solitary or squad (3-5)

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic evil

Advancement: 5-9 HD (Medium)

Level Adjustment: —

vohrahn’s trapped spirit will maintain its self-identity and fight for control of the body, but such efforts are ultimately futile.

When a vohrahn is destroyed, the magic binding its spirit is shattered, allowing the spirit to escape. A peaceful spirit may depart from a vohrahn’s eyes in a wisp of vapor, sending the body toppling to the ground. Other spirits escape more violently, causing their host bodies to burst into flame and disintegrate into green smoke.

Combat

Vohrahn rarely wield weapons, preferring to rend opponents with their claws. They are usually encountered in groups, sent on whatever missions their creators demand.

Cursed Touch (Su): Any creature that suffers damage from a vohrahn's claws must succeed on a DC 13 Will save or suffer a -4 morale penalty on all attack rolls, saving throws, ability checks, and skill checks for 1d4 days. Whether or not the save is successful, an affected creature cannot be affected again by that vohrahn's cursed touch for 24 hours. *Dispel evil* or *remove curse* eliminates the effect. The save DC is Charisma-based.

Tainted Passion (Su): Every vohrahn contains the soul of a dead being who was at peace before its entrapment. The spirit's passionate desire to return to death is converted by the vohrahn's animating magic into violent power, but the power's nature depends upon the nature of the spirit. All vohrahn have one of the following abilities. All save DCs are Charisma-based.

Burning Fury: Vohrahn who rage over their entrapment can set their opponents on fire. When the vohrahn hits with its claw attack, its opponent must succeed on a DC 13 Reflex save or catch fire, taking 1d6 points of fire damage on its next turn. The flames burn for 1d4 rounds, or until extinguished. Each round, the burning creature must make another Reflex save. Failure means he takes another 1d6 points of fire damage that round. Success means that the fire has been put out. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Icy Steadfastness: A vohrahn who focuses all its will toward resisting its master develops a coating of frost, and deals an extra 1d4 points of cold damage to opponents hit by its claw attack.

Shield of Vigilance: A vohrahn who feels a sense of duty to obey its master until its mission is complete is protected by a *magic circle against good* (caster level 10th). The circle can be dispelled, but the vohrahn may create it again on its next turn as a free action.

Spirit of Undeath: After decades or centuries of existence, the vohrahn's animating magics have worn a hole between the realms of life and death. The vohrahn's passion is gone, but its power causes creatures slain by its claw attacks to rise as zombies under the vohrahn's control after 1d4 rounds. They do not possess any of the abilities they had in life. A vohrahn with 7 or more HD can raise creatures as wights, instead.

Vicious Render: The vohrahn finds satisfaction in taking out its anger on the living. When the vohrahn hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an extra 2d6+6 points of damage.

Wail of Despair: The vohrahn, whose spirit despairs of being freed, can let out a howl, paralyzing all creatures within 30 feet for 1d4 rounds (Will DC 13 negates). Whether or not its save is successful, a creature cannot be affected again by that vohrahn's wail for 24 hours. This is a sonic, necromantic, mind-affecting compulsion effect.

Bind Vohrahn

Necromancy [Evil]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to four humanoid corpses

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

The caster calls recently-deceased spirits from the realms of the dead, forcing them into nearby corpses which rise and become vohrahn. The spirits' desire to rest again is converted into magical energy by the spell, granting the vohrahn additional power.

This spell creates up to four vohrahn, who follow commands as if controlled by animate dead. The vohrahn are self-aware, however, and may be able to subvert their creator's commands by following the letter, but not the spirit, of an order. A vohrahn who wishes to subvert a command can make a Will save. Success means that it retains enough free will to twist the command's wording, while failure means it cannot try again for another week.

This spell must be cast within 300 feet of the site of a recent (1d8 weeks past) humanoid death or burial. The spell cannot create more vohrahn than the number of recent deaths. For this reason, bind vohrahn is usually cast in graveyards or at the sites of battles.

Material Component: The spell must be cast on a dead humanoid body, and the caster must sprinkle a powder made of mandrake root, ground black onyx, and silver dust over each body to be animated. The powder is worth 200 gp.

Wasp Warrior

Large Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +1

Speed: 40 ft. (8 squares), fly 80 ft. (good)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +6/+15

Attack: Glaive +10 melee (2d8+7/x3) or sting +10 melee (1d12+2 plus poison) or short bow +6 ranged (1d8/x3)

Full Attack: Glaive +10/+5 melee (2d8+7/x3) and sting +5 melee (1d12+2 plus poison); or short bow +6/+1 ranged (1d8/x3)

Wasp warriors are a race of cruel, diabolical insectoid humanoids. They are a warlike and territorial people, slaying or driving off all other humanoids in their domain. They are aggressive hunters, almost foolhardy in their persistence in battle. Those that dwell in forests often live in large nests they build from the thickest branches of sturdy trees, while natives of plains regions often dwell close to water, creating smaller nests from mud. Still others build their nests underground.

The stinger of a wasp warrior is a nearly 3-foot-long, iron-hard needle that pumps as much as several pints of poison into its victim; as might be expected, that amount of venom can kill even the hardiest opponent. Its poison glands are quite valuable. They contain 1d6 doses of venom, each of which is worth 400 gp.

A typical wasp warrior stands 8 feet tall with an 8-foot wingspan and weighs 500 pounds.

Winterbloom

Hazard (CR 4)

Winterbloom appears as a small patch of flowers with bluish-white petals, dark sapphire-colored stems, and small white leaves growing near the base. Winterbloom can generally be found in temperate and cold climates during the winter months when it is in full bloom. It gives off a slightly sweet scent that can be detected to a range of 30 feet.

If a patch of winterbloom is disturbed, the plant releases a burst of poisonous spores in the form of a bluish-white cloud of chilled vapor.

Creatures within 10 feet of the winterbloom must make a successful DC 12 Fortitude save or

Space/Reach: 10 ft./10 ft. (5 ft. with sting, 15 ft. with glaive)

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 20, Dex 13, Con 15, Int 12, Wis 9, Cha 9

Skills: Intimidate +4, Jump +9, Listen +12, Search +9, Spot +12

Feats: Dodge, Mobility, Spring Attack
Environment: Temperate hills, forests, or plains

Organization: Solitary, pair, or nest (4-24)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +6

Coloration varies from black or midnight blue to yellow with black bands or even red. Wasp warriors speak Common.

Combat

Wasp warriors prefer to open with ranged combat, then use a series of persistent hit and run attacks to wear down their opponents. In melee combat, their poison sting and thick armored carapace serve them well, and they prefer the use of polearms for their extended reach.

Poison (Ex): Sting, Fortitude DC 15; initial damage 2d4 Dexterity, secondary damage 1 Dexterity and 1d6 damage. The save DC is Constitution-based.

A wasp warrior may apply its poison to its weapons, but it is weaker than when injected with its stinger. Injury, Fortitude DC 13; initial damage 1d4 Dexterity, secondary damage 1 Dexterity.

Skills: Wasp warriors have a +4 racial bonus on Listen, Search, and Spot checks.

sustain 2d4 points of cold damage and 1d4 points of Constitution damage as the inhaled spores form ice crystals on the victim's lungs. The cloud lingers in the area for 1d3 rounds, and each round a creature remains in the area or enters the area it must make a successful DC 12 Fortitude save or sustain damage as above. A patch of winterbloom is easily dispersed with fire.

Cold effects (such as a cone of *cold spell*, for instance) cause the winterbloom to release another burst of poisonous spores twice the normal size; that is, it immediately releases a burst that affects all within 20 feet. Continuous assaults with cold effects do not increase its burst beyond 20 feet.

Yeti

Large Monstrous Humanoid (Cold)

Hit Dice: 4d8+8 (26 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +4/+12

Attack: Claw +7 melee (1d6+6 plus 1d6 cold)

Full Attack: 2 claws +7 melee (1d6+6 plus 1d6 cold)

Space/Reach: 10 ft./10 ft.

Special Attacks: Cold, constrict 2d6+6, frightful gaze, improved grab

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

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

Abilities: Str 19, Dex 12, Con 14, Int 9, Wis 12, Cha 10

Skills: Hide +3*, Jump +8, Listen +6, Move Silently +7, Spot +6

Feats: Great Fortitude ^B, Power Attack, Stealthy

Environment: Cold hills, mountains, forest, and plains

Organization: Solitary or gang (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-7 HD (Large); 8-12 HD (Huge)

Level Adjustment: —

Yetis are large, hulking humanoids found in the cold regions of the world. They are fierce predators that are very fond of human and elven flesh. A yeti is a 9-foot tall, shaggy, white-furred creature with long, sharp claws and a large round mouth. Razor-sharp teeth fill its mouth. A yeti resembles a large shaggy ape. A yeti weighs about 800 pounds. Yetis speak Giant.

Combat

A yeti attacks with its claws, attempting to grab an opponent and squeeze it against its frigid body.

Cold (Ex): A yeti's body generates intense cold, causing opponents to take an extra 1d6 points of cold damage every time the creature succeeds

on a claw attack. Creatures attacking a yeti unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Constrict (Ex): On a successful grapple check, a yeti deals 2d6+6 points of damage and 1d6 points of cold damage.

Frightful Gaze (Su): Paralyzed with fear for 3 rounds, range 30 feet; Will DC 12 negates. The save DC is Charisma-based.

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

Skills: Yetis have a +4 racial bonus on Hide, Listen, and Spot checks. *The bonus to Hide checks improves to +12 in snow-covered terrain.

Flora and Fauna

Baban: Usually dwarfed by the tall grasses surrounding it, the small, rather spindly, leafy green plant survives despite its diminutive stature. Humanoids harvesting the plant discard its delicate leaves, focusing instead on the grass' gnarled root. Roasting, grounding, and then steeping the root in boiling water produces an intoxicating concoction called babanth. The root of a single plant yields four doses of babanth. Because of its small size and relative scarcity, baban is extremely difficult to locate and identify, requiring a Survival check (DC 28).

Akilem

Large Outsider (Chaotic, Evil, Native)

Hit Dice: 6d8+24 (51 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 23 (-1size, +8 Dex, +6 natural), touch 17, flat-footed 15

Base Attack/Grapple: +6/+20

Attack: Slam +11 melee (1d6+9)

Full Attack: Slam +11 melee (1d6+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Leap

Special Qualities: Banned from holy ground, blight, darkvision 100 ft., damage reduction 5/magic, *fire shield*, spell resistance 12

Saves: Fort +9, Ref +13, Will +4

Abilities: Str 22, Dex 26, Con 18, Int 8, Wis 8, Cha 4

Skills: Balance +19, Hide +17*, Jump +28, Listen +8, Move Silently +17, Spot +8, Tumble +19

Feats: Dodge, Power Attack, Skill Focus (Jump)

Environment: Any deserts

Organization: Solitary or swarm (5-60)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-9 HD (Huge); 10-15 HD (Gargantuan)

Level Adjustment: —

Akilem are vile creatures that resemble massive grasshoppers. Normally they are colored to blend into desert terrain, but they become a dark black with a burning red tint when roused. They ravage the land where they go, transforming fertile farmland into stubble-covered waste. Little is known about the akilem and their habits. It is believed they live in vast swarms in the deepest parts of the desert.

Gods of pestilence uses akilem swarms to exact divine punishment or to challenge mortals who have won the favor of other gods.

An akilem is 8 feet long and weighs about 650 pounds. Akilem speak Abyssal.

Combat

An akilem prefers to leap at its opponents, attempting to knock them prone.

An akilem's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Leap (Ex): An akilem that succeeds on a Jump check to exceed a target's height may make a single slam attack with a +2 bonus. If the attack succeeds, the target suffers normal damage and must make a DC 19 Reflex save or be knocked prone. The save DC is Strength-based.

Blight (Su): An akilem is surrounded by a blighted field. If 10 or more of them travel together in a group, they destroy crops around them, stunting plant growth as a diminish plant spell (caster level 10th).

Fire Shield (Su): At will, an akilem can wrap itself in a sheath of flame that's equivalent to a chill *fire shield* (caster level 6th).

Banned From Holy Ground (Su): An akilem treats areas protected by a *consecrate* or *hallow* spell as if they were also protected by an antipathy spell. The akilem must make a Will save with a DC equal to 15 + the caster's ability modifier or 18, whichever is higher, or abandon the area.

Skills: Akilem have a +4 racial bonus on Hide checks and a +8 racial bonus on Jump checks. *In desert or rugged terrain, an akilem receives an additional +8 bonus on Hide checks.

Flora and Fauna

Babanth: Derived from the rare baban plant, the elixir imparts a mild analgesic effect, lessening the drinker's various aches and pains, while bestowing a moderate sense of euphoria. Imbibing the stimulating mixture grants a +1 morale bonus to all Fortitude saves as well as a -1 morale penalty to all Will saves. This effect persists for one hour.

Anvil Toad

Medium Aberration (Fire)

Hit Dice: 6d8+36 (63 hp)

Initiative: -1

Speed: 15 ft. (3 squares)

Armor Class: 21 (-1 Dex, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +4/+8

Attack: Bite +8 melee (1d8+4 plus 2d4 fire) or gore +8 melee (1d8+4)

Full Attack: Bite +8 melee (1d8+4 plus 2d4 fire) and gore +3 melee (1d8+2)

Space/Reach: 5 ft/5 ft.

Special Attacks: Breath weapon, improved grab, powerful charge 2d8+6

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft, immunity to fire, stability, vulnerability to cold

Anvil toads are great black, oddly horned toads with thick limbs and tiny, beady eyes. Its back is a flat metallic plate. Altogether, it looks rather like a mobile anvil. Yellow-red flames are visible in its gullet when it opens its mouth, much like looking into the heart of a furnace.

Anvil toads are rumored to have originated on the Elemental Plane of Fire, where they served as pseudo-blacksmiths for azers, efreet, and other races native to that plane. Regardless of whether this is fact or fiction, anvil toads have resided on the Material Plane for many generations. These creatures gravitate towards areas of extreme heat, such as deserts and active volcanoes.

An anvil toad's diet consists of sand, rock, metal, and other minerals. A typical anvil toad is about 7 feet long and weighs 800 pounds. Anvil toads speak Ignan.

Combat

During a confrontation, anvil toads make great lunging leap that belies their mass, then blast opponents with super-heated air and grit. In close combat, they attempt to lock their mouths on their enemy and grapple them, burning flesh in addition to crushing with their jaws.

Anyone who can communicate with an anvil toad may make a DC 30 Diplomacy check to get the beast to follow its commands. If the beast recognizes the speaker as a worshiper or servant of

Saves: Fort +10, Ref +1, Will +5

Abilities: Str 19, Dex 8, Con 23, Int 3, Wis 10, Cha 8

Skills: Hide +4*, Jump +12, Listen +1, Spot +1

Feats: Diehard, Endurance, Great Fortitude

Environment: Warm deserts or mountains

Organization: Solitary, pair, or smithy (3-10)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic neutral

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: —

a fire deity, or if the speaker is a creature with the fire subtype, the Diplomacy DC is only 15. In either case, a failed Diplomacy check usually results in the beast attacking immediately and viciously.

Breath Weapon (Su): 30-foot cone, Reflex DC 19 half, 4d6 damage. Half of the damage is fire, while the other half is bludgeoning damage from metallic particles and fragments expelled from the beast's furnace-mouth. The save DC is Constitution-based.

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

Powerful Charge (Ex): An anvil toad typically begins combat by making a great leap at a foe and thrusting its horns forward. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack (+8 attack bonus) that deals 2d8+6 points of damage.

Stability (Ex): Anvil toads are incredibly solid on their feet. An anvil toad has a +10 racial bonus on checks or saves made to resist being bull rushed, tripped, or otherwise knocked over or moved when standing on the ground.

Skills: Anvil toads have a +4 racial bonus on Hide checks and a +12 racial bonus on Jump checks. *Because of its camouflage, the Hide bonus increases to +10 when the beast remains still in desert terrain.

Colony Carrier

Large Animal

Hit Dice: 9d8+30 (70 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+15

Attack: Gore +10 melee (1d8+7)

Full Attack: Gore +10 melee (1d8+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Swarm, trample 2d8+7

Special Qualities: Low-light vision

Saves: Fort +11, Ref +7, Will +5

Abilities: Str 21, Dex 12, Con 17, Int 2, Wis 14, Cha 5

Skills: Listen +8*, Spot +8*

Feats: Diehard, Endurance, Great Fortitude, Toughness

Environment: Temperate or warm hills and plains

Organization: Solitary, pair, family (3-4), or herd (6-10)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 10-18 HD (Large)

Level Adjustment: —

Colony carriers look like rhinoceros—heavy bodied with numerous short horns sprouting from its head. Colony carriers get their names from their unusual symbiotic relationship with colonies of colonial-fly swarms (pg 21). A colony carrier's thick hide is dotted with numerous holes, in which the flies make their homes. The carnivorous flies feed on predators that approach or keep them at bay while the herbivorous colony carrier grazes, while the colony carrier provides a mobile shelter that remains warm.

Creatures with an affinity for vermin sometimes train colony carriers as mounts. A colony carrier is about 12 feet long, nearly 6 feet high at the shoulder, and weighs close to 6,000 pounds.

Combat

Colony carriers are normally peaceful herbivores and do not behave aggressively, but can be fierce combatants if provoked or if their herd

or their young are threatened. A colony carrier normally has 1 swarm of insects that dwell upon it for every 5 HD it possesses.

Swarm (Ex): A colony carrier is constantly surrounded by 1 or more swarms of insects, usually colonial-fly swarms, which make their home in its hide. Their relationship is symbiotic. If a colony carrier loses its swarm(s), it attracts new ones (or the eggs of the old swarms hatch to produce new ones) within a week. If the colony carrier is attacked, the insect swarm(s) attack in its defense. The swarms never travel more than 100 feet from their host.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

Skills: *As long as a colony carrier's swarm is within 5 feet of the colony carrier, it has a +4 bonus on Listen and Spot checks.

Flora and Fauna

Catnip: Renowned for its intoxicating effects on domestic cats, the hardy perennial named after its fondest admirers stands approximately two feet high and bears a cluster of small violet flowers. Its tall, hairy stem exudes a pungent aroma, while its coarsely toothed, vaguely triangular leaves emit a scent similar to more common members of the mint family. The leaves' distinctive smell drives most cats wild, causing them to enter a temporary state of unabashed euphoria. By contrast, the odor repels rats and mice, perhaps an evolutionary adaptation to the plant's uncanny ability to attract their most feared predator. As a result of this property, many farmers grow catnip near their granaries to repel rodents. Locating and utilizing the readily available herb presents little challenge, even to passing visitors. Although edible as part of a salad, most humanoids drink tea made from the green herb or use it to flavor meat.

Corpse Rook

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 80 ft. (average)

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +6/+15

Attack: Bite +10 melee (1d8+5)

Full Attack: 3 bites +10 melee (1d8+5) and 2 claws +8 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d8+7

Special Qualities: All-around vision, darkvision 60 ft., low-light vision, scent

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 20, Dex 17, Con 15, Int 6, Wis 12, Cha 11

Skills: Hide +1, Jump -1, Listen +5, Search +4, Spot +10

Feats: Alertness, Flyby Attack, Multiattack

Environment: Temperate or warm plains

Organization: Solitary, pair, or nest (pair, plus 1d4 young)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral (evil tendencies)

Advancement: 7-12 HD (Large); 13-18 HD (Gargantuan)

Level Adjustment: —

Corpse rooks are giant three-headed birds of prey that resemble ravens with oily black feathers. Their wings are tipped with silver feathers along with their silver talons and beaks. A pungent, almost sulfuric odor emanates from their body.

Corpse rooks devour just about anything they can catch, preferring a diet of horses, giant lizards, dire rats, giant frogs, cattle, sheep, and humanoids. They build their nests at the top of broadleaved trees or high atop rocky outcroppings in less forested terrain. A corpse rook's nest is constructed from mud, grass, hair, leaves, and the bones of their victims.

These creatures do not associate with other avian creatures and are often hunted by red dragons, green dragons, rocs, and wyverns (who savor the taste of their flesh).

Corpse rooks are solitary hunters with a hunting territory often covering 5 miles in each direction away from its nest. Hunting is always done during the day when the corpse rook has the advantage. During mating season (spring and early summer months) both the male and female corpse rook hunt for food, sometimes together, but most often in separate directions away from the nest. A nest typically contains 1d4 silver and gold-flecked eggs as well as treasure from slain prey.

A typical corpse rook stands about 10 feet tall, has a wingspan of up to 20 feet, and weighs about 1,000 pounds. Although intelligent, corpse rooks cannot speak or understand any language.

Combat

Corpse rooks attack their foes from the air, slashing with their claws and biting with their sharpened beaks. They rarely land on the ground during battle, preferring to swoop in and out of melee to keep their opponents off balance. Multiple corpse rooks work together to bring down prey; one might land on the ground to draw the attention of the prey, while the other corpse rook swoops in behind to flank.

Creatures killed by a corpse rook are carried back to the nest and either devoured or fed to the newborns.

Rend (Ex): If a corpse rook hits with two or more bite attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+7 points of damage.

All-Around Vision (Ex): The three heads of a corpse rook grant it a +4 bonus to Search and Spot checks and prevent it from being flanked.

Dark Wanderer

Large/Medium Monstrous Humanoid (Shapechanger)

Hit Dice: 6d8+18 (45 hp) as male; 6d8 (27 hp) as female

Initiative: +1 as male; +2 as female

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15 as male; 13 (+2 Dex, +1 natural), touch 12, flat-footed 11 as female

Base Attack/Grapple: +6/+15 as male; +6/+6 as female

Attack: Claw +10 melee (1d6+5) as male; claw +6 melee (1d3) as female

Full Attack: 4 claws +10 melee (1d6+5) and bite +8 melee (1d6+2) as male; 2 claws +6 melee (1d3) and bite +4 melee (1d4) as female

Space/Reach: 10 ft./10 ft. as male; 5 ft./5 ft. as female

Special Attacks: Hypnotic dance, spell-like abilities

Dark wanderers are a monstrous, seductive people who rely on lies and subterfuge to help them feed on the weak-willed.

Female dark wanderers do their best to pass as light-skinned humans, hiding their pointed ears beneath long, dark hair, and wearing scarves and gloves to cover their jagged teeth and short claws. They arrange their loose robes to hide the dark bone “thorns” that protrude from their skin, and they move swiftly and gracefully.

Male dark wanderers bear much less in common with humans. Averaging between 10 and 15 feet tall, males have reptilian heads and deep blue scales. Their eyes resemble enormous black opals, and their four arms lead into four-fingered claws. Dark wanderers can live into their late sixties, and their male forms never completely cease growing. Elders have been known to reach 25 feet.

Every dark wanderer is capable of changing gender at will. Females can swiftly take on male forms, but changing from male to female is a week-long process. No dark wanderer has a “set” gender, though some prefer one role to the other. They do their best to keep their shapechanging abilities a secret from the outside world, leading to much bizarre speculation about their society.

What dark wanderers call themselves is unknown. They are named for their nomadic ways, and their practice of luring intelligent beings to

Special Qualities: Alternate form, darkvision 60 ft.

Saves: Fort +5, Ref +6, Will +5 as male; Fort +2, Ref +7, Will +5 as female

Abilities: Str 21, Dex 13, Con 17 as male; Str 10, Dex 14, Con 11 as female; Int 11, Wis 10, Cha 15

Skills: Bluff +9, Diplomacy +7, Disguise +4, Gather Information +4, Hide -2 as male; Hide +3 as female; Intimidate +7, Perform (dance) +6, Sense Motive +3, Spot +1

Feats: Multiattack, Negotiator, Persuasive

Environment: Temperate plains

Organization: Band (2-8 females and 1-4 males)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

their camps through seduction, feigned distress, and other forms of guile. Creatures who come to the camps are mesmerized by magical dances performed by the females, then attacked by males who emerge from hiding. The dead provide food for bands of dark wanderers as they journey between humanoid settlements.

Dark wanderers speak their own language and Common.

Combat

When attacking creatures lured to their camps, male dark wanderers surround and tear at their enemies, while females continue their dances and use their spell-like abilities. Females attacked while alone often fight back briefly before trying to reach their bands, and only change form if they cannot escape. Dark wanderers try to avoid fighting when at a disadvantage, and in such situations try to flee, negotiate, or somehow change the odds.

Hypnotic Dance (Su): As a move action, a female dark wanderer can dance in an effort to transfix onlookers with a mind-affecting compulsion. This has no effect until a total of three or more female dark wanderers, all within 15 feet of each other, are dancing. Once this occurs, any non-dark wanderer within 30 feet of a dancer must succeed on a Will save (DC 15 + number of dancers) or stand fascinated. The save DC is Charisma-based. The effect ends immediately if

the number of dancers drops below three.

A creature that succeeds on the saving throw or is freed from the trance is immune to the dancing dark wanderers' hypnotic dance for 24 hours.

A dancer who is distracted or who takes damage must succeed on a Concentration check or stop dancing that round.

Spell-Like Abilities: A dancing female dark wanderer can use spell-like abilities, each once per day, depending on how many full rounds she has spent hypnotically dancing. She does not need to be part of a group of dancers, though the dance has no hypnotic effect with fewer than three participants. A dark wanderer must make a Concentration check (DC 10 + spell level) to continue dancing while she uses a spell-like ability.

1 or more rounds dancing—*dancing lights*, *ghost sound* (DC 12), *light*, *lullaby* (DC 12); 2 or more rounds dancing—*cause fear* (DC 13), *message*, *silent image* (DC 13), *rage*; 3 or more rounds dancing—*sleep* (DC 13), *summon monster I*; 4 or more rounds dancing—*glitterdust* (DC 14), *pyrotechnics* (DC 14). The caster level is equal to 5 plus the number of dark wanderers dancing. The save DCs are Charisma-based.

Alternate Form (Su): As a standard action, a dark wanderer can change from female to male form. A dark wanderer can begin changing from male to female at any time, but the change takes place over the period of a week. During this time, the male's body decreases in size, sheds a layer of scales, and undergoes the final change in a painful, minute-long process. Males and females have a number of statistical differences, and males cannot hypnotically dance or use spell-like abilities.

A dark wanderer remains in one form until choosing to assume a new one. A change in form cannot be dispelled, nor does the dark wanderer revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Dark Wanderer Society

Despite their savage ways, dark wanderer bands are strictly-ordered and controlled. Infighting is unheard of, and they ruthlessly protect their young. The two eldest dark wanderers in a band (usually a male and female who rarely change form) share authority, while all others are assigned long-term jobs that best suit their skills. Dark wanderers view other races as weak and easily-manipulated, though individuals can gain their respect. They identify themselves by band, rather than race, and band members grudgingly tolerate and avoid dark wanderers from other bands.

The tactics of dark wanderers are complex, tightly organized, and well-rehearsed. Bands travel between communities, setting up their tents and campfires at the outskirts. They then send females to scout for potential prey and acquire new supplies. Once targets have been located, every female but one in a band returns to camp to begin the music and dancing. Dark wanderer bands usually spend no more than a few weeks near major cities, and they often disappear from small villages within a day of their arrival. They avoid returning to a given community more than once a year, otherwise choosing their destinations based on weather patterns and astrological signs. Dark wanderers travel on foot, with most band members changing into male form to carry provisions, then immediately beginning the change back.

During their yearly mating ritual, dark wanderers are allowed a lapse in their controlled lives. Wanderers who wish to become pregnant take on female forms, and violent orgies follow. Both males and females are often injured. Pregnant females do not change form during their four-month gestation period.

Dune Tracker

Large Monstrous Humanoid

Hit Dice: 8d8+8 (44 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +8/+16

Attack: Bite +11 melee (1d6+4)

Full Attack: Bite +11 melee (1d6+4) and 2 claws +6 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., fast healing 5, natural chameleon, speak with the land

Saves: Fort +3, Ref +7, Will +7

Abilities: Str 19, Dex 13, Con 13, Int 10, Wis 12, Cha 7

Skills: Listen +13, Move Silently +14, Spot +14

Feats: Alertness, Combat Reflexes, Track

Environment: Any deserts

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

Advancement: 9-12 (Large); 13-16 HD (Huge)

Level Adjustment: —

Dune trackers are aggressive, beastly humanoids that roam the desert searching for signs of life. Dune trackers are little more than fist and mouth when they do encounter other living creatures. Their craggy exterior has the ability to change color and texture to blend in with their environment, allowing the dune tracker to do what it does best.

Dune trackers stand 9 feet tall and weigh 600 pounds. Dune trackers speak Terran.

Combat

Dune trackers enjoy the thrill of the chase and pursue their prey for leagues across the desert, closing in for the kill only when a target is too exhausted to run any farther. When this happens, a tracker attempts to take the victim unawares, using its chameleon abilities to slip up on a victim to attack from behind or above, tearing into him with tooth and claw. When confronted with more than one opponent, a tracker uses more cautious tactics, waiting for an opportunity to ambush isolated individuals rather than tackle the entire group.

Fast Healing (Ex): An dune tracker heals only if it is in direct contact with sand.

Natural Chameleon (Ex): This ability is constant, allowing a tracker to blend in with the surrounding sand so well that it is effectively invisible so long as it stands absolutely still. The tracker reveals itself the moment it moves, but once it ceases to move a watcher must still make a successful DC 15 Spot check to avoid losing sight of it again. This ability is not subject to the *invisibility purge* spell.

Speak with the Land (Su): Dune trackers are mystically linked to their land, giving them a +8 bonus on Spot checks while in contact with the sands. This link also grants a tracker the ability to make Spot checks instead of normal Survival checks when tracking a creature in the tracker's natural habitat.

Skills: Dune trackers have a +4 racial bonus on Listen, Move Silently, and Spot checks.

Entare

Large Monstrous Humanoid

Hit Dice: 5d8+10 (33 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +3 Dex, +3 natural, +2 large leather shield), touch 12, flat-footed 14

Base Attack/Grapple: +5/+14

Attack: Spear +9 melee (2d6+5/x3) or javelin +7 ranged (1d8+5) or claw +4 melee (1d6+2)

Full Attack: Spear +9 melee (2d6+5/x3) or javelin +7 ranged (1d8+5) or 2 claws +4 melee (1d6+2) and bite +4 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+2

The entare are a race of “lion-centaurs.” These creatures have the head of a lion, human-like arms and upper torso, and the four-legged lower torso of a lion. They combine the deadliest features of humans and lions into a creature of legendary strength and skill.

Entare are nomadic hunters who travel the plains and savannahs in clans. They enjoy the thrill of the hunt, and prefer to go after larger prey or armed humanoids to increase the challenge.

An entare is about 7 feet tall and weighs about 650 pounds. Entares speak Sylvan and Common.

Combat

The entare live for combat. Though they will not eat humans or any creature with human blood, their society has no restrictions against merely killing humans. Because they like to hunt under the light of the stars, entare have low-light vision rather than the darkvision common to most monstrous humanoids.

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

Pounce (Ex): If an entare charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +5 melee, damage 1d6+2.

Skills: Entare have a +4 racial bonus on Balance, Hide, and Move Silently Checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +7, Will +5

Abilities: Str 21, Dex 17, Con 15, Int 10, Wis 12, Cha 12

Skills: Balance +8, Hide +5*, Jump +7, Listen +4, Move Silently +9, Spot +4, Survival +4

Feats: Improved Initiative, Power Attack

Environment: Warm plains

Organization: Solitary, patrol (5-8), or clan (10-100)

Challenge Rating: 5

Treasure: Standard

Alignment: Often lawful evil

Advancement: By character class

Level Adjustment: +6

Entare As Characters

Entare are usually rangers or barbarians. Entare rangers often choose magical beasts or some variety of humanoid as their favored enemy. Entare clerics can choose any two of the following domains: Animal, Strength, or Travel.

Entare characters possess the following racial traits.

– +10 Strength, +6 Dexterity, +4 Constitution, +2 Wisdom, +2 Charisma.

– Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

– Space/Reach: 10 feet/5 feet.

– An entare’s base land speed is 40 feet.

– Low-light vision.

– Racial Hit Dice: An entare 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, and Will +4.

– Racial Skills: An entare’s monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier). Its class skills are Balance, Hide, Listen, Move Silently, Spot, and Survival.

– Racial Feats: An entare’s monstrous humanoid levels give it two feats.

– +3 natural armor bonus.

– Natural Weapons: Claw (1d6) and bite (1d8).

– Special Attacks (see above): Improved grab, pounce, rake.

– Automatic Languages: Sylvan, Common. Bonus Languages: Gnoll, Goblin, Halfling, Orc.

– Favored Class: Ranger.

– Level adjustment +6.

Furyhog

Large Animal

Hit Dice: 8d10+32 (76 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +6/+18

Attack: Gore +13 melee (2d6+12)

Full Attack: Gore +13 melee (2d6+12)

Space/Reach: 10 ft/5 ft.

Special Attacks: Blood rage, ferocity, trample 2d6+12

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +6, Will +5

Abilities: Str 27, Dex 10, Con 19, Int 2, Wis 13, Cha 6

Skills: Jump +12, Listen +9, Spot +8

Feats: Alertness, Endurance, Iron Will

Environment: Warm plains

Organization: Solitary or herd (5-10)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: —

Furyhogs are large relatives of the common boar and are omnivorous like their cousins. Standing at least 22 hands high, furyhogs have razor-sharp tusks, two smallish horns on its forehead, and another single horn curves up from atop its snout.

While a normal boar can be a ferocious adversary, a furyhog takes it to another level. The mere smell of blood (their own or others) drives them into a devastating blood frenzy.

Gnolls and other plains-dwelling humanoids sometimes train furyhogs as mounts. Furyhogs reach lengths of 12 feet and weigh about a ton.

Combat

When encountered in the wild these creatures are rarely a threat, as they are peaceful and even shy. They generally consume plants and roots, but if they smell blood — even that of their own kind — they attack nearby creatures with savage fury. When fired by the scent of blood (or ridden by gnolls), furyhogs are a fearsome threat.

Gnoll boar-riders use heavy metal lances to impale enemies already disorganized by the boars' charge. The boars of the most successful riders are sometimes equipped with spiked metal harnesses that function as spiked chain barding.

Blood Rage (Ex): Whenever a furyhog takes damage or when any living creature within 90 feet of it takes slashing or piercing damage, the boar flies into a berserk rage. It gains +4 Strength, +4 Constitution, a +2 morale bonus on Will saves, and -2 AC. The rage lasts until the boar or all perceived enemies are dead.

Any creature trying to ride a furyhog while it is in a blood rage suffers a -4 penalty on Ride checks until the rage ends. In addition, on a failed Ride check, the boar attacks the nearest creature (not including other furyhogs or their riders), regardless of the rider's intent. The rider loses any other actions for that round.

Ferocity (Ex): A homed boar is such a tenacious combatant that it continues to fight even while disabled or dying.

Carrying Capacity: A light load for a furyhog is up to 918 pounds; a medium load, 919-1,839 pounds; and a heavy load, 1,840-2,760 pounds. A furyhog can drag 13,800 pounds.

Giant Hornet

Large Vermin

Hit Dice: 7d8+14 (45 hp)

Initiative: +1

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

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +5/+14

Attack: Bite +9 melee (1d3+5) or sting +9 melee (1d4+5 plus poison)

Full Attack: Bite +9 melee (1d3+5) or sting +9 melee (1d4+5 plus poison)

Space/Reach: 10 ft/5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft, pheromone, vermin traits

Saves: Fort +7, Ref +3, Will +3

Abilities: Str 20, Dex 12, Con 15, Int —, Wis 13, Cha 11

Skills: Jump -1, Spot +9, Survival +1*

Feats: —

Environment: Temperate and warm lands

Organization: Solitary, cluster (2-5), or nest (11-20)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 8-15 HD (Large); 16-21 HD (Huge)

Level Adjustment: —

Giant hornets are larger, more aggressive versions of normal hornets. They have a black body with white markings on the thorax and abdomen with semi-translucent wings. They are generally inoffensive if left alone, but if provoked, become very deadly opponents. Giant hornets have a society structure consisting of two distinct classes: workers and the queen.

Workers spend their time pulling nectar from flowers and carrying it to the nest where they feed the young, the queen, and the other hornets. They are also the hornets involved in defending the nest and queen from attack. When aggressors are detected within 100 feet of the nest, the workers fly out and patrol the area. Creatures that move within 20 feet are attacked.

The queen's sole purpose is to lay eggs that ultimately hatch and grow into new hornets. She has no stinger and does not attack — most aggressors are killed by workers long before they reach the queen.

The giant hornet builds its nest high above the ground in much the same way a standard wasp does. A giant hornet's nest has a curved flare at the top. Giant hornets are typically 9 feet long.

Combat

Giant hornets attack by biting their foes, only relying on its stinger when threatened. During combat, it releases a pheromone that agitates all other giant hornets in the area, making them more aggressive.

Poison (Ex): Sting, Fortitude DC 21 negates; initial and secondary damage 1d8 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex): The first time a creature successfully hits a giant hornet, it releases a pheromone that heightens the aggressiveness of all giant hornets in the area. All giant hornets within 50 feet gain a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying.

Skills: Giant hornets have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Hovara

Small Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +5

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

Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13

Base Attack/Grapple: +5/+2

Attack: Mandibles +11 melee (1d6+1)

Full Attack: Mandibles +11 melee (1d6+1) and tail +6 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, steal breath

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

Saves: Fort +6, Ref +9, Will +3

Abilities: Str 12, Dex 21, Con 14, Int 18, Wis 11, Cha 15

Skills: Bluff +7, Concentration +9, Diplomacy +9, Disguise +2 (+4 acting), Forgery +8, Hide +14, Intimidate +8, Listen +4, Move Silently +11*, Search +8, Spot +4

Feats: Hover^B, Iron Will, Weapon Finesse

Environment: Warm plains

Organization: Solitary, cage (2-8 plus 1 3rd level wizard), or force (10-40 plus 2-40 slaves, 3 3rd level wizards, and 1 7th level wizard)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

The hovara are a cruel race of slave traders and wizards. A hovara looks somewhat like a manta ray adapted to the air instead of the water. They have silent air jets under their wings that serve to keep them aloft and provide propulsion. Their mouth is puckered with sharp teeth, and two fleshy mandibles shoot off from either side. Their tail is quite dexterous, and is used to cast their foul spells. They have no hands, thumbs, or claws with which to grip objects, but they make up for this with their powerful telekinesis abilities.

Hovara make their living by kidnapping members of other races and selling them on the black market. Hovara travel in small bands looking for good slave material. When they find something that pleases them, they attack, attempting to disable, subdue, and immobilize their opponents. These victims are then carried off by the hovara and placed in cages mounted on wagons driven by pack animals to be transported to the market for sale. Hovara are selective and make an effort to collect rare and valuable creatures.

It is rumored that the hovara were created by paretiophages (see *Monster Geographica: Forest* page 121) specifically to provide them with a steady supply of slaves. This probably isn't true, although the hovara do sell many slaves to this evil race.

A typical hovara is about 3 feet tall with a wingspan of 5 feet. It weighs 80 pounds. Hovara speak Common and three or more languages spoken in their region.

Combat

Hovara use their spell-like abilities in combat. If attacking a small force, a hovara grapples the strongest member of the group and sucks his breath out. While grappling, it uses its spells to fight off other attackers. Against a larger or more powerful group, a hovara remains at a distance and attempts to defeat them with its spells.

Spell-Like Abilities: At will—*color spray* (DC 13), *mage armor*, *mage hand*, *sleep* (DC 13); 3/day—*charm person* (DC 13), *hold person* (DC 15), *suggestion* (DC 15), *telekinesis* (DC 17); 1/day—*charm monster* (DC 16), *displacement*, *dominate person* (DC 17). Caster level 7th. The save DCs are Charisma-based.

Steal Breath (Ex): A hovara can steal the breath of a grappled opponent by making a successful grapple check as a free action. The opponent must make a DC 14 Constitution check. The check DC is Constitution-based. The check must be repeated each following round the hovara makes a successful grapple check, with the DC increasing by +1 for each immediately previous success the opponent has made. When the opponent fails one of these Constitution checks, it begins to suffocate, falling unconscious (0 hp). If the hovara successfully grapples in the following round, the opponent drops to 1 hit points and is dying. After a third round, it suffocates.

Skills: *Hovaras have a +10 racial bonus on Move Silently checks while in flight.

Hyperborean

Large Giant

Hit Dice: 9d8+45 (85 hp)

Initiative: +1

Speed: 30 ft. in hide armor (6 squares), swim 30 ft.; base 40 ft.

Armor Class: 18 (-1 size, +1 Dex, +3 hide armor, +5 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+17

Attack: Claw +12 melee (2d4+7) or greataxe +12 melee (2d8+7/x3) or greatsword +12 melee (2d8+7/19-20) or +12 melee long spear (2d6+7/x3)

Full Attack: 2 claws +12 melee (2d4+7) and bite +7 melee (1d8+3) or greataxe +12/+7 melee (2d8+10/x3) or greatsword +12/+7 melee (2d8+10/19-20) or long spear +12/+7 melee (2d6+10/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab

Hyperboreans are a race of intelligent bear-like giants. These fierce hunters of the arctic live for competition, whether it be in feats of strength, cunning, or battle.

Hyperboreans are honorable combatants. Enemies that fight well are generally honored and respected, and those who ask for mercy are granted it. Prisoners of war become the property of the tribe for exactly one year. The tribe treats them fairly but as indentured servants, giving them the most menial of tasks, such as cleaning up after meals, setting up and breaking camp, and so on. After a prisoner's year is up, the tribe gives him food enough for three days then releases him to his own fate. Many, however, elect to remain with the tribe. Should a former prisoner of war ever return as an aggressor, he is killed at the first opportunity and his head spiked at the camp entrance as a warning to others.

Hyperboreans stand well over 12 feet tall and weigh more than 400 pounds. Hyperboreans speak Common and Giant.

Irrinja

Large Monstrous Humanoid (Shapechanger)

Hit Dice: 4d8+12 (30 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 17 (-1 size, +5 Dex, +3 natural), touch 14, flat-footed 12

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

Saves: Fort +11, Ref +4, Will +7

Abilities: Str 25, Dex 13, Con 20, Int 10, Wis 18, Cha 15

Skills: Handle Animal +3, Listen +10, Spot +5, Swim +12, Survival +8

Feats: Blind-Fight, Endurance, Improved Bull Rush, Power Attack

Environment: Any cold land

Organization: Solitary, outriders (2-5), patrol (6-10 plus 2 polar bears or 1 dire bear), band (12-20 plus 4 polar bears or 2 dire bears, and 1-4 humanoid, goblinoid, and giant servants), or tribe (25-50 plus 8 polar bears or 4 dire bears, and 3-12 humanoid, goblinoid, and giant servants)

Challenge Rating: 5

Treasure: Standard

Alignment: Always good

Advancement: By character class

Level Adjustment: +5

Combat

In combat, hyperboreans are a force to be reckoned with. While naturally equipped with sharp claws and piercing teeth, they normally prefer to enter battle wielding forged weapons such as heavy greataxes, spears, and greatswords. They fight with gusto and zest. Life, after all, is just another competition, and they approach battle accordingly, head-on and with brute force.

Improved Grab (Ex): To use this ability, a hyperborean must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Skills: A hyperborean has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Base Attack/Grapple: +4/+12

Attack: Bite +6 melee (1d8+4)

Full Attack: Bite +6 melee (1d8+4) and 2 claws +4 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, pounce, swallow whole

Special Qualities: Change shape, darkvision 60 ft., desert master, quadrupedal movement, sand rebirth, scent

Saves: Fort +4, Ref +9, Will +7

Abilities: Str 19, Dex 20, Con 17, Int 14, Wis 16, Cha 10

Skills: Climb +5, Disguise +7*, Escape Artist +8, Hide +8, Jump +5, Knowledge (local) +3, Listen +9, Move Silently +11, Spot +9

Feats: Combat Reflexes, Multiattack

Environment: Any desert

Organization: Solitary, pair, or pack (4-10)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class (ranger)

Level Adjustment: +9

An irrinja is a master shapechanger, disguising itself as humanoids to feed its hunger and mischievous nature. Few have seen an irrinja's true monstrous form—a hairy beast with a wild mane and thick, sharp claws. The irrinja gains its power from the desert itself.

During sandstorms, an irrinja disguised as a human traveler or guide will wander from camp and lie down to be covered by sand, assuming its true form, and then return to prey upon its former travel companions. The butcher bird and other carrion birds of the desert can sense transformed irrinja as they prepare to arise; the wise folk of the deserts learn to pay heed to the butcher bird's cry, as a warning that an irrinja may be near.

In its natural form, an irrinja stands 9 feet tall and weighs 500 pounds. Irrinjas speak Common and often learn the local dialects of the humanoids they prey upon.

Combat

In its natural form, an irrinja attempts to pounce on an opponent, attempting to grapple it with its bite and claws and then swallow it whole.

Improved Grab (Ex): To use this ability, an irrinja must hit with its bite attack and at least one claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic bite and claw damage with each successful grapple check it makes during successive rounds.

Pounce (Ex): If an irrinja charges a foe, it can make a full attack.

Swallow Whole (Ex): An irrinja can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d6+3 points of acid damage per round from the irrinja's digestive juices. A swallowed creature can cut its way out by dealing 20 points of damage to the irrinja's stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must

cut its own way out. The irrinja's stomach can hold 1 Medium, 2 Small, 4 Tiny, 8 Diminutive, or 16 Fine or smaller opponents.

Change Shape (Su): If it covers itself with sand, an irrinja can assume the shape of any Small, Medium, or Large humanoid. In humanoid form, the irrinja loses its natural attacks. An irrinja can remain in its humanoid form until it chooses to assume a new one, though to change into its normal form or another humanoid form, it must again cover itself with sand. A change in form cannot be dispelled, but an irrinja reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Desert Master (Ex): The irrinja is never affected by adverse desert conditions. For example, it can see through sandstorms, never feels the effects of heat, and is never rendered sunblind. Its footing is always sure over even the loosest sandy slope, and it never sinks in silt pools.

Quadruped Movement (Ex): An irrinja may, as a free action, drop anything in its hands and revert to a four-legged mode of transportation, increasing its speed to 40 feet. It cannot use its claw attacks while moving on four legs, and must use a move action to stand back on two legs. When running on all fours, the irrinja's reach is reduced to 5 feet. The irrinja may also burrow at a rate of 20 feet, but may only burrow through sand. While burrowing, it cannot use its claws to attack.

Sand Rebirth (Su): The irrinja gains sustenance from the desert sands, even when slain. Any dead irrinja, even one reduced to scattered bones, that is completely covered by desert sand is subject to an effect identical to a *true resurrection* spell (caster level 20th) wherever its skull lies. If the irrinja is merely wounded, it gains fast healing 3 while remaining motionless and covered by desert sand.

Skills: An irrinja has a +5 racial bonus on Listen and Move Silently checks. *When using its change shape ability, an irrinja gets an additional +10 circumstance bonus on Disguise checks.

Quadrulopod

Large Animal

Hit Dice: 6d8+5 (32 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +4/+13

Attack: Tentacle +9 melee (1d4+4)

Full Attack: 4 tentacles +9 melee (1d4+4) and bite +6 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Camouflage, tremorsense 30 ft.

Saves: Fort +10, Ref +6, Will +1

Abilities: Str 20, Dex 12, Con 20, Int 2, Wis 8, Cha 4

Skills: Jump -1, Listen +5, Spot +6

Feats: Alertness, Multiattack, Weapon Focus (tentacle)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 11-16 HD (Huge); 17-22 HD (Gargantuan)

Level Adjustment: —

A quadrulopod is a strange desert-dwelling cephalopod. They are patient ambush predators, often lying in wait for hours near oases and areas of shelter, covering themselves with sand to improve their natural camouflage. Emerging from its hiding place beneath the sand, a quadrulopod is like a 10-foot square rug with a snapping mouth at the center and a grasping tentacle at each corner.

They will feed on anything they can catch, but tend to avoid creatures much larger than themselves.

An adult quadrulopod is 10 feet long, 2 feet thick, and weighs 500 pounds. Its tentacles reach lengths of up to 10 feet.

Combat

Quadrulopods lie hidden beneath the sand, awaiting prey. When they feel a creature walk nearby, their tentacles lash out from under the sand, snagging the unsuspecting prey and dragging it toward the snapping mouth.

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

If a quadrulopod begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the quadrulopod gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Camouflage (Ex): Since a quadrulopod looks like normal sand when lying motionless while covered with sand, it takes a DC 25 Spot check to notice it before it attacks. This DC is reduced to a DC 15 if the creature is on top of the sand.

Flora and Fauna

Bountiful Deer: Bountiful Deer (also known as deer of plenty) travel in small herds (6-10) and usually avoid settled areas. These speckled deer radiate a constant plant growth effect where they roam and tend to have a territory of several hundred square miles. During their migrations, most of the land in the area is under a plant growth enrichment effect for only a few days, but mating grounds benefit the most (almost a full month). Deer of plenty use the overgrowth aspect of plant growth to avoid predators, and they have so far eluded domestication. Any captured deer of plenty usually dies of a mixture of fright and dehydration within 1d6 days. Bountiful deer are not magically dependent animals (although their plant growth won't work without magic) that need grass, air, and water to survive. They can be found anywhere regular deer are found. A Knowledge (nature) DC 20 check is required to identify a bountiful deer and a knowledge (nature) DC 25 check is required to identify the mile radius area effect of a bountiful deer mating ground.

Sand Stalker

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +7

Speed: 50 ft. (10 squares), burrow 30 ft.

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

Base Attack/Grapple: +6/+13

Attack: Bite +9 melee (1d8+6 plus poison)

Full Attack: Bite +9 melee (1d8+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Attraction, poison

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

Saves: Fort +7, Ref +8, Will +3

Abilities: Str 19, Dex 17, Con 15, Int 4, Wis 12, Cha 2

Skills: Hide +10*, Jump +21, Listen +3, Spot +13

Feats: Alertness, Improved Initiative, Skill Focus (Hide)

Environment: Warm deserts

Organization: Solitary or colony (2-5)

Challenge Rating: 5

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

Alignment: Always neutral

Advancement: 7-12 HD (Large)

Level Adjustment: —

Sand stalkers are agile, 12-foot long, aggressive, hunting spiders with voracious appetites. They are noted for their light gray underbelly with black and red lines radiating from the bottom of their abdomen.

Thankfully they are found only in deserts and usually away from civilized areas. The sand stalker is a wanderer; though some do occasionally build lairs. A sand stalker's lair is an open hole constructed in areas where the ground is hard enough to prevent a flood of sand and debris from filling the lair. Some sand stalkers cover their burrows with a "trapdoor" (Spot check DC 20 to notice). If the ground is unsuitable for burrowing, the stalker takes up residence in abandoned fortifications (temples, for example) or underneath rocky outcroppings.

Sand stalkers are typically solitary creatures though on some occasions a few of the creatures nest together. A typical nest consists of 1d4+1 sand stalkers, usually two males and two females with the female sand stalkers being the dominant forces in the nest. Sand stalkers are carnivores and hunt all manner of desert-dwelling or desert-traveling creatures.

Combat

Sand stalkers are aggressive predators and prefer to attack from surprise. They burrow just beneath the surface of the sand, leaving their front forelegs exposed where the wind catches them and plays an eerie flute-like sound. They use this deception to attract prey. Creatures that are affected by the hypnotic sound are attacked as soon as they come close.

If hungry or threatened, a sand stalker uses its superior speed to run down its prey.

Attraction (Ex): The sand stalker's front four legs are hollow. When a gust of air or wind blows across them, they create a hypnotic sound that captivates all creatures within a 100-foot spread that fail a DC 15 Will save. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

A captivated victim walks toward the sand stalker, taking the most direct route possible. If the path leads into a dangerous area, (fire, over a cliff, and so on), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subjected to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.

Poison (Ex): Bite, Fortitude DC 19; initial damage paralysis 1d4+1 rounds, secondary damage 1 Strength. The save is Constitution-based and includes a +4 racial bonus.

Tremorsense (Ex): Sand stalkers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Sand stalkers have a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +8 racial bonus on Spot checks. *In sandy areas, the Hide bonus increases to +8.

Scarecrow

Medium Construct

Hit Dice: 5d10+20 (27 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +3/+5

Attack: Slam +5 melee (1d6+2 plus holding touch)

Full Attack: 2 slams +5 melee (1d6+2 plus holding touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Holding gaze, holding touch

Special Qualities: Construct traits, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 15, Dex 10, Con —, Int —, Wis 11, Cha 10

Skills: —

Feats: —

Environment: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Medium); 10-15 HD (Large)

Level Adjustment: —

An animated scarecrow is nearly indistinguishable from a normal scarecrow. Close examination, however, reveals a tiny spark of red light in its eyes (Spot check DC 15 to notice). Each scarecrow is unique in construction and design, but most are about 6 feet tall, constructed of wood and ropes, and stuffed with straw or grass. Scarecrows are most often used as guardians to keep out would-be treasure hunters or trespassers.

A scarecrow weighs about 75 pounds.

Combat

A scarecrow attempts to hold the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants, however, as it uses its gaze attack to hold them so it can deal with them once its primary foe is dead.

Holding Gaze (Su): Held (as the *hold monster* spell) until the scarecrow is destroyed or moves more than 300 feet away, range 30 feet; Will DC 12 negates. The save DC is Charisma-based. The DC increases by 1 for each round the creature fails to break free.

Holding Touch (Su): Any creature struck by the scarecrow's slam attack must succeed on a DC 12 Will save or be held (as the *hold monster* spell) until the scarecrow is destroyed or moves more than 300 feet away. The save DC is Charisma-based. The DC increases by 1 for each round the creature fails to break free.

Construction

Each scarecrow varies in appearance: one may have a stuffed straw head, for example, while another has a pumpkin for a head. Whatever the differences, scarecrows do have some elements in common: their bodies and all limbs are constructed of wood and bound by ropes; their clothes are almost always dirty and ragged; and most scarecrows are stuffed with straw or grass.

A scarecrow costs 30,000 gp to create, which includes 800 gp for the construction of the body. Assembling the body requires a successful DC 12 Craft (sculpting or woodworking) check.

CL 6th; Craft Construct, *animate objects*, *command*, *hold person*, *prayer*, *caster* must be at least 6th level; Price 30,000 gp; Cost 15,800 gp + 600 XP.

Succulent Spirit

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: *Air walk*, damage reduction 10/cold iron, low-light vision, plant home, spell resistance 14

Saves: Fort +4, Ref +8, Will +3

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 +11, Spellcraft +7, Spot +14, Survival +14 (+16 aboveground, +16 following tracks)

Feats: Alertness, Dodge, Run, Self-Sufficient

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral good

Advancement: 10-18 HD (Medium)

Level Adjustment: —

A succulent spirit appears in the desert as an amazingly beautiful female. Her skin, the color of desert sand, glimmers translucently and her moonlight hair covers delicate, pointed ears. Succulent spirits are bound to the sarine plant, a hardy cactus that springs tiny little yellow and purple flowers.

Many a lost wanderer tell tales of beautiful women in desert who save them from certain death. A succulent spirit is around 5 feet tall and weighs only 55 pounds. Succulent spirits understand Common, Sylvan, and Elven, but never speak.

Combat

Succulent spirits 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 succulent spirit casts spells as a druid of a level equal to her Hit Dice (typically 9th); she prepares only spells that heal, or those that provide sustenance, comfort, protection, and other means of succor.

Typical Druid Spells Prepared (6/5/5/4/2/1; save DC 13 + spell level): 0—*create water, cure minor wounds, guidance, purify food and drink, resistance, virtue*; 1st—*calm animals, cure light wounds, endure elements, goodberry, hide from animals*; 2nd—*barkskin, lesser restoration* (3), *wood shape*; 3rd—*cure moderate wounds, neutralize poison, remove disease, quench*; 4th—*cure serious wounds, reincarnate*; 5th—*cure critical wounds*.

Spell-Like Abilities: 2/day — *invisibility*. Caster level 9th.

Air Walk (Ex): A succulent spirit 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 succulent spirit may disincorporate her physical body and enter any sarine plant within 10 feet, or exit such a plant to appear anywhere within 10 feet of it. The succulent spirit must enter a sarine plant in this way at least once per day, or she dies immediately. In the full round during which the succulent spirit uses this ability, she is considered incorporeal.

Sylph

Medium Elemental (Air, Extraplanar)

Hit Dice: 6d8+6 (33 hp)

Initiative: +8

Speed: Fly 100 ft. (perfect) (20 squares)

Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12

Base Attack/Grapple: +4/+4

Attack: Slam +8 melee (2d4)

Full Attack: Slam +8 melee (2d4) or wind slam +8 ranged touch

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, summon elemental, wind slam

Special Qualities: Change shape, darkvision 60 ft., elemental traits, telepathy 100 ft.

Saves: Fort +3, Ref +9, Will +2

Abilities: Str 10, Dex 19, Con 12, Int 14, Wis 11, Cha 11

Skills: Decipher Script +4, Escape Artist +8, Gather Information +4, Hide +10, Knowledge (any two) +4, Move Silently +14, Perform (any one) +4, Sense Motive +4, Spot +4, Tumble +6

Feats: Flyby Attack, Improved Initiative, Weapon Finesse

Environment: Elemental Plane of Air

Organization: Solitary or gang (2-8)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +5

These higher elementals are proof that scholarly pursuits are boring and stale. The sylphs are always in search of new knowledge, be it arcane lore or casual gossip. They share all they learn with each other and with others depending on each sylph's whims. Sylphs resemble waifish females, their light-tinted skin tones still discernible in their translucent form. They wear long robes made of clouds that trail behind them as they fly. They speak in soft whispers and laugh like the rain, but for all their gentleness, their patience is a hair's breadth from infinite, and when exhausted they strike with the force of the hurricane.

In addition to the standard languages, sylphs speak Draconic and Auran.

Combat

Sylphs prefer to talk before committing to combat and attack from afar unless it proves disadvantageous. Excellent tacticians, they work together to complement each other with precise efficiency, never letting combat drag on for longer than absolutely necessary.

Spell-Like Abilities: At will—*prestidigitation*; 3/day—*detect magic*, *gust of wind*, *mage armor*; 2/day—*detect thoughts*,

silence; 1/week—*whirlwind*. Caster level 6th. The save DCs are Charisma-based.

Summon Elemental (Sp): Once per day a sylph can attempt to summon 1d4 Medium air elementals with a 35% chance of success, or one invisible stalker with no chance of failure. This ability is the equivalent of a 5th-level spell.

Wind Slam (Su): Sylphs can shoot a powerful and invisible jet of wind at one enemy up to 60 feet away. The slam causes 6d4 points of damage (Fort DC 14 half), and the target must succeed on a DC 14 Reflex save or fall prone. The save DCs are Constitution-based.

Change Shape (Su): Higher elementals can assume at will a humanoid form while visiting other Planes. This form resembles the elemental's features in flesh, acting more like a suit for Material plane visits than a disguise. This ability allows only one specific humanoid form, and higher elementals have access to all of their powers in any of their forms.

The humanoid form of a sylph is a human woman with very light and delicate features.

Skills: Sylphs receive a +4 bonus to Hide and Move Silently checks.

Veldt Troll

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 chain shirt, +2 heavy steel shield, +7 natural), touch 8, flat-footed 26

Base Attack/Grapple: +6/+12

Attack: Bite +7 melee (1d8+2) or lance +7 melee (2d6+3/x3) or short sword +7 melee (1d8+2/19-20)

Full Attack: Bite +7 melee (1d8+2) and 2 claws +2 melee (1d6+1); or lance +7/+2 melee (2d6+3/x3); or short sword +7/+2 melee (1d8+2/19-20)

Space/Reach: 10 ft/10 ft.

Special Attacks: —

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 3, scent

Although they share some of the qualities of the standard troll, veldt trolls are much less hostile toward humanoids as their kin. Veldt trolls have adapted to life on the plains, leading a nomadic lifestyle. They spend most of their time hunting or trading with other plains-dwelling races for livestock and weapons. Most veldt trolls are excellent riders, and their mounts are usually of excellent quality.

A typical veldt troll stands 8-1/2 feet tall and weighs 450 pounds. Unlike their cousins, females are not larger than males. A veldt troll's rubbery hide is greenish-brown or golden-brown, and its hair is usually black or dusty yellow. Veldt trolls speak Giant.

Combat

Veldt 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 veldt 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 veldt troll. If a veldt troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Saves: Fort +10, Ref +1, Will +3

Abilities: Str 15, Dex 8, Con 18, Int 7, Wis 9, Cha 8

Skills: Climb -1, Jump +2, Ride +2, Spot +2, Survival +2

Feats: Mounted Combat, Iron Will, Track

Environment: Cold and temperate hills 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 18th-level barbarian chieftain and 5-15 noncombatant children)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: +3

Veldt Troll as Characters

The war-like veldt trolls are known for their terrifying combat prowess and are usually led by fighters and barbarians. Veldt troll characters possess the following racial traits.

— +4 Strength, -2 Dexterity, +8 Constitution, -4 Int (minimum 3), -2 Wis, -2 Cha.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— A veldt troll's base land speed is 40 feet.

— Darkvision out to 90 feet and low-light vision.

— Racial Hit Dice: A veldt troll begins with eight levels of giant, which provide 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 veldt 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 veldt troll's giant levels give it three feats.

— +3 natural armor bonus.

— Natural Weapons: Claw (1d6) and bite (1d8).

— Special Qualities (see above): regeneration 3, scent.

— Automatic Languages: Giant. Bonus Languages: Common, Elven.

— Favored Class: Barbarian.

— Level Adjustment +3

Wraithlight

Fine Undead (Incorporeal)

Hit Dice: 4d12 (26 hp)

Initiative: +4

Speed: Fly 50 ft. (perfect) (10 squares)

Armor Class: 25 (+8 size, +4 Dex, +3 deflection), touch 25, flat-footed 21

Base Attack/Grapple: +2/—

Attack: Incorporeal touch +14 melee (1d8 cold)

Full Attack: Incorporeal touch +14 melee (1d8 cold)

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

Special Attacks: Spell-like abilities, Wisdom damage

Special Qualities: Darkvision 60 ft., incorporeal traits, spell resistance 15, undead traits

Saves: Fort +1, Ref +7, Will +5

Abilities: Str —, Dex 19, Con —, Int 13, Wis 12, Cha 16

Skills: Bluff +8, Hide +23, Listen +9, Search +5, Sense Motive +7, Spellcraft +6, Spot +9

Feats: Alertness, Lightning Reflexes

Environment: Any

Organization: Solitary or group (1-3)

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral

Advancement: 5-6 HD (Fine); 7 HD (Diminutive)

Level Adjustment: —

Wraithlights are mischievous wandering spirits that despise all living creatures. Appearing as floating, 3-inch spheres of light, wraithlights take on a multitude of different colors. They move soundlessly and can be found in ruins, dungeons, and other abandoned places. Wraithlights prefer to be left alone and detest the presence of creatures other than their own kind. Very temperamental, they are as likely to ignore intruders as they are to attack. They easily grow impatient, however, and attempt to drive away or slay those who actively disturb them.

Theologians, historians, and hunters of the undead are unsure of wraithlights' true origins. Their actions suggest that they may be earthbound spirits who refuse to pass into the afterlife, but some spellcasters claim that they are the ghosts of a strange and ancient race from another plane, trapped in a foreign world after theirs was destroyed and trying to continue their existence. Whatever their real nature, wraithlights are best left alone by those who want to avoid conflict.

Wraithlights do not speak, but can understand any language. In rare instances where a wraithlight attempts to communicate, it does so by "gesturing" through movement and by shifting its colors.

Combat

When agitated, a wraithlight grows darker in color and zips back and forth erratically through the air. In battle, wraithlights prefer to toy with their opponents, using their spell-like abilities to sow confusion among foes and passing through opponents' bodies to harm them. If strongly angered, wraithlights dominate their enemies and have them fight unaffected allies. When in danger, wraithlights use *mislead* to escape. Wraithlights are vengeful, and do not easily forget creatures they have fought.

Spell-Like Abilities: *2/day—confusion* (DC 17), *dominate person* (DC 18), *hypnotic pattern* (DC 15), *mislead* (DC 19). Caster level 10th. The save DCs are Charisma-based.

Wisdom Damage (Su): Three times per day, by touching its opponent, a wraithlight can force the creature to see glimpses of horrors in the spirit realm instead of suffering cold damage. A living creature hit by a wraithlight's touch attack must succeed on a DC 15 Will save or suffer 1d4 points of Wisdom damage. The save DC is Charisma-based.

Zebub-Spawn

5

Diminutive Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 3d8 (13 hp)

Initiative: +10

Speed: Fly 60 ft.(perfect)(12 squares)

Armor Class: 26 (+4 size, +10 Dex, +2 natural), touch 24, flat-footed 16

Base Attack/Grapple: +3/-10

Attack: Sting +3 melee (1d3-2)

Full Attack: Sting +3 melee (1d3-2)

Space/Reach: 1 ft./0 ft.

Special Attacks: Disease, swarm attack

Special Qualities: Banned from holy ground, darkvision 60 ft., resistance to cold 5 and fire 5, spell resistance 6

Saves: Fort +3, Ref +13, Will +2

Abilities: Str 8, Dex 30, Con 10, Int 8, Wis 8, Cha 2

Skills: Balance +12, Escape Artist +16, Hide +28, Jump +1, Knowledge (the planes) +5, Listen +5, Move Silently +16, Spot +5, Survival -1 (+1 on other planes), Tumble +16

Feats: Dodge, Flyby Attack

Environment: Any evil-aligned plane

Organization: Swarm (5-60)

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-6 HD (Tiny); 7-12 HD (Small)

Level Adjustment: —

Zebub-spawn are large, demonic flies that have fed from the pustule-ridden skin of the god Zebub (also known as Baal-Zebub, “Lord of the Flies”). They appear identical to large black flies except for their burning red eyes and the stench of death they carry. They exist to spread disease and misery through the world.

A large, corpse-strewn battlefield can summon a swarm, as can rotting meat that is left on a desecrated altar or honey smeared on the corpse of a priest. If a corpse of someone killed by Zebub-spawn is left unburied for three day, the surrounding area suffers from a plague.

A Zebub-spawn is 8 inches long and weighs less than a pound. Zebub-spawn speak Abyssal.

Combat

Zebub-spawn try to swarm opponents whenever possible. They try to sting as many opponents as possible to increase the chances of their disease spreading throughout the area.

A Zebub-spawn’s natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Disease (Ex): Fly sickness—sting, Fortitude DC 12, incubation period 1d3 days, damage 1d2 Str and 1d2 Con. The save DC is Constitution-based and includes a +1 racial bonus.

Prolonged exposure to someone who has contracted fly sickness (an hour in close proximity or few minutes of physical contact) forces a creature to make a DC 12 Fortitude save or contract fly sickness itself.

Swarm Attack (Ex): A swarm of Zebub-spawn may work together to distract an opponent, leaving an opening for others. For every five Zebub-spawn that forgo attacks in order to distract, the other attacking Zebub-spawn in the swarm gain a +1 circumstance bonus on their attack rolls, up to a maximum bonus of +5. Opponents with the Blind-Fight feat are not affected by this tactic. Furthermore, a swarm of Tiny or smaller Zebub-spawn is immune to slashing and piercing attacks. Banned From Holy Ground (Su): A Zebub-spawn treats areas protected by a consecrate or hallow spell as if they were also protected by an antipathy spell. The Zebub-spawn must make a Will save with a DC equal to 15 + the caster’s ability modifier or 18, whichever is higher, or abandon the area.

Anakim

Large Giant

Hit Dice: 10d8+10 (55 hp)

Initiative: +7

Speed: 30 ft. in chainmail (6 squares); base speed 40 ft. (8 squares)

Armor Class: 22 (-1 size, +2 Dex, +6 natural, +5 chainmail), touch 11, flat-footed 20

Base Attack/Grapple: +7/+16

Attack: Falchion +11 melee (2d6+7/15-20) or composite longbow (+5) +9 ranged (2d6+5/x3) or rock +9 ranged (2d6+5)

Full Attack: Falchion +11/+6 melee (2d6+7/15-20) or composite longbow (+5) +9/+4 ranged (2d6+5/x3) or rock +9 ranged (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing

Special Qualities: Low-light vision, rock catching

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 21, Dex 16, Con 13, Int 9, Wis 15, Cha 12

Skills: Climb +7, Jump +7, Listen +2*, Spot +7*, Survival +6*

Feats: Improved Critical (falchion), Improved Initiative, Point Blank Shot, Rapid Shot

Environment: Warm desert, hills, plains and mountains

Organization: Solitary, family (2-4 plus 30% non-combatants), raiding party (6-9 plus one adept or sorcerer of 3rd-5th level plus 3-5 war chariots plus 6-10 dire lions), or tribe (31-40, plus 30% non-combatants, plus 0-7 war chariots each with 2-3 dire lions, plus 1-3 adepts or sorcerers of 1st-6th level)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

The anakim are taller than humans, but are rangier and leaner than most of the heavily muscled giants of similar size. Almost all are blond, with a thick, shaggy mop of hair often caught up in a topknot, but little or no beard. Their eyes are silver-grey, glinting with hints of blues and greens. Other than having six fingers on each hand and six toes on each foot, and their great height, they resemble ordinary humans.

Most anakim adults stand around 9 feet tall and weigh 850 to 950 pounds. They are somewhat shorter-lived than humans, living up to at most 90 years old.

Though they are a savage and barbarous people, the anakim are possessed of no mean smithing ability and are typically clad in mail armour and armed with great curved swords and powerful bows. The anakim are said to be closely related to the nephilim, though without that people's intelligence and civilisation.

Anakim rarely carry their possessions in bags, unlike most other giants. Most of their wealth will be worn, in the form of gold or silver jewellery, especially tores, lunulas, pendants or other neck adornments (their name is said to mean 'those who wear necklaces'). Other items will be stored in the low clay or stone houses in which they live.

Combat

Anakim are extremely warlike and love to fight anyone available. If no enemies are nearby, they will often brawl among themselves, with squabbles over the most minor issues leading to fights to the death. Anakim prefer to engage foes from a distance to begin with, loosing massive arrows from their deadly longbows when those weapons are available or hurling rocks if not. The outside composite longbows favoured by anakim have a range increment of 130 feet.

Once within melee combat range, anakim launch themselves at their opponents with all the savage speed and fury of panthers, dealing out great hacking blows and rib-splitting stabs. Often the initial attack will be a charge, but the anakim are tactically aware, and if facing determined or experienced opponents, will take a step back to take advantage of the greater reach of their massive falchions. They are also highly courageous, and quite prepared to take risks if they see an advantage in so doing.

Anakim who are going raiding or are in defence of their tribe use war chariots, each pulled by a pair of dire lions.

Rock Throwing (Ex): The range increment is 90 feet for an anakim's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): An anakim can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, an anakim that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical

bonus on attack rolls, the DC increases by that amount.) The anakim must be ready for and aware of the attack in order to make a rock catching attempt.

Skills: *An anakim has a +2 racial bonus on Listen, Spot, and Survival checks made in desert terrain, due to its long familiarity with such regions.

Bylur

Large Magical Beast (Cold)

Hit Dice: 6d10+24 (57 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 10 ft.

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+16

Attack: Bite +11 melee (1d8+6)

Full Attack: Bite +11 melee (1d8+6) and 2 claws +6 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon, pounce

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 22, Dex 13, Con 19, Int 6, Wis 13, Cha 10

Skills: Climb +14, Hide +4*, Jump +10, Listen +5, Move Silently +3, Spot +5, Survival +1*

Feats: Alertness, Improved Initiative, Stealthy

Environment: Any cold land

Organization: Solitary, pair, or pack (2-5)

Challenge Rating: 6

Treasure: 1/10 coins, 50% goods, 50% items

Alignment: Always neutral evil

Advancement: 7-9 HD (Large), 10-18 HD (Huge)

Level Adjustment: —

Bylurs are bizarre creatures produced from the harsh conditions in the coldest regions of the world. These hooved creatures can move bipedally or on all fours. They have retractable claws, used for climbing and hunting. Their white furry coats keep them adequately warm, and their truncated noses provide them with a keen sense of smell, allowing them to track on snow and ice.

A bylur combines features of both a mountain goat and a hunting dog. A typical bylur is 9 feet long and weighs 1,200 pounds.

Although intelligent, bylurs do not speak or understand any languages.

Combat

Bylurs track their prey across the cold plains, using their keen sense of smell and natural coloration and stealth to stalk until the most

opportune moment to strike. They favor pack tactics; the alpha male generally pounces on the toughest looking prey while the others use their breath weapons to finish it off or to incapacitate any of its allies.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Pounce (Ex): If a bylur charges a foe, it can make a full attack.

Skills: A bylur has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *A bylur's natural coloration grants it a +6 racial bonus on Hide checks in areas of snow and ice. *It also receives a +8 racial bonus on Survival checks when tracking by scent, due to its keen sense of smell.

Death Worm

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +1

Speed: 20 ft. (4 squares), burrow 10 ft.

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +7/+15

Attack: Bite +11 melee (1d8+6 plus 1d6 acid)

Full Attack: Bite +11 melee (1d8+6 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, lightning blast, spit acid

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

A death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as moose, deer, bison, and humans).

Death worms lay their eggs far beneath the surface of the earth. Newborn death worms live on a diet of sand and earth; only when they reach maturity (2-5 years after hatching) do they surface and devour their first living prey.

A death worm is a long, slender, reddish-brown creature. Its skin is mottled yellow across its back, tapering off as the colors near its head. Its mouth is huge and lined with rock hard teeth that allow it to break rocks and earth as it burrows underground.

A death worm is about 20 feet long, 5 feet in diameter, and weighs about 4,000 pounds.

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 18, Dex 13, Con 16, Int 3, Wis 11, Cha 5

Skills: Hide +1*, Listen +5, Spot +5

Feats: Alertness, Power Attack, Weapon Focus (bite)

Environment: Any deserts and warm plains

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 8-12 HD (Large); 13-21 HD (Huge)

Level Adjustment: —

Combat

Death worms lurk under the sands or earth, waiting for prey to move within 30 feet. They begin combat by spitting acid and then attacking with their lightning blast and bite.

Acid (Ex): A death worm's mouth constantly drips highly corrosive saliva. Any melee hit deals an additional 1d6 points of acid damage.

Lightning Blast (Su): Once per minute, and on any round in which it does not use its acid spittle, the death worm can breath forth a line of lightning, 5 feet wide, 5 feet high, and 20 feet long; damage 3d6 electricity, Reflex DC 16 half.

Spit Acid (Ex): Stream of acid, 5 feet high, 5 feet wide, and 30 feet long, once per round, damage 4d6 acid, Reflex DC 16 half. Death worms are immune to their own acid and that of other death worms.

Skills: *Due to its coloration, a death worm gains a +8 racial bonus on Hide checks when in sandy or earth-covered areas.

Dream Cactus

Medium Plant

Hit Dice: 6d8+30 (57 hp)

Initiative: -3

Speed: 0 ft.

Armor Class: 11 (-5 Dex, +6 natural), touch 5, flat-footed 11

Base Attack/Grapple: +4/+5

Attack: Spine +6 melee (1d4+1)

Full Attack: 6 spines +6 melee (1d4+1)

Space/Reach: 5 ft./5 ft. (40 ft. with spines)

Special Attacks: Puppeteer

Special Qualities: Blindsight 40 ft., invisibility, plant traits

Saves: Fort +10, Ref -, Will +4

Abilities: Str 12, Dex —, Con 20, Int 5, Wis 15, Cha 9

Skills: Survival +11

Feats: Ability Focus (puppeteer), Endurance, Weapon Focus (spine)

Environment: Warm deserts
Organization: Solitary
Challenge Rating: 6
Treasure: Standard

Alignment: Always neutral
Advancement: 7-10 HD (Medium); 11-18 HD (Large)
Level Adjustment: —

A dream cactus is a mysterious anomaly of the desert. In appearance, it is almost identical to an ordinary barrel cactus. Unseen to the naked eye, six long spines stretch out from the cactus up to a length of 40 feet. These spines can be moved freely like tentacles, and are barbed at the ends, allowing them to pierce living flesh. The cactus feeds through these spines, slowly leeching moisture and nutrients out of its victims, whom it manipulates with a powerful hallucinogenic poison.

A dream cactus is often mistaken for other types of cacti that are known to be water sources in the desert. This serves to draw prey to it, which is essential, as the body of the dream cactus is immobile. The dream cactus collects a sizable assortment of desiccated bodies over its lifespan. It has learned to hide these corpses by having its puppets bury themselves in the ground before they expire. Small fortunes have been discovered in excavations near these cacti.

The poison of a dream cactus can be extracted and used offensively. Removal requires a DC 20 Survival check, and each spine contains 1d4 effective doses. Creatures failing a DC 20 Will save against this poison without the cactus to control them fall unconscious for 1d4 rounds and experience disturbing dreams.

Combat

A dream cactus attacks anything approaching within 40 feet of it. It reaches out with its spines and attempts to skewer its prey. The spines themselves do little damage, but they serve to deliver the cactus's poison. This poison allows the cactus to control its victims. Controlled creatures normally just stand motionless, but if someone attacks the cactus, they spring to its defense. This typically means melee, although controlled creatures may fling themselves in front of missile attacks or charging creatures.

Puppeteer (Su): A dream cactus that hits a living creature with a spine attack delivers a dose of hallucinogenic poison to its victim. The victim must succeed on a DC 20 Will save or the

cactus gains control of his mind. The save DC is Constitution-based and includes a +2 bonus from the cactus's Ability Focus feat. The attacking spine remains attached to the victim (and cannot be used for further attacks while attached), and it proceeds to drain moisture from the victim's body. Puppets of the dream cactus suffer 1d4 points of Constitution damage each day they stay attached to a spine. The movements and actions of attached creatures are completely controlled by the dream cactus, but they cannot leave a 40-foot radius of the cactus. A dream cactus's puppeteer ability is a poisonous, mind-affecting compulsion.

An attached spine can be severed by sundering attempts. Each spine has 15 hit points, separate from the cactus's hit point total. Controlled creatures whose attached spines are severed or who are freed by the death of the cactus fall to the ground and remain comatose for 2d4 rounds before regaining consciousness.

Blindsight (Ex): The dream cactus "sees" up to 40 feet with its sense of smell. Beyond that range, it is considered blinded. A dream cactus is invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A dream cactus's sight may be blocked by scent-based attacks (such as a *stinking cloud* spell).

Invisibility (Su): The spines of the dream cactus are magically invisible, although its body is not. Against sighted opponents who cannot see through the invisibility, the dream cactus gains a +2 bonus on attack rolls and those opponents are denied any Dexterity bonus to AC. Opponents attempting to sunder the cactus's spines treat them as having total concealment (50% miss chance). This ability is constant, allowing a dream cactus to remain invisible even when attacking. It works like *greater invisibility* (caster level 6th) and lasts as long as the cactus is alive. This ability is not subject to the *invisibility purge* spell. A dream cactus becomes completely visible 1 minute after it is killed.

Duogoth

Huge Animal

Hit Dice: 10d8+53 (98 hp)

Initiative: +1

Speed: 40 ft. (8 squares), swim 25 ft.

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (2d6+12)

Full Attack: Bite +13 melee (2d6+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Electrostatic shock, improved grab, trample 2d10+12

Special Qualities: Low-light vision, resistance to electricity 20, scent

Duogoth are large quadrupeds that migrate on land but nest in lakes, used by intrepid soldiers as living siege weapons. Duogoth are massive, standing more than 18 feet high at the shoulder and weighing in excess of 10,000 pounds. A duogoth's head features a huge, snapping maw with three distinct rows of teeth, and its six nostrils grant it an incredible sense of smell. Three tendrils grow from behind each of a duogoth's ears, capable of releasing electrical discharges the duogoth uses in hunting and self-defense. The colors of a duogoth's rough hide range from tan to rusty brown, often with greenish undertones. Some duogoth have dark splotches adorning their backs, from their necks to the tips of their two tails. Though quite loud as they move through water or trample across underbrush, duogoth make few sounds themselves; only when injured does a duogoth let out a loud howl, alerting others nearby to danger.

Duogoth are omnivores, living on a diet consisting primarily of fish, and supplemented with plants and small mammals. They travel in herds, migrating when the seasons change or when local food sources are in danger of becoming depleted. During winter, duogoth hibernate in their nests, emerging in the spring or early summer. When they awaken, their hunger is so great that they feed for days on end, pausing only for short periods of rest.

Duogoth are prized by mercenaries and army commanders for their size and relative intelligence. If a young duogoth is captured, it can be trained for battle. The sight of a duogoth-mounted army crushing troops and demolishing walls is one to be remembered for years.

Saves: Fort +12, Ref +8, Will +5

Abilities: Str 26, Dex 12, Con 21, Int 2, Wis 10, Cha 6

Skills: Jump +12, Listen +9, Spot +9, Survival +7, Swim +16

Feats: Alertness, Endurance, Iron Will, Toughness

Environment: Temperate forests, marshes, and plains

Organization: Solitary, pair, or herd (5-20)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Huge)

Level Adjustment: +8* (mount)

Combat

Though they hunt by snapping up prey in their jaws, duogoth will try to trample opponents on land who clearly pose a threat (their legs are too heavy and inflexible to kick with). A duogoth will bite an enemy who survives trampling, in order to bring the creature close enough to be targeted by an electrostatic shock. When in water, releasing a shock is always a duogoth's first defense against attackers.

If a herd is attacked while migrating, duogoth males will fight while the females and young flee. If a nest is attacked, however, all duogoth present will fight to the death.

Electrostatic Shock (Ex): When immersed in water, a duogoth can release an electrostatic shock from the tendrils at the back of its head as a standard action. Any creature in contact with the water within a 30-foot spread must succeed on a DC 20 Fortitude save or suffer 1d8 points of electricity damage and be stunned for 1d4 rounds. The save DC is Constitution-based. A duogoth can shock a grappled opponent once per round as a free action.

Improved Grab (Ex): To use this ability, a duogoth must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can immediately release an electrostatic shock that affects only its grappled opponent.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

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

Training a Duogoth

A duogoth requires training before it can bear a rider in combat.

Training a duogoth requires six weeks of work and a DC 25 Handle Animal check. Riding a duogoth requires an exotic saddle. A duogoth can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Duogoth trained for combat are worth 1,400 gp apiece on the open market, while domesticated duogoth are worth 700 gp each. Professional trainers charge 1,050 gp to rear or train a duogoth.

Faminefeast Swarm

Tiny Vermin (Swarm)

Hit Dice: 11d8+22 (71 hp)

Initiative: +3

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

Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Base Attack/Grapple: +8/—

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 10 ft/0 ft.

Special Attacks: Distraction, Glutton's madness

Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, swarm traits, vermin traits

Faminefeasts are foot-long insects with a nearly insatiable appetite. They resemble overgrown grasshoppers with razor-sharp mandibles slash at flesh, leather, cloth, anything that is even vaguely edible. Farmers fear them more than even some of the worst beings the Hells can spit forth, for these creatures can destroy an entire year's crops in mere moments.

Even more insidious, the droning of a swarm of faminefeasts can drive creatures to a madness-induced hunger to devour all edible items it can find.

Combat

Faminefeasts are not subtle. They simply attack anything edible. A faminefeast swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a faminefeast swarm in its square must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

*A paladin or druid of sufficiently high level can take a duogoth as a mount or animal companion, but the character is treated as 8 levels lower for the purposes of determining the duogoth's characteristics and special abilities.

Carrying Capacity: A light load for a duogoth is up to 1,836 pounds; a medium load, 1,837-3,678 pounds; and a heavy load, 3,679-5,520 pounds. A duogoth can drag 27,600 pounds.

Saves: Fort +9, Ref +6, Will +4

Abilities: Str 3, Dex 17, Con 14, Int —, Wis 12, Cha 5

Skills: Hide +11, Listen +10, Spot +10

Feats: —

Environment: Warm deserts and plains

Organization: Solitary, cloud (2-7 swarms), or plague (11- 20 swarms)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

Glutton's Madness (Su): Anyone within 30 feet of a faminefeast swarm must succeed at a DC 16 Will save or spend the next 1d4 hours (assuming he survives that long) consuming whatever food and drink he can find. If none is available, he immediately moves toward the closest edible substances of which he is aware or that he might presumably expect — slaughtering and eating cattle and devouring unripe crops, attacking settlements, etc. If none of these items is available, victims of the Glutton's madness may make a second DC 16 Will save; those who succeed sit and gnaw at leather boots, backpacks, pieces of wood, etc., while those who fail try to kill their companions or any passersby they encounter in an attempt to engage in cannibalism.

A *remove curse* will remove these effects. Those who save against the madness are immune to its effects for 24 hours. The save DC is Wisdom-based.

Skills: A faminefeast swarm has a +4 racial bonus on Listen and Spot checks.

Fog Warden

Medium Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: Fly 40 ft. (good)(8 squares)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +3/—

Attack: Lightning bolt +7 ranged (3d6 electricity)

Full Attack: Lightning bolt +7 ranged (3d6 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura, lightning bolt

Special Qualities: Animate dead, damage reduction 20/magic, darkvision 60 ft., electricity discharge, *gaseous form*, immunities, sunlight vulnerability

Saves: Fort +2, Ref +3, Will +4

Abilities: Str —, Dex 16, Con 12, Int 12, Wis 11, Cha 14

Skills: Hide +9*, Intimidate +8, Listen +8, Move Silently +11, Sense Motive +6, Spot +8
Feats: Alertness, Weapon Focus (lightning bolt)

Environment: Any cold land

Organization: Solitary or troupe (1-6 animated corpses [treat as Medium 2 HD zombies that cannot be turned])

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

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

Level Adjustment: —

A fogwarden is sometimes called an ice apparition, for much like a standard apparition, a fogwarden feeds on the fear of its victims. The fogwarden, however, is not undead. A fogwarden is usually found inhabiting the coldest and most desolate areas of the world. The fog surrounding it flashes with its life force. These flashes are often mistaken for a will-o'-wisp. A fogwarden's natural form is that of a vaguely humanoid form composed of fog and mist. The only true discernable feature is its icy blue eyes.

Combat

Fogwardens favor instilling fear and panic in their opponents to actual combat. In melee, the fogwarden attacks by launching a bolt of lightning at its foes. When a fogwarden is destroyed, it evaporates completely, leaving no trace of its existence.

Fear Aura (Su): Fogwardens radiate fear in a 30-foot radius. Their fear aura is otherwise identical with *fear* cast by a 4th-level sorcerer (Will save DC 14). Whether or not the save is successful, that creature cannot be affected by that fogwarden's fear aura for one day.

Lightning Bolt (Su): Line of lightning 5 feet wide, 5 feet high, and 30 feet long, once every other round; damage 3d6, Reflex save (DC 14) halves.

Electricity Discharge (Su): A fogwarden's body constantly discharges electricity. Any metal object (including weapons) that contacts its body

must make a Reflex save (DC 14) or take 3d6 points of electricity damage. A creature holding the metal object at the time of contact likewise suffers the same amount of damage.

Animate Dead (Su): The electrical aura of the fogwarden can animate dead creatures within 20 feet. This is otherwise identical with *animate dead* cast by a 4th-level cleric. The animated creatures resemble zombies and are under the control of the fogwarden that animated them. Though the animated creatures are in effect zombies, they cannot be turned or rebuked. If the fogwarden is slain or moves more than 20 feet from a zombie, the animated creature collapses dead.

Gaseous Form (Su): A fogwarden's natural form allows it to seep through small or narrow openings. It cannot enter water or other liquid. A fogwarden has complete control of its movement and is not subject to the effects of wind.

Immunities: The fogwarden is immune to cold and electricity based attacks, gases, and poisons. Due to its gaseous form, it is immune to critical hits.

Sunlight Vulnerability (Ex): Fogwardens shun sunlight. A fogwarden exposed to sunlight can take only partial actions and is destroyed after 1 hour of exposure.

Skills: Fogwardens receive a +8 racial bonus to Move Silently checks. *Fogwardens receive a +12 bonus to Hide checks when in fog or mist.

Gray Moaner

Medium Undead

Hit Dice: 7d12 (45 hp)

Initiative: +6

Speed: 30 ft. in chainmail (6 squares); base speed 40 ft. (8 squares)

Armor Class: 19 (+2 Dex, +5 chainmail, +2 natural), touch 12, flat-footed 17

Base Attack/Grapple: +3/+6

Attack: Longsword +7 melee (1d8+3/19-20) or claw +6 melee (1d4+4)

Full Attack: Longsword +7 melee (1d8+3/19-20) or claw +6 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, hateful moan

Special Qualities: Darkvision 60 ft., undead traits

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 17, Dex 14, Con —, Int 12, Wis 10, Cha 13

Skills: Climb +7, Hide +3, Intimidate +6, Jump +5, Listen +10, Search +4, Spot +10

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (longsword)

Environment: Any temperate land

Organization: Solitary or party (1-6)

Challenge Rating: 6

Treasure: Standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +5

Gray moaners are the pitiful souls of fallen warriors who died of exposure to the elements. They have pasty gray skin, and their mouths are open in a wide circle in the last lament they uttered before succumbing to nature's wiles. The gray moaners resent anyone who holds out against the elements and try to slay any living creatures they encounter in wandering the landscape.

Combat

Grey moaners are ferocious fighters, assaulting travelers with fierce madness and evil cunning.

Energy Drain (Su): Living creatures hit by a gray moaner's claw attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Hateful Moan (Su): Three times per day, a gray moaner can scream all its resentment and envy against a single target, who must succeed on a DC 16 Will save or take 1 point of Wisdom damage and be stunned for 1d4 rounds. The save DC is Charisma-based and includes a +2 racial bonus.

Flora and Fauna

Prospector's Grass: Most prospectors hunt for gold and other precious metals along the banks of streambeds or within caverns carved from the surrounding rock. However, a handful of focus their efforts on an extremely rare grass that thrives in soil bearing rich mineral deposits of copper and tin, as well as smaller quantities of gold and silver. The dark green grass speckled with brown dots reaches a height of five feet and grows only in a few small, isolated, scattered patches measuring no more than a 1,000 square feet. The tiny but distinctive golden-colored petals of its velvety flower make it easy to identify once found. Although it bears seeds, its offspring only survives in ideal soil conditions found in low-lying areas. Its proclivity for soil at or below seal level stems from its location during prehistoric times. Thousands or even millions of years earlier, primordial lakes and rivers covered much of the plains. As they receded or evaporated, the rich mineral deposits and sediments that once sat at the water's bottom remained, forming the plains' fertile topsoil. Correctly identifying the elusive plant requires a Survival check (DC 30) or a Profession (miner) check (DC 28). On average, the soil beneath a concentration of prospector's grass yields 1,000 pounds of copper, zinc, or tin, as well as another 10 pounds of gold, silver, or in rare instances, platinum.

Heterocerath

Large Elemental (Air, Earth, Native)

Hit Dice: 8d8+40 (76 hp)

Initiative: +4

Speed: 10 ft (2 squares), fly 30 ft. (poor)

Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +6/+15

Attack: Slam +10 melee (1d10+7)

Full Attack: Slam +10 melee (1d10+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Armor penetration, sandstorm

Special Qualities: Amalgam, damage reduction 10/-, darkvision 60 ft, elemental traits

Saves: Fort +11, Ref +2, Will +5

Abilities: Str 20, Dex 10, Con 20, Int 6, Wis 13, Cha 9

Skills: Listen +6, Spot +7

Feats: Flyby Attack, Improved Initiative, Iron Will

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9-15 HD (Large); 16-24 HD (Huge)

Level Adjustment: —

A heterocerath is an elemental creature that combines the forces of air and earth into a form of living sand. They appear as a blowing cloud of dark sand, but close watch reveals an enormous moth-like creature. These creatures are not outwardly hostile, seeking only to fly along the desert surface, reveling in the wind and sand.

A heterocerath is 16 feet tall and weighs 2,000 pounds. Heteroceraths understand Auran and Terran, but never speak.

Combat

If attacked or prevented from moving freely, a heterocerath immediately creates a sandstorm to hinder its attackers and allow it to escape. It will then buffet foes with its “wings” until they flee or are rendered insensible. Heteroceraths rarely kill their foes, preferring defense and flight instead. If a heterocerath is injured to less than one-third of its hit points, it seeks to flee.

Armor Penetration (Ex): The heterocerath’s slam attacks ignore armor and shield AC bonuses. Magic armor affords some protection, equivalent to its enhancement bonus only.

Sandstorm (Su): As a full-round action, a heterocerath can create the equivalent of a greater duststorm accompanied by 60 mph winds in a 90-foot radius; this effect is stationary once produced (it does not move with the heterocerath), and does not in any way hamper the heterocerath. The sandstorm lasts until the heterocerath dismisses it or travels more than 320 feet away from the storm. See the Weather section in the DMG, Chapter 3, and also Table 3-24: Wind Effects, for more information on the sandstorm’s effects.

Amalgam (Ex): The heterocerath is an amalgam of air and earth elemental. As such, it is not affected by powers or spells that target air or earth elementals alone. For instance, a cleric with either the Air or Earth domain could neither turn nor rebuke a heterocerath. However, the heterocerath takes 1d3 points of Dexterity damage in addition to any other effects when damaged by any attack that has the water descriptor.

Neighslayer

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, darkvision 60 ft., low-light vision, tireless

Saves: Fort +12, Ref +9, Will +3

Abilities: Str 15, Dex 15, Con 20, Int 8, Wis 10, Cha 15

Skills: Jump +14, Listen +8, Spot +9

Feats: Alertness, Power Attack, Run, Weapon Focus (bite)

Environment: Any forests, hills, and plains

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: 11-22 HD (Large); 23-30 HD (Huge)

Level Adjustment: +3 (cohort)

Neighslayers are nocturnal equines that feed upon the flesh of other horses. They have the size and bearing of powerful warhorses, clean-limbed and strong, but their black coat reflects no light and their eyes are the color of clotted blood. Their teeth and hooves are sharply pointed, allowing it to tear flesh from its prey.

Originally bred by vile druids to serve as powerful companions, they have since grown in numbers and prowl the hills and forests at night. Many evil warlords seek to gain a neighslayer as a steed, and some horsethieves pay handsomely to obtain one to help them in their raids.

A neighslayer is about the size of a heavy warhorse. Although intelligent, neighslayers cannot speak.

Combat

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

Equine Lure (Su): The neighslayer 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 neighslayer's lure.

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

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

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

Carrying Capacity: A light load for a neighslayer is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A neighslayer can drag 2,250 pounds.

Oliphant

Huge Animal

Hit Dice: 8d8+40 (76 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +6/+23

Attack: Slam +13 melee (2d6+9) or gore +13 melee (2d8+13)

Full Attack: Slam +13 melee (2d6+9) and 2 stamps +8 melee (2d6+5); or gore +13 melee (2d8+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 2d8+13

Special Qualities: Low-light vision, scent

An oliphant is a 20-foot long creature resembling a mastodon. It is omnivorous and rarely makes its home near civilized or settled areas. Two downward curving ivory tusks flank its mouth. Each tusk, if wholly pried from a dead oliphant, brings 400 gp on the market. The oliphant's thick, brown fur aids in protecting it from cooler climates and precipitation. Oliphants are sometimes trained as mounts or beasts of burden by various humanoid races.

Combat

An oliphant attacks with its downward curving tusks and heavy forelegs; its trunk is too short to be used as an effective weapon.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

Saves: Fort +11, Ref +6, Will +5

Abilities: Str 28, Dex 11, Con 21, Int 4, Wis 15, Cha 11

Skills: Listen +10, Spot +9

Feats: Alertness, Improved Bull Rush, Power Attack

Environment: Any cold or temperate plain

Organization: Solitary (male), family unit (2-8, 25% chance to be accompanied by a calf if 3 or more are encountered)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9-24 HD (Huge)

Level Adjustment: —

Training an Oliphant

Training an oliphant as a mount requires a successful Handle Animal check (DC 21 for a calf, or DC 28 for an adult) and that the creature be willing. Oliphants mature at the same rate as elephants. Trainers can reduce the DC by 5 and the rearing time by one-half by using a magic bridle enchanted for this purpose. Riding a trained oliphant requires a howdah (basket-like seat placed on its back). An oliphant can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Carrying Capacity: A light load for an oliphant is up to 1,600 pounds, a medium load 1,601-3,200 pounds, and a heavy load 3,201-4,800 pounds.

Shark Wasp Swarm

Diminutive Vermin (Swarm)

Hit Dice: 10d8 (45 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 60 ft. (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: 10 ft/0 ft

Special Attacks: Distraction, poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, keen scent, swarm traits, vermin traits, vulnerability to cold

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 forests 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: —

Shark wasps get their name for their heightened sense of smell for blood, which draws them like flies to honey. Their coloring is red, and they emit a bone-shaking drone when they swarm. Not only do the insects feed on blood, but females lay their eggs in creatures paralyzed by their poison. The birth of a new shark wasp spawn is a particularly painful event for a victim that hasn't succumbed to the elements first.

Individual shark wasps are 6 inches long.

Combat

Shark 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.

Stone Worm

Huge Aberration

Hit Dice: 8d8+40 (76 hp)

Initiative: -1

Speed: 40 ft (8 squares), burrow 30 ft.

Armor Class: 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +6/+22

Attack: Bite +12 melee (2d6+8)

Full Attack: Bite +12 melee (2d6+8) and 2 claws +10 melee (2d4+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole, wormsong

Special Qualities: Damage reduction 5/magic, darkvision 60 ft, tremorsense 60 ft.

Stone worms are regurgitators of the desert, chewing through rock and turning into soil. Beside eating through stone, stone worms also enjoy the taste of flesh. Their body structure is like a typical worm, except for its clawed arms.

A stone worm is about 40 feet long, 5 feet in diameter, and weighs about 9,000 pounds.

Combat

A stone worm lies in wait under the earth or in a wall of rock, locating its prey with tremorsense. Its wormsong penetrates rock, soothing its prey before it bursts from the rock and attacks.

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

Swallow Whole (Ex): A stone worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once

A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a shark 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.

Keen Scent (Ex): A shark wasp can notice creatures by scent in a 150-foot radius.

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

Saves: Fort +7, Ref +1, Will +5

Abilities: Str 26, Dex 8, Con 21, Int 3, Wis 8, Cha 8

Skills: Climb +9, Jump +12, Listen +6, Move Silently +4, Swim +9

Feats: Multiattack, Power Attack, Skill Focus (Listen)

Environment: Warm deserts

Organization: Solitary or pod (5-10)

Challenge Rating: 6

Treasure: Standard coins; standard goods (gems only); no items

Alignment: Always neutral

Advancement: 9-15 HD (Huge); 16-32 HD (Gargantuan)

Level Adjustment: —

inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Medium, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

Wormsong (Su): This psionic ability is normally used to attract a female, but can be used offensively against other creatures. The stone worm's whale-like cry hypnotizes its prey, causing it to lose its sense of time. Creatures (other than stone worms) in a 100-foot radius who hear the wormsong must make a DC 19 Will save or be affected as though by a *slow* spell for a number of rounds equal to the HD of the worm. The save DC is Constitution-based.

Taurian

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 22 (-1 size, +13 natural), touch 9, flat-footed 22

Base Attack/Grapple: +7/+15

Attack: Gore +10 melee (2d8+4)

Full Attack: Gore +10 melee (2d8+4) and 2 hooves +5 melee (1d10+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge

Special Qualities: Darkvision 60 ft., immunity to mind-affecting effects, low-light vision, scent

The taurian looks like an abnormally large white or gray bull. They are, however, an highly intelligent race of noble creatures. Centuries ago, taurians and minotaurs dwelt in the same communities. Although not of the same species, their ancestors may have been similar. For some reason, the two became bitter enemies and will almost always kill each other on sight.

If approached openly, a taurian is courteous, if wary. Poachers have hunted the taurian for its horns, which are used as spell components for mind shielding magic.

Whip Rose

Huge Plant

Hit Dice: 8d8+40 (76 hp)

Initiative: +2

Speed: 0 ft. (immobile)

Armor Class: 14 (-2 size, +2 Dex, +4 natural), touch 10, flat-footed 12

Base Attack/Grapple: +6/+19

Attack: 5 thorn vines +9 melee (2d4+5) and bite +7 melee (1d6+2)

Full Attack: 5 thorn vines +9 melee (2d4+5) and bite +7 melee (1d6+2)

Space/Reach: 15 ft./15 ft. (30 ft. with thorn vines)

Special Attacks: Improved grab, swallow whole, trip

A whip rose is an aggressive, carnivorous plant that attacks with thorny vine-like tendrils. With pink and red little buds throughout its foliage, whip roses often look like rose bushes, until it lashes its tendrils and opens its gaping maw from the center of the bush.

Saves: Fort +8, Ref +5, Will +5

Abilities: Str 18, Dex 10, Con 16, Int 16, Wis 16, Cha 13

Skills: Diplomacy +11, Intimidate +11, Jump +8, Listen +13, Search +13, Spot +13

Feats: Cleave, Improved Bull Rush, Improved Initiative^B, Power Attack

Environment: Any land

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Always lawful good

Advancement: 8-14 HD (Large)

Level Adjustment: —

Taurians can speak both common and their own language.

Combat

Taurians are very intelligent, but are formidable foes in melee. If they attack, it is usually with a charge, followed by a destructive hoof.

Powerful Charge (Ex): A taurian has a devastating charge attack that it can use if the taurian has at least 30 feet to charge. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 6d8+6 points of damage.

Special Qualities: Blindsight 40 ft., plant traits

Saves: Fort +11, Ref +4, Will +2

Abilities: Str 21, Dex 15, Con 20, Int —, Wis 10, Cha 10

Skills: —

Feats: Multitaltack^B

Environment: Temperate forests, hills, or plains

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

Level Adjustment: —

A whip rose is about 15 feet in diameter, although its thorn vines reach lengths of 30 feet.

Combat

A whip rose attempts to grapple one opponent with a thorn vine while trying to trip with the remaining four. Once it swallows an opponent, it tries to grab another.

Improved Grab (Ex): To use this ability, a whip rose must hit a creature at least one size smaller than itself with a thorn vine attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A whip rose can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6 points of crushing damage plus 1d6 points of acid damage per round from the whip rose's digestive juices. A swallowed

creature can cut its way out by dealing 15 points of damage to the plant's digestive tract (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A whip rose's interior can hold 2 Large, 8 Medium, 16 Small, 128 Small, or 512 Diminutive or smaller creatures.

Trip (Ex): A whip rose that hits with a thorn vines attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the whip rose.

Winterfury

Large Elemental (Cold, Extraplanar)

Hit Dice: 9d8+27 (67 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +6/+15

Attack: Slam +12 melee (1d8+5)

Full Attack: 2 slams +12 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Frost mastery, snow storm

Special Qualities: Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to cold, regeneration, vulnerability to fire

Saves: Fort +6, Ref +7, Will +4

Abilities: Str 20, Dex 12, Con 17, Int 8, Wis 12, Cha 11

Skills: Listen +9, Spot +9

Feats: Alertness, Improved Initiative, Power Attack, Weapon Focus (slam)

Environment: Elemental Plane of Air or Water

Organization: Solitary or flurry (2-6)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 10-18 HD (Large); 19-48 HD (Huge)

Level Adjustment: —

A winterfury is the living embodiment of the tundra's savagery. It is an immense sheet of living ice, cloudy with bits of matter and flesh from its endless journey across the tundra. Its eyes, twin balls of blue malevolence, roam all over its body, and it can sprout a jagged, craggy mouth from any part of its body. Created from trapped and twisted water elements that wandered into icy terrain, they engulf the flesh of living beings, in the vain hope that the body heat they sap will melt their frigid forms. A winterfury stands 16 feet tall and weighs 2,500 pounds. Winterfuries speak Aquan.

Combat

When a winterfury attacks, it sprouts twin arms, topped with hammer-like fists, and then lurches into close combat. A winterfury attacks absolutely without fear, equally happy to kill or be killed, as death releases it from the agony of its icy prison. A winterfury quite willingly throws itself into the path of open flames, and will concentrate its attacks on beings carrying torches or spellcasters who wield magical fire.

Frost Mastery (Ex): A winterfury gains a +1 bonus on attack and damage rolls if both it

and its opponent are touching ice or snow. If the opponent or the elemental is touching an area free of ice or snow, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Snow Storm (Su): A winterfury can transform itself into a furious blizzard of ice and snow once every 10 minutes. The blizzard fills a 20 ft. radius area, and anyone caught within it must attempt a DC 17 Reflex save each round or suffer 1d8 points of cold damage. All creatures of Medium size or smaller who are caught within the effect must attempt a second DC 17 Reflex save or be thrown down by the wind's force, suffering an additional 1d6 points of damage and being knocked prone. Spellcasters within the radius of the snow storm must make a DC 17 Concentration check each round in order to successfully cast a spell. While in its snow storm form, the winterfury gains a +4 circumstance bonus to its armor class. The save and check DCs are Constitution-based.

Regeneration (Ex): A winterfury regenerates only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below. Fire deals normal damage to a winterfury.

Aculean

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 (2d6+6/19-20x3) or sting +15 melee (1d6+4 plus poison)

Full Attack: Lance +15/+10/+5 melee (2d6+6/19-20x3) or sting +15 melee (1d6+4 plus poison) and 2 claws +10 melee (1d6+2)

Space/Reach: 10 ft/5 ft.

Special Attacks: Poison, spell-like abilities, line trample 1d8+6

Special Qualities: Darkvision 60 ft, resistance to fire 5, spell resistance 18

Aculeans are an ancient race of evil, half-scorpion humanoids. Human from the waist up and a giant scorpion from the waist down, these merciless desert predators hunt other desert-dwelling races for sport and food. Alien eyes peer from their hairless skulls, and each bears a tattoo of a black crescent moon and scimitar covering much of their chitinous chest. Legends tell of a massive city sunken beneath the sands which is the birthplace of the aculean race. The truth of these tales is unproven as of yet.

Aculeans have an affinity with scorpions of all sizes, and are often found in the company of monstrous scorpions. An aculean is about 15 feet long and weighs 950 pounds. Aculeans speak their own language. More intelligent members of their race tend to learn Infernal or Common.

Combat

Aculeans 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 aculeans much prefer claws, sting and lance, they may carry falchions, spears, scimitars, shortbows or crossbows.

Poison (Ex): Sting, Fortitude DC 17; initial and secondary damage 1d4 Dexterity. The save DC is Constitution-based.

Line Trample (Ex): When making an improved overrun attempt, an aculean 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.

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, Jump +8, Listen +6, Sense Motive +4, Spot +6, Survival +5

Feats: Alertness, Cleave, Improved Critical (lance), Improved Overrun, Power Attack

Environment: Warm deserts, hills, and plains

Organization: Company (2-5), patrol (5-20 plus 2d4 Medium monstrous scorpions), or troop (20-40 plus 4d8 Medium monstrous scorpions and 1d4 Large monstrous scorpions)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +15

Spell-like Abilities: 2/day — *mirror image*; 1/day — *major image* (DC 15). Caster level 12th. The save DCs are Charisma-based.

Skills: An aculean has a +4 racial bonus on Hide and Listen checks.

Aculean Characters

An aculean's preferred class is ranger, though some take levels of barbarian. Aculeans rarely become druids, preferring levels of cleric instead. Reports of aculean sorcerers are so far unconfirmed. Aculean characters possess the following racial traits.

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

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 ft./5 ft.

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

—Racial Hit Dice: An aculean 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: An aculean'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. Aculeans gain a +4 racial bonus on Hide and Listen checks.

—Racial Feats: An aculean's monstrous humanoid levels give it four feats.

— Weapon and Armor Proficiency: An aculean is automatically proficient with all simple and martial weapons.

— +7 natural armor bonus.

— Natural Weapons: Sting (1d6) and 2 claws (1d6).

— Special Attacks (see above): Poison, spell-like abilities, line trample.

— Special Qualities (see above): Darkvision 60 ft., resistance to fire 5, spell resistance.

— Favored Class: Ranger.

— Level Adjustment: +15

Battle Elephant

Huge Animal

Hit Dice: 11d8+55 (104 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Attack: Gore +16 melee (2d8+15)

Full Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 2d8+15

Special Qualities: Low-light vision, scent

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Skills: Listen +13, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

Environment: Warm forest and plains

Organization: Solitary or herd (6-30)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 12-22 HD (Huge)

Level Adjustment: —

Every advanced civilization that has existed in close proximity to elephants has used them in theatres of war. Typically, they capture elephants from the wild and run them through a careful, but intensive process of training them obey their handlers. On a battlefield, they can sow panic in foe by trampling them as well as protecting their riders by elevating them out of the reach of melee weapons. Battle elephants go into battle carrying on their backs an open compartment large enough to hold a handler, two soldiers (three Medium humanoids) and missile weapons.

Battle elephants can drive their foes before them in fear, but they are also unreliable under duress. They can become absolutely impossible to handle when wounded and experienced armies always make sure that their battle elephants handlers carry a mallet and a spike, to drive through the beast's skull if it rampages amount friendly troops.

Mercenary companies who like to use battle elephants must maintain a working business partnership with one of the rare establishments that capture and train elephants for domestic and military use. Needless to say they are both expensive and difficult to find.

Combat

Armies that employ battle elephants must balance their benefits against their drawbacks. On the one hand, a mass elephant attack can wreak havoc on a foe that lacks the nerve to stand up to them. On the other hand, elephants do not take

kindly to being stabbed and hacked and after they have been in the heat of battle for a while, they may ignore their handlers and run amok.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Panic (Ex): When a battle elephant is reduced to less than half its hit points it may become panicked and begin to run amok. The elephant must succeed on a DC 17 Will save to remain under the control of its handler. If it fails, it must execute a double move in a random direction.

A panicked battle elephant executes its trample attack against any eligible creature in its path. It continues to move in this fashion until it is either killed or its handler regains control of the creature. If the elephant makes the aforementioned saving throw it must make another such save for every minute that it remains at less than half of its hit points.

A handler may regain control of the beast for one round by making a successful DC 30 Ride check. The next round, however, the elephant must succeed on a DC 17 Will save to see if it returns to its panicked state.

The handler may also choose to kill the elephant before it causes any more harm. A handler is trained on how to put his elephant down, and often carries a mallet and stake with him with such a contingency in mind. While an elephant is in a panicked state, it is considered helpless in regards to the handler, and if the handler so chooses, he can use a mallet and stake to make a coup de grace attempt on the panicking elephant.

Blightsower

Medium Undead

Hit Dice: 7d12+3 (48 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +3/+6

Attack: Slam +6 melee (1d6+3 plus 1d6 Constitution)

Full Attack: 2 slams +6 melee (1d6+3 plus 1d6 Constitution)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bound to the soil, Constitution damage, *entangle*, *parch*

Hateful and malevolent, the blightsower endlessly wanders the expansive, rolling plains, leaving sorrow and death in its wake. Although it retains the physical characteristics of its mortal body, massive fissures scar the creature's dry, flaky skin and an eerie red glow emanates from its eyes, clearly conveying its evil nature. The blightsower's appearance terrifies animals, causing them to flee in panic whenever they spot the creature.

They parch the land and roam, offering promises of prosperity to desperate farmers in an infernal pact. Once the farmers agree to the pact, the land turns fruitful for seven years. After seven years to the day, the farmer's soul suddenly departs from this world, fulfilling the terms of the pact. While the farmer's spirit suffers endless torment in the realm of the dark forces, his body rises from death and assumes its new undead existence as a blightsower.

Blightsowers speak Common.

Combat

As a result of the infernal pact spawning the malevolent creature, the blightsower possesses a number of formidable weapons. The blightsower only engages in melee combat as a last resort, preferring to use its supernatural powers rather than brute force. Nevertheless, a physical confrontation with an angry blightsower is an unenviable predicament even for the hardiest adventurers.

Bound to the Soil (Su): Seven times per day, the blightsower can cause imbedded rocks and stones to spring up from the ground with a violent force similar to a volcanic eruption. This ability affects a 20-foot radius area no more than 60 feet from the blightsower. The flying stones and rocks deal 7d6 points of damage to anyone in the area of effect, although a DC 15 Reflex save reduces

Special Qualities: Darkvision 60 ft., immunity to metal, undead traits, unnatural aura

Saves: Fort +2, Ref +4, Will +8

Abilities: Str 16, Dex 15, Con —, Int 12, Wis 16, Cha 15

Skills: Bluff +6, Concentration +4, Hide +8, Intimidate +7, Knowledge (nature) +12, Listen +6, Profession (farmer) +9, Search +6, Spot +6, Survival +8 (+10 following tracks, +10 aboveground)

Feats: Combat Reflexes, Power Attack, Toughness

Environment: Temperate plains

Challenge Rating: 7

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

the damage to half. The expulsion of rock and stone creates deep cracks in the ground, reducing movement through the area by half. The save DC is Charisma-based.

Constitution Damage (Su): Living creatures hit by a blightsower's slam attack must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. The save DC is Charisma-based. On each such successful attack, the blightsower gains 5 temporary hit points.

Entangle (Sp): Seven times per day, the blightsower can use *entangle* (caster level 7th, Reflex save DC 14 avoids). The save DC is Charisma-based.

Parch (Su): Seven times per day, the blightsower can desiccate every living creature within a 20-foot radius centered on itself. Plants immediately wither, while animals suffer from overwhelming thirst. Affected creatures must make a Constitution check every round (DC 10 + 1 per for each previous check) or sustain 1d6 points of nonlethal damage. Creatures that sustain damage are fatigued. In addition, sentient creatures affected by this ability must make a DC 15 Will save; otherwise, they spend 2d4 rounds replenishing their fluids, while completely ignoring their surroundings. If water or any other potable drink is unavailable, the affected creature spends up to one hour searching for it, once again remaining completely oblivious to its surroundings. Creatures under the influence of this ability respond to overt attacks against them, but nothing else distracts them from their compulsion. *Parch* only affects the same creature once per encounter with the blightsower. The save DC is Charisma-based.

Immunity to Metal (Su): Magical and nonmagical metal weapons inflict no damage to the blightsower. Weapons crafted from organic materials, such as wood and bone, affect the blightsower normally, however.

Canideimos

Large Magical Beast

Hit Dice: 8d10+40 (84 hp)

Initiative: +4

Speed: 90 feet (18 squares)

Armor Class: 17 (-1 size, +4 Dex, +4 natural), 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, poison

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunities, low-light vision, partial flight, scent, sense purity

Canideimoi are fierce predators that roam the wastelands and badlands. It 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.

They hate beings of goodness and law. They form packs like wolves, but fight like the meanest demons. A canideimos is about 9 feet long and weighs some 950 pounds. It has a wingspan of 16 or more feet. Canideimoi speak their own language and Abyssal.

Combat

The canideimos chills its enemies' hearts with its baleful howl and then overwhelms them with sheer ferocity. The canideimoi 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 canideimos howls, all creatures within a 400-foot radius of the canideimos 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 canideimos's howl

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a blightsower at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Saves: Fort +11, Ref +10, Will +2

Abilities: Str 16, Dex 18, Con 20, Int 10, Wis 10, Cha 13

Skills: Hide +4, Jump +27, Listen +4, Move Silently +11, Search +4, Spot +12, Survival +3*

Feats: Combat Reflexes, Multiattack, Weapon Finesse

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); 17-24 HD (Huge)

Level Adjustment: —

for 24 hours. This is a sonic, mind-affecting fear ability. The save DC is Charisma-based.

Poison (Ex): Bite, Fortitude DC 19; initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

Immunities (Ex): Canideimoi are immune to mind-affecting spells and abilities, paralysis, and nonlethal damage.

Partial Flight (Ex): Canideimoi can fly at a speed of 60 feet (clumsy) for up to 3 rounds at a time, after which they may not fly again for an equal number of rounds. Due to its wings, a canideimos doubles the result of all Jump checks for the purpose of determining jumping distance. If a canideimos should lose the use of its wings for any reason, it loses the partial flight ability, and its base land speed is reduced to 60 feet.

Sense Purity (Su): Canideimoi 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 canideimos actually spends one round concentrating, it can also discern whether a particular good subject is also lawful, as per the *detect law* spell.

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

Cinderwrath

Large Undead (Fire)

Hit Dice: 12d12 (78 hp)

Initiative: +7

Speed: Fly 30 ft. (good)(6 squares)

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

Base Attack/Grapple: +6/-

Attack: Touch +8 melee (2d6 fire)

Full Attack: 2 touches +8 melee (2d6 fire)

Space/Reach: 10 ft/10 ft.

Special Attacks: Burn, engulf, smother

Special Qualities: Blindsight 120 ft., cloudform, cold lethargy, damage reduction 10/magic, immunity to fire and sonic, lifesense, undead traits, vulnerability to cold

Saves: Fort +4, Ref +7, Will +9

Abilities: Str —, Dex 17, Con —, Int 10, Wis 13, Cha 16

Skills: Hide +9, Move Silently +13, Spot +11

Feats: Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 13-19 HD (Large); 20-36 (Huge)

Level Adjustment: —

Cinderwraths are rumored to be the collective remnants of those who have been abandoned in the desert, their bodies left to burn in the sweltering heat of the sunbaked sands. This theory is supported by the fact that those it burns itself join with its body, causing it to grow in size and power.

Cinderwraths relentlessly hunt living creatures in the deserts, and seem to have no other interests. A newly-formed cinderwrath stands 16 feet tall and weighs 4 pounds. It grows with each creature it engulfs. Cinderwraths speak Ignan.

Combat

Cinderwraths pursue and engage all living creatures they find. They use their great agility and flight to close with slow-moving opponents, usually reserving Flyby Attack and their engulf ability for quicker foes or against numbers of targets.

Burn (Ex): A cinderwrath's touch attack deals 2d6 points of fire damage from its flaming body. Those hit by a cinderwrath's touch attack also must succeed on a DC 16 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a cinderwrath with natural weapons or unarmed attacks take fire damage as though hit by the cinderwrath's attack, and also catch on fire unless they succeed on a Reflex save.

Engulf (Ex): A cinderwrath can simply engulf creatures smaller than itself. It cannot make a touch attack on a round during which it attempts to engulf. To engulf a target, the cinderwrath need only move into that creature's space. The target of the engulf attack may make an attack

of opportunity against the cinderwrath, but doing so prevents it from making a Reflex save (DC 19) to avoid being engulfed. Engulfed creatures automatically take burn damage every round and are also smothered (see below). Creatures that make their Reflex save dodge back or aside (player's choice) when the cinderwrath moves into their space. The save DC is Dexterity-based.

The body of a creature slain while engulfed by a cinderwrath bursts into flames and is completely consumed at the beginning of the cinderwrath's next turn. The ashes of victims one or two sizes smaller than the cinderwrath merge with it and cause it to grow: a victim two sizes smaller grants it one extra HD, while a victim one size smaller grants it 2 HD (up to its maximum of 36 HD and size Huge). A resist energy (fire) spell cast on the victim's corpse prevents this transformation for 1d4 rounds, while a protection from energy (fire) spell cast on the victim's corpse prevents the transformation for the spell's duration. Similar spells or powers may also retard or stop this process, at the GM's discretion.

Touch-range healing spells applied to an engulfed creature damage the cinderwrath instead.

Smother (Ex): Any creature engulfed by a cinderwrath must make a DC 16 Reflex save or begin to smother. If the creature makes its save, it catches its breath in time and merely begins the process of suffocation normally (see "Suffocation" in Chapter 8 of the *Dungeon Master's Guide*). If the save is failed, the creature is nauseated, and is unable to hold its breath: It must begin making Constitution checks immediately (per the suffocation rules) to avoid passing out and suffocating. Leaving the cinderwrath ends the

checks, but a creature that had begun to make Constitution checks is nauseated for 1d3 rounds after leaving the cloud's space.

Successfully turning a cinderwrath forces it to expel any engulfed victims.

Cloudform (Ex): This ability is identical with the effects of the *spell gaseous* form.

Corpsefetcher

Large Construct

Hit Dice: 10d10+30 (85 hp)

Initiative: +0

Speed: 40 ft. (8 squares), burrow 30 ft.

Armor Class: 19 (-1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +7/+16

Attack: Slam +11 melee (1d8+5) or claw +11 melee (1d4+5)

Full Attack: Slam +11 melee (1d8+5) and 4 claws +6 melee (1d4+2)

Space/Reach: 10 ft/5 ft.

Special Attacks: Erupt from the earth, improved grab, writhing

The corpsefetcher is a crawling nightmare—its body is that of a great, thick worm, but at one end gapes the undead head of a large humanoid, jaws gnashing. Worse still, it drags itself along the ground with dozens of rotting or fleshless hands and arms, apparently sewn directly to the creature's body.

Corpsefetchers are horrible constructs created by necromancers to harvest bodies for their vile experiments. They loose these creatures on graveyards, battlefields, and slaughterhouses to retrieve corpses and body parts.

A typical corpsefetcher is 12 feet long and weighs 1,100 pounds.

Corpsefetchers cannot speak, but the zombielike head sometimes releases trapped, stale air which sounds like whispers of the damned.

Combat

A corpsefetcher slams into its foes, often surfacing from below and attacking from surprise. If it hits, the hands pull the enemy along the construct's flanks to be crushed as the corpsefetcher twists and contorts.

Cold Lethargy (Ex): On a failed save against a cold attack, a cinderwrath is effectively slowed for a number of rounds equal to one-quarter the total number of hit points taken from cold damage.

Lifesense (Su): Cinderwraths can sense the presence of and the direction toward all living creatures within one mile.

Special Qualities: Charnelsense, construct traits, damage reduction 5/magic, darkvision 60 ft., tremorsense 30 ft.

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 20, Dex 10, Con —, Int —, Wis 14, Cha 1

Skills: Jump +9

Feats: —

Environment: Any land or underground

Organization: Solitary, pair, or patrol (3-5)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 11-18 HD (Large); 17-30

HD (Huge)

Level Adjustment: —

Erupt from the Earth (Ex): A corpsefetcher lying stationary just beneath the surface of the earth is noticeable only with a DC 30 Spot check; while burrowing, it can be detected with a DC 20 Listen check. If it remains undetected until it rises up from beneath the ground, it may take a full attack during its surprise round, even if it has already moved.

Improved Grab (Ex): To use this ability, a corpsefetcher must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can writhe (see below).

Writhing (Ex): As a free action, a corpsefetcher may enter a spasm any time it begins its turn with a hold on at least one victim. By arcing its body and rolling and twisting furiously throughout its turn, it deals 2d8+5 points of damage to any creature it holds throughout its turn. This damage is in addition to any other attacks or actions the corpsefetcher might take during its turn. If the corpsefetcher kills a grappled creature, it simply holds the body until it returns to its master.

Charnelsense (Su): A corpsefetcher may sense the presence of any dead (not undead) creature within one mile.

Creeping Medusavine

Large Plant

Hit Dice: 8d8+24 (60 hp)

Initiative: +3

Speed: 20 ft. (4 squares), burrow 25 ft.

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +6/+15

Attack: Great claw +10 melee (2d6+5)

Full Attack: 2 great claws +10 melee (2d6+5) and 2 claws +5 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 1d6+2, improved grab, petrifying gaze, rake 2d6+5

Special Qualities: Low-light vision, plant traits, tremorsense 60 ft., vulnerability to fire

Saves: Fort +9, Ref +7, Will +1

Abilities: Str 20, Dex 17, Con 17, Int 9, Wis 9, Cha 11

Skills: Hide +4, Listen +2, Spot +2

Feats: Improved Natural Armor (x2), Lightning Reflexes

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Often neutral evil

Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Level Adjustment: —

This intelligent and aloof plant enjoys the solitary life of a desert hunter. The base of the plant is a thick, woody bulb that houses its brain and organs, and remains under the sand at all times. A thick, flexible vine covered with stiff, overlapping leaves grows from the bulb, allowing the medusavine a wide range of motion. The vine ends in an almost human-like torso, a “head” with a single soft, golden eye, a mouth, and four flexible arms that end in sharp barbed claws.

The creeping medusavine does not wander far from its lair, usually in the shelter of rocks, and only then to hunt. Creeping medusavines dislike contact with humanoids, usually attacking them only if starving, or if the humanoid is alone or too close to their precious lair.

A creeping medusavine is nearly 20 feet long in its entirety and weighs over 700 pounds.

Creeping medusavines understand a smattering of the Common language, but have no means of vocal communication.

Combat

A creeping medusavine prefers to burrow under the dunes, relying on its tremorsense to locate its prey, then breaking out to use its gaze attack. The wooden prey is then easily dismembered for an easy meal when the splinters

revert to flesh. If the prey can resist or is otherwise unaffected by the petrifying gaze, it will attempt to grapple and claw the target to pieces.

An opponent can attack a creeping medusavine’s vinelike torso with a sunder attempt as if it were a weapon. A creeping medusavine’s torso has 30 hit points. Severing the torso causes the now defenseless bulb to flee in absolute terror. The creature regrows the severed torso in 1d10+10 days.

Constrict (Ex): On a successful grapple check, a creeping medusavine deals 1d6+2 points of damage.

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

Petrifying Gaze (Su): Turn to wood (treat as petrified, except the body has the hardness, hit points, and qualities of wood) 4d4 rounds, 35 feet, Fortitude DC 14 negates. The save DC is Charisma-based. Only living tissue is effected; possessions such as weapons or treasure are unaffected.

Rake (Ex): A creeping medusavine that is holding an opponent can make two rake attacks (+10 melee) with its great claws for 2d6+5 slashing damage each.

Dun Pudding

Huge Ooze

Hit Dice: 8d10+32 (96 hp)

Initiative: -5

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

Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3

Base Attack/Grapple: +6/+17

Attack: Slam +7 melee (2d6+4 plus 2d6 acid)

Full Attack: Slam +7 melee (2d6+4 plus 2d6 acid)

Space/Reach: 15 ft./10 ft.

Special Attacks: Acid, constrict 2d6+4 plus 2d6 acid, improved grab

Special Qualities: Blindsight 60 ft., split, ooze traits

Saves: Fort +6, Ref -3, Will -3

Abilities: Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1

Environment: Any warm land and underground

Skills: Climb +11

Feats: —

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Huge); 13-24 HD (Gargantuan)

Level Adjustment: —

A variety of the black pudding, the dun pudding is found only in warm, dry, arid regions. It is light tan or brown in color. The typical dun pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

Dun puddings attack by grabbing and constricting their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 19 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A dun pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Split (Ex): Slashing and piercing weapons deal no damage to a dun pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A dun pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Ice Lion

Large Elemental (Air, Cold, Native)

Hit Dice: 7d8+21 (52 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +5/+14

Attack: Bite +9 melee (1d8+5)

Full Attack: Bite +9 melee (1d8+5) and 2 claws +7 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Aura of cold, improved grab, pounce, rake

Special Qualities: Darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire

The ice lion is a walking block of ice, chiseled into the form of a lion and given life from the elements. The ice lion is the embodiment of winter on the plains: cold, harsh, and brutal.

An ice lion is about 8 feet long and weighs roughly 700 pounds. An ice lion does not speak or understand any languages.

Combat

An ice lion is a brutal predator, hunting any warm-blooded creature it finds. Like a regular lion, an ice lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws, while its aura of cold wears down its prey. It is fearless, often attacking creatures far larger than itself.

Jigokomushi

Large Magical Beast

Hit Dice: 8d10+32 (76 hp)

Initiative: +5

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (2d6+7)

Full Attack: Bite +12 melee (2d6+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., low-light vision, pit trap, tremorsense 60 ft.

Saves: Fort +10, Ref +7, Will +3

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 20, Dex 14, Con 16, Int 2, Wis 10, Cha 10

Skills: Jump +9, Listen +5, Move Silently +5, Spot +6, Survival +4

Feats: Alertness, Multiattack, Run, Track^B

Environment: Cold plains

Organization: Solitary or pride (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 8-9 HD (Large), 10-12 HD (Huge)

Level Adjustment: —

Aura of Cold (Su): An ice lion continually radiates cold in a 5-foot radius. Any creature who spends more than one round in this area must make a DC 16 Fortitude save on each subsequent round or suffer 1d4 points of cold damage. The save DC is Constitution-based.

Pounce (Ex): If an ice lion charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +7 melee, damage 1d6+2.

Skills: Ice lions have a +2 racial bonus on Listen and Spot checks.

Abilities: Str 21, Dex 12, Con 18, Int 2, Wis 12, Cha 6

Skills: Hide +7*, Listen +5, Spot +5

Feats: Alertness, Improved Initiative, Skill Focus (Hide)

Environment: Any deserts

Organization: Solitary

Challenge Rating: 7

Treasure: 1/10 coins, 30% goods, 50% items

Alignment: Always neutral

Advancement: 9 HD (Large); 10-12 HD (Huge)

Level Adjustment: —

A jigokomushi is an insectile creature native to sandy deserts. Its small front pincers are used to grab its victims as it bites with its sharp teeth. Segmented legs along both sides of its body are ideal for digging in the slippery sand.

An average jigokomushi is 8 feet long and weighs 600 pounds.

Combat

A jigokomushi digs a pit trap in the desert sand, making it look like the entrance to a cave, hoping to entice creatures seeking shelter from the desert heat and sandstorms. Once its prey has slid down to the bottom, the jigokomushi springs from beneath the sand and devours its prey. If the jigokomushi is damaged after grabbing its prey, it retreats backward down its pit at burrowing speed, dragging the victim with it, if possible.

Lymir

Large Magical Beast

Hit Dice: 10d10+30 (85 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +10/+18

Attack: Claw +13 melee (1d8+4) or tail +13 melee (2d6+4)

Full Attack: 2 claws +13 melee (1d8+4) and bite +8 melee (1d8+2); or tail +13 melee (2d6+4)

Space/Reach: 10 ft./5 ft. (10 ft. tail)

Special Attacks: Improved grab, swallow whole

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., greater blur, low-light vision

A lymir is a large feline creature with a range of different fur colors and patterns, including deep green, black, tan, and white. The colors can be lighter, darker, solid, striped, or spotted. The creature has larger claws than other great felines, and its tail is long and barbed.

Lymirs stalk tall grasslands, although those captured and enslaved by more powerful creatures roam other habitats. If a lymir escapes its bonds or its master abandons it, it adapts well to its new domain, provided that it locates an ample food source in its new environment.

Lymirs are either solitary or live in a pride consisting of one male and two to four females. A

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

Pit Trap (Ex): The pit of a jigokomushi extends into all adjacent 5-foot squares and is 20 feet deep. A creature can make a DC 10 Spot or Survival check to notice it. A creature that does not notice the pit must make a DC 17 Reflex save or fall in, taking falling damage as normal. A DC 23 Climb check is needed to escape the pit. The save and check DCs are Constitution-based, and the check DC includes a +5 bonus for being slippery.

Skills: *A jigokomushi has a +4 racial bonus on Hide checks while within its pit trap.

Saves: Fort +10, Ref +10, Will +3

Abilities: Str 19, Dex 17, Con 17, Int 6, Wis 10, Cha 10

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

Feats: Cleave, Dodge, Improved Initiative, Power Attack

Environment: Any temperate plains

Organization: Solitary or pride (3-5)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral evil

Advancement: Large (11-20 HD), Huge (21-31 HD)

Level Adjustment: —

female that gives birth usually leaves the pride to raise her young elsewhere, since males often view their own young as threats, killing them if given the chance. They typically live in caves or dens beneath the ground.

Some creatures capture lymirs and use them as hunting animals or force them to fight in gladiatorial games, while others train them as guard animals. Too often lymirs are taken from their natural habitat and transplanted into an underground environment or civilized setting, before their masters abandon them or they turn against their handlers. Forced to fend for itself in an unfamiliar setting, a lymir finds food wherever possible, provoking confrontations with the local inhabitants.

Wizards and sorcerers use lyrmir skin to craft magical armor and shields that partially conceal their wearers. Such armor functions as a cloak of minor displacement, and is the equivalent of a +3 bonus for determining cost to create and market price.

Lymirs stand more than 3 feet tall at the shoulder and are about 10 feet long. They weigh 600 or more pounds. Although intelligent, lymirs do not speak any languages.

Combat

A lyrmir is a carnivore with indiscriminate tastes. When hunting, it silently follows its prey, waiting for its victims to stop and rest in an opportune ambush site. It first attacks with its claws and bite. If its enemies use reach weapons against it, a lyrmir attacks with its tail. If part of a pack and not seriously threatened, the lyrmir swallows its enemy whole. Once it satiates its hunger, a lyrmir withdraws from the fray.

Like most large and small cats, lymirs enjoy the thrill of the hunt. When they have assured their prey is at their mercy, they unnecessarily prolong its agony by giving it a chance to escape, just so that the lyrmir can pounce on it again and again. Once the victim no longer tries to escape, the lyrmir finally ends its suffering.

Rognak Burrower

Large Aberration

Hit Dice: 10d8+50 (95 hp)

Initiative: +1

Speed: 20 ft. (4 squares), burrow 15 ft.

Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +7/+21

Attack: Claw +16 melee (1d8+10)

Full Attack: 2 claws +16 melee (1d8+10) and bite +13 melee (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Brain lock, constrict
2d8+10, improved grab

Special Qualities: Blindsight 60 ft., damage reduction 5/magic, darkvision 60 ft.

Rognak burrowers are enormous creatures that dwell beneath the surface of expansive grasslands and plains. Their massive bodies burrow into the earth, moving through solid ground almost as quickly and easily as walking. These fearsome creatures are encountered under the control of a more powerful master just as often as they are found in their natural habitats.

Improved Grab (Ex): To use this ability, a lyrmir must hit a Medium or smaller opponent with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A lyrmir's jaws unhinge and its throat and stomach expand greatly, allowing it to try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the lyrmir's stomach. A swallowed creature can cut its way out by dealing 25 points of damage to the lyrmir's stomach (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A lyrmir's stomach can hold 1 Medium, 2 Small, 4 Tiny, or 16 Diminutive or smaller creatures.

Greater Blur (Su): This works like a *blur* spell, except it remains constantly in effect, and the miss chance is 40%.

Skills: A lyrmir has a +5 racial bonus on Hide, Listen, Move Silently, and Spot checks.

Saves: Fort +8, Ref +4, Will +7

Abilities: Str 30, Dex 12, Con 20, Int 8, Wis 10, Cha 12

Skills: Balance +10, Climb +20, Hide +11

Feats: Cleave, Dodge, Multiattack, Power Attack

Environment: Temperate Plains

Organization: Solitary or group (3-6)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 11-15 (Large), 16-20 (Huge)

Level Adjustment: —

A rognak burrower's appearance is much like an upright-walking beetle with a thick chitinous hide and enormous mandibles. It has massive legs and claws that can easily excavate ground. It is blind, though it possesses two disproportionately large, bulbous appendages in place of eyes. The appendages normally remain shut, usually only opening during combat.

The rognak burrower is equally at home on the plains and underground. It is primarily a carnivore, although it is able to live on plants and fungus when presented with a situation where meat is not available. Whether it lives underground or on the plains, the rognak burrower has a den carved into the earth, where it can usually be found when it is not searching for food. Because of its extensive subterranean burrowing, there is a 10% chance of falling into a sinkhole whenever adventurers encounter a rognak burrower.

Because of their ability to quickly excavate tunnels, and their sheer physical size, evil masters commonly employ rognak burrowers as beasts of burden. They are particularly popular with evil spellcasters and dark elves. When not assigned a task by their masters, these creatures are usually kept in pens with walls that are reinforced by walls of force.

A rognak burrower is 12 feet long and weighs 2,500 pounds. Although they cannot speak, rognak burrowers understand Undercommon.

Combat

A rognak burrower charges into combat, attacking the nearest foe. It uses its massive claws and mandibles to tear through opponents. If it is unable to reach its nearest opponent, it opens its “eyes” and uses its brain lock attack.

Brain Lock (Su): At will, as a standard action, the rognak burrower may open its massive, oversized eyes to cause brain lock in a single target. The target stands mentally paralyzed, unable to take any actions for 2d6 rounds. The brain-locked subject is not stunned (so attackers get no special advantage). He or she can defend against physical attacks (Dexterity bonus to AC still applies), but otherwise cannot move, and cannot use magical or psionic powers. A successful DC 20 Will save completely avoids the effects of the brain lock. A brain-locked creature with flight ability cannot flap its wings, causing it to plummet to earth. Similarly, swimmers unable to propel themselves through water sink to the bottom, possibly drowning if they are unable to breathe water. The save DC is Constitution-based.

Constrict (Ex): On a successful grapple check, a rognak burrower deals 2d8+10 points of damage.

Improved Grab (Ex): To use this ability, a rognak burrower must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: A rognak burrower has a +4 racial bonus on Hide checks and a +8 racial bonus on Balance and Climb checks.

Rognak Helm

A rognak burrower’s skull can be used to create a rognak helm.

Rognak Helm: This bizarre, chitinous helm covers most of the humanoid wearer’s skull, including his ears, eyes, and neck. A pair of sharp mandibles protrudes from the side of the helm, converging several inches in front of its owner’s exposed mouth. Created from the hollow skull of a rognak burrower, this alien device conveys a number of useful magical properties. Because the helm covers its wearer’s eyes and ears, its wearer is immune to magical spells and effects dependent upon sight or sound such as gaze attacks, color spray, and sonic energy. The helm does not deafen its wearer, however, spellcasters wearing the helm still suffer a 20% chance to miscast and lose any spell with a verbal component as a result of the helm’s subtle sound distortion. To compensate for the lack of vision, the helm conveys blindsight in a 60-foot radius centered on the helm. The wearer is also immune to stunning attacks and receives a +2 morale bonus to all saving throws against mind-influencing spells and effects.

In addition to its formidable defensive properties, the rognak helm also boasts one terrifying offensive power. Activating this function causes the helm’s mandibles to rapidly enlarge, allowing them to grab a melee opponent no more than one size category larger than the wearer. Similar to a grapple attack, the mandibles must first grab hold of the foe with a successful melee touch attack, although this attack does not provoke an attack of opportunity. If the mandibles establish a hold on the target, an opposed grapple check ensues between the foe and the mandibles. (The mandibles’ grapple check is always +16 regardless of the wearer’s grapple check.) Instead of dealing normal damage with a successful grapple attack, the mandibles permanently drain 1 point of Intelligence and Wisdom from its victim. Furthermore, the mandibles also paralyze him for one round unless he makes a DC 21 Fortitude save. Commonly referred to as the brain drain, this ability functions once per day and lasts until the victim either escapes the grapple, incapacitates or kills the wearer, or 13 rounds elapse, whichever occurs first.

Because of its macabre appearance, the wearer suffers a -2 circumstance penalty to Charisma-based checks.

Caster Level: 13lh; Prerequisites: Craft Wondrous Item, *grasping hand*, *protection from elements*, *prying eyes*; Market Price: 78,000 gp; Weight: 5 lb.

Tunnel Worm

Huge Magical Beast

Hit Dice: 9d10+54 (103 hp)

Initiative: +1

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

Armor Class: 16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15

Base Attack/Grapple: +9/+23

Attack: Bite +11 melee (2d6+9/19-20)

Full Attack: Bite +11 melee (2d6+9/19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Rend armor

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

Saves: Fort +12, Ref +7, Will +3

Abilities: Str 22, Dex 13, Con 22, Int 1, Wis 10, Cha 6

Skills: Listen +12, Spot +12

Feats: Alertness, Improved Critical (bite), Power Attack, Weapon Focus (bite)

Environment: Temperate and warm lands and underground

Organization: Solitary or cluster (2-5)

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

Level Adjustment: —

The tunnel worm is a burrowing creature related to the monstrous centipede. It is a very aggressive predator and hunter, though it can sustain itself by scavenging. Its preferred food is fresh, raw meat. A tunnel worm looks like a 30-foot long sleek black centipede with a long segmented body and many slender legs. Its huge mandibles are razor-sharp and its eyes are multifaceted. A ring of tough, chitinous bone rings its oversized head.

A tunnel worm weighs over 8,000 pounds.

Combat

Tunnel worms are very aggressive and attack anything that enters their territory. They usually wait beneath the surface of the ground and then burrow out to surprise and attack their opponents

(treat this attack as a charge attack). A tunnel worm that has taken more than half its hit points in damage retreats to its lair unless it is cornered, in which case it fights to the death.

Rend Armor (Ex): If a tunnel worm hits with its bite attack, it tears apart any armor worn by its foe. This attack deals 4d6+12 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Tremorsense (Ex): Tunnel worms can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Tunnel worms have a +4 racial bonus on Listen and Spot checks.

Chillscreamer

Large Outsider (Cold, Evil, Incorporeal, Native)

Hit Dice: 10d8+30 (75 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +10/—

Attack: Incorporeal claw +11 melee (1d6 plus 1d4 cold and 1d4 Strength drain)

Full Attack: 2 incorporeal claws +11 melee (1d6 plus 1d4 cold and 1d4 Strength drain) and incorporeal bite +8 melee (1d6 plus 1d4 cold and 1d4 Strength drain)

Space/Reach: 10 ft/10 ft.

Special Attacks: Breath weapon, malevolence, scream

Special Qualities: Darkvision 60 ft, immunity to cold, incorporeal traits, regeneration 5, scent, vulnerability to fire

Saves: Fort +10, Ref +7, Will +8

Abilities: Str —, Dex 11, Con 17, Int 5, Wis 13, Cha 16

Skills: Hide +9, Listen +14, Move Silently +13, Spot +14, Survival +14

Feats: Improved Initiative, Multiattack, Track, Weapon Focus (incorporeal claw)

Environment: Cold mountains or plains

Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always evil

Advancement: 11-18 HD (Large);
 17-30 HD (Huge)
Level Adjustment: —

Chillscreamers are evil entities that stalk cold regions, hunting living creatures to satisfy their endless hunger. Unfortunately for them, their hunger can only be sated by possessing a corporeal creature and borrowing its body to kill and devour, for their incorporeal nature prevents them from actually feeding on flesh. They are tall giant muscular humanoids, well over 10 feet tall, and they give an aura of hunger, almost seeming insubstantial and translucent.

Chillscreamers are sometimes mistaken for yetis, ghosts, or nature spirits. A chillscreamer stands 10 feet tall. It speaks Sylvan.

Combat

Although not very intelligent, a chillscreamer is a canny hunter, stalking prey from a distance. It will always try to pick off lone scouts or weaker party members. Once it does attack, it keeps fighting until it or its prey is dead.

Breath Weapon (Su): Every 1d6 rounds, 40-foot cone, 10d6 cold (Reflex DC 18 half). The save DC is Constitution-based. This ability affects only creatures on the Material Plane.

Malevolence (Su): Once per round, a chillscreamer can merge its body with a creature on the Material Plane. This ability is similar to the *magic jar* spell (caster level equals the chillscreamer's HD), except that it does not require a receptacle. To use this ability, the chillscreamer must try to move into the target's space; this does not provoke attacks of opportunity. The target can resist the attack with a successful DC 18 Will save. A creature that successfully saves is immune to that chillscreamer's malevolence for 24 hours. The save DC is Charisma-based.

When possessing another creature, the chillscreamer retains its own mental ability scores (Int, Wis, and Cha), while the possessed creature gains the monstrous humanoid type and the augmented and cold subtypes. The creature gains +4 Strength and +4 Constitution, a +2 natural armor bonus, and the chillscreamer's breath weapon, frightful presence, and regeneration abilities (the

breath weapon save DC is figured using the new body's Con bonus). The chillscreamer hungers for any and all living flesh, and uses its host body to kill and devour any creatures it can—the more sentient the prey, the better.

Freeing a possessed victim from the malevolence of a chillscreamer is a difficult task. Keeping it by a source of great heat (such as a bonfire) for 12 hours will drive out the chillscreamer (which will most likely attempt to possess another creature immediately, unless the environment is altogether too warm for it). A *remove curse* will not affect a possessed creature, nor will *dispel magic* (or *greater dispel magic*). *Protection from evil* functions normally with respect to the possessing spirit (keeping it from exercising control while the effect lasts, but not driving the chillscreamer out). *Break enchantment* has a normal chance to expel the chillscreamer (opposed caster level 20th).

However, once the chillscreamer is driven out, by whatever means, a tiny piece of enchanted ice remains in the victim's heart. Over the course of a month, the victim will experience odd dreams, an appetite for raw flesh, and severe chills; at the end of the month, he will transform back into the chillscreamer monstrosity. Only a successful *limited wish*, *wish*, or *miracle* spell (or similarly powerful magic) can prevent this from happening; alternately, if *break enchantment* was used to drive the chillscreamer out, it may be followed by a successful *banishment* spell or similar magic to drive the ice spirit from the victim's heart entirely.

Scream (Su): As a free action, a chillscreamer can emit a horrible, bone-chilling scream. Anyone within 50 feet must make a DC 18 Will save or be frightened for 5d6 rounds if they have 5 HD or less. A creature with 6 HD or more is shaken instead. The save DC is Charisma-based.

Regeneration (Ex): Good weapons deal normal damage to a chillscreamer, as do spells or effects with the good descriptor.

Duogoth, Nest Guardian

Huge Outsider (Augmented Animal)
(Native)

Hit Dice: 12d8+72 (129 hp)

Initiative: +0

Speed: 40 ft. (8 squares), swim 25 ft.

Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +9/+27

Attack: Bite +17 melee (3d6+15)

Full Attack: Bite +17 melee (3d6+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Electrostatic shock, improved grab, protector, trample 2d10+15, warning blow

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., empathy, resistance to electricity 20, scent, *shield other*, spell resistance 22

Guardian spirits sometimes manifest to protect the nests of endangered duogoth herds. These guardians (generally female) can take down even large and powerful adversaries, natural or unnatural. They spend nearly all their time in their nests, watchful and ready to sacrifice themselves for their kin.

Occasionally, a humanoid wishing to travel through or pillage treasures from a duogoth nest tries to communicate with a nest guardian. Even more rarely, such a person is successful, managing to convey non-violent intentions through gifts and gestures.

Combat

Nest guardians do whatever it takes to protect their herds, rushing combatants and pushing them back.

A nest guardian's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Electrostatic Shock (Ex): When immersed in water, a nest guardian can release an electrostatic shock from the tendrils at the back of its head as a standard action. Any creature in contact with the water within a 30-foot spread must succeed on a DC 22 Fortitude save or suffer 1d8 points of electricity damage and be stunned for 1d4 rounds. The save DC is Constitution-based. A nest guardian can shock a grabbed opponent once per round as a free action.

Saves: Fort +14, Ref +8, Will +8

Abilities: Str 31, Dex 10, Con 22, Int 4, Wis 14, Cha 7

Skills: Jump +14, Listen +7, Scent +10, Spot +7, Survival +7, Swim +18

Feats: Endurance, Diehard, Improved Natural Armor, Improved Natural Attack (bite), Iron Will

Environment: Temperate forests, marshes, and plains

Organization: Solitary or herd (1 plus 5-20 duogoth)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 13-15 HD (Huge)

Level Adjustment: +10* (mount)

Protector (Ex): A nest guardian can designate a creature, Large or smaller object, or 5-foot-radius area for itself to protect. The nest guardian receives a +1 morale bonus on attack rolls against creatures threatening the protected creature or object, or inside or attempting to enter the designated area.

Trample (Ex): Reflex DC 26 half. The save DC is Strength-based.

Warning Blow (Su): Once per day, the nest guardian can make a normal melee attack to intimidate and drive back an opponent with fewer HD than itself. If the attack hits, the opponent must succeed on a Will save (DC 14 + damage taken by opponent) or become frightened for 1d4 rounds. The save DC is Charisma-based.

Empathy (Ex): A nest guardian has a +4 racial bonus on checks when influencing a duogoth's attitude and can communicate simple concepts and (if a duogoth is friendly) commands to other duogoth, such as "friend," "foe," "flee," and "attack."

Shield Other (Sp): As the spell (caster level 12th), but only usable on duogoth. This transfers to the nest guardian half the damage that would be dealt to the target duogoth (but does not provide the spell's AC or save bonuses).

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

Glass Strider

Large Magical Beast

Hit Dice: 14d10+42 (119 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 20 ft, climb 20 ft.

Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +14/+25

Attack: Bite +19 melee (2d6+6/19-20)

Full Attack: Bite +19 melee (2d6+6/19-20) and 2 claws +17 melee (1d8+3)

Space/Reach: 10 ft/5 ft.

Special Attacks: Breath weapon

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

Saves: Fort +12, Ref +10, Will +5

Abilities: Str 22, Dex 12, Con 17, Int 2, Wis 13, Cha 11

Skills: Climb +15, Hide +9*, Jump +10, Listen +5, Spot +9

Feats: Alertness, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack

Environment: Warm deserts

Organization: Solitary, pair, or cluster (3-6)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 15-28 HD (Large); 29-42 HD (Huge)

Level Adjustment: —

The glass strider is carnivorous, desert-dwelling reptile that can traverse slick surfaces as easily as the desert sand. It glides gracefully across the sand and looks like a six-legged lizard crafted from fine crystal. The desert sun reflects colorful sparkles off its skin as it moves.

An average glass strider is about 7 feet long, with a tail that grows nearly as long again, and weighs about 500 pounds.

Combat

A glass strider possesses a breath weapon of superheated air that can change an area of desert sands into slippery glass. A glass strider will try to employ its breath weapon first, making the battlefield disadvantageous to its prey. It will then target prone or off-balance targets with its vicious bite and sharp claws, perhaps bull rushing a charging warrior back onto the slick glass. If things go badly, it will fall back and target tougher opponents with its breath weapon, hoping to snack on the weaker foes once the stronger ones are gone.

Breath Weapon (Su): Every 1d4 rounds, 40-foot cone of superheated air, damage 6d8 fire (Reflex DC 20 half). The save DC is Constitution-based.

The superheated air magically transforms all sandy surfaces in the area into perfectly smooth glass. All creatures must make a DC 15 Balance check to move at half speed over this glassy area; on a failed save, the creature cannot move that round. Failure by 5 or more indicates that the victim falls prone after moving one square. Further, opponents in the affected area lose their Dexterity bonus to AC unless they have 5 or more ranks in the Balance skill.

Glass-Stride (Ex): Glass striders may travel over any smooth horizontal (or nearly horizontal) surface as if by means of the *spider climb* spell.

Skills: Glass striders have a +4 racial bonus on Hide checks and a +10 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. *Against crystalline or glassy backgrounds, glass striders have a +8 racial bonus on Hide checks.

Grand Tarandus

Large Magical Beast

Hit Dice: 10d10+50 (105 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +10/+19

Attack: Gore +15 melee (1d8+5) or hoof +15 melee (1d6+5)

Full Attack: Gore +15 melee (1d8+5) or 2 hooves +15 melee (1d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge

Special Qualities: Darkvision 60 ft., immunity to cold and sleep, indomitable,

low-light vision, moonlight journey, scent, spell-like abilities, sustenance

Saves: Fort +12, Ref +10, Will +8

Abilities: Str 20, Dex 17, Con 20, Int 12, Wis 16, Cha 16

Skills: Intimidate +11, Jump +30, Listen +10, Sense Motive +11, Spot +10

Feats: Alertness, Cleave, Iron Will, Power Attack

Environment: Cold plains

Organization: Solitary, pair, band (2-7), or herd (50-100)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral good

Advancement: 11-15 HD (Large)

Level Adjustment: —

The grand tarandus is the noble and wise leader of the great herds of caribou that eternally roam the tundra. The grand tarandus is to its lesser brethren what the unicorn is to the horse; guardian, champion, paragon of beauty and strength. A grand tarandus appears as an idealized version of its common brethren. Its fur is thick, clean and shiny, its hooves and teeth sparkling and perfectly shaped, and its rack of horns enormous, razor sharpened and absolutely symmetrical. A grand tarandus moves with stately, regal grace and its eyes burn with wisdom and intelligence.

A typical grand tarandus grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Grand tarandii speak Sylvan and Common.

Combat

A grand tarandus attacks only when it, or the herd it protects, is attacked (though it will not attack hunting animals attempting to bring down a kill). When drawn into combat, it attacks to wound and drive off its opponents, not kill them, unless it is sorely pressed. Whenever possible, it attacks with a charging gore using its immense horns.

Should a humanoid attempt to ride a grand tarandus, it uses its Sense Motive skill and detect evil abilities in an attempt to puzzle out their intentions. Should they prove to be noble, it will resist them, matching its abilities to their own (it will not resist a child as ferociously as it resists a full grown adult, for example). Should their intentions prove less than noble, it attacks ferociously, striking to kill and mangling the remains.

Powerful Charge (Ex): When a grand tarandus charges, its gore attack deals 2d8+10 points of damage.

Indomitable (Ex): The DC of any Wild Empathy check used to influence the grand tarandus is raised by 5. In addition, the grand tarandus benefits from a +5 racial bonus on Will saves to resist mind-affecting spells or abilities.

Moonlight Journey (Su): Legends tell of the grand tarandus's greatest power — the ability to journey any distance in the space of one night. The legends are true. If, and only if, a being of noble heart (good alignment) and intent (a hero on a quest, a child fetching medicine for his mother) can tame and mount a grand tarandus, it can, in the space of one night, travel any distance across the arctic tundra. When making its journey, the grand tarandus actually passes partially into the ethereal — it is not hampered by physical terrain, both it and its rider appear as smoky phantoms, and both see visions of other journeys the grand tarandus has made in the past. While on the moonlight journey, the rider benefits from the grand tarandus's immunity to cold. No rider can ever make more than one moonlight journey on the same grand tarandus in a lifetime, though the grand tarandus will forever recognize him as an ally and friend.

Spell-like Abilities: At will—*detect evil* (as a free action); 1/day—*resist energy*. Caster level 20th.

Sustenance (Su): The grand tarandus has no need to eat or drink.

Ground Gobbler

Huge Aberration

Hit Dice: 10d8+30 (75 hp)

Initiative: +0

Speed: 20 ft. (4 squares), burrow 30 ft. (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+7)

Full Attack: 4 bites +13 melee (2d8+7)

Space/Reach: 15 ft/10 ft. (30 ft. with bite)

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense 150 ft.

Saves: Fort +14, Ref +6, Will +3

Abilities: Str 25, Dex 11, Con 17, Int 3, Wis 5, Cha 5

Skills: Hide -8*, Listen +18

Feats: Great Fortitude, Improved Natural Armor, Improved Natural Attack, Weapon Focus (bite)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: —

The aptly-named ground gobbler is a bizarre aberration that lurks beneath the desert surface, attacking any vibrations it senses. The bulk of the ground gobbler is a spherical mass of muscle and cartilage almost 10 feet across with broad blade-like flippers equidistant around its body. Its four snake-like maws erupt from the surface of the sand, and for its victims, that is typically all that is seen of the ground gobbler. For those that dig into the ground, they see why the bizarre snake maws do not pull easily from the ground.

The ground gobbler is never satiated, and lives only to consume. Although its metabolism can break down sand and rock, it has no stomach for metal armor, tent stakes, and other accidental meals. A ground gobbler measures roughly 20 feet in diameter, with 30-foot maw-tentacles. It weighs over 9 tons.

Combat

The ground gobbler's senses are acute, but its mind is not so keen. Generally, the gobbler 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 gobbler senses vibrations in the sand, it keeps trying to swallow whatever it senses.

The only way to kill a gobbler 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 ground gobbler must hit the victim with its bite attack. If it gets a hold, it can try to swallow whole.

Swallow Whole (Ex): On a successful grapple check, one of the ground gobbler'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 ground gobbler'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 gobbler's stomach (having traveled the full length of a mouth tube), a valve in the gobbler's stomach seals. This gives the gobbler a +10 bonus to any opposed grapple checks against the swallowed creature. 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 it was drawn far enough down the gobbler's mouth tube.

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

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

Raging Spirit

Huge Undead (Augmented Animal)
(Incorporeal)

Hit Dice: 14d12 (91 hp)

Initiative: +3

Speed: Fly 30 ft. (perfect) (6 squares)

Armor Class: 8 (-2 size, -1 Dex, +1 deflection), touch 8, flat-footed 8 or 15 (-2 size, -1 Dex, +8 natural), touch 8, flat-footed 15 against ethereal foes

Base Attack/Grapple: +10/+27

Attack: Incorporeal touch +7 melee or +17 against ethereal foes (1d6 or 1d6+13) or gore +17 melee (2d6+13) against ethereal foes

Full Attack: Incorporeal touch +7 melee or +17 against ethereal foes (1d6 or 1d6+13); or gore +17 melee (2d6+13) against ethereal foes

Space/Reach: 15 ft./10 ft.

Special Attacks: Corrupting gaze, corrupting touch, manifestation, trample 2d8+13

Special Qualities: Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits

Saves: Fort +11, Ref +8, Will +4

Abilities: Str 28, Dex 8, Con —, Int 2, Wis 7, Cha 11

Skills: Hide -1, Listen +12, Search +4, Spot +12, Survival +7

Feats: Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will

Environment: Temperate hills and plains

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral evil

Advancement: —

Level Adjustment: —

Raging spirits are the ghosts of the mighty bhorloth, a three-tusked bison that roams the plains and prized as mounts, pack animals, and manual labor. The innate fury and temperamental will of the bhorloth sometimes cause their spirit to return as ghosts, haunting the plains and those responsible for their demise. Raging spirits have arisen from the fallen mounts of warriors, the leaders of slaughtered herds, and bhorloths driven from their homes. All are powerful and violent, and most hate all living creatures.

Combat

A raging spirit charges through ranks of opponents, blasting creatures with its gaze.

Corrupting Gaze (Su): 2d10 points of damage and 1d4 points of Charisma damage to living creatures, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Corrupting Touch (Su): A raging spirit that hits a living target with its incorporeal touch deals 1d6 points of damage, adding its Strength modifier against ethereal opponents.

Manifestation (Su): A raging spirit dwells on the Ethereal Plane and cannot affect or be affected by anything in the material world. When it manifests, it becomes visible but incorporeal on the Material Plane. It remains partially on the Ethereal Plane, where it is not incorporeal, and can be attacked by opponents on either plane.

Trample (Ex): Reflex DC 26 half. A raging spirit can only trample ethereal opponents. The save DC is Strength-based.

Rejuvenation (Su): A “destroyed” raging spirit restores itself in 2d4 days on a DC 16 level check. The only way to get rid of a raging spirit for sure is to set right whatever prevents it from resting in peace.

Sand Kraken

Large Aberration

Hit Dice: 8d8+56 (92 hp)

Initiative: -5

Speed: 0 ft. (immobile)

Armor Class: 12 (-1 size, -5 Dex, +8 natural), touch 4, flat-footed 12

Base Attack/Grapple: +6/+19

Attack: Tentacle +11 melee (1d6+5)

Full Attack: 10 tentacles +11 melee (1d6+5) and bite +6 melee (2d6+2)

Space/Reach: 10 ft/10 ft. (30 ft. with tentacle)

Special Attacks: Constrict 1d6+5, improved grab, tentacles

Special Qualities: Camouflage, tremorsense 60 ft.

Saves: Fort +9, Ref —, Will +6

Abilities: Str 20, Dex —, Con 25, Int 2, Wis 10, Cha 1

Skills: Listen +11

Feats: Improve Initiative, Power Attack, Weapon Focus (tentacle)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: —

Sand krakens are dangerous creatures that have been encountered only in remote wastelands. The body of a sand kraken is always well concealed, buried deep in sand or loose rock, and inaccessible to most attacks. A sand kraken never moves from the place where it digs its first burrow. Once it settles in, it will never again see the light of day. The only parts of a sand kraken that are usually seen are its tentacles, and by then it is often too late.

Sand krakens are omnivores, but prefer meat to any other food. Prey that is caught and killed is pulled down through the kraken's sandy lair and brought to the central maw where it is devoured.

A sand kraken resembles a bloated, eyeless, formless octopus ranging 15 feet across. The coloration of a sand kraken is a revolting pale yellow. From its shapeless body sprouts ten long tentacles tipped with cruel barbed pads. Some scholars speculate that sand krakens are related to dustdiggers (pg 81).

Sand krakens do not communicate and make no vocal noise.

Combat

A sand kraken remains dormant and silent, buried several feet below the surface of the ground. When it senses prey, it begins to bring its tentacles to the surface. A sand kraken's first attack is to immobilize its prey, using its constriction attack. Each tentacle has its own secondary brain, and can

attack independently. The tentacles can be harmed and severed, but the only true way to kill a sand kraken is to dig it up and attack the main body.

Camouflage (Ex): Because it remains buried until it attacks, it takes a successful DC 20 Spot check to detect the presence of a sand kraken before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the sand kraken.

Constrict (Ex): A sand kraken deals 1d6+5 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the sand kraken must hit an opponent of any size with a tentacle attack. It can then attempt a grapple check as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or bite an opponent each round the hold is maintained. A sand kraken gains a +4 racial bonus to grapple checks which is already included in its statistics block.

Tentacles (Ex): The only part of a sand kraken that is normally exposed is its tentacles. A single tentacle is AC 20 (touch 14) and has 15 hit points. The loss of a tentacle does not harm the sand kraken (i.e., damage done to a tentacle does not count against its total hit points). Lost tentacles regrow in 1d4 days.

Tremorsense (Ex): A sand kraken can automatically sense the location of any tiling within 60 feet that is in contact with the ground.

Tortured

Medium Undead

Hit Dice: 10d12 (65 hp)

Initiative: +0

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

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +5/+9

Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 unholy/19-20)

Full Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 unholy/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., *detect good*, schism, sense divine influence, undead traits

Tortured are the twisted souls of good cleric and paladins who were murdered before they could atone for their misdeeds. Separated from their god for eternity, they hunt good clerics and paladins, seeking those who have what they cannot.

Combat

Tortured use their *detect good* and sense divine influence abilities to select targets. They use extremely simple tactics, usually charging into physical battle and using their psionics to augment their attacks. Should a tortured manage to capture a paladin or cleric alive, it imprisons its captive and attempts to subject him or her to the same evil domination suffered by the tortured.

Psi-like Abilities: At will—*burst*, *control light*, *destiny dissonance*, *distract* (DC 15), *ego whip*, *empty mind*, *id insinuation* (DC 16), *mind thrust* (DC 15), *thought shield*; 3/day—*intellect*

Walking Pestilence

Medium Construct

Hit Dice: 8d10+20 (64 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +6/+9

Attack: Slam +9 melee (2d6+3 and sickening touch) or touch +9 melee (sickening touch)

Full Attack: 2 slams +9 melee (2d6+3 and sickening touch) or 2 touches +9 melee (sickening touch)

Space/Reach: 5 ft/5 ft.

Special Attacks: Disease, sickening touch

Special Qualities: Absorb flesh, construct traits, damage reduction 5/adamantine and

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 18, Dex 10, Con —, Int 15, Wis 11, Cha 18

Skills: Diplomacy +7, Hide +10, Knowledge (religion) +11, Listen +10, Move Silently +10, Spot +10, Swim +12

Feats: Blind-Fight, Cleave, Power Attack, Psionic Weapon

Environment: Any

Organization: Solitary, pair, pack (3-6), party (1-4 tortured with 2-40 undead, each with 8 or fewer HD)

Challenge Rating: 8

Treasure: Half standard

Alignment: Often chaotic, always evil

Advancement: 11-15 HD (Medium)

Level Adjustment: —

fortress, *mental barrier*, *psionic blast* (DC 17), *psionic dominate* (DC 18), *recall agony* (DC 16), *spider climb*; 1/day—*energy ray*, *invisibility*, *psychic crush* (DC 19), *tower of iron will*. Manifest level 12th. The save DCs are Charisma-based.

Detect Good (Sp): At will, the tortured can use *detect good* as the spell (caster level 4th).

Sense Divine Influence (Sp): At will, a tortured can use this psionic ability to sense paladins, clerics, druids, or any other intelligent beings that have the favor of a deity within 60 feet of it. This ability otherwise works like *detect evil* (caster level 12th).

Schism (Ex): A tortured continuously operates as though under the effect of the psionic power schism (manifest level 12th), which allows it to manifest its psionic abilities while engaged in physical battle.

slashing, darkvision 60 ft., immunity to magic, low-light vision

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

Abilities: Str 16, Dex 12, Con —, Int 10, Wis 10, Cha 12

Skills: Disguise +7*, Hide +11, Listen +6, Move Silently +11, Spot +6

Feats: Ability Focus (disease), Alertness, Stealthy

Environment: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9+ HD (Medium)

Level Adjustment: —

Outwardly, this horrifying creature looks like an animated corpse, but upon close observation it is revealed to be made of mismatched body parts, each oozing pus and corruption. Worms and maggots writhe from copious open sores and lesions.

Unlike most golems, a walking pestilence cannot be created by mortal magic. Such a golem is either created by a deity whose portfolio includes disease, death, or destruction, or it simply forms of its own accord in an area where disease has taken a great toll of lives. It exists only to spread disease, and tirelessly wanders seeking large populations to infect.

Possessed of a modicum of intelligence and free-willed, a walking pestilence occasionally attempts to disguise itself as a humanoid beggar to slip within a large village, city, or other area with a high concentration of potential victims. A walking pestilence stands about 6 feet tall and weighs around 150 pounds.

A walking pestilence cannot speak, although it can emit a hoarse roar of sorts.

Combat

A walking pestilence does not enter combat unless either it is attacked or someone attempts to stop it from absorbing a diseased body. It's quite deadly enough to those around it without ever raising a hand.

Disease (Ex): Anyone within 30 feet of die walking pestilence must make a DC 17 Fortitude save every minute or contract one of the diseases below, determined randomly. Note that the 30-foot range of this ability can change depending on prevailing winds and other factors. Once a given character has successfully saved, he is unaffected by further exposure to that disease for 24 hours. He may still be infected by other diseases or by the golem's sickening touch, however.

Roll 1d8 and consult the following table to determine which disease(s) each character is exposed to. The magic of the golem makes all these diseases communicable through both inhalation and contact, although any creature exposed to a character who has contracted the disease (and not to the golem directly) makes a Fortitude save against the normal DC for the disease in question, not the golem's disease ability DC.

Roll Disease

- 1 Blinding sickness
- 2 Cackle fever
- 3 Filth fever
- 4 Mindfire
- 5 Red ache
- 6 Shakes
- 7 Slimy doom
- 8 Roll twice, ignoring any further results of 8

Sickening Touch (Su): Any time a character is touched by a walking pestilence, she must make a DC 15 Fortitude save or be sickened for 2d6 rounds. This save DC is Charisma-based. Further, the GM should roll on the table for the golem's disease ability, and the character must make a save as for the golem's disease ability (Fort DC 17). Failure indicates not only that the character has caught the disease, but that it takes effect immediately, with no incubation period. Characters immune to disease are immune to this ability.

Immunity to Magic (Ex): A walking pestilence is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical effect that deals fire damage dazes a walking pestilence for 3 rounds, with no saving throw.

A magical effect that inflicts disease affects a walking pestilence as if it were a *cure wounds* spell of the same spell level, or as a *heal* spell if it is of 6th level or higher.

Heal affects a walking pestilence as if it were a *harm* spell.

Remove disease deals 1d6 points of damage per caster level (maximum 10d6) to a walking pestilence; the golem gets a Fortitude save to halve this damage.

Absorb Flesh (Su): As the golem steps within 30 feet of any corpse that has recently died of disease, portions of the body rot swiftly away; those same portions of the golem begin to swell and fill out. This process cures the golem of 5 hit points damage for every ability point that had been lost by the deceased to disease, but takes 1 full round for every 5 hit points absorbed; the golem may only absorb one body at a time (the nearest within 30 feet), but the absorption is a free action on the golem's part. If the body is moved beyond 30 feet, the process is halted.

The golem seeks to absorb diseased bodies even if it is not currently wounded, and will attack any creature that attempts to come between it and its next "meal." Although the golem prefers to hunt and feed in areas already ravaged by disease, it will start its own plague and wait for people to start dying if there is no convenient epidemic.

Skills: A walking pestilence has a +4 racial bonus on Hide and Move Silently checks. *The golem has a +10 racial bonus on Disguise checks when posing as a typical humanoid beggar.

Cadavaliar

Large Undead

Hit Dice: 16d12 (104 hp)

Initiative: +6

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: +8/+16

Attack: Lance +12 melee (2d6+6/x3) or greatsword +12 melee (3d6+6/17-20) or longbow +9 ranged (2d6/x3)

Full Attack: Lance +12/+7 melee (2d6+6/x3) or greatsword +12/+7 melee (3d6+6/17-20) or longbow +9/+4 ranged (2d6/x3)

Space/Reach: 10 ft./5 ft. (10 ft. with lance)

Special Attacks: Spurs, trample 1d8+6

Special Qualities: Darkvision 60 ft., undead traits

Cadavaliars are created by necromancers to serve as cavalry in their undead armies. It appears to be the skeleton of a centaur or other man-beast, barded and armored in full plate with a lance in one hand and a greatsword slung over its shoulder. They are smarter than the average skeleton, and far more deadly in melee combat.

A spellcaster of 15th level or higher can create a cadavaliar using a *create undead* spell.

A cadavaliar is about 7 feet tall and weighs about 300 pounds. Cadavaliars cannot speak, but understand Common.

Combat

Cadavaliars are remarkably quick for undead and often catch their opponents flat-footed with the speed of their assaults. They typically begin combat

Saves: Fort +5, Ref +7, Will +10

Abilities: Str 18, Dex 14, Con —, Int 10, Wis 10, Cha 14

Skills: Balance +12, Climb +14, Intimidate +14, Jump +14, Listen +14, Spot +14

Feats: Cleave, Dodge, Improved Critical (greatsword)^B, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Focus (heavy lance)

Environment: Any land

Organization: Solitary, patrol (4-6), or column (11-16)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Large)

Level Adjustment: —

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. Cadavaliars 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.

Spurs (Ex): The bone spurs protruding from cadavaliars serve as a measure of defense. Any creature striking a cadavaliar with handheld weapons or natural weapons takes 1d6 points of piercing and slashing damage from the spurs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Trample (Ex): Reflex DC 20 half. The save DC is Strength-based.

Cone Ooze

Huge Ooze

Hit Dice: 12d10+72 (138 hp)

Initiative: -5

Speed: 10 ft. (2 squares)

Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3

Base Attack/Grapple: +9/+21

Attack: Slam +11 melee (2d6+6 plus secretion)

Full Attack: Slam +11 melee (2d6+6 plus secretion)

Space/Reach: 15 ft./10 ft.

Special Attacks: Acid, engulf, secretion

Special Qualities: Blindsight 60 ft., resistance to cold 10 and fire 10, immunity to sonic, ooze traits

Saves: Fort +10, Ref -1, Will -1

Abilities: Str 19, Dex 1, Con 22, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Warm and temperate desert and underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 13-24 HD (Huge); 25-36 (Gargantuan)

Level Adjustment: —

A cone ooze is a gray amorphous mass that lives in odd conical stone structures, similar in shape to termite mounds. Some speculate that the cone ooze's secretions compose the bulk of their conical home.

Combat

Being completely mindless, the cone ooze's only instinct is to feed. Anything living thing that comes within reach is a potential meal.

Acid (Ex): The cone ooze excretes a relatively weak acid that dissolves organic material slowly. The ooze's acidic touch deals 3 points of acid damage per round to wooden or leather objects or to living tissue, but the ooze must remain in contact with the object or creature for 1 full round to deal this damage.

Engulf (Ex): Although it moves slowly, a cone ooze can simply mow down smaller creatures as a standard action. It cannot make a slam attack during the round in which it engulfs. The ooze

merely has to move over opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed at a DC 20 Reflex save or be engulfed (the save DC is Strength-based); as the ooze moves forward. Engulfed creatures take slam damage every round and are subject to the ooze's acid, and are considered grappled and pinned within its body. Opponents who escape the ooze's grip are affected by its secretion for 2d6 rounds.

Secretion (Ex): Any creature hit by the cone ooze's slam attack must make a DC 22 Reflex save or be entangled by the ooze's sticky resin for 2d6 rounds. Further slam attacks by the ooze against an opponent already entangled by this secretion extend the period of entanglement by 1 round (on a failed save), not 2d6 rounds. The save DC is Constitution-based

Desolation Digger

Huge Magical Beast

Hit Dice: 14d10+56+3 (136 hp)

Initiative: +0

Speed: 50 ft. (10 squares), burrow 80 ft.

Armor Class: 14 (-2 size, +6 natural), touch 6, flat-footed 10

Base Attack/Grapple: +14/+32

Attack: Bite +22 melee (2d6+10)

Full Attack: Bite +22 melee (2d6+10) and 5 tentacles +20 melee (1d6+5 plus poison)

Space/Reach: 15 ft/10 ft.

Special Attacks: Poison

Special Qualities: Tremorsense 60 ft.

Saves: Fort +13, Ref +9, Will +10

Abilities: Str 30, Dex 10, Con 19, Int 7, Wis 18, Cha 13

Skills: Jump +16, Listen +19

Feats: Cleave, Iron Will, Multiattack, Power Attack, Toughness

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: —

Combat

Desolation diggers 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, desolation diggers surface completely to eat. They drop the prey into their 15-deep rows of in-hooking teeth.

Poison (Ex): Tentacle, Fortitude DC 21; initial and secondary damage 1d6 hit points. The save DC is Constitution-based.

Tremorsense (Ex): A desolation digger can automatically sense the location of anything within 60 feet that is in contact with the ground.

The desolation digger is an enormous wormlike creature that glides through the sand at great speed, tracking prey by vibrations. It then 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.

The desolation digger is among the most feared denizens of the desert. Once prey is detected, the wormlike beast erupts from the ground, attempting to swallow the prey in one great gulp.

An average desolation digger is about 40 feet long, 5 feet in diameter, and weighs about 12,000 pounds.

Dromedarius

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: Darkvision 60 ft., immunities, low-light vision, spell-like abilities

Saves: Fort +9, Ref +6, Will +10

Dromedarii resemble camels, but are far more intelligent and magical. These creatures are powerful prophets of the desert, and many wastewelling humanoid seek them out for foretellings. Some claim that the dromedarii were once ordinary camels, but were granted great wisdom for bringing aid to a powerful celestial being who was imprisoned by the aculeans (page 138). Others believe that the dromedarii were actually once celestial beings themselves, and took on this form to roam the deserts unbothered. A dromedarius stands about 7 feet tall at the shoulder and weighs 700 to 1,500 pounds. Dromedarii speak Common, Celestial, and Draconic.

Combat

Although dromedarii eschew combat, they may kick with their powerful legs.

Blinding Spit (Ex): A dromedarii can spit once every other round to a range of 30 feet. A creature hit by a dromedarius's spit must succeed on a DC 17 Fortitude save or be blinded for 1d4+5 rounds. The save DC is Constitution-based.

Peridactymorph

Gargantuan Animal

Hit Dice: 18d8+162 (243 hp)

Initiative: +6

Speed: 60 ft (12 squares)

Armor Class: 18 (-4 size, +2 Dex, +10 natural), touch 8, flat-footed 16

Base Attack/Grapple: +13/+38

Attack: Bite +23 melee (2d8+13)

Full Attack: Bite +23 melee (2d8+13) and slam +18 melee (1d8+6)

Space/Reach: 20 ft/15 ft

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)^B

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: —

Spells: A dromedarius can cast arcane spells as a 5th-level sorcerer.

Typical Sorcerer Spells Known (6/7/5 per day, caster level 5th; save DC 13 + spell level or 14 + spell level for divination spells): 0 — *daze, detect magic, light, mending, read magic, resistance*; 1st — *message, protection from evil, sleep, summon monster I*; 2nd — *glitterdust, whispering wind*.

Immunities (Su): Dromedarii cannot become lost in the desert and are immune to magic that might cause this to happen. They are also immune to aculean illusions (pg. 138).

Spell-Like Abilities: At will—*comprehend languages*; 6/day—*detect thoughts* (DC 15), *identify*; 5/day—*locate object, tongues* (DC 16); 4/day—*detect scrying, locate creature, scrying* (DC 17); 3/day—*analyze dweomer* (DC 19), *contact other plane*; 2/day—*legend lore, true seeing* (DC 19); 1/day—*greater scrying* (DC 20), *vision*. Caster level 15th. The save DCs are Charisma-based. (save DC 13+ spell level).

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +20, Ref +13, Will +4

Abilities: Str 36, Dex 15, Con 28, Int 2, Wis 7, Cha 11

Skills: Jump +25, Listen +3, Spot +9, Survival +15*

Feats: Alertness, Combat Reflexes, Endurance, Improved Initiative, Run, Weapon Focus (bite, slam)

Environment: Warm plains
Organization: Solitary
Challenge Rating: 9
Treasure: None

The peridactymorph is an ungulate of vast proportion. Bred with the speed of a horse and the disposition of a rhinoceros, peridactymorphs are fowl tempered, aggressive, and mighty hunters. It has a thick pebble-like hide the color of dead grass and looks like the hybrid of a hornless rhinoceros mated with a camel.

Peridactymorphs were nearly hunted to the point of extinction by encroaching settlements who value the animal's tough but malleable hide and iron-rich meat.

Alignment: Always neutral
Advancement: 19-36 HD (Gargantuan), 37-54 HD (Colossal)
Level Adjustment: —

On rare occasions, the most massive of giants train these creatures as steeds. A typical peridactymorph grows up to 40 feet long and can weigh up to 20 tons.

Combat

Peridactymorphs prefer to run down prey with their great speed and stamina. They have powerful, crushing jaws and can slam opponents wit a heavy hoof.

Skills: *Peridactymorphs have a +8 racial bonus on Survival checks when tracking by scent.

Plated Mammoth

Huge Magical Beast
Hit Dice: 10d10+50 (105 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20
Base Attack/Grapple: +10/+26
Attack: Gore +13 melee (2d8+8)
Full Attack: Gore +13 melee (2d8+8) and trunk +8 (grapple)
Space/Reach: 15 ft/10 ft.
Special Attacks: Earthshaker, improved grab, thunderous bellow
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, mind-affecting spells and abilities, nonlethal

damage, and death from massive damage, low-light vision
Saves: Fort +12, Ref +8, Will +3
Abilities: Str 27, Dex 13, Con 21, Int 4, Wis 10, Cha 15
Skills: Jump +12, Spot +5, Survival +8
Feats: Awesome Blow, Improved Bull Rush, Improved Overrun, Power Attack
Environment: Cold plains
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-14 (Huge), 15-20 (Gargantuan)
Level Adjustment: —

Plated mammoths are a rare breed of mammoth, with thick, bony plates rather than wooly fur covering most of their bodies. These behemoths are sometimes used as siege engines or mounts by giants and monstrous humanoids, but their aggressive and stubborn demeanors make them difficult to control for long.

A plated mammoth stands 18 feet tall at the shoulder, weighs 11 to 13 tons, and has tusks roughly 18 feet long.

Although intelligent, plated mammoths cannot speak any languages.

Combat

The plated mammoth is aggressive to a fault, attacking anything, including humans, that it deems a threat to its herd. Plated mammoths enter combat with a thunderous bellow and charge opponents with huge, sword-like tusks. If they

miss with the tusks, the mammoths attempt to trample opponent beneath their huge bulk, or grab small prey and hurl them high into the air.

Earthshaker (Su): By rearing up, a plated mammoth may slam down its massive forelegs and cause a shockwave effect identical to an *earthquake* spell. All opponents must make a DC 20 Reflex save or be knocked to the ground. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a plated mammoth must hit with its trunk attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thunderous Bellow (Su): A plated mammoth can utter a deafening cry every five rounds that affects opponents in the same fashion as a *shout* spell. Affected individuals may make a DC 20 Fortitude save to suffer half damage. The save DC is Constitution-based.

Temple Sentinel

Medium Monstrous Humanoid

Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 23 (+6 Dex, +3 deflection, +4 dodge), touch 23, flat-footed 13

Base Attack/Grapple: +8/+11

Attack: +3 *keen halberd of speed* +14
melee (1d10+7/19-20x3)

Full Attack: +3 *keen halberd of speed* +14/
+14/+9 melee (1d10+7/19-20x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Stench

Special Qualities: Darkvision 60 ft.,
immortality, immunity to cold, fire, disease,
and poison, *spider climb*, whirling dervish

Saves: Fort +4, Ref +12, Will +6

Abilities: Str 17, Dex 22, Con 14, Int 11,
Wis 11, Cha 12

Skills: Balance +10, Climb +8, Escape
Artist +9, Hide +8, Jump +8, Move Silently
+9, Spot +8, Tumble +10

Feats: Combat Expertise^B, Dodge,
Mobility, Spring Attack, Whirlwind Attack^B

Environment: Warm deserts and forests

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: —

Temple sentinels are warriors bound in the service of a temple, stronghold, or other significant site. After pledging an oath to serve eternally, they undergo a gruesome transformation. Segmented spider legs grow from their bodies while fell magics infuse them with immortality and enhanced abilities. Their creators bestow their raiments and halberd, sacred vestments in their oath of allegiance.

A temple sentinel stands 7 feet tall and weighs 200 pounds. Temple sentinels speak Infernal.

Combat

Temple sentinels use their spider limbs to cling to ceilings where they await the appearance of interlopers in their sacred site. Once interlopers approach below, they drop into combat and unleash devastating whirlwind attacks. They use their Dodge, Mobility, and Spring Attack feats to avoid attacks of opportunity when possible, and will utilize Combat Expertise if opponents are hitting them too easily.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. All living creatures (except temple sentinels) within 10 feet of a temple sentinel must succeed on a DC 16 Fortitude save or be sickened for 1d6+4 minutes. The save DC is Constitution-

based. Creatures that successfully save cannot be affected by the same temple sentinel's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Immortality (Ex): When created, sentinels were imbued with supernaturally boundless life span. This prevents them from aging, and removes any need for food or water. They do, however, need four hours of rest a night. This is usually done standing up, resting on their halberds. Their immortality grants them no invulnerability; they can still die from damage like a normal living creature.

Raiment (Su): The remnants of their sacred raiment, tattered, torn and supplemented by decaying animal hides, provides a +3 deflection bonus to Armor Class. These remnants crumble to dust if removed from the temple sentinel.

Spider Climb (Su): A temple sentinel can continuously climb on any flat surfaces as though using the *spider climb* spell.

Whirling Dervish (Su): Temple sentinels have a +4 dodge bonus to their Armor Class.

Skills: A temple sentinel has a +4 racial bonus on Balance, Jump, and Tumble checks.

Titan 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: Trample 2d12+15

Special Qualities: Damage reduction 5/—, darkvision 60 ft., vermin traits

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 land

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)

Level Adjustment: —

Titan slugs are among the largest gastropods in existence. These titanic creatures leave large trails of thick, sticky mucus in their wake.

Like their miniature cousins, the titan slugs have soft, slimy bodies that must remain moist or face desiccation. Thus, titan slugs usually remain within a mile of some body of water, unless the climate is prone to frequent precipitation.

These slimy behemoths feed on leaves, fungus, and carrion. Their massive appetites can defoliate a large patch of forest or sanitize a battlefield in little time. They avoid salt and copper (although it is nearly impossible to find a large enough quantity to harm them), and are attracted to the smell of beer.

A titan slug is nearly 60 feet long and weighs over 100 tons. Their coloration ranges from dull grey or yellow with dark spots to greenish-brown, black, orange, or even red.

Combat

Titan 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 titan 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.

Although titan slugs have a small range of movement and turn slowly, anyone rash enough to attack them risks ending up underneath them. Hungry titan slugs stop on top of their victims, waiting for the slime to smother them before eating their "catch."

Trample (Ex): Reflex DC 28 half. The save DC is Strength-based.

Flora and Fauna

Falcon: Soaring high above the open plains, this vigilant bird of prey scans the ground below for potential meals. Members of the hawk family, falcons rely upon their long wings to swoop down from the sky and snatch victims with their powerful, curved talons. The falcon tears its prey to shreds with its sharp, hooked beak and then flies to an isolated location or its lair to consume its quarry. Falcons reach an average length of one and a half feet and appear in a variety of colors, ranging from white to dark brown. A circling falcon always signals the presence of small mammals nearby. Because of their remarkable vision and flight capability, wealthy aristocrats train peregrine falcons as hunting birds. Separating the peregrine variety from other falcon species necessitates a Survival check (DC 24). Transforming the falcon from a wild bird into a hunting bird requires a Handle Animal check (DC 22) and two months of training.

Zephtaur

Large Monstrous Humanoid

Hit Dice: 8d8+40 (76 hp)

Initiative: +7

Speed: 50 ft. (10 squares), fly 60 ft. (poor)

Armor Class: 18 (-1 size, +3 Dex, +4 natural, +2 masterwork heavy wooden shield), touch 12, flat-footed 15

Base Attack/Grapple: +8/+17

Attack: Shortspear +12 melee (1d8+5) or lance +12 melee (2d6+5/x3) or mighty composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3)

Full Attack: Shortspear +12 melee (1d8+5) or lance +12 melee (2d6+5/x3) and 2 hooves +7 melee (1d6+2) or mighty composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Summon elemental, thunder charge

Special Qualities: *Air walk*, darkvision 60 ft.

From a great distance, zephtaur appears like an ordinary centaur, however, upon further inspection, this observation proves false. Although similar in body type to its centaur cousins, the zephtaur possesses an uncanny grace, supernatural beauty, and shining silver coat absent in its more familiar relative, as well as the ability to gallop through mid-air. This divinely-blessed race occasionally dwell in the forests with their centaur-kin, but are far more likely found galloping in the clouds or grazing on the open plains.

According to legend, zephtaurs began as ordinary centaurs exalted and transfigured by a god. Once the first zephtaurs completed their tasks for the deity, he returned them to rule over their lesser kin. Some centaurs graciously accepted the authority of the zephtaurs, but others refused, sparking bitter civil wars between the horse folk.

Zephtaurs are extremely proud and often quite arrogant. They possess an incredible grasp of politics and tactics (the view from on high, as they put it). While they admit to having no peers, zephtaurs respect the talents and skills of others. Wise sages and artists from dozens of different races often comprise part of a zephtaur prince's court.

A lance wielded by a zephtaur prince is always a powerful magical weapon of great value. A zephtaur is about 7 feet tall and weighs about 2,100 pounds. Zephtaurs speak Sylvan and Elven.

Saves: Fort +7, Ref +9, Will +12

Abilities: Str 20, Dex 17, Con 20, Int 16, Wis 18, Cha 16

Skills: Diplomacy +8, Hide +8, Jump +12, Knowledge (the planes) +11, Listen +9, Move Silently +8, Perform (any) +10, Spot +10, Survival +12 (+14 on other planes)

Feats: Cleave, Flyby Attack, Power Attack

Environment: Temperate plains

Organization: Solitary, company (5-8) or tribe (10-50 plus 5 3rd level captains, two 6th level champions, and one 9th level prince, plus one centaur tribe and 5-8 attendant Large air elementals).

Challenge Rating: 9

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +5

Combat

Zephtaurs always carry a ceremonial lance and three spears. They prefer ritualized styles of combat, and they often commence combat with the issuance of a formal challenge. They take to the sky only if forced to retreat or when fighting flying opponents. Foes that they consider dishonorable face a barrage of arrows fired by airborne zephtaurs. At the outset of a duel, a zephtaur always begins by thunder charging with a lance, before shifting to a spear and shield combination.

Summon Elemental (Sp): Once per day, a zephtaur can automatically summon 1d3 Large air elementals or one Huge air elemental. The elemental serves the zephtaur for six hours before departing. This ability is the equivalent of a 7th-level spell.

Thunder Charge (Su): When a zephtaur charges, the air charges with it. By the time the zephtaur strikes its target, a rolling burst of thunder accompanies it. For every 20 feet covered in the charge, the zephtaur deals 1d6 points of sonic damage, up to a maximum of 6d6 points, on a successful hit. This damage is in addition to the lance's normal damage. The target may make a DC 19 Reflex save to halve the sonic damage. The save DC is Constitution-based.

Air Walk (Su): A zephtaur may *air walk* at will (caster level 7th).

Zephyry

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: +6/—

Attack: Touch +4 melee touch (spell) or touch +4 ranged touch (spell)

Full Attack: Touch +4/-1 melee touch (spell) or touch +4/-1 ranged touch (spell)

Space/Reach: 15 ft./15 ft.

Special Attacks: Harness the winds, spells

Special Qualities: Cloud form, immunity to acid, electricity, paralysis, and polymorph, resistance to cold 20, spell resistance 13, vulnerabilities

Saves: Fort +4, Ref +3, Will +7

Abilities: Str —, Dex 10, Con 12, Int 16, Wis 12, Cha 14

Skills: Concentration +13, Intimidate +14, Knowledge (arcana) +15, Spellcraft +17, Spot +13

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 zephyry is a giant translucent form that 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.

Legends tell of a clan of giants that betrayed their deity's wishes, and were forever cursed to roam the world without any of their legendary strength. Cut off from all divine magic and harassed by those who embrace it, the zephyries turned to the arcane arts. Today, they live a bitter existence, seeking to oppose those who follow the gods while attempting to achieve immortality through arcane magic.

A zephyry stands about 20 feet tall and is weightless. Zephyries speak Giant and Auran.

Combat

A zephyry 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.

Harness the Winds (Sp): A zephyry 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 zephyry casts arcane spells as a sorcerer of a level equal to its HD (9 for a typical zephyry). 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.

Typical Sorcerer Spells Known (6/7/7/6/4 per day, caster level 9th; save DC 12 + spell level): 0—*acid splash, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, read magic, touch of fatigue*; 1st—*mage armor, magic missile, ray of enfeeblement, shield, unseen servant*; 2nd—*cat's grace, shatter, spectral hand, touch of idiocy*; 3rd—*dispel magic, lightning bolt, vampiric touch*; 4th—*dimension door, shout*.

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

Vulnerabilities: Due to being cursed by the gods, a zephyry's spell resistance does not function against divine spells cast from the cleric or paladin spell lists (but works normally against other divine or arcane magic). Furthermore, a zephyry may be turned or destroyed by clerics (or paladins) 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 zephyry). A zephyry is not undead; it is merely vulnerable to turning in a manner akin to undead.

Khalor

Huge Aberration

Hit Dice: 14d8+70 (133 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +10/+26

Attack: Claw +16 melee (2d6+8)

Full Attack: 4 claws +16 melee (2d6+8) and bite +11 melee (2d8+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Constrict 2d4+8, ferocity, improved grab, rage

Special Qualities: Darkvision 60 ft.

Saves: Fort +9, Ref +4, Will +9

Abilities: Str 26, Dex 11, Con 21, Int 11, Wis 10, Cha 11

Skills: Climb +14, Intimidate +6, Listen +11, Spot +11

Feats: Awesome Blow, Cleave, Endurance, Improved Bull Rush, Power Attack

Environment: Any hills, plains, and forests

Organization: Solitary or pair

Challenge Rating: 10

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 15-20 HD (Huge)

Level Adjustment: —

Khalors are four-eyed, four-armed creatures that are notorious hunters and killers.

Khalors hunch over in order to support their weight, scraping at the ground with their lower arms when they move. They typically stand 15 feet high, and stretch 20 feet long from nose to tail. Their brown fur is thick and coarse, and oily black manes hang to just below their chins. Their hind legs are powerfully-muscled, and, like their arms, end in long claws. A khalor's stub of a tail does little to balance its frame, and is relatively inflexible. Due to the way khalors drag themselves across land, they often leave huge gouges, scattered dirt, and toppled trees in their wake. Much of the resulting debris clings to their fur, giving them a strong earthy scent. Most khalors live for around 120 years.

Khalors are carnivores, and suffer from perpetual hunger. They dig themselves shallow pits in fields and hillsides for lairs, and generally eat deer, horses, cattle, and humanoids in an area of about fifty square miles around them. They kill and feed until they have exhausted their territory of prey, then move on.

Relatively asocial, khalors are uninterested in interacting with other species, and rarely encounter others of their own kind. However, a mated pair of khalors may stay together for years,

ravaging ecosystems and fighting with particular ferocity as each khalor competes with the other. Villagers within such a pair's territory frequently appoint farmers to keep the creatures fed with a steady stream of livestock, hoping their homes might be spared.

Khalors speak Giant.

Combat

Khalors are straightforward combatants, using their arms to strike at multiple opponents, and biting and squeezing foes who survive.

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

Constrict (Ex): On a successful grapple check, a khalor deals 2d4+8 points of damage.

Rage (Ex): A khalor that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The khalor cannot end its rage voluntarily.

Ferocity (Ex): A khalor is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Plated Sidewinder

Huge Magical Beast

Hit Dice: 10d10+60 (105 hp)

Initiative: +8

Speed: 30 ft. (6 squares), burrow 20 ft.

Armor Class: 22 (-2 size, +4 Dex, +10 natural), touch 12, flat-footed 18

Base Attack/Grapple: +10/+28

Attack: Bite +18 melee (2d6+15)

Full Attack: Bite +18 melee (2d6+15)

Space/Reach: 15 ft/10 ft.

Special Attacks: Constrict 2d8+15, improved grab

Special Qualities: Damage reduction 10/adamantine, darkvision 60 ft, resistance to acid 5, cold 5, fire 10, and sonic

10, vulnerability to electricity, scent, tremorsense 60 ft.

Saves: Fort +9, Ref +11, Will +4

Abilities: Str 31, Dex 18, Con 22, Int 3, Wis 13, Cha 10

Skills: Hide -1*, Listen +3, Spot +13

Feats: Alertness, Combat Reflexes, Improved Initiative, Power Attack

Environment: Warm desert

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

Advancement: 11-23 HD (Huge); 24-30 HD (Gargantuan)

Level Adjustment: —

These metal-scaled serpents hunt the desert sands for prey. It is said that these creatures were once normal snakes that came into contact with the essence of a powerful artifact created by a forge deity. Others refute this theory, claiming that these beings were former constructs that have been transformed into flesh and blood. The truth may never be known, as these creatures do little other than hunt.

A typical plated sidewinder reaches a length of 40 feet and is nearly 5 feet in diameter. It weighs about 7 tons. Plated sidewinders do not speak or understand any languages.

Combat

Plated sidewinders spend much of their time buried beneath the sand (total cover), hiding away from potential victims and conserving their

energy until their tremorsense detects the approach of prey. If a caravan, herd, or other large group approaches, they generally wait for stragglers or rearwards, burst up from the sand to attack, bite and crush a likely victim to death, swallow it, and then quickly vanish beneath the sands.

Constrict (Ex): On a successful grapple check, a plated sidewinder deals 2d8+15 points of damage.

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

Skills: *Plated sidewinders have a +4 racial bonus on Hide checks in barren or desert terrain.

Flora and Fauna

Houseplant: A rare, magical version of the baobab tree, the houseplant is alike in all ways (DC 27 knowledge (nature) to identify) except when hallowed out and used as a home by an intelligent spellcaster. When occupied by a spellcaster, the houseplant drains a 1st-level spell (DC 20 will save to resist) and casts a hallow spell (or unhallow if spellcaster is evil) with a zone of truth associated spell effect using the drained magical energy. The draining occurs every morning or every midnight (if evil). It is uncertain how or why the houseplant acts in such a manner, but scholars think there must be some selective advantage in its behavior. A few scholars postulate that the plant may be deliberately using intelligent species for propagation, but it is not a widely held view. The houseplant is a magically dependent plant that needs magic, water, soil, air, and sunlight to survive. It is rare and found only in terrains occupied by its non-magical cousin, the baobab.

Slag Roach

Huge Construct

Hit Dice: 10d10+40 (95 hp)

Initiative: -2

Speed: 40 ft. (8 squares), fly 60 ft. (clumsy), burrow 20 ft.

Armor Class: 25 (-2 size, -2 Dex, +19 natural), touch 6, flat-footed 25

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (3d6+12 plus 2d6 acid)

Full Attack: Bite +13 melee (3d6+12 plus 2d6 acid)

Space/Reach: 15 ft/10 ft.

Special Attacks: Acid, spit acid, trample 4d8+12

The slag roach is an enormously oversized iron cockroach with a rusty, pitted shell and long, thin legs. A slag roach is a massive construct somewhat similar to an iron golem. These creatures roam deserts and mountains, consuming all metal they find unless given a different order from their creator.

A slag roach is about 15 feet long and weighs 8,000 pounds.

Combat

Slag roaches always attack opponents who wear heavy metal armor first, dropping from the sky or erupting from the ground and making sunder attempts on the largest sources of metal in the area if they are worn by another creature. Only after a creature deals significant damage to the slag roach does it direct its attacks toward the creature rather than the target's possessions.

Once they begin to attack in earnest, slag roaches have no grasp of tactics, simply trampling as many opponents as possible and spitting acid indiscriminately.

Acid (Ex): A slag roach produces an acid that quickly dissolves organic materials and metals, but does not harm stone. Any successful bite attack deals acid damage. Organic material or clothing dissolves and becomes useless immediately unless it succeeds at a DC 15 Reflex save. The roach's acidic bite deals 15 points of acid damage per

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision, scent, spell resistance 19, vulnerabilities

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

Abilities: Str 26, Dex 6, Con —, Int —, Wis 10, Cha 5

Skills: Survival +0*

Feats: —

Environment: Warm deserts or mountains

Organization: Solitary, pair, or nest (3-8)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11-23 HD (Huge); 24-30 HD (Gargantuan)

Level Adjustment: —

round to wooden or metal objects, but the roach must maintain contact with the item for 1 full round (such as with a successful grapple check) to deal this damage. The save DC is Constitution-based.

Spit Acid (Ex): 40-foot line; damage 6d6 acid, Reflex DC 15 half. One such attack depletes its acid supply for 1d6 rounds, during which time it may neither spit acid nor deal acid damage with its bite. The save DC is Constitution-based.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Vulnerabilities (Ex): A slag roach takes 1d6 points of damage per caster level (maximum 15d6) from the rusting grasp spell, and may be similarly affected by other rust-based attacks at the GM's discretion. It takes no damage from electricity, but is slowed 1 round for every 4 points of electricity damage an attack would otherwise have dealt.

Skills: *Slag roaches have a +4 racial bonus on Survival checks when tracking metal by scent.

Construction

A slag roach's body is sculpted from 8,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 16th; Craft Construct, *acid arrow*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

Spikescale

Large Monstrous Humanoid

Hit Dice: 10d8+70 (115 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 5 ft.

Armor Class: 23 (-1size, +1 Dex, +13 natural), touch 10, flat-footed 22

Base Attack/Grapple: +10/+22

Attack: Claw +17 melee (1d10+8)

Full Attack: 2 claws +17melee (1d10+8) and bite +12 melee (2d6+4)

Space/Reach: 10 ft/10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., glare sight, resistance to fire 20, regeneration 5, scent, solar sight, vulnerability to cold

Saves: Fort +10, Ref +8, Will +8

Abilities: Str 26, Dex 13, Con 25, Int 6, Wis 13, Cha 10

Skills: Climb +9, Hide +4*, Jump +18, Listen +5, Move Silently +6, Spot +5, Survival +3*

Feats: Diehard, Dodge, Endurance, Power Attack

Environment: Warm deserts and plains

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always neutral

Advancement: 11-16 HD (Large); 17-30 HD (Huge)

Level Adjustment: —

Within the hottest arid regions lurk the spikescales, a thick-bodied humanoid with clawed hands and covered in heavy scales that are studded with spikes and spines. These solitary beings tolerate others of their kind only long enough to mate. Otherwise, they fight brutally over territory, especially regions with the greatest supply of their favorite food: humanoid flesh.

Spikescales are vicious carnivores and will dine on the flesh of any creature, but prefer their meat soft, not covered with thick scales or fur. Thus, humans, halflings, dwarves, and elves are among their favorite meals.

A spikescale stands nearly 9 feet tall and weighs 600 pounds. Spikescales speak their own language, a series of hisses, hoots, and growls. Some know rudimentary Common as well.

Combat

Spikescales are highly aggressive, but are less likely to attack during the morning and evening hours or at night. Travelers who pass through their territories at those times can usually escape the spikescales' attentions, but those caught in spikescale lands in the hours just before and after high noon usually find cause to regret it.

Spikescales begin their attack with a sunbeam or sunburst, using the ability that damages the most foes at one time. They then wade into

combat, using their sun-enhanced powers to tear apart warriors and armored foes first, then turning their attention on spellcasters.

Spell-Like Abilities: 3/day—*sunbeam* (daytime only; empowered, DC 17); 1/day—*sunburst* (daytime only; empowered, DC 18). Caster level 15th. The save DCs are Charisma-based.

Glare Sight (Ex): Spikescales cannot be blinded by bright lights and are immune to gaze attacks.

Regeneration (Ex): Acid and cold deal normal damage to a spikescale. A spikescale that loses part of its body mass can regrow it in 3d6 minutes. Holding the severed portion against the mass causes it to reattach instantly.

Solar Might (Su): Spikescales are mightier when the direct light of the sun shines down on them. When they are outdoors, from 2 hours before high noon until 4 hours after, spikescales gain a +4 bonus to Strength and Constitution, a +2 bonus to AC, and damage reduction 3/-.

Skills: Spikescales have a +2 racial bonus on Listen, Move Silently, and Spot checks, a +4 racial bonus on Hide checks, and a +6 racial bonus on Jump checks. *In desert terrain, the racial bonus on Hide checks rises to +8. Spikescales have a +2 racial bonus on Survival checks when tracking by scent.

Vehiemaal

Large Giant (Cold)

Hit Dice: 13d8+52 (108 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 21 (-1 size, +1 Dex, +1 natural), touch 10, flat-footed 20

Base Attack/Grapple: +9/+22

Attack: Claw +18 melee (1d8+9)

Full Attack: 2 claws +18 melee (1d8+9) and bite +16 melee (1d10+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, maddening howl, wind storm

Special Qualities: Immunity to cold, low-light vision, uncanny scent, vulnerability to fire

Saves: Fort +12, Ref +5, Will +8

Abilities: Str 28, Dex 12, Con 19, Int 8, Wis 14, Cha 15

Skills: Climb +17, Jump +24, Move Silently +17

Feats: Cleave, Great Cleave, Iron Will, Multiattack, Power Attack

Environment: Any cold

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 14-26 HD (Huge)

Level Adjustment: +8

A vehiemaal is a bestial, murderous hunter that relentlessly stalks the barren lands of the far northern tundra. Common legend holds it to be an otherworldly demon, a nightmare fiend summoned from the lower depths to feed on man flesh. In reality, the vehiemaal is a primitive relative of the frost giant, a furry, eternally ravenous beast that is boogeyman to the children of its more evolved distant cousin.

Though the vehiemaal quite happily feeds on any sort of fresh meat, it has a preference for the blood and bone of giants, dwarves and men. The vehiemaal hunts only by night, preferably under overcast skies, and it prefers to ambush lone travelers or small groups, but if it is hungry enough it will tear through an entire village, slaying indiscriminately and dragging screaming victims off to feed on at its leisure.

The vehiemaal is a hunched, gaunt ape-like creature with spade-claw hands and an enormous, jutting jaw full of broken but still sharp fangs. It stands nearly twice the height of a tall man, and its arms are so long that its knuckles drag upon the ice when it walks. The vehiemaal is surrounded at all times by an aura of freezing cold air, frigid enough to cause irreparable frostbite damage to anyone foolish enough to approach it.

A vehiemaal is about 15 feet tall and weighs about 2,800 pounds. Vehiemaals speak Giant.

Combat

A vehiemaal prefers to attack from ambush, using its maddening howl to disorient its victims before striking. When it does attack, it uses its enormous claws to slash and grapple its opponents,

hurling them into rocks, bashing them into trees, or simply biting their heads off. The vehiemaal is not intelligent, but it is smart enough to lash out at the most dangerous-looking opponents first—it has no real concept of the power of magic, however, and equates “dangerous” with visible muscles and weapons. The vehiemaal also lacks courage, and will flee if presented with a determined, well-coordinated foe.

Improved Grab (Ex): To use this ability, a vehiemaal must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Maddening Howl (Su): Once per night (not during daylight hours), as a full round action, the vehiemaal can unleash a bloodcurdling howl that quavers with the sound of an arctic wind tearing through countless brittle leaves. The howl is astoundingly loud and powerful and echoes for miles through the tundra. All who hear the sound of the vehiemaal’s cry must immediately attempt a Will save, the DC of the save dependant upon their distance from the Vehiemaal. Within a range of 1 mile, the DC is 20, dropping by 2 points for every mile beyond that. Those who succeed are affected as if by the spell *fear*. Those within one mile who fail the save are affected as if by insanity until the first light of dawn strikes them. Those beyond one mile who fail are affected as if by confusion. Caster level 14th for all effects. The save DC is Constitution-based.

Wind Storm (Su): A vehiemaal is constantly surrounded by a howling vortex of harsh arctic wind in a 10-foot-radius. All who enter the area

take 2d6 points of cold damage per round (Fort DC 20 half). The arctic winds shield the vehiema from projectiles, granting it a +4 bonus to AC against all ranged attacks. The save DC is Constitution-based.

Uncanny Scent (Ex): A vehiema can notice creatures by scent in a 180-foot radius and detect flesh at ranges of up to a mile, and blood at ranges of up to 10 miles. This powerful sense of smell is

both a strength and its greatest weakness. If objects with overpowering scents are thrust into its nose (a handful of sulfur, for example), it must make a DC 17 Fort save or be stunned 1 round.

Skills: A vehiema has a +5 racial bonus on Climb, Jump, and Move Silently checks.

Cactus Crawler

Huge Plant

Hit Dice: 16d8+64 (136 hp)

Initiative: +2

Speed: 5 ft. (1 square)

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

Base Attack/Grapple: +12/+27

Attack: Slam +18 melee (2d6+7 plus spines)

Full Attack: 2 slams +18 melee (2d6+7 plus spines)

Space/Reach: 15 ft./15 ft.

Special Attacks: Rear up, spines

Special Qualities: All-around vision, half damage from fire, low-light vision, plant traits

Saves: Fort +14, Ref +3, Will +3

Abilities: Str 24, Dex 6, Con 18, Int 3, Wis 3, Cha 3

Skills: Disguise +4 (+16 as cactus patch), Listen +5, Spot +5

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Skill Focus (Disguise), Weapon Focus (slam)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 11-15 HD (Large), 17-20 HD (Huge)

Level Adjustment: —

Cactus crawlers are carnivorous mobile plants of the desert. They appear to be nothing more than a multi-armed cactus when at rest. However, they are mobile, traveling at night and “planting” themselves in the sand, waiting for prey to pass by. They generally root themselves near roadways, oases, and other areas with regular traffic.

A cactus crawler is over 20 feet tall and weighs over 2 tons. Cactus crawlers do not speak or understand any languages.

Combat

A cactus crawler waits perfectly still until prey approaches, then springs to action, attempting to grapple lone prey and pierce it with its sharp spines. If outmatched or outnumbered, it will rear up and attack with four legs.

Rear Up (Ex): The cactus crawler normally fights with four legs on the ground. Once every 1d4 rounds, however, it can rear up for one round,

balancing on only two legs to hit opponents with the other four. This allows it to make two additional slam attacks as part of a full attack action.

Spines (Ex): A cactus crawler is covered with sharp spines. These spines damage any creature that touches it, dealing 1d6+6 points of piercing damage. Creatures striking a cactus crawler with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. A creature that is pushed into or falls onto a cactus crawler also takes damage from its spines.

All-Around Vision (Ex): A cactus crawler can see in all directions, granting it a +4 racial bonus on Spot and Search checks, and it can't be flanked.

Half Damage from Fire (Ex): Cactus crawlers take only half damage from fire-based attacks due to the succulent nature of their flesh.

Skills: *A cactus crawler has a +12 racial bonus on Disguise checks to resemble an inanimate plant.

Hoarfrost Golem

Large Construct

Hit Dice: 12d10+30 (96 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 26 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 26

Base Attack/Grapple: +9/+20

Attack: Slam +15 melee (2d10+7 plus 1d6 cold)

Full Attack: 2 slams +15 melee (2d10+7 plus 1d6 cold)

Space/Reach: 10 ft./10 ft.

Special Attacks: Chill aura

Special Qualities: Construct traits, damage reduction 10/adamantine, darkvision 60 ft.,

icewalking, immunity to magic, low-light vision

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

Abilities: Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any cold land or underground

Organization: Solitary or pair

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Environment: 15-21 HD (Large)

Level Adjustment: —

Hoarfrost golems are towering blocks of ice, chiseled into a vaguely humanoid shape. When motionless in arctic conditions, the hoarfrost golem is almost impossible to spot (DC 25). This natural camouflage means the golem often surprises its victims, bursting forth from snow or even from the sides of glacial walls to strike powerful blows with its icy fists.

A hoarfrost golem is 9 feet tall and weighs around 2,000 pounds.

Combat

A hoarfrost golem pounds foes with its icy fists until they stop moving.

Chill Aura (Su): The hoarfrost golem emanates an aura of glacial chill about it in a 15-foot radius. All creatures within this area suffer 1d3 points of cold damage each round. The golem's attacks also inflict an extra 1d6 points of cold damage as if they were frost weapons. If the golem confirms a critical hit, the target is slowed (as the *slow* spell, Will DC 16 negates) for seven rounds in addition to any damage sustained. The save DC is Constitution-based.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the golem climbs must be icy. It is always in effect.

Immunity to Magic (Ex): A hoarfrost golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire damage affects the golem normally, but the golem is treated as having resistance to fire 10.

Shatter and other spells that affect crystalline creatures affect the golem normally.

Construction

A hoarfrost golem's body is chiseled from a single block of solid ice, weighing at least 3,000 pounds. The ice must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check.

CL 14th; Craft Construct, *antimagic field*, *cone of cold*, *geas/quest*, *slow*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

Flora and Fauna

Spillan Ointment: By applying this rudimentary precursor to sunscreen on the skin, it reduces subdual damage resulting from heat exhaustion by one point. Adventurers traveling across the sweltering open plain always carry several doses of this inexpensive and highly effective ointment. A single dose lasts for one day.

Time Monster

Huge Animal

Hit Dice: 18d8+75 (156 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 14 (-2 size, +1 Dex, +5 natural), touch 9, flat-footed 13

Base Attack/Grapple: +13/+30

Attack: Bite +21 melee (5d8+13)

Full Attack: Bite +21 melee (5d8+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision, scent

Saves: Fort +15, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10

Skills: Listen +14, Spot +15

Feats: Alertness, Cleave, Endurance, Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)

Environment: Any warm or temperate land

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 19-36 HD (Gargantuan); 37-54 HD (Colossal)

Level Adjustment: —

Time monsters are vast, reptilian creatures originally from millions of years in the past. Scholars are uncertain how a presumably extinct creature walks the earth, although there is speculation of arcane shenanigans. Some people worship the time monster, viewing it as a sacred creature and making regular sacrifices to the enormous beast.

Combat

Time monsters are hungry almost all the time. For a time monster, the acts of attacking and eating are more or less the same thing - and it will happily eat anything, even creatures bigger than it.

Improved Grab (Ex): To use this ability, a time monster must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without

provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A time monster can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check.

The swallowed creature takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the time monster's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the time monster's gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge time monster's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Flora and Fauna

Spillan: A close relative of the aloe plant, spillan shares aloe's unique ability to soothe burns and looks similar in appearance. Rows of small spikes line the edges of its thick, flat leaves, which are filled with a cool green ointment. Spillans reach two feet in height and often grow in isolated patches amidst a sea of other grasses. Naturally, the migratory herbivores avoid eating the plant's thorny leaves, allowing the spillan to carve its own ecological niche. A Survival check (DC 20) accurately determines its genus and species, while a Profession (herbalist) check (DC 10) allows the character to create spillan ointment. A single plant yields one dose of the ointment.

Wastemite Swarm

Fine Vermin (Swarm)

Hit Dice: 22d8 (99 hp)

Initiative: +3

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

Armor Class: 21 (+8 size, +3 Dex), touch 21, flat-footed 18

Base Attack/Grapple: +16/—

Attack: Swarm (5d6)

Full Attack: Swarm (5d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, ravenous

Special Qualities: Darkvision 60 ft, immunity to fire, immunity to weapon damage, swarm traits, vermin traits

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

Abilities: Str 1, Dex 16, Con 11, Int —, Wis 10, Cha 2

Skills: Hide +19

Feats: —

Environment: Warm deserts

Organization: Solitary, storm (2-6 swarms), or tempest (7-15 swarms)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A wastemite is a tiny, nearly harmless invertebrate that feeds on cast-off organic material, such as skin and scales. When these creatures swarm, however, they are a ravenous killing machine, a threat to all organic matter, living or nonliving.

Combat

Wastemite swarms are always on the move. They are eternally hungry and will consume any organic matter, living or dead. Desert natives have learned to recognize the low, thrumming hum made by a swarm on the move, and quickly move to shelters or flee the area.

A swarm of wastemites can devour a man in moments, leaving a neatly stripped skeleton in its wake. The swarm's resemblance to a moving, predatory sandstorm has given rise to many tall tales of evil wind spirits and sand demons that

scour the desert, preying on the unfortunate. Slain victims often leave behind treasures and possessions, which the desert natives eagerly hunt and plunder.

A wastemite swarm deals 5d6 points of damage to any creature whose space it occupies at the end of its move.

Ravenous (Ex): In addition to dealing damage to living creatures, a wastemite swarm eats anything organic in nature, dealing 5d6 points of damage to all objects of cloth, leather, wood, etc. that are in its space at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a wastemite swarm in its square must succeed on a DC 21 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Flora and Fauna

Red Lizard: The red lizard resembles an overgrown iguana with a longed, forked tail and a row of diamond-shaped spikes, forming a crest that runs from its neck to the tip of its tail. Active only during the day, the slow-moving, six-foot-long, dull-green lizard nonchalantly lumbers through the plains on an endless quest for food. Massive mounds constructed by ornery fire ants top the red lizard's list of food choices. Assuming a strategic position near the insects' lair, it grabs its quarry with its adhesive tongue, initially ignoring the swarming ants' fierce bites. After a few minutes of the enraged insects' onslaught, the red lizard opens its mouth and releases a misty cloud of red grains resembling cayenne pepper. The particle blast dazes the startled insects, allowing the red lizard to enjoy its feast undisturbed.

The uncommon red lizard serves several culinary and practical purposes. Considered a delicacy by the refined palette, expert chefs broil the red lizard and serve it with a side of lemon and drawn butter. Aficionados compare the meat's taste to the finest lobster, making it a mainstay at royal banquets and in the finest eateries. In addition, chefs and alchemists harvest its trademark spray-producing organ. Adding the fine powder to water and ground black pepper produces a sharp, spicy sauce that complements rice and seafood dishes. Properly preparing the sauce necessitates a Profession (cook) check (DC 15). Grinding the red lizard organ also produces a potent offensive weapon. Noticing the difference between the red lizard and other common lizards requires a Survival check (DC 12).

Bull of Heaven

Huge Elemental (Air, Extraplanar)

Hit Dice: 15d8+75 (142 hp)

Initiative: +0

Speed: 40 ft. (8 squares), fly 60 ft. (good)

Armor Class: 16 (-2 size,+8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +11/+26

Attack: Gore +17 melee (2d6+10)

Full Attack: Gore +17 melee (2d6+10)

Space/Reach: 15 ft./10 ft.

Special Attacks: Lightning, thunderclap, trample 2d6+10

Special Qualities: Darkvision 60 ft, elemental traits, immunity to cold, electricity, and sonic

Saves: Fort +9, Ref +9, Will +6

Abilities: Str 25, Dex 10, Con 20, Int 3, Wis 10, Cha 10

Skills: Intimidate +8, Jump +11, Listen +5, Spot +5

Feats: Awesome Blow, Flyby Attack, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (gore)

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always chaotic neutral

Advancement: 16 HD (Huge); 17-32 HD (Gargantuan); 33-45 HD (Colossal)

Level Adjustment: —

Although tribesman of the plains have dubbed these creatures “bulls of heaven”, they are actually elementals that appear on the Material Plane when storms form.

A bull of heaven appears roughly as a large bull, but its skin is the color of dark storm clouds, its eyes flash like lightning, and bolts of electricity dance between its horns and crackle near its hooves.

Bulls of heaven may only stay on the Material Plane for as long as the storm lasts, so they try to enjoy their time to its fullest, spreading as much destruction and mayhem as possible before the storm breaks and calm returns to the plains. Generally, larger storms tend to attract larger bulls.

A bull of heaven stands 8 feet tall at the shoulder and is over 16 feet long. Its body is composed of rain-laden clouds, and it weighs about 1,000 pounds. A bull of heaven does not speak, but understands Auran.

Combat

A bull of heaven generally opens combat with its lightning ability, attempting to catch as many opponents as possible in its path. If its adversaries are landborne, it then attempts to strike the ground with a hoof, releasing a powerful thunderclap, then trample those who are stunned.

Lightning (Su): As a full round action, a bull of heaven may unleash a 100-foot line of lightning from its horns once every 1d10 rounds, damage 5d6 electricity, Reflex DC 22 half. The save DC is Constitution-based.

Thunderclap (Su): As a move action, a bull of heaven may produce a thunderclap by striking a hoof against the ground. This sonic attack is a 60-foot-spread. All creatures within the area must make a DC 22 Fortitude save or be stunned for 1 round and deafened for 1d4 rounds. A bull of heaven may use this ability once every 1d6 rounds. The save DC is Constitution-based.

Trample (Ex): Reflex half DC 24. The save DC is Strength-based.

Flora and Fauna

Red Lizard Spray: As a natural defense mechanism, the red lizard’s organs produce a spicy, peppery spray that temporarily dazes its insect prey. Seizing on this unique biological creation, alchemists grind the red lizard’s organs and its contents into a fine dust that greatly irritates the eyes and nose of humanoid. A packet of red lizard spray acts as a grenade-like weapon with a 5-foot range increment when thrown. Red lizard spray fills a 5-foot cube, requiring any creature within the area of effect to make a Fortitude save (DC 11); otherwise, the red lizard spray blinds the victim for 1d4 rounds and dazes him for one round. The glands of one lizard yields two doses of the substance.

Efflox

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: Low-light vision

Saves: Fort +21, Ref +8, Will +4

Abilities: Str 30, Dex 8, Con 30, Int 2, Wis 9, Cha 9

Skills: Climb +11, Jump +18, Listen +8, Spot +8, Swim +13

Feats: Alertness, Awesome Blow, Endurance, Great Fortitude, Improved Bull Rush, Power Attack

Environment: Temperate plains

Organization: Herd (5-10 bulls plus 10-20 cows and 1-20 calves)

Challenge Rating: 12

Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)

Level Adjustment: —

The efflux 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.

Effloxes are massive herbivores that roam plains and steppes, constantly grazing to sate their large appetites. Because they have been hunted to near-extinction, effloxes are wary and easily angered. Bulls will fight to the death to protect their young.

A bull efflox stands more than 10 feet tall at the shoulder, is over 14 feet long, and weighs nearly 3 tons. Cows are slightly smaller, usually 8-9 feet tall and weighing about 5,000 pounds and reaching a length of 12 feet. Cows lack the massive tusks, so they lack a gore attack, and cannot emit corrosive musk. However, they can still trample or make a butt attack for 1d8+15 points of damage. Calves are noncombatants.

Combat

Enraged effloxes 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 efflox'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 efflox bull must succeed on 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 corrode immediately, taking 1d6 points of acid damage each round (Fortitude DC 27 negates damage for that round). The save DC is Constitution-based.

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

Flora and Fauna

Locust: Humanoid farmers tremble at the sight of a swarming plague of locusts, a type of grasshopper responsible for the utter destruction of vast tracts of cropland and wild grasses. Numbering in the millions, the small dark brown insects emit a cacophony of fluttering wings and primeval cries, as they descend from the sky like an ominous, dark cloud. In a matter of minutes, the ravenous insects gorge on the land's lush grasses, transforming the wondrous greenery into a barren wasteland. In addition to the widespread devastation that they wreak, many humanoid cultures stubbornly cling to the belief that the locusts' sudden arrival represents an undeniable omen of the gods' displeasure. Although humanoids loathe the appearance of these unwelcome pests, insectivorous birds and mammals delight in the bountiful feast.

Glacier Beast

Huge Magical Beast (Cold)

Hit Dice: 16d10+160 (248 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20

Base Attack/Grapple: +16/+39

Attack: Claw +29 melee (3d8+15) or gore +29 melee (3d12+15)

Full Attack: 2 claws +29 melee (3d8+15) and bite +24 melee (3d10+7); or gore +29 melee (3d12+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Ram, snatch, trample
3d6+22

Special Qualities: Damage reduction 5/piercing or slashing, darkvision 60 ft.,

immunity to cold, low-light vision, scent, spell resistance 20, vulnerability to fire

Saves: Fort +20, Ref +11, Will +6

Abilities: Str 40, Dex 12, Con 30, Int 6, Wis 12, Cha 8

Skills: Hide -2*, Listen +7, Spot +7, Survival +7

Feats: Alertness, Awesome Blow, Improved Bull Rush, Power Attack, Snatch, Track

Environment: Cold plains

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 17-24 HD (Huge); 25-36 HD (Gargantuan); 37-48 HD (Colossal)

Level Adjustment: —

Standing slightly larger than an elephant, a glacier beast is one of the most feared natural predators of arctic regions. It is covered head to toe in a thick white coat of fur, under which lies a tough outer hide backed by a heavy layer of blubber. Its horns are extremely hard, prized for their use in many magical processes and displayed as hunting trophies by the social elite. Its hide is also prized for use as high-grade armor, producing hide armor with the equivalent protection of scale mail. The glacier beast is an expert and ruthless hunter, using its powerful scent and tracking abilities to find its prey in enormous arctic landscapes.

A glacier beast is a rare and solitary creature, only found with others of its kind during the mating season. One is rarely encountered except by those travelers making arctic treks through distant plains. A beast typically finds creatures by following the trail they leave in the snow, attacking when they are in an open area. It uses terrain to its advantage, for if there are crevasses or cliffs around, its snatch and ram attacks can take on a new level of danger.

Creatures this large need a steady food supply, and coastal villages and towns are often the best sources.

The hide and horns of a glacier beast are quite valuable to armorsmiths and alchemists, respectively. Buyers pay as much as 3,000 gp for the hide and 5,000 gp for each horn. A character must succeed on a DC 25 Survival check to properly skin the creature or remove its horns (three checks total per carcass).

A glacier beast stands nearly 15 feet tall at the shoulders and weighs 10 tons. Although intelligent, glacier beasts do not speak or understand any language.

Combat

A glacier beast prefers to meet its prey out on the open glacial plains. It wastes no time in attacking if it decides that a creature would make a good meal. Its initial strategy is to get a running start and crash into opponents with its horns. Once in melee, the beast rises up on its hind legs and attacks with its forepaws and teeth. If it faces multiple opponents, it attempts a grab-and-throw technique. The glacier beast uses its Snatch feat to grab and hold an opponent, then throws it into the distance. In addition to the creature's offensive capabilities, it reduces the damage done by bludgeoning weapons due to its thick hide and layer of blubber.

Ram (Ex): The glacier beast is able to bowl over opponents with its horns. Whenever a glacier beast successfully pushes back an opponent with a bull rush, it deals automatic gore damage.

Snatch (Ex): A glacier beast can use its Snatch feat against opponents two or more sizes smaller than itself.

Trample (Ex): Reflex DC 33 half. The save DC is Strength-based.

Skills: *Due to the color of their fur, glacier beasts hiding or stalking prey in snowy areas have a +8 racial bonus on their Hide checks.

Walking Disease

Medium Undead

Hit Dice: 15d12+3 (100 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 24 (+1 Dex, +13 natural)
touch 11, flat-footed 23

Base Attack/Grapple: +7/+11

Attack: Slam +11 melee (1d6+4 plus debilitating touch)

Full Attack: 2 slams +11 melee (1d6+4 plus debilitating touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Debilitating touch, improved grab, massive infection, wave of parasites

Special Qualities: Darkvision 60 ft., see in darkness, spell resistance 24, undead

Saves: Fort +5, Ref +8, Will +11

Abilities: Str 18, Dex 12, Con —, Int 10, Wis 14, Cha 15

Skills: Hide +5, Intimidate +11, Knowledge (any) +5, Move Silently +6, Search +13, Spot +16, Survival +12 (+14 follow tracks)

Feats: Blind-Fight, Combat Reflexes, Lightning Reflexes, Power Attack, Toughness

Environment: Any hills and plains

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 16-30 HD (Medium)

Level Adjustment: —

Numerous colonies of fungi, bacteria, and viruses inhabit the festering corpse transforming its pale, flaccid skin into a mottled landscape of enormous pustules, ulcerous sores, and asymmetrical tumors. Despite its terrible limp and its drawn, emaciated appearance, the creature demonstrates remarkable physical strength and surprising litheness. Walking diseases stand 6 feet tall and weigh 145 pounds. They speak broken Common but are incapable of uttering more than a few simple commands and phrases.

Combat

Although incapable of devising complex strategies, the moderately intelligent walking disease does display a limited grasp of combat tactics. Initiating combat from a distance, it blasts its adversaries with a wave of parasites before wading into melee combat. Once in close quarters, the creature always focuses its attacks on one opponent, wearing the foe down with its debilitating touch and massive infection powers. The walking disease continues to assault the same randomly determined creature regardless of its invulnerability or obvious resistance to the walking disease's powers. Walking diseases only deviate from intended targets if they retreat and another potential opponent is closer to the walking disease than its initial enemy is.

Debilitating Touch (Su): The creature's mere touch infects any living foe with potentially lethal diseases. Any creature struck by its slam attack

must make a Fortitude save (DC 19); otherwise it contracts a disease from the creature. The disease's incubation period is 1 day and it inflicts 1d6 temporary points of randomly determined ability damage. The DCs are Charisma based.

Improved Grab (Ex): Use of this ability requires a successful slam attack against a medium or smaller creature. Improved grab allows it to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple checks the walking disease establishes a hold on the opponent and attempts to use its massive infection ability against that foe on the following round.

Massive Infection (Su): After a successful grapple check, the walking disease instantaneously transmits millions of lethal pathogens to the victim. The creature must make a Fortitude save (DC 27); otherwise the virulent microorganisms cause 1d6 points of Constitution damage per round, and the creature is dazed as his body tries to fend off the invaders. Each round thereafter, the creature receives a new saving throw until he succeeds or dies, whichever comes first. The walking disease does not need to maintain a hold on its victim to continue dealing damage to it. Creatures succeeding at their initial or subsequent saving throw suffer 3d6 points of damage but stop taking Constitution damage, are no longer dazed, and acquire immunity to this attack form for 2d6 rounds. Because of this fact, the creature always tries to disengage from the grapple after employing this power. Any humanoid creature slain by this

power rises as a walking disease 1d4 days later. A *remove disease* or *heal* spell will immediately end the effect, without dealing damage to the creature.

Wave of Parasites (Su): Once per day, the walking disease unleashes a 20 ft. cone of microscopic parasitic organisms that burrow beneath the skin and assault the body's major organs. Victims within the cone receive a Reflex save (DC 19) to completely avoid the cone or the

tiny parasites produce massive organ failure 1d4 rounds later unless the victim makes a Fortitude save (DC 19). Creatures suffering organ failure die immediately, while those making their saving throw fend off the parasitic assault but still suffer 3d6 points of damage. A *remove disease* or *heal* spell immediately ends the effect, without dealing damage to the creature.

Dunami

Gargantuan Animal

Hit Dice: 14d8+70 (133 hp)

Initiative: +7

Speed: 40 ft (8 squares), burrow 30 ft

Armor Class: 15 (-4 size, +3 Dex, +6 natural), touch 9, flat-footed 12

Base Attack/Grapple: +10/+36

Attack: Bite +17 melee (2d8+15)

Full Attack: Bite +17 melee (2d8+15)

Space/Reach: 20 ft/20 ft

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense 120 ft.

Saves: Fort +16, Ref +12, Will +4

Abilities: Str 30, Dex 16, Con 20, Int 2, Wis 11, Cha 2

Skills: Hide +23, Jump +14

Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Weapon Focus (bite)

Environment: Warm desert

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 15-28 HD (Gargantuan), 29-42 HD (Colossal)

Level Adjustment: —

The dunami is a predator that swims in a sea of sand. Its sandstone coloration gives it extraordinary hiding ability in the dunes, while its immense strength gives it an advantage over most prey. Its body is covered in tawny fur, making it look like some impossibly huge legless prairie dog.

When they travel at top speed burrowing, the dunami creates waves in the dunes as the sand slides and resettles. This along with wind makes the landscape ever changing and treacherous to travelers.

An adult dunami is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds.

Combat

The dunami hunts to eat, although its metabolism is more akin to reptiles than mammals, allowing the wyrm to go long periods without a meal. They prefer to settle just below the surface of the sand and ambush their prey. They will often wait on the edge of an oasis to catch animals and travelers looking for water.

Improved Grab (Ex): To use this ability, a dunami must hit with its bite attack. It can then attempt to start a grapple as a free action without

provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round. Dunamis have a +4 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

Surprise Attack (Ex): When attacking from below the surface, a dunami automatically surprises its foes, treating them as flat-footed.

Swallow Whole (Ex): A dunami can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 8 points of acid damage per round from the dunami's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan dunami's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A dunami has a +15 racial bonus on Hide checks.

Gudanna

Huge Magical Beast (Extraplanar)

Hit Dice: 20d8+180 (310 hp)

Initiative: +0

Speed: 60 ft. (12 squares), fly 180 ft. (clumsy)

Armor Class: 28 (-2 size, +20 natural), touch 8, flat-footed 28

Base Attack/Grapple: +20/+38

Attack: Gore +29 melee (2d6+15/19-20)

Full Attack: Gore +29 melee (2d6+15/19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Dying sickness, smite evil, spell-like abilities, wounding

Special Qualities: Darkvision 60 ft., immunity to acid, cold, and mind-affecting spells and abilities, low-light vision ,

Gudanna, the Bull of Heaven, is a bull of the largest sort, with magnificent black fur and horns that gleam white in the sun, radiating a faint soft, heavenly light. Gudanna is a proudly territorial animal that brooks no challenge and gladly kills any creature that looks remotely threatening.

Gudanna is the greatest steer of the god Anu's prized herd. He is an enormous, foul-tempered beast. Fortunately, he is only sent to Earth when one of the gods is so annoyed with a mortal that he feels the need to unleash monstrous retribution. When unleashed upon Earth, the Bull of Heaven becomes an unstoppable force devouring everything in his path. In the celestial realm, he is a less ornery beast, but being removed from Heaven unnerves the beast and sends him into a killing frenzy.

Gudanna stands over 12 feet tall at the shoulder and measures 16 feet from snout to tail. He weighs 12,000 pounds.

Combat

Gudanna generally opens combat with a quickened *dispel magic* against the toughest looking melee combatant while charging that same foe. If the battle turns against it, it uses *expeditious retreat* or *plane shift* to escape.

Dying Sickness (Su): If the Bull of Heaven is slain, whoever lands the killing blow contracts a supernatural disease—Fortitude DC 29, incubation period 1 day; damage 1d6 Str and 1d6 Con. The save DC is Constitution-based.

resistance to electricity 20, scent, spell resistance 25

Saves: Fort +21, Ref +12, Will +5

Abilities: Str 30, Dex 10, Con 28, Int 2, Wis 8, Cha 16

Skills: Jump +22, Listen +11, Spot +10

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (gore), Power Attack, Weapon Focus (gore)

Environment: Any good-aligned plane

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral good

Advancement: None

Level Adjustment: —

Unlike normal diseases, dying sickness continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Dying sickness is a powerful curse, not a natural disease. Ability damage suffered from dying sickness cannot be cured by any means short of removing the sickness. Dying sickness can only be removed by a *miracle* spell.

Smite Evil (Su): Five times per day, Gudanna may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (+3) to his attack roll and deals 20 extra points of damage. If Gudanna accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Spell-like Abilities: At will—*dispel magic*, *expeditious retreat*, *haste*. 3/day—*plane shift*. All of Gudanna's spell-like abilities are treated as if quickened. Caster level 20th.

Wounding (Ex): A wound from Gudanna's gore attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Harmoai

Large Elemental (Air, Earth, Native)

Hit Dice: 10d8+40 (85 hp)

Initiative: +4

Speed: Fly 50 ft. (10 squares) (good)

Armor Class: 22 (-1 size, +13 natural), touch 9, flat-footed 22

Base Attack/Grapple: +7/+16

Attack: Slam +11 melee (2d6+7)

Full Attack: Slam +11 melee (2d6+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: Harmonic pulse, spell-like abilities

Special Qualities: Amalgam, damage reduction 10/—, darkvision 60 ft., elemental traits, flight, spell resistance 21, *tongues*

Saves: Fort +13, Ref +7, Will +13

Abilities: Str 21, Dex 10, Con 18, Int 19, Wis 27, Cha 16

Skills: Diplomacy +18, Intimidate +16, Knowledge (nature) +17, Listen +21, Sense Motive +21, Spot +21, Survival +8 (+10 aboveground)

Feats: Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Environment: Warm deserts

Organization: Solitary, trio, or body (5-7)

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: —

Harmoai are stylized carved stone heads that float above the surface of the desert. A small whirlwind of sand beneath the floating head seems to propel it while its stone eyes burn with pure white flames. Harmoai are mysterious, floating monoliths that sometimes appear to desert travelers, speaking prophecies and cryptic warnings. The origin of these beings are unknown, but it is believed that they were once linked to the Elemental Planes of Air and Earth.

These ominous stone heads produce a low hum at most times from their motionless mouths, but when threatened they can increase this harmony to a powerful sonic force.

Typical harmoai are 10 feet tall and weigh nearly a ton. Harmoai speak Auran and Terran, but can communicate with any creature thanks to their tongues ability.

Combat

Harmoai have never been known to initiate combat, but use their harmonic pulse or spell-like abilities if threatened. When harmoai are outmatched or a combat lasts more than a few rounds, they use their dimension door ability to withdraw and then simply fly away.

Harmonic Pulse (Ex): As a full-round action, a harmoai can emit a harmonic pulse that radiates out 30 feet in all directions. Any creature caught in this area takes 10d6 points of sonic damage (Reflex DC 19 half) and must succeed at a DC 19 Fortitude save or be deafened for 2d6 rounds. This pulse functions as a gaze attack, except that it is a sonic effect rather than visually based. Thus,

any creature in the area at the beginning of its own turn is affected, and the harmoai can also affect one creature as a standard action on its turn. The save DCs are Constitution-based.

This harmonic pulse is also picked up by any other harmoai within range, causing the harmonic pulse to gain in power and resonance. For every harmoai beyond the first within 30 feet of the pulse's originator, the sonic damage increases by 2d6, the duration of the resulting deafness increases by 2 rounds, and the save DCs increase by 2. For instance, a creature in the midst of a trio of adjacent harmoais takes 14d6 points of sonic damage (Reflex DC 23 half) at the beginning of its turn, even if only one stone actually began the harmonic pulse before the character's turn, and must make a DC 23 Fort save or be deafened for 2d6+4 rounds.

Spell-Like Abilities: At will—*control winds* (DC 18), *dimension door*, *hallucinatory terrain* (DC 17), *chain lighting*, *wall of stone*, *wind wall*. Caster level 10th. The save DCs are Charisma-based.

Amalgam (Ex): A harmoai is an amalgam of air and earth elemental. As such, it is not affected by powers or spells that target air or earth elementals alone. For instance, a cleric with either the Air or Earth domain could neither turn nor rebuke a harmoai.

Flight (Ex): A harmoai can cease or resume flight as a free action.

Tongues (Ex): Harmoai can speak with any creature that has a language, as though using the *tongues* spell (caster level equals the harmoai's HD). This ability is always active.

Hurg

Large Outsider (Earth, Extraplanar)

Hit Dice: 15d8+60 (127 hp)

Initiative: +4

Speed: 60 ft. (12 squares)

Armor Class: 26 (-1 size, +4 Dex, +13 natural), touch 13, flat-footed 22

Base Attack/Grapple: +15/+23

Attack: Bite +18 melee (4d10+4/19-20 plus vorpal bite) or ram +18 melee (1d8+4 plus ram)

Full Attack: Bite +18 melee (4d10+4/19-20 plus vorpal bite) or ram +18 melee (1d8+4 plus ram)

Space/Reach: 10 ft./5 ft.

Special Attacks: Ram, vorpal bite

Special Qualities: Darkvision 60 ft., heat absorption, immunity to cold and poison, spell resistance 18, tremorsense 60 ft.

Saves: Fort +13, Ref +13, Will +9

Abilities: Str 19, Dex 18, Con 19, Int 10, Wis 11, Cha 10

Skills: Balance +16, Climb +22, Hide +18, Jump +34, Listen +12, Move Silently +22, Spot +12, Survival +18, Swim +22

Feats: Dodge ^B, Improved Bull Rush, Improved Critical (bite), Mobility, Power Attack, Spring Attack, Track

Environment: Elemental Plane of Earth

Organization: Clutch (7-13)

Challenge Rating: 13

Treasure: None

Alignment: Always chaotic neutral

Advancement: 16-18 HD (Huge)

Level Adjustment: —

The hurg is a monstrous quadruped with a large bulbous head and a wide mouth full of serrated teeth. Normally their hairless leathery skin is a light brown, but it flushes red when they absorb heat. They are social creatures, hunting in packs and using tactics in conjunction with their speed and strength.

Hurg are not only powerfully tough to kill, they are extremely quick. A clutch of hurg can keep pace with a mounted group of adventurers galloping at full speed. Furthermore, trees, slopes, cliffs and even bodies of water do not dissuade their pursuit. Hurg are resistant to magic and poison and absorb fire.

Hurg are about 15 feet long and weigh over 3,500 pounds. Hurg speak Terran.

Combat

In combat, hurg usually take advantage of the terrain to encircle opponents, and then attack simultaneously. The hurg charge into combat and ram their opponents. After the first attack, the hurg attempt bite the head off their enemy, prone or not.

Heat Absorption (Ex): An effect that deals fire damage heals 1 point of damage for each 1 point of damage it would otherwise deal.

Vorpal Bite (Ex): The bite of a hurg severs the head of a Large or smaller opponent on a critical hit.

Ram (Ex): A creature hit by a hurg's ram attack must succeed on a DC 20 Fortitude save or be knocked prone. Mounted characters must make a DC 20 Ride check to avoid falling from their mounts.

Flora and Fauna

Welwitschia plant: Found in the Namib Desert, this sprawling dwarf tree is no taller than a few feet but spans over five feet in diameter. It has long leathery leaves that tatter and stream in the arid wind. It's anchored by a woody root that grows over six feet long. When the desert fog rolls in, the plant absorbs moisture through pores on the leaves' surface and through its root system. The welwitschia waits for rain to release its seed and provides its seeds with enough food to last until the next rain, up to five years. These tough plants never grow more than 62 miles from the Atlantic Ocean and live a long time, the oldest dating back to the time of Christ.

Desert Hermit

Gargantuan Animal

Hit Dice: 20d8+140 (230 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 10 ft.

Armor Class: 23 (-4 size, +1 Dex, +16 natural), touch 7, flat-footed 22

Base Attack/Grapple: +15/+39

Attack: Claw +24 melee (2d8+12/19-20)

Full Attack: 2 claws +24 melee (2d8+12/19-20)

Space/Reach: 20 ft./15 ft

Special Attacks: Improved grab, rend 4d8+24

Special Qualities: Tremorsense 120 ft.

Saves: Fort +17, Ref +13, Will +6

Abilities: Str 34, Dex 13, Con 25, Int 1, Wis 10, Cha 2

Skills: Hide +1*, Jump +16, Listen +7, Spot +12

Feats: Alertness, Cleave, Diehard, Endurance, Improved Critical (claw), Power Attack, Weapon Focus (claw)

Environment: Warm desert

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 21-32 HD (Gargantuan); 33-60 HD (Colossal)

Level Adjustment: —

Desert hermits are massive crustaceans that stalk the deserts for prey. Like their seabound lesser cousins, the hermit crabs, desert hermit commandeer the cast-off shells of other creatures of their size or larger and wear them for natural protection.

A typical desert hermit is 15 feet in diameter, stands 15 feet tall, and weighs over 30 tons.

Combat

A desert hermit normally attacks living prey only when threatened, but hungry hulks will lie in wait for prey within giant tortoise shells or sometimes even beneath the sand or in shallow caverns. A desert hermit will immediately attempt to grapple and squeeze its prey in the larger of its two claws, rending with the other. If outnumbered or badly wounded it will reluctantly abandon its home and attempt to escape into the desert.

A desert hermit can voluntarily shed a limb if it is trapped or damaged. Lost limbs regenerate in 1d4 days.

Improved Grab (Ex): To use this ability, a desert hermit must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Rend (Ex): If the desert hermit hits with two claws in the same round, or if it hits with a second claw against an opponent already held in the first, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+24 points of damage.

Skills: A desert hermit has a +4 racial bonus on Hide checks. *In sandy areas, this racial Hide bonus improves to +16.

Flora and Fauna

Tripweed: While most grasses consist of a single elongated blade ending in a flower, tripweed consists of numerous offshoot blades, in addition to a central stalk topped by a cluster of round, lavender flowers. The offshoots near the top of the grass dangle harmlessly above the ground, but the outgrowths near its base tend to intertwine with outgrowths from adjacent plants. The tangled mess makes running extremely difficult and slows any Medium-sized or smaller creature's movement by one-quarter. A creature running through a growth of tripweed falls to the ground unless he makes a Reflex save (DC 15). Although most travelers consider tripweed little more than a nuisance, hungry ankhegs dwelling beneath the ground take full advantage of its tripped victims. A Knowledge (nature) check or Survival check (DC 20) provides some awareness of the relationship between tripweed and ankheg. Unfettered by the thickets of interlocking grasses, ankhegs monitor the heavy footsteps of their potential prey as they trample through the dense grass. Burrowing through the ground beneath their intended target, the ankheg waits for the ideal opportunity to surprise its prey. There is a 15% chance of encountering an ankheg while passing through a patch of tripweed.

Oasidious

Gargantuan Animal

Hit Dice: 20d8+140 (230 hp)

Initiative: +6

Speed: 10 ft. (2 squares), burrow 20 ft

Armor Class: 23 (-4 size, +2 Dex, +15 natural armor), touch 8, flat-footed 21

Base Attack/Grapple: +15/+44

Attack: Raking arm +25 melee (2d8+13)

Full Attack: 2 raking arms +25 melee (2d8+13) and 6 tentacles +22 melee (2d6+6) and bite +22 melee (2d8+6)

Space/Reach: 20 ft/20 ft (40 ft with tentacles)

Special Attacks: Constrict 2d6+6, improved grab

Special Qualities: Camouflage, tremorsense 120 ft.

An oasidious is a clever mimic of the desert that vaguely resembles a squid. This enormous animal buries most of its body under the surface of the sand, but leaves its head and tentacles above sand, disguising itself as a welwitschia plant, a sprawling dwarf tree with long leathery leaves that stream in the arid wind.

All oasidii are blind, relying on their keen tremorsense to sense prey.

The body of an oasidious is about 34 feet long, while its tentacles reach lengths of over 40 feet. It weighs over 15 tons.

Combat

The oasidious “plants” itself on the edge of the desert, near a source of water, pretending to be a welwitschia. When a tasty morsel passes by, it uses its exposed tentacles to grab the creature and quickly

Saves: Fort +21, Ref +14, Will +8

Abilities: Str 36, Dex 15, Con 25, Int 1, Wis 10, Cha 4

Skills: Listen +15, Spot +12

Feats: Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Multiattack, Weapon Focus (raking arm)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Neutral

Advancement: 21-30 HD (Gargantuan), 31-60 HD (Colossal)

Level Adjustment: —

make a meal of him. Once the oasidious’s true nature is revealed, it moves onto another location and “plants” itself again, waiting to ambush.

Constrict (Ex): A oasidious deals 2d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an oasidious must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. An oasidious has a +4 racial bonus on grapple checks (already figured in the statistics above).

Camouflage (Ex): Since an oasidious looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Sand Giant

Huge Giant (Earth)

Hit Dice: 17d8+102 (178 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 23 (-2 size, +1 Dex, +2 leather, +12 natural), touch 9, flat-footed 22

Base Attack/Grapple: +12/+33

Attack: Greatsword +24 melee (4d6+19/19-20) or slam +23 melee (1d8+13)

Full Attack: Greatsword +24/+19/+14 melee (4d6+19/19-20) or 2 slams +23 melee (1d8+13)

Space/Reach: 15 ft./15 ft.

Special Attacks: Control earth, shape earth

Special Qualities: Rock catching, low-light vision, scent

Saves: Fort +16, Ref +6, Will +6

Abilities: Str 37, Dex 13, Con 23, Int 12, Wis 12, Cha 14

Skills: Climb +14, Intimidate +11, Jump +31, Listen +21, Spot +21

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)

Environment: Warm deserts

Organization: Solitary, gang (2-4), raiding party (6-9 plus 1 cleric or sorcerer of 6th-9th level), family (2-4 plus 35% noncombatants), or tribe (8-27 plus 35% noncombatants and 1 sorcerer of 10th-12th level and 1 cleric of 9th-11th level)

Challenge Rating: 14

Treasure: Standard coins; double goods; standard items

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

Sand giants are brutal, somewhat barbaric giants that prey on those weaker than themselves. They have dark tan skin, brown hair, and dark brown or dark green eyes. Males tend to wear their hair and beards braided. Sand giants wear light clothes and light armor (if any). On occasion, the males may don chainmail (in times of battle). A typical sand giant's bag contains food, 3d4 mundane items, and a modest amount of cash (no more than 12d10 coins).

An adult male stands approximately 20 feet tall and weigh around 11,000 pounds. Females are slightly shorter and lighter weight. Sand giants speak Giant.

Combat

Sand giants favor their greatswords in combat. They usually begin combat by shaping a fist from the surrounding terrain and attacking with their greatswords in concert with the earthen fist.

Control Earth (Sp): Once per day, a sand giant can raise or lower earth. This functions like a *control water* spell, but affects earth rather than water. Caster level 20th.

Shape Earth (Su): Once per day, a sand giant can form a volume of sand into the shape of a 20-foot long arm ending in a clenched fist (AC 20,

hp 65). The fist attacks using the sand giant's full attack bonus (+23 melee) and deals 1d8+13 points of bludgeoning damage. A creature struck must succeed on a DC 31 Fortitude save or be stunned for 1 round. The arm remains for 17 rounds and the sand giant does not need to concentrate to maintain the arm. The fist loses shape if it reaches 0 hit points, the duration expires, or the sand giant dies. The save DC is Strength-based.

Sand Giant Society

Sand giants make their homes in warm desert lands away from civilization. They live in organized tribes consisting of 8-9 families of 2-4 members each. On occasion, a tribe forms a raiding party that sets off to the nearest civilized place, returning at a later time with food, coins, and captives. For each adult in a sand giant's lair, there is a 40% chance that the lair has 1d3 captives of any humanoid race.

Sand Giant Characters

A sand giant's favored class is fighter. Many tribes or groups include druids, or clerics with access to two of the following domains: Earth, Evil, Strength, and War.

Malata Plant, Trunk

Colossal Plant

Hit Dice: 32d8+288 (432 hp)

Initiative: +2

Speed: 5 ft. (1 square)

Armor Class: 20 (-8 size, -2 Dex, +20 natural), touch 0, flat-footed 20

Base Attack/Grapple: +24/+52

Attack: Bite +30 melee (2d6+18/19-20)

Full Attack: Bite +30 melee (2d6+18/19-20)

Space/Reach: 40 ft./5 ft.

Special Attacks: Create spawn

Special Qualities: Blindsight 60 ft., damage reduction 20/slashing, plant traits, spell resistance 26

Saves: Fort +27, Ref +10, Will +14

Abilities: Str 35, Dex 5, Con 28, Int 15, Wis 15, Cha 15

The malata plant is a collection of plants living as one massive creature. Growing from a single seed, a malata plant develops into a monstrous creature that can trap an entire village and convert the inhabitants into mindless servants. If left unchecked, a malata plant will eventually reproduce, spreading its seeds to new areas.

The trunk is the heart, soul, and mind of the malata plant. If it is destroyed, all the other components immediately die.

The malata trunk looks like a large, black baobab tree nearly 80 feet in height. Near the base of the trunk is a huge maw that the plant uses to consume prey. When open, the maw appears to be a gaping hole filled with sharp splinter teeth, but when closed it is all but invisible.

Malata trunks speak Sylvan.

Combat

Though the malata trunk has a dangerous bite, it rarely attacks, instead waiting for its vines, warriors, and servitors to bring it helpless prey. The trunk is attended by eight vines and four warriors in addition to those generated by boma walls (see the individual entries) that act as its “hands” and “weapons.” If sufficiently threatened, the trunk can uproot itself and shamble across the ground, but doing so kills any boma walls attached to it.

Blindsight (Ex): A malata plant is blind, but it can “see” creatures within 60 feet by sensing subtle changes in air pressure and temperature.

Create Spawn (Ex): The malata plant trunk can create many different kinds of spawn rather than advancing in HD. Most of them require

Skills: Hide +21, Listen +40, Knowledge (nature) +40, Move Silently +37, Survival +2 (+4 aboveground)

Feats: Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Hide), Skill Focus (Listen), Skill Focus (Knowledge [nature]), Skill Focus (Move Silently), Stealthy, Weapon Focus (bite)

Environment: Any warm land

Organization: Collective (1 malata plant trunk plus 2-8 malata plant vines and 4 malata plant warriors)

Challenge Rating: 15

Treasure: Double standard

Alignment: Always neutral evil

Advancement: See text

Level Adjustment: —

life-energy, which the trunk obtains by devouring living creatures. A trunk gains life energy equal to the consumed creature’s Hit Dice. The trunk cannot gain life-energy from non-living creatures (such as undead or constructs), from elementals, or from plants (excepting its own servitors). A malata plant trunk cannot store more life-energy than its own Hit Dice. The following spawn can be created by a malata plant trunk.

Boma Walls: These are thorn bushes that function as walls. A single boma wall stands 20 feet high, and occupies a 5-foot by 5-foot area. The malata plant can let creatures pass through the wall as it wills, but the wall is impassable to intruders. Enemies must either hack or burn their way through the boma. Any creature that is forced into contact with a boma wall takes 2d4 points of piercing damage. If attacked, a wall can itself spawn either a single plant warrior or two vines to defend itself, using life-energy from its parent trunk. Vines take 1 HD of life-energy to produce, and warriors require 2 HD. Lost vines or warriors regrow after 1 day.

Each boma wall has 24 hp, hardness 5, a break DC of 60, blindsight 60 ft., and damage reduction 15/slashing. If a wall section is destroyed, its vines and warriors also die.

The trunk must devour 3 HD of living creatures to spawn a single wall, and the process requires 1 day. Boma walls must form a continuous chain with one end anchored at the trunk. There is no limit to the number of walls the trunk can generate.

Control Thorn: This is a tiny barbed appendage that grows on the trunk. The trunk must devour 10 HD worth of living creatures to grow a control thorn, and the process requires 1 day. The trunk can use the control thorn on any creature pinned by its vines as a free action. The thorn digs into the base of the skull and grafts plant material into the victim's brain. The victim must make a DC 35 Fortitude save with a DC of 35 or transform into a malata plant warrior over a period of 24 hours. A *remove disease* spell will purge the growth at any time before the transformation is complete. The save DC is Constitution-based.

Seed Pod: Though the malata plant can self-pollinate, it requires a tremendous amount of life-energy to produce seeds. When the plant is ready to reproduce, it will usually devour all of its servitors. The trunk needs to devour 100 HD worth of living creatures to spawn a seed pod, and usually avoids spawning a pod until it is in imminent danger of

destruction. A pod reaches maturation in 1d4 days, at which time it bursts, killing the trunk and releasing 1d4+1 seeds. See the individual entry for the malata plant seed for stats.

Vines: Though attached to either the trunk or to a boma wall, malata vines are individual creatures. Malata plant trunks can have a maximum of eight vines, and boma walls up to two if they have no warriors. The trunk requires 1 HD of life-energy to spawn a vine, and lost vines regrow after 1 day. For stats, see the individual entry for the malata vine.

Warriors: Though attached to either the trunk or to a boma wall, malata warriors are individual creatures. Malata plant trunks can have a maximum of two warriors, and boma walls one if they have no vines, it takes 2 HD of life-energy to spawn a warrior; see the individual entry for the malata warrior for stats.

Yali

Huge Magical Beast

Hit Dice: 16d10+80 (168 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15

Base Attack/Grapple: +16/+34

Attack: Longsword +24 melee (3d6+10/19-20) or gore +24 melee (2d8+10)

Full Attack: Longsword +22/+19/+14/+9 melee (3d6+10/19-20) and gore +22 melee (2d8+5) and 2 claws +22 melee (2d4+5); or gore +24 melee (2d8+10) and 2 claws +22 melee (2d4+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Psi-like abilities, trumpet

The yali is an elephantine animal with psionic abilities. Its mighty trunk is as dexterous as a human hand, and it is not uncommon to see it wield a longsword in combat. Like elephants, they live in matriarchal groups and wander the land. Unlike elephants, their front legs are clawed, like that of a great cat. Other creatures consider the yali a wise and sagacious creature, respecting both its intellect and its strength.

There are those who hunt the yali, sometimes for its knowledge, other times for its tusks.

Special Qualities: Agile trunk, damage reduction 20/adamantine, darkvision 60 ft., low-light vision, power resistance 25, scent

Saves: Fort +15, Ref +12, Will +12

Abilities: Str 30, Dex 15, Con 20, Int 19, Wis 24, Cha 21

Skills: Concentration +24, Diplomacy +24, Knowledge (any one) +23, Listen +26, Psicraft +23, Spot +26

Feats: Cleave, Deep Impact, Great Cleave, Multiattack, Power Attack, Psionic Weapon

Environment: Any warm land

Organization: Solitary, pair, or family (3-5)

Challenge Rating: 15

Treasure: Double standard

Alignment: Often neutral

Advancement: By character class

Level Adjustment: +2

A yali stands 10 feet high at the shoulder and weighs over 2 tons. Yali speak their Common and Sylvan.

Combat

A yali normally starts combat by manifesting its schism power, then attempting to frighten off its opponents by using its trumpet ability. If this tactic is unsuccessful, the yali wades into melee, counting on its size and raw power to destroy its opposition. Although these tactics are quite simplistic, they are successful enough against most

opponents and tend to offer the swiftest resolution. This latter factor is important to yalis, since they view combat as a distraction from their true objectives.

On rare occasions, yalis knowingly enter combat with very powerful opponents. In such cases, they manifest their powers at range until they are forced to engage.

No yali ever feels the slightest shame in using psionic teleport or psionic plane shift to flee a battle that has turned against it. Conversely, if an opponent attempts to teleport away with something a yali wants, the latter makes use of its teleport trace power to hunt down that individual.

Psi-like Abilities: At will—*clairaudience/clairvoyance, conceal thoughts* (DC 16), *detect psionics, dimension slide, dispel psionics, ego whip, empty mind, id insinuation* (DC 17), *intellect fortress, mental barrier, mind probe* (DC 20), *mind thrust* (DC 16), *mindlink** (DC 16), *missive* (DC 16), *object reading, psionic blast* (DC 18), *psionic divination, psionic ethereal jaunt, psionic identify, psionic levitate, psionic teleport* (DC 20), *psionic*

true seeing, psychic crush (DC 20), *read thoughts* (DC 17), *retrieve* (DC 21), *schism, thought shield, trace teleport; 3/day—dream travel* (DC 22), *psionic plane shift, tower of iron will*. Manifestor level 16th. The save DCs are Charisma-based.

*Includes augmentation for the caller's manifestor level.

Trumpet (Sp): Once every 1d4 rounds as a free action, a yali can use its trunk to create a mighty trumpeting sound in a 20-foot cone. Every creature in the area takes 2d6 points of sonic damage and must succeed on a DC 23 Will save or be panicked for 10 rounds. If the yali is holding something in its trunk, the sonic damage is negated and the save DC is reduced by 8 (DC 15 for a typical yali). The save DC is Constitution-based.

Agile Trunk (Ex): A yali's trunk is prehensile to an even greater extent than an elephant's. It can do anything a human hand can, including wielding a light or one-handed weapon or carrying a shield. Typically, a yali wields a longsword in its massive trunk, but it can use the appendage for other items just as well

Shell Dweller

Gargantuan Aberration

Hit Dice: 26d8+182 (279 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

Armor Class: 31 (-4 size, +1 Dex, +24 natural), touch 7, flat-footed 30

Base Attack/Grapple: +19/+43

Attack: Tentacle +27 melee (3d6+12/19-20 plus poison)

Full Attack: 5 tentacles +27 melee (3d6+12/19-20 plus poison) and bite +22 melee (1d6+6)

Space/Reach: 30 ft./20 ft.

Special Attacks: Improved grab, poison

Special Qualities: Blindsight 120 ft., damage reduction 15/magic and slashing, regeneration 15, resistance to fire 10

Shell dwellers are massive, bizarre beings that lurk within the shells of deceased titanic desert creatures. They live only to feed, and are patient in this endeavor. Shell dwellers lurk in the giant shell, a roughly conical mass of translucent flesh, surrounded by five thin tentacles.

Shell dwellers usually claim the shell of an already dead creature, feeding on the remaining organic matter and leaving only the shell. Occasionally, a shell dweller is bold enough to kill

Saves: Fort +15, Ref +9, Will +16

Abilities: Str 34, Dex 13, Con 24, Int 5, Wis 12, Cha 9

Skills: Hide +11, Listen +10, Move Silently +11

Feats: Ability Focus (poison), Awesome Blow, Cleave, Combat Reflexes, Endurance, Improved Bull Rush, Improved Critical (tentacle), Improved Initiative, Power Attack

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 16

Treasure: Double standard

Alignment: Always neutral

Advancement: 27-39 HD (Gargantuan); 40-78 HD (Colossal)

Level Adjustment: —

a creature for its shell, often to "trade up" for a less damaged or thicker shell.

A shell dweller measures about 30 feet in diameter and weighs about 2-1/2 tons. Although slightly intelligent, shell dwellers do not understand any languages.

Combat

Despite their size, shell dwellers are masters of subtlety, relying on ambush and surprise. Capable of lying perfectly still for weeks at a time,

these great hunters conceal their poison-coated tentacles in the sand. When a creature approaches, the shell dweller explodes in a flurry of writhing limbs and flying sand, quickly paralyzing its prey then dragging the unfortunate creature toward its tiny mouth to be dismembered and consumed.

A shell dweller has five 20-foot long tentacles, each well over a foot in diameter and frighteningly strong. One of these limbs extends from each of its host shell's five holes. No single creature can ever be attacked by more than two of a shell dweller's tentacles in a single round. More terrible though, is the hideously strong poison that oozes from these tentacles. Any creature struck by a shell dweller's tentacles risks being poisoned as well as grappled and pinned.

An opponent can attack a shell dweller's tentacles with a sunder attempt as if they were weapons. A shell dweller's tentacles have 27 hit points each. If a shell dweller is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of

opportunity against the opponent making the sunder attempt. Severing one of a shell dweller's tentacles deals 13 points of damage to the creature. A shell dweller usually withdraws from combat if it loses three tentacles. The creature regrows severed limbs in 1d6 minutes.

Improved Grab (Ex): To use this ability, a shell dweller must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. The shell dweller is not considered grappled while it holds a creature with any of its tentacles.

Poison (Ex): Tentacle (contact), Fortitude DC 32; initial and secondary damage 2d6 Strength. The save DC is Constitution-based.

Regeneration (Ex): Acid and cold deal normal damage to a shell dweller. A shell dweller that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass causes it to reattach instantly.

Skills: Due to its transparency, a shell dweller has a +12 racial bonus on Hide checks.

Wasteworm

Colossal Magical Beast

Hit Dice: 40d10+400 (680 hp)

Initiative: +2

Speed: 20 ft. (4 squares), burrow 40 ft.

Armor Class: 20 (-8 size, -2 Dex, +20 natural), touch 0, flat-footed 20

Base Attack/Grapple: +40/+76

Attack: Bite +51 melee (2d10+30/19-20)

Full Attack: Bite +51 melee (2d10+30/19-20)

Space/Reach: 40 ft./30 ft

Special Attacks: Collapse ground, improved grab, swallow whole

Special Qualities: Sense water, tremorsense 60 ft.

Saves: Fort +32, Ref +22, Will +14

Abilities: Str 50, Dex 6, Con 30, Int 1, Wis 8, Cha 8

An even larger relative of the purple worm, wasteworms are the most feared denizen of the desert. They burrow through the deep sands, occasionally bursting onto the surface to devour travelers. The creatures have magically adapted to the lack of water—now they grow thirstier the more they drink. Most wasteworms never taste a drop of water, but those that do are maddened by it, swimming to the nearest water source and drinking until it is exhausted or the worm explodes. The worms can magically sense all water sources within a hundred miles.

Skills: Listen +42

Feats: Awesome Blow, Blind-Fight, Cleave, Diehard, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Run, Weapon Focus (bite)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 16

Treasure: No coins, 50% goods (stone only), no items

Alignment: Always neutral

Advancement: 41-60 HD (Colossal)

Level Adjustment: —

Some brave nomads capture and feed water to hatching worms, who then immediately rush to the nearest oasis. The nomad tribes have also mastered the art of riding along in the folds of the skin of an adult worm. The worms can travel very quickly under the sand, but riders risk suffocation if the worm does not surface before their air is exhausted. Some riders use magical breathing masks on long rides.

The fiery belly of a worm is a furnace of magical energies. Stones swallowed by worms sometimes soak up this energy, becoming imbued with magical power. The stones can be carved into ioun stones once removed from the worm.

The body of a mature wasteworm is 10 feet in diameter and 120 feet long, weighing about 80,000 pounds.

Combat

In battle, wasteworms either use their collapse ground attack to trap prey, or else rise out of the sand to attack before sinking back down and circling again.

Collapse Ground (Ex): Wasteworms can collapse the loose sand of a dune, forming a conical pit with a depth and radius equal to the wasteworm's hit dice in feet. Anyone caught in the pit must make a DC 25 Balance check every five feet, or fall five feet towards the center of the pit. The wasteworm emerges in the center of the pit, attacking anyone within reach.

Myndie Snake

Colossal Magical Beast

Hit Dice: 33d10+363 (544 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 40 ft. (clumsy)

Armor Class: 37 (-8 size, +35 natural), touch 2, flat-footed 37

Base Attack/Grapple: 33/+66

Attack: Bite +43 melee (4d6+25/19-20 plus poison)

Full Attack: Bite +43 melee (4d6+25/19-20 plus poison)

Space/Reach: 40 ft./30 ft.

Special Attacks: Poison, rush, spit poison, spell-like abilities, trample 4d8+25

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immunity to mind-affecting spells and abilities, paralysis, and sleep, low-light vision, natural invisibility, scent, spell resistance 30

Saves: Fort +29, Ref +20, Will +21

A myndie snake is an enormous invisible snake that lives in the desert. Gods employ this ancient, colossal snake to deliver divine retribution and punishment. Once tasked by a deity, the myndie snake tracks its target, remaining invisible until the moment it strikes.

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

Swallow Whole (Ex): A wasteworm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d12 points of fire damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A wasteworm's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Abilities: Str 45, Dex 11, Con 32, Int 13, Wis 26, Cha 20

Skills: limb +28, Concentration +16, Intimidate +25, Listen +37, Move Silently +33, Search +7, Spot +37, Survival +30 (+32 following tracks)

Feats: Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (expeditious retreat, locate creature), Run, Skill Focus (Move Silently), Track, Weapon Focus (bite)

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Always lawful neutral

Advancement: None

Level Adjustment: —

When not tasked with hunting prey, a myndie snake generally rests near a desert oasis where drinking water is readily available. It needs relatively little food for a creature of its size, requiring only the equivalent of a single Huge creature or two Large creatures to sustain it each day.

A myndie snake is 100 feet long and weighs 50,000 pounds. yndie snakes do not speak, but understand Celestial, Common, Draconic, and Infernal.

Combat

A myndie snake unceasingly stalks a creature that it has agreed to hunt. Once it locates its target, it strikes its quarry repeatedly with its venomous fangs. It will typically ignore any allies of the creature, relying on its natural invisibility to prevent attack. Should one demonstrate the ability to pinpoint its location and damage it, it will utilize its trample ability to crush these allies while continuing to focus its bites on its designated quarry, or will spit its poison to catch as many of these foes in its line. If reduced to one-quarter of its hit points, it will utilize its sprint ability or expeditious retreat to escape and heal up before resuming the hunt.

A myndie snake's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Poison (Ex): If the myndie hits with its bite attack, it injects a potent venom. The primary and secondary damage of this venom are each equal to the victim's total hit points -10 hp; plus the target suffers a violent, spasm-wracked death immediately, unless the victim succeeds on a DC 37 Fortitude save. Note that if a victim is somehow restored to life within a minute of dying without a *neutralize poison* or similar spell cast upon him, he may die again from the poison's secondary damage. The save DC is Constitution-based.

Rush (Ex): Once per minute, the normally slow-moving myndie snake can move at a speed of 100 feet.

Spell-like Abilities: At will—*expeditious retreat*, *locate creature**, *see invisibility*. Caster level 18th.

*For the purposes of *locate creature*, the target of the myndie's divine mission is considered to be familiar to the myndie, and is the only creature that the myndie can locate.

Spit Poison (Ex): The myndie snake has the ability to spit its poison as a 140 foot line. All within this area must make a DC 37 Fortitude save or suffer the effects of its poison (see above). The myndie usually does not use this attack if anyone other than its intended target is in the area of effect. The myndie prefers to bite its victim, but will use this attack if its prey is unreachable due to magic or other factors. It can use this attack once per round. The save DC is Constitution-based.

Trample (Ex): Reflex DC 43 half. The save DC is Strength-based.

Natural Invisibility (Su): This ability is constant, allowing a myndie snake to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell. The myndie snake becomes visible while drinking water. Its divinely condemned target can see the myndie snake in any round that it attacks him, but it remains invisible to all other opponents.

Skills: A myndie snake has a +5 racial bonus on Climb and Intimidate checks, and a +10 racial bonus on Move Silently, Listen, and Spot checks.

Flora and Fauna

Prairie Dogs: One of nature's few social rodents, prairie dogs build vast, elaborate subterranean tunnel and chamber networks beneath the grasslands. Two to four adult prairie dogs and an equal amount of juveniles and babies form a coterie, the prairie dogs' social unit. Several coterie dwelling adjacent to one another create the rodents' unique version of a town. Although they exhibit varying degrees of territorial behavior, the coterie work together, alerting their neighbors whenever predators approach. In a matter of seconds, the previously competitive units bark as one voice before retreating to the safety of their underground lair. Because of their extension excavation, locating a prairie dog lair poses little challenge, even to a novice explorer. Prairie dogs generally avoid or ignore humanoids, but humanoids sometimes stumble into their homes, as the prairie dogs' extensive labyrinths sometimes destabilize the ground above. Whenever a Large creature or a group of two or more Medium-sized creatures pass through a prairie dog town, there is a 10% chance of walking on destabilized ground and falling into the collapsed earth. While the depth is not great, creatures must make a Reflex save DC 8 to avoid twisting or spraining their ankles and moving half speed for rest of the day.

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