



BESTIARY OF KRYNN REVISED



Cam Banks & André La Roche



BESTIARY OF KRYNN, REVISED

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FOREWORD

The draconians captured me first—more years ago than I care to remember. (By Habbakuk's fist, I think it was twenty years past when we played D&D around an old kitchen table in Evansville, Indiana.) Man-like creatures birthed from the corrupted eggs of dragons, they were quick to spirit me off to Krynn and take my imagination on a wild, glorious ride. They've held me prisoner ever since that first adventure, and since that time, I've had the pleasure of liberally sprinkling them throughout my DRAGONLANCE novels. To this day, draconians remain unique to the world of Krynn. No commonplace orcs are they!

I was also captured by Ansalon's great dragons—or perhaps captivated is a better word choice. With their intricate schemes and skillful manipulations of Krynn's lesser beings, they were an unstoppable force to be feared by the D&D characters I played, and at the same time, they were the backbone of my DRAGONLANCE fiction. (I think the majestic blues of the desert are my favorite—flying through gales and dancing with lightning. I still mourn the passing of the Storm Over Krynn.)

INTRODUCTION

THE thing entered the room swiftly despite its great bulk. The scraping sound they had heard was caused by its gigantic, bloated body sliding along the floor.

"A slug!" Tas said, running up to examine it with interest. "But look at the size of that thing! How do you suppose it got so big? I wonder what it eats—"

"Us, you ninny!" Flint shouted.

—Tasslehoff and Flint in the *Sla-Mori
Dragons of Autumn Twilight*
By Margaret Weis and Tracy Hickman

Ansalon is a land populated by elves, humans, ogres, and all the various races in between. It has wondrous cities, prosperous towns, and tiny villages that do not so much as rate a dot on a kender's map. Adventures can be found in such places, and they also serve as havens for travelers who seek rest from a wearying journey.

Only the foolish believe the land is tame, however. Ansalon is a continent of feral wilderness with ancient forests whose hearts remain unseen even by elven eyes, bone-dry deserts which bake under the blazing sun, and vast, tempestuous seas reflecting the light of three moons. In all of these places, there are monsters.

Some of the land's creatures are merely animals competing for survival. Other are creatures altered by the passage of the Graygem or from the Chaos War—living outside the will of the gods' design yet thriving. Still others are servants of the Holy Orders of the Stars or creations of magic. Each presents both adventure and danger to those who leave civilization behind.

Many of the creatures found within these pages have, before now, been seen only in the stories of Krynn—such as

The world is known for other unique creatures, too: the chaos wights bent on stealing minds and memories; the brutal thanoi from the brutally cold south; the whimsical kender; the tinkering gnomes; the sea-going minotaurs who could be your best friend or your most terrifying foe...

Passionate and powerful.

Hideous and stunning.

Divine, demonic, pitiable, and mysterious.

The creatures of Krynn are all of those things and much, much more. Masterfully created from the most talented minds in gaming to challenge the most stalwart of adventurers, I think they are the heart of a DRAGONLANCE campaign.

I wonder which creatures will capture you.

*Jean Rabe
Summer 2003*

the wicked, blood-drinking feeder. Lifted from the pages of the storytellers, the monsters now can have their potential fully realized at the gaming table, spawning new stories for players. Some creatures are completely new, either a variation on something familiar or otherwise dramatically different, enough to surprise even the most jaded adventurers.

A DRAGONLANCE campaign features many of the same creatures found in other d20 System campaigns. Many others are unique to the world of Krynn and can be found in the *DRAGONLANCE Campaign Setting, Age of Mortals*, this volume, and many of the other DRAGONLANCE game books from Sovereign Press and Margaret Weis Productions. All of the creatures presented here conform to the standards and guidelines found in the d20 System Core Rules.

2006 ADDENDUM

It has been three years since the *Bestiary of Krynn* was published. It went on to sell out rather quickly and has been largely unavailable for almost two and a half years. Instead of simply reprinting the *Bestiary*, we decided to give the book a make-over and improve it.

Gone is the layout of the old book. All of the monsters are presented in alphabetical order, each with the new stat block used in the new official D&D game books. All errata from the original book has been entered and mistakes corrected (not to say this book is perfect, something always slips through). A few new monsters—the yaggol, cave lord, Jarak-Sinn, and others—have been included. A couple of creatures have new art. We have tried to showcase the art better by making most of the images bigger.

We hope you enjoy the new and improved *Bestiary of Krynn, Revised!*



Chapter 1: MONSTERS OF KRYNN

THE things that waited behind the gates scuttled out so quickly, it set Hult back a pace. They were massive, wormlike creatures, each ten feet long and as wide across as a man's trunk, covered in shells like banded mail, one deep blue and the other oily black. They had more legs than he could count—it seemed like hundreds, each ending in a wickedly curved hook that dug into the sand as they darted forward, throwing up plumes behind. Pincers like scythe-blades gnashed around their chattering mouths; their eyes were like faceted jewels, as black as an ogre's heart.

"Horax!" Forlo yelled, moving back a step as the beasts scurried toward them.

Trail of the Black Worm

By Chris Pierson

The following chapter presents additional creature threats and monstrous challenges for characters in a DRAGONLANCE campaign. Together with the monsters described in the *DRAGONLANCE Campaign Setting* and the various DRAGONLANCE books published by Sovereign Press and Margaret Weis Productions, these creatures comprise the greater part of new and exciting encounters that can occur on Krynn. Each entry conforms to current standards laid out in the revised edition of *Dungeons & Dragons*, and the more common special attacks, special qualities, and subtypes are described in more detail in the *Monster Manual Glossary*.

ANKHOLIAN UNDEAD

Ankholian undead are the result of imbuing standard undead with the properties of a fireshadow. All ankholian undead can be spotted by the eerie green glow of their bones managing to shine even through flesh, casting a slight pale-green illumination all about the creature. In addition to the light provided by the bones, the undead creature is sheathed in an aura of heat so great that it burns anything to come in contact with it. Those who fight ankholian undead often prepare against fire and are in for a surprise when the monster unleashes its breath weapon, which—despite a resemblance to green flame—deals cold damage.

Texts found in the libraries of the Tower of Wayreth say the ankholian undead first arose early on during the Age of Might when a wizard named Ankholus attempted to create a fireshadow (*DRAGONLANCE Campaign Setting*, page 225). These texts state that Ankholus, though powerful, had a limited understanding of planar entities and assumed the fireshadow was an undead creature that could be easily recreated. The fate of Ankholus was never made clear, though the texts speculate that he succumbed to an ankholian form of undeath as a lich.

Ankholian undead speak any languages used by their standard undead counterparts.

SAMPLE ANKHOLIAN UNDEAD

This rotting creature has the head of an owl and the burly lower body of a bear. Its bones can be seen glowing with an unnatural green light within its body, and it is surrounded by an aura of green fire.

This example uses an owlbear zombie as the base creature.

ANKHOLIAN OWLBEAR ZOMBIE CR 5

Always NE Large undead

Init +0; **Senses** darkvision 60 ft.

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 68 (10 HD); **DR** 5/slashing

Immune cold, fire; undead traits

Fort +3, **Ref** +3, **Will** +7

Spd 30 ft.; can't run

Melee bite +12 (1d8+8 plus 1d8 fire) or

Melee slam +12 (1d8+8 plus 1d8 fire)

Space 10 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +17

Atk Options contaminate undead, single actions only

Special Actions breath weapon

Abilities Str 27, Dex 10, Con —, Int —, Wis 10, Cha 5

SQ create spawn

Feats Toughness

Skills —

Environment Any

Organization Any

Treasure None

Advancement None; **Level**

Adjustment —

Breath Weapon

(Su) 30

ft. cone,

6d8



cold damage, Reflex DC 12 half, usable once per minute.

Contaminate Undead (Su) Reflex DC 12 negates.

Heat (Ex) An ankholian owlbear zombie's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking an ankholian owlbear zombie unarmed or with natural weapons take this same fire damage each time one of their attack hits.

Single Actions Only (Ex) Ankholian owlbear zombies have poor reflexes and can perform only a single move action or attack action each round. If it charges, an ankholian owlbear zombie can move up to its speed and attack in the same round.

STRATEGIES AND TACTICS

Ankholian owlbear zombies attack mindlessly, combining the use of their breath weapon with other attacks at random.

CREATING ANKHOLIAN UNDEAD

"Ankholian undead" is an acquired template that can be added to any corporeal undead creature (referred to hereafter as the base creature).

An ankholian undead uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type remain unchanged.

Armor Class: The base creature's natural armor bonus improves by +2.

Special Attacks: An ankholian undead retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the ankholian undead's HD + ankholian undead's Cha modifier unless otherwise noted.

—**Breath Weapon (Su)** Ankholian undead gain the ability to breathe a 30 foot cone of green flame that deals 6d8 points of cold damage. Creatures take half damage on a successful Reflex save. This ability is usable once every minute.

—**Contaminate Undead (Su)** The breath weapon and heat aura of an ankholian undead also affect other undead in a unique way. When damaged by an ankholian undead's breath weapon or heat, corporeal undead creatures must succeed at a Reflex save or gain the ankholian undead template.

—**Create Spawn (Su)** Any living creature slain by an ankholian undead becomes an ankholian undead zombie in 1d4 rounds. Spawn are under the command of the ankholian undead that created them and remain enslaved until its death, unless the creator itself is a mindless creature.

—**Heat (Ex)** An ankholian undead's body generates intense heat, causing opponents to take an extra 1d8 points of fire damage every time the creature succeeds on a natural attack. Creatures attacking an ankholian undead unarmed or with natural weapons take this same fire damage each time one of their attack hits.

Special Qualities: An ankholian undead retains all the special qualities of the base creature and gains immunity to cold and fire.

Abilities: Increase from the base creature as follows: Str +4, Cha +4.

Challenge Rating: Same as the base creature +2 (minimum 3).

Alignment: Any evil.

Level Adjustment: Same as the base creature +3 (if any).

BLACK WILLOW

This creature looks like an ugly willow tree covered in brownish-green bark. Its branches hang down, some moving naturally in the wind, although about a dozen or so move as if directed.

BLACK WILLOW

CR 13

Always CE Huge plant

Init +0; **Senses** low-light vision; **Listen** +7, **Spot** +14

Aura *sleep* aura (30 ft. radius, Will DC 23)

Languages Common, Elven, Sylvan (cannot speak)

AC 28, **touch** 8, **flat-footed** 28 (+20 natural, -2 size)

hp 184 (16 HD); **DR** 15/slashing

Immune electricity, fire; plant traits

Fort +17, **Ref** +5, **Will** +5

Spd 10 ft.

Melee* 12 tendrils +14 each (1d6+9)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +26

Atk Options Cleave, improved grab (tendrils), Improved Sunder, Power Attack

Special Actions constrict 1d8+12*, swallow whole

*includes adjustments for a 3-point Power Attack

Abilities Str 23, Dex 10, Con 24, Int 10, Wis 11, Cha 17

Feats Ability Focus (*sleep* aura), Alertness, Cleave, Improved Sunder, Power Attack, Weapon Focus (tendrils)

Skills Hide +10*, Listen +7, Sense Motive +5, Spot +14, Survival +6

Environment Warm forests

Organization Solitary or grove (2-5)

Treasure Standard

Advancement 17-32 HD (Huge), 33-48 HD (Gargantuan);

Level Adjustment —

Constrict (Ex) A black willow deals 1d8+9 points of damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a black willow must hit a Large or smaller creature with its tendrils 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. A black willow may constrict a single foe with up to four tendrils at a time, making the grapple check for each individual tendrils. A creature may cut itself free of a single tendrils with a slashing or piercing weapon by dealing 10 points of damage to the tendrils in question (AC 15). Any tendrils have been severed in such a manner are subtracted from the total number of tendrils that a black willow can use. All tendrils grow back within a week.

Sleep Aura (Su) All creatures within 30 feet of a black willow must succeed at a DC 23 Will save or be affected





as if by a *sleep* spell at caster level 15. Unlike the spell, the black willow's aura can affect up to a number of Hit Dice equal to its own. Creatures that succeed at their saving throw are fatigued for four rounds. A creature that succeeds on its saving throw cannot be affected by the same black willow's *sleep* aura for 24 hours. The save DC is Charisma-based.

Swallow Whole/Paralysis (Ex) A black willow can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 25 Fortitude save or be paralyzed for 3d6 rounds by the black willow's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. Because the plant seals itself upon swallowing a creature, a swallowed creature that avoids paralysis can only exit by cutting its way out by using a slashing or piercing weapon to deal 25 points of damage to the black willow's interior (AC 20). Once the creature exits, the plant seals the hole; another swallowed opponent must cut its own way out. A Huge black willow's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller creatures.

Skills: *A black willow gains a +10 competence bonus to Hide checks in a forested area.

Black willows are malevolent plant creatures that thrive on the wanton killing of hapless wandering creatures. Black willows stand 20 feet tall, and their trunks are five feet in diameter. Their coloration ranges anywhere from a sickly green to a dark brown to pitch black. The bark of a

black willow is always gnarled, and its branches double as tendrils used in the pursuit of its prey. Black willows digest their food inside a cavity containing greenish-yellow digestive juices. The plants are able to see and hear despite having no discernable sensory organs. Black willows can move by uprooting themselves and moving slowly on stubby legs that can close together to look like the trunk of a tree.

Black willows have been recorded in history books since the first passage of the Graygem across Krynn. It has struck many as odd that the Graygem wreaked such havoc amongst willows while it left most other plant-life relatively unscathed. Some disagree with the connection made between the passage of the Graygem and the existence of black willows, often citing texts that refer to a dark druid named Fheira, a woman with a consummate passion for performing magical experiments on plant life.

Black willows have no speech apparatus but understand Common, Sylvan and Elven, as well as any other languages commonly found in surrounding territories.

STRATEGIES AND TACTICS

A black willow prefers to attack by going after creatures that have fallen prey to its *sleep* aura and constricting them with four tendrils at once. When faced with numerous opponents, a black willow will unseal its trunk and swallow a single opponent so it can use all of its resources to deal with the others. If three quarters of its tendrils have been severed, a black willow will refrain from grappling with any creature.

BLOODRAGER

Driven feral by the unholy disease coursing through their bodies, these wild creatures truly represent the darker side of nature; they are animals driven by rage and ferocity to hunt down and slaughter any living creature that crosses their path.

Bloodragers are living creatures that have been infected by a contagious disease known as the *blood-fury*. The disease resembles rabies in many ways, making the creature rabid and feral, but the disease also mutates its victims into terrifying beasts of destruction and death.

Many believe bloodragers are agents of Morgion, the god of disease, who has had these animals purposefully inflicted so as to spread disease and chaos throughout the forest realms of Chislev and Habbakuk. If so, it would explain the sudden surge of *blood-fury* and bloodragers spreading throughout many of the wild areas across Krynn.

SAMPLE BLOODRAGER

A massive wolf, easily the size of a small pony, with black fur liberally streaked with glistening trails of crimson, growls low in its throat. Its fangs are bared in a snarl, blood-flecked foam dripping from its mouth as it snarls in rage. Its eyes glow with an unholy scarlet fury as it prepares to attack.

Here is an example of the bloodrager using a dire wolf as the base creature.

BLOODRAGER DIRE WOLF CR 4

Always NE Large magical beast (augmented animal)
Init +2; Senses darkvision 60 ft., low-light vision, scent;
Listen +6, Spot +6

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 57 (6 HD); DR 5/magic
Immune disease, poison
Fort +8, Ref +7, Will +6

Spd 60 ft.; Run
Melee bite +13 (2d6+13 plus blood-fury)
Space 10 ft.; Reach 5 ft.



Base Atk +4; Grp +17

Atk Options rage (12 rounds), trip

Abilities Str 29, Dex 15, Con 21, Int 2, Wis 10, Cha 10

Feats Alertness, Run, Track^B, Weapon Focus (bite)

Skills Hide +0, Listen +6, Move Silently +4, Spot +6, Survival +1*

Environment Temperate forest

Organization Solitary or pack (5-8)

Treasure None

Advancement 7-18 HD (Large); Level

Adjustment —

Blood-Fury (Su) Supernatural disease—injury; Fort DC 18; see page XX.

Trip (Ex) When a bloodrager dire wolf hits with a bite attack, it can attempt to trip its opponent (+11 check modifier) as a

free action without provoking an attack of opportunity. If the attempt fails, the opponent

cannot react to trip the bloodrager dire wolf.

Rage (Ex) Once injured, a bloodrager dire wolf enters a frenzy and its statistics change as

follows:

AC 15, touch 9, flat-footed 13

hp 63

Fort +9, Will +7

Melee bite +14 (2d6+15 plus blood-fury [Fort DC 19])

Grp +18

Abilities Str 31, Con 23

Skills: A bloodrager dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

STRATEGIES AND TACTICS

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can. The Fortitude saving throw against the bloodrager dire wolf's *blood-fury* is DC 18. A bloodrager's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.

CREATING A BLOODRAGER

“Bloodrager” is an acquired template that can be added to any animal, magical beast, or vermin (referred to hereafter as the “base creature”).

A bloodrager uses all the base creature's statistics and special abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged.

Speed: The bloodrager's base speed increases by 10 feet. This is added to all forms of movement the bloodrager possesses.

Old Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
2d6	2d8
2d8	4d6
4d6	4d8

Armor Class: The bloodrager's natural armor bonus increases by +3.

Damage: The bloodrager's natural weapon damage increases by one step. Use the table at left to calculate adjusted damage.

Special Attacks: A bloodrager creature retains all the special attacks of the base creature and also gains the following special attack.

Blood-Fury (Su) A

bloodrager's natural attacks can confer a supernatural disease known as the *blood-fury*. The *blood-fury* has a different effect, depending upon the type of creature it attacks.

Against aberrations, dragons, fey, giants, humanoids, or monstrous humanoids (any living creature that is not an animal, magical beast, or vermin, and that can be affected by disease): injury; Fortitude DC equal to 10 + 1/2 bloodrager's HD + bloodrager's Con modifier; incubation period 1d3 days; damage 1d3 Con and 1d3 Wis.

A animals, magical beasts, and vermin, if they fail their initial Fortitude saving throw, will transform into a bloodrager (acquiring the bloodrager template) within 1d3 days, unless they are treated with a *cure disease* or similar effect. Once the transformation is complete, it cannot be reversed by any spell or effect less than *heal*, *limited wish*, *miracle*, or *wish* spell.

Rage (Ex) Once injured, the bloodrager enters a frenzy, receiving a +2 morale bonus to Strength and Con, +1 morale bonus on Will saves, and a -2 penalty on AC. The frenzy lasts

Special Qualities: A bloodrager retains all the special qualities of the base creature and also gains the following.

—Damage reduction 5/magic. A bloodrager's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

—Darkvision 60 feet.

—Immunity to disease and poison.

Abilities: Same as the base creature, but with the following modifiers: Str +4, Con +4, Wis -2.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil.

Level Adjustment: Same as base creature +2.

CENTAUR, WENDLE

This creature has the upper body of a thickly muscled human and the lower body of a shaggy brown pony. The creature's ribcage seems to extend outside of its human chest and forms

bony protective plates. Spurs and other bony formations grow from joints on both its human and pony sections. It wears its human hair in long knotted braids and carries a spear and small round wooden shield.

WENDLE CENTAUR

CR 1

Usually N Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Elven, Sylvan

AC 18, touch 12, flat-footed 16 (+2 Dex, +5 natural, +1 shield)

hp 9 (2 HD)

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

Spd 40 ft.

Melee shortspear +4 (1d6+2) and 2 hooves +0 each (1d3+1)

Ranged composite shortbow +4 (1d6+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Abilities Str 14, Dex 14, Con 11, Int 11, Wis 13, Cha 9

Feats Weapon Focus (hoof)

Skills Knowledge (history) +2, Listen +3, Move Silently +4, Spot +3, Survival +3

Possessions small wooden shield, composite shortbow (+2 Str bonus), shortspear

Environment Warm forests

Organization Solitary, patrol (4-8), hunting party (6-16 plus 1 leader of 2nd-5th level), or tribe (15-100 plus 100% noncombatants plus 6 3rd-level braves, 3 5th-level champions, and 1 leader of 5th-9th level)

Treasure Standard (including possessions)

Advancement By character class; **Favored Class** Ranger;

Level Adjustment +1

Wendles are a smaller breed of centaur from the eastern regions of Ansalon. They are intellectuals and philosophers, pursuing their nomadic lifestyle with an ascetic sensibility quite unlike other centaurs.

A Wendle centaur is as big as a warpony but somewhat taller and heavier. A typical Wendle centaur is about 5 feet tall and weighs close to 800 pounds. Its most striking features are the bony plates and spurs that seem to extend from its ribcage and joints, giving it a somewhat primeval appearance. Wendles often decorate or paint these plates in times of war and prize their uniqueness.

STRATEGIES AND TACTICS

Wendle centaurs are more cerebral in their approach to warfare, although they are still usually armed. Their weapon of choice is the shortspear. Wendles carry shields into battle, which, when paired with their bony plates make them difficult to hurt. Wendles are known to quote lengthy sections of historical narrative in the middle of a fight, which can unnerve their foes due to the appearance of calm it creates.

Wendles prefer not to get involved in combat, especially not one that has already started. A party of Wendle centaurs that comes across a fight already in progress will sit it out, watching both sides, trying to remember it in

case it has some later significance. They will flee if attacked, then circle about and strike their pursuers in the flanks before fleeing for good.

WENDLE CENTAUR SOCIETY

Wendles originally hailed from the Wendle Woods in southern Goodlund. They spent much of the Age of Might in this area, but shortly before the Cataclysm, they had become so frustrated with their interactions with the kender that they set out to find new homes in other, warmer forested areas. They are semi-nomadic, with a tribe finding a primary settlement and moving with the seasonal changes.

Tribes of Wendles are excellent sources of information on the history of Eastern Ansalon, as their oral history is highly detailed, but they are a reclusive and stand-offish people and do not take kindly to strangers. Their culture places great emphasis on living a spartan existence,

devoting more time to the



accumulation of knowledge than wealth. As such, they look down upon races that indulge in luxuries or waste their time pursuing superficial lifestyles. They are especially antagonistic towards kender, whose attitudes are diametrically opposed to their own.

In the Age of Mortals, the Wendle centaurs' ancestral homelands were among those changed by Malystrixx. Some tribes closer to the region have risked traveling through the Desolation to see for themselves if there is anything to be done. For the most part, however, the Wendle centaurs have chosen to leave the former Goodlund peninsula behind and can now be found in forests and woodland areas from Blode north into the southern edges of Nordmaar.

WENDLE CENTAURS AS CHARACTERS

Wendle centaurs sometimes become bards, rangers, or druids. Wendle centaur rangers choose dragons, giants, or some variety of humanoid as their favored enemy. A Wendle centaur druid or bard is often the lorekeeper and scholar of the tribe, advising the tribe's leader in matters of tradition. Many Wendle centaur lorekeepers took up the practice of mysticism during the early Age of Mortals and continue to that practice, even with the return of Chislev.

Wendle centaur characters possess the following racial traits:

- +4 Strength, +4 Dexterity, +2 Wisdom, -2 Charisma.
- Medium size.

- A Wendle centaur's base land speed is 40 feet.

- Space/Reach: 5 feet/5 feet.

- Darkvision 60 feet.

- Racial Hit Dice: A Wendle centaur begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throws of Fort +0, Ref +3, and Will +3.

- Racial Skills: A Wendle centaur's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Knowledge (history), Listen, Move Silently, Spot, and Survival.

- Racial Feats: A Wendle centaur's monstrous humanoid levels give it one bonus feat.

- +5 natural armor bonus.

- Automatic

- Languages: Sylvan,

- Elven; Bonus Languages:

- Common, Kender, Ogre.

- Favored Class:

- Ranger.

- Level adjustment:

- +1



CHAOS WRETCH

Chaos wretches are twisted creations of Chaos, brought forth from destruction and death to serve his wishes. The forces that animate these creatures draw power from negative energy deep within the Abyss, giving them a semblance of life. During the Chaos War, several varieties of chaos wretch appeared on the face of Krynn, including the three types described below. Individual chaos wretches spawned in the early Age of Mortals can still be found following the War of Souls, causing havoc or acting as minions of evil wizards, priests, and cults of Chaos.

STRATEGIES AND TACTICS

Chaos wretches are universally cunning, destructive, and violent. They lose themselves to mad rampages in small groups without much in the way of planning or strategy. When directed by a greater power, they are especially dangerous, but they always respond to an opponent swiftly and with brute force.

A chaos wretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purposes of overcoming damage reduction.

Wretch Traits: A chaos wretch possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Resistance to acid 5, cold 5, electricity 5, and sonic 5.
- Immunity to paralysis, petrification, polymorph, poison, stunning, disease, and death effects.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Smite Law (Su) Once per day, the wretch can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) to a lawful foe.

CARRION WRETCH

This is a skeletal turkey vulture, wing feathers intact, whose eye sockets are lit with red-orange light. Its bones and gristle are clearly visible, bleached and yellowed. Human skeletal parts seem to have been added to it to make it larger and more gruesome.

CARRION WRETCH

CR 2

Always CE Medium outsider (chaotic, extraplanar, wretch)
Init +3; Senses darkvision 60 ft.; Listen +1, Spot +8

Languages Abyssal, understands Common

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (4 HD); DR 5/bludgeoning

Immune wretch traits

Resist acid 10, cold 10, electricity 10, sonic 10

Fort +5, Ref +7, Will +5

Spd 10 ft.; fly 60 ft. (good)

Melee 2 claws +5 each (1d8+1) and beak +3 (1d6+1 plus 1d4 Dexterity damage)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +5

Atk Options smite law 1/day (+4 damage)

Special Actions Flyby Attack

Abilities Str 13, Dex 16, Con 13, Int 7, Wis 13, Cha 7

SQ wretch traits

Feats Flyby Attack,

Multiattack

Skills Intimidate +5, Knowledge (the planes) +5, Listen +1, Move Silently +10, Search +5, Spot +8, Survival +8

Environment The Abyss

Organization Solitary, band (4-10), or mob (11-20)

Treasure None

Advancement 5-8 HD (Medium), 9-12 HD (Large); Level Adjustment —

Dexterity Damage (Su) Beak attack only, Fort DC 13, 1d4 Dexterity damage. The save DC is Constitution-based.

Carrion wretches are malicious spirits drawn from the Abyss to inhabit human and animal remains. Carrion wretches resemble undead but, in reality, are extraplanar creatures that look like dark shadowy vultures in their natural forms. On the material plane, they take on ghastly reflections of their true natures. Carrion wretches are also known as scavenger demons, because when left to their own devices, they prefer to flock around battlefields and sites of death and ruin, picking through the bodies.

Carrion wretches speak Abyssal and understand Common.

STRATEGIES AND TACTICS

Carrion wretches concentrate their attacks on flightless opponents by swooping down and using their claws. When confronted with stronger or faster opponents, they use their vicious beak attack and attempt to slow the opponent down with their Dexterity drain. Carrion wretches are often found in groups and make good use of their numbers in combat.

CEDAR WRETCH

This creature looks like a dead evergreen tree animated by an evil force. Its foliage and branches are dry and brittle, and its trunk is dotted with knotholes and lumps that give off a red-orange light.

CEDAR WRETCH

CR 4

Always CE Large outsider
(chaotic, extraplanar,
wretch)

Init +2; **Senses** blindsight 60
ft.; Listen —, Spot —

AC 19, touch 11, flat-footed 17
(+2 Dex, +8 natural, -1 size)

hp 45 (6 HD); **DR** 5/slashing

Immune visual effects (including
gaze attacks and illusions
requiring sight); wretch
traits

Resist acid 10, cold 10, electricity 10,
sonic 10

Fort +8, **Ref** +7, **Will** +4

Weakness vulnerability to fire

Spd 30 ft.

Melee* 6 slams +6 each (1d8+6)

*Includes adjustments for a
2-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +13

Atk Options Combat Reflexes,
improved grab, Improved Sunder,
Power Attack, smite law 1/day (+6 damage)

Abilities Str 19, Dex 14, Con 17, Int 6, Wis 8, Cha 6

SQ combustion, wretch traits

Feats Combat Reflexes, Improved Sunder, Power Attack

Skills Escape Artist +11, Hide +7, Intimidate +7,
Knowledge (the planes) +7, Move Silently +11, Survival
+8

Environment The Abyss

Organization Solitary, band (3-6), or mob (7-12)

Treasure None

Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level
Adjustment** —

Combustion (Ex) When a cedar wretch is killed by fire
damage, it is rapidly consumed by the flames and
releases considerable heat. The death throes of a
burning cedar wretch deal 6d6 points of fire damage to
everything within 10 feet of the creature for one round.
A DC 15 Reflex save halves the damage. The save DC is
Constitution-based.

Improved Grab (Ex) To use this ability, a cedar wretch
must hit a creature at least one size smaller than itself
with two or more slam attacks. It may 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 automatically inflict slam
damage. A cedar wretch can attempt a grapple with
only one slam attack, but it does so at a -20 to its
grapple check.

Cedar wretches are hateful spirits drawn from the Abyss to
inhabit the husks of trees. A cedar wretch can usually pass
itself off as a dead or dying tree, but when active, its evil
nature reveals itself. The creature emanates a horrid light,
and its branches and trunk twist and move with purpose.



Cedar wretches can move
from place to place, but they do
so rarely to maintain the illusion
of normalcy. Large stands of cedar
wretches hide alongside real trees
and in forests, but their extraplanar
natures are anathema to plant life
and nearby trees tend to wither and
die after long exposure.

Cedar wretches cannot speak or
hear to understand other languages.
They communicate with each other by
touch, passing along basic concepts.

STRATEGIES AND TACTICS

Cedar wretches typically wait until their opponents
have come within reach of their branches and
then lash out viciously. They are unable to see or
hear, relying on mystical senses to detect
their targets. Groups of cedar
wretches try to surround their
opponents, taking turns to move
into position, while others make
full attacks. Despite their fire
vulnerability, cedar wretches will not flee from
flaming attacks, because they know their combustion will
deal significant damage to their enemies.

SAND WRETCH

*This is a man-sized whirlwind of sand and dust with
reddish-orange light radiating from within to give the
illusion of eyes and mouth.*

SAND WRETCH

CR 3

Always CE Medium outsider (chaotic, extraplanar, wretch)

Init +4; **Senses** darkvision 60 ft.; Listen -1, Spot +7

Languages Abyssal, understands Common

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural);

Dodge

hp 32 (5 HD); **DR** 5/magic

Immune wretch traits

Resist acid 10, cold 10, electricity 10, sonic 10

Fort +6, **Ref** +8, **Will** +3

Weakness vulnerability to water

Spd 50 ft.

Melee slam +6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options blinding, Combat Reflexes

Special Actions whirlwind

Abilities Str 13, Dex 19, Con 14, Int 5, Wis 9, Cha 7

SQ wretch traits

Feats Combat Reflexes, Dodge

Skills Intimidate +6, Knowledge (the planes) +5, Search +5,
Spot +7, Survival +7

Environment The Abyss

Organization Solitary, band (3-6), or mob (7-12)

Treasure None

Advancement 6-10 HD (Medium), 11-15 HD (Large);

Level Adjustment —

Blinding (Ex) A sand wretch who scores a critical hit with its slam attack has blinded its opponent (DC 15 Fortitude save to resist). The save DC is Strength-based and includes a +2 racial bonus. The blindness lasts for 1 hour or until the character spends a full round flushing their eyes and face with water.

Vulnerability to Water: Sand wretches take damage from exposure to water. A flask of water inflicts 2d4 damage to a sand wretch, much as holy water causes damage to undead. A sand wretch caught in a rainstorm takes 2d4 points of damage per round or 2d8 points if the rain is a downpour. A sand wretch that is immersed in water is instantly slain. Sand wretches who attempt to cross bodies of water take 2d4 points of damage for every 5 feet of water they move across; therefore, they typically avoid doing so. A creature with the elemental (water) type that attacks a sand wretch inflicts double damage.

Whirlwind (Ex) A sand wretch's natural form is a whirling funnel of sand particles. A sand wretch does not draw an attack of opportunity when moving, even if it enters another character's space. A sand wretch that enters the space of an opponent of size Small or less (or Medium, if the sand wretch is Large) may inflict damage on the opponent or lift them from the ground, trapping them in the whirlwind. The opponent must succeed at a DC 15 Reflex save or take 1d6 points of damage from the force of the spinning cloud. If the opponent succeeds, the sand wretch is forced back out of the creature's space. If the opponent fails, he takes the listed damage and must then succeed at a second DC 15 Reflex save or be caught within the whirlwind. The DC is Strength-based and includes a +2 racial bonus. Trapped creatures take damage every round they are in the whirlwind and can only move where the sand wretch takes them. They suffer a -4 penalty to Dexterity checks, a -2 to all attack rolls, and must succeed at a Concentration check (DC 15 + spell level) to cast a spell; otherwise they are able to act freely. Trapped creatures may make DC 15 Reflex saves each round to free themselves (including the Dexterity penalty). Flying creatures gain a +2 bonus. Success means the creature takes damage but is no longer trapped. If the sand wretch is killed, any trapped creature is immediately freed. Trapped creatures may attack the sand wretch from within, at the listed attack penalty, with natural or light weapons.

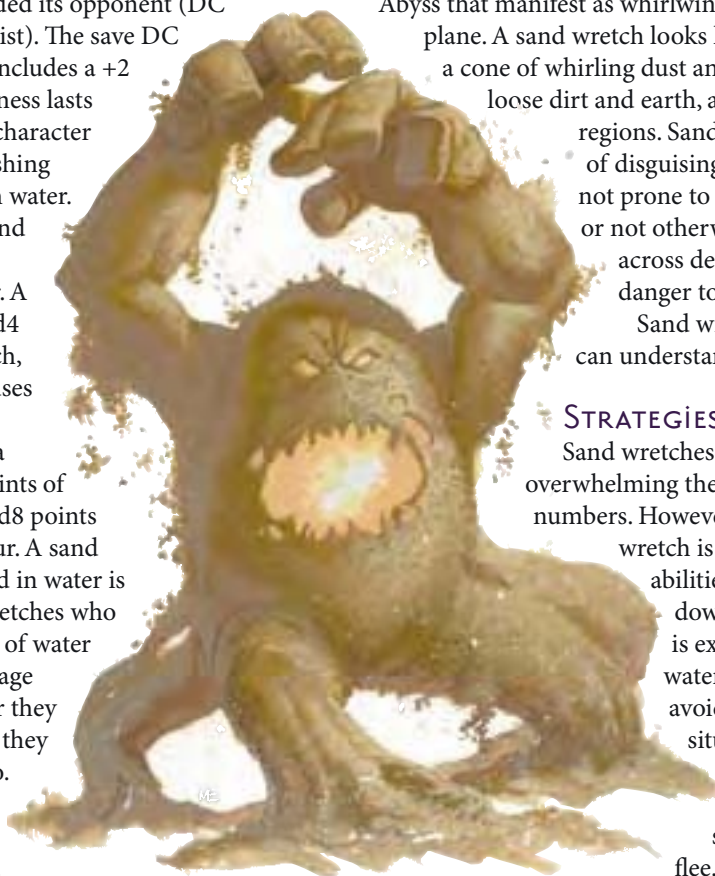
Sand wretches are turbulent spirits from deep within the Abyss that manifest as whirlwinds of sand on the material plane. A sand wretch looks like a fiendish dust devil, a cone of whirling dust and particles formed out of

loose dirt and earth, appearing primarily in arid regions. Sand wretches have no means of disguising their true natures and are not prone to subtlety. When free-willed or not otherwise directed, they race across deserts and plains in bands, a danger to anything in their path.

Sand wretches speak Abyssal and can understand Common.

STRATEGIES AND TACTICS

Sand wretches prefer to attack in groups, overwhelming their opponents with their numbers. However, even a solitary sand wretch is dangerous, using its abilities to blind and knock down an enemy. A sand wretch is extremely vulnerable to water-based attacks and will avoid water at any cost. In situations where it faces an opponent armed with water abilities or spells, a sand wretch will typically flee.



CHILD OF THE SEA

Children of the sea are members of a rare and mysterious race of aquatic faerie folk who rely on surface dwellers to produce children. They tend to be more numerous along the coastlines of Taladas, though their kind can be found anywhere there are seaside settlements of humans and other land-dwelling races.

Sages have suggested that perhaps the children of the sea merely represent an aquatic bloodline that has its roots in interbreeding between merfolk or sirines and humans. Certainly the children of the sea have distinctly oceanic traits like other aquatic races: pale blue or green-tinted sea or hair, webbed fingers, and large eyes. These traits are not consistent and not as obvious, so the origins of these reclusive folk remains a mystery.

Children of the sea cannot produce children with each other, only with humans or other land-dwelling races. They prefer humans, although kender and elven children have been reported, the latter usually ending up in communities of Dimernesti. The child of the sea parent will leave the baby with a land-dwelling family, trusting in the infant's instincts and the parents' ability to care for it. As it matures, the child develops its various aquatic traits and abilities, until it reaches adulthood and leaves its surface family for the ocean. Rarely, a child of the sea will return to the land, either out of loneliness or because it seeks to return the favor of its parents and protect them. Most never see their surface family again.

Children of the sea who are abused or abandoned by their surface family sometimes become accantus. An accantus is a child of the sea who has become twisted with anger and resentment as a youth and is a danger to all life. Other children of the sea who learn of the existence of an accantus will seek it out in the vain hope that it can be rehabilitated or, at the very least, taken to a place where it cannot harm others.

SAMPLE CHILD OF THE SEA

This is a human female with vaguely aquatic traits: large blue-green eyes, skin with faintly bluish undertones, somewhat webbed fingers, and a thin mouth. She is dressed in a sleeveless fish-scale tunic, green leggings, and has her hair in a net. She is barefoot.

Here is an example child of the sea that uses a human mystic 3 as the base creature.

MAREN CETTA, CHILD OF THE SEA CR 4

Female child of the sea human mystic 3 of Water
NG Medium fey (aquatic, augmented humanoid)

Init +6; **Senses** low-light vision; **Listen** +2, **Spot** +2

Languages Abanasinian, Common

AC 14, **touch** 11, **flat-footed** 13 (+3 armor, +1 Dex)
hp 23 (3 HD)

Fort +5, **Ref** +2, **Will** +5

Spd 30 ft.; **swim** 40 ft.

Melee dagger +1

(1d4–1/19–20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Mystic Spells Known

(CL 3rd, +1 melee touch, +3 ranged touch)

1st (6/day)—*bless water, cure light wounds* (DC 13), *obscuring mist*^D, *sanctuary* (DC 13)

0 (6/day)—*create water, cure minor wounds* (DC 12), *detect poison, purify food and drink, virtue*

^D: Domain spell.
Domain: Water

Spell-Like Abilities

(CL 3rd)

3/day—*calm animals** (DC 12), *summon nature's ally* I*

1/day—*control water, summon nature's ally* II*

* aquatic creatures only

Abilities Str 8, Dex 13, Con 14, Int 10, Wis 15, Cha 12

SQ amphibious

Feats Improved Initiative, Self-Sufficient, Spell Focus (enchantment)

Skills Concentration +6, Heal +6, Knowledge (nature) +2, Swim +10, Survival +6*

Possessions scale shirt, dagger

Environment Aquatic

Organization Solitary

Treasure Standard (including possessions)

Advancement by character class; **Level Adjustment** +2

Amphibious (Ex) Marencetta can breathe both air and water and survive indefinitely on land.

Skills Marencetta has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Marencetta has a +10 racial bonus on Survival checks when predicting the weather.

Marencetta is a beautiful yet shy individual blessed with remarkable abilities and a deep, compassionate love of the sea. Her aquatic heritage is visible, though not so distinctive that she cannot pass among humans as one of their own. Marencetta aids those in need, never passing up an opportunity to assist those who need someone with her unique qualities.

Marencetta grew up along the shores of the New Sea in a fishing village near Crossing. Her mother was a fisherman's wife whose husband died in a storm. In her loneliness, Marencetta's mother turned to a mysterious sailor with wide sea-green eyes and fell in love. Soon after, Marencetta was conceived. However, the sailor soon vanished, leaving Marencetta's mother alone to take care of the child.

During the years before the War of Souls, Marencetta matured and felt the pull of the sea. She resisted, hoping

to take care of her ailing mother. A seagoing mystic from a passenger vessel that docked at Crossing recognized potential in Marencetta and taught her to draw upon



the spark within her soul that resonated with the waves. Thanking him for his gift, she spent the remaining years of her mother's life helping the people of Crossing against various threats from Dark Knights and the Dragon Overlords.

Marencetta's mother died shortly after the War of Souls and the return of the gods, and Marencetta left Crossing with a heavy heart. She returned to the waves and now travels in search of others like herself, most especially her father.

STRATEGIES AND TACTICS

Marencetta isn't much of a fighter. In battle, she relies on her protective and defensive spells. She avoids getting into a situation where she is out of her depth, so to speak.

CHILDREN OF THE SEA SOCIETY

Children of the sea have no true society, raised among land-dwellers and leaving for a life of solitude upon reaching maturity. Those few children of the sea who return to the land for a short time find themselves outsiders even among the communities of their land-dwelling parent, despite their ability to blend in. When children of the sea encounter others of their kind, they are sometimes overcome with great happiness, yet they are also painfully aware that they have little else in common. Truly, they are a lonely race.

CREATING A CHILD OF THE SEA

"Child of the sea" is an inherited template that can be added to any non-aquatic humanoid creature (referred to hereafter as the base creature).

A child of the sea uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to fey (aquatic). Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

Speed: The child of the sea gains a swim speed equal to its land speed +10.

Armor Class: As base creature.

Special Qualities: A child of the sea retains all the special qualities of the base creature and gains the following special qualities:

— **Amphibious (Ex)** A child of the sea can breathe both air and water.

— **Low-Light Vision (Ex)** A child of the sea can see four times as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination.

Spell-Like Abilities: 3/day—*calm animals* (aquatic creatures only), *summon nature's ally I* (aquatic creatures only); 1/day—*control water*, *summon nature's ally II* (aquatic creatures only). Caster level is equal to character level.

Abilities: Increase from the base creature as follows: Con +2, Cha -2.

Skills: A child of the sea gains skill points as a fey and has skill points equal to (6 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the child of the sea gains fey skill points only for its racial

Hit Dice and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills and other skills as cross-class.

A child of the sea has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always 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 child of the sea has a +10 racial bonus on Survival checks when trying to predict the weather.

Environment: Change to aquatic.

Challenge Rating: Same as base creature +1.

Alignment: As base creature.

Level Adjustment: Same as base creature +2.

ACCANTUS

An accantus is a child of the sea who was abused as a youth and whose aquatic traits grew twisted, bound up in rage and resentment. Such a creature looks like any other child of the sea but has additional powers fueled by its tainted nature. Accanta can assume a watery form and are capable of summoning water elementals as servants. They are dangerous and wild creatures.

SAMPLE ACCANTUS

This creature resembles a humanoid composed of water, rather than flesh and bone. Its features are twisted into an angry grimace, and its arms have become watery tentacle-like limbs that lash around, trailing droplets.

This accantus uses a human mariner 6/fighter 2 as the base creature.

TURIM VILLACOSTA

CR 10

Male accantus civilized human mariner 6/fighter 2

LE Medium fey (aquatic)

Legends of the Twins (mariner class)

Init +6; **Senses** low-light vision; **Listen** +2, **Spot** +13

Languages Common, Ergot

AC 15, touch 12, flat-footed 13; back-to-back +1, Dodge, Mobility

hp 57 (8 HD)

Fort +11, **Ref** +8, **Will** +3

Spd 30 ft.; swim 40 ft.

Melee +1 rapier +12 (1d6+4/17-20)

Base Atk +8; **Grp** +11

Atk Options dirty strike +2d4, Spring Attack, Whirlwind Attack

Special Actions summon water elemental 1/day (8 rounds)

Spell-Like Abilities (CL 8th)

3/day—*calm animals** (DC 12), *summon nature's ally I**

1/day—*control water*, *summon nature's ally II**

* aquatic creatures only

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 6

SQ sailor lore, seamanship +2

Feats Alertness, Dodge, Improved Disarm^B, Improved Expertise^B, Improved Initiative^B, Mobility, Spring Attack, Whirlwind Attack^B

Skills Balance +11, Climb +10 (+12 using ropes), Gather Information +5, Intimidate +6, Jump +10, Knowledge

(local) +7, Knowledge (nature) +9, Listen +2, Profession (sailor) +9, Spot +13, Survival +8 (+10 in above ground natural environments, +20 predicting weather), Swim +22, Tumble +15, Use Rope +7

Possessions mwk studded leather, +1 rapier, mwk dagger, *cloak of resistance* +1

Environment Aquatic

Organization Solitary

Treasure Standard (including possessions)

Advancement by character class; **Level Adjustment** +2

Amphibious (Ex) Turim can breathe both air and water and survive indefinitely on land.

Back-to-Back (Ex) Whenever Turim is adjacent to an ally and using the fighting defensively or total defense combat options, he gains a +1 dodge bonus to his AC. He loses this bonus if he is denied his Dexterity bonus to AC or if Turim or the ally moves more than 5 ft. away.

Dirty Strike (Ex) Turim may choose to make a single melee attack on his turn as a full round action that deals an additional 2d4 points of damage. The additional damage caused by a dirty strike is the same kind of damage as the weapon used in the attack. This ability has no effect on creatures without a discernable anatomy or are immune to critical hits, such as constructs, oozes, plants, or undead. Additional damage from a dirty strike is not multiplied if Turim scores a successful critical hit.

Liquid Form (Su) Once an hour, as a full round action, Turim can transform himself into a creature composed entirely of water. Turim can only maintain this form for 14 rounds before he becomes fatigued and must revert to his natural state. This fatigue lasts for an hour, after which point he can transform himself again. In this form, his statistics change as follows:

DR 5/slashing

Immune critical hits, paralysis, polymorph, sneak attack

Resist acid 10, fire 10

Weakness vulnerability to cold, electricity

Melee slam +11 (1d8+4)

Skills Escape Artist +12

Quench (Su) Turim has the ability to douse any open non-magical flame of Large size or smaller he touches. He can also dispel any magical fire he touches as *dispel magic* (CL 8th)

Sailor Lore (Ex) Turim may make a special sailor lore check at a +5 to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. This check will not

necessarily reveal true information, as much of the time Turim heard it from someone who heard it from a friend, who heard it from a guy, etc. He may not take 10 or 20 on this check; this sort of knowledge is essentially random.

Seamanship (Ex) Turim gains a +2 competence bonus to all Balance, Climb, and Profession (sailor) checks.

Summon Elemental (Sp) Once per day, Turim can summon a Small water elemental for 8 rounds. The elemental obeys Turim's commands for the duration, including fighting for him.

Turim is a tall, dark-skinned man with large eyes and slightly pointed ears. He could be mistaken for a half-elf, though his features are far from comely. He bears the scars of many battles; a struggle with a sea dragon left one half of his body horribly burned and blistered.

Turim is the child of a sirine and an Ergothian sailor, whose mother was killed when he was an infant. Raised by a wet nurse in a pirate's cove in Saifhum, Turim never found acceptance. He fought and murdered his way to the captain's chair; he now leads a crew of ferocious and bloodthirsty mariners on his ship, the *Sea Hag*.

STRATEGIES AND TACTICS

Turim usually joins a battle in his normal human form, saving his wrathful accantus transformation for when he is certain he can spare a round to make the change. His crew are used to his abilities and take their cue from him, surrounding opponents to keep them from reaching Turim as he changes. Once in accantus form, Turim surges in and slams his foes, shuffling off most sword thrusts.

CREATING AN ACCANTUS

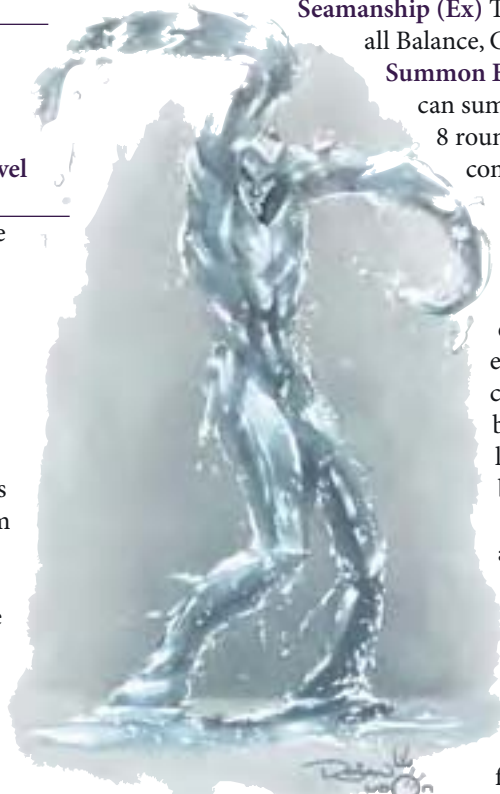
"Accantus" is an inherited template that may only be used upon humanoids with the child of the sea template (hereafter known as the "base creature") of non-good alignments. Apply the child of the sea template first, then modify based on these traits:

Special Attacks: An accantus retains all the special attacks of the base creature and gains the following special attack.

— **Summon Elemental (Sp)** Once per day, an accantus can summon a Small water elemental for a number of rounds equal to its character level. The elemental will obey the accantus' commands for the duration, including fighting for it.

Special Qualities: An accantus has all the special qualities of a child of the sea, in addition to the following:

— **Liquid Form (Su)** Once an hour, as a full round action, an accantus can transform itself into a creature



composed entirely of water. The accantus can only maintain this form for as many rounds as its Constitution score before it becomes fatigued and must revert to its natural state. This fatigue lasts for an hour, after which point it can transform itself again. In this form, it gains the following:

- Damage reduction 5/slashing.
 - A slam attack that does 1d8 points of damage plus Strength bonus x 1.5.
 - Ability to douse any open non-magical flame of Large size or smaller it touches, and dispel any magical fire it touches as dispel magic (caster level equals the accantus' HD).
 - +10 racial bonus to Escape Artist checks.
 - Resistance to acid 10 and fire 10.
 - Vulnerability to cold and electricity.
 - Immune to critical hits, sneak attacks, paralysis and polymorph spells and spell-like abilities.
- Challenge Rating:** As child of the sea +1.
Level Adjustment: As child of the sea +1.

DAEMONLORD

This is a brutish giant with demonic features clad in thick, blackened leather armor. Its head is bald and ringed with black horns. Its ears are pointed, and it has flabby jowls and deep-set piggy eyes lit with red-orange light. Curved plates of armor protect its shoulders, elbows, and knees, and its thick, stubby fingers end in hook-like black talons. The giant's mouth is open in a roar, showing pointed black teeth like a shark's.

DAEMONLORD

CR 15

Always CE Large outsider (chaotic, evil, extraplanar)
Init +3; **Senses** darkvision 120 ft., low-light vision; **Listen** +21, **Spot** +21

Aura unnatural aura (150 ft. radius)

Languages Abyssal, Common, Draconic, Ignan, Infernal

AC 28, **touch** 12, **flat-footed** 25 (+3 Dex, +16 natural, -1 size)

hp 157 (15 HD); **regeneration** 10; **DR** 15/lawful or magic

Immune acid, paralysis, poison, *sleep*

Resist cold 20, electricity 20, fire 20; **SR** 25

Fort +15, **Ref** +12, **Will** +12

Spd 30 ft.; **fly** 60 ft. (average)

Melee* 2 claws +20 each (2d6+14) and bite +15 (3d6+9/19-20) or

Melee* claw +16 (2d6+14 plus 10 ft. knockback, **Reflex** DC [damage dealt], Medium or smaller) with **Awesome Blow**

*Includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +29

Atk Options **Awesome Blow**, **Cleave**, **Great Cleave**, **Improved Bull Rush**, **Power Attack**

Special Actions paralyzing gaze, roar

Spell-Like Abilities (CL 15th, +24 melee touch, +17 ranged touch)

At will—*detect law*, *magic circle against law*

3/day—*call lightning storm* (DC 20), *chaos hammer* (DC 19), *stinking cloud* (DC 18), *summon wretch* (see below), *teleport*

1/day—*control weather*, *greater teleport*, *meteor swarm* (DC 24, see below), *reverse gravity* (DC 22)

Abilities **Str** 31, **Dex** 16, **Con** 22, **Int** 19, **Wis** 17, **Cha** 21

SQ **summon wretch**

Feats **Awesome Blow**, **Cleave**, **Great Cleave**, **Improved Bull Rush**, **Improved Critical** (bite), **Power Attack**

Skills **Concentration** +24, **Intimidate** +23, **Jump** +28, **Knowledge** (arcana) +22, **Knowledge** (religion) +22, **Knowledge** (the planes) +22, **Listen** +21, **Search** +22, **Sense Motive** +21, **Spot** +21, **Spellcraft** +22, **Use Magic Device** +23

Environment The Abyss

Organization Solitary or cult (1 daemonlord, 2-12 daemon warriors, 3-30 chaos wretches)

Treasure Standard

Advancement 16-20 HD (Huge); 21-45 HD (Gargantuan);

Level Adjustment —

Meteor Swarm (Sp) The daemonlord can combine an individual meteor with its *summon wretch* ability to bring forth chaos wretches wherever the meteor lands. Using *meteor swarm* in this way uses up one of the daemonlord's three daily summons.

Paralyzing Gaze (Su) Range 30 feet, **Will** DC 22, paralysis 2d6 rounds. The save DC is Charisma-based.

Regeneration (Su) Damage from a divine source (including clerical)



spells and a paladin's smite ability) deals normal damage to that daemonlord. In addition, any individual who witnesses the summoning of a daemonlord from the Abyss deals normal damage to a daemonlord, effectively ignoring its regeneration ability. If a daemonlord loses a limb or body part, the missing portion regrows in 3d6 minutes. A daemonlord can reattach a severed limb instantly by holding it to the stump.

Roar (Su) A daemonlord can roar once every 1d4 rounds. Each roar releases a blast in a 60 ft. cone that deafens all those within the cone's area (Fort DC 22 negates). The save DC is Charisma-based.

Summon Wretch (Sp) Three times a day, a daemonlord can automatically summon 4d10 carrion wretches, 3d8 cedar wretches, or 3d6 sand wretches, providing it has the raw materials present (corpses, trees, and sand respectively). The daemonlord can also summon them at great range in combination with its *meteor swarm* ability (see above). This ability is the equivalent of an 8th-level spell.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a daemonlord at a distance of 150 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range. A daemonlord's unnatural aura also causes food and drink within 150 ft. to become spoiled. Food and drink of a magical nature (including potions) are allowed a saving throw (DC 22) to avoid this effect. The save DC is Charisma-based.

A daemonlord is a powerful emissary of Chaos, a brutish member of a vile race long trapped in the bowels of the Abyss. Charged with chaotic energies and summoned through blasphemous rituals, the appearance of a daemonlord on Krynn always heralds a period of disaster, catastrophe, and ruin.

A daemonlord always appears as a giant, hulking figure, over 12 feet tall, encased in armor. Its black teeth, horns, and claws are all incredibly hard and sharp. Daemonlords have individual tastes and desires, all of them obscene and tending toward the violent. They are supremely confident in their own ability to cause destruction and relish in the opportunity to do so. Because they are summoned and do not naturally appear on Krynn, their presence is usually marked by foul weather, spoiled food and drink, and random occurrences.

Daemonlords speak Abyssal, Common, Draconic, Ignan, and Infernal. They do not make a point of learning many other languages, as their sole purpose is to cause widespread destruction and chaos.

STRATEGIES AND TACTICS

A daemonlord is a frightening opponent that delights in clawing and biting its foes. Daemonlords typically summon aid in the form of chaos wretches to deal with any minor opponents, singling out tougher opponents for melee combat. A daemonlord encountered at longer

range will use *call lightning storm* or *chaos hammer* from a distance, but usually chooses to close in.

Because a daemonlord's regeneration can be bypassed by those who have seen it summoned to Krynn, if the creature knows that an individual was such a witness, it will stop at nothing to eliminate him. Otherwise, daemonlords have little to fear from their opponents and will boast, swagger, and bully them with great confidence.

A daemonlord's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

SUMMONING A DAEMONLORD

Daemonlords appear on Krynn through the use of a series of rituals that involve the sacrifice of at least a dozen humanoid victims and the casting of a *greater planar ally* spell, often from an item specifically designed for this purpose. Other means are possible, such as long-forgotten summoning chambers, the actions of crazed Chaos cultists or daemon warriors, or even opening an *iron flask*. Whoever is present when a daemonlord is summoned, however, is the daemonlord's first target. It will immediately attempt to kill all who witnessed the event, as they will be the only individuals who can seriously harm it.

DAEMON WARRIOR

This is a seven-foot tall humanoid creature with a nightmarish face like that of a gargoyle. It is dressed from head to toe in glossy black plate armor, with spikes and barbs at the joints and shoulders and ringing its open-faced helmet. It carries an enormous two-handed sword. Its eyes shine with a reddish-orange light.

DAEMON WARRIOR

CR 4

Always CE Medium undead (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Aura fear aura (30 ft. radius, fear [as spell], Will DC 16)

Languages Common, Infernal

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 32 (5 HD); DR 10/lawful or magic

Immune fire; undead traits

SR 12

Fort +1, **Ref** +5, **Will** +5

Weakness daemon warrior weaknesses

Spd 30 ft.; fly 60 ft. (perfect)

Melee 2 claws +5 each (1d8+3) and bite +0 (1d6+1) or **Melee** greatsword +5 melee (2d6+4/19-20) and bite +0 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Atk Options Combat Reflexes, smite law 2/day (+2 atk, +5 damage)

Abilities Str 17, Dex 19, Con —, Int 13, Wis 13, Cha 15

SQ death throes, +4 turn resistance

Feats Combat Reflexes, Mounted Combat

Skills Intimidate +10, Listen +9, Ride +12, Search +9, Spot +9

Possessions greatsword

Environment The Abyss



Organization Squad (2-5), patrol (6-10), or horde (11-20)

Treasure Standard (including possessions)

Advancement 6-10 HD (Medium), 11-15 HD (Large);

Level Adjustment —

Death Throes (Su) A daemon warrior that is reduced to 0 hit points or less immediately explodes, dealing 5d6 points of fire damage to all creatures within 5 feet. Affected creatures can attempt a DC 14 Reflex save to take half damage. This blast also destroys the weapon used to deal the killing blow, if any. Magical weapons are allowed a saving throw (DC 14) to negate this effect. If the killing blow was a natural weapon or unarmed attack, the creature who delivered it takes half again as much fire damage from the explosion unless it succeeded its saving throw, in which case it takes normal damage.

Fear Aura (Su) Daemon warriors constantly manifest the traits and features of their opponent's worst nightmares. Creatures within 30 feet who look at the daemon warrior must succeed on a DC 16 Will save or be affected as though by a *fear* spell cast by a 5th-level sorcerer. A creature that successfully saves cannot be affected again by the same daemon warrior's *fear* aura for 24 hours. The save DC is Charisma-based and has a +2 racial bonus.

Smite Law (Su) Twice a day, a daemon warrior can make a normal melee attack against a lawful foe. The daemon warrior adds its Charisma bonus to its attack roll and deals an additional point of damage per Hit Die.

Daemon warriors are the soldiers of Chaos, created by the mad god from the souls of the dead trapped in torment within the Abyss.

A daemon warrior's natural form is a frightening gargoyle-like creature with fangs, claws, and armor that seems bonded to its gray, lifeless skin. However, when seen, they tend to shift and change, acquiring certain features out of the minds of those who look upon them. Whatever form they manifest, a daemon warrior's eyes glow with a blasphemous reddish-orange light, and it moves with an uncanny grace and speed.

Daemon warriors speak Common and Infernal. They

do not communicate with anyone but each other or their fire dragon mounts, having no need to express themselves to those they intend to slay.

STRATEGIES AND TACTICS

A daemon warrior's existence is devoted to spreading terror and destruction in the name of Chaos. Though usually found in groups, they abhor organization and order and have little to no tactical discipline. Daemon warriors rush in to combat, slaying anyone they come across, often disengaging at random to deal a blow to another foe.

Daemon warriors are sometimes encountered riding young adult or older fire dragons as mounts. These fire dragons act in accordance with Chaos' wishes and have no real loyalty to their riders.

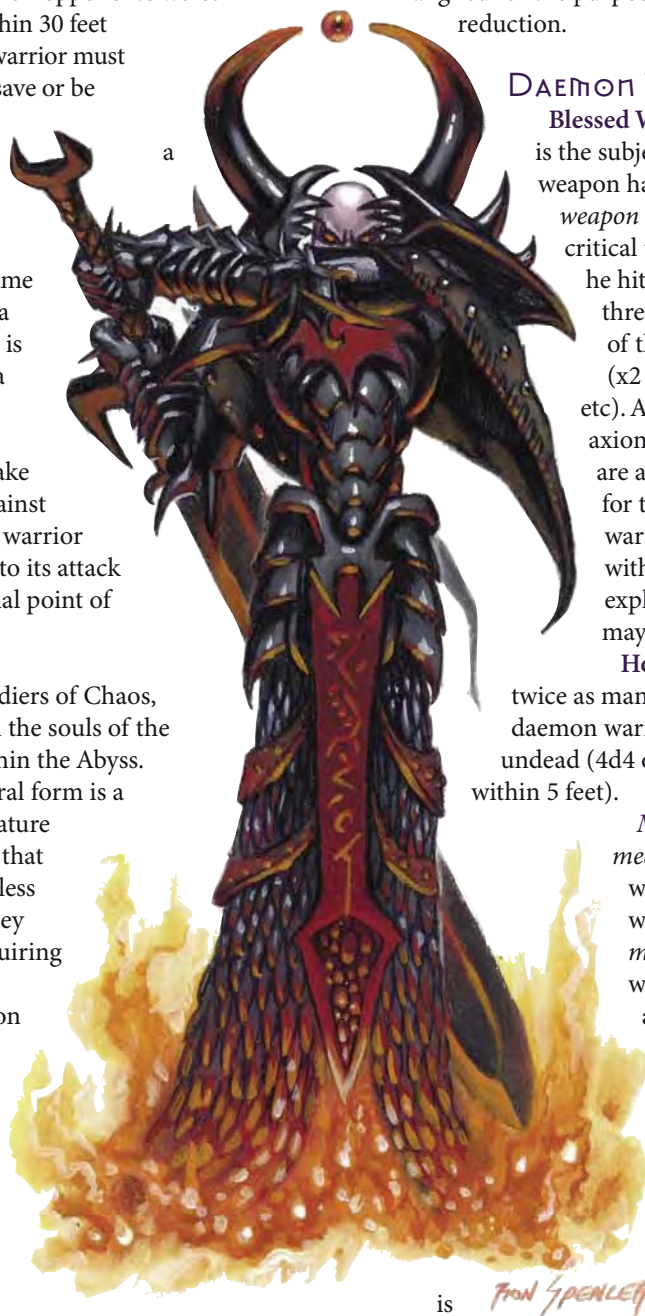
A daemon warrior's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

DAEMON WARRIOR WEAKNESSES

Blessed Weapons: Any character who is the subject of a *bless* spell, or whose weapon has been the target of a *bless weapon* spell, automatically scores a critical threat on a daemon warrior if he hits, regardless of the weapon's threat range. The critical multiplier of the weapon improves by one (x2 becomes x3, x3 becomes x4, etc). Aligned weapons with the axiomatic, holy, or unholy qualities are also considered blessed weapons for these purposes. If a daemon warrior is killed by an attack with one of these weapons, it still explodes in flames, and the weapon may be destroyed.

Holy Water: Holy water deals twice as many points of damage to a daemon warrior as it does to standard undead (4d4 on a direct hit or 2 points if within 5 feet).

Medallions of Faith: A cleric's *medallion of faith* is a potent weapon against a daemon warrior. If a cleric with a *medallion of faith* is in favor with her deity (does not need atonement, gains spells, etc.) she may attempt a melee touch attack against the daemon warrior with the *medallion*. A successful attack deals 1d6 points of damage per cleric level, bypassing damage reduction. If the attack was a critical hit, this damage doubled. The *medallion*



of faith is destroyed in the process. Sword knights, Skull knights, and other characters with clerical powers who possess *medallions of faith* may also attempt this attack. Daemon warriors who are destroyed this way do not explode in flames; they simply become a pile of ash.

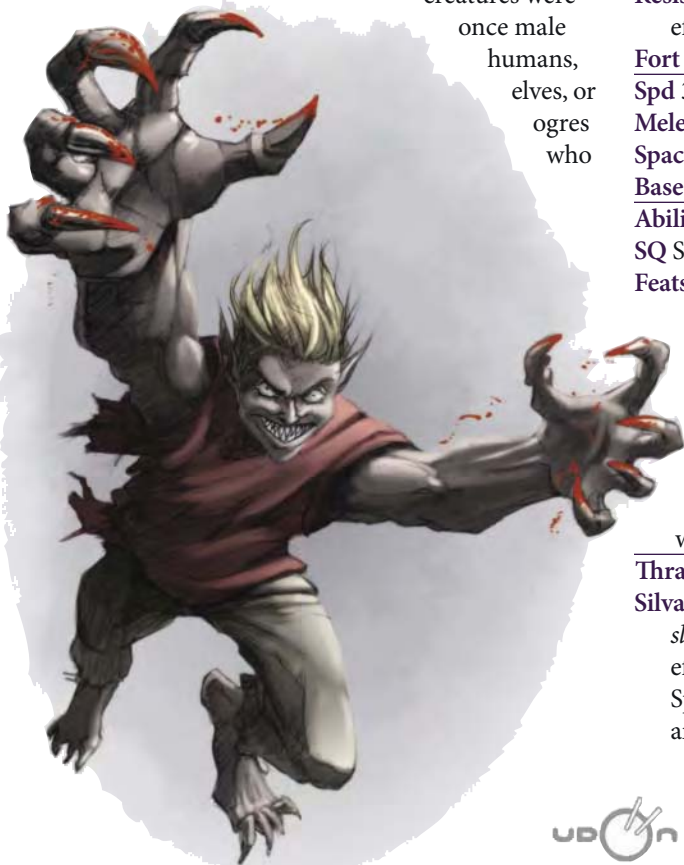
Raise Dead: Because daemon warriors are culled from the souls of once-living beings, it is possible to free them of Chaos' torment. If a *raise dead* spell is cast on a daemon warrior, it acts as a *slay living* spell on the creature, either killing it or dealing damage. Daemon warriors who are killed in this way do not explode in flames; they simply become a pile of ash.

DARK THRALL OF ONYSABLET

The dark thralls are twisted, diseased minions of the great black dragon Onysablet. Known all across Ansalon for her perverted scientific mind, Sable's swamp is host to a horde of unnatural creatures created by the Black for the sheer sake of sating her curiosity. Her dark thralls arose when the dragon decided to devise an alternate method for creating spawn, one that did not require the constant use of magic to propagate the transformation. Turning to science, Sable decided to create a highly infectious disease that would accomplish this goal.

The experiment failed in that Sable was unable to create any magical disease that would carry on the spawning. The Black did, however, succeed in creating a completely new and different form of servant. Called the dark thralls, these

creatures were once male humans, elves, or ogres who



were twisted into foul mockeries of their former selves: their skin became a dark coal gray; their eyes lost all color; talons sprang from their fingers. Sable quickly found that this disease was limited to this small segment of the population, and even crossbreeds of such creatures, such as half-elves and half-ogres, were immune to its effects.

Sable posted her dark thralls at various intersections along the borders of her realm, using them as a deterrent to ward off adventurers. At any given time, a plague of dark thralls has one "master" thrall with a few abilities beyond those possessed by the others, which are in turn called "servitor thralls."

SAMPLE DARK THRALL OF ONYSABLET

This creature resembles a disheveled male elf with black-gray skin. His mad eyes have turned a milky white color. His fingers have lengthened and twisted into razor sharp claws.

This sample uses a 1st-level Silvanesti elf warrior as the base creature.

SILVANESTI DARK THRALL CR 2

Male dark thrall of Onysablet Silvanesti elf warrior 1

Always CE Medium humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; **Listen** +3, **Spot** +3

Languages Common, Elven; limited telepathy

AC 17, **touch** 14, **flat-footed** 13 (+1 armor, +4 Dex, +2 natural)

hp 10 (1 HD)

Immune *sleep*

Resist acid 10; +2 save against enchantment spells and effects

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

Spd 30 ft.

Melee 2 claws +1 each (1d6 plus thrall fever)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 18, Con 15, Int 12, Wis 12, Cha 11

SQ Silvanesti traits

Feats Toughness

Skills Climb +4, Intimidate +4, Listen +3, Search +3, Spot +3, Swim +4

Possessions padded armor

Environment New Swamp

Organization Solitary, pack (2-10), or plague (11-30)

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** wizard; **Level Adjustment** +3

Thrall Fever (Su) Supernatural disease—injury; **Fort** DC 13.

Silvanesti Traits (Ex) Silvanesti elves have an immunity to *sleep* spells and effects, +2 on saves against enchantment effects, +1 racial bonus on Knowledge (arcana) and Spellcraft checks, and +2 racial bonus on Listen, Search, and Spot checks.

STRATEGIES AND TACTICS

Dark thralls of Onysablet usually fight in packs, swarming about their enemies and tearing at them with their claws in the hopes of spreading the thrall



FEMALES AND THRALL FEVER

ALTHOUGH the female members of the three races affected by thrall fever are immune to its transformational effects, the disease can still exact a heavy toll on them. Any female elf, human, or ogre who contracts the disease ignores the standard rules for infection and cannot pass the disease on to anyone else. Should she become pregnant, however, the disease causes the fetus to mutate horribly.

fever. They fight without any regard for their own life or well being, although if a stealthier alternative to infecting enemies presents itself, the thralls will not hesitate to take it.

CREATING A DARK THRALL OF ONYSABLET
“Dark thrall of Onysablet” is an acquired template that can be added to any male human, elf, or ogre. A dark thrall of Onysablet uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: Natural armor improves by +2.

Attack: A dark thrall gains two claw attacks as its primary natural weapons.

Full Attack: Dark thralls prefer to use their claw attacks instead of arming themselves with weapons, as this allows them to spread the foul disease that creates more dark thralls.

Damage: Humans and elves turned into dark thralls deal 1d6 + Strength modifier in damage with their claw attacks, and ogres deal 1d8 + Strength modifier. All claw attacks expose the victims to the dark thrall’s disease.

Special Attacks: A dark thrall retains all the special attacks of the base creature and gains the following special ability:

—Disease (Su) A creature struck by a dark thrall’s claw attack must succeed on a Fortitude save with a DC equal to 10 + 1/2 dark thrall’s hit dice + dark thrall’s Con modifier or be struck with a disease known as “Thrall Fever.” The disease has an incubation time of two weeks, during which any elf, human, or ogre exposed to a carrier can contract it as an inhaled disease. At the end of this period, any male creature that has contracted the disease must succeed at another saving throw or automatically transform into a dark thrall of Onysablet. To eliminate thrall fever, *remove disease* (requiring a DC 15 caster level check) or *heal* must be cast on the victim. Creatures already transformed cannot be changed back, except by spells such as *limited wish*, *wish*, and *miracle*.

Special Qualities: A dark thrall retains all the special qualities of the base creature and gains the following special qualities:

—Darkvision 60 feet.

—Resistance to acid 10.

—Limited Telepathy (Su) All dark thralls within 100 feet of each other are able to share sensations and perceptions. This gives them something of a hive mind;

Approximately 5 months into the pregnancy, a 2-ft. long barbed worm bursts from her womb, dealing 4d6 points of permanent Constitution damage. This worm is otherwise completely harmless to others and is unable to find nourishment once outside of its “mother’s” body, dying within a few days unless somehow taken care of magically.

if one dark thrall in a group (within range of the others’ limited telepathy) is not flat-footed, none of them are. No dark thrall in a group is considered flanked unless all of them are.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +2.

Environment: New Swamp.

Organization: Solitary, pack (2-10), or plague (11-30).

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: +3.

MASTER THRALLS

Master thralls have all the same abilities as regular dark thralls of Onysablet, save that the black dragon can directly issue telepathic orders to any master thrall within the boundaries of New Swamp. Similarly, the master thralls can also issue telepathic orders to any dark thrall within one mile of them. Master thralls are typically the initial carriers of thrall fever—those infected directly by Sable and later released to spread the disease. Should a master thrall die, the first servitor thrall it infected, or whichever has been infected the longest, gains the abilities of a master thrall. Unlike standard thralls, master thralls cannot be reverted to their normal forms.

DEMON, MALRAUTHIN

This four-legged monster is covered in a thick and scaly maroon hide, and the lower halves of its clawed forelegs have a volcanic appearance. A sickly yellow-white mane runs down its back, and a long spiny tail extends from its haunches.

MALRAUTHIN

CR 16

Always CE Huge outsider (chaotic, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Listen +21, Spot +21

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 28, touch 14, flat-footed 22 (+6 Dex, +14 natural, –2 size)

hp 178 (17 HD); **DR** 15/cold iron and good

Immune acid, fire, poison

Fort +16, **Ref** +16, **Will** +11

Spd 50 ft.

Melee* bite +18 (2d6+13 plus 2d6 fire plus burn) and 2 claws +16 each (1d8+9 plus 2d6 fire plus burn) and tail +16 (2d6+9 plus 2d6 fire plus burn)



*Includes adjustments for a 5-point Power Attack

Space 15 ft.; Reach 10 ft.

Base Atk +17; Grp +33

Atk Options Power Attack, Snatch

Special Actions breath weapon

Spell-Like Abilities (CL 17th, +23 melee touch, +21 ranged touch)

At will—*create undead*, *detect good*, *forbiddance* (DC 22), *protection from arrows* (DC 18), *shield* 3/day—*acid fog* (DC 22), *blasphemy* (DC 23), *fireball* (DC 19), *greater teleport* (self plus 50 pounds only), *horrid wilting* (DC 24), *unholy blight* (DC 20), *wail of the banshee* (DC 25)

Abilities Str 27, Dex 23, Con 22, Int 13, Wis 12, Cha 22

SQ heat, putrefying blood

Feats Empower Spell-Like Ability (*fireball*), Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Snatch

Skills Bluff +26, Climb +28, Escape Artist +26, Intimidate +28, Jump +28, Knowledge (the planes) +21, Listen +21, Spot +21, Survival +21 (+23 when on other planes)

Environment The Abyss

Organization Solitary or entourage (1 malrauthin and 2-6 bodaks)

Treasure None

Advancement 18-34 HD (Huge), 35-51 HD (Gargantuan);

Level Adjustment —

Breath Weapon (Su) 30 ft. cone, 3d6 Con damage, Reflex DC 24 half, once per hour. Opponents reduced to 0 Constitution by this breath weapon rise as bodaks on the next round. This is a negative energy effect. The save DC is Constitution-based.

Burn (Ex) When a malrauthin hits with its natural weapons, the opponent must succeed on a DC 24 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Heat (Ex) A malrauthin's body generates intense heat, dealing 2d6 points of fire damage to anyone who touches or is touched by the malrauthin.

Putrefying Blood (Su) Whenever an opponent within 10 feet of the malrauthin deals damage to it with a slashing or piercing weapon, he must make a DC 24 Reflex save or take 1d4 points of Constitution damage as the malrauthin's blood splatters him. Success negates all damage. A creature reduced to 0 Constitution rises as a bodak on

the next round. The save DC is Constitution-based.

Malrauthins are foul creatures of the Abyss who thrive on spreading undeath, a trait which has led many to suspect Chemosh having a hand in their creation.

A malrauthin resembles an overgrown demonic attack dog. This bestial and feral appearance hides an intelligence that, though rudimentary for such a powerful demon, is well above that of the average human. A malrauthin is about 20 feet long and weighs about 6,000 pounds.

It is rare a malrauthin is seen on the material plane, though powerful dark spellcasters will use them on occasion through a *gate* or *greater planar ally* spell.

Malrauthins speak Abyssal, Celestial, and Draconic.

STRATEGIES AND TACTICS

Malrauthins start battle by targeting the creature that appears to be the most well-armed and biting at it in an attempt to snatch it up. With the creature in its mouth, it will attempt to put some distance between itself and any other foes and use its breath weapon—a foul caustic fluid that corrupts flesh and causes it to become gray and lifeless.

A malrauthin's natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Disir

The disir are a race of subterranean creatures known for their disgusting appearance and hateful disposition. Once believed to be native to the continent of Taladas, their reach apparently extends much further. Disir have been spotted in tribal groups near dwarven tunnels in Ansalon, and an offshoot of their race has begun to make its way to surface regions, preying upon unwary miners and engineers from the Vingaard Mountains to the Khalkists. This offshoot, the tyin, is in fact part of a concerted effort by the disir to adapt to the surface. So far, they have only been able to produce slow-witted tyin children, but the disir are a patient if fanatical race. Their time is coming.

Disir mature through both a male and female phase throughout their lives. They hatch from eggs as larva-like young, develop into males, and within ten years are grown adults. Half of these adult males will then transition into females, either entering into a breeding cycle or becoming queens. Queens typically live for up to 60 years, males and brood females for 30 years.

TRUE DISIR

This man-sized humanoid's rubbery flesh is pasty green-white, and uneven areas of its body sprout a darker colored chitinous shell. The pores of its body ooze a green jelly-like substance polluted with black specks of dirt. It stands hunched over, arms raised before it like that of a praying mantis, displaying wicked claws. Its head is similarly insect-like, though fleshy with wet jowls around its cheeks and neck. Its lower jaw juts out from its skull with tusks and a long, rasp-like tongue.

DISIR, TRUE

Usually LE Medium aberration

Init +1; **Senses** darkvision 60 ft.; **Listen** +6, **Spot** +6

Languages Common, Dis

AC 17, **touch** 11, **flat-footed** 16 (+1 Dex, +6 natural)

CR 3



hp 32 (5 HD)

Resist fire 5

Fort +3, **Ref** +2, **Will** +4

Weakness light sensitivity

Spd 30 ft.; **burrow** 10 ft.

Melee 2 claws +5 each (1d6+2 plus poison) and bite +3 (1d8+1 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 12, Con 14, Int 13, Wis 11, Cha 7

SQ disir traits

Feats Alertness, Multiattack

Skills Climb +6, Escape Artist +9, Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +4

Environment Underground

Organization Solitary, band (2-8), or tribe (10-50 plus 50% noncombatants, 2-4 3rd-level elite males, 1-6 tyin, 1 5th-level cleric of Morgion, and 1 8th-level queen)

Treasure Double goods and items

Advancement by character class; **Favored Class** fighter;

Level Adjustment +2

Light Sensitivity (Ex) True disir are dazzled in bright

sunlight or in the radius of a *daylight* spell.
Poison (Ex) Injury; Fort DC 14; 1d6 Dex/2d6 Dex.
Resistance to Fire (Ex) True disir exude a coating of slime and ooze. This slime makes the disir's attacks poisonous, but it also provides resistance to fire 5.
Skills: A true disir's slimy coating grants it a +8 racial bonus to Escape Artist checks.

The true disir make up the bulk of their race, the unmutated members of the species. This is something of a misnomer, as even the true disir show signs of mutation. Their bodies are partially covered in a scaly carapace through which loose, oozing sections of rubbery skin are visible, and the size and shape of these plates varies from individual to individual. What the true disir originally were, in the distant past, can no longer be determined, though an insectile origin is evident.

True disir are 6-7 feet tall and weigh around 200 pounds. True disir speak the language of their race, Dis, as well as Common. Many also speak Dwarf, Goblin, or Ogre.

STRATEGIES AND TACTICS

True disir are armed with razor-sharp claws and a vicious bite. They often plan any attack so as to avoid being outnumbered or ambushed. Bands of disir, often with tyn along to provide additional strength, will tunnel under settlements, underground enclaves, and through foundation walls to get into their enemies' lairs. Once they make contact with their foe, disir spread out and make good use of flanking and cover.

Tyin

This creature is almost nine-feet-tall and has a long spiked tail. It seems to be constantly molting or shedding its scaly gray skin in loose, tattered folds. Its features are something of a cross between insect and reptile, and it has sharp claws and fangs.

Tyin

CR 4

Usually N Large aberration

Init +2; **Senses** darkvision 60 ft.; **Listen** +1, **Spot** +1

Languages Dis

AC 15, **touch** 11, **flat-footed** 13 (+2 Dex, +4 natural, -1 size)

hp 26 (4 HD)

Resist fire 5

Fort +3, **Ref** +3, **Will** +5

Spd 40 ft.

Melee 2 claws +7 each (1d6+3) and bite +4 (1d8+1 plus poison) and tail spike +4 (2d4+1)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Special Actions acid spit

Abilities Str 16, Dex 14, Con 14, Int 5, Wis 13, Cha 5

SQ disir traits

Feats Multiattack, Weapon Focus (claw)

Skills Climb +10, Escape Artist +10, Hide +2

Environment Underground

Organization Solitary, band (2-6 plus 1-3 true disir)

Treasure None

Advancement 5-8 HD (Large), 9-12 HD (Huge); **Level Adjustment** +2

Acid Spit (Ex) Three times a day, a tyn can spit a glob of caustic mucus at an opponent as a ranged touch attack that deals 1d6 points of acid damage. This attack has a range of 10 feet and has no range increment. The spittle is adhesive and continues to deal damage for 1d4+1 rounds, unless the opponent takes a full round action to douse the affected location with at least one gallon of water.

Poison (Ex) Injury; Fort DC 14; 1d6 Dex/2d6 Dex. Only the tyn's bite is poisonous.

Resistance to Fire (Ex) Tyn exude a coating of slime and ooze. This slime makes the tyn's attacks poisonous, but it also provides resistance to fire 5.

Skills: A tyn's slimy coating grants it a +8 racial bonus to Escape Artist checks.

The tyn is the result of a disir queen mutating a disir larva. It is a relatively unintelligent, violent predator which only barely responds to commands given by its disir handlers. Tyn are better able to stand the light of the surface world than the disir, making them especially dangerous.

A tyn is taller than a true disir, though very similar in appearance. It has none of the thick chitinous plates of the true disir, and its skin flakes constantly as it exudes poisonous ooze. A tyn also has a long, spiked tail, with which it can deliver vicious blows, as well as the true disir's claws and teeth.

Tyin understand Dis, the disir language, but very little else. They are taught to obey simple verbal commands from disir handlers.

STRATEGIES AND TACTICS

Tyin are armed with razor-sharp claws and a vicious bite. They cannot use manufactured weapons, but they do have a tail attack and an acidic spit. Solitary tyn will flee if they are outnumbered, but when in bands and led by disir handlers, they are almost fearless.

DISIR QUEEN

The queen of a disir tribe is usually a noble of at least 8th level. She has all the traits of a true disir except as follows.

—+4 Intelligence, +2 Wisdom, +2 Charisma.

—Large size, -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.

Space 10 ft., **Reach** 10 ft.

Speed 20 ft.

Racial Skills: Heal is also a class skill for disir queens.

Special Qualities: A disir queen gains the following special qualities:

—**Influence Mutation (Su)** A disir queen can alter, distort, or accentuate the traits of a larval disir, so it becomes a mutant as an adult. The queen can attempt to enhance the potential of the larva to become a tyn, have enhanced ability scores, or acquire a template.



This ability requires the queen to make a successful Heal check (DC 15 for a tyin, DC 20 to enhance a disir's ability scores by +2, DC 25 to apply a template). Templates applied to the larva can vary, but most require portions of the goal creature or similar components in order to be successful. A queen can only attempt this influence on a single larva once; failure kills the larva.

—Immunity to *sleep*, paralysis and poison. Disir queens have a +4 racial bonus to saving throws against all mind-affecting spells and spell-like effects.

Challenge Rating: 3 + class levels.

Favored Class noble; Level Adjustment: +4.

DISIR QUEEN

CR 11

Female disir queen noble 8

Usually LE Large aberration

Init +1; **Senses** darkvision 60 ft.; **Listen** +19, **Spot** +11

Languages Common, Dis, Dwarven, Terran

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 84 (13 HD)

Immune poison, paralysis, *sleep*

Resist fire 5, +4 against mind-affecting spells and spell-like effects

Fort +5, **Ref** +8, **Will** +11

Weakness light sensitivity

Spd 20 ft.

Melee 2 claws +10 each (1d6+2 plus poison) and bite +8 (1d8+1 plus poison)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +15

Atk Options Power Attack

Combat Gear *potion of cure moderate wounds* (2), *oil of darkness*

Abilities Str 14, Dex 12, Con 14, Int 18, Wis 13, Cha 10

SQ bonus class skill (Spot), coordinate +2, disir queen traits, favor +3, inspire confidence 2/day

Feats Ability Focus (poison), Alertness, Multiattack, Persuasive, Skill Focus (Intimidate)

Skills Bluff +13, Climb +10, Diplomacy +15, Escape Artist +9, Heal +17, Hide +5, Intimidate +18, Knowledge (nature) +15, Listen +19, Move Silently +5, Sense Motive +12, Spot +11, Survival +5 (+7 above ground)

Possessions combat gear plus *amulet of natural armor* +2

Environment Underground

Organization Solitary or retinue (1 disir queen plus 2-4 3rd-level elite males)

Treasure Double goods and items (including possessions)

Advancement by character class; **Favored Class** noble;

Level Adjustment +4

Coordinate (Ex) This disir queen has a knack for getting disir to work together. When she can aid others and give directions, the noble provides a +4 bonus to the task at hand when she makes a successful aid another check, rather than +2. This ability can't be used to assist in combat.

Favor (Ex) Four times a week, the disir queen can call in favors from those she knows. She makes a favor check

(1d20+3) against a DC determined by the scope of the favor requested.

Inspire Confidence (Ex) Twice a day, the disir queen can grant up to four allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds, after a full round of oratory.

Light Sensitivity (Ex) Disir queens are dazzled in bright sunlight or in the radius of a *daylight* spell.

Poison (Ex) Injury; Fort DC 16; 1d6 Dex/2d6 Dex.

DISIR SOCIETY

The disir form tribal communities in tunnel complexes deep underground. They usually acquire these locations by driving out the original inhabitants, such as dwarves or kobolds, which has made them the enemy of any other race they come into contact with. Disir tribes are led by a queen who is protected by a number of elite disir males. Queens are capable of influencing mutations within larval disir, and it is through this process that the tyin are created. Because this is as much a skill as it is a racial talent, some queens are more successful than others in directing the progress of their tribes.

Disir are the favored of Morgion, the god of pestilence and disease. Some tribes produce clerics, who are almost universally males. It is possible that the spread of the disir is in some large part the desire of Morgion to undermine the dwarves and other races, for they have the potential to become a scourge. Disir clerics preach this to their tribes and advise the queens of Morgion's will. These queens are often more driven to succeed in their attempts at racial mutation, the better to serve the Black Wind.

DISIR CHARACTERS

True disir who have character levels are usually fighters. A disir queen's elite guard consists of fighters, while the queen herself has levels in noble. Tyin are usually too dim-witted or feral to have class levels, although extraordinary specimens may become barbarians. Disir clerics and rare disir druids revere Morgion. Disir do not practice or condone the use of arcane magic.

DRACONIAN, NOBLE

Noble draconians were created in act of desperation by the Dragonarmies during the latter days of the War of the Lance. When the good dragon eggs (the source of the original draconian types) were liberated from the temples in Sanction, Lord Ariakas commanded the draconian creation ritual be performed on the eggs of evil dragons. What the highlord did not understand was the laws of balance that govern Krynn, mandated when the world was forged. When the ritual, designed to corrupt the eggs of good dragons toward evil, was performed on evil dragon eggs, it did not have the desired effect. Instead of creating servants of evil, the chromatic (or "Noble") draconians inherently followed the path of good.

Most noble draconians were destroyed while still very young, but some managed to liberate themselves during the chaotic last days of the war. After that, the survivors went into hiding, helping others when possible,

but generally just staying out of the way. Their numbers thinned even more during the Chaos War, and there are only a handful left by the War of Souls.

Noble draconians do not, as a general rule, get along with other draconian types. Most have a deep hatred of dragonspawn, feeling they are abominations of evil. Most try to help others in need and render aid when asked.

NOBLE DRACONIAN TRAITS

Noble draconians share the following traits.

Inspired by Dragons (Ex) Noble draconians are drawn to good dragons and revere them. When a good-aligned dragon commander is within line of sight or when entering a battle under the command of a good dragon (in the chain of command), noble draconians receive a +1 morale bonus on all attack rolls and saving throws.

Dragon Traits All draconians are immune to *sleep* and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Disease Immunity (Ex) Draconians are immune to all diseases.

Glide (Ex) Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

Low Metabolism (Ex) Draconians can survive on one-tenth the food and water it takes to sustain a human.

DRACONIAN,

FLAME

The draconic humanoid stands over seven feet tall and has deep red scales, large wings, and charcoal-colored eyes.

FLAME DRACONIAN

CR 8

Often CG Large dragon
Init +1; **Senses** darkvision 60 ft., low-light vision; **Listen** +11, **Spot** +0

Languages Nerakan

AC 20, touch 10, flat-footed 19 (+4 armor, +1 Dex, +6 natural, -1 size); improved uncanny dodge, uncanny dodge

hp 60 (8 HD)

Immune disease, fire, paralysis, *sleep*

SR 20

Fort +7, **Ref** +7, **Will** +6

Weakness vulnerability to cold

Spd 20 ft.; fly 40 ft. (poor) in breastplate; base 30 ft.; fly 60 ft. (poor)

Melee* 2 claws +7 each (1d4+4) and bite +2 (1d8+4) or
Melee* Large mwk bastard sword (one-handed) +8 (2d8+4/19-20) and claw +2 (1d4+4) and bite +2 (1d8+4) or

Melee* Large mwk bastard sword (two-handed) +8/+3 (2d8+7/19-20) and bite +2 (1d8+4)

*includes adjustments for a 2-point Power Attack

Ranged Large mwk longbow +9/+4 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +14

Atk Options Cleave, Power Attack, rage 3/day (6 rounds)

Special Actions breath weapon

Spell-Like Abilities (CL 8th)

3/day—*fireball*

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

SQ death throes, improved uncanny dodge, noble draconian traits

Feats Cleave, Draconian Breath Weapon^B, Exotic Weapon Proficiency (bastard sword), Power Attack

Skills Climb +9, Craft (armorsmithing) +11, Craft (weaponsmithing) +11,

Intimidate +11, Jump +8,

Listen +11, Spot +0, Survival +11

Possessions large mwk breastplate, large mwk greatsword, large mwk longbow with 20 arrows

Environment Any land

Organization

Solitary or pair

Treasure Double standard

Advancement by

character

class;

Favored

Class

barbarian; Level

Adjustment +3

Barbarian Abilities A

flame draconian has the improved uncanny dodge and rage abilities of an 8th-level barbarian. A flame

draconian who takes additional levels in barbarian adds its innate barbarian level to its class level to determine number of rages

per day, greater rage, tireless rage, mighty rage, and to determine the minimum level a rogue must be to flank the flame draconian.

Breath Weapon (Su) 30 ft. cone, 3d8 fire damage, Reflex DC 15 half.

Death Throes (Su) On the round a flame draconian dies, it explodes in a 40-foot radius blast of fire. The blast deals 6d6 points of fire damage. Affected creatures can



make a Reflex save (DC 14) for half damage. The DC is Charisma-based.

Rage (Ex) When a flame draconian rages, its statistics change as follows:

AC 18, touch 8, flat-footed 17

hp 76

Fort +9, Will +8

Melee* 2 claws +9 (1d4+6) and bite +4 (1d8+6) or

Melee* mwk bastard sword (one-handed) +10

(2d8+6/19-20) and claw +4 (1d4+6) and bite +4 (1d8+6)

Melee* mwk bastard sword (two-handed) +10/+5 (2d8+10/19-20) and bite +4 (1d8+6)

*includes adjustments for a 2-point Power Attack

Grp +16

Abilities Str 19, Con 17

Skills Climb +10, Jump +9

A highly rare and dangerous breed, a flame draconian uses fiery rage to defeat those who threaten it or serve the cause of evil.

Flame draconians are creatures of good, but they follow a highly individual code of conduct that doesn't necessarily correspond with the laws of the land. They also have a fierce temper and will explode into a frenzied state at the slightest provocation. Flame draconians believe the tools of battle are often a very personal and natural extension of the combatant himself. They make almost all of their own weapons and armor themselves, smelting the items with their own fire and breath weapon. Most flame draconians would rather give up magic items acquired in the field in order to have a capable caster magically enhance a weapon forged by their own flames.

STRATEGIES AND TACTICS

Flame draconians fight on impulse, usually preferring either natural weapons or large weapons that deal plenty of damage. They make use of their rage and *fireball* attacks to take out the most dangerous opponents first.

FLAME DRACONIAN

CHARACTERS

Flame draconians fight for good with true ferocity, with most taking levels of either fighter or barbarian. A flame draconian's favored class is barbarian. When a flame draconian advances in levels as a barbarian, its ability to rage stacks with those it already possesses. For example, a flame draconian 4th-level barbarian may rage 5 times per day. However, its base attack bonus and base save bonuses are determined by adding the appropriate features of a 4th-level barbarian to the flame draconian's base statistics.

DRACONIAN, FROST

The dragon-man stands at five feet tall with white scales fading to gray. Its wings are folded upon its back, and it has two small horns growing above its pale blue eyes. An eerie aura of frosty mist wraps around its body.

FROST DRACONIAN

CR 2

Usually CG Medium dragon (cold)

Init +0; Senses darkvision 60 ft., low-light vision; Listen +4, Spot +4

Languages Nerakan

AC 18, touch 10, flat-footed 18 (+5 armor, +3 natural)

hp 15 (2 HD)

Immune cold, disease, paralysis, *sleep*

SR 8

Fort +4, Ref +3, Will +2

Weakness vulnerability to fire

Spd 20 ft. in breastplate; base 30 ft.; Run

Melee 2 claws +4 each (1d4+1) and bite -2 (1d3+1) or

Melee longsword +3 melee (1d8+1/19-20) and claw -1 (1d4+1) and bite -2 (1d3+1)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +3

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

SQ death throes, noble draconian traits

Feats Run^B, Weapon Focus (claw)

Skills Climb +6, Disguise +5, Intimidate +5, Listen +4, Spot +4

Possessions breastplate, longsword

Environment Any land

Organization Solitary or pair

Treasure 50% coins, 50% goods; standard items

Advancement by character class; Favored Class sorcerer; Level Adjustment +1

Death Throes (Su) A frost draconian freezes rapidly the moment it dies. It then immediately explodes into small icy shards, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures may attempt a DC 14 Reflex save for half damage.

Frost draconians are derivations of white dragons. While they inherit that breed's limited intellect and short temper, they instinctively follow the path of good.

Because they are so rare, frost draconians are rarely found in groups or even pairs. Despite this, they are actually quite social creatures and will associate freely with those who accept them as good. When companionship of this sort cannot be found, frost draconians are known to live near communities for a time, acting as a sort of unseen guardian. While they enjoy companionship, these draconians tend to wander,



most often migrating southward to colder climes. They think of themselves as unique creatures and would not advocate the creation of more draconians of any type.

STRATEGIES AND TACTICS

Frost draconians are quite aggressive when angered and rarely use sophisticated fighting tactics. If more than one are fighting together, they will attempt to surround their victims. They fight with claws or whatever weapons they might have, preferably cleaving or crushing weapons. (A frost draconian who obtains a *frostreaver* would be a happy one indeed.)

FROST DRACONIAN CHARACTERS

A frost draconian's favored class is fighter. Most advanced NPC examples are either fighters or barbarians.

DRACONIAN,

LIGHTNING

The blue-scaled draconian stands well over seven feet tall, almost completely covered in heavy plate armor. Electricity crackles from its claws while a large tail whips from side to side.

LIGHTNING DRACONIAN

CR 7

Always LG Large dragon

Init +0; Senses darkvision 60 ft., low-light vision; Listen +10, Spot +1

Aura courage (10 ft., +4 morale bonus on saves against fear)

Languages Nerakan

AC 21, touch 9, flat-footed 21 (+8 armor, +4 natural, -1 size) hp 51 (6 HD)

Immune disease, fear, paralysis, *sleep*

SR 16

Fort +7, Ref +5, Will +6

Spd 20 ft.; fly 40 ft. (poor) in mwk full plate; base 30 ft.; fly 60 ft. (poor); Run

Melee 2 claws +7 each (1d4+2) and bite +5 (1d8+1) or

Melee tail +7 (1d8+3 plus trip) or

Melee Large mwk greatsword +9/+4 (3d6+3/19-20) and bite +5 (1d8+1)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +12



Atk Options smite evil 2/day (+1 atk, +6 damage)

Special Actions lay on hands 6 points/day, turn undead 4/day

Paladin Spells Prepared (CL 3rd; +7 melee touch, +5 ranged touch)

1st—*bless weapon*, *cure light wounds* (DC 12)

Spell-Like Abilities

(CL 6th; +7

melee touch)

At will—*detect*

day—*shocking*

evil

4/

grasp

1/week—*remove disease*

Abilities Str 15, Dex 11, Con 15, Int 11, Wis 12, Cha 12

SQ aura of good, death throes, divine grace, divine health, noble draconian traits

Feats Combat Casting,

Multiattack, Run^B, Weapon

Focus (greatsword)

Skills Bluff +8, Climb

+9, Concentration

+5 (+9 when

casting

defensively),

Diplomacy +10, Disguise

+6 (+8 when acting in character), Gather Information +8,

Intimidate +10, Jump +6, Listen +10

Possessions large mwk full plate, large mwk greatsword

Environment Any land

Organization Solitary or pair

Treasure Standard

Advancement by character class; Favored Class paladin; Level Adjustment +5

Death Throes (Su) When a lightning draconian dies, its body explodes in a massive charge of electricity that first strikes the nearest creature, then arcs to each nearest creature. The effect is otherwise identical to a *chain lightning* spell cast by a 6th-level sorcerer. The lightning draconian's armor, weapons, and equipment all suffer maximum damage from its death throes.

Paladin Abilities A lightning draconian has the aura of courage, aura of good, divine grace, divine health, lay on hands, smite evil, spells, and turn undead abilities of a 6th-level paladin. A lightning draconian who takes additional levels in paladin adds its innate paladin level to its class level to determine when he gains paladin abilities for level-dependent effects.

Shocking Grasp (Sp) A lightning draconian may use *shocking grasp* (as the spell cast by a 6th-level sorcerer) a number of times per day equal to 3 + its Charisma modifier. The

lightning draconian may use this in conjunction with an attack by its natural weapons (claw, tail, bite) or an attack with any metallic weapon.

Trip (Ex) A lightning draconian who hits with his tail attack can attempt to trip the opponent 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 lightning draconian.

Lightning draconians derive from blue dragons and fight for the cause of good with ferocity and zeal. When necessary, they use heavy armor and magic (if possible) to disguise their identity and battle for the gods of good, whom they revere.

The blue draconians are highly social creatures who are discouraged daily by their lack of acceptance among other races. They are painfully aware that most of their kind were slaughtered by the metallic draconians and usually show them no mercy.

Lightning draconians revere the gods of good and have an instinctive link to the divine. Each chooses a deity to serve, often Kiri-Jolith.

STRATEGIES AND TACTICS

Lightning draconians are skilled combatants, but they use their size and strength to their advantage—cleaving opponents in two with a greatsword or crushing them with a bludgeoning weapon. They make use of their ability to fly or their muscular tails to gain any advantage. Though ferocious, they will grant mercy to an enemy who asks for it, though they will take steps to make sure a foe is disabled and no longer a threat.

A lightning draconian's movement flexibility gives it an important tactical advantage. It can race forward on all fours, silently glide from a height, or attack from the air. Many opponents are unfamiliar with the existence of flying draconians, giving a lightning draconian the additional advantage of surprise.

ERAS OF PLAY NOTES

Many of a lightning draconian's powers come from its direct connection with a deity of good alignment. In any era in which the gods are absent from the world, a lightning draconian loses all spells, spell-like abilities, and supernatural abilities—except for its death throes, immunity to electricity, and *shocking grasp*. Its Challenge Rating and Level Adjustment are both reduced by two (thus, such a draconian would be a CR 5 creature with a +3 Level Adjustment).

LIGHTNING DRACONIAN CHARACTERS

Most advanced NPC lightning draconians are mystics, who sometimes take levels in barbarian or ranger. A lightning draconian's favored class is paladin. When a lightning draconian advances in levels as a paladin, it adds its paladin levels to its innate spellcasting ability and in the advancement of all paladin special abilities as if it were already a 6th-level paladin—with the exception of special mount. For example, a lightning draconian 3rd-level paladin has the spells per day, caster level, and special powers of a 9th-level mystic. However, its base attack bonus and base save bonuses are determined by adding the appropriate features of a 3rd-level paladin to the lightning draconian's base statistics.

DRACONIAN, VAPOR

The draconian has emerald green scales and stands six feet tall with wings cresting a full foot higher. Its body is surrounded by an aura of green mist.

VAPOR DRACONIAN

CR 5

Usually LG Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; **Listen** +1, **Spot** +4

Languages Common, Nerakan

AC 18, **touch** 10, **flat-footed** 18 (+8 natural)

hp 26 (4 HD)

Immune disease, paralysis, *sleep*

SR 14

Fort +4, **Ref** +4, **Will** +5

Spd 30 ft.; **Run**

Melee 2 claws +5 each (1d4+1) and bite +0 (1d4+1) or

Melee quarterstaff +5 (1d6+1)

Ranged heavy crossbow +4 (1d10/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot

Mystic Spells Known (CL 4th; +5 melee touch, +4 ranged touch)

2nd (3/day)—*barkskin*^D, *bull's strength*

1st (7/day)—*cure light wounds* (DC 12), *entangle*^D (DC 12), *magic stone*, *obscuring mist*

0 (6/day)—*create water*, *cure minor wounds* (DC 11), *detect magic*, *light*, *mending*, *resistance*

^D: Domain spell. Domain: Plant

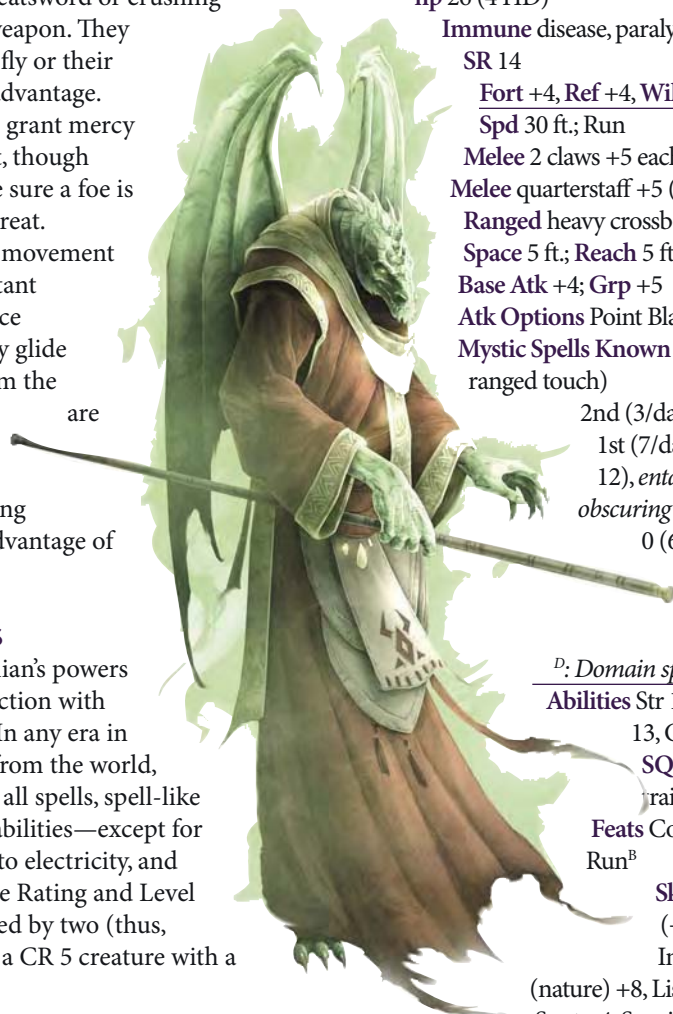
Abilities Str 13, Dex 11, Con 11, Int 13, Wis 13, Cha 11

SQ death throes, noble draconian traits

Feats Combat Casting, Point Blank Shot, Run^B

Skills Bluff +7, Concentration +7 (+11 when casting defensively), Intimidate +4, Knowledge

(nature) +8, Listen +1, Search +8, Spellcraft +8, Spot +4, Survival +8



NOBLE DRACONIANS AND THE DRACONIAN FEATS

NOBLE draconians are capable of taking the Draconian Breath Weapon and Spectacular Death Throes feats found in the *DRAGONLANCE Campaign Setting*. Below are the types of effects each feat has based upon each race:

DRACONIAN BREATH WEAPON

Frost	30-ft. cone of cold
Venom	60-ft. line of acid
Vapor	30-ft. cone of corrosive (acid) gas
Lightning	60-ft. line of lightning
Flame	30-ft. cone of fire

SPECTACULAR DEATH THROES

Frost: You turn to ice and explode as normal; however, the range of the explosion affects all within 20 feet, who must also make an additional Will save against the same DC or be stunned for one round.

Venom: Instead of melting into a pool of acid, your

body explodes in a 20-ft. burst that deals 4d6 points of acid damage (Reflex save [DC 10 + ½ HD + Con modifier] for half).

Vapor: Your body explodes in a 20-ft. cloud of corrosive gas that deals 2d6 points of acid damage. In addition to this, anyone caught in the cloud becomes nauseated for 1d10 rounds (Fortitude save [DC 10 + ½ HD + Con modifier] negates). The cloud lasts for a number of rounds equal to 1d6 + your Constitution modifier.

Lightning: When your body explodes, it simulates the effect of a *chain lightning* spell cast by a sorcerer 4 levels higher than you. Anyone who fails their save to take half damage is also stunned for one round.

Flame: You explode in a ball of flame as normal, except all creatures caught in your death throes automatically catch on fire, taking 2d6 points of damage each round they are on fire (Reflex save [DC 10 + 1/2 HD + Con modifier] extinguishes the flames).

Possessions heavy crossbow with 10 bolts, quarterstaff

Environment Any land

Organization Solitary or pair

Treasure Standard

Advancement by character class; **Favored Class** mystic; **Level Adjustment** +3

Death Throes (Su) On the round that a vapor draconian dies, its flesh dissolves and releases a cloud of vapor, dealing 1d6 points of acid damage to all within a 10-foot radius. Affected creatures can attempt a Reflex save (DC 14) for half damage.

Mystic Abilities: A vapor draconian has the domain and spells of a 4th-level mystic. A vapor draconian who takes additional levels in mystic adds its innate mystic level to its class level to determine its spellcasting ability. Vapor draconians prefer the Plant domain.

Vapor draconians derive from green dragons, who make use of impressive combat skills and inborn divine spellcasting ability to battle enemies and defend those under their protection.

Both intelligent and wise, vapor draconians are drawn to nature and usually live in green, woodland settings. They instinctively understand the balance of nature and only take violent action against those who disturb that balance—or evildoers who they feel must be stopped for the greater good.

Vapor draconians enjoy company in small groups but do not care for civilization or its trappings. They are most comfortable when in the wilderness.

STRATEGIES AND TACTICS

Vapor draconians go from calm to frenzied in an instant, often catching opponents off-guard. Once committed to battle, they will fight with spell, weapon, tooth, and nail in

order to achieve victory. They are unpredictable, forgoing any plan in order to surprise opponents with their ferocity.

VAPOR DRACONIAN CHARACTERS

Most advanced NPC vapor draconians are mystics, who sometimes take levels in barbarian or ranger. A vapor draconian's favored class is mystic. When a vapor draconian advances in levels as a mystic, it adds its mystic levels to its innate spellcasting ability. For example, a vapor draconian 8th-level mystic has the spells per day, spells known, and caster level of a 12th-level mystic. However, its base attack bonus, base save bonuses, and familiar, if any, are determined by adding the appropriate features of a 8th-level mystic to the vapor draconian's base statistics.

DRACONIAN, VENOM

The black-scaled, draconic humanoid stands five-and-a-half feet tall with a lean but muscular frame. Two curved, sharp horns frame its serpentine face.

VENOM DRACONIAN

CR 4

Usually CG Medium dragon

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

Languages Nerakan

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 natural)

hp 13 (2 HD)

Immune disease, paralysis, *sleep*

SR 11

Fort +3, **Ref** +4, **Will** +2

Spd 30 ft.; Run

Melee short sword +2 (1d6/19-20) and bite –3 (1d6 plus poison)

Ranged light crossbow +3 (1d8/19-20)



Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +2

Atk Options sneak attack +1d6

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

SQ death throes, noble draconian traits

Feats Run^B, Stealthy

Skills Bluff +6, Hide

+8, Listen +4,

Move Silently +8,

Search +5, Spot

+4

Possessions leather

armor, light

crossbow with 10

bolts, short sword

Environment Any land

Organization

Solitary or pair

Treasure

Standard

Advancement

by

character class; Favored Class rogue; Level

Adjustment +2

Death Throes (Su) When a venom draconian dies, its body instantly dissolves into a 5-foot radius pool of acid. All within this area suffer 1d6 points of acid damage each round they remain in the pool. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the venom draconian suffer damage from the acid as well.

Poison (Ex) Injury; Fort DC 11; 1d6 Con/1d6 Con. Only the venom draconian's bite is poisonous. A venom draconian is immune to its own poison. The save DC is Constitution-based.

Venom draconians were created from the eggs of black dragons. Though often bitter and reclusive, most use their skills to defend others and battle evil.

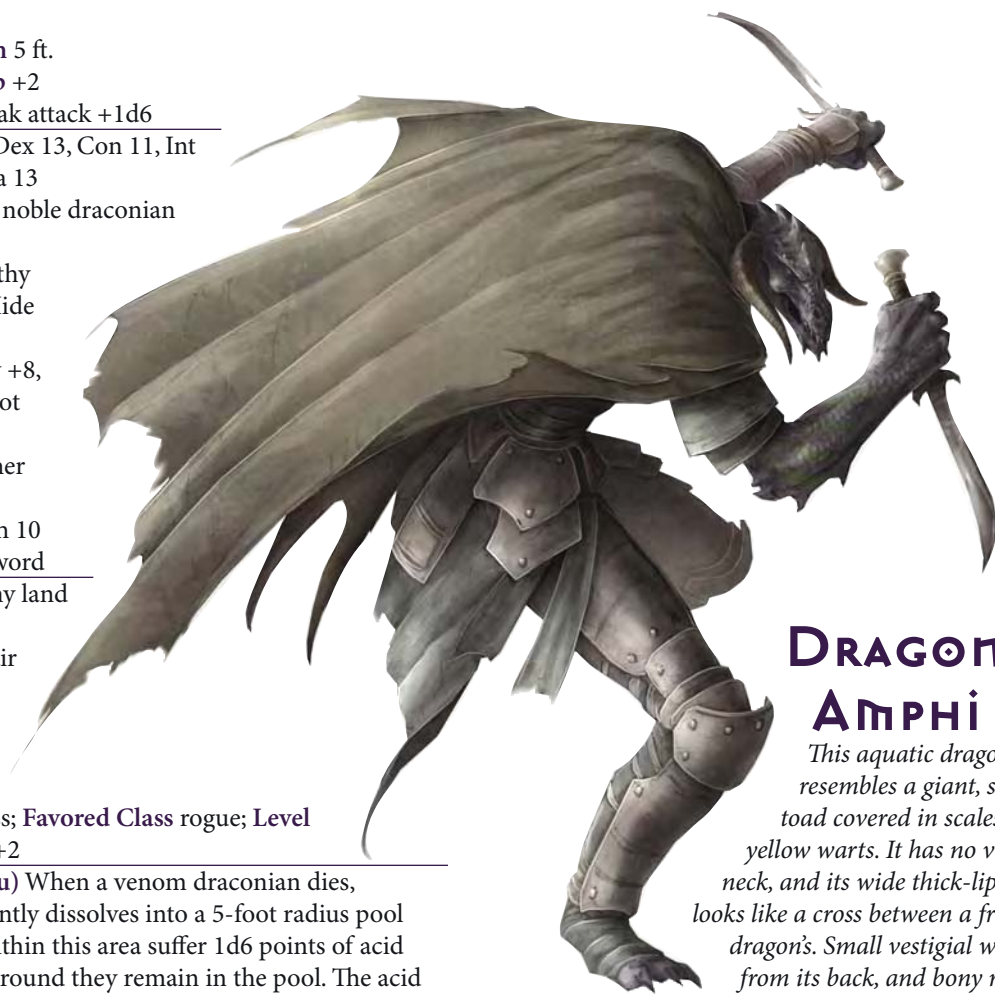
Venom draconians are extremely rare and, when encountered, will usually be alone or in the company of one or two other noble draconians. They are generally solitary by nature, only staying with others when necessary—though they can actually be quite engaging when befriended.

STRATEGIES AND TACTICS

Like a snake in the grass, a venom draconian prefers to use stealth and swift strikes to eliminate its opponents. If possible, he will stalk an enemy to learn its weaknesses and strike at the moment of greatest opportunity. Venom draconians see no honor in combat of any form and will use any trick possible to ensure victory.

VENOM DRACONIAN CHARACTERS

A venom draconian's favored class is rogue. Most advanced NPC venom draconians are rogues.



DRAGON, AMPHI

This aquatic dragon resembles a giant, sea-green toad covered in scales and yellow warts. It has no visible neck, and its wide thick-lipped head looks like a cross between a frog's and a dragon's. Small vestigial wings grow from its back, and bony ridges protrude above its eyes and down its spine. Its long, clawed feet are powerful and webbed, aiding it in underwater movement.

AMPHI DRAGON

Dragon (aquatic)

Environment Tropical, sub-tropical, or temperate aquatic

Organization Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20

Treasure Triple standard

Advancement Wyrmling 2-3 HD, very young 5-6 HD, young 8-9 HD, juvenile 11-12 HD, young adult 14-15 HD, adult 17-18 HD, mature adult 20-21 HD, old 23-24 HD, very old 26-27 HD, ancient 29-30 HD, wyrm 32-33 HD, great wyrm 34+ HD

Level Adjustment Wyrmling +2, very young +3, young +4, juvenile +5, others —

Amphi dragons are cruel and hateful aquatic creatures, the offspring of green dragons and sea dragons. They share many of their parents' worst traits.

A newly hatched amphi dragon looks somewhat like an enormous tadpole with smooth green skin, wing stumps, and ridges along its back. As it grows older, its skin

AMPHI DRAGONS BY AGE

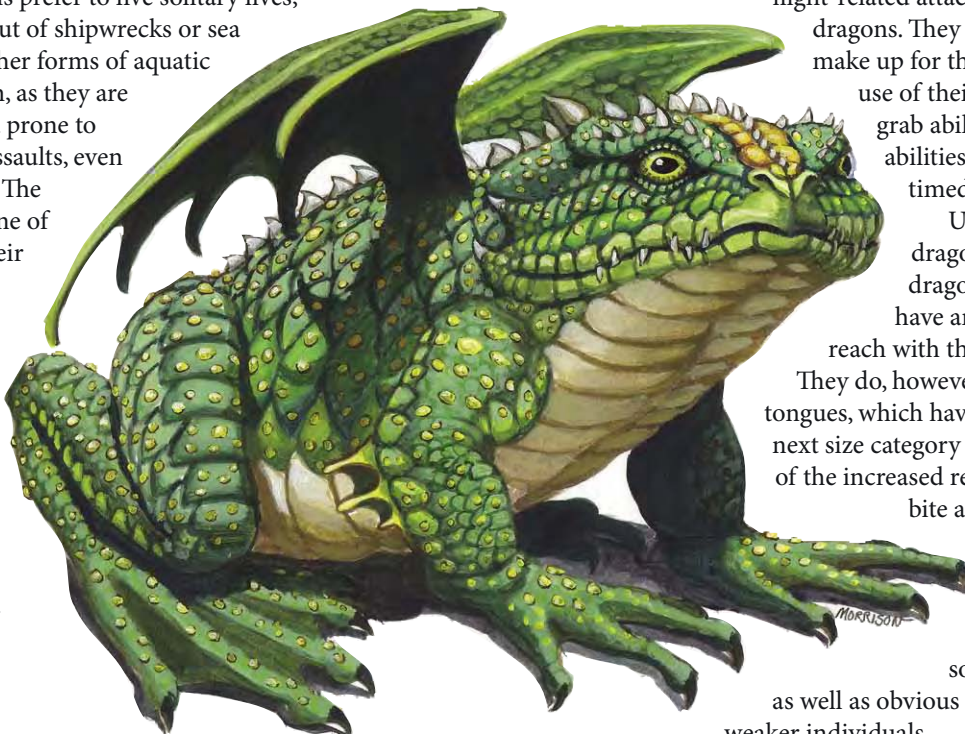
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	1d12 (6)	9	10	11	10	11	10	+1/-8	+2	+2	+2	+2	1d6 (10)	—
Very Young	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+5	2d6 (13)	—
Young	S	7d12+7 (52)	13	10	13	12	13	12	+7/+4	+9	+6	+5	+6	3d6 (14)	—
Juvenile	M	10d12+20 (85)	15	10	15	14	15	14	+10/+12	+12	+9	+7	+9	4d6 (17)	—
Young Adult	M	13d12+26 (110)	17	10	15	14	15	14	+13/+16	+16	+10	+8	+10	5d6 (18)	18
Adult	L	16d12+48 (152)	19	10	17	16	17	16	+16/+24	+19	+13	+10	+13	6d6 (21)	21
Mature Adult	L	19d12+76 (199)	23	10	19	16	17	16	+19/+29	+24	+15	+11	+14	7d6 (23)	22
Old	H	22d12+110 (253)	27	10	21	18	19	18	+22/+38	+28	+18	+13	+17	8d6 (26)	25
Very Old	H	25d12+125 (287)	29	10	21	18	19	18	+25/+42	+32	+19	+14	+18	9d6 (27)	26
Ancient	H	28d12+168 (350)	31	10	23	20	21	20	+28/+46	+36	+22	+16	+21	10d6 (30)	29
Wyrm	H	31d12+186 (387)	33	10	23	20	21	20	+31/+50	+40	+23	+17	+22	11d6 (31)	30
Great Wyrm	G	34d12+238 (459)	35	10	25	21	23	22	+34/+58	+42	+26	+19	+25	12d6 (34)	33

becomes more lumpy and thick, its body fills out, and its features become more toad-like. An adult amphi dragon is ungainly and squat with none of the noble features of other dragons. It constantly exudes an offensive odor which marks it as one of the most repulsive creatures of its kind.

An amphi dragon's coloration and amphibious qualities make it ideally suited to living in stagnant waters, lakes, and coastal estuaries, as well as in kelp forests and reefs.

Amphi dragons prefer to live solitary lives, making lairs out of shipwrecks or sea caves. Most other forms of aquatic life avoid them, as they are aggressive and prone to unprovoked assaults, even on each other. The latter trait is one of the reasons their kind was not more widely used in the War of the Lance and other conflicts.

Amphi dragons speak Aquan, Common, and Draconic.



STRATEGIES AND TACTICS

Amphi dragons prefer to lie in wait for their prey, hiding just under the surface of the water in coastal or swamp areas and striking without warning. Their initial attack is almost always with their breath weapon, followed by closing with bite and claw attacks. Amphi dragons cannot fly; therefore, they do not make use of any of the wing- or flight-related attacks of other dragons. They can more than

make up for this with prudent use of their improved grab ability, spell-like abilities, and a well-timed ambush.

Unlike other dragons, amphi dragons do not have an increased reach with their bite attacks.

They do, however, have long tongues, which have reach of the next size category larger, in place of the increased reach of their bite attack. They use

this tongue attack against smaller, solitary targets, as well as obvious spellcasters or weaker individuals.

AMPHI DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	20 ft., burrow 10 ft., swim 60ft.	+0	13 (+2 size, +1 natural), touch 12, flat-footed 13	Amphibious, immunity to acid, improved grab, swallow whole	—	—
Very Young	20 ft., burrow 10 ft., swim 60ft.	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	—	—	—
Young	20 ft., burrow 10 ft., swim 60ft.	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18	Acidic hide	—	—
Juvenile	20 ft., burrow 10 ft., swim 60ft.	+0	20 (+10 natural), touch 10, flat-footed 20	Detect magic	—	—
Young Adult	20 ft., burrow 10 ft., swim 60ft.	+0	23 (+13 natural), touch 10, flat-footed 23	DR 5/magic	—	14
Adult	20 ft., burrow 10 ft., swim 60ft.	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	Darkness	—	16
Mature Adult	20 ft., burrow 10 ft., swim 60ft.	+0	28 (-1 size, +19 natural), touch 9, flat-footed 28	DR 10/magic	1st	17
Old	20 ft., burrow 10 ft., swim 60ft.	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	Suggestion	3rd	19
Very Old	20 ft., burrow 10 ft., swim 60ft.	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	DR 15/magic	5th	20
Ancient	20 ft., burrow 10 ft., swim 60ft.	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	Stinking cloud	7th	22
Wyrm	20 ft., burrow 10 ft., swim 60ft.	+0	39 (-2 size, +31 natural), touch 8, flat-footed 39	DR 20/magic	9th	23
Great Wyrm	20 ft., burrow 10 ft., swim 60ft.	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	Mass suggestion	11th	25

Acidic Hide (Ex) An amphi dragon is covered in warts that are constantly oozing a corrosive acid. Young and older amphi dragons produce enough acid to cause damage to anything coming in contact with them. Organic creatures or weapons that strike an amphi dragon (including unarmed strikes, claws, and slam attacks) take 2d4 points of acid damage. Metallic creatures or weapons take 2d6 points of acid damage, and creatures and weapons of stone take 1d6 points of acid damage. A gallon or more of water is required to wash away this acid. Amphi dragons do not inflict acid damage with their own natural weapon attacks.

Amphibious (Ex) As their name indicates, amphi dragons breathe underwater but can survive on land indefinitely. Like other aquatic creatures, amphi dragons can freely use all of their abilities while underwater.

Breath Weapon (Su) An amphi dragon has only one breath weapon, a line of acid.

Improved Grab (Ex) To use this ability, an amphi dragon 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 try to swallow the opponent in the following round.

An amphi dragon can also use its improved grab ability on a tongue attack. If it wins the grapple check, it establishes a hold, retracts its tongue, and transfers the opponent to its mouth as a free action, automatically dealing bite damage.

Spell-Like Abilities: 3/day—*detect magic* (juvenile or older), *darkness* (adult or older, radius 10 feet per age category); 1/day—*suggestion* (old or older), *stinking cloud* (ancient or older), *mass suggestion* (great wyrm).

Swallow Whole (Ex) An amphi dragon can try to swallow a grabbed opponent that is at least one size smaller by making a successful grapple check. Once inside the dragon's stomach, the swallowed creature takes crushing damage equal to the amphi dragon's bite damage plus one point of acid damage for every age category of the dragon. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the amphi dragon's mouth, where another successful grapple check is needed to get free.

A swallowed creature can also cut its way out by using claws or a light piercing or slashing weapon to deal as many points of damage as the amphi dragon's Constitution score (AC 10 + half the amphi dragon's natural armor bonus). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The amphi dragon's interior can hold two opponents of one size smaller, four of the next size smaller, eight of the next size smaller, etc.

Skills: Hide, Jump, and Swim are considered class skills for amphi dragons. An amphi dragon has a +10 racial bonus to Jump checks, as well as 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.

*Amphi dragons receive a +8 racial bonus to Hide checks due to their ability to change their coloring to match their surroundings.

MATURE ADULT AMPHI DRAGON CR 11

Always NE Large dragon (aquatic)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +27, Spot +27

Aura frightful presence (180 ft. radius, Will DC 22)

Languages Aquan, Common, Draconic

AC 29, touch 9, flat-footed 29 (+19 natural, -1 size)

hp 199 (19 HD); DR 10/magic

Immune acid, paralysis, sleep

SR 17

Fort +15, Ref +11, Will +14

Spd 20 ft.; burrow 10 ft.; swim 60 ft.

Melee* bite +18 (2d6+12 plus improved grab) and tongue +16 (improved grab) and 2 claws +16 each (2d6+9) and tail slap +16 (1d8+15)

*includes adjustments for a 6-point Power Attack

Space 10 ft.; Reach 5 ft. (10 ft. with tongue)

Base Atk +19; Grp +29

Atk Options Cleave, Great Cleave, improved grab (bite and tongue), Power Attack, swallow whole

Special Actions breath weapon

Sorcerer Spells Known (CL 1st, +24 melee touch, +18 ranged touch)

1st (4/day)—grease, obscuring mist

0 (5/day)—acid splash, detect poison, read magic, resistance

Spell-Like Abilities (CL 7th, +24 melee touch)

3/day—darkness (70-ft. radius), detect magic, magic stone

Abilities Str 23, Dex 10, Con 19, Int 16, Wis 17, Cha 16

SQ acidic hide, amphibious

Feats Alertness, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attack (claw), Multiattack, Power Attack

Skills Escape Artist +11, Hide +26*, Intimidate +14, Jump +38, Knowledge (nature) +14, Listen +27, Search +25, Sense Motive +14, Spot +27, Survival +14 (+16 tracks), Swim +28

Breath Weapon (Su) 80 ft. line, 7d6 acid damage, Reflex DC 23 half.

Swallow Whole (Ex) An amphi dragon can swallow up to 2 Medium, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine creatures; 2d6+6 crushing damage plus 7 acid damage; must deal 19 points of piercing or slashing damage against AC 20 to escape the dragon's body.

DRAGON, AQUATIC

The strange dragon appears to be as much serpentine as it is draconic, with a long, slender body striated in blues and greens. Its elongated head is filled with sharp teeth, while

its blue-rimmed eyes glow with a azure radiance. Along its body, brightly-hued fringe sways gently in the water, while its webbed foreclaws enable it to propel itself gracefully through the depths.

AQUATIC DRAGON

Dragon (aquatic, water)

Environment Aquatic

Organization Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure Triple standard

Advancement Wyrmling 4-5 HD, very young 7-8 HD, young 10-11 HD, juvenile 13-14 HD, young adult 16-17 HD, adult 19-20 HD, mature adult 22-23 HD, old 25-26 HD, very old 28-29 HD, ancient 31-32 HD, wyrm 34-35 HD, great wyrm 36+ HD;

Level Adjustment Wyrmling +3, very young +4, young +5, others —

Aquatic dragons are shy and reclusive, so much so that they were considered a myth even by the Dimernesti and Dargonesti until the return of the good dragons following the War of Souls.

An aquatic dragon's scales can vary greatly from individual to individual, although shades of green and blue are the most common hues. The scales are small and layered to provides the dragon with protection from the crushing depths of the deep ocean canyons they prefer to lair in. The multihued fringe covering their bodies provide the aquatic dragons with bioillumination at the dragon's mental commands, glowing with a shimmering radiance capable of chasing away all but the most stygian darkness.

Their coloration provides the aquatic dragons with some ability to blend in to their



AQUATIC DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	T	3d12+3 (22)	11	12	13	13	14	12	+3/-5	+5	+4	+4	+5	1d6 (12)	—
Very Young	S	6d12+6 (45)	13	12	13	13	16	12	+6/+3	+8	+6	+6	+8	2d6 (14)	—
Young	M	9d12+18 (76)	15	12	15	15	18	14	+9/+11	+11	+8	+7	+10	3d6 (16)	—
Juvenile	M	12d12+24 (102)	17	12	15	15	20	14	+12/+15	+15	+10	+9	+13	4d6 (18)	—
Young Adult	L	15d12+45 (142)	19	12	17	17	22	16	+15/+23	+18	+12	+10	+15	5d6 (20)	20
Adult	L	18d12+54 (171)	21	12	17	17	24	16	+18/+27	+22	+14	+12	+18	6d6 (22)	22
Mature Adult	L	21d12+84 (220)	23	12	19	19	26	18	+21/+31	+26	+16	+14	+20	7d6 (24)	24
Old	H	24d12+96 (252)	27	12	19	19	28	18	+24/+40	+30	+18	+15	+23	8d6 (26)	26
Very Old	H	27d12+135 (310)	29	12	21	21	30	20	+27/+44	+34	+20	+16	+25	9d6 (28)	28
Ancient	H	30d12+150 (345)	31	12	21	23	32	20	+30/+48	+38	+22	+18	+29	10d6 (30)	30
Wyrm	H	33d12+198 (412)	33	12	23	25	34	22	+33/+52	+42	+24	+19	+32	11d6 (32)	32
Great Wyrm	G	36d12+216 (450)	35	12	23	27	36	22	+36/+60	+44	+26	+21	+36	12d6 (34)	34

underwater environments, although their bioillumination can just as easily give away their presence. However, their breath weapon enables them to conceal themselves as an octopus does, creating a cloud of inky darkness to blind their enemies, giving the dragon enough time to escape.

Aquatic dragons dwell in the deepest, darkest depths of the ocean, typically in natural caverns formed from volcanic activity along the ocean floor. In these caves, the dragons keep their treasure, scavenged from the countless vessels that have sunk to the ocean floor. Aquatic dragons collect anything they can find from the surface world; indeed, their underwater lairs often resemble ship graveyards.

STRATEGIES AND TACTICS

Typically, aquatic dragons try and avoid combat whenever possible, using their breath weapon to provide cover and give them enough time to escape. However, when pressed into an unavoidable fight, or when their young are threatened, aquatic dragons can be surprisingly vicious opponents. Older dragons will use their *wall of water* ability to separate their opponents into smaller groups, followed by their breath weapon attack to blind and slow them down, giving the swift dragon ample opportunity to pick off enemies one by one.

Alternate Form (Su) An aquatic dragon can assume the form of any animal or humanoid, Medium size or smaller, of which it has knowledge as a standard action three times per day. The dragon can remain in the animal or humanoid form until it chooses to either assume a new form or return to its natural state.

Breath Weapon (Su) An aquatic dragon's breath weapon takes two forms, one underwater and one out of water. Underwater, the breath weapon manifests as an inky spread (covering the same area given for a cone-shaped breath weapon) of chilling darkness. Creatures caught within the spread must make a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon. The cloud lasts for 1d6 minutes plus 1 round per age category before dissipating. Creatures immune to cold are not slowed by the effect. Above water, the aquatic dragon's breath weapon manifests as a cone of hoarfrost, inflicting cold damage.

Constrict (Ex) An aquatic dragon deals damage on a successful grapple check according to the following table. The aquatic dragon adds 1-1/2 its Strength bonus to constricting damage.

Size	Constrict Damage
Large	1d8
Huge	2d6
Gargantuan	2d8

Improved Grab (Ex) Aquatic dragons do not possess wings, thus they cannot utilize the 2 wing attacks most dragons are capable of performing. Instead, at young adult and older, they gain improved grab. On any successful hit to an opponent with a tail slap or tail sweep, the aquatic dragon 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.

Spell-Like Abilities: At will—*continual flame* (multihued radiance from its fringe only); 3/day—*fog cloud* (juvenile or older), *invisibility* (adult or older); 2/



AQUATIC DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	20 ft., swim 40 ft.	+1	16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15	Alternate form, <i>continual light</i> , immunity to cold, waterbreathing	—	—
Very Young	30 ft., swim 60 ft.	+1	18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17	—	—	—
Young	40 ft., swim 80 ft.	+1	20 (+1 Dex, +9 natural), touch 11, flat-footed 19	—	1st	—
Juvenile	40 ft., swim 80 ft.	+1	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	Fog cloud	2nd	—
Young Adult	40 ft., swim 80 ft.	+1	25 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 25	Constrict, DR 5/magic, improved grab	5th	—
Adult	40 ft., swim 80 ft.	+1	28 (-1 size, +1 Dex, +18 natural), touch 10, flat-footed 27	Invisibility	7th	18
Mature Adult	40 ft., swim 80 ft.	+1	31 (-1 size, +1 Dex, +21 natural), touch 10, flat-footed 30	DR 10/magic	9th	20
Old	40 ft., swim 80 ft.	+1	33 (-2 size, +1 Dex, +24 natural), touch 9, flat-footed 32	Wall of water	11th	22
Very Old	40 ft., swim 80 ft.	+1	36 (-2 size, +1 Dex, +27 natural), touch 9, flat-footed 35	DR 15/magic	13th	24
Ancient	40 ft., swim 80 ft.	+1	39 (-2 size, +1 Dex, +30 natural), touch 9, flat-footed 38	Improved Invisibility	15th	26
Wyrm	50 ft., swim 100 ft.	+1	42 (-2 size, +1 Dex, +33 natural), touch 9, flat-footed 41	DR 20/magic	17th	28
Great Wyrm	50 ft., swim 100 ft.	+1	43 (-4 size, +1 Dex, +36 natural), touch 7, flat-footed 42	Control weather	19th	30

day—*greater invisibility* (ancient or older); 1/day—*control weather* (great wyrm).

Wall of Water (Sp) Twice per day, an old or older aquatic dragon can create a wall of solid water. Underwater, this functions identically to a *wall of force* cast by a sorcerer of the dragon's caster level. Above water, the wall mimics the effects of a *wind wall* (with an area up to one 10-ft. square per caster level), although any creature passing through the wall will suffer 1d6 points of bludgeoning damage +1 point per age category (no save).

Skills: Disguise, Hide, Move Silently, Survival, and Swim are considered class skills for aquatic dragons. An aquatic dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

YOUNG ADULT AQUATIC DRAGON CR 9

Always CG Large dragon (aquatic, water)

Init +5; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +16, Spot +16

Aura frightful presence (150 ft. radius, Will DC 20)

Languages Aquan, Common, Draconic

AC 25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)

hp 142 (15 HD); **DR** 5/magic

Immune cold, paralysis, *sleep*

Fort +12, **Ref** +10, **Will** +15

Spd 40 ft.; swim 80 ft.

Melee bite +18 (2d6+4) and 2 claws +16 each (1d8+2) and tail slap +16 (1d8+6 plus improved grab)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +15; **Grp** +23

Atk Options Blind-Fight, Combat Reflexes, improved grab (tail slap)

Special Actions breath weapon, constrict 1d8+6

Sorcerer Spells Known (CL 5th, +18 melee touch, +15 ranged touch)

2nd (5/day)—*daze monster* (DC 15), *locate object*

1st (7/day)—*color spray* (DC 14), *hypnotism* (DC 14), *ray of enfeeblement*, *shocking grasp*

0 (6/day)—*dancing lights*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *light*, *message*

Spell-Like Abilities (CL 5th, +18 melee touch)

At will—*continual flame* (multihued from its fringe only)
3/day—*fog cloud*

Abilities Str 19, Dex 12, Con 17, Int 17, Wis 22, Cha 16

SQ alternate form

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Multiattack, Stealthy

Skills Bluff +12, Concentration +9, Disguise +13, Diplomacy +12, Escape Artist +10, Hide +11, Intimidate +13, Knowledge (arcana) +9, Knowledge (nature) +13, Listen +16, Move Silently +13, Search +12, Sense Motive +16, Spellcraft +11, Spot +16, Survival +16, Swim +14, Use Magic Device +11

Breath Weapon (Su) 40 ft. spread (underwater), slow 1d6+5 rounds, Fort DC 20; 40 ft. cone (above water), 5d6 cold damage, Reflex DC 20 half.

FIRE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	M	4d12+16 (42)	19	10	19	6	7	6	+4/+8	+8	+9	+4	+2	2d6 (16)	—
Very Young	L	7d12+35 (80)	21	10	21	6	7	6	+7/+16	+11	+10	+5	+3	4d6 (18)	—
Young	L	10d12+50 (115)	23	10	21	8	9	8	+10/+20	+15	+12	+7	+5	6d6 (20)	—
Juvenile	L	13d12+78 (162)	25	10	23	10	11	10	+13/+24	+19	+14	+8	+8	8d6 (22)	—
Young Adult	H	16d12+112 (216)	29	10	25	10	11	10	+16/+33	+23	+17	+10	+10	10d6 (25)	18
Adult	H	19d12+152 (275)	31	10	27	12	13	12	+19/+37	+27	+19	+11	+12	12d6 (27)	20
Mature Adult	H	22d12+176 (319)	33	10	27	12	13	12	+22/+41	+31	+21	+13	+14	14d6 (29)	22
Old	G	25d12+225 (387)	35	10	29	14	15	14	+25/+49	+33	+23	+14	+16	16d6 (31)	24
Very Old	G	28d12+252 (434)	37	10	29	14	15	14	+28/+53	+37	+25	+16	+18	18d6 (33)	26
Ancient	G	31d12+310 (511)	39	10	31	16	17	16	+31/+57	+41	+27	+17	+20	20d6 (35)	28
Wyrm	G	34d12+374 (595)	41	10	33	16	17	16	+34/+61	+45	+30	+19	+22	22d6 (38)	30
Great Wyrm	G	37d12+407 (647)	43	10	33	18	19	18	+37/+69	+48	+31	+20	+24	24d6 (39)	32

FIRE DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	13 (+3 natural), touch 10, flat-footed 13	Heat, immunity to fire, vulnerability to cold	—	—
Very Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	15 (-1 size, +6 natural), touch 9, flat-footed 15	—	—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	18 (-1 size, +9 natural), touch 9, flat-footed 19	—	—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	Fireball	—	—
Young Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	23 (-2 size, +15 natural), touch 8, flat-footed 23	DR 5/ lawful or magic	—	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	Wall of fire	1st	21
Mature Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/ lawful or magic	3rd	23
Old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	30 (-4 size, +24 natural), touch 6, flat-footed 30	Dispel law	5th	24
Very Old	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	33 (-4 size, +27 natural), touch 6, flat-footed 33	DR 15/ lawful or magic	7th	26
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	Disintegrate	9th	28
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/ lawful or magic	11th	30
Great Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (-8 size, +36 natural), touch 2, flat-footed 38	Meteor storm	13th	32

DRAGON, FIRE

This dragon seems to be made of molten rock. It is covered in cracked obsidian scales and gives off an eerie reddish-orange glow as magma pulses just beneath its scales. Its eyes flare like white-hot embers. Spike-like shards of stone run along its spine, and the back of its head draws into jagged horns.

FIRE DRAGON

Dragon (chaotic, extraplanar, fire)

Environment Warm mountains

Organization Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating Wyrmling 4; very young 5; young 7; juvenile 10; young adult 12; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure Standard (nonflammables only)

Advancement Wyrmling 5-6 HD, very young 8-9 HD, young 11-12 HD, juvenile 14-15 HD, young adult 17-18 HD, adult 20-21 HD, mature adult 23-24 HD, old 26-27 HD, very old 29-30 HD, ancient 32-33 HD, wyrm 35-36 HD, great wyrm 37+ HD

Level Adjustment Wyrmling +4, very young +5, young +6, others —

Fire dragons are among the most rapacious and savage minions Chaos created during the Chaos War.

A fire dragon looks like animated magma given draconic shape; its black scales are the result of the cooling volcanic rock as it touches the air. Wyrmling fire dragons have scales of smoothly polished obsidian, and the slight orange glow of magma can be seen emanating through the fine cracks. As the dragon ages, its scales become increasingly large and hewn with ragged chips, and the cracks between scales grow larger, allowing more of the magma beneath to be seen.

Fire dragons usually lair in volcanic caverns such as the Lords of Doom, and often bathe in magma. Fire dragons do have an interest in gathering treasure; however, due to the extreme heat of both their preferred lairs as well as their bodies, few metal or flammable items manage to survive intact.

When fire dragons were first unleashed upon Ansalon, many believed them to be mere constructs of lava animated by Chaos to resemble dragons and pointed to the creatures' sub par intelligence (when compared to other dragons) as proof. In time, however, scholars have observed that if the fire dragons are indeed a replication of Ansalon's dragons, they are a nearly perfect forgery. All sorts of draconic behaviors have been observed in fire dragons,



DRAGONRIDERS AND THEIR MOUNTS

THE rules for the dragonrider prestige class found within the *DRAGONLANCE Campaign Setting* are structured in such a way that medium-sized members of this class will not be able to ride on their dragon cohort until the near-end of their adventuring career. Presented here is a feat that allows members of the dragonrider class to fully utilize the abilities provided by the class at earlier levels and, in addition, can be used beyond just this single application.

MIGHTY STEED [GENERAL]

This creature's exceptionally large stature allows it to carry more than it normally could.

right down to mating and producing clutches of volcanic eggs. A few have even come to doubt the statements that the fire dragons are forgeries at all.

In light of the discovery of the frost dragons, many have begun to put forth theories claiming the fire dragons were once a group of red dragons who cut a deal with Chaos. This theory tends to be dismissed, as few red dragons would voluntarily give up so much of their cunning and spellcasting ability and would likely be wary of any such deals. A more likely explanation is that Chaos simply completed his task too well, and over time, his creations have gained a sort of true dragonhood, something that continues to perplex many intrepid scholars.

Fire dragons speak Draconic but will not communicate with any non-fire dragon.

STRATEGIES AND TACTICS

Fire dragons are weak in terms of spellcasting, so they rely on brute force. The dragon will start by using its breath weapon or other fiery effects to set the area ablaze and catch as many opponents in the effect area as it can. It will then move in for melee combat and continue to unleash its breath weapon and any other fire effects in between melee strikes.

Breath Weapon (Su) A fire dragon has one type of breath weapon—a cone of chaotic fire. Creatures within the cone must not only succeed at a Reflex save to take half damage from the fire but also succeed on a second Reflex save or catch fire. The heat of the fire dragon's breath weapon is so great that characters who catch fire in such a manner take damage equal to that provided by the dragon's heat ability (see below) each round. The Reflex DC to smother the flames is the same as that of the dragon's breath weapon, -1 per each round the character has been on fire, down to a minimum of DC 15.

Half of the fire damage from a fire dragon's breath weapon is of chaotic origin and not subject to being reduced by resistance to fire-based attacks. Even red dragons have been burned by the breath weapon of a fire dragon.

Prerequisite: Any mount.

Benefit: For the purposes of determining carrying capacity as well as the size of riders it can bear, this creature is considered to be one size category larger than it actually is.

Normal: A creature without this feat can only carry creatures one size category smaller than its actual size and can carry less weight. See Carrying Capacity in Chapter 9: Adventuring of the *Player's Handbook*.

Heat (Ex) A fire dragon's body generates intense heat, causing opponents to take additional fire damage every time the dragon succeeds on an attack with its natural weapons. A wyrmling fire dragon deals an extra 1d4 points of fire damage, increasing to 1d6 at young adult, and 1d8 at ancient. Creatures attacking a fire dragon unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Spell-Like Abilities: 3/day—*wall of fire* (adult or older), *dispel law* (old or older); 1/day—*disintegrate* (ancient or older), *meteor swarm* (great wyrm). In addition, a juvenile or older fire dragon can use *fireball* as a spell-like ability once per day per age category.

Skills: Climb, Jump, and Survival are considered class skills for fire dragons.

VERY OLD FIRE DRAGON

CR 19

Always CE Gargantuan dragon (chaotic, extraplanar, fire)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +35, **Spot** +35

Aura frightful presence (270 ft., Will DC 26)

Languages Draconic

AC 33, **touch** 6, **flat-footed** 33 (+27 natural, -4 size)

hp 434 (28 HD); **DR** 15/lawful or magic

Immune fire, paralysis, *sleep*

SR 26

Fort +25, **Ref** +16, **Will** +18

Weakness vulnerability to cold

Spd 40 ft.; **burrow** 20 ft.; **fly** 200 ft. (clumsy); **Hover**

Melee* bite +27 (4d6+23 plus 1d6 fire) and 2 claws +25 each (2d8+16 plus 1d6 fire) and 2 wings +25 each (2d6+16 plus 1d6 fire) and tail slap +25 (2d8+29 plus 1d6 fire)

*includes adjustments for a 10-point Power Attack

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Base Atk +28; **Grp** +53

Atk Options Cleave, Improved Sunder, Power Attack, Snatch

Special Actions breath weapon, crush (4d6+19), Flyby Attack, Flyby Breath, tail sweep (2d6+19)

Sorcerer Spells Known (CL 7th, +38 melee touch, +25 ranged touch)

3rd (4/day)—*lightning bolt* (DC 15), *protection from energy*

2nd (7/day)—*cat's grace, flaming sphere* (DC 14), *shatter* (DC 14)

1st (7/day)—*endure elements, grease, mage armor, magic missile, true strike*

0 (6/day)—*acid splash, daze* (DC 12), *detect magic, flare* (DC 12), *mage hand, mending, read magic*

Spell-Like Abilities (CL 9th, +38 melee touch)

9/day—*fireball* (DC 15)

3/day—*dispel law* (DC 16), *wall of fire* (DC 16)

Abilities Str 37, Dex 10, Con 29, Int 14, Wis 15, Cha 14

SQ heat

Feats Alertness, Cleave, Flyby Attack, Flyby Breath, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Snatch

Skills Climb +37, Escape Artist +31, Intimidate +33, Jump +44, Listen +35, Search +33, Spot +35, Survival +3

Breath Weapon (Su) 60 ft. cone, 18d6 fire damage (half chaotic), Reflex DC 33 half; catch on fire for 1d6 damage per round, Reflex DC 33 half.

Heat (Ex) Natural attacks inflict an extra 1d6 points of fire damage. Creatures who hit the dragon with unarmed or natural attacks take 1d6 fire damage.

DRAGON, FROST

This slender dragon looks as if it is carved from living ice, with deep blue-black cracks all over its body forming the outlines of thick, icy scales. Its head is wide and wedge-shaped with long backward-sweeping horns forming a crown of icy spurs, and barbs around its jawline and down its spine to the tail.

FROST DRAGON

Dragon (chaotic, cold)

Environment Cold plains

Organization Solitary or pair

Challenge Rating Wyrmling 4; very young 5; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure Standard

Advancement Wyrmling 6-7 HD, very young 9-10 HD, young 12-13 HD, juvenile 15-16 HD, young adult 18-19 HD, adult 21-22 HD, mature adult 24-25 HD, old 27-28 HD, very old 30-31 HD, ancient 33-34 HD, wyrm 36-37 HD, great wyrm 38+ HD

Level Adjustment Wyrmling +5, very young +6, young +7, others —

Frost dragons are a breed of extremely rare and dangerous servants of Chaos, willingly transformed into icy engines of oblivion.

A frost dragon looks like a glacier carved into the form of a dragon. Wyrmling frost dragons are glossy and white, covered in fine cracks of blue and black. As they grow older, the cracks widen, and large thick scales of rock-hard ice form, giving them a somewhat craggy appearance. Very old and older frost dragons are like living icebergs with wings, their teeth resembling huge icicles and eyes as black and empty as the Abyss.

Frost dragons were created by the mad god Chaos during the Chaos War. They were once gray dragons, an offshoot of white dragon altered by the passage of the

FROST DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence (DC)
Wyrmling	S	5d12+5 (37)	13	10	13	9	11	10	+5/+2	+7	+5	+4	+4	2d6 (13)	—
Very Young	M	8d12+16 (68)	15	10	15	9	11	10	+8/+10	+10	+8	+6	+6	4d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	11	13	12	+11/+14	+14	+9	+7	+8	6d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	13	15	14	+14/+22	+17	+12	+9	+11	8d6 (20)	—
Young Adult	L	17d12+68 (178)	23	10	19	13	15	14	+17/+27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	15	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23
Mature Adult	H	23d12+115 (264)	29	10	21	15	17	16	+23/+40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	17	19	18	+26/+44	+34	+21	+15	+19	16d6 (29)	27
Very Old	H	29d12+174 (362)	33	10	23	17	19	18	+29/+48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	19	21	20	+32/+56	+40	+25	+18	+23	20d6 (33)	31
Wyrm	G	35d12+280 (507)	37	10	25	19	21	20	+35/+60	+44	+27	+19	+24	22d6 (35)	32
Great Wyrm	G	38d12+304 (551)	39	10	27	21	23	22	+38/+64	+48	+29	+21	+27	24d6 (37)	35



FROST DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	14 (+1 size, +3 natural), touch 11, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	16 (+6 natural), touch 10, flat-footed 16	—	—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19	—	—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	—	1st	—
Young Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/ lawful or magic	3rd	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	Clairaudience/clairvoyance	5th	21
Mature Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/ lawful or magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Confusion	9th	24
Very Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/ lawful or magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	Chaos hammer	13th	27
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/ lawful or magic	15th	28
Great Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	Word of chaos	17th	30

Graygem in the Age of Dreams, who fled south to the polar reaches. Suffused with the magical energies of Chaos, they could not resist the pull of the god when he was freed by the Irda. They came out of hiding, fearing the wrath of Takhisis and seeking power from their patron. Chaos completed their transformation, bestowing upon them the nullifying traits of his frost wights and forever altering their kind. Those few who exist now on Krynn are rare in the extreme and bent on the preservation of their race.

Frost dragons speak Abyssal, Draconic and Common.

STRATEGIES AND TACTICS

Frost dragons are competent spellcasters and always prepare spells before closing for combat. The first round is spent casting support magic and keeping out of range of opponents. On the second round, frost dragons use their breath weapon against as many targets as possible and close the distance on the third round. Frost dragons make good use of their natural attacks, and once they commit to a melee engagement, they will usually pursue it until their opponent is dead or at least softened up enough to become the target of a second use of their breath weapon.

Breath Weapon (Su) A frost dragon has one breath weapon—a cone of cold charged with negative energy. Creatures within the cone must not only succeed at a Reflex save to take half damage from the cold but also succeed at a Fortitude save or take 1 point of Charisma damage per age category of the dragon.

Cold (Ex) A frost dragon's body generates intense cold, causing opponents to take additional cold damage every time

the dragon succeeds on an attack with its natural weapons. A wyrmling frost dragon deals an extra 1d4 points of cold damage, increasing to 1d6 at young adult, and 1d8 at ancient. Creatures attacking a frost dragon unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Oblivion (Su) An opponent who is killed or has his Charisma reduced to 0 by a frost dragon's breath weapon vanishes, leaving only his clothing and possessions. All memory of the victim similarly vanishes from the minds of those who knew of or met him as if he had never existed. He may not be raised, resurrected, or otherwise restored, even by means of a *wish*.

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance* (adult or older), *confusion* (old or older); 1/day—*chaos hammer* (ancient or older), *word of chaos* (great wyrm).

Skills: Climb, Hide, and Survival are class skills for frost dragons. Frost dragons gain a +10 racial bonus on Hide checks when in arctic or snow-covered terrain due to their coloration and appearance.

YOUNG ADULT FROST DRAGON CR 12

Always CE Large dragon (chaotic, cold)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses;

Listen +24, Spot +24

Aura frightful presence (150 ft., Will DC 20)

Languages Abyssal, Common, Draconic

GRAY DRAGONS

THE gray dragon of Krynn is an offshoot of the more common white dragon. Gray dragons were transformed into a more intelligent, if smaller, breed by the passing of the Graygem in the Age of Dreams. Although they took part in the Third Dragonwar to a limited extent, their innate cowardice forced them to retreat in one engagement, and they were never seen again, fleeing to Icereach. Takhisis turned from them, and while they heard the call of their Queen in the Age of Despair, they did not heed it. One or two gray dragons ventured north following the Dark Queen's defeat but found the world had no place for them. It was not until Chaos emerged from the Graygem that

their true destiny seemed laid before them.

A gray dragon has the same statistics as a white dragon of its age category with the following changes.

- Strength –2, Constitution –2, Intelligence +4, Charisma +2
- Caster level 1st at juvenile age, 3rd at young adult, 5th at adult, 7th at mature adult, 9th at old, 11th at very old, 13th at ancient, 15th at wyrm, and 17th at great wyrm.

Challenge Rating Wyrmling 2; very young 3; young 4; juvenile 7; young adult 9; adult 11; mature adult 13; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22.

AC 24, touch 9, flat-footed 24 (+15 natural, –1 size)
hp 178 (17 HD); DR 5/lawful or magic
Immune cold, paralysis, *sleep*
SR 19



Fort +14, Ref +10, Will +12

Weakness vulnerability to fire

Spd 40 ft.; burrow 20 ft.; fly 150 ft. (poor)

Melee* bite +18 (2d6+10 plus 1d6 cold) and 2 claws +16 each (1d8+7 plus 1d6 cold) and 2 wings +16 each (1d6+7 plus 1d6 cold) and tail slap +16 (1d8+13 plus 1d6 cold)

*includes adjustments for a 4-point Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +17; Grp +27

Atk Options Cleave, Power Attack
Special Actions breath weapon, Flyby Attack

Sorcerer Spells Known (CL 3rd, +22 melee touch, +16 ranged touch)
1st (6/day)—*endure elements, mage armor, obscuring mist, ray of enfeeblement*

0 (6/day)—*detect magic, mage hand, mending, read magic, ray of frost*

Abilities Str 23, Dex 10, Con 19, Int 13, Wis 15, Cha 14

SQ cold, icewalk, oblivion

Feats Alertness, Cleave, Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Climb +16, Concentration +15, Escape Artist +20, Hide +16*, Listen +24, Search +11, Spellcraft +11, Spot +24

Breath Weapon (Su) 40 ft. cone, 10d6 cold damage, Reflex DC 22 half; 5 points Charisma damage, Fort DC 22.

Cold (Ex) Natural attacks inflict an extra 1d6 points of cold damage. Creatures who hit the dragon with unarmed or natural attacks take 1d6 cold damage.

DRAGON VASSAL

Servants of the Dragon Overlords, dragon vassals are beings who either serve their Dragon Overlord through choice or circumstance.

By embedding one of their own scales into the flesh of a living creature, the Dragon Overlords are able to create vassals, beings who can move about without easily being identified as servants of a dragon.

When the Overlord plants a scale into the flesh of a humanoid, imbuing it with a sliver of their magical energy, they create a mental link with the vassal; this enables them to easily see into their vassal's mind and even enables the Overlord to exert a considerable amount of control over the vassal.

Unfortunately for the vassal, once the scale is embedded, to remove it means death, for the scale is tied into their life source. Of course, a character brought to the brink of death (0 hp or less) could have the scale removed relatively safely, for the mental link with the Overlord is broken as long as the character hovers on death's door. This does not happen often, however, for those who willingly become an Overlord's vassal did so for the strength it would bestow upon them.

Dhamon
Grimwulf and

Gilthanas are two of the better known examples of dragon vassals in the Age of Mortals.

SAMPLE DRAGON VASSAL

This broad-shouldered, blond giant of a man bears a green dragonscale on his chest and carries a huge sword at his side. He has an air of confidence and self-assurance.

Here is an example of a dragon vassal that uses a half-ogre fighter 5 as the base creature.

ROMOGAR ELFLAYER,

DRAGON VASSAL CR 6
Male dragon vassal half-ogre fighter 5

LE Medium monstrous humanoid (air, augmented giant)

Init +4; Senses darkvision 60 ft., low-light vision; Listen +4, Spot +4

Languages Common, Ogre

AC 22, touch 14, flat-footed 19
(+5 armor, +1 deflection, +3 Dex, +3 natural)

hp 57 (5 HD); fast healing 5

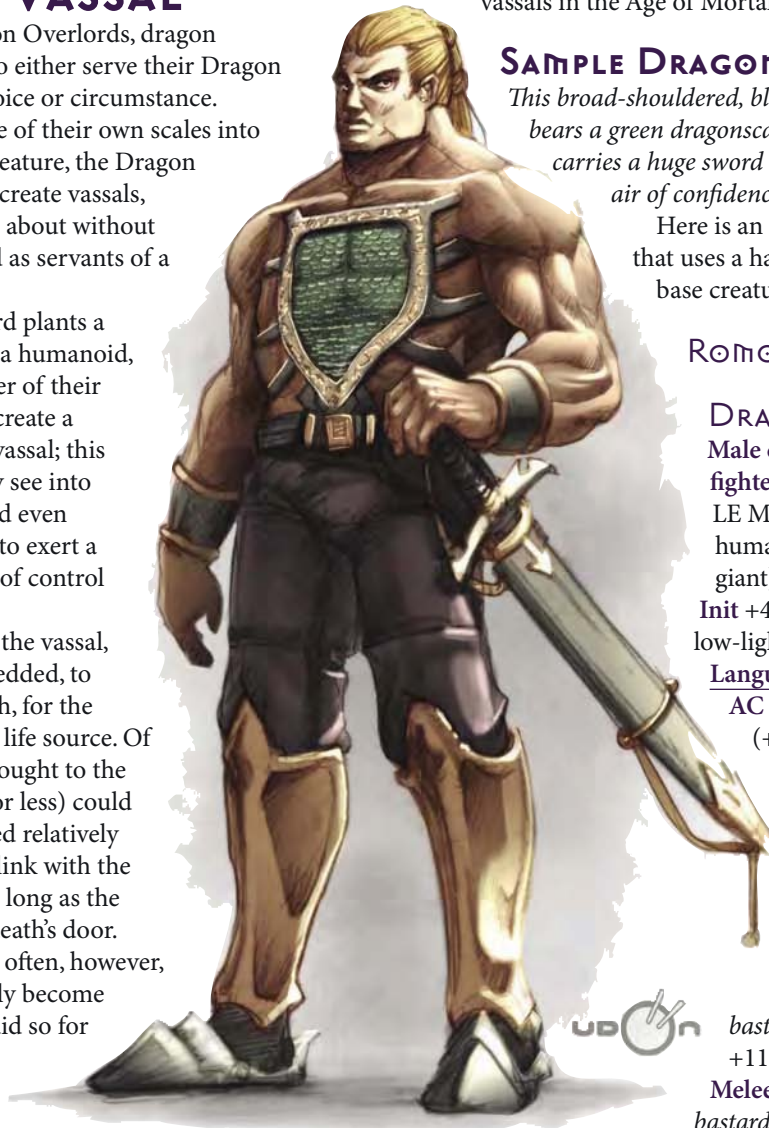
Fort +11, Ref +7, Will +2

Spd 20 ft. in mwk breastplate; base 30 ft.

Melee* +1 mighty cleaving

bastard sword (one-handed) +11 (1d10+13/19-20) or

Melee* +1 mighty cleaving
bastard sword (two-handed) +11 (1d10+21/19-20)



THE LINK BETWEEN OVERLORD AND VASSAL

THROUGH the embedded scale, the Dragon Overlord gains the ability to use *detect thoughts* on the vassal at will. The ability functions over any distance, although it does not extend beyond the physical plane (it does not reach the Astral, Ethereal, or other planes of existence). The Overlord can also send thoughts directly into the vassal's mind, enabling a two-way communication. The vassal cannot hide his mind from the Overlord, even through the use of such magical means as *mind block*. Only removal of the scale, which could result in the death of the character, will sever this connection.

The Dragon Overlord has a number of other abilities they can use upon the vassal through the scale. First, the Dragon Overlord can use *dominate person* at will on the vassal. The vassal must make

a Will saving throw (DC 10 + 1/2 Overlord's HD + Overlord's Charisma modifier) to resist. The Overlord can also cause incredible pain on the vassal, as if they were suffering the effects of a *symbol of pain* (-4 penalty on attack rolls, skill checks, and ability checks for 10 minutes per HD of the Overlord) or a *symbol of weakness* (3d6 points of Strength damage for 10 minutes per HD of the Overlord) at will. The Overlord can, of course, halt the effects as easily as they start them.

The Overlord can see anything the vassal sees or hear anything that the vassal hears, but the Overlord must be concentrating in order to do so (full-round actions). The vassal can always sense when the Overlord is doing this.

*includes adjustments for a 4-point Power Attack

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +13

Atk Options Cleave, Improved Sunder, Power Attack

Abilities Str 27, Dex 18, Con 21, Int 10, Wis 8, Cha 8

SQ overlord link (see sidebar)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Skills Climb +12, Intimidate +6, Jump +12, Listen +4, Search +6, Spot +4

Possessions mwk breastplate, +1 mighty cleaving bastard sword, ring of protection +1

Environment Any land

Organization Solitary

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** fighter; **Level Adjustment** +3

The half-ogre Romogar was personally selected by Beryllintranox shortly after the end of the Dragon Purge to act as one of her premier agents in the Qualinesti and Kharolis regions. Romogar was a mercenary and bandit who sought to bargain with the Green and instead became her scale-bound servant.

Romogar enjoyed his period as a dragon vassal, cutting a swath of destruction through the southerwestern reaches of Beryl's realm in search of former wizards, but unfortunately for him, his mistress was slain in the Battle of Qualinost before he could have her remove the scale. The backlash killed him.

STRATEGIES AND TACTICS

Romogar is a straight-forward combatant, preferring to use his bastard sword to take out weaker opponents while his followers and henchmen swarm the larger foes. Once a clear path is made, he moves in for the big finish.

CREATING A DRAGON VASSAL

“Dragon vassal” is a template that can be added to any giant, humanoid, or monstrous humanoid (referred to hereafter as the “base creature”).

A dragon vassal uses all the base creature's statistics and special abilities except as noted here.

Size and Type Size remains unchanged. The creature's type changes to monstrous humanoid (augmented giant/humanoid, if necessary). Vassals with 5+ HD also gain the same elemental subtype as their Dragon Overlord.

Hit Dice Increase racial hit dice by one die type, to a maximum of d12. Hit dice from class levels remain unchanged.

AC Natural armor improves by +2.

Special Qualities Dragon vassals retain the abilities of the base character, plus the following special qualities:

Darkvision (Ex) Dragon vassals gain darkvision 60 feet.

Fast Healing (Su) Dragon vassals have a fast healing of 5.

Saves Dragon vassals gain a +2 racial bonus to all saving throws.

Abilities Increase from the base creature as follows: Str +8, Dex +4, Con +6.

Skills Dragon vassals have incredibly sharp senses, granting them a +6 racial bonus to Listen, Search, and Spot checks.

Feats Same as the base creature.

Climate/Terrain Same as the base creature or the dragon variety.

Organization Same as the base creature.

Challenge Rating Same as the base creature +1.

Treasure Same as the base creature.

Alignment Same as the dragon variety (Any).

Advancement By character class.

Level Adjustment +2.

DRAGONSPAWN

Dragonspawn are the twisted creations of the Dragon Overlords who ruled the land of Ansalon in the years following the Chaos War. Created by a hideous method that transforms humanoids into draconianlike creatures by fusing the mind and soul of the victim with the shard of a draconian's, these reptilian beings are the loyal servants of the overlords, though, on occasion, some have been known to retain their free will.

Dragonspawn are referred to by their color and, likewise, often bear striking similarities to the dragon who made them, such as greens having a fin on their head or blues with a horn on the nose. The features shared by all are wings, claws, scales, and a tail. When humans and half-elves are the victims of this process, they still retain their basic body shape, and thus differ from draconians and bakali in that members of each gender can usually be separated on sight by others.

SAMPLE SEA DRAGONSPAWN

This reptilian creature is covered in mottled green and brown thick scales. It has a long thin tail that ends in orange flukes and carries a wickedly barbed trident in one hand.

This example uses an 11th-level human fighter as the base creature.

POG, SEA DRAGONSPAWN CR 13

Male sea dragonspawn human fighter 11

Always NE Medium dragon (aquatic, augmented humanoid, water)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, Nordmaarian

AC 26, touch 16, flat-footed 23 (+3 deflection, +3 Dex, +10 natural); Dodge, Mobility

hp 93 (11 HD)

Immune fire, paralysis, sleep

Fort +10, **Ref** +8, **Will** +5

Spd 30 ft.; swim 50 ft.

Melee +1 wounding trident +18/+13/+8 (1d8+8 plus 1 Con) or

Melee bite +16 (1d6+5) and 2 claws +11 each (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16



Atk Options Power Attack, Spring Attack

Special Actions breath weapon

Combat Gear *potion of cure serious wounds*, *scroll of mage armor*

Sorcerer Spells Known (CL 1st, +16 melee touch, +14 ranged touch)

1st (4/day)—*disguise self*, *true strike*

0 (5/day)—*daze* (DC 14), *detect magic*,
resistance, *touch of fatigue* (DC 14)

Abilities Str 20, Dex 16, Con 16, Int 10, Wis 10, Cha 18

SQ amphibious, death throes

Feats Alertness, Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (trident), Weapon Specialization (trident)

Skills Intimidate +18, Listen +9, Spot +9, Swim +19

Possessions combat gear plus +1 *wounding trident*, *ring of protection* +3

Environment Warm aquatic

Organization Solitary, squad (2-5), or tribe (10-20)

Treasure Standard (including possessions)

Advancement by character class; **Level Adjustment** +2

Breath Weapon (Su) 30 ft. cone of steam, 2d8 fire damage, Reflex DC 18 half; usable every 2d4 rounds, effective both on the surface and underwater.

Death Throes (Su) 10 ft. radius, 1d8 fire damage, Reflex DC 18 half.

This sea dragonspawn is indicative of the kind of experienced and capable individual Tempest chose for transformation. Other lesser sea dragonspawn did not present as much of a worthwhile investment.

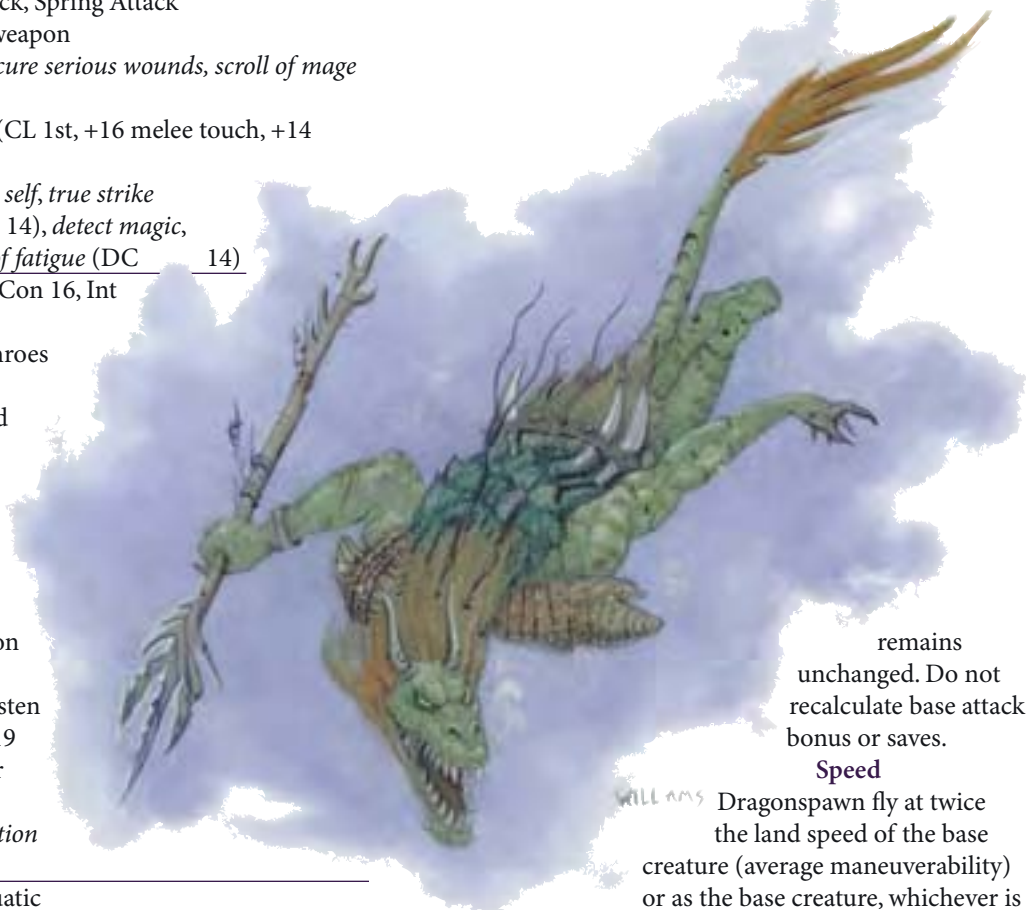
STRATEGIES AND TACTICS

This sea dragonspawn prefers to wait and lurk near his prey, hiding among kelp and seaweed fronds. Once he finds his quarry in a compromising position, the dragonspawn attacks with ferocity, often resorting to using tooth and claw once he's sure victory is certain.

CREATING A DRAGONSPAWN

"Dragonspawn" is an acquired template that can be added to any corporeal giant, humanoid, or monstrous humanoid of Small, Medium, or Large size (hereafter known as the "base creature").

Size and Type: Creature type changes to dragon with the augmented subtype and same subtype as the dragon type (fire, cold, etc) of its creator. Size



remains unchanged. Do not recalculate base attack bonus or saves.

Speed

Dragonspawn fly at twice the land speed of the base creature (average maneuverability) or as the base creature, whichever is better. Sea dragonspawn do not grow wings as a result of their transformation and, therefore, do not gain a fly speed. Instead, they have a swim speed similar to their land speed +20 feet.

Armor Natural armor increases to +7 (or +10 if the creature is a dragonspawn), or it retains its previous natural armor, whichever is greater.

Attacks Dragonspawn may use weapons as the base creature or may use natural weapons:

Bite: The bite attack is made at the creature's normal melee attack bonus. Damage is based on the dragonspawn's size (see table) plus its Strength modifier.

Claws: Two claw attacks are made at the base attack bonus -5.

Size	Bite/Claw Damage
Small	1d3
Medium	1d4
Large	1d6

Dragon Type	Breath Weapon	Breath Weapon Damage	Death Throe Damage
Black	Line ² of acid	4d4	2d4 acid
Blue	Line of lightning	4d8	2d8 electrical
Green	Cone ² of gas	4d6	2d6 acid
Red	Cone of fire	4d10	2d10 fire
Sea	Cone of fire ³	2d8	1d8 fire
White	Cone of cold	2d6	1d6 cold

¹ A line is always 2 ft. high, 2 ft. wide, and 60 ft. long.

² A cone is always 30 ft. long.

³ Breath weapon is a cone of superheated gas and can be used underwater.

Damage is based on the dragonspawn's size (see table) plus one-half of its Strength modifier (rounded down).

Special Attacks: Dragonspawn retain all the special attacks of the base creature and also gain new abilities as listed below.

Breath Weapon (Su) The dragonspawn gains a breath weapon, based on the dragon variety of its creator, useable once every 2d4 rounds. The Reflex saving throw DC equals 10 + one-half spawn's total HD + the spawn's Constitution modifier.

Death Throes (Su) All dragonspawn have a death throes. The effects depend upon the type of spawn. All death throes affect those within 10 feet of the dragonspawn, and the Reflex DC to avoid the effects is the same as the dragonspawn's breath weapon DC.

Spellcasting (Su) All spawn gain the ability to cast spells as 1st level sorcerers. If the base creature already possessed levels in sorcerer, the dragonspawn's effective sorcerer level increases by +1.

Special Qualities: Dragonspawn have all the special qualities of the base creature plus low-light vision and darkvision with a range of 60 feet. The creature gains immunity to *sleep* and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc).

Sea dragonspawn in particular gain the following special quality.

Amphibious (Ex) Sea dragonspawn breathe underwater but can survive on land indefinitely.

Abilities: Adjust the abilities of the base creature as follows according to dragon type.

Black and Green: Str +2, Con +2, Cha +2

Blue: Str +6, Con +4, Wis +2, Cha +4

Red: Str +8, Dex +2, Con +6, Int +2, Wis +2, Cha +4

Sea: Str +6, Con +4, Wis +2, Cha +4

White: Dex +2, Con +2

Feats: Same as the base creature.

Skills: Same as base creature. Sea dragonspawn gain a +8 bonus to Swim checks due to possessing a swim speed.

Environment: As per dragon creator type.

Organization: Squad (2-5) or Tribe (10-20).

Challenge Rating: Red spawn have the same CR as the base creature +3, white spawn have the same CR as the base creature +1, and all other spawn have the same as the base creature +2.

Alignment: Same as dragon creator.

Level Adjustment: +1 (white), +2 (black, green, or sea), +3 (blue) +4 (red).

The dead dragonlord Brine was taught the secret of spawn creation by Malystriyx, but he rarely had the chance to employ it before his death at the hand of Goldmoon's Heroes of the Heart. Tempest, an underling of Brine's, studied the procedure and went on to create her own sea spawn after his death. No one knows for sure yet whether or not the sea spawn found within the oceans are the remnants of Tempest's own forces or if a new sea dragon has managed to discover the practice of creating spawn.

DRAGONSPAWN, ABOMINATION

Abominations result when creatures other than humans and half-elves are subjected to the spawning process and is used when such a creature gains the spawn template (thus, if a dwarf were to be spawned by a red dragon, it would use aspects of both the red dragonspawn and abomination templates).

While abominations possess all the usual abilities of their dragonspawn brethren, for some reason, the spawning process always goes awry when targeted against beings without a substantial amount of human blood. Even half-kender and half-ogres are twisted into these misshapen creatures 80% of the time. Half-elves are the only beings who face no great risk of becoming abominations when spawned (though the occasional exception can be noted). This fact has led many scholars from the Great Library of Palanthis to speculate that the two races are more alike than either cares to admit.

It is impossible to specifically describe abominations, for no two look exactly alike. Generally, spawn abominations bare only a minimal resemblance to their spawn counterparts; they are reptilian and share the same coloration. They possess many of the abilities dragonspawn do (though sometimes these are changed due to their mutations) but are often horribly misshapen, with one too many or one too few limbs. As horrid as the spawning process is, it's even worse for victims transforming into abominations, leaving them with an inferior intellect.

Few dragons care to create abominations and regard the creatures as flaws to be disposed of. Occasionally, a rather demented dragon prefers to create abominations, delighting in the extra suffering of these mockeries. The black dragon Onysabet is famous for her utilization of abominations as shock troops.

SAMPLE ABOMINATION DRAGONSPAWN

This creature seems centaur-like in shape and size, except its lower body is that of a black dragon; its humanoid upper body is covered in fine black scales. Its head is shaped like a dragon's, with sharp teeth jutting at all angles, and two ridged bony horns that curve down and forward along its jaws. Large membranous, dragon-like wings sprout from the shoulders of its upper body, and long, slender spurs of bone protrude from bleeding wounds all across its haunches. It is on the hunt, brandishing one such bone spur like a short sword and splaying the disproportionately large talons of its other hand.

Here is an example of an abomination dragonspawn that uses a black dragonspawn centaur as the base creature.

ABOMINATION BLACK DRAGONSPAWN CENTAUR

CR 5

Always CE Large dragon (augmented monstrous humanoid, water)



ABOMINATION MUTATIONS

d%	Mutation	Effect
1-5	Extra eyes	Abomination gains +5 to Spot checks.
6-10	Additional arm	Gains an extra claw attack per round.
11-15	Extremely muscular	+4 to Strength
16-20	Extremely agile	+4 to Dexterity
21-25	Extremely tough	+4 Constitution
26-30	Adapted speed	+10 ft. to ground speed.
31-35	Noxious odor	10-ft. radius <i>stinking cloud</i> continually surrounds abomination, only affecting others. (Fortitude save DC 10 + 1/2 HD + Cha modifier).
36-40	Frightful presence	As dragon's frightful presence ability, 30 ft. radius. (Will save DC 10 + 1/2 HD + Cha Bonus).
41-45	Razor claws	Claws deal damage as if one size larger (1d8 for Large creatures).
46-50	Tentacles	Claw attacks replaced by slam attacks dealing 1d4+Str damage each. Deals 1d6+1 1/2 times Str bonus on a successful grapple check.
51-55	Carapace of scales	Natural armor is improved by +3.
56-60	Animal instincts	Gains scent and +2 insight bonus to Reflex saves.
61-65	Resistant scales	Energy resistance 10 against selected energy type.
66-70	Enhanced metabolism	The abomination gains Fast Healing 3.
71-75	Venomous secretions	Bite and claw attacks also deal poison damage, Fortitude save against DC 10 + 1/2 HD + Con modifier. Initial 1 temporary Dex, secondary 1 temporary Dex.
76-80	Magically resistant	Gains spell resistance of 10 + Hit Dice.
81-85	Enhanced breath weapon	Breath weapon attack deals an additional two dice of damage.
86-90	Magically talented	+1 effective sorcerer level.
91-95	Light refraction	When in well-lit areas, the abomination's scales refract and scatter light, effectively blurring the creature. This is an extraordinary ability.
96-00	Roll twice more, re-rolling results of 96 or above.	

Init +2; **Senses** darkvision 60 ft., low-light vision; **Listen** -1, **Spot** -1

Aura noxious odor (10 ft. radius *stinking cloud*, Fort DC 15)

Languages Elven, Sylvan

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)
hp 30 (4 HD)

Immune acid, paralysis, *sleep*

Fort +4, **Ref** +6, **Will** +3

Spd 50 ft.; **fly** 100 ft. (average)

Melee Large longsword +8 (2d6+5/19-20) and 2 hooves +7 each (1d6+2) or

Melee bite +8 (1d6+5) and 2 claws +6 each (1d6+2) and 2 hooves +7 each (1d6+2)

Ranged Large composite longbow +5 (2d6+4/x3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +13

Special Actions enhanced breath weapon

Sorcerer Spells Known (CL 1st, +8 melee touch, +5 ranged touch)

1st (4/day)—*cause fear* (DC 12), *charm person* (DC 12)

0 (5/day)—*acid splash*, *daze* (DC 11), *detect poison*, *resistance*

Abilities Str 20, Dex 14, Con 17, Int 4, Wis 9, Cha 13

SQ death throes, mutations

Feats Multiattack, Weapon Focus (hoof)

Skills Listen -1, Spot -1, Survival +6

Possessions Large composite longbow (+4 Str bonus) with 20 arrows, Large longsword

Environment Warm marshes

Organization Solitary, squad (2-5), or tribe (10-20)

Treasure Standard

Advancement by character class; **Level Adjustment** +5

Breath Weapon (Su) 60 ft. line, 6d4 acid damage, Reflex DC 15 half, usable every 2d4 rounds.

Death Throes (Su) 10 ft. radius, 2d4 acid damage, Reflex DC 15 half.

Mutations An abomination black dragonspawn centaur has the following mutations:

Bone Spurs (Ex) An abomination black dragonspawn centaur has 2d4 bone spurs that it can remove and use as arrows or short swords. These bone spurs grow back after one week.

Enhanced Breath Weapon (Su) An abomination black dragonspawn centaur's breath weapon deals an additional 2 dice of damage. These dice are already calculated into the dragonspawn's breath weapon damage.

Noxious Odor (Ex) A 10 ft. radius *stinking cloud* continually surrounds an abomination black dragonspawn centaur, affecting all other creatures that fail a DC 15 Fortitude save.



STRATEGIES AND TACTICS

Abomination
black dragonspawn
centaurs are fierce
creatures who work as
Onysablet's patrol squad

due to their quick overland speed. Usually found along the borders of her realm, these abominations fight with ferocity and to the death.

CREATING AN ABOMINATION DRAGONSPAWN

“Abomination dragonspawn” is an acquired template that can be added to any dragonspawn (referred to hereafter as the “base creature”).

An abomination dragonspawn uses all of the base creature's statistics and abilities except as noted below.

Special Attacks and Qualities: In addition to the abilities gained from the regular dragonspawn template, abominations gain extra abilities. Due to the varying nature of abominations, the special attack and special qualities of no two are exactly the same. Roll d% the Abomination Mutations table twice and choose a mutation from the specific racial mutations below. Feel free to add any mutations desired or change the specifics of the following in minor ways to simulate the unique nature of abominations.

Race Specific Mutations Each abomination dragonspawn gains one mutation based on its original race prior to applying the dragonspawn template. If the race is not listed here, choose any ability from the below racial groups that best fits the original race (such as grouping half-breeds with their parent race) or simply roll on the general mutation table an additional time.

Minotaur or Ogre

—Rage (Ex) The creature can rage like a barbarian. If the abomination dragonspawn already has access to this ability, it can use it one additional time per day.

—Trample (Ex) After a successful charge attack, the abomination dragonspawn can trample creatures one size category smaller or less than itself for 2d6+Str modifier of automatic gore damage. Opponents who do not make attacks of opportunity against the abomination dragonspawn can attempt a Reflex DC 14 save for half damage.

Elf

—Limber Body (Ex) The creature gains a +4 racial bonus to Move Silently and Escape Artist checks.

—Keen Vision (Ex) The abomination dragonspawn's darkvision extends to 120 feet, and it gains a +4 racial bonus to Spot checks.

Kender

—Oversized Wings (Ex) The abomination dragonspawn's wings are too big for its body, granting it an additional +20 ft. fly speed and decreasing its maneuverability rating to “poor.”

—Rasping Voice (Ex) The voice of the abomination dragonspawn is so horrid that it increases the creature's racial bonus to taunt with the Bluff skill by +2.

Centaur

—Additional Legs (Ex) The abomination dragonspawn gains an extra set of legs, granting it 2 additional hoof



attacks per round at a -5 penalty. Damage is handled normally.

—Bone Spurs (Ex) Lengthy, rapid-growing bone spurs lie flat against the creature's back. It can remove these and use them as arrows or short swords. The abomination dragonspawn has 2d4 bone spurs that grow back after one week.

Dwarf or Gnome

—Burrow Speed (Ex) The abomination dragonspawn's claws become suited for digging, granting it a burrow speed of 20 ft.

—Weapon Destruction (Ex) An abomination dragonspawn that successfully disarms an opponent's weapon may make a sunder attempt on the weapon as a free action that does not provoke an attack of opportunity. The sunder gains a +4 racial bonus.

Abilities -4 Int, -4 Wis.

Challenge Rating As base creature.

Level Adjustment As base creature +1.

ELEMENTAL MINION

Elemental minions are warriors called from the elemental planes to serve mortal masters. They are loyal, take orders well, and respect authority and order. Many accounts place them as evil and wicked creatures, but this is not strictly true; a minion is only as malicious as its master.

A minion is composed of one of the four elements: earth, air, fire, or water. All of them resemble warriors and carry what appear to be weapons and shields. Their fighting style and overall attitude towards combat varies by element, and this is reflected in their appearance.

Elemental minions have been summoned throughout Krynn's history to serve both wizards and clerics. They are especially favored by the clerics of Neutrality, who rely on elemental creatures in the absence of celestial or infernal allies. All Wizards of High Sorcery are familiar with the existence of these creatures, and they make excellent short-term guards, lieutenants, or even assassins.

An elemental minion can be summoned by the use of a *lesser planar ally* spell or a *lesser planar binding*. Elemental minions are not as hostile or resistant to service as other elementals and outsiders, so the Charisma check a wizard or sorcerer makes when trying to compel the minion into service with *lesser planar binding* gains a +4 morale bonus.

Elemental minions speak Common and the language of their elemental plane of origin—Auran, Aquan, Ignan, or Terran.

STRATEGIES AND TACTICS

Elemental minions live for battle and conflict. They are mercenaries without peer, following directions to the letter. They work well within a group of other soldiers, aware of the importance of tactics and leadership. As they do not possess ranged attacks, elemental minions always seek to seize the initiative and close with their foes, engaging in melee combat where their strengths lie.

Elemental Healing (Su) All elemental minions are considered to have fast healing 5 when they are fully surrounded by or immersed in their element.

Elemental Equipment (Su) Elemental minions are capable of forming the equivalent of armor, weapons, and other items from the elemental substance of which they are made. Elemental weapons have specific magical qualities depending on the type of minion; the details of these weapons are described in the individual entries. A minion's equipment is destroyed when separated from its owner or if the minion is killed. Disarming an elemental minion only temporarily impedes the minion's progress, as it can simply reform any lost item and continue. This is the equivalent of drawing a weapon and does not provoke an attack of opportunity. All equipment, regardless of its apparent nature, has a hardness of 10 and 15 hit points.

Air Minion

This humanoid creature appears to be made of swirling vapors and condensed clouds of white, off-white, and blue. It has a thin, translucent rapier-like weapon in one hand and a disk-like shield in the other, apparently extensions of its body. Its features are vague and indistinct with only bright blue spots of light for eyes and a shadow for a mouth.

Air Minion

CR 4

Always LN Large elemental (air, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Auran, Common

AC 17, touch 13, flat-footed 13 (+4 Dex, +3 natural, +1 shield, -1 size)

hp 33 (6 HD); **elemental healing** (air); **DR** 5/-

Immune elemental traits



Fort +3, Ref +9, Will +2

Spd fly 90 ft. (perfect)

Melee Large +1 keen rapier +8 (1d8+3/15-20)

Space 10 ft.; Reach 10 ft.

Base Atk +4; Grp +10

Atk Options Combat Reflexes

Special Actions Flyby Attack

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

SQ air mastery, elemental equipment

Feats Combat Reflexes, Flyby Attack, Weapon Finesse

Skills Bluff +10, Listen +9, Sense Motive +9, Spot +9

Possessions elemental Large light shield, elemental Large +1 keen rapier

Environment Elemental Plane of Air

Organization Solitary, pair, or squad (3-6)

Treasure None

Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level Adjustment** +3 (cohort)

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air minion.

Air minions are masters of aerial combat. They relish fast-moving battles and orders which call for them to challenge flying opponents.

Air minions look like humanoid clouds or whirlwinds and are usually between seven and nine feet tall. They are typically quick-thinking and witty beings, likely to engage in witty banter and sarcasm in the middle of a fight. Their voices are high-pitched and rapid.

STRATEGIES AND TACTICS

Air minions are chosen for their speed and ability to carry the fight to the air. Their manifested weapon of choice is the rapier, and they favor a quick, nimble fighting style that emphasizes their airy natures.

EARTH MINION

This creature is a shambling humanoid-shaped creature of rock and dirt; it carries a heavy, block-headed hammer or mace-like weapon that appears to be an extension of its body. Its head is crudely cut into the form of a closed-faced helmet, anonymous and menacing.

EARTH MINION

CR 4

Always LN Large elemental (earth, extraplanar)

Init +1; **Senses** darkvision 60 ft.; **Listen** +9, **Spot** +9

Languages Common, Terran

AC 17, **touch** 10, **flat-footed** 16 (+1 Dex, +7 natural, -1 size)

hp 39 (6 HD); **elemental healing** (earth); **DR** 5/-

Immune elemental traits

Fort +7, **Ref** +3, **Will** +2

Spd 20 ft.; **burrow** 40 ft.

Melee* Large +1 mighty cleaving warhammer (two-handed) +6 (2d6+11/x3)

*includes adjustments for a 2-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +12

Atk Options Cleave, Improved Bull Rush, Power Attack

Abilities Str 18, Dex 12, Con 16, Int 14, Wis 10, Cha 12

SQ earth mastery, elemental equipment

Feats Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +10, Listen +9, Sense Motive +9, Spot +9

Possessions elemental Large +1 mighty cleaving warhammer

Environment Elemental Plane of Earth

Organization Solitary, pair, or squad (3-6)

Treasure None

Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level Adjustment** +3 (cohort)

Earth Mastery (Ex) An earth minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the minion takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Earth minions are experts at using brute force to achieve results. They enjoy being assigned to duties involving pounding opponents into the ground or setting up fortifications and defenses for troops.

Earth minions appear to be humanoids made of soil and stone and, when not hunched over, will reach to a height of almost ten feet. They are slow and deliberate in manner and not very talkative. When they do speak, it is with a low, grinding voice.



STRATEGIES AND TACTICS

Earth minions are chosen for their ability to quickly deal a lot of damage. Their manifested weapon of choice is the warhammer, which they always wield in two hands for maximum benefit.

Earth Mastery (Ex) An earth minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the minion takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

FIRE MINION

This is a tall humanoid composed entirely of orange and yellow flame, wielding a flaming sword that appears to be an extension of its body. A disk of fire acts as a shield on the other arm. It has no discernable features apart from white-hot spots of light for eyes.

FIRE MINION

CR 4

Always LN Large elemental (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Listen** +9, **Spot** +9

Languages Common, Ignan

AC 17, **touch** 12, **flat-footed** 14 (+3 Dex, +4 natural, +1 shield, -1 size); **Dodge**, **Mobility**

hp 33 (6 HD); **elemental healing** (fire); **DR** 5/-

Immune elemental traits

Fort +3, **Ref** +8, **Will** +3

Weakness vulnerability to cold



Spd 40 ft.

Melee Large +1 *flaming longsword* +8 (2d6+4/19-20 plus 1d6 fire) and **slam** +2 (1d6+3 plus 2d4 fire plus burn)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +11

Abilities Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 12

SQ elemental equipment

Feats Dodge, Mobility, Weapon Finesse

Skills Intimidate +10, Listen +9, Sense Motive +9, Spot +9

Possessions elemental Large light shield, elemental Large +1 *flaming longsword*

Environment Elemental Plane of Fire

Organization Solitary, pair, or squad (3-6)

Treasure None

Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level Adjustment** +3 (cohort)

Burn (Ex) When a fire minion hits with its slam attack, the opponent must succeed on a DC 14 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Heat (Ex) Merely touching or being touched by a fire minion automatically deals 2d4 fire damage.

Fire minions are skilled marauders. They prefer surprise tactics and slash-and-burn warfare, striking suddenly with precision.

Fire minions appear to be humanoid firestorms, ranging from seven to nine feet in height. They move in quick flickering motions, never remaining still. Because of their radiant heat, fire minions usually keep clear of other soldiers and warriors with whom they are assigned; therefore, they prefer to be given solo tasks or duties which have them working with other fire minions. Fire minions speak in hissing, sibilant tones when they choose to talk at all.

STRATEGIES AND TACTICS

Fire minions typically set things on fire early on in any battle, especially dry or flammable objects, to aid in recovering from injuries incurred. Their manifested weapon of choice is a flaming longsword with which they possess a considerable degree of precise and insightful skill.

Heat (Ex) Merely touching or being touched by a fire minion automatically deals 2d4 fire damage.

Burn (Ex) When a fire minion hits with its slam attack, the opponent must succeed on a DC 14 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

WATER MINION

This creature looks like a fountain of foaming blue-green water in a vaguely humanoid shape. It has no legs, just a swirling column of water, but it does have arms holding a greataxe that appears to be an extension of its body. It has a

somewhat bullet-shaped head with a spray of water fanning out in a crest behind it and dark blue spots for eyes.

WATER MINION CR 4

Always LN Large elemental (extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; **Listen** +9, **Spot** +9

Languages Aquan, Common

AC 17, **touch** 11, **flat-footed** 15 (+2 Dex, +6 natural, -1 size)

hp 39 (6 HD); **elemental healing** (water); **DR** 5/-

Immune elemental traits

Fort +7, **Ref** +4, **Will** +2

Spd 30 ft.; **swim** 90 ft.

Melee* Large +1 *merciful greataxe* +6 (3d6+9/x3 or 4d6+9/x3 non-lethal)

*includes adjustments for a 2-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +11

Atk Options Improved Overrun, Power Attack

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 10, Cha 12

SQ elemental equipment, water mastery

Feats Improved Overrun, Power Attack, Weapon Focus (greataxe)

Skills Diplomacy +10, **Listen** +9, **Sense Motive** +9, **Spot** +9

Possessions elemental Large +1 *merciful greataxe*

Environment Elemental Plane of Water

Organization Solitary, pair, or squad (3-6)

Treasure None



Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level Adjustment** +3 (cohort)

Water Mastery (Ex) A water minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If an opponent is touching the ground, the minion takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Water minions are peerless waterborne fighters. They are most comfortable being sent on retrieval missions and in battles where the capture of prisoners is important.

A water minion looks like a humanoid fountain of water almost eight feet tall. Fluid and graceful, they are equally at home coasting along the tops of bodies of water or fully submerged. When they speak, they have soft and sonorous voices, surprisingly calming.

STRATEGIES AND TACTICS

Water minions abhor violence, quite at odds with their physical strength and choice of manifested weapon. Because their attacks are capable of being non-lethal, they almost always seek to render foes unconscious and take prisoners.

Water Mastery (Ex) A water minion gains a +1 bonus on attack and damage rolls if both it and its foe are touching water. If an opponent is touching the ground, the minion takes a -4 penalty on attack and damage rolls.

These modifiers are not included in the statistics block.

EYEWING

This creature looks like a five-foot tall egg covered in coarse, shaggy black and brown fur. It has large, bat-like wings and a rat-like tail that ends in a stinger. A large blood-red eye stares out of the middle of its body, constantly weeping a blue tear-like fluid.

EYEWING CR 2

Always LE Large outsider (evil, lawful)

Init +6; **Senses** darkvision 60 ft.; **Listen** +15, **Spot** +15

Aura tear (5 ft. radius, sickened 1d6 rounds, Fort DC 14)

Languages Infernal; **telepathy** 90 ft.

AC 17, **touch** 15, **flat-footed** 11 (+6 Dex, +2 natural, -1 size)

hp 12 (3 HD)

Fort +4, **Ref** +9, **Will** +4

Spd 5 ft.; **fly** 60 ft. (good)

Melee 2 claws +8 each (1d6+2) and sting +3 (1d6+2)

Ranged tear splash +8 (1d4 acid plus 1d4 Int damage)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +9

Special Actions tear

Abilities Str 14, Dex 22, Con 13, Int 5, Wis 12, Cha 8

SQ dimensional cling
Feats Ability Focus (tear), Weapon Finesse
Skills Escape Artist +12, Hide +12, Listen +15, Move
Silently +12, Spot +15

Environment The Abyss

Organization Solitary, wing (2-4), or infestation (10-20)

Treasure None

Advancement 4-6 HD
(Large), 7-9 HD
(Huge); **Level
Adjustment** —

Dimensional

Cling (Su) If an eyewing is summoned through the use of a *summon monster* spell, it remains on the Material Plane after the spell's duration has ended and is no longer under control of the wizard who summoned it.

Tear (Ex) The eye of an eyewing contains a caustic blue fluid. Those within 5 feet of the eyewing must succeed at a DC 14 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based. A creature that succeeds its saving throw cannot be affected again by the same eyewing's tear for 24 hours. Once per hour, as a full attack action, an eyewing can project a tear at opponents. Treat this as a splash weapon with a range increment of 10 feet. A creature that takes direct hit damage from this attack takes 1d4 acid damage plus 1d4 points of Intelligence damage. A successful DC 14 Fortitude save negates the Intelligence damage. The save DC is Constitution-based. Creatures not hit directly take only the acid damage.

Skills Eyewings have a +8 racial bonus on Listen and Spot checks.

Eyewings are commonly referred to as the “vermin of the Abyss” by Kryn’s arcane spellcasters. A summoned eyewing will stay on the Material Plane even after the spell that brought it is long over.

An eyewing has a furry egg-shaped body supported by a pair of bat-like wings, each with three claws at the tip. Its fur is matted and stained by the tears that constantly soak into it from its one large, central eye.

Though fairly unintelligent, the eyewing knows better than to attack its summoner, as such actions would

dissuade future spellcasters from summoning it. In fact, it often becomes a loyal servant to the one who summoned it and take great glee in whatever vile acts its master set it on.

An eyewing can be summoned from the Abyss with a *summon monster II* spell (see Dimensional Cling).

Eyewings speak Infernal but usually communicate through telepathy.

STRATEGIES AND TACTICS

Eyewings fly into battle, first sending a tear at their opponents, closing the distance to lash at a single opponent with both claws and sting with its tail. It often takes advantage of the extra caution exercised by adventurers who think its wyvern-like tail contains a poison. An eyewing reduced to one-quarter of its hit points will do everything in its power to flee the battle.

FEEDER

This appears to be a finely-crafted dagger with a hilt made of antiqued silver. The hilt is fashioned like a serpentine dragon, the eagle-like talons forming the crosspiece and the blade itself acting as a tail. Ruby eyes gleam in the dragon-headed pommel.

FEEDER

CR 1

Always NE Diminutive dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; **Listen** +8, **Spot** +3

Languages Draconic

AC 19, **touch** 16, **flat-footed** 17 (+2 Dex, +3 natural, +4 size)

hp 13 (2 HD); **DR** 5/magic

Immune paralysis, *sleep*

Fort +3, **Ref** +5, **Will** +4

Spd 5 ft.; fly 20 ft. (good)

Melee stab +7 (1d4–4/19–20 plus blood drain)

Space 1 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** –10

Special Actions blood drain

Abilities Str 2, Dex 14, Con 10, Int 9, Wis 13, Cha 9

Feats Alertness, Improved Critical (stab)^B, Weapon Finesse^B

Skills Disguise +4*, Hide +19, Listen +8, Move Silently +7,



Sense Motive +6, Spot +3

Environment Temperate hills

Organization Solitary or brace (2-5)

Treasure None

Advancement 3-4 HD (Diminutive), 5-6 HD (Tiny); **Level**

Adjustment +1 (cohort)

Blood Drain (Ex) A feeder drains blood, dealing 1d4 points of Constitution damage with any successful hit the creature scores with its stab attack or when it is used to deal damage as a dagger by another creature. The feeder will deal another 1d4 points of Constitution damage on each successive round unless it is removed from the host or until it has dealt a total of 4 points of Constitution damage. At this point, the feeder is sated and will deal no more Constitution damage for 24 hours. A feeder loses its Dexterity bonus to AC while lodged in an opponent and may be removed by the opponent with a successful grapple check.

Skills A feeder has a +10 racial bonus to Disguise checks when attempting to pass itself off as a dagger. An opposed Appraise or Spot check will reveal the truth. If the Appraise check fails, yet would still beat a DC of 12, the individual appraising the feeder will believe it to be a masterwork dagger, priced accordingly.

Feeders, or knifewyrms, are an ancient dragon breed, given life by Takhisis herself in the Age of Dreams, that masquerade as blades.

Feeders so closely resemble daggers and knives that they can remain undiscovered and unseen for years, passing from host to host and serving as a weapon. They can pass inspection even by skilled craftsmen and are usually content to let their hosts provide the nourishment they need. If necessary, a feeder can pull itself along the ground by its claws or unfurl bat-like wings from its hilt and fly for short distances. If a feeder's host is killed in battle, it positions itself in such a way that it can be found by another creature and thereby gain a new host.

Feeders are usually between 6 to 10 inches long, and weigh little less than a pound. They have a life expectancy of over 1000 years or more if kept in torpor from lack of blood, but most active feeders die after a year or two, giving birth to wyrmling feeders.

Feeders speak Draconic.



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STRATEGIES AND TACTICS

A feeder without a host is not a very effective combatant. Even though it is capable of well-placed strikes, due to its poor strength, it lacks the power to deliver a dangerous wound. Therefore, most feeders rely on their hosts to use them as daggers, which not only deals more damage to a target but allow the feeder to drain blood.

FEEDER SOCIETY

Feeders exist solely to reproduce and carry out the will of their Dark Queen. Unfortunately, many of them forget their lives, slipping into a kind of torpor when denied blood for longer than a week. As a breed, they were once very numerous, descending upon victims in knifelike swarms, but their numbers were thinned out in the Dragon Wars. Hundreds of feeders now lie discarded or forgotten in tombs, ruins, and at the bottom of treasure vaults; very few are active and awake.

Feeders reproduce asexually. They must be active and kept sated on a diet of blood for a period of at least a year, at which point they gestate dozens of tiny wyrmling feeders within their bodies. The gestation period is typically 24 hours, during which the feeder needs to deal at least 4 points of Constitution damage. Once this is done, the feeder must remain within a dead opponent so that it may inject the wyrmlings into the corpse. The feeder then dies, and the wyrmlings mature within the corpse for a period of three to six days. After this growth period, they make their way out of the corpse and into the air, taking wing immediately to search for a suitable host.

Each feeder spawns 3d4 wyrmling feeders. Immature feeders are extremely vulnerable and die when exposed to the elements. Casting *gentle repose* on a corpse infested with immature feeders kills them.

Raising or *resurrecting* a creature infested with immature feeders kills them but also deals 2d4 points of permanent Constitution damage to the character from the knife-like infestation within.

FLIGHTLESS BIRDS

Flightless birds, or ratites, are common in warmer climates of Krynn. They are bipedal with strong legs ending in large claws, and have long necks capable of reaching into taller trees, above rocks, and into crevices. They are skittish and avoid contact with humanoids and larger creatures, but they can often be domesticated to serve as mounts for nomads, goblins, and kender. All varieties of flightless

bird are capable of delivering vicious kicks when threatened.

The following flightless birds are the most numerous of their kind on Ansalon.

AUSTRICH

CR 2

Always N

Medium animal

Init +2; Senses

low-light vision;

Listen +2,

Spot +6

AC 15, touch

12, flat-footed 13

(+2 Dex, +3 natural); Dodge

hp 22 (4 HD)

Fort +5, Ref +6, Will +1

Spd 40 ft.; Run

Melee kick +6 (1d8+3) and bite +1 (1d4+1)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +6

Abilities Str 17, Dex 14, Con 13, Int 2, Wis 10, Cha 10

Feats Dodge, Run

Skills Jump +10, Listen +2, Spot +6

Environment Temperate plains

Organization Solitary or flock (3-12)

Advancement 5-8 HD (Large); Level Adjustment —

Skills An austrich has a +4 racial bonus to Jump and Spot checks.

The austrich is the largest of Kryn's flightless birds. It has black feathers with white plumes, a featherless neck, and thick scaly talons. It is found near the edges of the Plains of Dust, as well as similar temperate grassy or sandy regions.

Austriches can be used as mounts by Medium- or Small-sized creatures, even though they are themselves Medium-sized. They are almost seven feet tall and weigh 500 pounds.

STRATEGIES AND TACTICS

An austrich usually flees a threat but, if cornered or used as a mount by a capable rider, can deliver a powerful kick. It can also strike with its beak as a secondary weapon.

EMRE

Always N Medium animal

CR 1/2



Init +2;

Senses low-light vision;

Listen +5,

Spot +5

AC 14, touch

12, flat-footed

12 (+2 Dex,

+2 natural);

Dodge

hp 9 (2 HD)

Fort +3, Ref

+5, Will -1

Spd 30 ft.

Melee kick

+3 (1d6+2)

and beak -2

(1d4+1)

Space 5 ft.;

Reach 5 ft.

Base Atk +1;

Grp +3

Abilities Str

15, Dex 14,

Con 11, Int 2,

Wis 8, Cha 8

Feats Dodge

Skills Hide +7, Listen +5, Spot +5

Environment Warm plains

Organization Solitary or flock (5-15)

Advancement 3-4 HD (Medium); Level Adjustment —

Skills An emre has a +4 racial bonus to Hide, Listen, and Spot checks.

The emre is smaller than the austrich, and its plumage looks more like drab brown, shaggy hair than bird feathers. Emre flocks can be found on the plains in the north of Ansalon, in the wilds of Estwilde, and further east. They are domesticated for meat and use as mounts by goblins.

An emre ranges in height from 4 to 5 feet and weighs as much as 200 pounds.

STRATEGIES AND TACTICS

An emre that is accustomed to combat, such as one used as a mount by a goblin or other Small rider, can be quite vicious with its kicks and bite. Untrained emres, or those in the wild, will flee a threat at the first opportunity, kicking only if cornered or protecting a nest.

'WARI

CR 1

Always N Medium animal

Init +1; Senses low-light vision; Listen -1, Spot +5

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural); Dodge

hp 16 (3 HD)

Fort +4, Ref +4, Will +0

Spd 40 ft.; Run

Melee bite +5 (1d6+3) and kick +0 (1d6+1)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +5

Special Actions stampede

Abilities Str 16, Dex 13, Con 13, Int 1, Wis 8, Cha 8

Feats Dodge, Run

Skills Hide +7, Jump +9, Listen -1, Spot +5

Environment Temperate hills

Organization Solitary or flock (5-50)

Advancement 4-6 HD (Medium); Level Adjustment —

Stampede (Ex) A frightened flock of 'wari flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Medium size or smaller that gets in their way, dealing 1d8 points of damage for each 5 'wari in the flock (Reflex DC 14 half). The save DC is Strength-based.

Skills A 'wari has a +4 racial bonus to Hide, Jump, and Spot checks.

The 'wari is legendary for its stupidity, although many travelers expecting it to be a simple flightless bird can be caught accidentally in a stampede of the creatures, provoked only by a loud noise or unexpected stranger. They are not even particularly good as meat, nor do they domesticate well. Along the shores of the New Sea, they are considered a nuisance; they are often the targets of rite of passage adventures for enthusiastic adolescents.

STRATEGIES AND TACTICS

The 'wari is too stupid to pick a fight and too skittish to stay in one for long. When pressured into a fight, they can deliver a nasty wound with their beak but will usually attempt to avoid confrontations.

FORESTMASTER

Forestmasters are noble creatures appointed by Chislev to proctor to a forest or other stretch of land. Though the name would indicate that such creatures can only be found within sylvan areas, nothing could be further from the truth. To Chislev, the forest isn't the only natural environment worth preserving. Forestmasters can be found from the hottest deserts to the very reaches of Icewall. Usually, these beings go by more appropriate names (tundramaster, desertmaster, etc.), but they are still typically grouped with forestmasters for the similarities in abilities that they have been granted.

Forestmasters know Sylvan in addition to any other languages they may have once known.

SAMPLE FORESTMASTER

A regal unicorn stands in a forest glade lit only by moonlight. The creature's white coat shimmers with a supernatural beauty, and its eyes glow a silver hue. It is ringed by a multitude of animals that all seem to bow to it in deference, from the mightiest bear to the smallest robin.

This example uses an advanced unicorn as the base creature.

FORESTMASTER OF DARKEN WOOD CR 7

Female forestmaster advanced unicorn

Always N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9

Aura aura of calm (30 ft. radius, animals immune to *fear* and +2 save against spells), *magic circle against evil*

Languages Common, Sylvan

AC 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, -1 size)

hp 100 (8 HD); **DR** 10/cold iron

Immune charm, compulsion, poison

Resist *magic circle against evil*

Fort +13, **Ref** +10, **Will** +9

Spd 70 ft.

Melee horn +16 (1d8+9) and 2 hooves +11 each (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +18

Druid Spells Prepared (CL 8th, +13 melee touch, +11 ranged touch)

4th—*command plants* (DC 21), *dispel magic*, *reincarnate*

3rd—*call lightning* (DC 20), *cure moderate wounds* (3) (DC 20), *plant growth* (DC 20)

2nd—*animal messenger*, *bear's endurance*, *flaming sphere* (DC 19), *gust of wind* (DC 19), *soften earth and stone*

1st—*faerie fire*, *jump*, *obscuring mist* (2), *speak with animals*

0—*detect magic* (2), *guidance*, *know direction*, *resistance* (2)

Spell-Like Abilities (CL 8th unless otherwise noted, +13 melee touch)

At will—*bless*, *detect evil* (always a free action), *shield of faith*, *sleep* (DC 20)

3/day—*cure light wounds* (CL 5th, DC 20), *heal* (DC 25)

1/day—*cure moderate wounds* (CL 5th, DC 21), *greater teleport* (anywhere within Darken Wood), *neutralize poison* (DC 23)

Abilities Str 22, Dex 19, Con 24, Int 14, Wis 25, Cha 28
SQ death throes, trackless step, wild empathy +10 (+6 magical beasts)

Feats Alertness, Multiattack, Skill Focus (Survival)

Skills Concentration +13, Jump +22, Knowledge (local) +12, Knowledge (nature) +14, Listen +9, Move Silently +11, Spellcraft +12, Spot +9, Survival +10 (+12 above ground)*

Environment Darken Wood

Organization Solitary

Treasure None

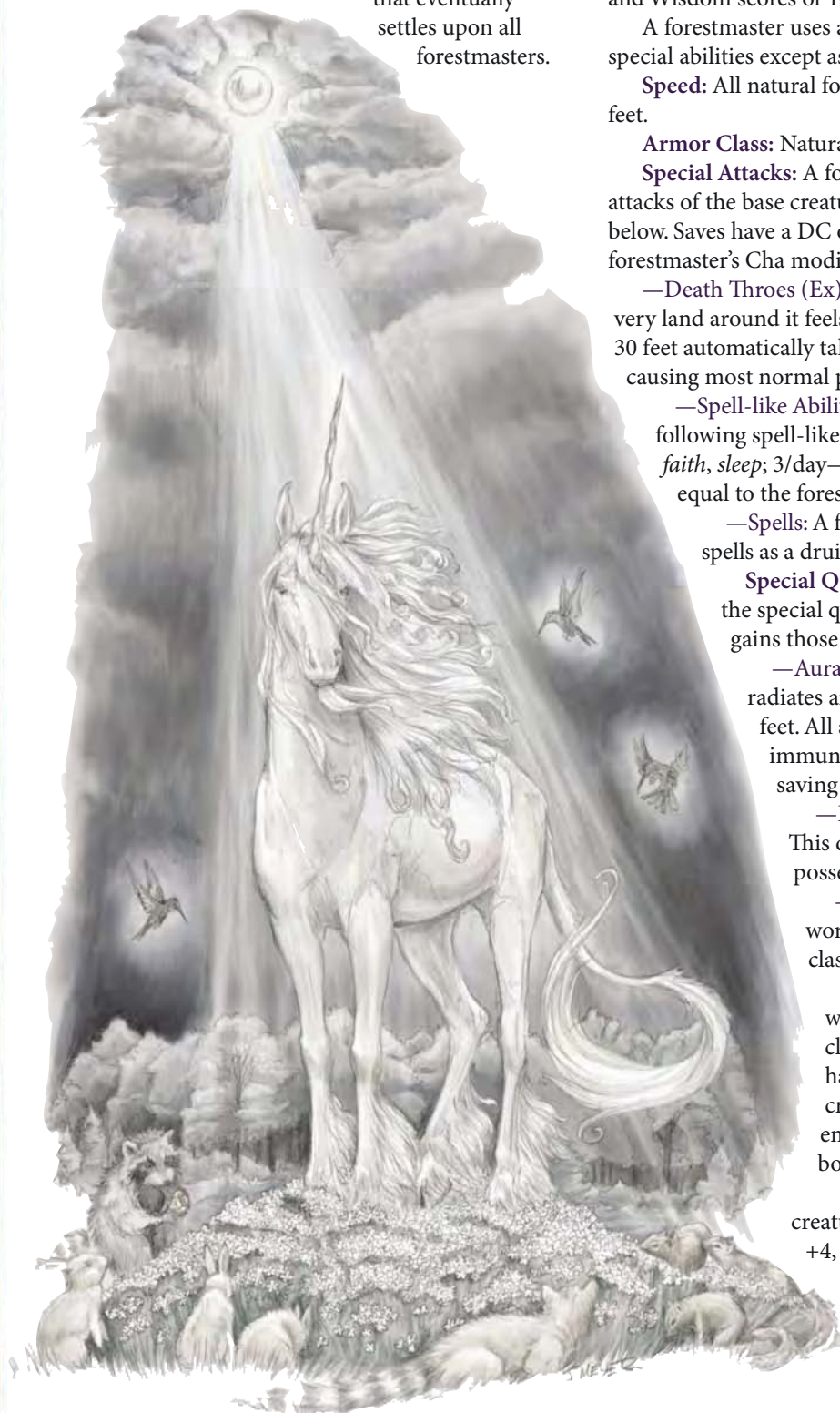
Advancement by character class; **Level Adjustment** —

Death Throes (Ex) 30 ft. radius, 5d6 divine damage.

The Forestmaster of Darken Wood is the most famed creature of her position throughout Ansalon, due to her encounter with the Heroes of the Lance during their escape from Solace and her subsequent encounter with Caramon Majere and his daughter Dezra many years later. Because of this widespread renown in many a bard's tale, it is not uncommon to hear one use her title in place of a true name.

Chislev first chose the Forestmaster for her task during the Age of Might when the unicorn battled ruthless poachers and received fatal wounds in the process. Touched by the creature's self-sacrifice, Chislev saw that the unicorn would make an ideal charge and healed the creature. She then offered the unicorn the mantle of forestmaster.

It didn't take long before the Forestmaster of Darken Wood lost her zeal for interfering in mortal affairs and ended up caring only for the fate of her forest, a mindset that eventually settles upon all forestmasters.



STRATEGIES AND TACTICS

The Forestmaster of Darken Wood prefers not to engage in combat, but when pressed, she will first utilize the abilities unicorns are known for, relying on her spells only when no other options have presented themselves or when her foes begin to gain the upper hand.

CREATING A FORESTMASTER

“Forestmaster” is an acquired template that can be added to any magical beast or *awakened* animal with Intelligence and Wisdom scores of 10 or greater.

A forestmaster uses all the base creature's statistics and special abilities except as noted here.

Speed: All natural forms of movement increase by 10 feet.

Armor Class: Natural armor improves by +3.

Special Attacks: A forestmaster retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 forestmaster's HD + forestmaster's Cha modifier unless noted otherwise.

—**Death Throes (Ex)** When a forestmaster dies, the very land around it feels the wound, and creatures within 30 feet automatically take 5d6 points of divine damage, causing most normal plants to wither and die.

—**Spell-like Abilities:** A forestmaster gains the following spell-like abilities: at will—*bless*, *shield of faith*, *sleep*; 3/day—*heal*. These spells are cast at a level equal to the forestmaster's Hit Dice.

—**Spells:** A forestmaster gains the ability to cast spells as a druid of a level equal to its Hit Dice.

Special Qualities: A forestmaster retains all the special qualities of the base creature and gains those described below.

—**Aura of Calm (Su)** A forestmaster radiates an aura of calm to a distance of 30 feet. All animals within this aura gain an immunity to *fear* and a +2 bonus to all saving throws made against spells.

—**Damage Reduction 10/cold iron.** This damage reduction replaces that possessed by the base creature, if any.

—**Trackless step (Ex)** This ability works like the druid's trackless step class feature.

—**Wild Empathy (Ex)** This power works like the druid's wild empathy class feature, except a forestmaster has a +4 racial bonus. If the base creature already possesses the wild empathy ability, its preexisting racial bonus is improved by +4.

Abilities: Increase from the base creature as follows: Str +2, Con +2, Int +4, Wis +4, Cha +4.

Environment: Any.

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral.

Level Adjustment: —

Funno

This small animal has a body like a feral dachshund with short rodent-like legs and a nub of a tail. Its head is rat-like with beady round eyes and whiskers. It is covered in a shorthaired coat of blue-black fur.

Funno

CR 1/4

Always N Small animal

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +1

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

hp 5 (1 HD)

Fort +3, **Ref** +5, **Will** +1

Spd 20 ft.; burrow 10 ft.; Run

Melee bite +4 (1d3–2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** –6

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

Feats Run^B, Weapon Finesse



Skills Balance +4, Hide +8, Listen +1, Move Silently +4, Spot +1, Survival +6

Environment Underground

Organization Solitary or herd (10-100)

Advancement —; **Level Adjustment** —

Skills A funno has a +4 racial bonus on Survival checks.

The funno is a ubiquitous rodent found in nearly every underground community on Krynn. It is a source of rather bland meat and surprisingly resilient leather.

A funno resembles a cross between a dachshund and a rat, ranging in color from a pale tan to dark chocolate brown to black. Rare albino funnos have been seen in isolated areas. Funnos have short, stubby legs, whiskers, and move with surprising speed when threatened. They are universally timid and docile when domesticated but, in the wild, can be dangerous in larger numbers.

Funnos weigh between 25 to 30 pounds and are two to three feet long, about the size of a small dog.

STRATEGIES AND TACTICS

Wild or feral funnos are vicious when cornered, although domesticity has bred this trait out of those kept for meat and leather. Funnos attack with their bite but will usually only make one or two attempts before fleeing.

GIANT, DESOLATION

This bulky, muscular giant is three times the height of a man. Its skin is rough and leathery with patches of long, coarse hair sprouting all over it. It stands upon large legs like a dog's. Its broad face is twisted in a grimace of madness.

FUNNOHIDE

THE hide of the funno is soft, pliable leather that can be formed into many shapes. Once those shapes are treated with medroicide, an extract of the medroc fungus common in many underground regions, the hide hardens into a substance of surprising strength and hardness. It can be formed into armor and shaped into shields, axes, and other weapons. It is capable of holding an edge when cured. The medroicide curing agent also allows funnohide shapes to be glued to each other which enables larger items to be formed from funnohide, such as tables, carts, chairs, fences, and so on. Funnohide is resistant to burning but becomes brittle in extreme cold. It is, therefore, more commonly used in underground areas close to volcanic activity, such as the realm of Chorane far to the south of Icewall.

Funnohide armor is as effective as a breastplate but weighs half as much. Because it requires several funnos to craft one suit of Medium armor and numerous applications of medroicide, the cost is

still the same as a standard breastplate. Funnohide armor has the same arcane spell failure chance, armor check penalty, and maximum Dexterity bonus as a breastplate, but it may be worn by druids without penalty.

Weapons crafted from funnohide are as effective as other metal weapons and weigh only half as much. Edged or piercing weapons require strict maintenance and care to retain their edges, and they are just as expensive to repair as metal items, due to the process of curing and treating the hide.

Funnohide cannot be used to craft masterwork armor, weapons, or items. Because of this, it is unsuitable for use in crafting magical arms or armor.

Funnohide has 8 hit points per inch of thickness and hardness 10. It is vulnerable to cold, so items made with it take double damage from cold or half damage if a saving throw is allowed. It saves against fire damage with a +4 bonus. Funnohide armor does not confer these traits to the wearer.

GIANT, DESOLATION

CR 7

Usually NE Large giant

Init +2; **Senses** low-light vision; Listen +8, Spot +8

Languages Common

AC 21, touch 11, flat-footed 19 (+3 armor, +2 Dex, +7 natural, -1 size); **Dodge**, **Mobility**

hp 85 (10 HD)

Fort +11, **Ref** +5, **Will** +3

Spd 50 ft.

Melee 2 claws +12 each (1d8+6) and bite +10 (2d6+6) or

Melee Large greatclub +12/+7 (2d8+9) and bite +10 (2d6+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options pounce, rend 2d6+9, **Spring Attack**

Abilities Str 23, Dex 14, Con 18, Int 10, Wis 11, Cha 8

Feats Dodge, Mobility,

Multiattack, Spring Attack

Skills Jump +23, Listen +8, Spot +8

Possessions Large hide armor, Large greatclub

Environment The Desolation

Organization Solitary, pair or gang (2-5)

Treasure Standard (including possessions)

Advancement 11-15 HD (Large), 16-20 HD (Huge); **Level Adjustment** +5

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

Rend (Ex) If a desolation giant hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 damage.

Skills A desolation giant has a +10 racial bonus on Jump checks.

The Desolation giants were once humans, drawn to the tortured lands of the Desolation by the prospect of serving the Dragon Overlord Malystrixx. These evil humans craved wealth and power; they believed by serving the Red Marauder, they would gain their wish. Yet what they received was an excruciating transformation into a twisted, malicious giant.

Malys created the giants by infusing the evil hearts of the human men and women with the same swirling dark energies she used to create the Desolation. The transformation occurred over the over the course of a number of years. Sometimes they would go through



painful growth spurts of several feet in a matter of months. Their bodies are bulky and muscular, and their skin has become thick and rough with patches of coarse hair across it. The giant's fingers now end in razor-sharp talons, and their teeth are viscous fangs. They stand hunched over at around 15 feet tall, and their bugling arms hang down around their ankles.

The most distinctive feature of their transformation is their legs. They have been twisted and reshaped into a shape similar to an animal's hind legs. These powerful legs allow the giant to leap great distances and move at a rate superior to most creatures of its size.

Desolation giants remember their former lives, and as such typically speak Common, but unfortunately are quite insane. In some instances, to draw an opponent in, the cunning

giants will pretend to be much kinder than they actually are, asking for help or engendering pity from their target before turning on them with an expression of insane, murderous intent.

STRATEGIES AND TACTICS

Desolation giants typically leap into battle using their pounce ability in order to strike with both claws, rend their target, and follow up with a bite. They utilize this devastating attack pattern until they feel safe enough to toy with their target by sending insane threats and taunts its way, stringing out the battle until they tire of play and decide to kill their opponents (which usually comes quickly).

DESOLATION GIANT SOCIETY

Malys created these minions to serve her, but to her surprise, they refused to follow her orders. The giants had minds of their own (as insane as they are) and rejected the Overlord's attempts at controlling them. They would bow down to no one. Even after killing half of them herself, the giants fought against her. Malys found she actually had to begrudge the twisted creatures some respect. She allowed the remaining giants to settle in caves surrounding Bloodwatch.

The giants now live in simple buildings they constructed themselves or in larger caves along the coast. They can be found hunting in groups or occasionally

traveling by themselves as they wander the Desolation, looking for personal conquests. All giants encountered in the wild will be adults. No one has ever seen a young Desolation giant.

GIANT, HALF-GIANT

This is a powerfully muscled brute, at least ten feet in height, with a sloping forehead and a massive lower jaw. Its arms and legs are thick with sinew, and its skin is rough and brownish-yellow. It has all the physical traits of an ogre, if a little larger in the chest and shoulders, and dresses in crude hide armor fashioned from at least a half-dozen skinned animals.

HALF-GIANT

CR 5

Often CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; **Listen** +2, **Spot** +3

Languages Ogre

AC 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +7 natural, +3 hide armor)

hp 60 (8 HD)

Fort +9, **Ref** +1, **Will** +2

Spd 30 ft. in hide armor; base 40 ft.

Melee greataxe +12 (2d8+9/x3) or

Ranged javelin +4 (1d8+6)

Base Atk +6; **Grp** +16

Space 10 ft., **Reach** 10 ft.

Atk Options Cleave, Power Attack

Abilities Str 23, Dex 8, Con 17, Int 6, Wis 10, Cha 7

Feats Cleave, Power Attack, Weapon Focus (greatclub)

Skills Climb +6, Jump +6, Listen +2, Spot +3

Possessions hide armor, greataxe, javelin

Environment Temperate hills

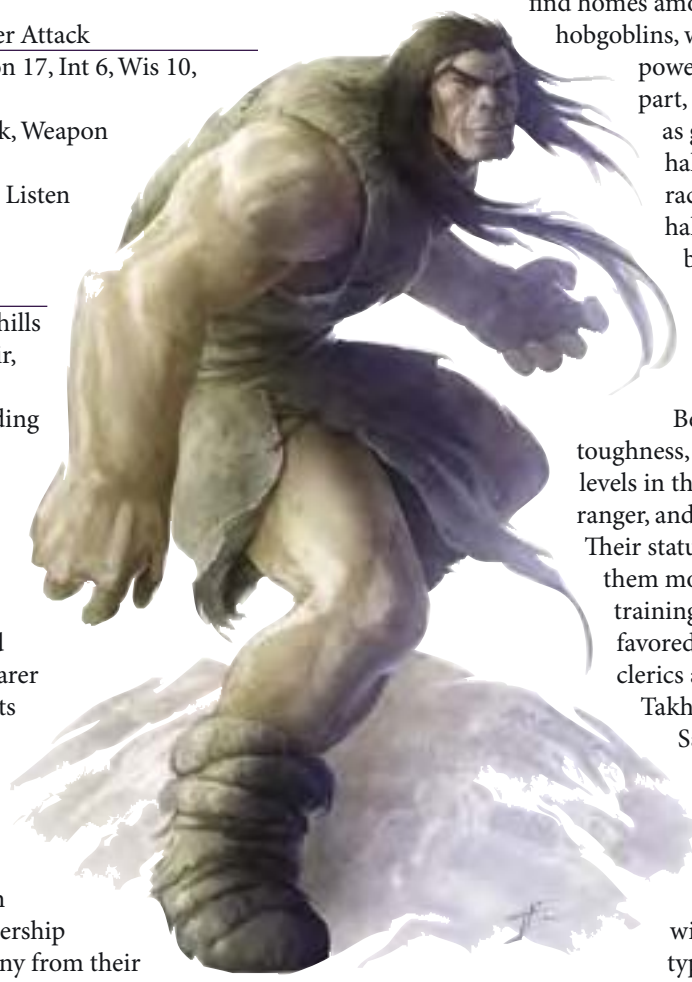
Organization Solitary, pair, or gang (2-5)

Treasure Standard (including possessions)

Advancement by character class;

Favored Class fighter; **Level Adjustment** +2

The offspring of ogres and hill giants (or any of the rarer giant offshoots), half-giants are an uncommon sight in the hilly wastes of central Ansalon. While most of them are as dull and dimwitted as their parents, a rare few excel in personal charisma or leadership and take the reins of destiny from their ogre brothers.



Half-giants are usually between ten and eleven feet in height and weigh 750 to 800 pounds. Their skin coloration ranges from a light tan to a dark yellow-brown, although the typically unpredictable ogre bloodlines can even result in half-giants whose skin is bluish-gray. Half-giants adopt the dress and style of the community in which they were raised.

Half-giants speak Ogre. More intelligent examples also speak Common.

The most famous half-giant in recent years is Ankhar, the barbarian horde leader and mortal foe of Jaymes Markham.

STRATEGIES AND TACTICS

Most half-giants have a fairly good grasp of basic melee tactics and employ axes, hammers, or spears in preference to the typical club. Because they are usually found in the company of ogres, half-giants use their additional height and bulk to dominate the action. They will almost never flee or act cowardly if their lesser kind are present.

HALF-GIANT SOCIETY

Many half-giants enjoy great status in their tribes or towns because of their superior strength and prowess. Some, however, find they are shunned or disrespected, becoming loners even in a society well known for producing abnormal or misshapen offspring. Half-giants like Ankhar find homes among other races, such as hobgoblins, where they can leverage their power and cunning. For the most part, a half-giant will not suffer as greatly as a half-elf or even half-kender, although those races are partly human while the half-giant is in a sense just a step between ogre and hill giant.

HALF-GIANT CHARACTERS

Because of their strength and toughness, most half-giants acquire levels in the martial classes—barbarian, ranger, and most commonly, fighter. Their status among ogrekind affords them more opportunity for proper training in arms, which is why their favored class is fighter. Half-giant clerics are usually committed to Takhisis (in appropriate eras) or Sargonnas, with a growing number in the Age of Mortals seeking answers from other dark gods. There are no known examples of half-giant wizards or sorcerers, as they are typically less than capable of mastering either art.

Goblin, Cave Lord

This is an obese, ten-foot tall goblin with a flattened face, broad nose, and pointed ears. Its wide mouth is filled with sharp teeth, and it has mottled gray-green skin.

GOBLIN, CAVE LORD

CR 5

Usually CE Large humanoid (goblinoid)

Init +5; Senses darkvision 60 ft.; Listen +9, Spot +14

Languages Common, Goblin

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 52 (8 HD)

Fort +6, Ref +7, Will +3

Weakness light sensitivity

Spd 40 ft.

Melee* Large greatclub +6/+1 (2d8+12)

*Includes adjustment for 3-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +14

Atk Options Power Attack

Spell-Like Abilities (CL 10th; see below)

3/day—*goblin charm*

Abilities Str 19, Dex 13, Con 15, Int 14, Wis 12, Cha 16

SQ gluttony

Feats Great Fortitude, Improved Initiative, Power Attack

Skills Bluff +14, Hide +9, Listen +9, Move Silently +10, Spot +14

Possessions Large greatclub

Environment Underground

Organization Solitary, gang (2 cave lords plus 5-10 goblins), or mob (1-4 cave lords plus 10-20 goblins, 5 hobgoblins and 2 worg mounts)

Treasure 50% standard (including possessions)

Advancement by character class; Favored Class rogue; Level Adjustment +3

Gluttony (Su) A cave lord can viciously devour a deceased creature to heal itself. It gains 3d8+3 hit points from any goblinoid creature devoured within the minute and 1d8+1 hit points from all other creatures. A cave lord can devour all of the sustainable flesh from a Small creature in one minute and the flesh from a Medium creature over the

course of three minutes. A creature must be dead for the cave lord to use this ability.

Goblin Charm (Sp) Three times a day, a cave lord can use an innate ability to magically command up to 30 of its goblin cousins. Creatures with the goblinoid subtype must succeed on a DC 18 Will save or fall under the effects of *mass suggestion* (caster level 10). The save DC is Charisma-based.

Light Sensitivity (Ex) Cave lords are dazzled in bright sunlight or in the radius of a *daylight* spell.

Skills A cave lord has a +4 racial bonus to Hide checks.

The largest species of goblin known to Ansalon, the cave lords are powerful tyrants of goblin society. They rule over large tribes of goblins and hobgoblins, sometimes even more than one. Their immense girth and might serves to intimidate and bully their followers into action.

These individuals prefer to be called cave lords and find the term “goblin giant” to be derogatory. For the most part, they appear to be goblins; they share the same features, such as a flat face, sharp teeth, pointed ears, and mottled skin. Yet, they are huge when compared to goblins; not just in their height, which can reach upwards of twelve feet, but in their weight. They are massively obese with many weighing up to 600-700 pounds. This is not to say that they are slow however, as a cave lord is still deviously quick when it needs to be.

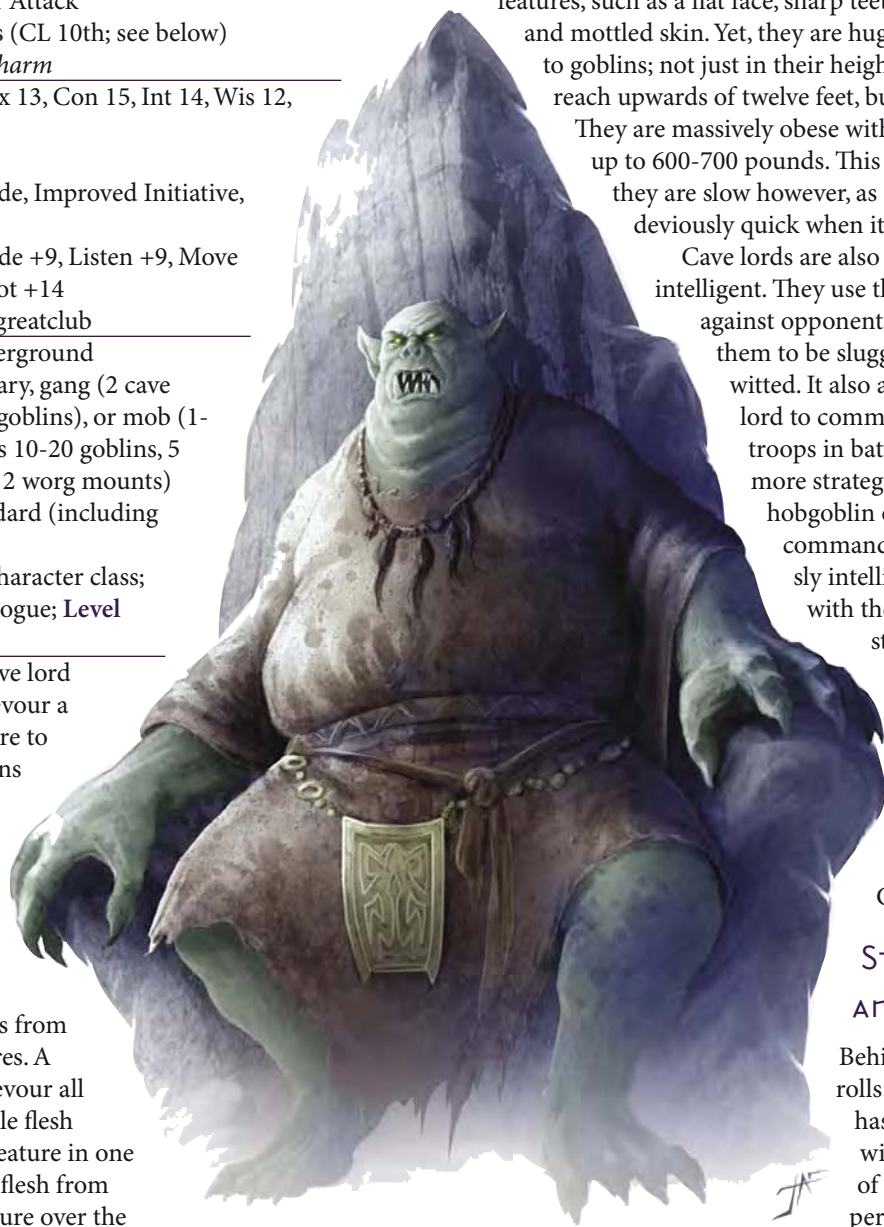
Cave lords are also unexpectedly intelligent. They use their cunning against opponents who expect them to be sluggish and slow-witted. It also allows the cave lord to command his goblin troops in battle, using them more strategically than any hobgoblin or bugbear commander could. This sly intelligence coupled with their overpowering

strength wins them much respect and loyalty among their followers.

Cave lords speak Common and Goblin.

STRATEGIES AND TACTICS

Behind its prodigious rolls of fat, a cave lord has a keen mind. It will take advantage of an opponent's perception of it



and feign stupidity and misunderstanding, stalling until its followers can sneak in from behind, or even playing dead on occasion. It's not afraid to fight and will do so with ferociousness, bellowing and bull rushing the most threatening opponent.

If a cave lord finds itself obviously outmatched and damaged, it will retreat with some goblin minions that it will kill and devour to heal itself.

CAVE LORD SOCIETY

No one knows exactly when or where cave lords came from, but goblins claim they arrived sometime shortly after the Chaos War, throwing their weight around and quickly making themselves the undisputed rulers of many of the goblin clans of Ansalon.

A cave lord will rarely be encountered very far from its lair and will always be accompanied by twenty to thirty goblins or hobgoblins. It rarely ventures above the surface and prefers to live a life of gluttony and sloth, having its goblin servants hunt and bring it food. Cave lords are carnivorous and eat not only meat but have also been known to practice cannibalism, devouring sniveling goblins or cowering kobolds.

If more than one cave lord is encountered, they will be working together, sometimes as mates or as cohorts, enslaving goblins to satisfy their greedy desires.

GURIK CHA' AHL

The name "gurik cha'ahl" comes from the goblin tongue for the term "ghost people."

This name is rooted in the belief that the gurik cha'ahl are goblinoid ancestors who tried to sneak their way back into the world of the living by possessing the bodies of their infants. The deformities that mark gurik cha'ahl are believed to be the physical manifestation of the two souls warring for domination of the body.

Goblinoids believe it is bad luck to kill a gurik cha'ahl and risk the wrath of other ancestors. Because of this, gurik cha'ahl are abandoned in the wilderness, instead of killed, by their fellow blood relatives, as many would expect.

The gurik cha'ahl were more common on the continent of Taladas with rare cases appearing on Ansalon. During the Age of Mortals, however, something happened to create a spike in the number of gurik cha'ahl produced in Ansalon. Many theorize that the altering of the land, as well as the

Dragon Purge and the effects of spirits draining spells from sorcerers and mystics, had a polluting effect on the goblin race. Others contend that the chaotic energies of entities such as Malfesus (the so-called son of Takhisis and Hiddukel) mutate goblins in the vicinity, creating larger groups of gurik cha'ahl.

For the most part, gurik cha'ahl keep to themselves. Many of them are old enough to remember being abandoned by their people, and those who aren't can still perceive the resemblance between themselves and the creatures that sired them. They violently hate their ancestors with a passion and often consider other gurik cha'ahl to be little better.

One notable exception to this rule can be found in the form of the small village Gurik P'lresse (a term that literally translates out into "ghost town") in the goblin realm of Sikk'et Hul on Northern Ergoth. Because the goblins of Sikk'et Hul are known for being slightly more civilized than their cousins, they saw fit to give the gurik cha'ahl a place to call their own. The gurik cha'ahl of Gurik P'lresse are only slightly less resentful of this treatment but live in a manner similar to their cousins.

SAMPLE GURIK CHA' AHL

This creature is a misshapen and deformed humanoid. Its skin is reddish-brown, and it has stringy black hair hanging from the back of its head and along its shoulders. It wears the most rudimentary of clothing.

This example uses a 1st-level goblin warrior as the base creature.



GURIK CHA' AHL CR 1

Male gurik cha'ahl goblin warrior 1

Usually CE Small humanoid

Init +2; **Senses** darkvision 60 ft., scent; **Listen** +1, **Spot** -1

Languages Common, Goblin

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

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** -1

Spd 30 ft.

Melee Small shortsword +3 (1d4+2/19-20) or

Ranged Small sling +2 ranged (1d3+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -2

Atk Options sneak attack +1d6

Abilities **Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 4

SQ goblin blood

Feats Track

Skills **Hide** +12, **Listen** +1,

Move Silently +8, **Survival** +3

Possessions Small shortsword, Small sling

Environment Temperate plains

Organization Solitary



Treasure Standard (including possessions)
Advancement by character class; **Favored Class** rogue;
Level Adjustment +1

Gurik cha'ahl are the hideously random mutated offspring of goblins. They are cast out of mainstream goblin society when, after the first few years of life, their deformities begin to manifest.

Gurik cha'ahl stand slightly taller than goblins and range from around 3-1/2 to almost 4 feet tall. Gurik cha'ahl goblins are always stronger and tougher than their goblin brethren, regardless of their deformities. Because they are left out on their own, they tend to assemble furs into makeshift breeches and other ill-fitting clothing for protection.

Gurik cha'ahl speak Goblin. Those capable of speaking other languages also speak Common.

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

STRATEGIES AND TACTICS

As most gurik cha'ahl are loners, they have no interest in engaging in prolonged combat. They tend to keep hidden among the overgrowth of an area and track their quarry until an advantageous opportunity presents itself. A gurik cha'ahl will then attack from a distance with its sling and, if pressed into melee, will resort to the use of a short sword.

Since most gurik cha'ahl are solitary in nature, they prefer to attack solitary targets, save on the rare occasions when they form packs, and will under no circumstances fight against overwhelming odds. A gurik cha'ahl usually attacks only to steal something of value that might aid in its survival.

CREATING A GURIK CHA' AHL

"Gurik cha'ahl" is an inherited template that can be added to any creature with the goblinoid subtype (referred to hereafter as the "base creature").

A gurik cha'ahl uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The base creature's natural armor improves by +1.

Special Attacks: Gurik cha'ahl retain all of the special attacks of the base creature and gain the following special attack.

—*Sneak Attack (Ex)* Gurik cha'ahl are skilled at striking a target's weak points and add +1d6 damage to attacks when their opponent loses its Dexterity bonus to AC or is flat-footed. This ability is identical to the rogue class feature of the same name and stacks with any other sneak attack bonus.

Special Qualities: Gurik cha'ahl retain all of the special qualities of the base creature and gain the following.

—*Scent (Ex)* A gurik cha'ahl has an extraordinary sense of smell and gains the benefits of the scent quality.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Cha-2.

Skills: Gurik cha'ahl gain a +6 racial bonus to Hide and Move Silently. Otherwise, same as the base creature.

Environment: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: As the base creature.

Level Adjustment: Same as the base creature +1.

GURIK CHA' AHL CHARACTERS

Ever sneaky and solitary, most gurik cha'ahl characters will eventually end up stealing something that causes them to be hunted. They make excellent rogues and rangers for this reason. Gurik cha'ahl rarely worship any gods with the exception of Morgion, who allows them to spread diseases that disfigure others. Left without education or opportunity, most gurik cha'ahl do not become wizards.

HATORI

This creature resembles a monstrous alligator. Its scales protrude from its body with rock-shaped patterns in earth-tone hues of red, ochre, and ivory.

HATORI

CR 8

Usually CN Large dragon (earth)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Listen** +11, **Spot** +11



Languages Draconic

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (10 HD); DR 10/magic

Immune paralysis, sleep

Fort +13, Ref +10, Will +9

Spd 10 ft.; burrow 60 ft.; improved burrow; Run

Melee bite +15 (2d6+6) and tail +10 (1d8+3)

Space 10 ft.; Reach 5 ft.

Base Atk +10; Grp +20

Atk Options improved grab (bite), pounce, swallow whole

Abilities Str 23, Dex 16, Con 21, Int 7, Wis 14, Cha 10

Feats Run, Skill Focus (Hide), Skill Focus (Survival), Track

Skills Hide +15*, Listen +11, Move Silently +11, Spot +11, Survival +18

Environment Temperate deserts

Organization Solitary or pack (2-5)

Treasure None

Advancement 11-15 HD (Huge), 16-30 HD (Gargantuan), 31-45 HD (Colossal); Level Adjustment —

Improved Burrow (Ex) Burrowing through sand is the most natural form of movement for a hatori, and as such, it can take the run action and charge while burrowing, provided it burrows in a straight line.

Improved Grab (Ex) To use this ability, a hatori 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 try to swallow the opponent in the following round.

Pounce (Ex) If a hatori charges an opponent, it can make a full attack.

Swallow Whole (Ex) A hatori can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. Once inside, the opponent takes 2d8+6 points of crushing damage and 6 points of acid damage per round from the hatori's digestive juices. A swallowed creature can cut its way out by dealing 25 points of damage to the hatori's digestive tract (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A hatori has a +10 racial bonus on Hide checks when in its native desert terrain.

Much like wyverns, hatori are distant cousins of true dragons. The hatori resembles a cross between a dragon and a rather large crocodile. It is a desert creature (commonly known as a sandwurm for its relation to dragons) with a rock-like hide. Hatori have naturally adapted to "swim" just beneath the desert sands and have very limited movement when placed upon a hard surface. Hatori are also known for their role in the parentage of the tylors—a crossbreed that occurs when hatori mate with true dragons.

A hatori's body usually stretches from 10 feet, known to reach up to 50 feet in length, and weighs a little less than one ton. Certain tales speak of "greater hatori" reaching lengths akin to some of the larger dragons native to Ansalon.

Hatori speak Draconic, though they rarely care to engage in discussion with any creature that isn't obviously more powerful than it, such as a true dragon.

STRATEGIES AND TACTICS

A hatori's favored tactic is to hide in the desert terrain, disguised as an outcropping of rocks, and wait for victims to get nearby. Hatori packs will often find spots near oases or other desirable resting areas and rip to shreds any creature they cannot first swallow whole. The older and larger hatori get, the more territorial they become and, because of this, usually hunt alone. Even though hatori wait to ambush a foe, once they've made their attack on an intended victim, they relentlessly pursue it through the desert.

HORAX

This insectoid creature looks like a six-foot long centipede. It has a segmented shell of blue-black chitin. Large and powerful mandibles jut out just below its beady eyes. It rears up cobra-like, displaying a mottled yellow-green underbelly.

HORAX

CR 2

Always N Medium vermin

Init +7; Senses darkvision 60 ft., tremorsense 100 ft.; Listen +5, Spot +5

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 26 (4 HD)

Immune vermin traits

Fort +6, Ref +4, Will +1

Spd 30 ft.; burrow 20 ft.; climb 30 ft.

Melee bite +6 melee (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +5

Atk Options improved grab (bite), pounce, rake (1d4+2)

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

Feats Improved Initiative, Weapon Focus (bite)

Skills Climb +14, Listen +5, Spot +5

Environment Underground

Organization Infestation (3-30) or nest (50-100)

Treasure No coins, 50% goods, 50% items

Advancement 5-8 HD (Medium), 9-12 HD (Large); Level Adjustment —

Improved Grab (Ex) To use this ability, a horax 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 horax charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +5 melee, damage 1d4+2.

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

Horaxes are relatives of the monstrous centipedes that infest subterranean areas. They are vicious creatures and will attack a single opponent until one or the other falls.

A horax has twelve legs, and its color, though most commonly dark blue, can also take on a faded gray hue



with blue-mottled specks. A horax is about 6 feet long and weighs 300 pounds. The horax is the greatest pest amongst mountain dwarves who happen to stumble upon nests of the beasts. On occasion, a few horaxes will make their way unbidden into dwarven settlements and lead to a citywide infestation.

Horaxes are primarily hunters, but if the need arises, they will scavenge and feed upon carrion as they find it.

STRATEGIES AND TACTICS

Horax tactics are simple. When they spot a victim, they'll charge and pounce to attack. The horax will attempt to establish a grab and, when it has one, will try to maintain it at all costs in order to deal damage with its bite and rakes. Horaxes will only concentrate on one enemy at a time until it is killed.

A horaxes' climbing ability gives it a tactical advantage within tunnels, and multiple horaxes will attack one foe from the ceiling and walls of a tunnel in addition to those on the floor.

Improved Grab (Ex) To use this ability, a horax 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 horax charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +5 melee, damage 1d4+2.

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

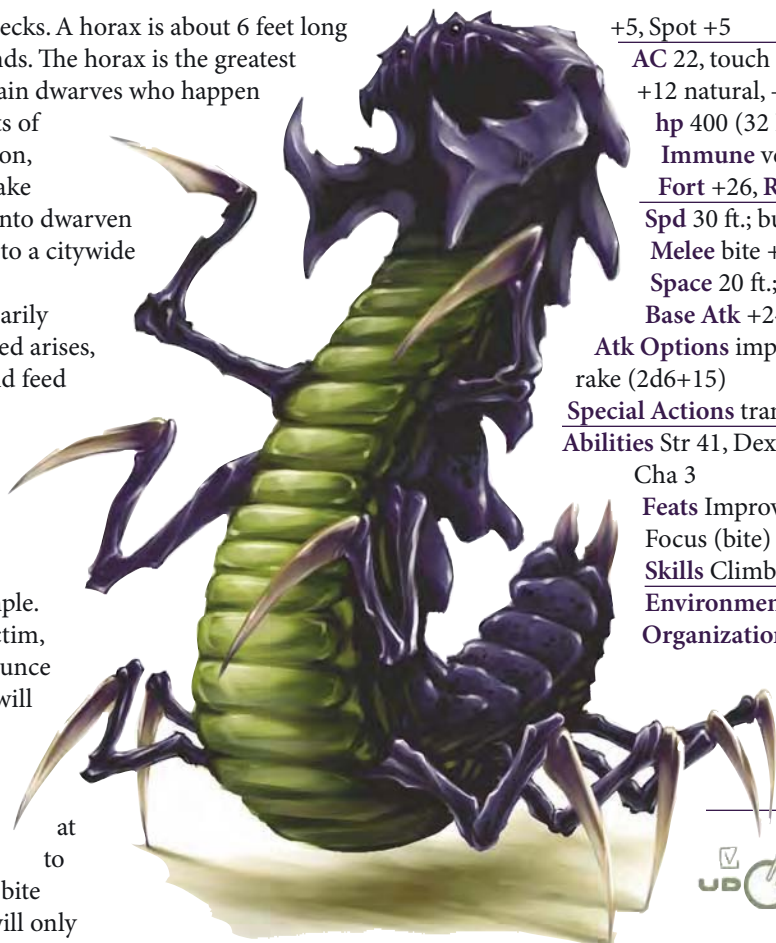
EARTHSHAKER HORAX

On occasion, a horax will reach truly incredible size, whether by magical experimentation or freak mutation. Examples of these enormous horaxes were thought to only exist in the darkest reaches of Taladas until one such specimen, nearly sixty feet long, surfaced near Thoradin after the War of Souls. This so-called earthshaker horax terrorized Severus Stonehand's dwarves for over a week.

EARTHSHAKER HORAX

Always N Gargantuan vermin
Init +6; Senses darkvision 60 ft., tremorsense 100 ft.; Listen

CR 12



+5, Spot +5

AC 22, touch 10, flat-footed 19 (+3 Dex, +12 natural, -3 size)

hp 400 (32 HD)

Immune vermin traits

Fort +26, Ref +13, Will +10

Spd 30 ft.; burrow 20 ft.; climb 30 ft.

Melee bite +37 melee (3d6+15)

Space 20 ft.; Reach 15 ft.

Base Atk +24; Grp +51

Atk Options improved grab (bite), pounce, rake (2d6+15)

Special Actions trample

Abilities Str 41, Dex 16, Con 27, Int —, Wis 10, Cha 3

Feats Improved Initiative, Weapon Focus (bite)

Skills Climb +27, Listen +5, Spot +5

Environment Underground

Organization Solitary

Treasure No coins, 50% goods, 50% items

Advancement 33-64

HD (Gargantuan); Level

Adjustment —

Improved Grab (Ex)

To use this ability, an earthshaker horax 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 an earthshaker horax charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +36 melee, damage 2d6+15.

Trample (Ex) 2d6+22, Reflex DC 41 half. The save DC is Strength-based.

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

HULDREFOLK

This is a small, hairless humanoid creature with gray skin. Its body is thin and supports a large bulbous head with a small slit-like mouth, tiny nostrils instead of a nose, and large pitch-black eyes.

EARTH HULDREFOLK

CR 8

Always N Small fey (extraplanar)

Init +6; Senses darkvision 120 ft., low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Huldrefolk, Sylvan

AC 21, touch 17, flat-footed 15 (+6 Dex, +4 natural, +1 size)

hp 30 (6 HD); DR 10/cold iron

SR 23 (arcane spells only)

Fort +3, Ref +11, Will +8

Weakness light sensitivity

HULDREFOLK AND THE GATES

THROUGHOUT Krynn stand twelve monolithic fixtures made of standing stones in circular formation. Among the known locations of these monoliths are New Swamp, the Desolation, Dimernesti, the goblin nation of Sikk'et Hul, and Nightlund. Scholars feel these sites act as portals to the Etheral Sea, though sorcerers and wizards who have tried to unlock their secrets either come away with little information or are never heard from again.

Huldrefolk scholars agree that it was these gates that allowed the huldrefolk to conduct their exodus from Krynn millennia ago near the end of the Age of Starbirth. The exact reason for this sudden departure is unknown. Some speculate that the huldrefolk saw the rise of the mortal races and chose to bow out of the world's affairs, realizing their time was done. Other,

more radical, theories have presented themselves over time.

A recent idea proposed by Aleck uth-Kinear, an Aesthetic from the Great Library of Palanthis, claims this departure occurred for less altruistic reasons. The huldrefolk found that the longer they stayed upon Krynn, the more the world changed and altered them, enhancing their ties to nature and ultimately dulling their extraplanar nature. In his article, uth-Kinear argues that the huldrefolk were the ancestors to *all* fey creatures on Krynn—from dryads to nymphs, sprites to satyrs, and even other denizens of nature that have yet to be catalogued. Uth-Kinear purports that his claims are based upon writings found in the ancient huldre tongue at sites surrounding the (now undead-free) Nightlund portal.

Spd 40 ft.

Melee 2 claws +10 (1d4-2) and bite +5 (1d6-2) or

Melee touch +10 (1d4 Constitution drain [Fort DC 18])

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp -3

Sorcerer Spells Known (CL 8th, +10 melee touch, +10 ranged touch)

4th (4/day)—*spike stones*^D (DC 19)

3rd (6/day)—*earthen shield*, *stone shape*^D

2nd (7/day)—*blur*, *soften earth and stone*^D, *stone shards* (DC 17)

1st (8/day)—*burning hands* (DC 16), *charm person* (DC 16), *identify*, *magic stone*^D, *ray of enfeeblement*

0 (6/day)—*acid splash*, *detect magic*, *ghost sound* (DC 15), *message*, *ray of frost*, *resistance*, *touch of fatigue* (DC 15)

^D: Domain spell. Domain: Earth.

Abilities Str 7, Dex 22, Con 12, Int 18, Wis 17, Cha 20

SQ earth control (CL 8th), light transparency

Feats Heighten Spell, Toughness, Weapon Finesse

Skills Bluff +14, Concentration +9, Decipher Script +13,

Hide +19, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +3, Move Silently +14, Sense Motive +12, Spellcraft +15 (+17 deciphering scrolls), Spot +3, Use Magic Device +14 (+16 involving scrolls)

Environment The Etheral Sea

Organization Solitary

Treasure No coins or goods; double items

Advancement 7-12 HD (Small); Level Adjustment +8

Ability Drain (Su) Living creatures hit by a huldrefolk's touch attack must succeed on a DC 18 Fortitude save or take 1d4 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the huldrefolk gains 5 temporary hit points.

Arcane Resistance (Ex) A huldrefolk effectively has a spell resistance of 23 against all arcane spells (including wizard, bard, and sorcerer spells). They have no spell resistance against divine spells (including cleric, druid, and mystic spells).

Earth Control (Sp) Once per day per Hit Die, a huldrefolk has the ability to exercise a limited amount of control over items or creatures related to earth. He can use any of these spell-like abilities as a standard action, but can never use any combination of the abilities granted by his earth control more than his daily allotment.

Earth Merge—This ability allows the huldrefolk to merge his body with earth or stone. This ability works just like *meld into stone*, except the huldrefolk may meld into any earthy substance. A huldrefolk can remain merged with earth indefinitely.

Earth Shape—This ability allows the huldrefolk to assume the form of a Medium or smaller earth elemental or any creature with the earth subtype. The huldrefolk gains all of the extraordinary special qualities, as well as supernatural abilities, of the new form but no spell-like abilities. The huldrefolk does not regain lost hit points when it changes.

Earth Speak—This ability works like *speak with animals*, except the huldrefolk is able to communicate with creatures or elements related to earth.

Earth Stride—This ability works like *tree stride* save with a transport range of 500 feet and only through earth or stone.

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

Light Transparency (Ex) Huldrefolk are rendered invisible in bright sunlight or within the radius of a *daylight* spell. This effect lasts as long as the huldrefolk is within the proper lightning and does not fade if he attacks.

Huldrefolk are considered Krynn's primal fey. They are accomplished natural sorcerers, and each individual huldrefolk is bound to a certain domain of creation. Little is truly known about huldrefolk, as the race all but disappeared from the face of Ansalon millennia ago, leaving only a few individuals behind.

Huldrefolk generally stand around 2-1/2 feet tall and weigh about 20-30 pounds. Their gray features are delicate



and well-formed. Their mouths are filled with tiny sharp teeth, and their fingers are long and end in small claws. Huldrefolk will often use their *domain shape* ability to take on features reminiscent of their associated domain. Huldrefolk are often malleable in attitude, and respond in a like manner to those who approach them.

The huldrefolk are rumored to have come from a plane beyond Krynn, one they call “the Gray,” where spirits reside and other creatures of magic dwell. Scholars believe that the plane referred to is the Ethereal Sea. Many myths perpetuate in the scholarly community about the huldrefolk—some say they have the ability to possess those slain with a simple touch, while others claim that sunlight can kill or trap them. Many of these claims are false though, as with all myths, are based on some kernel of truth.

Huldrefolk speak their own language as well as Common, Draconic, and Sylvan.

STRATEGIES AND TACTICS

Huldrefolk prefer to keep their distance and rely on spells. If they are obviously outmatched, they’ll close in to perform touch attacks and drain the Constitution scores of their opponents before retreating (usually through their domain stride) to unleash their spells on their opponents.

HULDREFOLK DOMAINS

Domain Control (Sp) Once per day per Hit Die, a huldrefolk has the ability to exercise a limited amount of control over items or creatures related to his domain of choice (see below).

He can use any of these abilities as a standard action but can never use any combination of the abilities granted by his domain control more than his daily allotment. All abilities are used as a sorcerer with a caster level equal to the huldrefolk’s racial Hit Dice plus 2.

Domain Merge—This ability allows the huldrefolk to merge his body with that of his associated domain. This ability works just like *meld into stone*, except the

huldrefolk may meld into his associated domain. A huldrefolk can remain merged with his associated domain indefinitely.

Domain Shape—This ability allows a huldrefolk with the Air, Earth, Fire, or Water domains to assume the form of an elemental creature of the appropriate subtype. Thus a huldrefolk with the Earth domain could change shape into a Medium earth elemental. Huldrefolk with the Plant domain can change shape into plants, and those with the Animal domain can change shape into animals. The huldrefolk gains all of the extraordinary special qualities, as well as supernatural abilities, of the new form but no spell-like abilities. The huldrefolk does not regain lost hit points when it changes.

Domain Speak—This ability works like *speak with animals*, except the huldrefolk is able to communicate with creatures or elements associated with the domain. In the case of the elemental domains, the huldrefolk is able to tap into the deeper spark of ambient magic that resides in all things.

Domain Stride—This ability works like *tree stride* save with a transport range of 500 feet regardless of the domain.

Spells: A huldrefolk casts arcane spells as an 8th-level sorcerer. However, each huldrefolk must choose from Air, Animal, Earth, Fire, Plant, or Water as a domain (much like a mystic). The huldrefolk’s known spells must include the spells provided by his domain. These spells are cast as arcane spells. The huldrefolk does not gain the granted power of the domain (see Domain Control).

IMP, VAPOR

This two-foot tall humanoid’s skin is red with a protruding belly. It sports harlequin-like features and a pair of curved horns. A red mist perpetually oozes from its body.

IMP, VAPOR

CR 1

Always CE Tiny outsider (air, native, water)

Init +3; Senses Listen –1, Spot +4

Languages telepathy 100 ft.

AC 15, touch 15, flat-footed 12 (+3

Dex, +2 size)

hp 11 (2 HD)

Immune electricity

Fort +4, Ref +6, Will +2

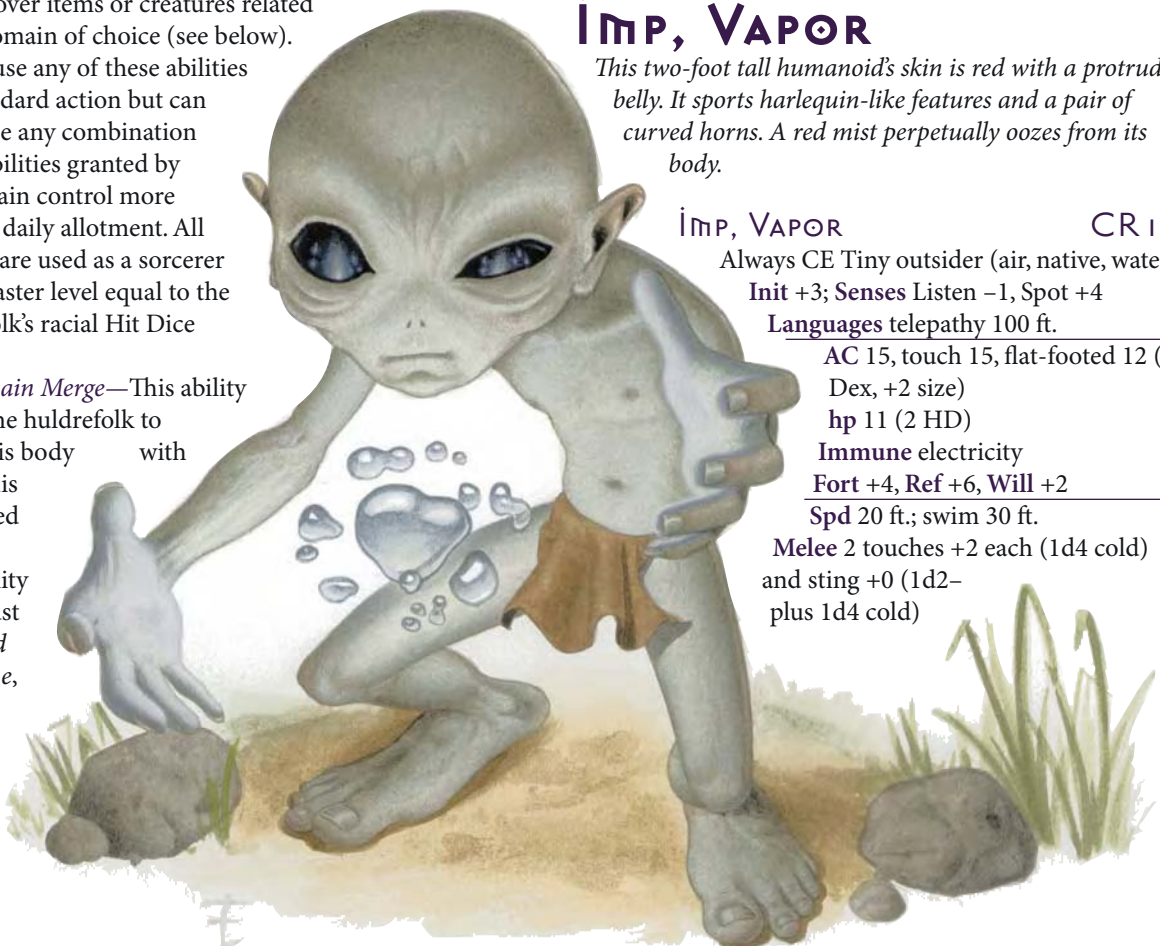
Spd 20 ft.; swim 30 ft.

Melee 2 touches +2 each (1d4 cold)

and sting +0 (1d2–

plus 1d4 cold)

2



Space 2-1/2 ft.; Reach 0 ft.
Base Atk +2; Grp -8
Spell-Like Abilities (CL 5th)

At will—*gaseous form*

Abilities Str 6, Dex 17, Con 12, Int 10, Wis 9, Cha 15

SQ spontaneous generation

Feats Multiattack

Skills Balance +10, Bluff

+7, Climb +10,
Escape Artist +8,
Hide +11 (+8 size
+3 Dex), Listen
-1, Spot +4, Swim
+2, Tumble +8

Environment Warm aquatic

Organization Mob (10-100)

Treasure None

Advancement 3-6

HD (Tiny); Level
Adjustment +3
(cohort)

Cold (Ex) A vapor imp's body generates intense cold, causing opponents to take an extra 1d4 points of cold damage every time the creature succeeds on a touch or sting attack. Creatures attacking a vapor imp unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Spontaneous Generation (Su) Whenever a vapor imp is hit by an attack that deals electrical damage, it makes a DC 15 Constitution check. On a success, the imp reproduces, generating an exact duplicate of itself. On a failure, nothing happens.

Skills: A vapor imp gains a +8 racial bonus on all Climb checks. It also gains 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.

Vapor imps are descendents of regular imps who passed from the Abyss to Krynn when the First Cataclysm struck. They are more commonly known throughout Ansalon as Blood Sea imps for the body of water they are most frequently found in. Since the cessation of the Maelstrom, however, vapor imps have begun to migrate into other waters as well.

Vapor imps are cruel and vicious creatures that live only to cause destruction to unsuspecting vessels. Their skin is a slick crimson color, and their facial features are exaggerated, as they sport a perpetual toothy grin beneath their large and bulbous nose. They are almost 2 feet tall and weigh around 20 pounds.



Vapor imps constantly cackle, groan, and scream, and as such, cannot speak any languages. They rarely communicate with non-vapor imps with their telepathy.

STRATEGIES AND TACTICS

Vapor imps are malevolent creatures that rarely attack individuals with the intention of doing direct harm. They prefer to coalesce on a ship and materialize all at once with the intention of ruining the ship and stealing any valuables onboard. The imps carry on their business, ignoring anybody who doesn't interfere. Should their victims try to stop the imps, they swarm the creature and attack or push it off the edge of the boat.

KALOTHAGH

This dull-green, twelve-foot-long fish resembles a cross between a giant trout and a pincushion. Its back is covered in spines and spurs, and its fins are spiked. It has an upward-hinging jaw and moves through the water like a shark.

KALOTHAGH

CR 2

Always N Large animal (aquatic)

Init +6; Senses low-light vision; Listen +1, Spot +1

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 22 (4 HD)

Fort +5, Ref +6, Will +2

Spd swim 60 ft.; bladder

Melee 4 spines +4 each (1d6 plus poison and spine proximity) and bite -1 (1d4-2)

Ranged 4 spines +5 each (1d6 plus poison and spine proximity)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +5

Atk Options spine proximity

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

Feats Improved Initiative, Weapon Finesse

Skills Hide +2, Listen +1, Spot +1, Survival +4

Environment Warm aquatic

Organization Solitary or school (2-10)

Advancement 5-8 HD (Large), 9-12 HD (Huge); Level Adjustment —

Bladder (Ex) A kalothagh has a bladder lining its body which it can fill with air as a full round action to make

an escape when it is in danger. A kalothagh that inflates its bladder floats belly-up toward the surface at a rate of 120 feet per round. The kalothagh may deflate its bladder as another full round action. While floating in this manner, a kalothagh may take no other actions.

Poison (Ex) Injury;
Fort DC 14; 1d6
Dex/2d6 Dex.
The save DC is
Constitution-
based.

Spine Proximity

(Ex) Any
creatures within 5 feet of a kalothagh must succeed at a DC 14 Reflex save each round or take damage as if having been shot by the kalothagh's spines. The save DC is Dexterity-based. Any creature hurt by a kalothagh's spines through this method or its attack must succeed at a DC 14 Reflex save, or the barbed spines will hook in the creature's flesh, causing the spine to detach from the kalothagh. Removing the spines results in another 1d4 points of damage. A kalothagh is assumed to have 2d8+16 spines at any given time. It takes one week for its spines to grow back. Spines used for a ranged attack underwater never take more than a -4 penalty.

Kalothaghs (often known as "pricklebacks" by mariners) are large fish that usually patrol tropical waters. They are never used for food due to the weak paralytic poison that permeates their flesh; however, on occasion, certain primitive societies will catch them and use their poisonous spines for weapons.

Kalothaghs are extremely large fish likely related to sharks. They are usually no less than 12 feet long and weigh 500 pounds. Kalothaghs have a green body that fades into an almost-brown color and is covered in many spines. Their eyes are wide and yellow, and they have a weak jaw that hinges upward like a trout.

STRATEGIES AND TACTICS

A kalothagh prefers to shoot its spines at enemies and will only use its weak bite if necessary. Although they are carnivorous, they will not seek out prey of Medium or larger size, which does mean Small creatures are occasionally attacked by one or two kalothagh. Their



rudimentary cunning affords them some understanding of when a fight is going poorly for them, and few pricklebacks will engage in an extended battle.

Kani Doll

This is a crudely formed doll made of badly sewn cloth and stuffed with hay. It is dressed in worn and ragged peasant clothing with wooden buttons and boots. Despite its otherwise fabricated appearance, the doll has a mouth full of sharp teeth and possesses a wicked-looking expression of malice.

Kani Doll

CR 1

Always CE Diminutive construct (evil)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Listen** +0,
Spot +0

Languages Common

AC 19, **touch** 17, **flat-footed** 16 (+3 Dex, +2 natural, +4 size)
hp 11 (2 HD)

Immune construct traits

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

Spd 20 ft.; **scamper**

Melee bite +8 (1 point ability damage)

Space 1 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -16 (+0 if attached)

Atk Options attach

Abilities Str 1, Dex 16, Con —, Int 6, Wis 10, Cha 3

Feats Weapon Finesse

Skills Hide +16, Jump +10, Listen +0, Move Silently +6, Spot +0

Environment Any

Organization Solitary or horde (2-20)

Treasure None

Advancement —; **Level Adjustment** —

Ability Damage (Su) Kani dolls are too weak to deal any serious damage with their bites, but they are feared for their ability to literally chew away at the spirit and life-force of their victims. A kani doll's bite attack delivers 1 point of ability damage with a successful hit or each round it remains attached to the victim. The ability affected depends on the nature of the doll (see table below).

Kani Doll Type	Ability Damage
Bear	Constitution
Bull	Strength
Cat	Dexterity
Eagle	Charisma
Elephant	Wisdom
Fox	Intelligence
Human	Intelligence
Lion	Charisma
Owl	Wisdom
Rabbit	Dexterity
Tiger	Strength
Turtle	Constitution

Attach (Ex) Kani dolls establish a surprisingly firm hold on their victims. To use this ability, the kani doll must first succeed on a bite attack.

It is then effectively grappling with its victim. The kani doll loses its Dexterity bonus to AC, leaving it with an AC of 16, but holds on with great tenacity. Kani dolls have a +16 racial bonus on grapple checks (already figured into the Attack/Grapple entry above). A kani doll deals ability score damage every round it remains attached. An attached kani doll can be struck with a weapon or grappled itself. To remove an attached kani doll through grappling, the opponent must achieve a pin against the kani doll.

Scamper (Ex) Kani dolls are capable of bursts of speed. Three times a day, the kani doll can double its base speed to 40 feet



for one round.

Skills: Kani dolls have a +6 racial bonus to Jump checks. A kani doll uses its Dexterity modifier instead of its Strength modifier when making Jump checks.

The kani doll is a popular charm and children's toy throughout rural and primitive communities across Ansalon. Hedge wizards, creating a kind of beneficial totem, imbue some with minor magic; occasionally, this process is tainted by the influence of evil forces, and the harmless toy becomes a cruel and wicked killer.

A kani doll can look like any child's doll, from a stuffed animal carefully sewn with feathers or

fur to a miniature cloth or wooden figurine with the appearance of a baby. The appearance of the kani doll usually conforms to the beneficial association or charm the doll is intended to provide. In the case of kani dolls possessed by evil spirits, the appearance becomes twisted into a darker reflection. Most gain pointed teeth and malicious grins.

The statistics provided above are suitable for the majority of kani dolls. Some few kani dolls possess a limited flight speed, especially those designed in

KANI DOLL CHARMS

BENEFICIAL kani dolls have been used since the early days of nomadic peoples on Ansalon to protect children and ward off evil. The practice fell into decline during the Age of Might as more and more kani dolls created were inhabited by evil spirits, but some tribes of nomads or rural communities still craft them. One in every ten kani doll charms becomes the home of an evil spirit and must immediately be destroyed, lest it attack its creator and anybody else it encounters.

A kani doll only provides its benefits to children (defined as immature or pre-adolescent members of

any given race). It grants a +2 enhancement bonus to a specified ability score as long as they are in the possession of the child. In addition, once per day or whenever the child is asleep, a kani doll grants a *protection from evil* effect on the child so long as the doll is in the child's possession.

Moderate abjuration and transmutation; CL 3rd; Craft Wondrous Item, *protection from evil*, *bear's endurance* (bear, turtle) or *bull's strength* (bull, tiger) or *eagle's splendor* (eagle, lion) or *cat's grace* (cat, rabbit) or *owl's wisdom* (elephant, owl) or *fox's cunning* (fox, human); Cost 3000 stl; Price 3000 stl.

the semblance of birds. For the most part, however, appearances are purely cosmetic.

Kani dolls are usually between 6 to 10 inches in length. They weigh less than a pound.

Kani dolls can speak the language of their creator as well as Common, but they usually only do so when their true natures have been revealed.

STRATEGIES AND TACTICS

Kani dolls prefer to lie in wait, pretending to be inanimate toys until they are alone with their victim or it is dark. They usually leap upon the victim and try to maintain a hold, delivering a debilitating bite.

CONSTRUCTION

An evil kani doll is crafted from simple materials, such as straw, wood, cloth, and paint. The materials cost 10 stl. Creating the doll requires a DC 12 Craft check, the exact nature of the craft dependent on the doll (sewing for a rag doll, carpentry for a wooden doll, pottery for a ceramic doll). After the doll is created, it is animated through an extended ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and costing 500 stl to establish. If the creator is personally crafting the doll, the doll's crafting and the ritual can be performed together.

A kani doll with more than 2 HD can be created, but each additional Hit Die adds +2000 stl to the cost to create.

These instructions are for deliberately creating an evil kani doll that will serve its creator. Kani dolls that become malicious on their own accord usually seek to destroy their creator and arise in the standard charm making process (see sidebar).

Craft Construct (see *Monster Manual*, page 303), *chill touch*, *haste*, *lesser planar binding*, *mending*, caster must be at least 7th level; Price — (never sold); Cost 1010 stl + 41 xp.

KNIGHT HAUNT

A suit of knightly armor, with accompanying sword and shield, seems to float in the air independent of an actual body. A vague golden glow fills out the equipment in the absence of a wearer. The armor is patterned in swirling symbols, and emblazoned across the breastplate is a stylized kingfisher with a rose in one claw, a sword in the other, and a crown above it.

KNIGHT HAUNT

CR 7

Often LG Medium undead

Init +1; Senses darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Solamnic

AC 25, touch 13, flat-footed 24 (+9 armor, +2 deflection, +1 Dex, +3 shield)

hp 54 (8 HD); DR 5/adamantine

Immune undead traits

Resist Honor-bound; SR 14

Fort +2, Ref +3, Will +9

Spd 20 ft.; fly 20 ft. (perfect) in +1 *full plate*; base 30 ft., fly 30 ft. (perfect)

Melee +2 *longsword* +9 (1d8+4/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +6

Spell-Like Abilities (CL 8th)

At will—*detect chaos*, *detect evil* (or *detect good* if evil), *detect magic*

Abilities Str 15, Dex 13, Con —, Int 6, Wis 17, Cha 15

SQ horrific appearance, rejuvenation, +2 turn resistance

Feats Honor-bound, Mounted Combat, Weapon Focus (*longsword*)

Skills Knowledge (nobility and royalty) +9, Knowledge

(religion) +1, Listen +3, Move Silently +9, Ride +5, Spot +3

Possessions +1 *full plate*, +1 *heavy steel shield*, +2 *longsword*

Environment Temperate plains

Organization Solitary or unit (3-8)

Treasure 50% items plus possessions

Advancement 8-16 HD (Medium); Level Adjustment —

Horrific Appearance (Su) Any living creature within 60 feet that views a knight haunt must make a successful DC 16 Fortitude save or immediately take 1d4 points of Strength damage. The save DC is Charisma-based.



A creature that successfully saves against this effect cannot be affected by the same knight haunt's horrific appearance for 24 hours.

Rejuvenation (Su) A knight haunt that is destroyed will usually restore itself at the rise of the next full moon that corresponds to its alignment (Solinari if good, Lunitari if neutral, or Nunitari if evil). Knight haunts whose armor or weapons have been taken may attempt to manifest within the armor with a successful DC 16 level check (1d20 + knight haunt HD). If the armor is being worn by another person, it immediately falls apart and reforms around the knight haunt's spirit. If the knight haunt's weapon or shield is being carried by another person, the knight haunt can attempt to wrest it free with a successful Charisma check opposed by the bearer's Strength check. Pouring holy water on the armor, or casting a *hallow* spell upon the area where the knight haunt was destroyed, frees the knight haunt from its undeath and allows it to pass out of the world and through the Gate of Souls.

Knight haunts are the spectral remains of members of one of Krynn's Knightly Orders whose spirits now inhabit the armor and weapons they bore in life.

A knight haunt looks like a floating suit of highly polished and well-maintained armor, bearing a shield, and weapon of similar quality. The type of armor, shield and weapon can vary depending on those borne by the knight when it was alive; the previous stat block represents a typically well-equipped example. A golden light forms the vague outline of the body of the knight, but no features can be distinguished.

Up until the Chaos War, almost all knight haunts were former Knights of Solamnia who, for some reason, were unable to pass onto the hereafter. Many had fallen in battle and had unfinished business, while others remained after death as guardians of places which they had once sworn to defend. With the formation of the Knights of Takhisis, a few fallen individuals of that Order also rose as knight haunts. The War of Souls brought about a marked rise in the numbers of knight haunts, not only the from Solamnics and Dark Knights, but also some members of the Legion of Steel. However, after the return of the gods and the opening of the Gate of Souls once again, these numbers dropped considerably.

All knight haunts are honorable, just, and continue to possess the knowledge of the code they held to when they were living. However, their undead nature has reduced them to a fraction of their living intelligence. Unfortunately for the knights, their minds are locked into a rigid state not unlike the hard steel of their plate armor, fixated on their undying task.

The knight haunt described in the previous stat block represents a former Knight of Solamnia. Other magic arms and armor are possible.

STRATEGIES AND TACTICS

Knight haunts retain all the skill and training they had in life, as well as the codes of conduct they once adhered

to. They respect their opponents and many choose not to attack or threaten women, children, or the elderly. Those knight haunts that have sworn to defend a location or an individual will fight unerringly to protect their charge.

KYRIE

The kyrie are tall humanoids with bodies covered in brown and gold feathers. They have powerful, feathered wings instead of arms, with human hands, and their legs end in eagle-like talons. Their faces are human with arched eyebrows, high cheekbones, and feathery sideburns.

KYRIE

CR 2

Often N Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +2, Spot +1

Languages Auran, Kothian

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 18 (4 HD)

Fort +3, **Ref** +7, **Will** +5

Spd 20 ft.; fly 50 ft. (good)

Melee 2 claws +7 each (1d6-1) or

Melee handaxe +7 (1d6-1/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Mystic Spells Known (CL 3rd, +7 melee touch, +7 ranged touch)

1st (6/day)—*calm animals*^D (DC 12), *cure light wounds* (DC 12), *sanctuary* (DC 12), *shield of faith*

0 (6/day)—*create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*

^D: Domain spell. Domain: Animal

Spell-Like Abilities (CL 4th)

1/day—*speak with animals* (from Animal domain)

Abilities Str 8, Dex 16, Con 10, Int 10, Wis 13, Cha 10

Feats Great Fortitude, Weapon Finesse

Skills Handle Animal +3, Knowledge (nature) +5, Listen +2, Survival +6 (+8 above ground)

Possessions handaxe (2)

Environment Warm mountains

Organization Solitary, flock (5-15), or aerie (10-30)

Treasure 50% standard (including possessions)

Advancement by character class; **Favored Class** mystic;

Level Adjustment +3

Mystic Abilities: A kyrie has the domain and spells of a 3rd-level mystic. A kyrie who takes additional levels in mystic adds his innate mystic level to his class level to determine his spellcasting ability. Kyrie prefer the Air, Animal, or Sun domains.

The kyrie are an avian race with a strong connection to nature and a deep distrust of other races.

Kyrie, fairly rare outside of Mithas and Kothas, are considered one of the lost races of Ansalon. Even on the aforementioned Blood Sea Isles, the kyrie are a fairly reclusive lot, though their fiercely territorial nature has brought them into steeped conflict with the equally domineering minotaurs.

Kyrie stand slightly taller than humans and, because of their wiry frames and hollow bones, usually weigh no



more than 90 pounds. Their usual life-expectancy is 120 years, reaching maturity at the age of 16.

Kyrie speak Auran as well as Kothian. A rare few speak Common.

STRATEGIES AND TACTICS

Kyrie tend to shy away from unnecessary combat as they aren't built sturdily enough for it. That said, when they find trespassers on their territory, they will fight furiously and will die in battle before allowing themselves to be taken captive. When battle occurs, they prefer to first drop rocks and items upon their enemies, then slash with their claws from the air or land and do combat with their handaxes.

KYRIE SOCIETY

The kyrie, thought to have descended from a group of bird-adoring humans gifted by Chislev, once resided on coastal islands all over Ansalon's tropical northeast. They would commonly make nomadic circuits from island to island all over the continent, usually completing ten such journeys in their life.

Many years ago, the kyrie were forced to give up this lifestyle when tensions with the minotaurs reached their zenith. Ever since, the kyrie have mostly remained on the Blood Sea Isles, carrying out a savage war against those who they consider invaders, often striking at fringe settlements. Ultimately, scholars feel this is a war the kyrie have no hope of winning, one which will eventually bring about their own extinction. This fact is only compounded by the

totalitarian nature the minotaurs are now assuming under their new Emperor Hotak.

When not at war, the kyrie couldn't be more different. In their mountainous cave-homes, they maintain a delicate and poetic lifestyle and often entertain themselves by composing avian-inspired melodies.

KYRIE AS CHARACTERS

Kyrie leaders are often fighters with a few levels of mystic, while many of their shamans take more levels in mystic to augment their pre-existing magical abilities. Kyrie revere Chislev, whom they call Askyren, a word which translates roughly into common as "Winged Mother."

Kyrie characters possess the following racial traits.

— -2 Strength, +6 Dexterity, +2 Wisdom.

—Medium size.

—A kyrie's base land speed is 20 feet. It also has a fly speed of 50 feet (good).

—Darkvision 60 feet.

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

—Racial Skills: A kyrie's monstrous humanoid levels



give it skill points equal to 7 x (2 + Int modifier). Its class skills are Handle Animal, Knowledge (nature), Listen, and Survival.

- Racial Feats: A kyrie's monstrous humanoid levels give it two feats.
- +2 natural armor bonus.
- Spellcasting: Spells and domain as a 3rd-level mystic.
- Automatic Languages: Auran, Kothian. Bonus Languages: Common, Kalinese, Nordmaarian.
- Favored Class: Mystic.
- Level adjustment: +3.

KYRIE WARHAWK

The kyrie warhawk is a dedicated guardian and champion of his people, a dangerous foe to all enemies of the kyrie, but most especially to the minotaurs of Mithas and Kothas. Only a handful of warhawks will ever live past the age of thirty or forty years old, for their lives are fraught with danger. In the time they have given to them, they commit their entire lives towards acquiring martial skill, and honing that skill and their other unique talents so that they may better serve their people.

KYRIE WARHAWK CR 11

Male or female kyrie fighter 9

N Medium monstrous humanoid

Init +2; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Auran, Kothian

AC 21, touch 17, flat-footed 16 (+5 Dex, +2 natural, +2 ring, +2 bracers)

hp 80 (13 HD)

Fort +10, Ref +12, Will +9

Spd 20 ft.; fly 50 ft. (good)

Melee 2 claws +19 each (1d8+3) or

Melee +2 handaxe +21/+16/+11 (1d6+5/19-20/x3) and claw +14 (1d8+3) or

Melee +2 handaxe +19/+14/+9 (1d6+5/x3) and +2 handaxe +19 (1d6+5/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +14

Atk Options Flyby Attack

Mystic Spells Known (CL 3rd, +18 melee touch)

1st (6/day)—*cause fear* (DC 13), *cure light wounds*, *magic weapon*^D, *sanctuary* (DC 13)

0 (6/day)—*create water*, *detect magic*, *guidance*, *virtue*, *resistance*

^D: Domain spell. Domain: War.

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 15, Cha 10

Feats Combat Reflexes^B, Flyby Attack, Great Fortitude, Hover, Improved Natural Attack (claws), Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (claws)^B, Weapon Focus (handaxe)^B, Weapon Specialization (claws)^B, Weapon Specialization (handaxe)^B

Skills Handle Animal +5, Intimidate +6, Knowledge (nature) +5, Listen +4, Spot +4, Survival +6 (+8 above ground)

Possessions *bracers of armor* +2, +2 *handaxes* (2), *ring of protection* +2

LIZARDFOLK, JARAK-SINN

This brawny, stoop-shouldered reptilian humanoid is covered in green scales. Its head is like a crocodile's, and bony ridges extend from between its red eyes down its back and along its tail. Its tongue is forked and hangs out of its mouth, drooling saliva.

JARAK-SINN CR 2

Usually NE Large humanoid (reptilian)

Init +0; Senses Listen +0, Spot +0

Languages Common, Draconic

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 19 (3 HD)

Fort +3, Ref +3, Will +1

Spd 40 ft.; swim 20 ft.

Melee 2 claws +4 each (1d6+3) and bite +2 (1d6+1 plus 1d4 acid) or

Melee Large greataxe +5 (2d8+4/x3) and bite +2 (1d6+1 plus 1d4 acid)

Ranged javelin +1 (1d8+3)

Space 10 ft.; Reach 10 ft.

Base Atk +2; Grp +9

Atk Options acid

Abilities Str 16, Dex 11, Con 15, Int 7, Wis 10, Cha 10

SQ hold breath

Feats Multiattack, Weapon Focus (greataxe)

Skills Balance +6, Jump +9, Listen +0, Spot +0, Swim +9

Possessions Large greataxe, Large javelin (3)

Environment Temperate marshes

Organization Gang (2-3), squad (2 plus 6-10

lizardfolk), band (4-8 plus 10-20 lizardfolk plus 50% noncombatants plus 1 leader of 3rd-6th level), or tribe (10-20 plus 30-60 lizardfolk plus 2 lieutenants of 3rd-6th level, 1 anagakok of 4th-8th level, and 1 leader of 4th-10th level)

Treasure Standard (including possessions)

Advancement by character class; Favored Class barbarian; Level Adjustment +3

Acid (Ex) Before entering combat, a jarak-sinn often licks his weapon (which requires a full-round action). The acid remains on the weapon for 3 rounds or until the jarak-sinn hits, whichever comes first. Due to the exact nature of the acid, only non-reptilian living creatures are affected, and the weapon takes no damage. A jarak-sinn's bite attack always deals the listed amount of acid damage.

Hold Breath (Ex) A jarak-sinn can hold his breath for 60 rounds before he risks drowning (see "Holding your Breath" in the *Player's Handbook*).

Jarak-sinn are stoop-shouldered, thick-bodied relatives of lizardfolk (more widely known on Krynn as bakali) and are a viciously cruel race. The jarak-sinn are domineering when it comes to the bakali and, over the years, have come to almost enslave their weaker cousins in areas where the jarak-sinn are present.

Jarak-sinn are much taller and wider than lizardfolk. They are covered in scales of various hues: mostly dark green that fades into dull brown. Much like their bakali cousins, jarak-sinn have a bony ridge that runs between their eyes and down their tails. They stand between 7 and 8 feet tall with a tail 4 to 5 feet long. Jarak-Sinn weigh between 300 and 400 pounds.

Jarak-sinn speak Draconic.

STRATEGIES AND TACTICS

Less intelligent than their bakali cousins, but with more brute force, the jarak-sinn typically run into battle head-on, relying on brute force and unsophisticated tactics to win. When faced with superior numbers, they typically rely on ambushes, often waiting beneath the marshy waters and springing up when they surround their foes.

JARAK-SINN SOCIETY

Jarak-sinn have a very violent tribal society. Despite its rustic nature, many elements of more refined society are emulated, leaving others to find the jarak-sinn to be somewhat ridiculous.

The jarak-sinn are ruled by a king (in the words of their own language) who is served by his knights and priests. Despite these titles, there is little to differentiate the jarak-sinn from the patriarchal, tribal society of other bakali. As with most bakali, the jarak-sinn rule by force, and the strongest earns the privilege of becoming the king.

Jarak-sinn legend states that the race first emerged when the bakali were dying out, and Chislew sought to preserve the race by altering a select generation of the lizardfolk into jarak-sinn. In time, the jarak-sinn population managed to exceed that of the bakali, and conflicts between the two races led to the jarak-sinn enslaving or massacring the bakali, only keeping them around to utilize their greater intelligence as advisors. Jarak-sinn worship also turned away from Chislew, and now Zeboim answers their prayers.

Only during the early Age of Mortals did things turn around. The Dragon Overlord Onysablet grew curious to discover if, with sufficient numbers, the bakali could utilize their greater intellect to turn the tides and

subsequently altered them to a much lesser extent than Chislew originally had. The bakali quickly found their population on the rebound, and the jarak-sinn were too stupid to see the full implications beyond a greater slave labor.

During 403 AC, the increased bakali population rebelled, and over the course of a year beat the jarak-sinn into submission (much to the amusement of the Black Overlord). Since then, many jarak-sinn have served as defenders of bakali tribes, little more than slaves whose lives depend upon their ability to defend their former conquests. Many bakali left the New Swamp to travel to other swampy regions of Ansalon and introduce themselves into other bakali communities, allowing Sable's augmentations to take hold continent-wide. Still, there are other jarak-sinn tribes that managed to escape and retain "sovereignty" who even now plan revenge against the bakali.

JARAK-SINN AS CHARACTERS

Most jarak-sinn leaders are barbarians or fighters. Though jarak-sinn are devout, often making sacrifices for their goddess, only a handful become clerics. During the early Age of Mortals, the jarak-sinn didn't turn to mysticism at all, likely a factor in their defeat at the claws of the bakali. Jarak-sinn clerics worship Zeboim and, as such, select two of the following domains: Chaos, Evil, Storm, or Water.

Jarak-sinn characters possess the following racial traits.

—+6 Strength, +4 Constitution, -4

Intelligence

—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.

—A jarak-sinn's base land speed is 40 feet. It also has a swim speed of 20 feet.

—Racial Hit Dice:

A jarak-sinn begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

—Racial Skills:

A jarak-sinn's humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1).



Its class skills are Balance, Jump, and Swim. Jarak-sinn have a +4 racial bonus on Balance, Jump, and Swim checks. The Swim bonus rises to +8 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.

—Racial Feats: A jarak-sinn's humanoid levels give it two feats.

—A jarak-sinn is automatically proficient with simple weapons and shields.

—+9 natural armor bonus.

—Special Attacks: Acid (1d4 acid damage, bite or melee weapon).

—Special Qualities: Hold breath (4 rounds x Con score before drowning).

—Automatic Languages: Common, Draconic. Bonus Languages: Goblin, Nerakese, Nordmaarian, Ogre.

—Favored Class: Barbarian.

—Level adjustment: +3.

JARAK-SINN ANAGAKOK

The jarak-sinn anagakok is a warrior-shaman of his tribe, acting as both scout and spiritual guide for his reptilian brothers. When not hunting alone, the anagakok protects his tribe and stays close to the tribal leader to give advice where needed. In many tribes, the anagakok is the only jarak-sinn with divine magic, making him highly respected and feared.

JARAK-SINN ANAGAKOK

CR 10

Male jarak-sinn ranger 8 of Zeboim

NE Large humanoid (reptilian)

Init +0; Senses Listen +6, Spot +6

Languages Common, Draconic

AC 22, touch 9, flat-footed 22 (+3 armor, +10 natural, -1 size)

hp 93 (11 HD)

Resist acid 10

Fort +11, Ref +9, Will +5

Spd 40 ft.; swim 20 ft.; swift tracker, woodland stride

Melee 2 claws +14 each (1d6+5) and bite +12 (1d6+2 plus 1d4 acid) or

Melee +1 *Large battleaxe* +14/+10 (2d6+6/x3) and +1 *Large handaxe* +13/+8 (1d8+3/x3) and bite +12 (1d6+2 plus 1d4 acid)

Ranged javelin +9 (1d8+5)

Space 10 ft.; Reach 10 ft.

Base Atk +10; Grp +19

Atk Options acid, favored enemy reptilian humanoids +2, favored enemy humans +4, improved combat style (two-weapon combat)

Ranger Spells Prepared (CL 4th)

2nd—*cat's grace*

1st—*magic fang*, *resist acid*†

† already cast

Abilities Str 20, Dex 11, Con 19, Int 9, Wis 14, Cha 8

SQ animal companion (crocodile, see *Monster Manual*), hold breath, wild empathy +9 (magical beasts +6)

Feats Endurance^B, Improved Natural Armor, Improved Two-Weapon Fighting^B, Multiattack, Self-Sufficient, Track^B, Two-Weapon Fighting^B, Weapon Focus (battleaxe)

Skills Balance +6, Handle Animal +7, Heal +12, Jump +11, Knowledge (nature) +9, Listen +6, Spot +6, Survival +12 (+14 natural environments), Swim +11

Possessions mwk studded leather armor, +1 *Large battleaxe*, +1 *Large handaxe*, Large javelin (3)

Acid (Ex) Before entering combat, a jarak-sinn often licks his weapon (which requires a full-round action). The acid remains on the weapon for 3 rounds or until the jarak-sinn hits, whichever comes first. Due to the exact nature of the acid, only non-reptilian living creatures are affected, and the weapon takes no damage. A jarak-sinn's bite attack always deals the listed amount of acid damage.

Hold Breath (Ex) A jarak-sinn can hold his breath for 76 rounds before he risks drowning (see "Holding your Breath" in the *Player's Handbook*).

MAGORI

This hideous bipedal creature resembles a ten-foot-tall crayfish with a bundle of five large alien red eyes on stalks and a long flexible snout filled with many jagged rows of fangs. It carries a sickle in its three-fingered hands.

MAGORI AND THE INVASION OF THE BLOOD SEA ISLES

DURING the Chaos War, the *obscuring mist* ability of the magori was slightly enhanced. The duration of the fog produced by each use of the spell-like ability was extended to last 1 day per level, and the cloud of fog, usually a 20 foot spread, increased to a 60 foot spread. With thousands of magori utilizing this ability, over the course of a few days, they produced enough fog to cover all of Mithas and Kothas. In

addition to this extended duration, the fog also carried with it a disease known as Coil Cough (Inhaled; DC 16; Incubation 1 day; Damage 1d4 Con; Every time the victim takes 2 points of damage, he must make another Fortitude save or fall unconscious.) The symptoms of this disease include a persistent, racking cough, followed by unconsciousness and eventually death.

MAGORI

CR 9

Always CE Large aberration (aquatic, chaotic, extraplanar)

Init +3; Senses blindsense 60 ft., darkvision 60 ft.; Listen +7, Spot +8

Languages Common, Infernal (cannot speak)

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 60 (8 HD)

Fort +7, Ref +5, Will +8

Weakness fire aversion

Spd 20 ft.; swim 60 ft.

Melee 2 claws +10 each (1d6+5) and bite +8 (1d8+5 plus poison)

Melee Large sickle +10 (1d8+5/19-20) and claw +8 (1d6+5) and bite +8 (1d8+5 plus poison)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +15

Atk Options improved grab (claws), smite law (+3 atk, +8 damage)

Spell-Like Abilities (CL 10th)

1/hour—*obscuring mist*

Abilities Str 20, Dex 16, Con 17, Int 12, Wis 14, Cha 16

SQ acid blood, amphibious, keen blade

Feats Run^B, Weapon Focus (claw)

Skills Hide +14, Intimidate +14, Listen +7, Spot +8, Swim +24

Possessions Large sickle

Environment Any land

Organization Solitary or pair

Treasure 50% coins, 50% goods; standard items (including possessions)

Advancement 9-18

HD (Large); Level

Adjustment +6

Acid Blood (Ex) Whenever

an opponent within 5 feet of the magori deals damage to it with a slashing or piercing weapon, he must make a DC 17 Reflex save or take 2d4 points of acid damage as the magori's blood splatters him. Success negates all damage. The save DC is Constitution-based.

Amphibious (Ex) A magori breathes underwater, but can survive on land indefinitely.

Fire Aversion (Ex) When in the presence of large open flames, a magori takes a -2 penalty to all attacks and saving throws.

Improved Grab (Ex) To use this ability, a magori

must hit with both its claws. 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 bites.

Keen Blade (Su) Any manufactured slashing weapon used by a magori becomes a keen weapon, and thus, its critical threat range doubles for as long as the magori is using it. This ability affects magical and nonmagical weapons alike but does not stack with weapons that already possess the keen quality.

Poison (Ex) Injury; Fort DC 19; 2d6 Con/2d6 Con. Only the magori's bite is poisonous.

Smite Law (Su) This continuous ability works much like a paladin's smite evil ability, except its effects work against lawful creatures. Whenever a magori strikes a lawful creature, it adds its Charisma bonus to its attack bonus and deals an additional point of damage per Hit Die.

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

Magori are crab-like creatures that know only hate and live to destroy sentient life. They first appeared during the Chaos War, launching an assault on the Blood Sea Isles.

A magori looks like an ogre-sized humanoid crustacean with a reddish-orange carapace. It is capable of using tools and weapons crafted specifically for use with its crab-like claws and bizarre physiognomy.

Little is known about how the asexual magori spread their numbers, though a popular theory is that once every five years, all adults return to the Blood Sea and release an egg sac that will eventually give life to five exact duplicates of the creature in question.

The magori were originally under the guidance of another creation of Chaos known as the

Coil, who magically augmented the duration of their *obscuring mist* ability and caused it to carry the disease known as Coil Cough.

The magori have since scattered and make their own wayward paths throughout Krynn's undersea world, a bane to the Dargonesti and Dimernesti.



Magori speak no languages but understand Common and Infernal.

STRATEGIES AND TACTICS

Magori are fearless but cunning creatures. Once circumstances give them the slightest advantage, they leap into the fray, regardless of their own safety. A magori will first use its *obscuring mist* ability to gain concealment for itself and take advantage of its heightened blindsense to attack opponents, preferring to strike a creature with its coral-formed weapons (usually sickles, but often any type of large-sized simple weapons). A magori will also utilize its bite whenever it can. A group of magori typically uses this tactic to create a large fog bank that encompasses an entire area, effectively making the combat ground much more difficult for their foes.

MANDIBEAR

This bear has an unusual coat. Most of its body is reddish-brown; however, its legs and tail are a charcoal gray, as well as two raccoon-like patches around its eyes that create the illusion of a mask. The creature's large brown eyes seem to contain no malevolence.

MANDIBEAR

CR 5

Always N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +11, Spot +11

Languages Common

(cannot speak)

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 47 (5 HD)

Fort +8, **Ref** +6, **Will** +2

Spd 40 ft.; climb 15 ft.

Melee 2 claws +12 each (1d10+7/19-20) and bite +9 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +16

Atk Options improved grab (claw)

Abilities Str 25, Dex 15, Con 18, Int 8, Wis 13, Cha 10

Feats Improved Critical (claw)^B, Multiattack, Weapon Focus (claw)

Skills Climb +19, Listen +11, Spot +11

Environment Warm forest

Organization Solitary, pair, or pack (5-15)

Treasure No coins, 50% goods, 50% items

Advancement 6-10 HD (Large); **Level Adjustment** —

Improved Grab (Ex) To use this ability, a mandibear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills A mandibear gains a +8 racial bonus to Climb, Listen, and Spot checks.

Mandibears are creatures commonly found in Nordmaar, the Blood Sea Isles, and the Dragon Isles. They look like giant stuffed bears, and their disarmingly cute appearance has led to the death of many an adventurer. They are fiercely territorial; should they so much as catch the slightest scent of humans or other intelligent races, the male mandibears will protect the cubs, while the females go out to find the intruders.

Despite the fiercely violent tendencies that mandibears display when threatened (as well as their extremely sharp claws), these creatures are completely herbivorous. The preferred staples of their diet are the variety of ferns found throughout the northern end of Ansalon.

Though intelligent, mandibears speak no language, but they can understand Common.

STRATEGIES AND TACTICS

Mandibears prefer to rip at prey with their claws and pull them down in order to gore them. Mandibears will chase their prey only to the edges of their territory and will not go through deep water due to an inability to swim.



MUNDANE ANIMALS

Animal Traits An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision

Alignment Always neutral. Animals are not governed by a human sense of morality.

Treasure None. Animals never possess treasure.

DEER

CR 1/2

Always N Medium animal

Init +3; **Senses** low-light vision, scent; **Listen** +4, **Spot** +4

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 8 (2 HD)

Fort +3, **Ref** +6, **Will** +0

Spd 50 ft.; Run

Melee gore +4 (1d6) or

Melee 2 hooves +4 each (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 16, Con 10, Int 2, Wis 11, Cha 6

Feats Alertness, Run^B, Weapon Finesse^B

Skills Listen +4, Spot +4, Survival +5

Environment Any forest

Organization Solitary, family (2-4), or herd (6-20)

Advancement 3-4 HD (Medium); **Level Adjustment** —

Skills A deer has a +4 racial bonus to Survival checks.

The statistics presented here describe a male red deer. Females are slightly smaller but use the same characteristics (except females do not possess a gore attack).

These shy herbivores are typically found segregated into male and female herds. During mating season, a male stag will gather a herd of females, and the stags become more aggressive.

Male deer, known as stags, are typically larger than the female deer, known as hinds. Males are usually almost 4 feet tall at the shoulder, weighing up to 560 pounds, while females are smaller and weigh around 300 pounds. Male deer also have bone antlers, that can grow up to 2-1/2 feet in length that they will use to defend themselves.

Deer of all varieties can be found across Ansalon wherever there is a forested area. They are particularly common amongst the Qualinesti and Silvanesti Forests in the south and in the forests found throughout Solamnia.

STRATEGIES AND TACTICS

Deer prefer flight to fight, but if pressed, they will attempt to defend themselves.

CARRYING CAPACITY

A light load for a deer is up to 49 pounds; a medium load, 50-99 pounds; and a heavy load, 100-150 pounds.

ELK

CR 1

Always N Large animal

Init +1; **Senses** low-light vision, scent; **Listen** +4, **Spot** +4

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

hp 22 (3 HD)

Fort +6, **Ref** +4, **Will** +1

Spd 50 ft.; Run

Melee gore +3 (1d6+2) or

Melee hoof +3

(1d4+2)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Abilities Str 14, Dex

12, Con 15, Int 2, Wis

11, Cha 6

Feats Alertness, Run^B, Toughness

Skills Listen +4, Spot +4,

Survival +6

Environment Any forest

Organization

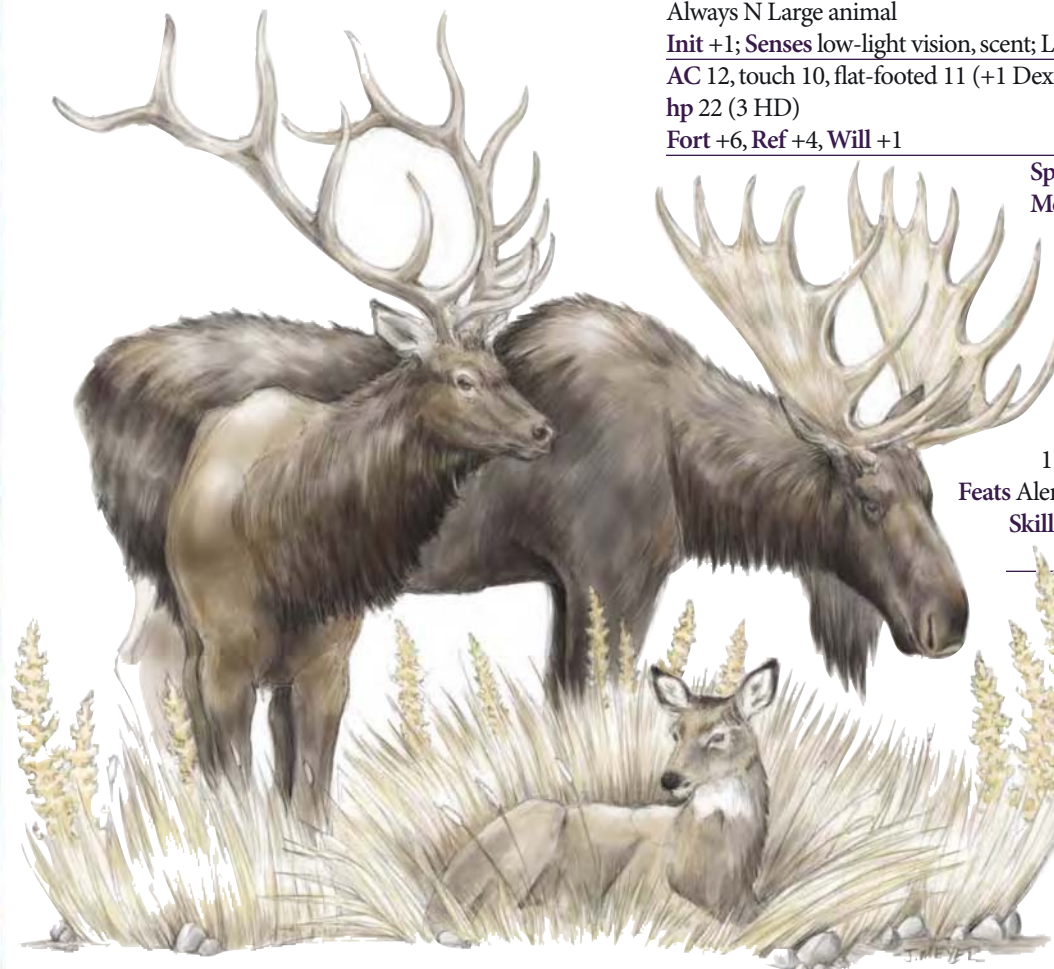
Solitary, family (2-4), or herd (6-20)

Advancement 4-6

HD (Large); **Level**

Adjustment —

Skills An elk has a +4 racial bonus to Survival checks.



The statistics here represent the male forest elk. Females are slightly smaller but share the same characteristics (except no gore attack).

Larger cousins to the red deer, elk are powerful and graceful creatures, haunting the forests of the land. Herd creatures, they are typically peaceful unless provoked; at that point, the bull elks (the males) will react to protect the females and the children, giving the smaller elk time to flee.

Male elks, known as bulls, are typically larger than females. Males typically stand about 5 feet tall at the shoulder, weighing about 700 pounds. Females are smaller, standing about 4 feet tall at the shoulder and weighing only about 400 pounds. Bulls are easily distinguished from the females, as male elks possess branching antlers that can reach up to 3-1/2 to 4 feet in length. Typically, their pelts are a grayish-brown to a rich auburn, enabling them to blend in better with the forest landscape.

STRATEGIES AND TACTICS

Bull elks tend to be a bit more aggressive and territorial than either female elk or most deer.

CARRYING CAPACITY

A light load for an elk is up to 174 pounds; a medium load, 175-348 pounds, and a heavy load, 349-525 pounds.

MOOSE

CR 1

Always N Large animal

Init +1; **Senses** low-light vision, scent; **Listen** +5, **Spot** +5

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 30 (4 HD)

Fort +6, **Ref** +5, **Will** +2

Spd 30 ft.

Melee gore +5 (1d8+3) or

Melee 2 hooves +5 each (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +10

Abilities Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Alertness, Endurance^B, Toughness

Skills Listen +5, Spot +5, Survival +8

Environment Cold forest or plain

Organization Solitary, family (2-4), or herd (6-20)

Advancement 5-8 HD (Large); **Level Adjustment** —

Skills A moose has a +4 racial bonus to Survival checks.

The statistics here represent a male southern moose. Females are slightly smaller but otherwise share the same characteristics (except for the gore attack).

Male moose, known as bulls, can stand around 6 feet tall at the shoulder, weighing up to 1000 pounds; females tend to be slightly smaller. Bulls develop a massive set of antlers, some of which can have a span of more than 6 feet from tip to tip. Their fur tends towards dark browns and grays, heavy and shaggy, providing them protection from the colder climes they dwell in.

Bull moose are surprisingly strong defenders, willing to stand and fight while giving time for the herd to retreat.

STRATEGIES AND TACTICS

Moose are not as aggressive or territorial as elk, but they are still able to deal with most large (natural) predators with surprising ease.

CARRYING CAPACITY

A light load for a moose is up to 228 pounds; a medium load, 229-459 pounds; and a heavy load, 460-690 pounds.

PROTO-CREATURE

Throughout Krynn's history, there have been many experiments in creating or modifying life, conducted not only by renegade wizards and high ogres but by agents of the gods. The draconians, the dragonspawn, and even Raistlin's Live Ones are examples of this magical research. With any experiment, however, there are always the prototypes and failed attempts, some of which endured even beyond their creator to spread their misshapen kind.

Proto-creatures are the result of these early experiments and are more crude versions of their successors. Proto-creatures may also represent an attempt to create a creature from scratch to simulate existing life. Because of their abandonment, unfinished development, or inherent flaws, proto-creatures are usually dangerously unstable or mad.

SAMPLE PROTO-CREATURE

This brass-colored, wingless dragon-man stands tall and large with a long tail. It possesses a long dragon-like snout full of sharp teeth, and its eyes gleam with barely controlled rage and madness.

This example uses a baaz draconian as the base creature.

PROTO-BAAZ DRACONIAN (TRAAG) CR 2

Usually CE Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision; **Listen** +4,

Spot +4

Languages Common

AC 19, touch 10, flat-footed 19 (+3 armor, +6 natural)

hp 20 (2 HD)

Immune disease, paralysis, *sleep*

Resist +4 save against enchantment or mind-affecting spells and effects

Fort +5, **Ref** +3, **Will** +1

Spd 30 ft.; **Run**

Melee 2 claws +4 each (1d4+2) and bite -1 (1d3+1) or

Melee bastard sword (two-handed) +4 (1d10+3/19-20) and bite -1 (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options rage 1/day (7 rounds)

Abilities Str 15, Dex 11, Con 15, Int 6, Wis 8, Cha 8

SQ draconian traits, instability, madness

Feats Run^B, Toughness

Skills Bluff +3, Disguise +3, Intimidate +3, Listen +4, Spot +4

Possessions hide armor, bastard sword

Environment Any land

Organization Solitary or band (2-5)

Treasure 50% coins, 50% goods; standard items (including possessions)

Advancement by character class; **Favored Class** fighter; **Level Adjustment** +1

Draconian Traits (Ex) Darkvision 60 ft., immunity to disease, immunity to *sleep* and paralysis effects, inspired by dragons, low-light vision, low metabolism.

Instability (Ex) Proto-baaz draconians are unstable creatures. When they are killed, their bodies break down, dissolving and rotting away to a puddle of proto-matter.

Madness (Ex) Because of their flawed and poorly developed psyches, proto-baaz draconians are less susceptible to effects that target a rational mind. They gain a +4 racial bonus to saving throws to resist mind-affecting or enchantment spells and effects.

Rage (Ex) A traag draconian rages when it deals damage to an opponent in combat, and its statistics change as follows:

AC 17, touch 8, flat-footed 17

hp 24

Fort +7, Will +3

Melee 2 claws +6 (1d4+4) and bite +1 (1d3+2) or

Melee bastard sword (two-handed) +6 (1d10+6/19-20) and bite +1 (1d3+2)

Grp +6

Abilities Str 19, Con 19

Proto-creature draconians, such as the one described here, represent early attempts by the followers of Takhisis to create servants from good dragon eggs. Traags, as the proto-baaz are known, are unreliable and mercurial in temperament; they do not have all the qualities that would later emerge in the more common draconians. Other proto-draconians are possible, such as the *sesk*, which is a proto-sivak draconian.

Takhisis had most of these early failures sent to the continent of Taladas, where they remain in sizeable numbers as mercenaries, shock troops, and guards.

STRATEGIES AND TACTICS

Proto-creatures are notoriously reckless in battle, although their mood swings and incomplete personalities or minds can make them equally cowardly and skittish. Proto-baaz draconians are excellent examples of proto-creatures, nervous and anxious about battle but prone to mad fits of rage and bloodlust as soon as the battle is joined.

Most proto-creatures use melee attacks, preferring to deal with opponents in close quarters with brute strength.

CREATING A PROTO-CREATURE

“Proto-creature” is an inherited template that can be added to any corporeal aberration, dragon, giant, humanoid, magical beast, monstrous humanoid, ooze, or undead (referred to hereafter as the “base creature”).

A proto-creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The base creature’s type is unchanged. Fine and Diminutive creatures increase in size by 2 categories. Tiny creatures increase in size by 1 category. Small or larger sized creatures remain unchanged.

Hit Dice: Increase base creature’s racial HD by one die, to a maximum of d12. Do not increase class HD.

Speed: If the base creature’s base land, fly, or swim speed is 40 feet or more, it is lowered by 10 feet. A flying proto-creature’s maneuverability decreases by one category.

A base creature that cannot fly, but has rudimentary wings with which it can glide, loses these wings.



Armor Class: Natural armor improves by +3.

Special Attacks: A proto-creature retains all the extraordinary special attacks of the base creature but loses all supernatural and spell-like special attacks. It also gains the following special attack.

—Rage (Ex) A proto-creature has the rage ability of a barbarian. The proto-creature's racial HD act as barbarian levels for the purposes of the number of times per day the proto-creature can rage. A proto-creature with barbarian class levels adds its racial HD to its barbarian levels to determine times per day. Proto-creatures who deal damage to an opponent in combat will automatically enter a rage unless they succeed at a DC 15 Will check.

Special Qualities: A proto-creature retains all the extraordinary special qualities of the base creature but loses all supernatural and spell-like special qualities, including spell resistance but not including damage reduction. It also gains the following special qualities.

—Instability (Ex) Proto-creatures are unstable. When they are reduced to -10 hp, their bodies break down, dissolving and rotting away to proto-matter, dust, or similar base material. Proto-creatures who succumb to instability may not be *raised* but may be *resurrected* if the proto-matter is retained.

—Madness (Ex) Because of their flawed and poorly developed psyches, proto-creatures are less susceptible to effects that target a rational mind. They gain a +4 racial bonus to saving throws to resist mind-affecting or enchantment spells and effects.

Abilities: Increase from the base creature as follows: Str +4, Con +2, Int -2, Cha -4.

Environment: Same as the base creature.

Challenge Rating: If the base creature has no spell-like or supernatural abilities, increase CR by +1 regardless of HD. If the base creature has spell-like or supernatural abilities, refer to the following: HD 3 or less, same as the base creature; HD 4 to 7, as base creature -1; HD 8 to 13, as base creature -2; HD 14 or more, as base creature -3.

Alignment: A proto-creature's

alignment moves one step towards chaotic if not already chaotic. Lawful creatures become neutral, and neutral creatures become chaotic.

Level Adjustment: Same as the base creature.

QLIPPOTH

This plant appears to be a misshapen tree that has unnatural scarlet boils and growths sprouting from its ashen bark. Its root-like legs are unearthed and covered in dirt, and it moves along the ground. Fat purple fruits hang heavily from its branches.

QLIPPOTH

CR 4

Usually NE Large plant

Init +0; **Senses** low-light vision; Listen +4, Spot +4

Aura stench (10 ft. radius, Fort DC 18)

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 43 (5 HD); **DR** 5/slashing

Immune plant traits

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

Spd 20 ft.

Melee 2 slams +7 each (1d8+5)

Ranged poison fruit +3 (poison)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +12

Abilities Str 20, Dex 11, Con 18, Int 5, Wis 10, Cha 3

Feats Lightning Reflexes, Weapon Focus (fruit)

Skills Hide -4*, Listen +4, Spot +4

Environment Temperate forests

Organization Solitary or grove (4-7)

Treasure None
Advancement
6-10 HD (Large),
11-15 HD (Huge);
Level Adjustment
—

Poison Fruit
(Ex) Contact or ingested; Fort DC 18; 2d4 Wis/2d4 Wis. The save DC is Constitution-based. The fruit of a qlippoth carries a potent poison and can be thrown as a ranged touch attack. As a move action, a qlippoth can cause any single fruit attached to it to burst, splashing any single person within 5 feet of the qlippoth. The target of this use of the poison



fruit is selected by the qliploth. Any given qliploth will have 4d4 fruit growing that it can use at the time of an encounter. It takes one week for a qliploth to grow its fruit back.

Stench (Ex) The same foul juices found in a qliploth's fruit ooze from boils and pustules that cover its bark. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or act as if under the effects of a *confusion* spell for as long as they are within 10 feet of the qliploth plus an additional one round per qliploth HD afterward. The save DC is Constitution-based.

Skills: *A qliploth has a +8 racial bonus to Hide checks made in forested areas.

A qliploth is a rare and deadly plant that uses its foul fruit and sap to render its opponents into a coma-like state. It can then kill them and use their bodies to fertilize itself. Qliploths are often called "Zivilyn's Bane" due to the way their poisonous fruits cloud a victim's mind and inhibit decision-making skills.

Qliploths stand about 15 feet tall with a "trunk" of 1-1/2 feet in diameter. They are covered in boils and growths and seem diseased. Their bark is usually a gray-brown color, though can vary in intensity one way or another. Rarely do qliploths passively wait for victims to eat their fruit, as only the most desperate and starved creature would do so. The qliploth is rumored to have first emerged from the experiments of some long-dead Black Robe mage with a penchant for altering plants and plant-like creatures.

STRATEGIES AND TACTICS

A qliploth prefers to engage its enemies in melee, relying on its stench as well as the ability to burst its poison fruit on an adjacent opponent. It will throw its poison fruit should any opponent hold back and unleash arrows or spells on the plant. A qliploth will try to render all opponents unconscious before killing the bodies with its slam attack and gathering them to use as fertilizer.

RAZHAK

This is a broad-shouldered humanoid made entirely of gray rock. It stands somewhat like a gorilla with large thick-fingered hands and oversized feet.

RAZHAK

CR 14

Usually LN Large elemental
(earth)

Init +3; **Senses** darkvision 60 ft.;
Listen +13, Spot +18

Languages Common, Terran;
telepathy 100 ft.

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)
hp 250 (20 HD); regeneration 10; DR 15/adamantine

Immune elemental traits

Fort +17, **Ref** +7, **Will** +9

Spd 30 ft.; earth glide

Melee* 2 slams +18 each (2d8+11)

*Includes adjustment for 4-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +26

Atk Options Cleave, Power Attack

Special Actions amorphous form

Abilities Str 25, Dex 8, Con 27, Int 14, Wis 13, Cha 16

SQ amorphous form

Feats Cleave, Improved Initiative, Iron Will, Lightning
Reflexes, Power Attack, Skill Focus (Sense Motive),
Weapon Focus (slam)

Skills Diplomacy +20, Hide +12, Knowledge (history) +14,
Listen +13, Sense Motive +21, Spot +18

Environment Any underground or mountains

Organization Solitary

Treasure None

Advancement 21-40 HD (Large), 41-60 HD (Huge); **Level**

Adjustment —

Amorphous Form (Su) A razhak is able to alter its earthen shape. At will, the razhak can assume any sort of mineral shape. The effects allow the razhak to change itself in a manner that resembles the *stone shape* spell cast as a sorcerer with a level equal to its Hit Dice. As a full-round action, the razhak can also use this ability to shift its limbs around and grow two more arms, gaining an additional slam attack for each new arm when taking a full attack action. Each new arm also reduces the razhak's speed by 10 feet until it shifts its limbs again.

Earth Glide (Ex) A razhak 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 sign of its presence. A *move earth* spell cast on an area containing a burrowing razhak flings the razhak back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Regeneration (Ex) Acid deals normal damage to a razhak.

If a razhak loses a limb or a body part, the lost portion reforms in 1d6 rounds. If a razhak is removed from contact with earth or any other mineral surface, such as by a *levitate* spell, all damage suffered is normal damage and it cannot reform limbs.

Razhaks are creatures composed entirely of stone that possess a curious interest about the affairs of the mortal races of Krynn. They enjoy observing the fleshy races in their day-to-day life, often using their powers to change shape into a boulder and hide from those whom they observe. Razhaks commonly can be found in areas around underground settlements, such as the various dwarven realms. Few dwarves know of the truth of the razhaks' existence. Those who do view the razhaks as "stone spirits" created by Reorx to watch over his chosen people.

Razhaks resemble hulking behemoths carved out of stone and are often a stone-gray color, although they can be found in colorations resembling almost any ore found on Krynn. In their natural form, they are 15 feet tall and weigh well over two tons.

Razhaks have deep sonorous voices and speak Common and Terran.

STRATEGIES AND TACTICS

Razhaks are peaceful by nature and, as such, prefer not to engage in combat. However, once they do join the fray, they are fearsome fighters, using their amorphous form to grow an extra pair of arms that grants them additional attacks.

RAZHAK SOCIETY

Razhaks are mostly solitary creatures that keep to underground realms such as Thorbardin and Thoradin, though they can also be found in mountainous areas. Razhaks in remote locations will occasionally come in contact with one another to exchange information about what they have observed in recent centuries. Those who find themselves congregating around populated areas, such as the various dwarven settlements, come into contact quite frequently, though ultimately each prefers to maintain some level of isolation from the others of its kind most of the time. On occasion, a razhak will allow itself to be seen by adventurers it considers curiosities and even interact with them.

There is very little that can be likened to a true society among the razhak. Because of their extremely long lives, the razhak traditionally did little to aid in all but the most catastrophic of events such as the Chaos War. Even then, they made sure to help in subtle ways that went unnoticed by the dwarves. The traditional attitude was that the lives of the lesser races moved too fast, and all actions were taken at too accelerated of a rate to think of the long-term outcome. However, the tumult and rapid changes following the Chaos War into the Age of Mortals has made the razhak rethink their level of involvement with worldly affairs, lest they get left in the past while methodically planning.

REMNANT

This wraith-like creature looks like a tangle of torn black wizard robes and shreds of cloth in a loosely humanoid shape. It is hooded and has a ghostly glowing skull in place of a face. Light loops out of its body through holes in the robes and curls about it like faint threads. It has no hands, only torn gloves, and despite the colored lights coming from within, it seems to float in shadow and darkness.

REMNANT

CR 9

Usually CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Aura unnatural aura (30 ft. radius)

AC 16, touch 16, flat-footed 14 (+4 deflection, +2 Dex)



hp 52 (8 HD)

Immune undead traits

Resist incorporeal traits; SR 25

Fort +2, **Ref** +4, **Will** +8

Weakness sunlight powerlessness

Spd 40 ft.; fly 80 ft. (perfect)

Melee incorporeal touch +6 (1d8 plus 1d6 Intelligence drain [Will DC 18])

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** —

Atk Options Combat Reflexes

Abilities Str —, Dex 16, Con —, Int 10, Wis 14, Cha 18

SQ create spawn, +4 turn resistance

Feats Alertness, Combat Reflexes, Improved Initiative

Skills Hide +10, Knowledge (arcana) +10, Listen +12, Spellcraft +12, Spot +12

Environment Underground

Organization Solitary

Treasure No coins or goods; 100% magic items

Advancement 9-16 HD (Medium); **Level Adjustment** —

Create Spawn (Su) Any arcane spellcaster slain by a remnant becomes a remnant in 1d4 rounds. His body is consumed by a rush of magical forces, and his spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant's death. The spawn do not possess any of the abilities they had in life.

Intelligence Drain (Su) Living creatures hit by a remnant's incorporeal touch attack must succeed on a DC 18 Will save or take 1d6 points of Intelligence drain. The save DC is Charisma-based. On each such successful attack, the remnant gains 5 temporary hit points.

Sunlight Powerlessness (Ex) Remnants are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A remnant caught in sunlight cannot attack and can only take a single move or attack action in a round.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a remnant at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked for as long as they are within that range.

Remnants are the spectral remains of powerful wizards and sorcerers who died as a result of a large surge in magic or whose magic consumed them. They lurk around the places in which they died, tormented by the loss of their spells and driven to hatred of those who can still use the magic.

A remnant looks like a shadowy version of its former self, often with visible bones that glow with magical energies. Streamers of colored light and residual power create visible trails and the effect of an after image, believed by some to be an after effect of the remnant's once-great magic. A cold, chilling atmosphere of death follows in the creature's wake, dulling the effects of spells and disturbing animals.

A remnant is about as tall as a human and weightless.

STRATEGIES AND TACTICS

Remnants are extremely dangerous to spell-casters who rely on Intelligence. In close combat, its mind-sapping touch can quickly cause the creature's foes to become confused and disoriented. Remnants immediately attack wizards and sorcerers before any other opponent once they identify them.

SACRED GUARDIAN

Most temples have statues built to honor the deity to whom the temple is dedicated. Typically, these statues are nothing more than decorations worshippers can use to visualize the gods. Occasionally, however, some of these statues are imbued with divine energy and tasked to protect the temple from those who would bring harm within the walls. These divinely animated statues are known as sacred guardians.

Sacred guardians often appear as exquisitely crafted statues carved from marble or granite, inlaid with precious metals and stones, and designed to represent one of the physical aspects of a specific deity. Far more often than not, they appear to be humanoids of classical beauty or horrific design (for the gods of darkness), although the sacred guardians of some deities can appear to be something far different—most sacred guardians dedicated to the Animal aspect of a deity may appear to be a fantastic beast or some horrifying skeletal creature (such as Chemosh's sacred guardians of Death).

Sacred guardians are imbued with intelligence and capable of speaking up to three languages (regardless of actual Intelligence) determined at the time of its creation.

SAMPLE SACRED GUARDIAN

A giant statue stands at least 10 feet in height, carved of polished marble to resemble a fine-featured human man. A copper helm adorns his head, while beaten copper armor, complete with greaves and gauntlets, has been fitted upon the statue. A flame motif is emblazoned on the breastplate of the armor. Small flames flicker in the statue's hollowed eyes, while larger flames dance above the outspread palms of the statue's upraised hands. Suddenly, the statue moves as if it were alive, bringing the twin flames of its eyes to bear upon you.

This example uses a Large animated object as the base creature.

SACRED GUARDIAN OF SIRRION'S DIVINE FIRE CR 5

Always CN Large construct (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

Languages Common, Ergot, Ignan

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 62 (4 HD); fast healing 5; **DR** 10/magic

Immune fire; construct traits

Fort +1, **Ref** +3, **Will** +2

Weakness vulnerability to cold

Spd 30 ft.

Melee* slam +6 (2d6+9 and 1d6 fire)

*Includes adjustments for a 1-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Atk Options Cleave, Combat Expertise, Power Attack

Special Actions trample 1d8+7

Abilities Str 20, Dex 14, Con –, Int 10,

Wis 12, Cha 12

SQ divine grace

Feats Alertness, Power Attack

Skills Knowledge (religion) +3,

Listen +5, Spot +5

Environment Any

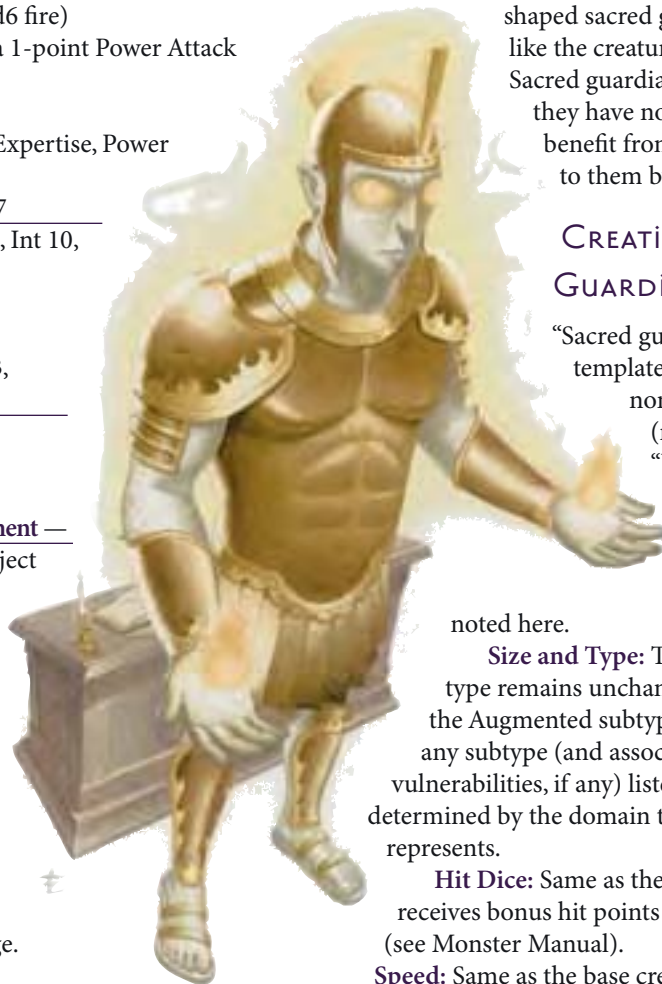
Organization Solitary

Treasure None

Advancement —; **Level Adjustment** —

Trample (Ex) An animated object

of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam attack (1d8+7). Opponents who do not make attacks of opportunity against the object can attempt DC 17 Reflex saves for half damage.



This sacred guardian is dedicated to Sirrion in his role as the God of Fire. It might reside in a Sirrionite temple on the dawn-facing side of a mountain. It might stand in a row of other Sirrionite statues, its true nature hidden, in a forgotten ruin out in the deserts of Khur. Or it might protect a roadside shrine sheltering an ever-burning flame. Wherever the sacred guardian may be found, it embodies the power of Sirrion through the efforts of the Sirrionite Holy Order.

STRATEGIES AND TACTICS

A sacred guardian typically acts in accordance with its construction. Humanoid sacred guardians use their fists and special abilities to defend their charges. Animal-

shaped sacred guardians behave somewhat like the creatures they are modeled after. Sacred guardians are not unintelligent, but they have no real sense of tactics and benefit from pre-arranged orders given to them by priests.

CREATING A SACRED GUARDIAN

“Sacred guardian” is an acquired template that can be added to any non-Intelligent construct (referred to hereafter as the “base creature”).

A sacred guardian uses all the base creature's statistics and special abilities except as

noted here.

Size and Type: The creature's primary type remains unchanged, although it gains the Augmented subtype. Additionally, it gains any subtype (and associated immunities and vulnerabilities, if any) listed in its Special Qualities, determined by the domain the sacred guardian represents.

Hit Dice: Same as the base creature; however, it receives bonus hit points as if it were one size larger (see *Monster Manual*).

Speed: Same as the base creature.

Armor Class: The base creature's natural armor class increases by +4.

Damage: The sacred guardian's base damage from slam attacks increases by one step.

Special Attacks: A sacred guardian retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 sacred guardian's HD + sacred guardian's Cha modifier.

Old Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
2d6	2d8
2d8	4d6
4d6	4d8

CRAFTING A SACRED GUARDIAN

CREATING a sacred guardian requires the body be sculpted to a high degree of craftsmanship. The size of the sacred guardian can vary, much as an animated object, or it can even be constructed as a golem. To imbue it with divine power, it requires 200 steel pieces worth of rare oils and precious metals per size category (thus a Large sacred guardian requires an additional 1200 steel pieces on top of any other costs for construction). Creating the body requires a Craft

(sculpting) check DC 15 and a Knowledge (religion) check DC 20 for the proper rituals.

Caster Level: 11th; **Prerequisites:** Craft Construct (see *Monster Manual*), animate objects, commune, caster must be a cleric with access to the Domain the sacred guardian will be dedicated to; **Market Price:** +1,000 stl/size category; **Cost to Create:** +500 stl/size category + 10 XP/size category.

SACRED GUARDIAN DIVINE DOMAINS

Domain & Deities	Special Attack	Special Qualities
Air (Chislev)	Thundering Strike (melee attack is considered to possess the thundering special weapon quality)	Gains Air subtype, sonic resistance 15
Animal (Chislev, Habbakuk)	Cast <i>summon nature's ally</i> IV as a spell-like ability once per day (caster level equal to its Hit Dice; can only summon animals)	Command/rebuke animals as a cleric of equal Hit Dice
Chaos (Branchala, Hiddukel, Sirrion, Zeboim)	Anarchic Strike (melee attack is considered to possess the anarchic special weapon quality)	Gains Chaotic subtype, SR 25 against Lawful spells
Charm (Sirrion)	Cast <i>charm monster</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Cast <i>good hope</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)
Commerce (Shinare)	Cast <i>alter self</i> at will as a spell-like ability (caster level equal to Hit Dice)	Cast <i>zone of truth</i> as a spell-like ability three times a day (caster level equal to Hit Dice)
Community (Mishakal)	Cast <i>calm emotions</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Cast <i>magic circle against evil</i> as a spell-like ability once per day (caster level equal to its Hit Dice)
Death (Chemosh)	Life-Stealer Strike (melee attack is considered to possess the life-drinker special weapon quality)	Command/rebuke undead as a cleric of equal Hit Dice
Destruction (Morgion, Takhisis)	Cast <i>mass inflict light wounds</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Can smite 1/day, gaining +4 to attack and damage bonus equal to level
Earth (Chislev, Reorx)	Cast <i>wall of stone</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Gains Earth subtype, cast <i>stone shape</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)
Evil (Chemosh, Hiddukel, Morgion, Sargonnas, Takhisis, Zeboim)	Unholy Strike (melee attack is considered to possess the unholy special weapon quality)	Gains Evil subtype, SR 25 against Good spells
Fire (Reorx, Sargonnas, Sirrion)	Blazing Strike (melee attack is considered to possess the flaming special weapon quality)	Gains Fire subtype, immune to fire, vulnerability to cold
Forge (Reorx)	Cast <i>heat metal</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)	Immune to fire
Good (Branchala, Habbakuk, Kiri-Jolith, Majere, Mishakal, Paladine)	Holy Strike (melee attack is considered to possess the holy special weapon quality)	Gains Good subtype, SR 25 against Evil spells
Healing (Mishakal)	Merciful Strike (melee attack is considered to possess the merciful special weapon quality)	Can cast <i>heal</i> once per day as a cleric of equal level to its Hit Dice
Insight (Zivilyn)	Cast <i>true strike</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)	Gains uncanny dodge special ability as a rogue of a level equal to its Hit Dice
Knowledge (Gilean, Majere, Zivilyn)	Cast <i>divine favor</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)	Under the constant effects of a <i>true seeing</i> spell (caster level equal to its Hit Dice)
Law (Kiri-Jolith, Majere, Paladine, Sargonnas, Shinare, Takhisis)	Axiomatic Strike (melee attack is considered to possess the axiomatic special weapon quality)	Gains Lawful subtype, SR 25 against Chaotic spells
Liberation (Gilean, Mishakal)	Cast <i>shatter</i> as a spell-like ability two times per day (caster level equal to its Hit Dice)	Cast <i>freedom of movement</i> as a spell-like ability once per day (caster level equal to its Hit Dice)
Luck (Branchala, Reorx, Shinare)	Cast <i>spell turning</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Surrounded by a constant <i>entropic shield</i> (all ranged attacks have a 20% chance of missing)
Madness (Morgion)	Cast <i>confusion</i> as a spell-like ability two times per day (caster level equal to its Hit Dice)	Gain +10 insight bonus to any Wisdom-based skill check once per day
Meditation (Majere, Zivilyn)	May use flurry of blows as a monk of equal level to its Hit Dice	Damage reduction increases to 15/magic and chaos
Nobility (Paladine)	Brilliant Strike (melee attack may be given the brilliant energy weapon quality for a number of rounds per day equal to its Hit Dice.)	Inspire confidence as a bard equal in level to its Hit Dice
Passion (Sargonnas, Sirrion)	May rage as a barbarian of equal level to its Hit Dice	Cast <i>remove curse</i> as a spell-like ability once per day (caster level equal to its Hit Dice)
Pestilence (Morgion)	Cast <i>contagion</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Cast <i>remove disease</i> as a spell-like ability once per day (caster level equal to its Hit Dice)
Planning (Gilean)	Prescient Strike (make single melee attack as a full round action and deny target its Dex bonus or concealment)	Cast <i>augury</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)



SACRED GUARDIAN DIVINE DOMAINS (CONT.)

Domain & Deities	Special Attack	Special Qualities
Plant (Chislev)	Cast <i>wall of thorns</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)	Command/rebuke Plant creatures as a cleric of equal level to its Hit Dice
Protection (Gilean, Mishakal, Paladine)	Cast <i>guards and wards</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Cast <i>shield other</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)
Rune (Gilean)	Manifest any type of <i>glyph of warding</i> up to three times per day (caster level equal to its Hit Dice)	SR 25 against spells cast from scrolls or prepared from a spellbook
Sun (Paladine)	Cast <i>searing light</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Turn undead as a cleric of equal level to its Hit Dice
Storm (Zeboim)	Shocking Strike (melee attack is considered to possess the shock special weapon quality)	Immune to electricity
Strength (Kiri-Jolith, Reorx)	Strong Blow (all melee attacks gain a sacred bonus to damage equal to 1/2 the sacred guardian's HD)	Cast <i>spell immunity</i> as a spell-like ability twice per day
Time (Zivilyn)	Cast <i>haste</i> or <i>slow</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Gain the evasion special ability
Travel (Habbakuk, Shinare)	Swift Strike (all melee attacks are considered to have the speed weapon quality)	Cast <i>teleport</i> as a spell-like ability once per day (caster level equal to its Hit Dice); base speed increased by +10 feet
Treachery (Hiddukel)	Gains sneak attack as a rogue of a level equal to its Hit Dice	Cast <i>invisibility</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)
Trickery (Branchala, Chemosh, Hiddukel, Takhisis)	Cast <i>confusion</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Cast <i>disguise self</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)
Tyranny (Takhisis)	Cast <i>crushing despair</i> as a spell-like ability three times per day (caster level equal to its Hit Dice)	Constantly surrounded by aura of despair (10 ft. radius, -2 penalty on saving throws, as blackguard)
Undeath (Chemosh)	Spirit Strike (all melee attacks considered to have ghost touch weapon quality)	Command/rebuke undead as a cleric of equal level to its Hit Dice
War (Kiri-Jolith, Sargonnas)	Cast <i>spiritual weapon</i> as a spell-like ability twice per day (caster level equal to its Hit Dice)	+4 natural Armor Class bonus
Water (Habbakuk, Zeboim)	Cast <i>wall of ice</i> as a spell-like ability once per day (caster level equal to its Hit Dice)	Gains Water subtype, cast <i>solid fog</i> as a spell-like ability once per day (caster level equal to its Hit Dice)

—Divine Attack (Su): All sacred guardians are imbued with the power of one of their patron deity's domains. The domain the sacred guardian represents determines which type of divine attack it possesses (see Sacred Guardian Divine Domains table).

Special Qualities: A sacred guardian retains all the special qualities of the base creature and gains those described below.

—Damage Reduction (Su): If the base creature already possesses damage reduction, the type of weapons that can bypass the DR change to magic plus evil (for sacred guardians dedicated to the Good domain), good (for sacred guardians dedicated to the Evil domain), lawful (for sacred guardians dedicated to the Chaos domain), or chaotic (for sacred guardians dedicated to the Law domain). If the sacred guardian is neutral, then its damage reduction becomes magic and adamantine. If the sacred guardian does not already possess damage reduction, it gains a damage reduction of 10/magic.

If the sacred guardian possesses a hardness score, the damage reduction completely replaces the hardness.

—Divine Grace (Su): All sacred guardians are imbued with the power of one of their patron deity's domains. The domain the sacred guardian represents determines what type of divine grace it possesses (see Sacred Guardians Divine Domains table).

—Fast Healing (Su): All sacred guardians possess a fast healing of 5.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Wis +4, Cha +4. If the construct has no Intelligence, it gains an Intelligence of 10; otherwise, it receives a +2 increase to current Intelligence score.

Skills: A sacred guardian's class skills are the same as a cleric, although sacred guardians with certain domains (such as Animal or Trickery), gain access to a few other skills (see Sacred Guardian Divine Domains table).

Environment: Any.

Organization: Solitary, pair, or pantheon (3-7).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Same as patron deity.

Advancement: Same as the base creature.

Level Adjustment: —

SACRED GUARDIANS & DIVINE DOMAINS

At its construction, every sacred guardian is imbued with the essence of its patron deity. This manifests as a divine power that fills the sacred guardian, granting it abilities determined by the aspect of the deity the sacred guardian represents. Every sacred guardian has one domain that determines which divine attack and divine grace the sacred guardian receives. The Sacred Guardian Divine Domains table details all the clerical domains found in the *Player's Handbook*, the *DRAGONLANCE Campaign Setting*, and the *Holy Orders of the Stars* sourcebook.

Note that mystics cannot create sacred guardians, although their powers are also divine in nature. Only

clerics, with the aid of their patron deity, can create and imbue a sacred guardian.

SAQUALAMINOI

This tall, ape-like humanoid is covered in shaggy gray-white hair. Its features are broad and flat with deep set brown eyes beneath a heavy sloping brow. Immensely strong and hulking in stature, it carries a large thighbone from some kind of giant animal as a makeshift club.

SAQUALAMINOI

CR 4

Usually N Large giant (cold)

Init +0; **Senses** low-light vision; **Listen** +2, **Spot** +1

Languages Ogre (dialect)

Weakness vulnerability to fire

AC 17, **touch** 9, **flat-footed** 17 (+8 natural, -1 size)

hp 63 (8 HD)

Immune cold

Fort +9, **Ref** +2, **Will** +3

Spd 40 ft.

Melee 2 slams +12 each (1d4+6) or

Melee Large club +12 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +16

Atk Options Power Attack

Abilities Str 23, Dex 11, Con 16, Int 6, Wis

13, Cha 9

Feats Endurance, Power Attack, Toughness

Skills Balance +2*, Climb +8, Hide -2*, Jump +8, Listen +2, Survival +3

Possessions Large club

Environment Cold mountains

Organization Solitary, band (4-8), or community (3-36 plus 1-6 3rd-level bulls and 50% noncombatants)

Treasure 50% goods and items (including possessions)

Advancement by character

class; **Favored Class**

barbarian; **Level**

Adjustment +2

Skills: A saqualaminoi receives a +8 bonus to Balance checks to avoid slipping on ice and has a +4 bonus to Hide checks when in snowy terrain.

Saqualaminoi are a mountain-dwelling race related to ogres. The ogres call them snow demons,

but they are a peaceful, if primitive, people who make every attempt to keep to themselves.

Saqualaminoi resemble ogres but are covered from head to foot in thick shaggy white hair. They weigh upwards of 700 pounds and range in height from 9 to 12 feet tall. Saqualaminoi have thick pads on the soles of their feet and hands which aid them in remaining steady in icy conditions, and they are naturally immune to the effects of extreme cold.

Sasqualaminoi have a simple language of grunts and howls which bears a passing similarity to Ogre. Many also learn Common and the tribal languages of mountain or ice nomads.

STRATEGIES AND TACTICS

Saqualaminoi are usually not interested in fighting, unless it is in self-defense or to protect their families. However, a rising younger population of saqualaminoi, lead by strong and charismatic leaders, has been known to organize itself into bands which raid settlements in the foothills below saqualaminoi settlements. These bands, and older saqualaminoi who are forced to defend themselves, wield large bone or wooden clubs or simply wade into combat swinging their heavy fists. Subtlety is not a characteristic of the saqualaminoi. They are strong, and they know it.

SAQUALAMINOI SOCIETY

The saqualaminoi live in communities comprised of loosely associated family units, each of which is headed by a male (or "bull"). Saqualaminoi mate for life and typically produce one or two children who survive to adulthood. A community bands together for hunting and for defense, but otherwise remains somewhat ungoverned and nomadic. Saqualaminoi families find homes in ice caves and caverns near glaciers, traveling from cave to cave with the shift in seasons.

Saqualaminoi hunt mountain goats and sheep, but they are also quite curious about other humanoids. Younger saqualaminoi even attempt to capture ogres and humans in hopes of learning more about them; the elders in the community frown upon this practice. Occasionally, the captured humanoids will be killed resisting the saqualaminoi, which has led to a reputation among surviving ogres and nomadic humans that



bloodthirsty snow demons infest the glaciers. However, there are other reasons.

In the past forty years, a new generation of saqualaminoi has grown up with a more aggressive and vicious streak. These saqualaminoi are among those visited by agents of Hiddukel shortly before the Chaos War, who promised them that greater riches with less work and hardship lay in the lands below the mountains. Bands of fearless saqualaminoi have been seen raiding settlements and waylaying caravans in areas such as Blode and the Vingaards, looting them for food and metal items and leaving more valuable goods behind. Although this activity was somewhat scattered and uncommon throughout the early Age of Mortals, Hiddukel's return may see a rise in the frequency and violence of these younger saqualaminoi.

SAQUALAMINOI CHARACTERS

Saqualaminoi bulls and hunters tend to be barbarians. Spellcasters are quite rare among the saqualaminoi, but with Hiddukel's influence, some of the younger bands include clerics. These clerics choose two from the following domains: Evil, Treachery, and Trickery.

SHADOW WIGHT

This is a menacing cloud of smoke and shadows that coalesces into a humanoid shape. Pinpricks of red light serve as eyes, and its arms end in grasping claw-like hands.

SHADOW WIGHT

CR 8

Always CE Medium undead (chaotic, extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Aura unnatural aura (30 ft. radius)

Languages telepathy 100 ft.

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

hp 39 (6 HD); **DR** 10/lawful or magic

Immune cold, paralysis, *sleep*; undead traits

Resist incorporeal traits; **SR** 17

Fort +2, **Ref** +5, **Will** +6

Weakness firelight powerlessness, shadow wight weaknesses, vulnerability to fire

Spd 30 ft.; fly 50 ft. (good)

Melee incorporeal touch +7 (1d8 Charisma damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** —

Special Actions despairing visage

Abilities Str —, Dex 17, Con —, Int 14, Wis 13, Cha 21

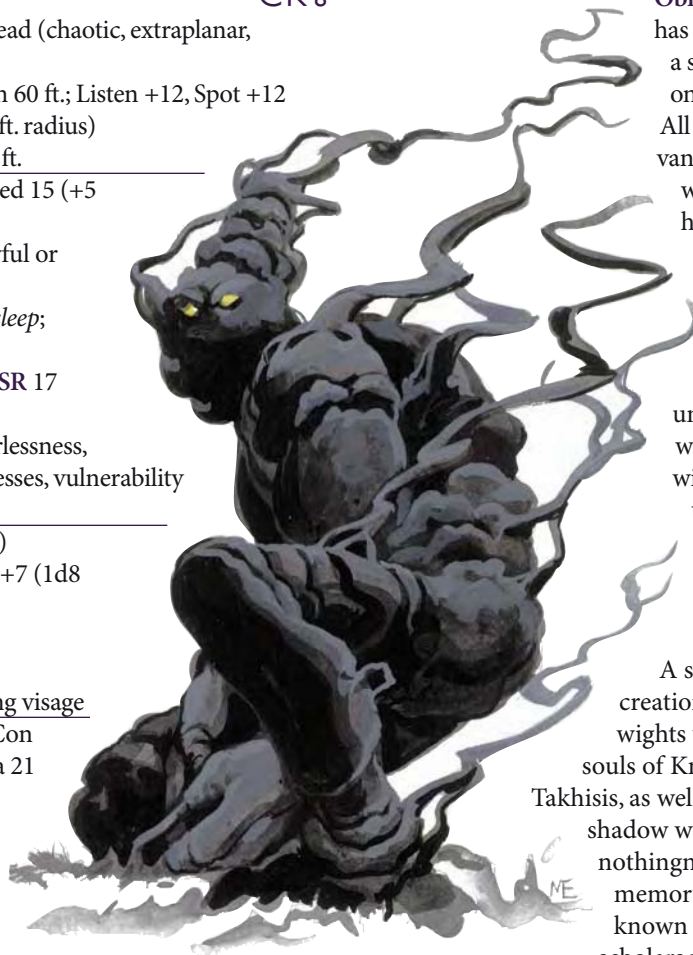
SQ oblivion, +4 turn resistance

Feats Alertness,

Improved Initiative,

Weapon Focus

(incorporeal touch)



Skills Hide +12, Intimidate +14, Listen +12, Search +14, Sense Motive +10, Spot +12

Environment Any

Organization Solitary or cloud (2-20)

Treasure None

Advancement 7-12 HD (Medium); **Level Adjustment** —

Charisma Damage (Su) The touch of a shadow wight deals 1d8 points of Charisma damage to a living foe. A creature reduced to 0 Charisma by a shadow wight is subject to the oblivion ability. This is a negative energy effect.

Despairing Visage (Su) A shadow wight can unnerve an opponent and cast him into doubt by looking into his eyes. The victim of the shadow wight's despairing visage ability sees the shadow wight appear as himself and tell the victim words to send him into a crippling depression. This is similar to a gaze attack, except the shadow wight must use a standard action; those merely looking at it are not affected. Anyone the shadow wight targets must succeed on a DC 18 Will save or be reduced to cowering for the next 1d4 rounds. The save DC is Charisma-based. On a successful saving throw, the target is still shaken. This is a mind-influencing fear effect.

Firelight Powerlessness (Ex) Shadow wights are powerless within the radius of bright illumination (see *Player's Handbook*) of any open source of flame and flee from it. A shadow wight caught in the illumination provided by fire cannot attack and can take only a single move or attack action in a round.

Oblivion (Su) An opponent who has his Charisma reduced to 0 by a shadow wight vanishes, leaving only his clothing and possessions. All memory of him similarly vanishes from the minds of those who knew of or met him, as if he had never existed. He may not be raised, resurrected, or otherwise restored, even with a *wish*.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a shadow wight at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked for as long as they are within that range.

A shadow wight is a horrid creation of Chaos. The first shadow wights were created from the slain souls of Knights of Solamnia and Takhisis, as well as other dead spirits. The shadow wights' only goal was to spread nothingness by wiping out the very memory of their victims, a process known as nullification by those scholars who study the creatures.

Despite their shadowy appearance, it's more accurate to describe shadow wights as simply being nothing—holes in the fabric of reality. Because of this unreal nature, despite their size, shadow wights weigh nothing at all.

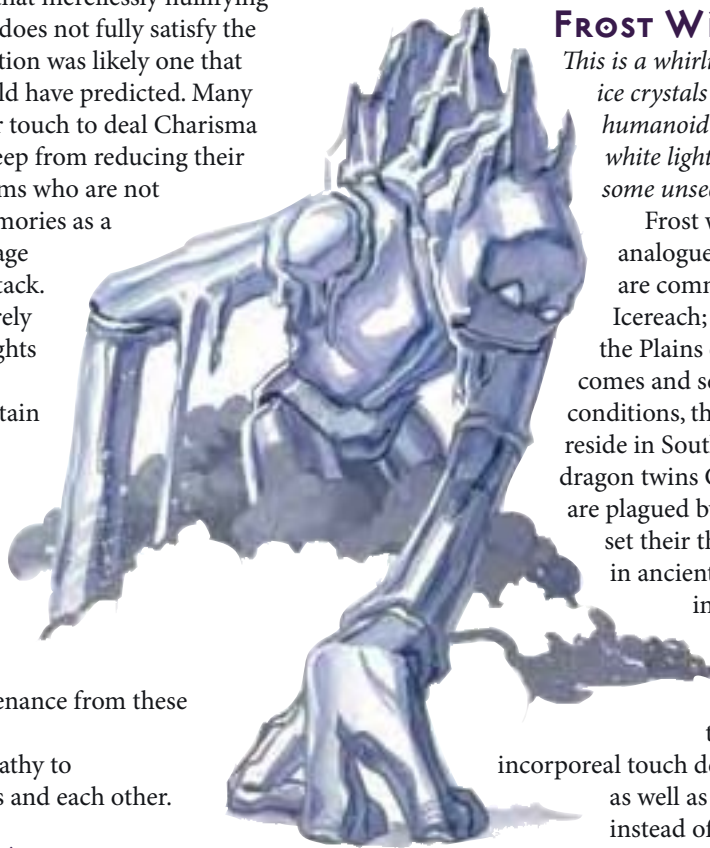
Though shadow wights are commonly thought of as merciless destroyers, in the decades since the Chaos War, scholars have realized that mercilessly nullifying all creatures from existence does not fully satisfy the creatures. Indeed, this evolution was likely one that not even Chaos himself could have predicted. Many shadow wights will use their touch to deal Charisma damage and intentionally keep from reducing their victims to a score of 0. Victims who are not fully nullified often lose memories as a result of the Charisma damage dealt by a shadow wight's attack. Reports from those who barely escaped say that shadow wights on the islands of Enstar and Nostar keep residents in certain towns in a manner befitting cattle—feeding off of them after they've had a chance to recover from previous Charisma loss. The exact reasons for this practice are still a mystery, as the shadow wights seem to derive some form of sustenance from these individuals.

Shadow wights use telepathy to communicate with creatures and each other.

STRATEGIES AND TACTICS

Shadow wights prefer to approach characters at night. If they can afford to attack one-on-one, they will first use

their despairing visage ability on potential victims and then proceed to drain the unresisting victim of his or her Charisma. They dislike natural sunlight (though are not harmed or negatively affected by it) and, as such, will not attack during the day unless some greater force compels them to do so.



FROST WIGHTS

This is a whirling cloud of snow and ice crystals that coalesces into a humanoid shape. Pinpricks of blue-white light serve as eyes, locked onto some unseen victim.

Frost wights are the arctic analogues of shadow wights. They are commonly found infesting Icereach; they migrate up towards the Plains of Dust when winter comes and sends that area into tundra conditions, though a few are known to reside in Southern Ergoth. The white dragon twins Cryonisis and Frisindia are plagued by these creatures and have set their thanoi minions to delving in ancient dwarven catacombs in search of the magical battleaxes rumored to reside there.

Frost wights have the cold subtype, and their incorporeal touch deals 1d4 cold damage as well as 1d6 Charisma damage, instead of the shadow wight's 1d8 Charisma damage. They are otherwise identical to shadow wights.

SHADOW WIGHT WEAKNESSES

SHADOW wights are extremely difficult to kill, unless their opponents are backed by the power of the gods of Krynn. As extensions of Chaos' will, they are anathema to all of the gods, whether good, evil, or neutral. As such, they possess a number of weaknesses.

Blessed Weapons: Any character who is the subject of a *bless* spell or whose weapon has been the target of a *bless weapon* spell automatically scores a critical threat on a shadow wight if he hits, regardless of the weapon's threat range, and the critical multiplier of the weapon improves by one (x2 becomes x3, x3 becomes x4, etc). Aligned weapons with the axiomatic, holy, or unholy qualities are also considered blessed weapons for these purposes.

Holy Water: Holy water deals twice as many points of damage to a shadow wight as it does to standard undead (4d4 on a direct hit or 2 points if within 5 feet).

Medallions of Faith: A cleric's *medallion of faith* is a potent weapon against a shadow wight. If a cleric with a *medallion of faith* is in favor with her deity (does not need atonement, gains clerical spells, etc.), she may attempt a melee touch attack against the shadow wight with the *medallion*. A successful attack deals 1d6 points of damage per cleric level, bypassing damage reduction. If the attack was a critical hit, this damage is doubled. The *medallion of faith* is destroyed in the process. Sword knights, Skull knights, and other characters with clerical powers who possess *medallions of faith* may also attempt this attack.

Raise Dead: Because shadow wights are culled from the souls of once-living beings, it is possible to free them of Chaos' torment. If a *raise dead* spell is cast on a shadow wight, it acts as a *slay living* spell on the creature, either killing it or dealing damage.

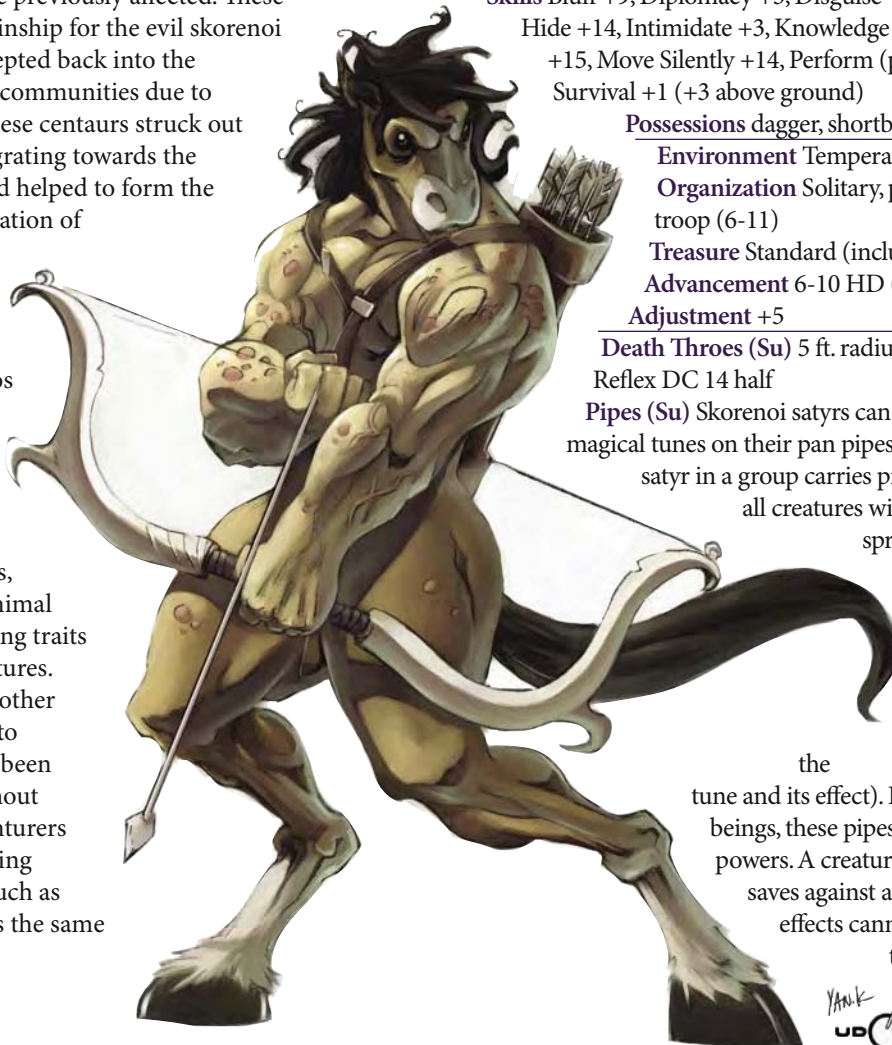
SKORENOI

Skorenoi first arose in the Darken Wood during the years immediately following the Chaos War. A fiendish treant created by Chaos known as Grimbough had struck a bargain with a rogue centaur chieftain named Chrethon. Chrethon had been exiled by his fellow chieftains for defying the Darken Wood's Forestmaster by slaughtering a group of Knights of Takhisis. The exiled centaur wanted revenge against his fellow centaurs for perceived wrongs against him, and Grimbough sought to take advantage of this hatred.

It was thus that the Grimbough altered the centaur leader into a skorenoi: a twisted and deformed version of his former self. Chrethon then waged a war against his old centaur allies, abducting them and using Grimbough to turn them into loyal skorenoi followers. Chrethon discovered that the Grimbough's powers were not limited to centaurs and kidnapped numerous satyrs to fill out his ranks.

It was only with the assistance of a Hero of the Lance, Caramon Majere, and his daughter Dezra that destruction was brought to Chrethon and Grimbough. After a few months, the taint of the skorenoi vanished from about one-third of those previously affected. These centaurs felt no kinship for the evil skorenoi and were not accepted back into the standard centaur communities due to their past sins. These centaurs struck out on their own, migrating towards the Plains of Dust and helped to form the centaur/human nation of Duntollik.

No two skorenoi look alike; the influence of Chaos changes them physically, often resulting in unnaturally bulging muscles, deformed features, or a blur of the animal and human-looking traits found in the creatures. It is possible that other creatures similar to Grimbough have been in hiding throughout Ansalon, as adventurers have reported facing other creatures, such as kyrie, that possess the same attributes.



SAMPLE SKORENOI

This creature is covered in red lumps and bulging veins. It seems to be an indistinct merge of man and goat.

This example uses a satyr as the base creature.

SKORENOI SATYR CR 6 (4 WITHOUT PIPES)

Always CE Medium fey (chaotic)

Init +2; **Senses** low-light vision; **Listen** +15, **Spot** +15

Languages Common, Sylvan

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); **Dodge**, **Mobility**

hp 27 (5 HD); **DR** 5/cold iron and lawful

Fort +3, **Ref** +6, **Will** +5

Spd 80 ft.

Melee head butt +4 (1d6+2) and dagger -1 (1d4+2/19-20)

Ranged shortbow +4 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options smite law 1/day (+5 damage)

Combat Gear pipes

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

SQ death throes, pipes

Feats Alertness^B, Dodge, Mobility

Skills Bluff +9, Diplomacy +3, Disguise +1 (+3 acting),

Hide +14, Intimidate +3, Knowledge (nature) +9, Listen

+15, Move Silently +14, Perform (pipes) +9, Spot +15,

Survival +1 (+3 above ground)

Possessions dagger, shortbow, pipes

Environment Temperate forests

Organization Solitary, pair, band (3-5), or troop (6-11)

Treasure Standard (including possessions)

Advancement 6-10 HD (Medium); **Level Adjustment** +5

Death Throes (Su) 5 ft. radius, 5d6 fire damage, Reflex DC 14 half

Pipes (Su) Skorenoi satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot

spread (except satyrs)

must succeed on a

DC 13 Will save

or be affected by

charm person,

sleep, or *fear*

(caster level 10th;

the satyr chooses the

tune and its effect). In the hands of other

beings, these pipes have no special

powers. A creature that successfully

saves against any of the pipes'

effects cannot be affected by

the same set of pipes

for 24 hours.

The save DC

is Charisma-

based.

Smite Law (Su) Once per day, a skorenoi satyr can make a normal melee attack to deal an extra +5 points of damage against a lawful foe.

STRATEGIES AND TACTICS

Skorenoi satyrs often utilize pipes in hopes of lulling as many adventurers as possible into *sleep*. The satyrs will then attempt to coup de grace the adventurers, unless they have some other plans for them. If this tactic doesn't work, they will utilize hit-and-run tactics: attacking opponents in melee with a head butt or dagger, using their prodigious speed to move far away, and peppering an opponent with arrows on the following rounds.

CREATING SKORENOI

“Skorenoi” is an acquired template that can be added to any corporeal humanoid, fey, or monstrous humanoid that possesses bestial traits, such as a centaur, harpy, kyrie, or minotaur, etc. (referred to hereafter as the “base creature”).

A skorenoi uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Humanoids with this template become monstrous humanoids, and all creatures gain the chaotic subtype. Otherwise, the creature type is unchanged. Size is unchanged. Do not recalculate the creature's Hit Dice, base attack bonus, or base saves.

Speed: If the creature is fey, double its base land speed.

Armor Class: Natural armor class improves by +2.

Special Attacks: A skorenoi retains all the special attacks of the base creature and gains the following attacks.

—**Death Throes (Ex)** A skorenoi that is reduced to 0 hit points or less immediately explodes, dealing 5d6 points of fire damage to all creatures within 5 feet of the skorenoi. Affected creatures can attempt a Reflex save with a DC equal to 10 + 1/2 HD + Con modifier to take half damage. This blast also destroys the weapon used to deal the killing blow, if any. Magic weapons are allowed a saving throw (same DC) to negate this effect. If the killing blow was a natural weapon or unarmed attack, the creature who delivered it takes half again as much fire damage from the explosion, unless it succeeded its saving throw, in which case it takes normal damage.

—**Smite Law (Su)**

Once per

day, the skorenoi can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a lawful foe.

Special Qualities: A skorenoi retains all the special qualities of the base creature and gains damage reduction 5/lawful. If the base creature already has damage reduction that can be overcome by another weapon type, the type of weapon must reflect both the original required type and the lawful type.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2.

Environment: Any forested area.

Challenge Rating: Same as the base creature +1 or +2 if fey.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +2 or +3 if fey.

SKRIT

This is a huge beetle resembling an armored flea with a long, inflexible tail. Its head is tiny and somewhat recessed with the bulk of its body being a domed carapace mottled in yellow and brown to blend in with the desert around it. It scuttles along on six small segmented legs which peek out from underneath its body.

SKRIT

CR 5

Always N Large vermin

Init +2; **Senses** darkvision 60 ft., scent, tremorsense 60 ft.; Listen +0, Spot +4

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 33 (6 HD)

Immune vermin traits

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

Spd 50 ft.

Melee 2 claws +7 each (1d4+4) and bite +2 (1d8+2 plus poison)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options improved grab (bite)

Abilities Str 18, Dex 15, Con 13, Int —, Wis 10, Cha 7

Feats Lightning Reflexes^B



Skills Hide -2*, Listen +0, Spot +4

Environment Cool deserts

Organization Solitary or pair

Treasure None

Advancement 7-12 HD (Large), 13-18 HD (Huge); **Level Adjustment** —

Improved Grab (Ex) To use this ability, a skrit must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Each round after the first that the skrit maintains a hold on its victim, it can continue to inject poison until paralysis takes effect. A skrit does not deal additional bite damage after the first round, nor may it make claw attacks on other opponents while it is maintaining a hold on the victim. A skrit that is damaged after grabbing its prey will immediately retreat, dragging the victim with it.

Poison (Ex) Injury; Fort DC 14; initial damage paralysis for 3d6 hours, secondary damage 2d4 Con. The save DC is Constitution-based. This poison continues to inflict 1d4 points of Constitution damage every hour after the first, liquefying the victim's internal organs, muscles, and bone.

Skills A skrit has a +4 racial bonus to Spot checks. *A skrit also gains a +12 bonus to Hide checks when in rocky desert terrain, due to its natural camouflage, as long as it remains still.

Skrits are large carnivorous desert beetles that lie in wait for their prey among rocky outcroppings or boulders. Skrits are over five feet tall and half again as long with armored shells which protect them from most attacks. Skrit shells persist even after the creature itself is dead, forming homes for desert life and used by desert nomads as material for armor and shelters.

STRATEGIES AND TACTICS

Once a skrit's prey is in range, it aggressively attacks the weakest or smallest individual to the exclusion of all others. It will try to achieve a hold with its barbed mouth, injecting its paralyzing toxin into the victim and dragging it off.

SKYFISHER

This is a cross between a vulture and a giant bat with a curved beak, bat-like wings, and long dangling legs that end in vicious hooked talons. It is earless and has beady black eyes. Its body is covered in blue-black feathers which lighten to a blue fur on its head and upper legs.

SKYFISHER

CR 2

Usually N Small aberration

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

Languages Common, local regional language (cannot speak)

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 18 (4 HD)

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

Spd 10 ft.; fly 60 ft. (average)

Melee 2 claws +6 each (1d6+3) or

Melee bite +6 (1d8+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Flyby Attack, improved grab (claw)

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

Feats Alertness, Flyby Attack

Skills Knowledge (nature) +8, Listen +10, Move Silently +10*, Spot +10

Environment Temperate hills

Organization Solitary, pair, or flock (3-20)

Treasure Standard

Advancement 5-8 HD (Small), 9-12 HD (Medium); **Level Adjustment** —

Improved Grab (Ex) To use this ability, a skyfisher must hit with a claw attack. It may then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can fly off with any Medium or smaller creature that weighs less than 200 pounds.

Skills *A skyfisher gains a +8 racial bonus on Move Silently checks when it is in flight.

The skyfisher is a clever avian predator that plagues sheep and goat farms in the mountains of northern Ansalon. Occasionally, it will tire of animals and target settlements and villages; it has been known to attack children, horses, and even grown adults.

The skyfisher is a hideous amalgam of bat and vulture with the worst features of both. Legends in Solamnia credit the creature's existence to a knight's curse; a moment of passion led to an act of betrayal and murder, transforming the knight into a dark reflection of the Order's kingfisher symbol. This is considered a folk tale at best, but it is true that the skyfisher is a cunning and intelligent creature with an interest in despoiling the lands of knights.

Skyfishers are three feet long with a wingspan of over four feet. They weigh 150 pounds but are extremely strong for their small frames.

Skyfishers communicate with each other by squawks and shrieks and understand Common and the local languages of their area (such as Solamnic).

STRATEGIES AND TACTICS

A skyfisher's preferred tactic is to fly above its target for a short time, waiting for an opportune moment to dive upon the target and snatch it up in its claws. Skyfishers revel in dropping their prey from the skies, counting on falling damage to do most of the work for them. When encountered in a flock, three quarters of the flock will hold back and wait to see how a threat measures up to a handful of their number before swooping in for the kill.

PERNICIOUS SKYFISHER

Perhaps because of their dark and malicious natures, some skyfishers display characteristics and traits that add to rumors of their infernal origins. A pernicious skyfisher is a



foul-winged monstrosity, many times the size of its lesser cousins, and surrounded by a stench of brimstone and malice.

In addition to Common, pernicious skyfishers understand the Infernal and Abyssal tongues.



PERNICIOUS SKYFISHER

CR 7

Always NE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Listen** +19, **Spot** +19

Languages Abyssal, Common, Infernal; (cannot speak)

AC 19, **touch** 15, **flat-footed** 14 (+5 Dex, +4 natural)

hp 78 (12 HD); **DR** 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +6, **Ref** +9, **Will** +10

Spd 10 ft.; **fly** 60 ft. (average)

Melee* 2 claws +12 each (1d8+11) or

Melee* bite +12 (1d10+7)

* includes adjustments for a 4-point Power Attack

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +16

Atk Options Flyby Attack, improved grab (claw)

Special Actions smite good 1/day (+12 damage)

Spell-Like Abilities (CL 12th, +16 melee touch, +14 ranged touch)

3/day—*darkness*, *poison* (DC 15)

1/day—*blasphemy* (DC 18), *contagion* (DC 14), *desecrate*, *unholy blight* (DC 15)

Abilities Str 24, Dex 20, Con 14, Int 17, Wis 14, Cha 13

Feats Alertness, Flyby Attack, Hover, Improved Sunder, Power Attack

Skills Bluff +7, Concentration +8, Escape Artist +11, Hide +11, Intimidate +9, Knowledge (nature) +18, Knowledge (the planes) +10, Listen +19, Move Silently +12 (+20 in flight), Search +10, Spot +19, Survival +9 (+11 natural environments), Swim +14

Environment Temperate hills

Organization Solitary or pair

Treasure Standard

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

and can fly off with any Large or smaller creature that weighs less

than 800 pounds.

Smite Good (Su) Once per day, a pernicious skyfisher may make a normal melee attack that deals +12 damage to a good foe.

SLIG

This hairless, six-foot-tall humanoid carries a pole arm weapon and has a wiry, orange-yellow body. Its head is vaguely snake-like with yellow reptilian eyes, and its mouth boasts venomous fangs. It has large ears, a blunt nose, thick hook-clawed fingers, and a stubby tail.

SLIG

CR 2

Usually LE Medium humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +2

Languages Common, Draconic

AC 16, **touch** 12, **flat-footed** 14 (+2 Dex, +4 natural)

hp 16 (3 HD)

Resist fire 10

Fort +2, **Ref** +5, **Will** +1

Spd 30 ft.

Melee glaive +4 (1d10+3/x3) or

Melee bite +4 (1d4+2 plus 1 acid) and 2 claws –1 each (1d3+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Special Actions acid spit

Abilities Str 14, Dex 12, Con 14, Int 13, Wis 11, Cha 7

SQ slig traits

Feats Alertness, Stealthy

Skills Craft (trapmaking) +4, Hide +9, Listen +2, Move Silently +7, Ride +4, Spot +2, Survival +2

Possessions glaive

Environment Warm hills

Organization Solitary, scout party (3-9 plus 1 3rd-level bravo), war party (10-24 mounted on dire boar mounts), or tribe (10-100 plus 100% noncombatants plus 1 3rd-level bravo for every 20 adults, 1-2 champions of 6th or 7th level, 1 boss of 8th-10th level, 1-4 ogres, and 10-24 dire boars)

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** rogue;

Level Adjustment +2

Acid Spit (Ex) A slig's bite deals an additional 1 point of

acid damage with a successful attack. Three times a day, a slig can spit a caustic fluid at an opponent as a ranged touch attack that deals 1d6 points of acid damage. This attack has a range of 10 feet and has no range increment. Anyone hit by a slig's acid spit must succeed on a DC 12 Reflex save or be blinded for 1d6 rounds. The save DC is Constitution-based. A blinded opponent can take a full round action to flush their eyes and face with water to restore sight, but this action draws an attack of opportunity.

Skills: A slig has a +2 racial bonus on Craft (trapmaking) and Hide skills.

Sligs are tall, brawny reptilian humanoids related to kobolds with crafty and sadistic natures.

A slig has many snake-like features including smooth, mottled skin and sharp fangs. It decorates itself with tribal tattoos and body paints in zig-zag patterns and wears chunky jewellery and trinkets rather than actual clothing.

A slig is 6 to 6 1/2 feet tall and weighs 180 to 220 pounds. Its posture is often stooped and hunched over from spending long hours in cramped tunnels or caves; when it runs, it ducks and weaves with frequent short jumps.

Sligs speak Common and Draconic. Many sligs also speak Goblin and Ogre.

STRATEGIES AND TACTICS

Although a slig can inflict damage by biting or clawing its opponent, it prefers to use a weapon. Sligs favor polearms such as glaives, guisarms, and ranseurs for their reach and usefulness in tripping or disarming opponents. A slig will reserve its acidic spit for tough opponents, such as armored fighters and knights, relying on its other abilities for regular foes.

Sligs are strong, clever fighters that prefer to use well-placed traps, ambushes, and snares when given the chance. Slig war parties stage elaborate traps outside of settlements or camps and then attempt to drive their opponents into them. Many sligs ride dire boars into battle, leaping from their backs after closing with the enemy or bullrushing individual opponents into trapped areas.

SLIG SOCIETY

Slig tribes live in rocky areas, such as canyons and hills. They occasionally make their lairs near kobold mines, bullying their lesser cousins into a share of the resources. Sligs also ally with ogre bands for mutual support,



because they usually share a common human enemy in the area. During the Age of Mortals, sligs allied themselves with nearby dragonlords, such as Fenalysten and Stendunnus, but their lack of real numbers prevented them from establishing any lasting usefulness to the dragons.

Sligs are led by a boss who surrounds himself with cunning and crafty supplicants and earns his position through claims of a suitably mythic ancestor. Sligs are, like kobolds, rumored to be the result of breeding experiments between bakali lizardfolk and goblin races, and their reptilian nature and tribal legends support this. Each slig boss takes great care to exaggerate these legends whenever possible so as to bolster his birthright.

Sligs revered Takhisis before the Chaos War, but the Dark Queen chose not to appear to them during the Age of Mortals, relying instead on the spread of dark mysticism to serve her ends. With her death and the return of the other gods, there has been some effort on the part of Sargonnas to count the sligs among his worshippers, so far with little success.

SLIGS AS CHARACTERS

Most slig leaders are barbarians or barbarian/rogues. Slig clerics typically worshipped Takhisis, with most tribal shamans turning to dark mysticism in the Age of Mortals. Slig mystics choose one of the following domains: Evil, Strength, or Trickery.

Slig characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +2 Constitution, –4 Charisma.
- Medium size.
- A slig's base land speed is 30 feet.
- Darkvision 60 feet.
- Racial Hit Dice: A slig begins with 3 levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A slig's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Craft, Hide, Move Silently, Ride, and Survival.
- Racial Feats: A slig's humanoid levels give it two feats.
- +4 natural armor bonus.
- +2 racial bonus on Craft (trapmaking) and Hide checks.
- Natural weapons: bite (1d4 plus 1 acid) and 2 claws (1d3)
- Special Attacks: Acid spit.
- Special Qualities: Resistance to fire 10.
- Automatic Languages: Common, Draconic. Bonus Languages: Goblin, Elven, Ogre.
- Favored Class: Rogue.
- Level adjustment: +2.

SLIG BRIGAND

A slig brigand specializes in waylaying travelers who venture too close to a slig community. These skilled rogues are highly skilled in the arts of stealth and subterfuge and often set deadly traps along well-traveled routes.

SLIG BRIGAND

CR 12

Male slig rogue 10

Usually LE Medium humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Common, Draconic, Goblin

AC 22, touch 13, flat-footed 20 (+5 armor, +1 deflection, +2 Dex, +4 natural); improved uncanny dodge, uncanny dodge

hp 61 (13 HD)

Resist fire 10; evasion, improved evasion

Fort +5, **Ref** +12, **Will** +6

Spd 30 ft.

Melee +2 *guisarme* +16/+11 (2d4+9/x3) or

Melee bite +14 (1d4+5 plus 1 acid) and 2 claws +9 (1d3+2)

Ranged light crossbow +11 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +14

Atk Options acid, Combat Expertise, Improved Feint, Improved Trip, sneak attack +5d6

Special Actions acid spit

Combat Gear *potion of bull's strength, potion of cure critical wounds*

Abilities Str 20, Dex 14, Con 12, Int 13, Wis 14, Cha 8

SQ slig traits, trap sense +3, trapfinding

Feats Combat Expertise, Improved Feint, Improved

Initiative, Improved Trip, Martial Weapon Proficiency (*guisarme*)

Skills Balance +4, Bluff +15, Craft (trapmaking) +15,

Diplomacy +1, Disable Device +19, Hide +16,

Intimidate +1, Jump +7, Listen +12, Move Silently +14,

Open Lock +16, Spot +12, Tumble +10

Possessions combat gear plus +2 *studded leather, ring of protection* +1, +2 *guisarme*, light crossbow with 10 bolts, artisan's tools (trapmaking), masterwork thieves' tools

Environment Warm hills

Organization Solitary

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** rogue;

Level Adjustment +2

Acid Spit (Ex) 3/day, 1d6 acid damage (no save); blind 1d6 rounds, Reflex DC 12.

GHAGGLER

Ghagglers are a marine offshoot of sligs that lair in deep waters off the shore of Ansalon, preying upon sailors and merchant vessels as well as the occasional sea elf settlement. They revere Zeboim and ally themselves with scrag and other evil aquatic races, and most tribes have entered into a partnership with an amphi dragon or sea dragon for mutual support.

Ghagglers have the aquatic subtype, a base land speed of 20 feet, and a swim speed of 40 feet. They are otherwise identical to sligs.

SWARM, TURBIDUS LEECH

A mass of foot-long dark brown creatures clouds the water, sharp teeth ringing sphincter mouths.

SWARM, TURBIDUS LEECH CR 10

Always CE Diminutive magical beast (aquatic, swarm)

Init +9; Senses darkvision 60 ft.;

Listen +0, Spot +0

Aura distraction (0 ft., nauseated 1 round, Fort DC 17)

AC 20, touch 20, flat-footed 14 (+6 Dex, +4 size)

hp 84 (12 HD)

Immune swarm traits

Resist immune to weapon damage

Fort +9, **Ref** +13, **Will** +4

Spd swim 40 ft.

Melee swarm (3d6 plus blood drain)

Space 10 ft.; **Reach** 0 ft.

Base Atk +12; **Grp** —

Atk Options wounding

Abilities Str 3, Dex 20, Con 12, Int 3, Wis 10, Cha 3

Feats Improved Initiative, Skill Focus (Survival), Skill Focus (Swim), Toughness (2)

Skills Listen +0, Spot +0, Survival +5, Swim +14

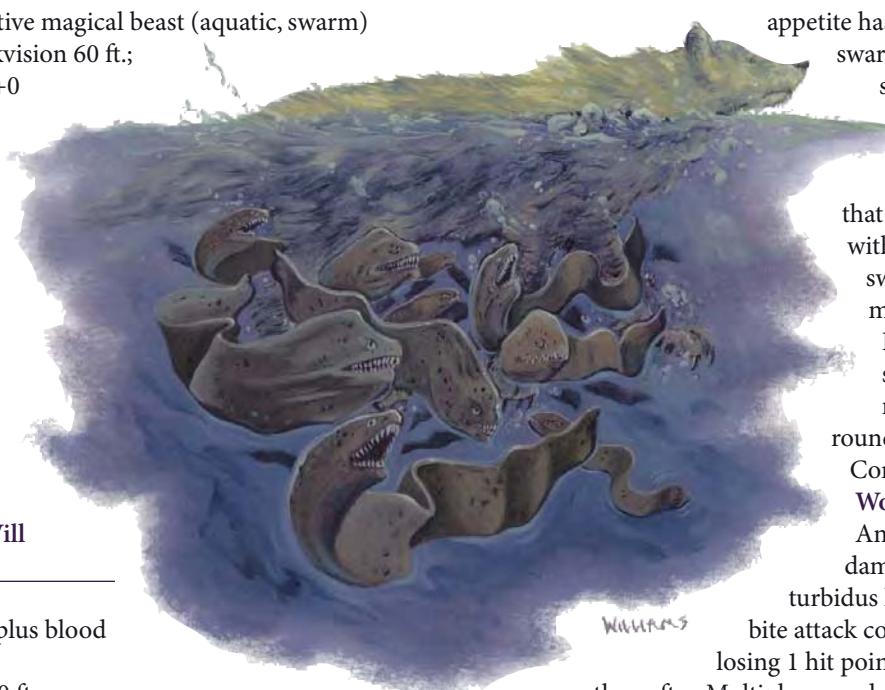
Environment Any warm aquatic

Organization Solitary, school (2-4 swarms), or scourge (5-10 swarms)

Treasure None

Advancement None; **Level Adjustment** —

Blood Drain (Ex) A turbidus leech swarm drains blood,



dealing 2d4 points of Constitution damage to any creature whose space it occupies, as part of its swarm damage. Once it has dealt a total of 16 points of Constitution damage (either combined among multiple targets or from a single one), it continues to attack the creature out of sheer malevolence and spite, though it deals no more Constitution damage and must digest its meal. If its victim dies before the turbidus leech swarm's

appetite has been sated, the swarm detaches and seeks a new target.

Distraction (Ex)

Any living creature that begins its turn with a turbidus leech swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1

round. The save DC is Constitution-based.

Wounding (Ex)

Any living creature damaged by a

turbidus leech swarm's bite attack continues to bleed,

losing 1 hit point per round

thereafter. Multiple wounds do not result in cumulative blood loss. The bleeding can be stopped

by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Skills A turbidus leech swarm has a +3 racial bonus to Survival checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on its Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims straight.

Turbidus leeches are deadly creatures found primarily in the waters north of Nordmaar, though they span across

HAZARD: TURBIDUS LEECH

Turbidus Leech CR 3: Though the turbidus leeches pose a fatal risk in a swarm, even a single leech is capable of leading one to ruin but not in a manner to be expected. When a single leech attaches itself to a living non-plant creature, the chemicals it secretes make the victim's mind malleable. The host creature takes a -4 penalty to all Will saves made while a turbidus leech is attached to it, as well as taking 1 point of Constitution damage a day (thus, the creature is effectively always missing 1 point of Constitution). Furthermore, any charm or compulsion effects cast upon a victim have a permanent duration so long as

the turbidus leech remains attached. Spells cast later on the victim take priority over older ones should they contradict previous charm or compulsion spells.

A creature with a turbidus leech attached to it feels compelled to do everything he can to hide the leech's presence from others. One may notice the presence of a turbidus leech through another's clothing by making a Spot check opposed by the host's Disguise check. The host gains a +12 bonus due to the small size of the leech, as well as a circumstance modifier equal to the armor bonus provided by any armor he may be wearing.



practically all of Ansalon's equatorial oceans in varying numbers. They exist to feed, although many spellcasters have found a most unique use for individual turbidus leeches (see sidebar).

Turbidus leeches are one foot long with slimy, segmented brown bodies and a featureless head marked only by a ring-shaped mouth filled with teeth. They weigh a little over a pound.

STRATEGIES AND TACTICS

A turbidus leech swarm seeks to surround as many creatures as possible and drain blood from them. Because of the swarm's evil alignment, it does not stop its attack when it is full but continues to deal swarm damage.

TAINED-BLOOD

The wicked Dragon Overlord Onysabet was well-known for her twisted experimentation upon living creatures in order to create horrifying monsters to torture and torment those within her realm. One of her creations was the tainted-blood creature, whose blood is magically imbued with a potent acid.

Most creatures transformed into tainted-blood are driven insane, living in near constant pain from the acid coursing through their blood. The transformation causes boils and pustules to form on the creature's skin with open wounds constantly oozing dark-colored blood. Most of the creature's hair falls out, while its skin changes to either a sickly yellow or darkens to the blue-black color of a bruise, giving the creature a jaundiced look. The scent of rotting citrus seems to surround the tainted-blood creatures at all times, making them fairly easy (in most circumstances) to track.

Unfortunately, it does not seem that Onysabet is the only being to take an interest in creating more of these twisted creatures. Some priests of Morgion have been working on refining the transformation process to make it an affliction that can easily be transmitted to others. Thankfully, they have yet to prove successful.

SAMPLE TAINED-BLOOD

This short humanoid has a flat face with a broad nose, pointed ears, and a wide mouth filled with sharp fangs. Its features are twisted into a grimace of pain and rage, insanity blazing in its eyes. At first glance, it seems like a goblin of some sort, although its flesh is a sickly yellow hue and covered with oozing boils and pustules. It wears only a loincloth, revealing that the wounds cover its entire body, giving it a truly unhealthy appearance. A scent of rotten citrus clings to the creature.

This example uses a 1st-level goblin warrior as the base creature.

TAINED-BLOOD GOBLIN CR 1

Male or female tainted-blood goblin warrior 1

Always CE Small monstrous humanoid (augmented humanoid)

Init +1; Senses darkvision 60 ft., low-light vision; Listen +1, Spot +1

Languages Common, Goblin

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 7 (1 HD)

Immune acid, poison

Fort +5, Ref +1, Will -1

Spd 30 ft.

Melee Small

morningstar +4 (1d6+2) or

Ranged Small javelin

+3 (1d4+2)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +7

Atk Options

Improved Grapple

Special Actions

burning embrace (1d6 acid)

Abilities Str 15, Dex

13, Con 16, Int 10,

Wis 9, Cha 6

SQ acid reflex, death throes, poison fumes, scented

Feats Alertness, Improved

Grapple^B

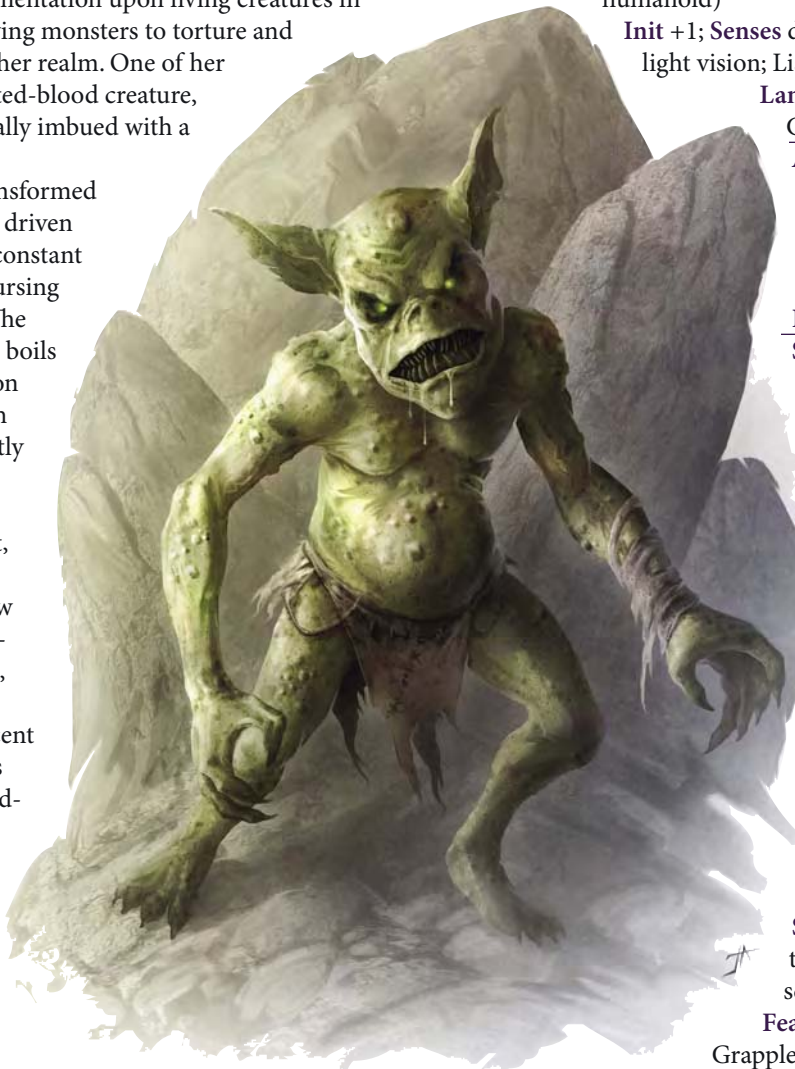
Skills Climb +6, Hide +5, Jump +6,

Listen +1, Move Silently +5, Ride +4, Spot +1

Possessions Small javelin (2), Small morningstar

Environment Temperate marshes

Organization Gang (4-9), warband (10-24 with worg mounts), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), or tribe (40-400 plus 100% noncombatants)



plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** rogue;

Level Adjustment +1

Acid Reflex (Ex) 5 ft. line, Reflex DC 13 half, 1d4 acid damage.

Death Throes (Su) delay 1d4 rounds, 5 ft. radius, Reflex DC 13 half, 1d8 acid damage.

Poison Fumes (Su) Inhaled, Fort DC 13, 1 Con/1d4 Con.

Scented (Ex) Because of its smell, those following the tainted-blood gain a +5 circumstance bonus to Survival checks to track the creature. The bonus increases to +10 if the tracker has the Scent special quality.

Tainted-blood goblins congregate in the outskirts of Sable's Great Swamp, eking out a miserable existence among the crocodiles and aberrant creations of the Black Dragon Overlord. When they are not bemoaning their condition, they are staging suicidal attacks on unwary travelers, hoping to give some meaning to their lives.

STRATEGIES AND TACTICS

Tainted-blood goblins throw themselves into melee, choosing a direct and brutal approach to any conflict. If there are large numbers of them in a fight, they attempt to overbear and pile onto larger targets, overwhelming them with their burning embrace and poison fumes. If the tainted-blood goblins are outnumbered, they have even been known to turn on each other, hoping to release acidic bursts as their foes approach.

CREATING A TAINTED-BLOOD CREATURE

"Tainted-blood" is an acquired template that can be added to any corporeal creature with a Constitution score (referred to hereafter as the "base creature").

A tainted-blood uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Giants or humanoids with this template become monstrous humanoids; otherwise, the creature type is unchanged. Size is unchanged. Do not recalculate base attack bonus, saves, or skill points if its type changes.

Armor Class: The creature's natural armor class increases by +2.

Special Attacks: A tainted-blood retains all special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 tainted-blood's HD + tainted-blood's Con modifier unless noted otherwise.

—**Acid Reflex (Ex)** The acid-filled pustules covering a tainted-blood's body are extremely fragile. Any time the tainted-blood is struck by a physical attack (whether a melee attack or a ranged attack), some of these pustules burst, releasing a 5-foot line of acid. Individuals in the area must make a Reflex save or else take an amount of acid damage based upon the tainted-blood's size (see table).

—**Burning Embrace (Ex)** With a successful grapple check, the tainted-blood manages to get a tight grip on

an individual, crushing its body against its opponent and purposefully causing its pustules to burst. This damage is automatic each round that the victim remains grappled by the tainted-blood. Additionally, after the first round, victims must make a saving throw against the poisonous fumes of the tainted-blood's acid (see below).

—**Death Throes (Ex)** When killed, the body of the tainted-blood falls to the ground and begins to smoke and smolder. 1d4 rounds later, the corpse explodes in a burst of acid. Creatures within the area of effect are allowed a Reflex saving throw for half damage. Additionally, one round after the death throes, any creature still within the area of effect must save against the poison fumes (see below).

Size	Acid Reflex Dmg	Burning Embrace Dmg	Death Throe Dmg	Death Throe Radius
Fine	1	1d2	1d3	0 ft.
Diminutive	1d2	1d3	1d4	0 ft.
Tiny	1d3	1d4	1d6	0 ft.
Small	1d4	1d6	1d8	5 ft.
Medium	1d6	1d8	2d6	5 ft.
Large	1d8	2d6	2d8	10 ft.
Huge	2d6	2d8	4d6	15 ft.
Gargantuan	2d8	4d6	4d8	20 ft.
Colossal	4d6	4d8	6d6	30 ft.

—**Poison Fumes (Ex)** The fumes of the tainted-blood's acid are toxic. Creatures within the area of effect of its death throes, as well as any creature held in its burning embrace, may be affected by the fumes. The initial damage of the fumes is 1 Constitution. One minute later, those who failed their first saving throw must make another save or take 1d4 Constitution damage.

Special Qualities: A tainted-blood retains all the special qualities of the base creature and gains those described below.

—**Enhanced Vision (Ex)** A tainted-blood gains darkvision to 60 feet and low-light vision.

—**Immunities (Ex)** A tainted-blood is immune to poison and acid.

—**Scented (Ex)** The fumes of the acid in its blood, combined with the oozing wounds that leave a trail of acid droplets in its wake, make tainted-blood creatures very easy to track. Those following the tainted-blood gain a +5 circumstance bonus to Survival checks to track the creature. The bonus increases to +10 if the tracker has the Scent special quality.

Abilities: Increase from the base creature as follows: Str +2, Con +4.

Feats: Tainted-blood gain Improved Grapple as a bonus feat, even if they do not meet the prerequisites for the feat.

Environment: Any, usually same as base creature.

Organization: Any, usually same as the base creature.

Challenge Rating: Fine through Tiny size, as the base creature; Small through Large, as base creature +1; Huge through Colossal, as base creature +2.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +1.



TAYFOLK

Tayfolk are a race of polar opposites whose society depends on each individual having a deep empathic connection to a fraternal twin sibling. Half of the race is composed of elf-like humanoids with beautiful yet frail features and an innate understanding of magic. The other half is made up of bestial humanoids with powerful frames and feral natures. Tayfolk are native to an island in the Courrain Ocean, but with the advent of the Summer of Chaos, their once-isolated existence has been forever changed.

Tayfolk speak their own language, Tayl. Some learn to speak Common, Elven, and Ogre, as well as other languages encountered in their travels.

STRATEGIES AND TACTICS

Tayfolk always fight in pairs, one tayling and one taylang. The tayling is the elf-like twin with magical abilities, and the taylang is his or her brutish twin. With an empathic bond between them stronger than any normal sibling relationship, tayfolk work exceptionally well as a fighting unit.

Tayfolk Traits: A tayfolk possesses the following traits whether it is a tayling or taylang.

—Low-light vision.

—Immunity to *sleep* spells and similar magical effects and a +2 racial saving throw bonus against enchantment spells and effects.

—Combat Synergy (Su) A tayfolk's empathic bond with his sibling also provides a number of benefits in combat. When a pair of tayfolk siblings are both conscious and in the same battle, they each gain a +2 insight bonus to Initiative checks and Reflex saving throws. In addition, due to its highly trained sense of cooperative effort, a tayfolk who uses the aid another action to assist its sibling against an opponent increases the bonus to +4 instead of +2.

—Empathic Bond (Su) A tayfolk has a strong, almost telepathic connection with its twin and knows when he or she is hurt, upset, or in danger. This creates an empathic link to a distance of up to 1 mile through which general emotional information can be shared (such as fear, hunger, happiness, or curiosity). Because of this empathic link, a tayfolk has the same connection to an item or place as its twin. For example, a tayling whose taylang brother has been to a room can *teleport* to that room as if he himself had been there.

TAYLING

This humanoid has an elf-like appearance with alabaster skin, well-formed and delicate features, and long raven-black hair tied back into a ponytail. He is dressed in loose, flowing clothing.

TAYLING

Male tayling warrior 1

Usually NG Medium humanoid (tayfolk)

Init +2; **Senses** low-light vision; Listen +0, Spot +4

Languages Tayl; empathic bond

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 4 (1 HD)

Immune *sleep*

SR 6

Fort +2, **Ref** +2, **Will** +0 (+2 against enchantment)

Spd 30 ft.

Melee short sword +3 (1d6/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Atk Options combat synergy

Spell-Like Abilities (CL 1st)

3/day—*cure minor wounds* (DC 10), *mage hand*

Abilities Str 11, Dex 15, Con 10, Int 10, Wis 11, Cha 10

SQ spell rage, tayfolk traits

Feats Weapon Finesse

Skills Hide +4, Listen +0, Ride +4, Spot +4

Possessions short sword

Environment Temperate plains

Organization Pair (1 tayling and 1 taylang), group (2-10 taylings, 2-10 taylangs, 1 4th-level tayling sorcerer and 1 4th-level taylang ranger), or community (10-100 taylings, 10-100 taylangs, 100% noncombatants, 1 4th-level tayling sorcerer or mystic per 20 adults, 1 4th-level taylang ranger or fighter per 20 adults, 1 8th-level tayling mystic and 1 8th-level taylang fighter)

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** sorcerer;

Level Adjustment +2

Spell Rage (Su) Unlike its sibling, the tayling cannot become enraged at will. However, if the tayling's sibling is killed, it flies into a storm of grief-driven magic in order to avenge its partner. The tayling's spell rage enables it to channel power into a single bolt that deals 1d6 points of damage. This is treated as a ranged touch attack. When the tayling is spell raging, he gains a +2 bonus to all saving throws but incurs a -2 penalty to Armor Class. On the following round, the tayling becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the remainder of the encounter.

Taylings are the handsome twins to the bestial taylangs. They are charming, graceful, and innately magical individuals. Taylings have all the poise and beauty of elves, who they resemble closely. Taylings prefer to dress in flowing robes, loose shirts, or fine gowns in silks and satins. Many traveling taylings affect a dashing style that is quite appealing. Tools of magic and mysticism are common with them, hanging from their belts or in pouches.

Most taylings are sorcerers; however, mystics, bards and even monks are known among tayfolk communities. The 1st-level tayling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Taylings with levels in NPC classes have a CR equal to their character level. Taylings with levels in PC classes have a CR equal to their character level +1.

CR 1



STRATEGIES AND TACTICS

Taylings, even those without levels in sorcerer or mystic, rely on magic. A tayling fights alongside its taylang twin, setting up situations where the twins can benefit from flanking attacks and the use of the aid another action. Tayling sorcerers and mystics concentrate on spells which support their siblings and protect themselves from harm. When using a weapon, a tayling favors light blades such as short swords or rapiers.

Spell Rage (Su) A tayling's spell rage enables it to channel any unused prepared spells (if a wizard or cleric) or unused spell slots (if a sorcerer or mystic) into bolts of magical energy. A tayling can generate one bolt per round, which is treated as a ranged touch attack that deals 1d6 points of damage per level of the spell or spell slot channeled (maximum 9d6). A tayling who is spell raging gains a +2 bonus to all saving throws but incurs a -2 penalty to Armor Class. When all of a tayling's spell slots are expended, it becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the remainder of the encounter. A tayling who is not able to cast spells may still channel power into a single bolt that deals 1d6 points of damage character level (maximum 5d6), at which point it becomes fatigued.

Spell Resistance (Ex) A tayling has spell resistance equal to 5 + character levels.

Spell-Like Abilities: 3/day—*cure minor wounds*, *mage hand*. In addition, taylings of 3rd level or higher can use *cat's grace* 3 times a day; taylings of 6th level or higher can use *haste* 3 times a day; and taylings of 9th level or higher

can use *polymorph* 3 times a day. Effective caster level for these spell-like abilities is the tayling's character level.

TAYLANG

This humanoid creature is almost 8 feet tall, resembling a cross between a grizzly bear and an ape with bestial features and a snarling expression. It is dressed in breeches and wears leather armbands and thick-soled boots.

TAYLANG CR 2

Usually CN Large
monstrous humanoid (tayfolk)
Init +0; **Senses** low-light vision; **Listen**

+3, **Spot** +0

Languages Tayl; empathic bond

AC 13, **touch** 9, **flat-footed** 13 (+4 natural, -1 size)

hp 11 (2 HD)

Immune *sleep*

Fort +2, **Ref** +2, **Will** +0 (+2 against enchantment)

Spd 30 ft.

Melee Large greatclub +5 **melee** (2d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +2; **Grp** +9

Atk Options combat synergy, Power Attack, rage 1/day (6 rounds)

Abilities Str 16, Dex 11, Con 13, Int 8, Wis 10, Cha 6

SQ tayfolk traits

Feats Power Attack

Skills Climb +4, Intimidate +2, Listen +3, Spot +0, Survival +3

Possessions Large greatclub

Environment Temperate plains

Organization Pair (1 tayling and 1 taylang), group (2-10 taylings, 2-10 taylangs, 1 4th-level tayling sorcerer and 1 4th-level taylang ranger), or community (10-100 taylings, 10-100 taylangs, 100% noncombatants, 1 4th-level tayling sorcerer or mystic per 20 adults, 1 4th-level taylang ranger or fighter per 20 adults, 1 8th-level tayling mystic and 1 8th-level taylang fighter)

Treasure Standard (including possessions)

Advancement by character class; **Favored Class** fighter;

Level Adjustment +1

Rage (Ex) Once per day, a taylang can fly into a rage, gaining phenomenal strength and durability at the cost of his defenses. This ability functions exactly like that of a barbarian. A taylang who enters a rage does not lose any benefits he gains from his empathic bond with his sibling, but his sibling incurs a -1 penalty to his attack rolls and Will saving throws due to the emotional feedback for as long as the taylang is raging.

A taylang whose sibling is killed will automatically fly into a rage, even if he has already used the ability in the last 24 hours. This rage functions like the barbarian's greater rage ability, and of course, the taylang no longer gains any empathic bond benefits due to the death of his sibling.

When a taylang rages, its statistics change as follows:

AC 11, touch 7, flat-footed 11

hp 15

Fort +4, Will +2

Melee Large greatclub +7 (2d8+7)

Grp +11

Abilities Str 20, Con 17

Skills Climb +6

Taylangs are the strong, intimidating twins of the taylings. When in the company of its sibling, a taylang can be a gentle giant or a noble ally. When its sibling is threatened or killed, however, a taylang flies into a bloodrage, hunting the enemy across the world if need be in order to wreak vengeance.

Taylangs are very different in appearance from their smaller twins. They can vary between families in terms of which bestial features they possess. Some resemble bears or apes; others have distinctly reptilian qualities to them. All taylangs, however, are humanoid, powerfully muscled and feral. Closer inspection will reveal a remote likeness with their twins, but usually only another tayfolk can see the resemblance.

The statistics block describes an average taylang without class levels. Most taylangs are rangers or fighters with the occasional barbarian. Very few taylangs have an interest in magic or the patience to use it, leaving the spellcasting to their siblings.

STRATEGIES AND TACTICS

Taylangs are no-nonsense brawlers. Their focus in combat is to protect their weaker sibling from tough opponents and deliver as much damage as possible to his foes. A taylang will go to great lengths to ensure its sibling is safe if threatened, but will usually choose to engage the threatening enemy rather than physically remove the taying from the battle.

Taylangs favor greatclubs and other large, bludgeoning weapons. Contrary to their bestial appearances, taylangs do not possess claws or bite attacks but have been known to abandon all weapons and fight barehanded.

TAYFOLK SOCIETY

Tayfolk legends are confusing and unsurprisingly divided on the issue of how the race became what it is. It is commonly believed among their lorekeepers and storytellers that they were once a clan of elves and a tribe of ogres who entered into a sacred bargain with Zivilyn, the World Tree, to live a harmonious life together on the remote island which the tayfolk later called Land. Over thousands of years, the two races became a single race yet manifesting the characteristics of both. Other sages claim that the tayfolk were one race that constantly fought in

bloody civil wars and were punished by the passage of the Graygem by being split into two.

Whatever their origins, the tayfolk had lived in relative isolation and peaceful harmony on their island of Land for centuries before and after the Cataclysm, encountered only rarely by lost seafarers. They did not know war or conflict until the ships of Ariakan came to Land in search of grunt soldiers and mercenaries for the coming invasion of Ansalon. The tayfolk strongly resisted any attempt to be enlisted, so Ariakan had his Gray Robes destroy the tayfolk villages and towns.

So many tayfolk lost their siblings that day that a great vengeance arose within them. Several hundred of them departed on ships to find the Dark Knights and exact their blood debt but were never seen again. When Chaos set foot upon the world and the stars fell, the tayfolk blamed the Dark Knights. Decades later, on the eve of a new beginning following the War of Souls, the tayfolk have become a race driven to spread out across Krynin in search of answers to the tragedy that has stricken them.

Only a handful of tayfolk villages remain on Land, their inhabitants living somewhat pastoral lives with little to no central government. The majority of tayfolk live a gypsy existence, traveling in small bands by ship to far-flung regions. They are led by prominent tayfolk pairs whose parents were killed or went missing in the Chaos War. Those who have made it to Ansalon will no doubt encounter what remains of the Dark Knights.

TAYFOLK AS CHARACTERS

Tayfolk share some common traits but differ markedly between taylings and taylangs.

Tayfolk Traits: Both taylings and taylangs possess the following racial traits.

—A tayfolk's base land speed is 30 feet.

—Low-light vision.

—Racial Feats: A tayfolk gains feats according to its character class.

—Special Qualities (see above): Combat synergy, empathic bond, immunity to *sleep* spells and similar magical effects, and a +2 racial saving throw bonus against enchantment spells and effects.

—Automatic Languages: Tayl. Bonus Languages: Common, Elven, Ogre.

Tayling Traits: These traits are in addition to the Tayfolk traits.

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

—Medium size.

—Racial Skills: A taying has a +2 racial bonus on Concentration and Spot checks.

—Special Attacks (see above): Spell-like abilities.

—Special Qualities: Spell resistance equal to 5 + character levels.

—Favored Class: Sorcerer.

—Level Adjustment: +2.

Taylang Traits: These traits are in addition to the tayfolk traits.

—Strength +6, Constitution +2, Intelligence -2,

Charisma -4.

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.

—Space/Reach: 10 ft. /10 ft.

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

—Racial Skills: A taylang's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Intimidate, Listen and Survival. Taylangs gain a +2 racial bonus on Intimidate and Listen checks.

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

—Weapon Proficiency: A taylang is automatically proficient with the greatclub.

—+4 natural armor bonus.

—Special Attacks (see above): Rage

—Favored Class: Fighter.

—Level Adjustment: +1.

TROLL, MEWLING

This is a hunched, repulsive creature covered in green fur matted with vegetation. It has large, sad, black eyes and ram-like horns. Whimpering mewling sounds emanate from it.

MEWLING

TROLL

CR II

Often NE Large giant

Init +3; Senses

darkvision 60 ft.,

low-light vision,

scent; Listen +4,

Spot +6

Languages None

AC 23, touch 8, flat-

footed 23 (-1 Dex, +15

natural, -1 size)

hp 172 (15 HD)

Fort +16, Ref +4, Will +6

Spd 40 ft.

Melee* bite +18 (2d6+12) and 2 claws +13

each (1d8+12)

*Includes adjustment for 2-point Power Attack

Space 10 ft.; Reach 10 ft.

Base Atk +11; Grp +25

Atk Options Cleave, pounce, Power Attack, rend 2d6+15

Abilities Str 30, Dex 9, Con 25, Int 4, Wis 12, Cha 15

SQ babble

Feats Cleave, Improved Initiative, Power Attack, Skill Focus

(Hide), Skill Focus (Move Silently), Stealthy

Skills Hide +8*, Listen +4, Move Silently +10, Spot +6,

Survival +6

Environment Temperate forests

Organization Solitary or pair

Treasure Standard

Advancement 16-30 HD (Large), 31-45 HD (Huge); Level

Adjustment —

Babble (Su) A mewling troll mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the mewling troll must succeed on a DC 19 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same mewling troll's babble for 24 hours. This is a continuous ability the mewling troll can suppress. The save DC is Charisma-based.

Pounce (Ex) If a mewling troll charges a foe, it can make a full attack.

Rend (Ex) If a mewling troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+15 damage.

Skills: A mewling troll has a +3 racial bonus on all Listen, Spot, and Survival checks, as well as a +12 competence bonus on any Hide checks made within a forested area.

Mewling trolls are clever creatures that use their natural camouflage to hide in forests and surprise their foes. The coat of a mewling troll is a mossy hue of green that's often entangled with vines and leaves that have matted into its hide. Ram-like horns grow from the sides of its head, and its nose is a large brown tuberous-like growth. They are extremely bulky; a mewling troll will reduce the stress on its body by loping along all fours as comfortably



as it moves on two legs, though it always prefers a bipedal position when in combat.

Unlike common trolls, mewlings possess no regenerative capabilities, although they are just as fearsome and malicious in combat when pressed. Mewlings also contrast with other trolls as they are far less likely to be wholly wicked, a fact that has led to the surprise of a community upon seeing a child delivered from harm's way by a mewling troll. Because mewling trolls lack the regenerative abilities of a true troll, scholars often debate the origins of the mewlings, and a few even doubt that they are related to trolls (and by proxy ogres) at all.

Mewling trolls are 15 feet tall and weigh about 1,500 pounds.

Mewling trolls speak no languages. The only vocalizations they make are wild gibbering akin to a madman speaking to himself. When in combat, they are able to fly into a flurry of incomprehensibility that affects the minds of their foes.

STRATEGIES AND TACTICS

A mewling troll prefers to wait in hiding, passing itself off as part of the scenery until its prey moves in close. It will then pounce from hiding and physically engage its enemies while babbling.

TYLOR

This creature looks like a cross between a wingless dragon and a monstrous crocodile. Its head and neck are those of a red dragon, while its body is low and flat to the ground with a lumpy ridge along its spine that extends out to its bladelike tail.

RED TYLOR

CR 6

Usually CE Large dragon (fire)

Init +0; Senses darkvision 60 ft., keen senses; Listen +13, Spot +13

Aura frightful presence (60 ft., Will DC 14)

Languages Common, Draconic

AC 19, touch 8, flat-footed 18 (+10 natural, -1 size)

hp 93 (7 HD); DR 5/magic

Immune fire, paralysis, *sleep*

Fort +11, Ref +5, Will +6

Weakness vulnerability to cold

Spd 40 ft.; burrow 20 ft.

Melee bite +13 (2d8+7) and 2 claws +12 each (2d6+3) and tail lash +11 (2d6+10)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +7; Grp +11

Sorcerer Spells Known (CL 5th, +13 melee touch, +6 ranged touch)

2nd (4/day)—*bull's strength*, *cat's grace*

1st (7/day)—*burning hands* (DC 12), *magic missile*, *ray of enfeeblement*, *shocking grasp*

0 (6/day)—*detect magic*, *flare* (DC 11), *light*, *mage hand*, *read magic*, *resistance*

Spell-Like Abilities (CL 5th)

At will—*pass without trace*

3/day—*blur*, *invisibility*

1/day—*longstrider*

Abilities Str 25, Dex 10, Con 23, Int 12, Wis 13, Cha 12

Feats Alertness, Multiattack, Weapon Focus (claw)

Skills Concentration +16, Intimidate +11, Knowledge (nature) +11, Listen +13, Spellcraft +11, Spot +13, Survival +11

Environment

Warm mountains

Organization

Solitary, pair, gathering (3-12), or great moot (13-30)

Treasure Double standard

Advancement

8-14 HD (Huge), 15-21 HD (Gargantuan);

Level Adjustment +2 (cohort)



Tylors are the result of interbreeding between true dragons and hatori. They are social creatures with voracious appetites and an innate understanding of magic.

Tylors are prized by many as mounts, and organizations such as the Knights of Neraka have been known to

seek them out as alternatives to true dragons in certain situations. They learn quickly, like to participate in teams and groups, and are much smarter than wyverns. However, they are flightless and have been known to abandon or kill their rider if he is incapacitated in battle, at which point the tylor flees to preserve its own life.

Tylors breed true, but only with other tylors of the same dragon type. This has resulted in bloodlines of tylors from single dragon ancestors, and large groups of tylors gather every few decades to find suitable mates and preserve their common knowledge. It also makes it difficult to find mates and has given rise to the mistaken belief that tylors are sterile.

Tylors speak Common and Draconic.

The sample tylor has a red dragon parent. Other varieties and their specific benefits are described below under Draconic Heritage.

STRATEGIES AND TACTICS

Tylors usually appear either alone or as mounts. Tylors work very well with each other, sharing information even in the middle of a fight. Tylors with riders are faithful and obey the direction of their masters. Those without riders favor beginning combat with a barrage of spells, closing in when they feel they can take advantage. A tylor is not a subtle fighter and prefers to be as direct and efficient as possible, unless otherwise ordered.

DRACONIC HERITAGE

Tylors take on the qualities of both their dragon and hatori ancestors. Each tylor has a specific dragon type from which it inherits its traits and physical appearance, usually a chromatic dragon such as a blue or green. Even more rare than chromatic tylors are those who descend from metallic, shadow, or sea dragon parents. Regardless of its heritage, a tylor has the head of a dragon and the body of a hatori, with the dragon parent's coloring blending in with the dull scales of the hatori parent.

A tylor inherits the subtype, environment, and immunities (and vulnerabilities) of its dragon parent. They

do not always possess the same alignment as their parent, but most do. These are listed below and include both chromatic and metallic true dragons, as well as more rare dragon types.

Spell-Like Abilities (CL 5th) At will—*pass without trace*; 3/day—*blur*, *invisibility*; 1/day—*longstrider*.

Spells: A tylor casts spells as a 5th-level sorcerer. Advanced tylors gain an additional spellcaster level (and CL for their spell-like abilities) for every 2 HD they gain beyond 7. A tylor prefers offensive spells which deal direct damage at range or which enhance its own abilities in combat.

UNDEAD BEAST

Undead beasts are the result of wanton destruction visited upon forest animals by priests of Chemosh. Many believe that after the slaughter of countless animals, the priests conduct a foul rite that twists the remains of the animals into the unnatural shape of a stahnk or gholor. The resulting creature is then utilized for various acts such as guarding a sacred location of Chemosh or bestowed to allies. Naturally, this foul treatment of the wildlife has not gone unnoticed by Chislev and Habakkuk, who are infuriated by Chemosh's perversion of innocent animals.

Like all matters supernatural, rumors abound that sometimes the intervention of a cleric of Chemosh is not needed to bring forth an undead beast. Legends tell of a game-hunting Ergothian whose kills melted together and took the form of a stahnk to avenge their senseless deaths. If this tale is indeed true, then it deserves close scrutiny to determine how anyone managed to survive to relate the events.

СТАННК

This undead creature resembles a wingless dragon in shape and size, covered in loose flesh. A massive barbed rib cage protrudes through its chest.

СТАННК

Always NE Huge undead

CR 8

TYLOR DRACONIC HERITAGE

Dragon	Subtype	Immunity	Environment	Alignment
White	Cold	Cold	Cold mountains	CE
Black	Water	Acid	Warm marshes	CE
Green	Air	Acid	Temperate forests	LE
Blue	Earth	Electricity	Temperate deserts	LE
Red	Fire	Fire	Warm mountains	CE
Brass	Fire	Fire	Warm deserts	CG
Copper	Earth	Acid	Warm hills	CG
Bronze	Water	Electricity	Temperate hills	LG
Silver	Cold	Cold	Temperate mountains	LG
Gold	Fire	Fire	Temperate plains	LG
Shadow	Shadow	Energy Drain	Underground	CE
Sea*	Aquatic, Water	Fire	Temperate aquatic	NE
Amphi	Aquatic	Acid	Any aquatic	NE

*Tylors with a sea dragon or amphi dragon parent have a speed of 20 feet on land and swim 60 feet. They do not have a burrow speed and have all the qualities of the aquatic subtype, including being able to function underwater as well as on land.

Init +6; Senses darkvision 60 ft.; Listen +9, Spot +9

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 91 (14 HD); fast healing 3; DR 10/bludgeoning

Immune fire; undead traits

SR 17

Fort +6, Ref +6, Will +11

Spd 50 ft.

Melee bite +13 (2d6+9) and 2 claws +11 each (1d8+4)

Space 15 ft.; Reach 10 ft.

Base Atk +7; Grp +24

Atk Options improved grab (trample)

Special Actions trample 1d8+13

Abilities Str 28, Dex 15, Con —, Int 2, Wis 15, Cha 10

SQ rib spurs



CREATE UNDEAD BEAST

CREATE UNDEAD BEAST

Necromancy [Evil]
Level: Clr 8 (Chemosh)
Components: V, S, M, DF
Casting Time: 2 hours
Range: Close (25 ft. +5 ft./2 levels)
Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This evil spell is one granted only by Chemosh to his worshippers. With it, you can create an undead beast of your choosing. This spell requires you to cast it upon the corpses of any number of animals. The Hit

Dice of these animals must be equal to those of the undead beast you wish to create. Creatures created by this spell are automatically under your control, and you can bestow control of the creature to any other individual of your choice. If the controller of an undead beast dies, the creature is free to act of its own accord.

Material Component: A small clay statue of the creature to be created. This spell must be cast upon the remains of many animals. You must place a black onyx gem worth at least 50 stl per HD of the undead to be created into the mouth of the statue. The magic of this spell melts both the statue and the gem, using them as the basic foul viscous fluids that merge and breathe tainted life into the animal corpses.

Feats Alertness, Great Fortitude, Improved Initiative, Multiattack, Track

Skills Listen +9, Spot +9, Survival +9

Environment Any

Organization Solitary or pair

Treasure Double coins; 50% goods; standard items

Advancement 15-30 HD (Huge), 31-45 HD (Gargantuan);

Level Adjustment —

Improved Grab (Ex) To use this ability, a stahnk must hit with its trample attack. It may 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 trap a creature in its rib spurs on the following round.

Rib Spurs (Ex) A stahnk can try to trap a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 1d8+4 points of crushing damage plus 1d8+6 points of slashing damage per round from the constricting rib cage. A trapped creature may free itself by succeeding at a DC 30 Escape Artist check or break its way out by dealing 15 points of damage to the stahnk's rib cage (AC 15); damage reduction applies as usual. Once a creature has freed itself in such a manner, the stahnk cannot trap a creature in its

rib spurs until it has regained 15 hit points through its fast healing (5 rounds). A stahnk's rib cage can hold 2 Medium or 4 Small creatures. Creatures any smaller are too small to be held and automatically fall out of the creature's rib cage on the following round.

Trample (Ex) 1d8+13, Reflex DC 26 half. The save DC is Strength-based.

A stahnk exists only to kill the living. It is a highly territorial creature, often adopting a few acres of land as its home territory and killing any and all faunae that come its way. Because of this, the area that a stahnk makes its lair is often covered with the treasure of former adventurers. Although some of it is crushed as a result of any rampage the stahnk may have visited upon others, the creature generally leaves such items alone.

The stahnk is 20 feet long and weighs 1,500 pounds. Its shape is vaguely dragon-like in nature, and its skeleton is covered in sharp barbs, particularly focused on the ribs. Its head is long and horned. Splotchy gray flesh covers it, often hanging off bony areas.

STRATEGIES AND TACTICS

A stahnk is an undead engine of destruction. It typically tramples the first creature it sees; it exercises precise control over its rib cage to draw the opponent in over its sternum and keep it trapped against its barbed ribs. It will continue to trample other creatures and intermittently

fight with tooth and claw until the opponent inside is dead, at which point it relaxes its rib cage, allowing the battered creature to drop out. It will then repeat the process.





GHOLOR

This creature stares out of a funnel in the ground. Its head is dragon-like, and the flesh hangs off of its bones. Its arms are twenty-foot-long mantis-like hooks.

GHOLOR

CR 13

Always NE Large undead

Init +9; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +3, Spot +11

Aura lure (1 mile radius, Will DC 26)

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size); **Dodge**

hp 130 (20 HD); fast healing 5; **DR** 15/bludgeoning

Immune undead traits

SR 26

Fort +8, **Ref** +11, **Will** +9

Spd 10 ft.; burrow 40 ft.

Melee * 2 claws +15 each (2d6+9) and bite +9 (1d8+5 plus 1d6 acid)

*Includes adjustment for 2-point Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with claws)

Base Atk +10; **Grp** +21

Atk Options Combat Reflexes, improved grab (claw), Power Attack

Special Actions constrict 2d6+10

Abilities Str 25, Dex 20, Con —, Int 2, Wis 17, Cha 18
SQ funnel

Feats Ability Focus (lure), Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Hide +17, Listen +3, Spot +11

Environment Any

Organization Solitary

Treasure Double standard

Advancement 21-30 HD (Large), 31-45 HD (Huge), 46-60 HD (Gargantuan); **Level Adjustment** —

Constrict (Ex) A gholor deals 2d6+10 points of damage with a successful grapple check.

Funnel (Ex) A gholor uses its burrowing ability to create a funnel-like pit. The funnel is 20 feet wide and 15 feet deep with a 10-foot base that the gholor is partially buried in. Because the gholor reduces the surrounding earth to a soft silt, creatures within 5 feet of the edge of the funnel or in the funnel itself must succeed at a DC 20 Balance check for each square of movement in the funnel. Failure indicates the creature slides one square closer to the gholor. Failing the check by 5 or more causes the creature to slide all the way to the bottom. A creature at the bottom of a gholor's funnel occupies the same space as the gholor and is treated as if squeezing through a space regardless of size (see squeezing in the *Player's Handbook*). As a free action, the gholor can attempt a grapple check to constrict any character in its space, pressing it against the wall of the funnel. Escaping the gholor's space requires a DC 20 Escape Artist check or a DC 20 Climb check, unless the gholor is grappling with the creature, in which case the character must first escape the grapple.

Improved Grab (Ex) To use this ability, a gholor must hit a Medium or smaller creature with its claw attack. It may 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. Should a gholor succeed at pinning an opponent, it draws it down into the middle of its funnel.

Lure (Su) This ability works like a *sympathy* spell designed to target all intelligent creatures of Medium or smaller size. This ability emanates from the gholor itself

(making it the object of desire) and affects all valid creatures within 1 mile of the gholor. Creatures must make a DC 24 Will save or fall under its effects. Once an attack has been made on a creature by the gholor, the effect is broken. Creatures that succeed at their Will saves are immune to the lure of the same gholor for 24 hours.

A gholor is a dangerous type of undead beast that typically waits in a tunnel and draws prey to it. The gholor is easily underestimated in combat, as non-bludgeoning weapons deal little damage to it, and the use of such a weapon typically requires one to move down into the creature's pit and navigate the hazard of loose silt and an uneven surface. Gholor pits are full of treasure and bones that have settled underneath the beast, though some digging may be required to retrieve them.

The gholor's appearance is vaguely dragon-like with a long gray snout and horns springing from its head; it completely lacks a lower body, though bits of a spinal cord can be seen hanging down. The torso of a gholor is 12 feet tall, and it has 20-foot long bony hooks for arms that it uses in combat against its opponents. A gholor weighs 800 pounds.

STRATEGIES AND TACTICS

Gholors typically wait at the bottom of funnels that they have dug and wait for prey, making them something of a giant undead ant lion. Most creatures come willingly as a result of being ensnared by the gholor and falling in its funnel. Creatures that remain on the edge of the funnel, just within reach of the gholor's long claws, are typically attacked and drawn into its pit.

URKHAN WORM

This creature looks like a huge earthworm fitted with a riding harness, bearing a dwarf in leather mining gear. A lamp hangs from the saddle, and its light is clearly the only source of illumination. The worm's body is brownish-white with pink lines defining the gaps between segments. It has no visible eyes or mouth.

URKHAN WORM, ADULT CR 6

Always N Huge vermin

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Listen** +1, **Spot** +1

AC 18, touch 7, flat-footed 18 (-1 Dex, +11 natural, -2 size)

hp 84 (8 HD)

Immune vermin traits

Fort +12, **Ref** +1, **Will** +3

Spd 30 ft.; burrow 20 ft.

Melee bite +13 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +6; **Grp** +23

Special Actions trample 1d8+13

Abilities Str 28, Dex 8, Con 22, Int —, Wis 12, Cha 8

Feats Blind-Fight^B

Skills Listen +1, Spot +1

Environment Underground

Organization Solitary, pair, or team (3-5 plus 1-6 juveniles)

Treasure 50% coins, no items, 50% goods

Advancement 9-16 HD (Huge); **Level Adjustment** —

Trample (Ex) Reflex DC 23 half. The save DC is Strength-based.

URKHAN WORM, JUVENILE

CR 2

Always N Large vermin

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Listen** +1, **Spot** +1

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 34 (4 HD)

Immune vermin traits

Fort +8, **Ref** +1, **Will** +2

Spd 20 ft.; burrow 20 ft.

Melee bite +7 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)



Base Atk +3; Grp +12

Special Actions trample 1d6+7

Abilities Str 20, Dex 10, Con 18, Int —, Wis 12, Cha 8

Feats Blind-Fight^B

Skills Listen +1, Spot +1

Environment Underground

Organization Solitary, pair or team (3-8)

Treasure None

Advancement 5-7 HD (Large); Level Adjustment —

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

Urkhan worms, or tractor worms, are enormous annelids bred in the dwarven kingdom of Thorbardin for pulling wagons, digging tunnels, and tilling earth. Ordinarily placid, a worm is capable of dealing a terrible wound from its bite if threatened.

The Urkhan worm looks like a massive earthworm, varying in color from dirty white to a dark pinkish-brown. Although it has no visible eyes, it is capable of sensing both seismic movement and making out objects in the dark with extraordinary senses. The Urkhan worm also has a sphincter-like mouth, which is usually hidden from view but can expand outwards when the creature is devouring rock and earth or lunging at an opponent.

Urkhan worms grow to over 30 feet in length and are 5 feet wide. Juvenile worms average 9 to 10 feet and are used to turn earth in dwarven farm chambers. An adult worm can weigh several tons, while juveniles are only several hundred pounds.

STRATEGIES AND TACTICS

An Urkhan worm will lash out at any creature that inflicts harm upon it or continues to get in the way of its tunneling or eating. As it is a practically mindless creature driven only by instinct and by the goading of its dwarven handlers, it is not predisposed towards combat.

URSOI

This is a powerfully built, bipedal white bear with hands instead of paws. Its head is striped somewhat like a badger's, and it wears

a leather harness and climbing gear. Its eyes demonstrate intelligence, and it moves and acts with a calm sense of purpose.

URSOI

CR 4

Usually LN Large monstrous humanoid

Init +1; Senses darkvision 60 ft., scent; Listen +4, Spot +4

Languages Ursoi

AC 19, touch 10, flat-footed 18 (+3 armor, +1 Dex, +4 natural, +2 shield)

hp 37 (5 HD)

Resist cold 10

Fort +4, Ref +5, Will +5

Spd 30 ft.

Melee 2 claws +9 each (1d6+5) and bite +4 (1d8+2) or

Melee Large heavy pick +9 (1d8+5/x4) and claw +4 (1d6+5) and bite +4 (1d8+2)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +14

Atk Options improved grab (claw)

Abilities Str 21, Dex 12, Con 16, Int 9, Wis 13, Cha 7

Feats Alertness, Endurance

Skills Climb +7, Listen +4, Spot +4, Survival +7, Swim +11

Possessions Large studded leather, Large heavy wooden shield, Large heavy pick

Environment Cold forests

Organization

Solitary, patrol (3-5), hunting party (6-10 plus one 3rd-level

sub-chieftain), or clan (15-50 plus 100%

noncombatants, three

3rd-level sub-chieftains, one

5th-level tribal shaman, and one 6th-level chieftain)

Treasure Standard (including possessions)

Advancement by character class; Favored Class ranger;

Level Adjustment +2

Improved Grab (Ex) To use this ability, an ursoi must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

The ursoi are a race of bearfolk who live in extremely cold and arctic climates.

They may either be bears granted intelligence by the passage of the Graygem or perhaps



one of the chosen races of Chislev created in the Age of Dreams.

Ursoi look like intelligent, bipedal polar bears. They wear some clothing and use tools, and they have thick fingers instead of paws. Ursoi fur is striped in places, usually in patterns along the sides of the head, distinguishing them from one another.

Ursoi speak Ursoi, which is a very difficult language of growls and humming sounds. They are unable to speak other languages but can understand them. Many ursoi understand Common or Thanoi.

STRATEGIES AND TACTICS

Ursoi are ferocious in battle but do not enter into it lightly. They are not berserkers and know when and where to choose their fights. Because they are equally dangerous armed or unarmed, an ursoi will not hesitate to use whatever means necessary to engage an enemy, whether that be with a pick or with its claws and bite.

URSOI SOCIETY

The ursoi organize themselves into nomadic clans which follow sources of food throughout the cycle of the year. Clans are led by chieftains who are in turn supported by sub-chieftains. Ursoi young are raised by the community of clan females, while the males hunt and defend the clan. Ursoi have strong, unshakeable beliefs in the importance of nature, clan loyalty, and justice. Individual ursoi place a great emphasis on personal honor and repaying debts owed to others, and some ursoi have been known to serve as bodyguards and protectors to non-ursoi to whom they owe their lives.

The ursoi originate far to the south of Icewall in a region known as Chorane that formed out of geothermic tunnels below the ice. The majority of ursoi departed the area following uprisings and civil wars between the human residents of Chorane soon after the time of the War of the Lance and set forth to find a new homeland. Their legends spoke of a place of great hunting and resources to the north; thus, the ursoi spent many years crossing the five hundred miles to the edge of Icereach.

The ursoi close to Icereach have made contact with the thanoi and with other minions of Ice & Freeze, the twin white dragonlords who dominate the area. The thanoi immediately chose to attack these new invaders, and as of the end of the War of Souls, the two races have been involved in regular, violent exchanges. The ursoi had already dealt with dragons in Chorane, but none as large and dangerous as the Cold Sisters. Ice & Freeze are not yet ready to decide what to do with the ursoi, but the rumors they have heard of Chorane from their servants among the thanoi have certainly drawn their interest.

Ursoi do not hold the dead sacred. They believe once the soul has departed, the body is no longer the person who inhabited it. Therefore, due to the scarcity of resources, ursoi do not bury their dead; they eat them. The same is true for those the ursoi kill in battle. This has given rise to a marked hostility from other races, especially the thanoi, who are furious at the ursoi's practices. The ursoi,

on the other hand, consider it the highest sign of respect for one's kin and one's foe to leave their body behind as a resource.

Ursoi revere Chislev, whom they call the Great White Mother, and, to a lesser extent, Kiri-Jolith and Sargonnas, who are known as the Brothers of the Hunt. During the early Age of Mortals, some tribal shamans developed mysticism, but almost all of them have turned back to Chislev in the wake of the War of Souls and the return of the gods.

URSOI AS CHARACTERS

Ursoi characters possess the following racial traits.

—Strength +10, Dexterity +2, Constitution +6, Intelligence -2, Wisdom +2, Charisma -4.

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.

—An ursoi's base land speed is 30 feet.

—Darkvision 60 feet.

—Racial Hit Dice: An ursoi begins with 5 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 ursoi's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, Spot, Survival, and Swim. Ursoi have a +4 racial bonus on Survival and Swim checks.

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

—+4 natural armor.

—Natural Weapons: 2 claws (1d6), bite (1d8).

—Special Attacks (see above): Improved grab.

—Special Qualities (see above): Resistance to cold 10, scent.

—Automatic Languages: Ursoi. Bonus Languages: Common, Icefolk, Thanoi.

—Favored Class: Ranger.

—Level adjustment: +2.

WHISPER SPIDER

This huge spider is covered in fine black hairs. Two gray stripes run down its abdomen, and eight bright red semi-intelligent eyes stare out from its head above large mandibles that drip a foul fluid.

WHISPER SPIDER

CR 6

Always CE Huge magical beast

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Listen** +3, **Spot** +5

Languages Common (cannot speak)

AC 17, **touch** 12, **flat-footed** 13 (+4 Dex, +5 natural, -2 size)

hp 60 (8 HD)

Fort +8, **Ref** +10, **Will** +3

Spd 30 ft.; **climb** 20 ft.

Melee bite +12 (2d6+7 plus poison)

Space 15 ft.; Reach 10 ft.

Base Atk +8; Grp +19

Atk Options Combat Reflexes, Improved Feint, sneak attack +1d6

Special Actions web

Abilities Str 21, Dex 19, Con 14, Int 7, Wis 12, Cha 7

Feats Alertness, Combat Reflexes, Improved Feint^B, Weapon Focus (bite)

Skills Bluff +1 (+5 feint), Climb +15, Hide +6 (+8 in webs), Jump +13, Listen +3, Move Silently +12 (+14 in webs), Spot +5, Survival +3

Environment Warm or temperate hills and forest

Organization Solitary or colony (2-5)

Treasure Standard

Advancement 9-15 HD (Huge); Level Adjustment —

Poison (Ex) Injury; Fort DC 18; 1d6 Wis/2d6 Wis. The save DC is Constitution-based and includes a +2 racial bonus.

Tremorsense (Ex) A whisper spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or within any range in contact with its web.

Web (Ex) A whisper spider can throw a web eight times a day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. An entangled creature can escape with a DC 16 Escape Artist check or bust

it with a DC 20 Strength check. The check DCs are Constitution-based, and the Strength check includes a +4 racial bonus. Whisper spiders can also create sheets of sticky webbing from 5 to 60 feet square. They can position these sheets to snare flying creatures or to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check or become trapped as though by a successful web attack. Attempts to escape or bust the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and damage reduction of 5/-. Whisper spiders are also adept at fashioning their webs into flimsy shapes that enable them to trick opponents. These shapes include false spiders, banners, twisting loops, and other useful distractions. A whisper spider who uses its webbing in this manner gains a +4 circumstance bonus to Bluff checks when feinting in combat. A whisper spider can move across its own web at its climb speed and pinpoint the location of any creature touching its web.

Skills A whisper spider has a +8 racial bonus on Hide and Move Silently checks, which increases to +10 when it is in its web. It has a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

Whisper spiders are cunning and predatory, and large enough to prey on horses, livestock, and the inhabitants of villages or farms.

A whisper spider resembles any other monstrous spider of its size, apart from its distinctive coloring and intelligent behavior. A fully-grown whisper spider is over 15 feet long and weighs almost 900 pounds, living far longer than most spiders. They make their homes in hillside tunnels, burrows, or in dense forests and vegetation. Most disguise the entrances to their lairs with webbing and foliage, and in fact, a large percentage of whisper spiders emulate trap door spiders in this fashion.

As whisper spiders are somewhat intelligent and crafty, they can learn from their experiences. Many whisper spiders change their tactics and even the location of their lairs to adapt to new information. Although they are unable to communicate with living creatures, they can understand Common, and so many adventurers are not prepared for a monstrous spider which



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has heard them talk amongst themselves and reacted accordingly.

STRATEGIES AND TACTICS

Whisper spiders use traps, snares, webbing constructs, and misdirection to lure their prey into a position where they can snare them. A whisper spider typically tries to isolate an individual target, almost never facing off against multiple opponents unless it has other whisper spiders with it. When an opponent is snared, the spider immediately moves in to inject it with poison. Whisper spider poison drops its victims into a senseless stupor, unable to tell where they are or remain alert. This gives the whisper spider time to adjust to changes in circumstances or new opponents.

If outnumbered, a whisper spider will flee by jumping to a higher elevation or laying down a quick sheet of sticky webbing to hamper pursuers. It then circles around to try again, ambushing stragglers or weaker members of the group.

WICHTLIN

The wichtlin is the scourge of elvenkind, an undead creature that seeks to draw elven souls to Chemosh.

Wichtlins appear to be a pair of glowing skeletal hands and a pair of ghastly eyes. Their true form, visible only through magic or when they slay their victims, is that of a grisly blackened skeleton. Wichtlin animal companions are similarly spectral in appearance but retain some of their animal traits, such as antlers, claws, or fangs. All wichtlins glow eerie green, a perversion of their elven life force.

Wichtlins were once elves, half-elves, or the animal companions of elven or half-elven druids and rangers, transformed by the power of Chemosh into creatures of hatred. Legends among the elves tell of a Silvanesti queen, Sylviana, known as the Ghoulish Queen for her abhorrent devotion to necromancy. The god of the undead, Chemosh, granted her a timeless existence in return for her services, and it was apparently her dark curse upon those subjects who rose up against her that created the wichtlins. Although the Ghoulish Queen vanished into the River of Time after her defeat at the hands of the druid Waylorn Wyvernsbane, her spectral servants continue to plague elvenkind even in the Age of Mortals.

SAMPLE WICHTLIN

This undead creature resembles a blackened or scorched elf skeleton with still-living eyes. Its skeletal hands are obviously solid and made of bone, though the rest of the skeleton is indistinct, as if not truly there. It rides upon a similarly blackened elk skeleton, whose eyes and antlers seem to be the only solid parts of it.

This example wichtlin uses a 4th-level Kagonesti elf ranger as the base creature.

WICHTLIN

CR 6

Male wichtlin Kagonesti elf ranger 4

Always NE Medium undead (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Listen** +4, **Spot** +19

Languages Elven, Sylvan

AC 20, **touch** 13, **flat-footed** 17 (+3 armor, +3 Dex, +4 natural)

hp 26 (4 HD); **DR** 10/magic and silver

Immune undead traits

Fort +4, **Ref** +7, **Will** +1 (+2 against enchantment)

Spd 30 ft.



Melee longsword +3 (1d8+1/19-20) and touch +3 (1d6 negative energy plus elfstroke)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options combat style (Two-Weapon Fighting), elfstroke, favored enemy elves +2

Special Actions damaging touch

Spell-Like Abilities (CL 4th, +5 melee touch)

At will—*poison* (DC 14, no effect on targets with elf blood), *suggestion* (DC 13, only on targets affected by elfstroke)

Abilities Str 13, Dex 17, Con —, Int 5, Wis 10, Cha 10

SQ animal companion (wichtlin elk), create spawn, partial invisibility, +2 turn resistance, wild empathy +4 (+0 magical beasts)

Feats Alertness, Endurance^B, Mounted Combat, Track^B, Two-Weapon Fighting^B

Skills Hide +18, Listen +4, Move Silently +18, Ride +10, Spot +19, Survival +8

Possessions studded leather armor, longsword

Environment Temperate forests

Organization Solitary

Treasure Possessions only

Advancement by character class; **Level Adjustment** +4

Create Spawn (Su) An elf or half-elf slain by this wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but they will usually work with other wichtlins in service to Chemosh.

Elfstroke (Su) Elf or half-elf, paralyze 2d4 rounds, Fort DC 12.

Partial Invisibility (Su) This wichtlin has concealment (20% miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this ability. *True seeing* and *see invisibility* also negate this effect.

This wichtlin was once a Kagonesi hunter in Southern Ergoth prior to the arrival of the great white dragon, Gellidus. During the Chaos War, his hunting party ran afoul of a wichtlin and managed to defeat it, but not before he and his stag were slain by the creature. The Kagonesti's companions, unable to properly prepare his body for burial due to the ongoing war, left him and his mount in an unmarked cairn deep in the forests near Foghaven Vale.

The hunter arose one week later, thirsty for vengeance and heeding the call of Chemosh. The wichtlin has spent the past forty years terrorizing local elves in Gellidus' realm, and now the return of its dread god has re-energized the creature's drive to bring other elves into his grim service.

STRATEGIES AND TACTICS

This wichtlin is mounted and therefore is able to ride in to deliver its touch attack from some distance away. Its primary targets are elves, half-elves, and any who prevent it from reaching them. As it is armed with a longsword, it can

deliver both a sword blow and a touch attack each round, but if the battle seems to be going badly, it will forego the sword in favor of a more accurate touch attack.

Animal Companion (Ex) This wichtlin had a stag as its animal companion. The animal's abilities and characteristics are summarized below.

WICHTLIN ELK ANIMAL COMPANION CR —

Always NE Large undead (augmented animal)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +12

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 22 (3 HD); **DR** 10/magic and silver

Immune undead traits

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

Spd 50 ft.; Run

Melee gore +3 (1d6+2 plus 1d6 negative energy plus elfstroke) or

Melee hoof +3 (1d4+2 plus 1d6 negative energy plus elfstroke)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +8

Atk Options elfstroke

Special Actions damaging touch

Spell-Like Abilities (CL 3rd, +3 melee touch)

At will—*poison* (DC 14), *suggestion* (DC 13)

Abilities Str 14, Dex 16, Con —, Int 2, Wis 11, Cha 10

SQ create spawn, partial invisibility, +2 turn resistance, wild empathy +4 (+0 magical beasts)

Feats Alertness, Run^B, Toughness

Skills Hide +7, Listen +4, Move Silently +11, Spot +12, Survival +6

Elfstroke (Su) Elf or half-elf, paralyze 2d4 rounds, Fort DC 11.

WICHTLIN CHARACTERS

Wichtlins are always neutral evil, which causes characters of certain alignments to lose some class abilities, as noted in Chapter 3 of the *Player's Handbook*. In addition, certain classes are affected in other ways.

Clerics: Wichtlin clerics become clerics of Chemosh. They select two domains from the following to replace those they had previously: Death, Evil, or Trickery. Wichtlin clerics lose their ability to turn undead, instead gaining the ability to rebuke undead.

Druids and Rangers: Wichtlin druids and rangers lose access to spellcasting and supernatural abilities, but retain their animal companions. These companions also acquire the wichtlin template, their type changing to undead. Wichtlin rangers may change one of their favored enemies to humanoid (elf).

Wizards and Sorcerers: Wichtlin wizards and sorcerers retain their class abilities. Wizard and sorcerer familiars do not acquire the wichtlin template, but the special attacks of their master may be delivered by the familiar if the master's caster level at least 3rd. Wizards of High Sorcery will suffer the consequences of changing alignments as described in Chapter Two of the *DRAGONLANCE Campaign Setting*.



CREATING A WICHTLIN

“Wichtlin” is an acquired template that can be added to any elf, half-elf, or fey (referred to hereafter as the “base creature”) or the animal companion of a druid or ranger.

A wichtlin uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid or animal). Do not recalculate base attack bonus, saves, or skill points. Size remains unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature’s natural armor bonus increases by +4.

Attack: A wichtlin has a touch attack which it can use once per round. If the base creature can use weapons, the wichtlin retains this ability but may only use one-handed weapons. A creature with natural weapons retains those natural weapons. A wichtlin fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A wichtlin armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A wichtlin fighting without weapons uses either its touch attack (see above) or its primary natural weapon (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A wichtlin without natural weapons has a touch attack that uses negative energy to deal 1d6 points of damage to living creatures. A wichtlin with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d6 points of extra damage on one natural weapon attack.

Special Attacks: A wichtlin retains all the base creature’s special attacks and gains those described below. Save DCs are equal to 10 + ½ wichtlin’s HD + wichtlin’s Cha modifier unless otherwise noted.

—*Elfstroke (Su)* Any elf or half-elf a wichtlin hits with its touch attack must succeed on a Fortitude save or be paralyzed for 2d4 rounds. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player’s Handbook*). The effect cannot be dispelled. Anyone paralyzed by a wichtlin seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

—*Spell-Like Abilities:* At will—*poison* (may only be used on a living creature without elven blood that is hit by the wichtlin’s touch attack), *suggestion* (may only be used on an elf or half-elf paralyzed by the wichtlin). Caster level is equal to the wichtlin’s Hit Dice.

—*Create Spawn (Su)* An elf or half-elf slain by a wichtlin rises in seven days as a wichtlin. Wichtlin created in this way are not under the control of the wichtlin who spawned them, but they will usually work with other wichtlins in service to Chemosh.

Special Qualities: A wichtlin retains all the special qualities of the base creature and gains those described below.

—*Damage Reduction (Su)* A wichtlin has damage reduction 10/silver and magic. A wichtlin’s natural weapons are treated as magical weapons for the purposes of overcoming damage reduction.

—*Partial Invisibility (Su)* A wichtlin’s body is mostly transparent apart from its skeletal hands and its eyes. This grants the wichtlin concealment (20% miss chance). Opponents who cannot see the wichtlin ignore this effect (although they still suffer the penalties of fighting an unseen opponent). A wichtlin that kills a victim becomes visible for 1d4 rounds, temporarily negating this effect. *True seeing* and *see invisibility* also negate this effect.

—*Turn Resistance (Su)* A wichtlin has turn resistance +2.

Abilities: Dexterity +4, Charisma +4, Intelligence –4 (minimum 3, or 2 for animal companion). As an undead creature, a wichtlin has no Constitution score.

Skills: Wichtlins have a +8 bonus to Hide, Move Silently, and Spot checks. Otherwise same as the base creature.

Environment: Any, usually same as base creature.

Challenge Rating: Same as the base creature +2.

Alignment: Always neutral evil.

Level Adjustment: Same as the base creature +4.

WYNDLASS

This creature looks like a foul, brown-black octopus with ten barbed tentacles. Above its tentacles are three eyes that glow dim blue. It surges up from a pit of quicksand, tentacles flailing.

WYNDLASS

CR 10

Always N Huge aberration

Init +3; **Senses** darkvision 60 ft., tremorsense 90 ft.; **Listen** +7, **Spot** +7

Languages Common (cannot speak)

AC 25, **touch** 11, **flat-footed** 22 (+3 Dex, +14 natural, –2 size)

hp 66 (12 HD); **Diehard**

Fort +5, **Ref** +9, **Will** +10

Spd 30 ft.; **burrow** 20 ft.

Melee 10 tentacles +15 each (1d10+8) and bite +13 (1d6+4)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)

Base Atk +9; **Grp** +29

Atk Options improved grab (tentacle)

Special Actions constrict 1d10+8

Abilities Str 26, Dex 17, Con 13, Int 7, Wis 15, Cha 12

SQ slicken earth

Feats Alertness, Diehard, Endurance, Lightning Reflexes, Multiattack

Skills Climb +11, Hide –2*, Listen +7, Spot +7, Swim +11

Environment Temperate swamps

Organization Solitary

Treasure Standard

Advancement 13–18 HD (Huge), 19–36 HD (Gargantuan);

Level Adjustment —

Constrict (Ex) A wyndlass deals 1d10+8 points of damage with a successful grapple check.

Improved Grab (Ex)

To use this ability, a wyndlass 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 an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Because of the barbs on its tentacles, a wyndlass automatically deals tentacle damage to any grappled foe that breaks free as the barbs rip and pull at the victim. A wyndlass gains a +4 racial bonus on grapple checks.

Slicken Earth (Ex) At will, a wyndlass can exude an

extremely solvent lubricating oil in all adjacent squares. On the first round, the oil produces the effects of a *grease* spell in the area slickened (Reflex DC 17 to avoid falling). The save DC is Constitution-based. After one minute, the area takes on the properties of quicksand (see the *Player's Handbook*) and is 5 feet deep. A pit of quicksand large enough to serve as the wyndlass's lair can be created in 3 minutes and is 30 feet in diameter and 15 feet deep.

Skills: *A wyndlass has a +12 racial bonus on Hide checks in swampy or forested terrain. It gains an additional +4 bonus when it is submerged in its quicksand pit.

The wyndlass, or vaka-te-nok ("Mouth beneath the Earth" in the Merkista culture of Taladas), is a tentacled horror that makes its home in dismal swamps and forested wetlands. Its voracious appetite drives it to consume other animals in large quantities, and it has been known to strike at unwary travellers and adventurers who do not see it until it is too late.

The wyndlass resembles nothing less than a giant spiky octopus or squid with three glowing blue eyes. Its natural color is a muddy brown, but it can camouflage itself to some degree to match its environment. A wyndlass forms a pit by softening the earth around it and lurks within, waiting for its prey to wander by. Carcasses and remains are kept at the bottom of this quicksand, so as not to alert other animals of the immediate danger. Once the local



area's game has been reduced sufficiently by the wyndlass that it can no longer satisfy its hunger, it hauls itself out of the pit and travels several miles to a new location.

Wyndlasses grow as long as 20 to 30 feet in length and weigh over a ton. They are thought to be mutated relatives of the giant squid that have adapted to life on land, very possibly by some wizard's bold experiments or the passage of the Graygem. Their origin may also have common elements to that of the yaggol, who still use the wyndlasses as guardians near their shrines and temples.

Wyndlass oil is a much sought-after

component in crafting such wondrous items as *salves of slipperiness* or *slick armor*.

Wyndlasses do not speak but are intelligent enough to understand Common.

STRATEGIES AND TACTICS

A wyndlass lies in wait within its quicksand pit, only its eyes above the surface. It surges out to strike, sending its tentacles to grapple and pull opponents into the pit with it. Wyndlasses never attack more than two opponents at a time, devoting up to 5 tentacles to each foe. When facing difficult odds, a wyndlass either retreats into its pit or slickens the earth around its foes and flees.

An opponent can attack a wyndlasses' tentacles with a sunder attempt as if they were weapons. A wyndlasses' tentacles have 10 hit points each. If a wyndlass is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make an attack of opportunity against the opponent making the sunder attempt. Severing one of a wyndlasses' tentacles deals 5 points of damage to the creature. A wyndlass usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.



YAGGOL

This creature is a very tall, emaciated humanoid with a head that looks like an octopus or squid. Four tentacles sprout from below two jet-black eyes. The creature's fingers are long and thin. Its skin fades from a deep purple near the back of its head into mottled mauve and pink near the eyes, becoming a sickening crimson at the tips of its tentacles. Its feet are flipper-like and reddish-purple. It has no weapons but merely stands somewhat stooped, as if crazed or lost.

The yaggol, also known as akitu-shai or crawling maws, are an ancient race of wicked squid-like humanoids. Once gifted with remarkable innate powers of mysticism, their connection to the ambient magic of the world has faded, and their culture degenerated into barbarism and depravity. Two distinct castes have formed: the savage yaggol and the rare elite yaggol.

YAGGOL TRAITS

Members of both yaggol castes have bulbous, tentacled heads and lean, emaciated bodies, although the savage yaggol possess a wiry strength that the elite yaggol have lost. Elite yaggol are dressed in tattered robes, tunics, torn cloaks, or other clothing that give every impression of decrepitude. Savage yaggol wear less clothing or eschew clothing altogether. All yaggol are violent and fierce, perhaps because they know how far their kind has fallen.

Yaggol are somewhat short-lived, having a life-expectancy of only 50 to 60 years. They are well over 7 feet tall and weigh between 200 and 240 pounds.

Yaggol speak a language of their own known as Yaggol. Many also pick up the language of the cha'asii elves or that of local human tribes.

Yaggol of both castes share the following abilities.

Improved Grab (Ex) To use this ability, a yaggol must hit a Small, Medium, Large, or Huge creature with its tentacle 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 attaches the tentacle to the opponent's head. A yaggol can grab a Gargantuan or larger creature, but only if it can somehow reach the foe's head. If a yaggol 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 an Escape Artist check, but the yaggol gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) A yaggol that begins its turn with all four tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Skills A yaggol has a +10 racial bonus on Hide checks because of its variegated skin color, which affords it the ability to blend in somewhat with its surroundings.

YAGGOL, SAVAGE

Monstrous squid-headed aberrations that hide in dense jungle and prey upon the unwary, the savage yaggol are the bane of the cha'asii elves in Taladas.

SAVAGE YAGGOL

CR 6

Usually LE Large aberration

Init +5; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +2

Languages Yaggol; telepathy 100 ft.

AC 16, touch 10, flat-footed 15 (–1 size, +1 Dex, +6 natural)

hp 44 (8 HD)

SR 15

Fort +5, **Ref** +3, **Will** +8

Spd 30 ft.

Melee* 4 tentacles +8 each (1d4+8) or

Melee* 2 slams +8 each (1d6+8)

* includes adjustments for a 3-point Power Attack

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Atk Options Improved Bull Rush, Power Attack

Special Actions extract, improved grab (tentacles), *mind blast*

Spell-Like Abilities (CL 10th)

At will—*suggestion* (DC 13)

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 15, Cha 8

Feats Improved Bull Rush, Improved Initiative, Power Attack

Skills Climb +7, Hide +13, Move Silently +4

Environment warm forests

Organization Solitary, pair, gang (3-6), or mob (10-15)

Treasure 50% coins, no goods, standard items

Advancement by character class; **Favored Class** barbarian; **Level Adjustment** +5

Mind Blast (Sp) Once an hour, a savage yaggol can make a psionic attack that targets all creatures within a 10 foot radius. Anyone caught in the area takes 3d6 points of damage (DC 13 Will save half). The save is Charisma-based. This ability is the equivalent of a 3rd-level spell. A yaggol that uses its mind blast is dazed until the end of its next turn. It can take no actions but suffers no Dexterity penalty.

STRATEGIES AND TACTICS

A savage yaggol will lie in wait for an enemy, using its natural camouflaging skills to best effect. Then, when its opponent is in range, it will charge in and use its slam attack. Savage yaggol usually do not resort to their *mind blast* attack, as it drains their resources. They prefer to beat their opponents into submission and remove their brains. They almost never make use of weapons.

YAGGOL, ELITE

While not as strong as the lesser caste of yaggol, the elite yaggol form cabals of deranged mystics in service to forgotten masters. Some have gathered around such monstrous creatures as aboleths or demons, while others (such as the cabal in service to the Faceless) have kept alive

dark and eldritch secrets, waiting for the time to reveal them.

ELITE YAGGOL

CR 7

Usually LE Medium aberration

Init +6; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Yaggol; telepathy 100 ft.

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 36 (8 HD)

SR 15

Fort +4, **Ref** +4, **Will** +10

Spd 30 ft.

Melee 4 tentacles +5 each (1d4–1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +5

Special Actions extract, improved grab (tentacles), *mind blast*

Spell-Like Abilities (CL 10th)

At will—*charm monster* (DC 14), *detect thoughts* (DC 12), *suggestion* (DC 13)

Abilities Str 8, Dex 14, Con 14, Int 11, Wis 15, Cha 11

Feats Combat Casting, Improved Initiative, Iron Will

Skills Concentration +12, Hide +14, Knowledge (arcana) +5, Spellcraft +5

Environment warm forests

Organization Solitary or cabal (3–8 yaggol)

Treasure standard

Advancement by character class; **Favored**

Class mystic; **Level Adjustment** +5

Mind Blast (Sp) This attack is a cone 60 feet

long. Anyone caught in this cone is stunned for 3d4 rounds (Will save DC 14 negates). Elite yaggol often hunt using this power and then drag off one or two of their stunned victims to feed upon.

The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

YAGGOL SOCIETY

Most yaggol live a savage existence in small enclaves deep in the jungles of Taladas. A very small number of yaggol also live in the humid jungles of Nordmaar, having found their way to Ansalon, but they have few established settlements. As a rule, the yaggol lack the intelligence to maintain anything but the most basic social structure and default to a clan system where the eldest yaggol govern the youngest. The elite yaggol possess greater intelligence and cunning, and their mystic cabals are more advanced socially.

Yaggol legends tell that their kind came from Beyond, destined to dominate the other races. Their once great civilization on Taladas, characterized by impressive stone edifices and underground tunnels, is now almost completely gone. Years of war in the pre-Cataclysmic jungles of Taladas with the cha'asii elves left them degenerate and smaller in number. The yaggol blame the gods of Krynn in large part for their fate; Majere, especially, is reviled. The yaggol's true origin will perhaps never

be known, but they continue to be a deadly, if remote, presence in the world.



Chapter 2: MONSTROUS PRESTIGE CLASSES

In this chapter is a small sampling of monster-oriented prestige classes for use in your DRAGONLANCE Campaign. Some (such as the dragon ravager and Child of Chemosh) will primarily be used for enemies of the PCs, meant to give them a new twist, and will alter their role enough to shake up the PCs with unexpected threats and powers. Others might even see use as classes acquired by monstrous PCs. In the end, it's entirely up to you what you allow in your campaign!

AMBIENT TEMPEST

The ambient tempest is a practitioner of sorcery or mysticism who has been able to master the complexities of ambient magic and shape it the way a sculptor is able to manipulate clay. Ambient tempests have a heightened sense of freedom over the control of their magic that few others can match.

Most ambient tempests are monsters that are able to more naturally draw upon the primal ambient energies that permeate the world around them; often they are dragons or other creatures that are similarly able to naturally use sorcerous abilities.

A small number of non-monstrous spellcasters are able to delve into the deeper nature of the world's ambient magic and properly coax and control it. Such individuals are normally mystics or sorcerers. Occasionally bards, assassins, or other dabblers in ambient magic will follow the path of the ambient tempest, though doing so usually comes late in their careers. Innately magical monsters also find the path of the ambient tempest easier to embrace than most other creatures.

NPC ambient tempests often hire out their services to a person or creature of great prestige and power, finding their versatile magical abilities in high demand. Most other ambient tempests often seek to explore their full potential in solitude, although they occasionally seek out others in order to learn from one another. Many of the scions, legendary gold-skinned dwarves created by the Graygem and wielders of primal magic, are ambient tempests.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.

Feats: Any two of Enlarge Spell, Extend Spell, Magical Affinity, Spell Focus, or Widen Spell.

Spells: Able to cast 3rd-level spells without preparation.

Special: Any one supernatural or spell-like ability or alternately two additional feats from the list above.

CLASS FEATURES

Ambient tempests begin learning how to apply new techniques to their spellcasting at the cost of spellcasting advancement. Over time, however, they make up for this initial setback by acquiring flexibility, speed, and power.

Spells per Day/Spells Known From 2nd level on, when a new ambient tempest level is gained, the character gains new spells per day as if he had also gained a level in whatever spontaneous casting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (turning or rebuking level for mystics with the Sun or Necromancy domains, bard or assassin abilities, etc). This essentially means that he adds the level of ambient tempest to the level of whatever other spontaneous spellcasting class the character has; then he determines spells per day and caster level accordingly.

If a character had more than one spontaneous spellcasting class before he became an ambient tempest, he must decide to which class he adds each level of ambient tempest for the purpose of determining spells per day.

Shifting Knowledge (Ex) Once per week, the ambient tempest can meditate for an hour and learn a single new spell in place of one he already knows. This ability works just like the standard sorcerer and mystic ability to swap a spell, save for the frequency with which it can be used. Thus, the spell to be swapped must be at least two levels lower than the highest-level spell he can cast.

Ambient Secret The ambient tempest begins to better understand the natural ebb and flow of the so-called "wild" magic, and he is able to fine-tune his use of ambient magic in a manner that gives him greater control over the effects

AMBIENT TEMPEST						Hit Die: d4
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Shifting knowledge	—
2nd	+1	+0	+0	+3	Ambient secret	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spell shaping	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Ambient secret	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Ambient secret	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Knowledge (arcana), Sense Motive, Spellcraft, Use Magic Device



of his spells. An ambient tempest is able to choose from a variety of ambient secrets. Unless otherwise noted, no ambient secret may be selected more than once.

Improved Metamagic With this ability, the ambient tempest can use a metamagic feat on a spell without needing to take a full-round action.

Improved Shifting An ambient tempest is no longer subject to level limitations on the spell that he can shift in and out of his known spells.

Metamagic Feat An ambient tempest can choose to learn a new metamagic feat in place of another ambient secret. This ability may be taken more than once.

Shifting Knowledge Each time the ambient tempest takes this ability, he adds one to the number of spells he can shift each week. He can still only ever use the shifting knowledge ability once per week, regardless of whether or not he has replaced his full allotment of spells. For example, an ambient tempest with the ability to shift three spells a week can opt to only shift one spell from his repertoire, but he cannot choose to shift the other two until a week has passed. The ambient tempest must spend one hour of meditation for each spell to be replaced. This ability can be taken more than once.

Spellshaping (Ex) The ambient tempest can alter a spell with certain metamagic feats in a manner that actually reduces its effect (and its level as well). This ability can affect the Enlarge, Extend, and Widen Spell metamagic feats, causing them to halve whatever aspect of the spell

they normally affect instead of doubling it. Regardless of which feat is affected, a spell under the effect of a spellshaped feat uses up a spell slot one level lower than the spell's actual level. An ambient tempest can only use one spellshaped metamagic feat on any given casting of a spell.

AMBIENT TEMPEST LORE

Characters with ranks in Knowledge (arcana) may make a check to determine the extent of their understanding of ambient tempests. Because mastery of primal magic is limited to specific eras, at least to mortals, this lore is not always readily available. A creature with innate magical use, such as a scion, dragon, fey, or outsider, would be an excellent source of ambient tempest lore.

DC 10: Ambient tempests have learned to use the ambient magic of the world, both arcane and divine, to accomplish even more than most other mystics and sorcerers.

DC 15: Ambient tempests can access more spells over time than mystics and sorcerers, choosing new techniques over old as they desire.

DC 20: An ambient tempest learns to shape the magic they use in various ways, expanding their powers at the expense of imposing additional limits.

DC 30: Creatures such as nagas, fey, and the legendary gold-skinned scions are more likely to be ambient tempests than humans, elves, or other mortal races.



BRANCH OF ZIVILYN

As one of Zivilyn's maxims is that wisdom and age are complimentary, it should come as no surprise that a small but devoted sect of his followers are the very plants and trees themselves. After all, the god's symbolic great tree alludes to the timelessness that endures in many great plants; a timelessness that allows one to accrue knowledge and understanding of events and ultimately provide the most solid of bases by which to decide one's future course.

Few plant creatures have both the age as well as the appropriate mindset to become a branch of Zivilyn, and as such, most branches are treants who are automatically the best-suited for gathering wisdom and understanding. Occasionally, other awakened plants have become branches of Zivilyn.

The branch of Zivilyn taps into the other plant life surrounding it to gain knowledge of what has passed in areas the creature itself has not been able to observe. Because of this, branches are often sought out by nobles who seek advice on what political moves they should make or even adventurers in need of a crucial piece of information that will determine their course of action.

ENTRY REQUIREMENTS

Race: Any plant.

Skills: Diplomacy 6 ranks, Knowledge (nature) 8 ranks, Sense Motive 6 ranks.

Alignment: Any neutral.

Feats: Iron Will, Toughness.

Spells: Ability to cast 2nd-level divine spells.

Patron God: Zivilyn.

Special: Must be 500 years old or older.

CLASS FEATURES

Branches of Zivilyn gain access to spells from a limited list and learn to draw upon Greenlore for knowledge and understanding. As they progress in this class, their size and Wisdom increases, until finally they are able to grant their wisdom to others.

Spells A branch of Zivilyn has the ability to cast a small number of divine spells. To cast a branch of Zivilyn spell, a branch must have a Wisdom score of at least 10 + the spell's level, so a branch with a Wisdom of 10 or lower cannot cast these spells. Branch of Zivilyn bonus spells are based on

Wisdom, and saving throws against these spells have a DC of 10 + spell level + the branch of Zivilyn's Wisdom modifier. The branch of Zivilyn's spell list appears below. A branch has access to any spell on the list and can freely choose which to prepare, just as a cleric does (though a branch of Zivilyn cannot spontaneously cast *cure* or *inflict* spells).

Spontaneous Casting A branch of Zivilyn can channel stored spell energy into a spell that it did not prepare ahead of time. The branch can "lose" any prepared spell in order to cast any spell from the Insight Domain (See the *DRAGONLANCE Campaign Setting*) of the same level or lower.

Greenlore (Ex) The first step to true wisdom and understanding is acquiring the facts and knowledge necessary to accurately make decisions. A branch of Zivilyn is so in touch with the natural world that it is able to collect knowledge and news from all over Ansalon. A branch of Zivilyn may make a special Greenlore check with a bonus equal to its Hit Dice + its Intelligence modifier to see whether it knows any relevant information about local people, history, far away places, or recent events. The branch of Zivilyn may not take 10 or take 20 on this check; this sort of information is essentially random.

Wisdom's Growth (Ex) At 3rd level, a branch of Zivilyn grows by one size category. In addition to the usual adjustments made when gaining a size category, the branch's Wisdom score also increases by +4.

GREENLORE	
DC	Type of Knowledge
10	Commonly known, something that most people have heard and gossiped about. Example: The Silvanesti and Qualinesti elves have been exiled to the Plains of Dust.
20	Known by select groups of individuals, not widely known by the general populace. Example: The Solamnic knights plan to make a strike against Vingaard Keep and River to reclaim it from river pirates.
25	Known only by few individuals, spoken of only in whispers and secrecy. Example: The location of the deceased overlords' treasure hordes.
30	Unknown to the vast majority of people, long since forgotten by most. Example: The secret of creating ogre titans.

BRANCH OF ZIVILYN					Hit Die: d8	Spells per Day				
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1	2	3	4	5
1st	+0	+2	+0	+2	Greenlore	3	—	—	—	—
2nd	+1	+3	+0	+3		4	3	—	—	—
3rd	+2	+3	+1	+3	Wisdom's growth	5	4	3	—	—
4th	+3	+4	+1	+4		5	5	4	3	—
5th	+3	+4	+1	+4	Ancestral wisdom	5	5	5	4	3

Class Skills (2 + Int modifier per level): Concentration, Diplomacy, Heal, Knowledge (history), Knowledge (religion), Listen, Sense Motive, Spellcraft, Spot



Ancestral Wisdom (Sp) Once per day per level, a branch of Zivilyn is able to grant a creature the ability to access ancestral knowledge and wisdom. The creature to be affected must know the name of the ancestor it wishes to speak with or else it cannot ask any questions. This ability works like the spell *Speak with Dead* in terms of duration and the information you can gather, save that the conversation occurs entirely within the mind of the creature seeking communion. The actual spirit of the ancestor is not consulted, but rather the creature is able to search its own bloodline for any imprinted knowledge. This ability is the equivalent of a 4th-level spell.

BRANCH OF ZIVILYN SPELL LIST

Branches of Zivilyn can choose their spells from the following list:

1st—*calm animals, cure light wounds, detect animals or plants, detect magic, entangle, goodberry, pass without trace, speak with animals.*

2nd—*barkskin, chill metal, heat metal, locate object, soften earth and stone, warp wood, wood shape*

3rd—*cure moderate wounds, diminish plants, plant growth, poison, quench, speak with plants, wind wall*

4th—*command plants, control water, detect scrying, locate creature, reincarnate, scrying*

5th—*awaken, baleful polymorph, commune with nature, prying eyes, wall of thorns*

BRANCH OF ZIVILYN LORE

Characters with ranks in Knowledge (religion) or Knowledge (nature) may make a check to determine the extent of their understanding of branches of Zivilyn. The best source of this information would be druidical or scholarly works or from accounts given by past branches of Zivilyn or their lesser brothers, the treants.

DC 10: A branch of Zivilyn is an awakened plant given great wisdom and knowledge by the God of Wisdom.

DC 15: Branches of Zivilyn are usually larger and certainly wiser than other plants and are able to reach into a collective nature lore to gain insight.

DC 20: A branch of Zivilyn casts spells much as a druid can, thanks to its covenant with Zivilyn.

DC 30: A branch of Zivilyn has the ability to bestow wisdom on others, giving them access to esoteric understanding and insight.



CHILD OF CHEMOSH

Undead are the terror that strikes the hearts of many of Krynn's mortal inhabitants. More frightening yet are those which have willingly entered into a pact with the Lord of the Undead, Chemosh. The Children of Chemosh are the undead priests of his unholy faith, drawn from the ranks of the ghouls, wights, liches, and vampires of Krynn to serve him directly and further his goals. While Chemosh has influence over all undead creatures to some degree, it is through his Children (and any living clerics who associate with them) that he achieves his greatest mastery of the tortured souls of Krynn.

Corporeal undead with levels in cleric or mystic are the only creatures who can acquire this prestige class, although the diversity of those undead is staggering. Ghosts, mohrgs, and even bodaks have been known to serve their pale god in this manner. Chemosh also recruits potential Children from his living priesthood or from dark mystics who show promise, manipulating them to a point where they achieve undead status and qualify for the mantle of a Child of Chemosh.

In the months following the War of Souls, when Chemosh began drawing together his servants and minions after his absence, a small number of Children were created to act in his stead. These joined with those from earlier ages to present a considerable future threat, one that has the potential to bring the undead into conflict with all life on Ansalon. Until then, Chemosh bides his time and allows his children to gather their own forces. Strangely, the Children of Chemosh had no role to play in the creation of the Beloved, though the fallout from that event (and Chemosh's dalliance with Mina) may divide the ranks of the Children.

ENTRY REQUIREMENTS

Race: Any intelligent corporeal undead.

Alignment: Any evil.

Skills: Knowledge (religion) 8 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must be able to rebuke or command undead.

Special: Must have been visited or contacted by Chemosh or an agent of his and brought into his direct service.

CLASS FEATURES

A Child of Chemosh expands upon its existing spellcasting but at a reduced rate. Their control over undead, however, continues at the same rate, and as they advance, they gain additional abilities to accent this control. Children of Chemosh grow increasingly hard to turn or rebuke themselves.

Spells per Day/Spells Known A Child of Chemosh continues to draw dark power from its divine patron. Thus, when a new Child of Chemosh level is gained at 1st, 3rd, and 5th levels, the undead gains new spells per day (and spells known, if applicable) as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained (turn undead, bonus feats, and so on) except for an increased effective level of spellcasting. A Child of Chemosh who had more than one divine spellcasting class must decide to which class it adds the new level for purposes of spells per day and spells known.

Turn Resistance (Su) Beginning at 1st level, a Child of Chemosh's innate resistance to the power of good and neutral clerics increases. For the purpose of being turned or destroyed by a cleric or other character with the turn undead ability, the Child of Chemosh's effective Hit Dice increases by the listed amount. If the Child of Chemosh already possesses turn resistance, this bonus stacks with that quality.

Command Undead (Su) A Child of Chemosh's class levels stack with its cleric or mystic levels when commanding or rebuking undead.

Danse Macabre (Su) At 2nd level, a Child of Chemosh gains the ability to transfix living creatures with its odd, twitching dance. This is a full-round action that creates a mind-influencing effect. Any living creature with fewer Hit Dice than the Child of Chemosh that is able to see the creature must succeed at a Will save (DC 10 + ½ HD + Charisma modifier) or be *paralyzed* for as long as the Child of Chemosh continues to dance and 1d6 rounds afterward.

Improved Create Spawn (Su) At 2nd level, a Child of Chemosh with the ability to create spawn (such as a wight

CHILD OF CHEMOSH						Hit Die: d8
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Command undead, turn resistance +2	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Danse macabre, improved create spawn	—
3rd	+2	+1	+1	+3	Improved bolster, Turn resistance +4	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Rigor mortis, greater create spawn	—
5th	+3	+1	+1	+4	Death touch, turn resistance +6	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Escape Artist, Gather Information, Intimidate, Knowledge (religion), Listen, Search, Spellcraft, Spot

or vampire) may do so with victims it has not personally slain. The Child of Chemosh must have witnessed the death of the target creature within the last 24 hours and must spend one hour with the corpse. At the end of this vigil, the creature is assumed to have just been slain for the purposes of how soon the creature will rise as a spawn of the Child of Chemosh.

Children of Chemosh without the ability to create spawn do not benefit from this ability. Children of Chemosh whose victims rise as free-willed undead (such as ghouls and ghosts) may spend one hour in vigil with the corpse before it rises, in which case the newly created undead is under the child's control until the child is destroyed.

Corpses that have been preserved with *gentle repose* or which are the target of a *bless* or *protection from evil* spell, or are in the area of effect of a *consecrate*, *hallow* or *magic circle against evil* spell, are protected from this ability.

Improved Bolster (Su)

At 3rd level, the Child of Chemosh's ability to bolster another undead with a successful rebuke attempt gains a +4 bonus. This ability has no effect on the child itself. The child cannot bolster an undead to an effective Hit Dice total greater than the Child of Chemosh's own Hit Dice.

Rigor Mortis (Su) At 4th level, the Child of Chemosh gains the power to paralyze any creature it touches. The child must make a successful touch attack, and the victim must succeed at a Fortitude save (DC 10 + ½ HD + Charisma modifier) to avoid paralysis. Any creature so paralyzed appears to be dead, showing no signs of life and becoming stiff and immobile. This effect lasts for a number of hours equal to 1 plus the child's Charisma bonus (if any). *Lesser restoration*, *remove curse*, and *remove paralysis* will all restore the victim to normal. Spells which protect against necromantic or negative energy effects, such as *death ward*, will also protect against this ability. Undead that already possess the ability to paralyze others, such as ghouls, may choose to use either this ability or their own whenever they make an attack.

Greater Create Spawn (Su) At 4th level, the Child of Chemosh's ability to create spawn improves even further. The child no longer needs to have been personally present at the death of the target creature, and the creature may have been dead for up to a week. This ability otherwise works exactly like the improved create spawn ability above.

Children of Chemosh without the ability to create spawn gain the ability to create zombies from any humanoid they slay, just as a mohrg does (see *Monster Manual*). Children of Chemosh whose victims rise as free-willed undead may choose to create zombies instead or spend time in vigil as described under Improved Create Spawn above.

Corpses that have been preserved with *gentle repose* or which are the target of a *bless* or *protection from evil* spell, or are in the area of effect of a *consecrate*, *hallow* or *magic circle against evil* spell, are protected from this ability.

Death Touch (Sp) At 5th level, the Child of Chemosh gains the ability to snuff the life out of any living creature it touches. This ability works as a *slay living* spell and can be used a number of times a day equal to the Child of Chemosh's Charisma bonus (if any) as a cleric. Creatures slain in this way are candidates for the child's create spawn ability.

EX-CHILDREN OF CHEMOSH

A Child of Chemosh who somehow returns to life and is no longer undead, or whose alignment shifts from evil to neutral or good, loses all special abilities gained from this prestige class and will very likely become the target of other Children of Chemosh and their undead allies.

CHILD OF CHEMOSH LORE

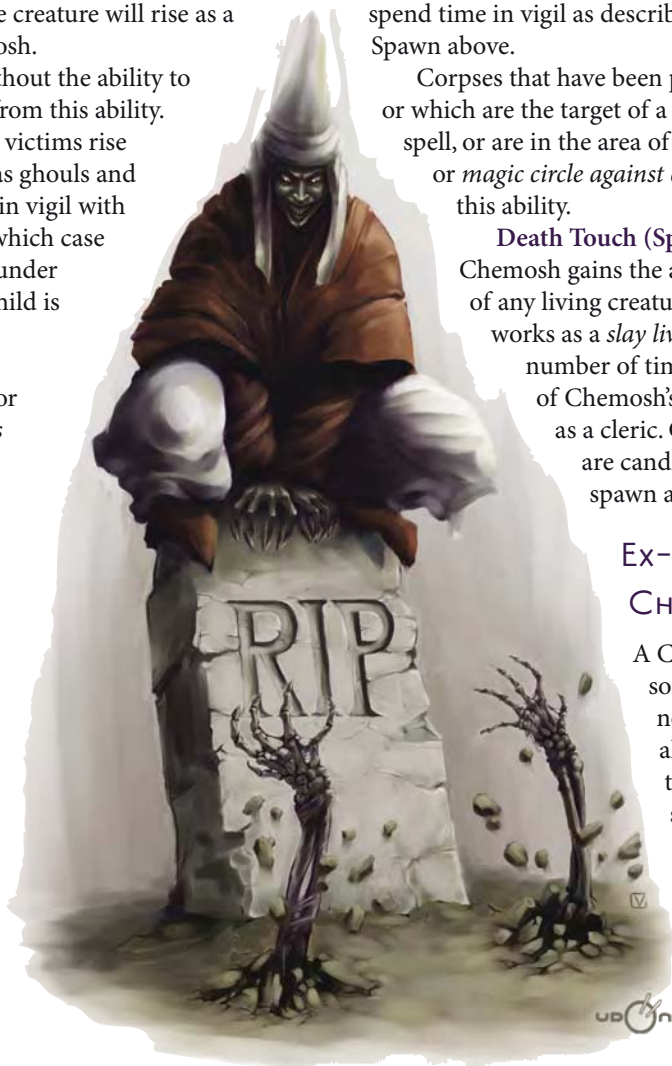
Characters with ranks in Knowledge (religion) may make a check to determine the extent of their understanding of Children of Chemosh. Clerics in the service of gods opposed to Chemosh, such as Mishakal, Paladine (in earlier eras), or Kiri-Jolith, may be good sources of this information. Religious texts, both holy and unholy, surface from time to time and provide additional knowledge to scholars.

DC 10: The Children of Chemosh are a group of intelligent undead servants of the Lord of Bones.

DC 15: A Child of Chemosh is not only a servant but a priest of the Lord of Bones, given power over other undead.

DC 20: The Children of Chemosh are hardier and more resistant than other undead, thanks to their service to the God of Undeath.

DC 30: Children of Chemosh can not only create more undead from those they kill; they can inflict paralysis on their enemies with their twitching dance.



DRAGON RAVAGER

Throughout history, certain chromatic dragons have been recorded as being particularly insidious and destructive beyond their years. Such dragons usually embrace their natural destructive tendencies with a delight that disgusts even many of their kin-dragons.

Other chromatic dragons view dragon ravagers as being immature and feel they must either be suicidal or just insane. Even the fabled Dragon Overlords never approached dragon ravagers in terms of near-mindless and undirected destruction. Whereas the great dragons sought to dominate their lands and gain power in the pursuit of personal gain, a dragon ravager desires the destruction of good creatures or those it believes to be weaker than it.

Dragon ravagers are almost always solitary creatures, due to their often hostile and aggressive natures. They realize that their actions often bring the wrath of agents of good down upon their heads and tend to direct their actions in areas away from any power centers held by the Knights of Solamnia, Legion of Steel, or other good organizations.

ENTRY REQUIREMENTS

Race: Dragon.

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Skills: Bluff 18 ranks, Intimidate 18 ranks.

Feats: Ability Focus (breath weapon), Awesome Blow, Flyby Attack, Improved Bull Rush, Power Attack, Weapon Focus (claws).

Special: The dragon must be of Adult age category or younger.

CLASS FEATURES

The dragon ravager continues to increase in HD and skill points as if he were increasing his age category, making this class ideal for younger dragons. Starting with a rage ability and improved combat options, a dragon ravager eventually becomes a veritable engine of destruction.

Draconic Rage (Ex) Once per day per dragon ravager level, a dragon ravager is able to fly into a screaming blood frenzy, much like a barbarian. It temporarily gains a +6

bonus to Strength, a +6 bonus to Constitution, and a +2 morale bonus on Will saves, but it takes a -2 penalty to Armor class. This ability otherwise resembles the rage ability of the barbarian.

Fling (Ex) A dragon ravager may use its Awesome Blow to send creatures flying back through the air 25 feet instead of the usual 10 feet. Creatures flung like this take 2d6 points of bludgeoning damage, 4d6 if striking an obstacle.

Enhanced Breath Weapon (Su) The damage dealt by the dragon ravager's breath weapon improves by two damage dice, and the elapsed time between uses decreases to 1d3 rounds.

Spell Rage (Su) As a free action, a raging dragon ravager can use up one of his daily spell slots to deal bonus damage on a single given attack. The dragon gains an additional 1d6 points of damage per level of the spell slot used up in this manner. The dragon must decide to use its spell rage ability before its attack roll. A failed attack roll still uses up the spell slot.

Improved Draconic Rage (Ex) At 4th level, the dragon ravager's bonuses to Strength and Constitution during its rage each increase to +10, and its morale bonuses on Will saves increases to +4. The penalty to AC remains at -2.

Breath Gout (Su) As a full-round action, the dragon ravager can concentrate on his breath weapon to increase its efficacy, doubling the damage of its usual breath weapon. After a dragon has used breath gout, it cannot use its breath weapon for 1d4 minutes.

DRAGON RAVAGER LORE

Characters with ranks in Knowledge (arcana) may make a check to determine the extent of their understanding of dragon ravagers. Information may have been passed along by dragon hunters, priests of Paladine or Kiri-Jolith, or even members of the Dragonarmies. Other dragons, too, may know some of the traits of the class.

DC 10: Dragon ravagers are usually evil or chaotic dragons driven to rage by their wild urges.

DC 15: A dragon ravager's breath weapon becomes more potent, and its strength and combat ability also increases.

DC 20: Dragon ravagers may use the magical energies that power their spells to increase the damage they do in combat.

DRAGON RAVAGER					Hit Die: d12
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Draconic Rage, Fling
2nd	+2	+3	+3	+3	Enhanced Breath Weapon
3rd	+3	+3	+3	+3	Spell Rage
4th	+4	+4	+4	+4	Improved Draconic Rage
5th	+5	+4	+4	+4	Breath Gout

Class Skills (6 + Int modifier per level): Bluff, Escape Artist, Hide, Intimidate, Jump, Knowledge (any), Listen, Sense Motive, Spot, Survival



DC 30: The primary weakness of a dragon ravager is its age and smaller size. They do not have the experience and bulk to go along with their other advancements.

SCOURGE OF CHAOS

When the Chaos was freed from the Graygem and set the Second Cataclysm in motion, he brought forth agents of his will from the void and released them upon Ansalon. Daemon warriors, chaos wights, and abominations of wild magic swept across the lands, bringing oblivion and fiery ruin upon cities, temples, woodlands, and homes. In the forefront of these armies of Chaos were the Scourges.

A Scourge of Chaos is a creature imbued with a roiling storm of madness and destruction. Forever abandoning its

former life or fate, it has become an instrument of Chaos' desires. Scourges no longer need to sleep or eat, if they did previously, and are effectively immortal. A few still persist after the Chaos War, solitary engines of doom still clutching to the seeds of Chaos deep within them.

ENTRY REQUIREMENTS

Alignment: Chaotic evil.

Base Attack Bonus: +7.

Feats: Power Attack, Improved Sunder.

Skills: Intimidate 10 ranks.

Special: Must have killed at least one creature out of mindless rage, anger, or purely for the sake of ending its life.

CLASS FEATURES

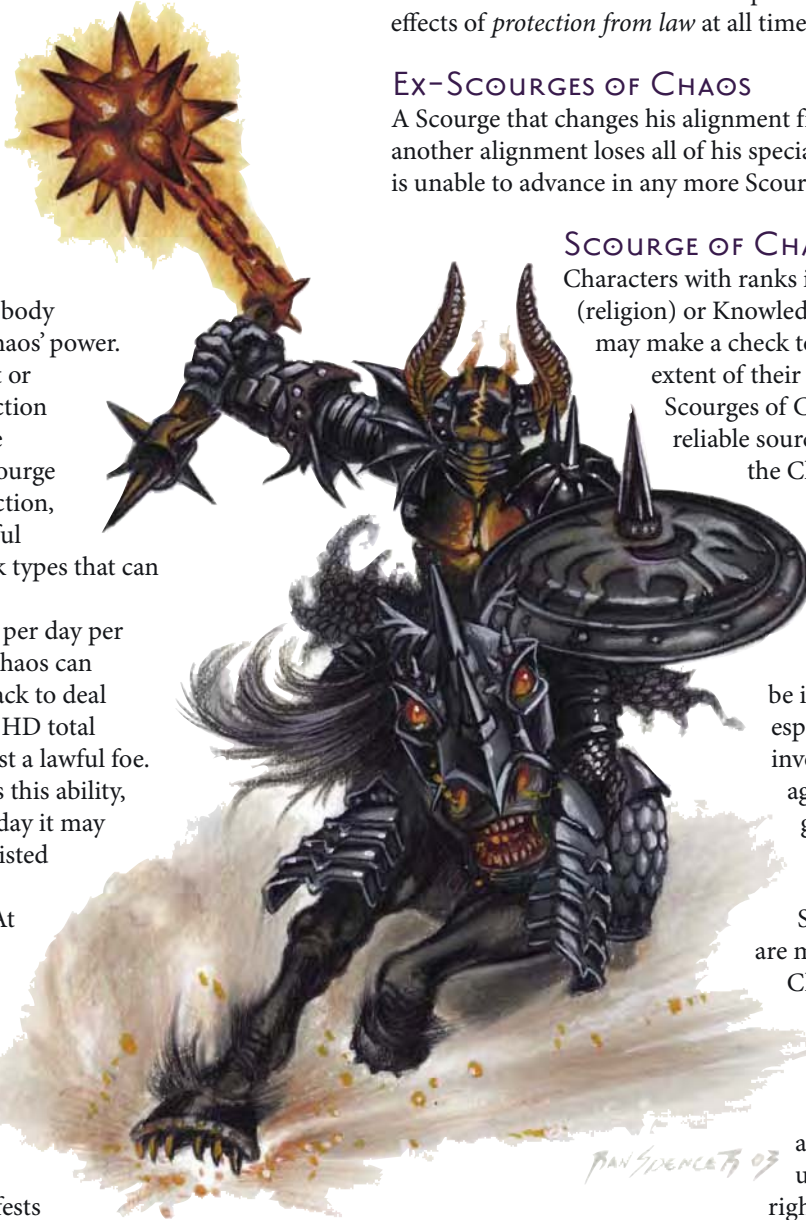
Weapon and Armor Proficiency: Scourges of Chaos are proficient in all simple and martial weapons, as well as all types of armor and shields.

Body of Chaos (Su): At 1st level, the Scourge's body becomes the vessel for Chaos' power. He no longer needs to eat or sleep, gains damage reduction 5/lawful, and acquires the chaotic subtype. If the Scourge already has damage reduction, it increases by 5, and lawful becomes one of the attack types that can overcome the DR.

Smite Law (Su) Once per day per class level, a Scourge of Chaos can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a lawful foe. If the Scourge already has this ability, the number of times per day it may be used increases by the listed amount.

Mind of Chaos (Su) At 2nd level, the Scourge's mind becomes one with the essence of Chaos. He gains immunity to all mind-affecting spells and effects, and once per day, he may experience a moment of mad clarity. This manifests as a +10 insight bonus to any one skill check, attack roll, or saving throw.

Soul of Chaos (Su) At 3rd level, the Scourge's transformation is complete. His type changes to Outsider (chaotic, native), and he may continue to function at full strength when he reaches 0 hit points or less. The Scourge is only killed when his hit points reach -10. Undead with this prestige class gain a +4 bonus to their turn resistance,



while all other creatures with this prestige class gain the effects of *protection from law* at all times.

EX-SCOURGES OF CHAOS

A Scourge that changes his alignment loses all of his special class abilities and is unable to advance in any more Scourge of Chaos levels.

SCOURGE OF CHAOS LORE

Characters with ranks in Knowledge (religion) or Knowledge (the planes) may make a check to determine the extent of their understanding of Scourges of Chaos. The only reliable sources are accounts of the Chaos War, as the Scourges did not exist on Krynn until Chaos set foot on the world. Knights and clerics would be ideal references, especially those involved in the battle against the flaming giant and his minions.

DC 10: Scourges of Chaos are mad servants of Chaos and exist only to destroy.

DC 15: A Scourge of Chaos can deliver a powerful blow upon honorable and righteous opponents.

DC 20: Scourges of Chaos can't be reasoned or argued with, and compulsion spells are ineffective on them. They are also immune to many detection spells.

DC 30: The highest-level Scourges become creatures of the planes themselves, almost impossible to fool or to kill. They are given to flashes of mad insight that strengthen their prowess.

SCOURGE OF CHAOS

Hit Die: d10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Body of Chaos, smite law 1/day
2nd	+2	+3	+1	+3	Mind of Chaos, smite law 2/day
3rd	+3	+3	+1	+3	Soul of Chaos, smite law 3/day

Class Skills (2 + Int modifier per level): Bluff, Climb, Intimidate, Jump, Knowledge (the planes), Listen, Ride, Sense Motive, Spot

Chapter 3: MONSTERS AS CHARACTERS

One aspect that inevitably comes up in a campaign is the inclusion of monstrous player characters, and your DRAGONLANCE campaign is no different by any means. There are, however, many considerations to take into account when deciding whether or not to play a monster as a character, even if allowed by the DM. This chapter deals with the trials and tribulations facing a monstrous character in the DRAGONLANCE setting and briefly covers monsters that are best suited for use as player characters.

At the core of racial interaction in the DRAGONLANCE setting is the high amount of xenophobia experienced by the various races of Ansalon—xenophobia so great that sometimes a catastrophe isn't enough to fully unite two peoples, as with the dispute between the elves and Solamnic Knights at the Whitestone Council in *Dragons of Winter Night*.

It might seem a little daunting to play a monstrous character in light of two standard races not being able to get past their prejudices, but the argument that went on at the Whitestone Council is an example of an extreme. Also, at the time of this occurrence, elves in the DRAGONLANCE setting had just been forced out of a 350-year long self-imposed exile from the affairs of the world. In essence, elves *weren't* a standard PC race and faced the same hardships that a monstrous character adventuring in the time following the War of Souls might encounter.

The role one's race plays in any social exchange is a very important factor in adventuring. As DM, you are completely free to have these penalties only show up in role-playing situations with little-to-no game effect. However, if you want to fully illustrate the impact such prejudices can have on characters, what follows are a set of optional rules dealing with the game effects of NPCs being prejudiced against a character, as well as how such a character can overcome that prejudice to find acceptance. Although these rules are primarily for use with monstrous player characters, they can be adapted as seen fit for use with the standard races presented in the *DRAGONLANCE Campaign Setting*.

ACCEPTANCE RULES

LACKING ACCEPTANCE

Monstrous characters are assumed to start out lacking acceptance, although the DM may rule that they automatically have it in certain areas (draconians in Teyr and goblins in Throt, for example). These characters find that they are not welcome and incur the following penalties when in areas where they do not have acceptance:

- A -4 penalty to all Charisma-based skill checks (Bluff, Diplomacy, Gather Information, and Intimidate).
- +25% increase to all item costs.
- NPC attitudes are automatically Unfriendly towards the character.

ACCEPTANCE CHECK

As a character adventures, she undertakes tasks that ingratiate her to those that she helps. As she continues to adventure and build up a positive reputation for herself, it becomes increasingly likely that tales and knowledge of the character's exploits will pass throughout the surrounding areas, paving the way for more pleasant interaction.

To see if a PC has gained acceptance, she must make an acceptance check every time she gains a level. The acceptance check is modified by her previous effective character level, (thus, a 4th level character who advances to 5th level modifies the roll with a value of +4) and made against a DC of 20. Certain other factors can modify the roll or DC as described below. These factors are added based on the events of the previous level. Thus, if a character spent most of her time in a thorp and never interacted with anyone, then went to a neighboring metropolis and began to interact with others and advanced a level, she would still make the check with the appropriate factors for being in a thorp and not interacting with the NPCs. Succeeding at an acceptance check means that the character is no longer subject to the aforementioned penalties.

While word certainly travels fast across Ansalon, knowledge of the actions of a character in Solamnia won't always reach the Plains of Dust, and the character must make another check to gain acceptance in that area. The exact boundary of acceptance is up to the DM; however, he is encouraged to use the political map on page 161 of the *DRAGONLANCE Campaign Setting* as a guideline for how far a character's acceptance reaches (thus, a character who gained acceptance in Solamnia would also have it in Sancrist, an island controlled by the Knights of Solamnia). Even though a character's acceptance doesn't automatically carry over into other regions, her previous exploits make it easier to gain acceptance in new areas, adding a +1 modifier for each previous region in which she has gained acceptance.

Finally, it's important to remember that what makes a character popular in Solamnia will likely not have the same effects in Neraka. The DM is perfectly within his right to rule that a character who has devoted much of her time to assisting Solamnia will not find acceptance in Neraka, but rather notoriety.

INFLUENCING FACTORS

As with all sticky matters, there's never only one single factor involved in a character's persecution. While a few factors are directly linked to their race and its reputation across the land, often the brunt of one's persecution lies with his or her persecutors. Below is a list of various factors that influence the acceptance check made by the character at each level.

Alignment/Race: The exact nature of the creature's race often decides how willing creatures are to interact with it



ACCEPTANCE RULES AND STANDARD RACES

As has already been mentioned, the acceptance rules can be adapted to standard PC races as well, should the DM wish to truly play up the racial tensions that exist on Ansalon. However, this one should make minor changes to better reflect the fact that despite certain racial tensions and divides, an elf will have a far easier time gaining acceptance amongst Solamnics than a thanoi would.

When using these rules in such a fashion, make the following changes: the base acceptance DC is lowered

and give it the benefit of the doubt. The fabled and noble kyrie would be far better accepted in Solamnica than an ogre would. While it's impractical to assign each and every monster race on Krynn its own acceptance adjustment, one related to the race's typical alignment works just as well. The character gains a +2 bonus to her acceptance checks if her race's usual moral alignment (good, neutral, or evil) is the same as the area she's trying to find acceptance in, a +0 bonus if it's one step removed (a usually neutral race in a good area), and a -2 penalty if it's opposing (a typically evil race in a good-aligned area).

Interaction: If a monstrous character takes care to try and interact with NPCs in a positive manner, he'll find, in time, others will find it far easier to reevaluate their stance on the character. Even if such positive interaction isn't always a success (as indicated through failures on the Charisma-based skill checks), the fact that the character was willing to be open with the inhabitants of the area he's currently adventuring in does much to speak for the character's good will. A character who frequently interacts in a positive manner with those around him gains a +1 bonus to his acceptance check, even if his attempts at interaction were otherwise unfruitful. Characters who managed to succeed in Charisma-based skill checks when interacting with NPCs gain a +2 bonus to their acceptance check. If the interaction with NPCs is mostly done in an intentionally negative fashion, the check gains a -4 penalty.

Rarity: If a creature is extremely rare on Ansalon, very few know enough about its race to accurately make any judgment about its intentions. Monstrous characters who are so rare as to be veritably unknown include children of the sea, huldrefolk, kyrie, shadowpeople, ursoi, wendle centaurs, and others. Characters of a rare race have the DC of their acceptance check increased by +2, at the expense of gaining no alignment modifier or penalty. Even though few can discern anything overtly malicious or benign about them, their otherwise alien appearance still adds a certain level of mistrust. This modifier can change based upon how odd-looking or strange the character may be. For instance, a shadowperson's DC modifier remains at +2, whereas a huldrefolk's may be +4.

Population: The exact area that the character has spent his previous level can also greatly affect how those around perceive him. Smaller, more rural communities,

from 20 to 15, and the penalties to Charisma-based skills are halved to -2. In addition to these changes, once a character gains acceptance in three regions, she's automatically considered to gain acceptance in like-minded regions. Use of these rules in this manner is only recommended in eras when the races of Ansalon are at their most reclusive and xenophobic, such as the early Age of Despair or the first few years following the Chaos War.

although more welcoming and loving to those who they already know and consider "family," can be extremely judgmental and untrusting of outsiders. This is a natural offshoot of the harsh danger that such people constantly live with, causing them to understandably view outsiders as a potential threat. It often takes more for an individual to prove their good intent to people living in such communities. This mindset naturally makes it much harder for monster characters to prove themselves to such communities, but the upswing is that such towns usually only have a single sheriff who won't be willing to actively confront the character so long as he doesn't disturb the general public.

The more populated an area gets, the more its inhabitants are used to seeing a wealth of diversity. They may cast a wary glance at a thanoi lumbering down the streets but ultimately realize that so long as it is minding its own business, there's no reason to panic or get excited. Because of this, the metropolitan areas of Krynn are more tolerant towards monstrous characters and find it easier to believe that such a character is capable of becoming a valued member to their adopted society. The downfall in trying to seek out acceptance in such an area is that metropolitan areas often have a strong body of law-enforcement, be it local militia or different orders of knights.

Authorities in greatly populated areas are treated as having Hostile attitudes and seek to bring the character in for questioning. If the character cooperates and has no discernable hidden agenda, the authorities will release him from custody, reverting to an Unfriendly attitude. They will inform all members of their city guard to keep a wary eye on the character and assign at least one member to escort and keep watch over him at all times. Depending on the mindset of the city, if the character has not left the city within a few days, the authorities of a more conservative city will politely ask him to take his leave, backing up any refusal with appropriate force, while more lax cities will simply call off their escort, still keeping a careful eye on the character in question. Individual cities may vary when it comes to the tactics they use, depending upon how closely aligned they are to the monster race's typical alignment.

The exact DC adjustments provided by cities and towns to a creature's acceptance check can be found in the

ACCEPTANCE CHECK ADJUSTMENTS

Population		Miscellaneous*	
Thorp	+3 DC	Successful positive interaction	+2 to check
Hamlet	+2 DC	Failed positive interaction	+1 to check
Village	+1 DC	Negative interaction	-4 to check
Small town	+0 DC	Same alignment	+2 to check
Large town	-1 DC	One step removed	+0 to check
Small city	-2 DC	Opposing alignment	-2 to check
Large city	-3 DC	Rarity	+2 to DC
Metropolis	-4 DC	Previous acceptance	+1 to check

* See Individual Descriptions for details

Acceptance Check Adjustments table, along with the other aforementioned adjustments.

BYPASSING PREJUDICES

Characters without acceptance have a few options allowing them to bypass the disadvantages handed to them. Each method carries with it some great risk, as they employ some level of subterfuge or another.

Bribes: Bribes usually work on those of unscrupulous character or people in dire straits. The character can attempt a bribe when making a Diplomacy or Gather Information check. Each steel piece she gives to the recipient grants her a +1 circumstance bonus to the check. Characters must be careful about who they try to bribe. Attempting to bribe a Knight of Solamnia, for example, would do little more than insult the knight's honor and convince him of the character's duplicitous nature.

Disguise: By creating a successful disguise and passing itself off as something else, a monstrous character is able to negate all the disadvantages that its nature fosters. The main problem with using a disguise is that if the character

is discovered, those in power are convinced the character has something to hide or may be a spy; they will take swift and immediate action.

Magic: The character can use spells, such as charms or illusions, to fool or manipulate others into better treatment. Many places consider manipulating one's mind to be a great crime. In Palanthis, the Knights of Neraka have declared it to be a capital offense.

One person at a time: Characters who succeed at a Diplomacy check to shift the attitude of an NPC (see the Diplomacy skill in the *Player's Handbook*) might be able to mitigate the usual penalties when dealing with that individual. In order to do this, the character must improve the NPC's attitude towards them by at least one step. A character who fails to do so must wait at least a number of days equal to the difference between the target DC and the actual modified die roll. Thus, a character who tries to improve an NPC's attitude from Unfriendly to Indifferent (DC 15) but ends up with a modified roll of 13 must wait at least two days before trying to improve the character's attitude again. Any attempts made prior have a 50% chance of decreasing the character's attitude by one category, causing already-hostile creatures to either attack the character or call the town guards.

A DM may rule that a character who has done something, such as saved an entire village, is no longer subject to these penalties from anyone within the village.

ACCEPTANCE AND WHAT IT MEANS

Although it ends up being a beneficial thing, gaining acceptance isn't always completely a positive result. Oftentimes, people will accept a monstrous character only out of the thrill of exoticism. A sivak who is also a righteous follower of Kiri-Jolith is a one-in-a-million occurrence, and many view it as a rare curiosity on which to latch themselves. They believe that they can acquire some sort of prestige or notoriety by associating with the sivak and, on some level, may even feel that others will attribute the sivak's "redemption" to the influence of those around it. They may wallow in the prestige associated with being perceived as open-minded enough to not


CHARACTER GOALS AND TRUE ACCEPTANCE

If you decide to introduce the acceptance rules into your campaign, you should be prepared to have a long and involved situation that will follow a character throughout his or her entire adventuring career. Acceptance rules should always have an impact on characters, even when the character has already gained acceptance in the campaign area of choice, and should not be relegated to something that doesn't show up after the fact. The struggle introduced by the acceptance rules is one that can often be as rewarding as it is frustrating, and one that will ensure a constant wave of rich and vibrant roleplaying experiences. Once a character has gained acceptance, she is now

subject to great demands placed upon her by her adopted societies to maintain a level of behavior consistent with what brought her there in the first place.

Because these acceptance rules can play such a key aspect to a character's career, treat gaining acceptance as a minor personal goal (XP reward equal to the character's current XP divided by 8). Gaining true acceptance (see "Acceptance and What it Means") should be treated as a major personal goal (XP reward equal to the character's current XP divided by 6). For more information on Mission Goals, see page 194 of the *DRAGONLANCE Campaign Setting*.





let the draconian's race play a role in their treatment of it. Ultimately, this kind of acceptance can be somewhat unfulfilling to a monstrous character, who rightfully realizes that regardless of how appreciated his deeds are, in the end he is viewed as little more than a commodity to be shown off.

True acceptance comes when the character has made such an impression on those around him that he is viewed entirely based upon his strength of character and the contributions he has made. To such individuals, he is not some exotic pet to be paraded for the sake of entertainment, nor is he viewed as a curious exception to the rule. In fact, among such people, his race often makes no difference to how he is viewed. Few monstrous characters ever gain true acceptance of the level.

Gaining true acceptance functions much like the standard rules for gaining acceptance, save that the roll is always made against a DC 30. This roll is only modified by character level and can only be made at the DM's discretion whenever a character has succeeded at a noteworthy and wide-reaching achievement. A character who gains true acceptance has become renowned for his deeds and is welcome in most circles. Tanis Half-Elven is an example of a character who eventually gained true acceptance for his role in the War of the Lance, as well as the tasks he undertook to strengthen the bonds between humans and elves following the war.

In Summary

As has already been made clear, these rules can only ever provide a thorough guideline for determining the DC of acceptance checks. Ultimately, it comes down to the general attitudes of the exact location a character has spent the majority of their previous level at, as well as the type of campaign a DM wants to run. A general rule of thumb is to either raise or lower the DC of the acceptance check by +2, depending on certain favorable or unfavorable factors not otherwise accountable by the above set of guidelines (such as a certain area being more lax about their treatment of outsiders or two particular groups having a long-running racial enmity).

The penalties dealt to a creature that lacks acceptance can also be malleable, depending upon who it interacts with. A minotaur who does not have the acceptance of a community of Silvanesti elves may be better suited to have a -6 penalty to all of its Charisma-based actions and may not even be allowed the "grace" period that authorities usually give monstrous characters as described above. Simply put, there are some individuals who just won't tolerate the presence of a monstrous character at all until said character has proven themselves elsewhere and the information has reached them second-hand.

AREAS SUITED FOR MONSTROUS CHARACTERS

What follows is a brief listing and overview of certain areas on Ansalon that serve as examples of how the acceptance system can be tailor-made to specific locales. These areas

also serve as suggested "jumping points" for a monstrous player character to launch his adventuring career in a fashion that allows for fun roleplaying without the disadvantages stacked too greatly against him.

MOUNT NEVERMIND

Base acceptance DC: Automatic

The fact that Mt. Nevermind is automatically accepting of monstrous characters is something of a mixed blessing. While the gnomes generally have no prejudice against any given race, the guild of DiverseandSupernaturalLifeformsOtherwiseHeretoforeUndocumented, etc. will take a keen interest in monstrous characters, poking, prodding and often making them the (sometimes unwilling) subject of many experiments. The more magical or alien such a creature is, the more the gnomes will want to experiment on her and see what makes her tick. Although the gnomes show great fervor in their experiments, they aren't entirely oblivious to the inconvenience caused by their studies and will often reward such characters' diligence with valuable trinkets or information.

PALANTHAS (PRE-SOLAMNIC RECLAMATION)

Base acceptance DC: 15

The metropolis of Palanthas is one teeming with richness and diversity due to its great commercial center. In fact, it is somewhat easier for monstrous characters to find acceptance here due to the rigid rule of the Knights of Neraka—originally, the knighthood had many monstrous aides, such as draconians and the then-rare Tarmak brutes. The knights swiftly and brutally quelled the earliest resistance and resentment of such races. In the 40 or so years since, what was first a forced grudging toleration of other races in Palanthas has evolved into a realization that many such creatures aren't inherently destructive to the people's way of life. While humans, elves, kender, and other standard races are still by far the majority of citizens in Palanthas, the overall attitude towards other races has become more lax and accepting—the one positive benefit to the Dark Knights occupation of the city, and one that will hopefully will not disappear should the city's captors be evicted.

The one negative aspect towards the Dark Knights allowing monstrous characters within their city walls is that such characters must pay a weekly, so-called "monster tax" of 10 steel pieces to back up the "insurance of safety" that the knights provide the character. It has not gone past the notice of many that such an "insurance" is no longer needed given Palanthas's more accepting views.

In past eras, the base acceptance DC of Palanthas is raised to a 17, as the highly protective control of the Solamnic Knights make it a bit more difficult for monstrous characters to prove themselves.

SANCTION

Base acceptance DC: 15

Easily the most diverse area on Ansalon, Sanction truly came into its own as a city under the guidance of Hogan

Bright early during in the Age of Mortals. What was once a squalid dive of a city quickly cleaned up its reputation and became a hodgepodge of various races and peoples from across Ansalon. Bight worked hard to include all of Sanction's residents in the reconstruction of the city into one that was worthy of trade and commerce. This, added to the fact that the city was surrounded by enemies on almost all sides, had a unifying effect on the people of city, and individuals of many races worked side-by-side, coming to understand one another better. Because of this, Sanction has been able to more fully embrace the notions of accepting others into their fold.

Monstrous characters seeking acceptance in Sanction find their way to be a bit easier. The local authorities are simply Unfriendly instead of Hostile (and thus do not take the actions described previously), any given citizen has a 50% chance to be Indifferent instead of Unfriendly, and characters that lack acceptance do not incur the additional 25% fees to all goods and services. Characters seeking acceptance in Sanction do not add their racial alignment modifier to checks, whether it's positive or negative. The people of Sanction have learned enough to know not to pay close attention to previous expectations set forth for any given race, be they good or ill.

In times past when Sanction was a seedier city and a den of iniquity, the acceptance DC was the standard 17 for a large city, as few in the city had room to judge others. The city was evil, and the racial alignment modifier for good characters was doubled to a -4 penalty to acceptance checks.

SCHALLSEA

Base acceptance DC: 18

Home to the Citadel of Light, the isle of Schallsea served as a beacon of hope during the early Age of Mortals when much of Ansalon had been swallowed up under the rule of the great dragons. Under the tutelage of the wise and caring Goldmoon, Schallsea welcomed with open arms the poor downtrodden victims of the Overlords, as well as those facing spiritual crises who had come to the island seeking something in the bleak world that was greater than themselves. Though wary of monstrous creatures, the island of Schallsea took in its first monstrous applicant in the form of a gnoll named Orvago who quickly became something of a fixture at the Citadel, even helping to save the fledgling group in its early years.

In the thirty-five or so years since its founding, more than a few dozen monstrous characters have come to the shores of Schallsea and the Citadel in particular, either seeking mystic training or looking for a place to find meaning and a worthy cause. The warm welcome typically associated with the Citadel has not changed even now that clerics of Mishakal have come to call the Citadel home.

Monstrous characters on Schallsea do not suffer from the 25% increase to fees, and the Charisma-based skill check penalty is halved. Most civilians are Indifferent to such creatures, though there are still a handful of people that will inevitably be Unfriendly towards her. Authorities such as the Knights of Solamnia will be in the Unfriendly

category, initially keeping a watchful eye on the character, though they will be outwardly courteous and polite. The strain of maintaining such a demeanor is evident should the monstrous character in question come from a typically evil race.

Gaining acceptance on Schallsea gives +2 bonus to future acceptance checks instead of the usual +1; the endorsement of the Citadel of Light carries with it much weight. Furthermore, a character who enters a region that borders one in which she already has acceptance can make an acceptance check at a -6 penalty the first time she enters said region without needing to wait to gain a level. This, too, is an extension of the prestige associated with carrying the Citadel's approval. All other modifiers apply as normal.

TEYR

Base acceptance DC: 17

Draconians are no strangers to finding their way in the world. Because of this, those who reside in Teyr tend to be a bit more sympathetic to the plight of others who desire acceptance. Because of this, the draconians of Teyr are slightly more welcoming than most cities their size, though the hostilities and aggression resulting from the upbringing of the first generation of draconians prevents them from being even more open to monstrous characters than they already are.

A character in Teyr does not suffer a penalty to his Charisma-based skills, though he still incurs the 25% additional charge to all services and goods. Most citizens are considered to be Indifferent to the character, while the city watch is Unfriendly. Reptilian and draconic characters that seek acceptance in Teyr gain a +4 bonus to their acceptance checks, as the draconians find it much easier to relate to them.

SUGGESTED MONSTER RACES

Naturally, certain races lend themselves better to treatment as a PC race than others do. What follows is a quick discussion of the possible motivations for races most suited for use as player characters in your home campaign, with the rarity DC modifier following appropriate creatures in parentheses. These races are grouped as in Chapter 6 of the *Dungeon Master's Guide*, according to how difficult these races would be to include as player characters.

EASY

Child of the sea (+1), jaraq-sinn, kyrie (+1), phaethon* (+1), slig, tayfolk (+2), shadowpeople (+2).

*Assuming the phaethon's true nature is discovered.

These sorts of monstrous characters usually are not too maligned and have very few powers that could interfere with the flow of the game. Usually such creatures also have a less difficult time of gaining acceptance from others and feeling the prejudice of others. They typically adventure for the same reasons that members of standard races do—the desire to find adventure or personal gain.



DIFFICULT

Bozak draconian, dragonspawn, saqualaminoi (+1), sivak draconian, thanoi, ursoi (+2).

Monsters in this category have powers and strengths that are harder to work into a campaign at earlier levels. Also, such creatures have a difficult time integrating themselves into society and gaining acceptance. Such monsters are usually motivated to go and seek out the world around them, looking for some greater purpose. Such creatures also, when good-aligned, are often the exception to the rule, and adventuring allows them a means to get away from a lifestyle that either disagrees with or tempts them. Sometimes such creatures have quests related to their race itself, retrieving some item or magic of importance. Kang and his engineers delving into Thorbardin to recover the eggs of female draconians is such an example.

VERY DIFFICULT

Aurak draconian, desolation giant, disir (+2), huldrefolk (+4), magori, ogre titan.

These sorts of creatures are particularly powerful, rare, malicious, or bizarre and keep to themselves. Sometimes these monsters are limited to certain areas for one reason or another, such as the ogre titans who constantly need their draught of magical elven blood to maintain their transformation or the communal disir with their completely alien mindset. Such creatures should be exceedingly rare as player characters and, perhaps, could

even play off their rarity as a reason for adventuring. An ogre titan PC might want to find another method of maintaining the transformation in order to undermine the power of Dauroth.

Regardless of your PC's motivation for adventuring, one thing should remain a priority: making the characters *people* instead of monsters with gear strapped on. A key element of a DRAGONLANCE campaign is that it's a very character-driven world. This aspect is what has made its characters so memorable and lasting and, ultimately, will do the same for your own characters, even those of monstrous origins.



Appendix 1: WILDERNESS ENCOUNTERS

HOW TO GENERATE A RANDOM WILDERNESS ENCOUNTER

As a party of characters travels through the regions of Ansalon, there is a chance per hour that they may run into a wilderness encounter, as shown below.

Terrain	Normal Travel	Cautious Travel	Hiding
Desolate/Wasteland	5%	2%	1%
Frontier/Wilderness	8%	4%	2%
Verdant/Civilized	10%	5%	3%
Heavily Traveled	12%	6%	4%

The Cautious Travel encounter chance is for parties that are camping in the open or moving with unusual caution (half their best possible speed or lower). The

TABLE 1: ABANASINIA

% Day	% Night	Encounter	Number Encountered
01-05	1-10	Bear, black	1d3-1
06-10	11-15	Centaur	1d4
11-19	16-25	Deer	1d3+1
20	26-30	Dragon	1d2
21-25	31-40	Elven refugees	See Groups
26-30	41-55	Goblinoid band	See Groups
31-39	—	Good cleric	See Groups
40-50	56-60	Kender band	See Groups
51-60	61-70	Knights of Solamnia	See Groups
61-70	—	Merchants	See Groups
71-80	71-75	Mystic	See Groups
—	76-85	Owl, giant	1d3
81-85	—	Sorcerer	See Groups
86-90	86-90	Steel legionnaires	See Groups
91-97	91-00	Stirges	2d4
98-00	—	Wizard	See Groups

TABLE 1B: ABANASINIAN DRAGONS

d20	Type
01-06	Bronze (very young)
07-10	Copper (very young)
11-20	Green (young)

Hiding encounter chance is for parties that are camping in secret or otherwise laying low. A party camping with a fire is never considered to be hiding.

Each wilderness encounter table includes the following pieces of information:

d%: The result on percentile dice that will generate a given encounter. Use the Day or Night column, as appropriate.

Encounter: The type of creature or creatures encountered. Some of these may be groups, such as an ogre warband or Knights of Solamnia.

Number Encountered: The number of creatures encountered. If the term “see Groups” appears here, refer to the section following the tables for the exact composition of the encounter.

TABLE 2: THE DESOLATION (FORMERLY BALIFOR AND GOODLUND)

% Day	% Night	Encounter	Number Encountered
—	01	Balor	1
—	02-10	Daemon warrior	1
01-10	11-20	Dire boar	1
11-20	21-30	Draconian band, mixed	See Groups
21-25	31-35	Dragon	1
26-35	36-45	Dragonspawn, red	1d6
36-40	—	Druids	See Groups
41-45	46-50	Elemental, earth	1
46-50	51-55	Elemental, fire	1
51-60	56-60	Elemental minion, earth	1d2
61-70	61-66	Elemental minion, fire	1d2
71-75	67-70	Giant, Desolation	1d3
76-80	71-80	Kender band (afflicted)	See Groups
81-90	81-90	Ogre	1d4
91-95	91-95	Rast	1d4
96	—	Salamander, noble	1
97-00	96-00	Thoqqua	1d3

TABLE 2B: DESOLATION DRAGONS

d20	Type
01-04	Fire (young adult)
05-08	Brass (adult)
09-20	Red (young adult)

TABLE 3: BLOOD SEA ISLES

% Day	% Night	Encounter	Number Encountered
01-05	01-05	Arrowhawk	1d3
06-10	06-15	Dragon	1
11-15	16-20	Gargoyle	1d4
16-20	21-25	Kyrie	1d3+3
21-30	26-30	Mandibear	1
31-40	31-40	Manticore	1
41-45	41-45	Magori	1d6
46-55	46-50	Merchants	See Groups
56-65	51-60	Minotaur patrol	See Groups
66-75	61-70	Pirates	See Groups
76-80	71-75	Phase spider	1
81-85	76-80	Rust monster	1
86-90	81-85	Tayfolk twins	1d3 pairs
91-95	86-90	Tendriculos	1
96-98	91-95	Oliphoth	1
99-00	96-00	Wretch (any)	1d3

TABLE 4B: ESTWILDE DRAGONS

d20	Type
01-02	Copper (adult)
03-04	Gold (very young)
05-20	Green (young adult)

TABLE 5: NEW SWAMP (SABLE'S REALM)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Aranea	1
06-10	11-15	Chaos beast	1d2
11-15	16-20	Dark thrall band	See Groups
16-20	21-25	Draconian, mixed band	See Groups
21-25	26-30	Dragon	1
26-35	31-40	Dragonspawn, black	1d6
36-45	41-45	Dragonspawn, black abominations	See Groups
46-50	46-50	Harpy	1
51-60	51-55	Jelly, ochre	1
61-75	56-65	Kobold warband	See Groups
76-85	66-75	Lizardfolk band	See Groups
86	76-80	Naga, spirit	1
87-88	81-85	Phantom fungus	1
89-90	86-87	Qlippoth	1
91-95	88-94	Sligs	See Groups
96-97	95-97	Stahnk	1
98-00	98-00	Wyndlass	1

TABLE 3B: BLOOD SEA ISLES DRAGONS

d20	Type
01-09	Amphi (young adult)
10-15	Bronze (juvenile)
16-20	Sea (from AoM sourcebook) (young adult)

TABLE 4: ESTWILDE (INCLUDES FUME'S REALM)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Assassin vine	1
11-20	—	Dire ape	1
21-30	—	Dire lion	1
31	11-15	Dragon	1
32-35	—	Girallon	1
36-40	16-25	Hag, green	1d3
41-50	26-35	Kobold warband	See Groups
—	36	Lich (former 11th-level human wizard)	1
51-60	37-45	Lizardfolk band	See Groups
61-65	46-50	Mephit, steam	1d3
66	51-55	Pyrohydra (any)	1
67-80	56-60	Shambling mound	1
81-85	61-70	Shocker lizard	1d4
86-90	71-80	Spider eater	1d2
91-95	81-90	Troll, mewling	1
96-00	91-95	Whisper spider	1
—	96-00	Zombie, medium	2d4

TABLE 5B: NEW SWAMP DRAGONS

d20	Type
01-06	Amphi (adult)
07-20	Black (young adult)

TABLE 6B: KERN DRAGONS

d20	Type
01-05	Blue (young adult)
06-10	Brass (adult)
11-17	Copper (adult)
18-20	Green (adult)

TABLE 7: ICEREACH

% Day	% Night	Encounter	Number Encountered
01-10	—	Bear, polar	1d4
11	01-05	Cryohydra (any)	1
12-15	06-10	Draconian, frost	1d4
16-20	11-20	Dragon	1
21-25	21-30	Frost worm	1
26	31	Gelugon	1
27-35	—	Ice Folk band	See Groups
36-40	32-35	Mephit, ice	1d4
41-50	36-45	Ogre warband	See Groups
51-55	46-55	Remorhaz	1d2
56-65	56-65	Skeletons	1d8+2
66-80	66-80	Thanoi	1d8
81-90	81-90	Ursoi	1d4
91-95	91-95	Wight, frost	1d3
96-00	96-00	Wolf, winter	1d4

TABLE 8B: KHAROLISIAN DRAGONS

d20	Type
01-10	Copper (young adult)
11-16	Red (juvenile)
17-20	Silver (juvenile)

TABLE 6: KERN

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Athach	1
06-10	11-15	Basilisk	1
11-15	16-20	Bulette	1
16-25	—	Dire bear	1d3
26	21-25	Dragon	1d3-1
27-30	—	Eagle, giant	1d6
31-35	26-30	Ettin	1
36-45	31-40	Hag, annis	1
46-55	41-50	Hag, green	1d3
56-60	51-55	Giant, hill	1
61-65	56-60	Ogre mage	1
66-75	61-70	Ogre titan (formerly ogre)	1d3
76-85	71-85	Ogre warband	See Groups
86-90	86-90	Tayfolk twins	1d3 pairs
91-95	91-95	Troll	1d2+2
—	96-99	Whisper band	1
96-00	00	Yrthak	1

TABLE 7B: ICEREACH DRAGONS

d20	Type
01-02	Frost (juvenile)
03-05	Silver (young)
06-20	White (young adult)

TABLE 8: KHAROLIS

% Day	% Night	Encounter	Number Encountered
01-15	01-15	Bandit gang	See Groups
16-25	16-20	Bear, black	1d4
26-35	21-25	Deer	2d4
36	26-30	Dragon	1
37-40	31-40	Dwarven miners	See Groups
41-45	41-50	Gargoyle	1d3
46-55	51-60	Goblinoid band	See Groups
56-65	61-70	Gnoll	1d4+1
66-75	71-80	Knights of Neraka	See Groups
76-80	81-85	Razhak	1
—	86-90	Spectre	1
81-90	91-95	Thanoi	1d6
91-95	96-97	Troll	1d2
96-00	98-00	Zombie	2d4



TABLE 9: KHUR

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Bulette	1
06-15	—	Camel herd	3d6
16-20	11-15	Dragon	1
21-25	16-20	Elemental, medium fire	1
26-30	21-25	Feeder	1d3
31	26-30	Genie, efreeti	1
32-35	31-35	Genie, janni	1d4
36-45	36-45	Goblin	1d6+6
46-60	46-60	Desert nomads	See Groups
61-65	61-65	Medusa	1
66-70	66-70	Mummy	1
71-80	71-80	Ogre	1d3
—	81-85	Nightshade	1
81-90	86-90	Spider eater	1
91-00	91-95	Vergouille	1d3
—	96-00	Wight	1d3+2

TABLE 10B: NERAKAN DRAGONS

d20	Type
01-11	Blue (young adult)
12-13	Gold (juvenile)
14-20	Red (young adult)

TABLE 11: NIGHTLUND (INCLUDES KALAMAN)

% Day	% Night	Encounter	Number Encountered
—	01-10	Allip	1
01-10	11-20	Aranea	1
11-20	21-30	Draconian, bozak	1d3
21-30	31-40	Draconian band, mixed	See Groups
31	41-45	Dragon	1
32-45	46-50	Human settlers	See Groups
46-55	51-60	Knights of Solamnia	See Groups
56-70	61-65	Merchants	See Groups
71-80	66-70	Moose	1d4+1
—	71-75	Shadow	2d4
—	76	Skeletal warrior	1
—	77-80	Skeleton, medium	1d8+2
—	81-85	Spectre	1
81-90	86-90	Tayfolk twins	1d3 pairs
91-00	91-95	Kender band	See Groups
—	96-00	Zombies, medium	2d8

TABLE 9B: KHURISH DRAGONS

d20	Type
01-10	Blue (young adult)
11-16	Brass (adult)
17-20	Copper (young adult)

TABLE 10: NERAKA (INCLUDES TAMAN BUSUK AND SANCTION AREAS)

% Day	% Night	Encounter	Number Encountered
01-15	01-15	Bandit group	See Groups
16-20	16-20	Carrion crawler	1
21-30	21-25	Dark clerics	See Groups
31-35	26-30	Doppelganger	1
36-45	31-35	Draconian, baaz	1d4+2
46-50	36-40	Dragon	1
51-55	41-45	Elemental minion, fire	1
56-65	46-55	Goblinoid band	See Groups
66-70	56-65	Gnolls	1d3+1
71-80	66-75	Knights of Neraka	See Groups
81-85	76-80	Merchants	1d6
86-90	81-90	Ogre	1d6
—	91-95	Shadowfolk	1d3
91-00	96-00	Tarmak warband	See Groups

TABLE 11B: NIGHTLUNDIAN DRAGONS

d20	Type
01-08	Black (adult)
09-16	Green (young adult)
17-20	Shadow (from AoM sourcebook) (young adult)

d20	Type
01-08	Amphi (mature adult)
09-19	Black (adult)
20	Bronze (young adult)

% Day	% Night	Encounter	Number Encountered
01-05	01-05	Bards	See Groups
06	06-10	Dragon	1
07-10	—	Dryad	1
11-20	11-20	Elven Refugees	See Groups
21-30	21-25	Elk	2d6
31-40	26-35	Goblinoid band	See Groups
41-45	36-40	Good cleric	See Groups
46	41-45	Huldrefolk	1d4
47-55	—	Merchants	See Groups
56-65	46-55	Mountain nomads	See Groups
66-70	56-60	Mystic	See Groups
71-75	61-70	Nymph	1
76-85	71-80	Pirates	See Groups
86-90	—	Sorcerer	See Groups
91-92	81-90	Sprite (any)	1d3
93-99	91-00	Kender band	See Groups
00	—	Wizard	See Groups

d20	Type
01-11	Blue (young adult)
12-18	Brass (adult)
19-20	White (adult)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Black willow	1
11-20	11-15	Centaur, wendle	1d6
21-25	16-25	Chuuli	1
26	26-30	Dragon	1
27-30	31-35	Girallon	1
31-35	36-45	Harpy	1d3
36-50	46-55	Lizardfolk band	See Groups
51-55	56-60	Mandibear	1
56-65	61-65	Plains nomads	See Groups
66-70	66-70	Naga, guardian	1
71-75	71-75	Ogre mage	1
76-85	76-85	Sligs	1
86-90	86-90	Swarm, spider	1
91-93	91	Tayfolk twins	1d3 pairs
94-97	92-95	Tendriculos	1
98-00	96-00	Treant	1

d20	Type
01-10	Red (young)
11-20	Silver (young)

% Day	% Night	Encounter	Number Encountered
—	01-10	Allip	1
01-10	—	Austrich	1d4
11-15	11-15	Basilisk	1
16-20	16-20	Blink dog	1d3
21-30	21-25	Camel herd	2d6
31-40	—	Centaur scouts	1d4+2
41-50	—	Desert nomads	See Groups
51-60	26-30	Draconian, lightning	1d3
61	31-35	Dragon	1
62-70	36-45	Elf band	See Groups
71-75	46-55	Hatori	1
76-80	56-60	Kyrie	1d6
81-85	61-70	Lamia	1
—	71-80	Skeleton	1d8+2
86-90	—	Skrit	1
91-95	81-85	Steel legionnaires	See Groups
96-00	86-95	Tarmak warband	See Groups
—	96-00	Wretch, sand	1d3

**TABLE 15: QUALINESTI
(INCLUDES NALIS AREN)**

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Allip	1
06-10	11-20	Assassin vine	1
11-20	21-30	Black willow	1
21	31-35	Dragon	1
22-30	36-40	Dragonspawn, green	1d4+4
31-35	—	Dryad	1
36-45	41-45	Elven resistance	See Groups
—	46	Elven ghost (former 7th-level elf warrior)	1
46-60	47-55	Goblinoid band	See Groups
61-65	56-65	Griffon	1d4
66-75	66-75	Knights of Neraka	See Groups
76-80	76	Nymph	1
81-85	77-80	Owlbear	1d2
86-90	81-85	Qlippoth	1
91-93	86-90	Satyr	1d4
94-95	91-95	Shambling mound	1
—	96-97	Spectre	1
96-97	—	Treant	1
—	98-00	Wichtlin	1
98-00	—	Worg	1d4+4

TABLE 16B: SANCRIST DRAGONS

d20	Type
01-06	Bronze (young)
07-13	Red (young)
14-20	Silver (young)

TABLE 17: NEW SEA (INCLUDES SCHALLSEA)

% Day	% Night	Encounter	Number Encountered
01-05	01-05	Child of the sea	1
06-10	06-10	Dragon	1
11-15	11-15	Dryad	1
16	16	Elemental, elder water	1
17-25	17-25	Ghagglers	1d4+2
26-35	26-35	Gnoll	1d4
36-45	36-45	Kuo-toa	1d4+2
46-60	46-55	Merchants	See Groups
61-70	56-65	Mystics	See Groups
71-80	66-75	Pilgrims	See Groups
81-90	76-85	Plains nomads	See Groups
91-95	86-95	Sahuagin	1d6
96-00	96-00	Tritons	1d6

TABLE 15B: QUALINESTI DRAGONS

d20	Type
01-09	Copper (young adult)
10-18	Green (young adult)
19-20	Silver (juvenile)

**TABLE 16: SANCRIST (INCLUDES
GUNTAR AND MOUNT NEVERMIND)**

% Day	% Night	Encounter	Number Encountered
01-10	01-05	Deer	2d6
11-20	06-15	Dire boar	1
21	16-20	Dragon	1
22-25	21-30	Eagle, giant	1d4
26-30	31-35	Elemental, medium	1
31-40	36-45	Elk	2d4
41-45	46-55	Gnome lab technicians	See Groups
46-50	56-60	Good cleric	See Groups
51-60	61-70	Gully dwarf	See Groups
61-62	71	Irda	See Groups
63-65	72-75	Knight haunt	1
66-76	76-85	Knights of Solamnia	See Groups
77-80	86-90	Stirges	1d4+4
81-85	91	Unicorn	1
86-90	92-95	Wizard	See Groups
91-00	96-00	Wolf	1d6+2

TABLE 17B: NEW SEA DRAGONS

d20	Type
01-11	Amphi (adult)
12-15	Black (adult)
16-20	Bronze (adult)

TABLE 18B: SILVANESTI DRAGONS

d20	Type
01-04	Blue (adult)
05-20	Green (mature adult)

TABLE 19: SOLAMNIA (INCLUDES VINGAARD MOUNTAINS AND SOLANTHUS)

% Day	% Night	Encounter	Number Encountered
01	01	Archon, lantern	1
02-05	02-10	Dragon	1
06-15	11-15	Eagle, giant	1d3+2
16-25	16-25	Elk	2d4
26-35	26-30	Good cleric	See Groups
36-40	31-35	Knight haunt (Solamnic or Nerakan)	1
41-50	36-45	Knights of Solamnia	See Groups
51-60	46-50	Merchants	See Groups
61-70	51-55	Mystic	See Groups
71-80	56-60	Neutral cleric	See Groups
—	61-70	Owl, giant	1d4
81-85	71-75	Saqualaminoi	1d4+1
86-90	76-85	Steel legionnaires	See Groups
91-00	86-00	Wolf	1d6+3

TABLE 20B: SOUTHERN ERGOTHIAN DRAGONS

d20	Type
01-06	Silver (young adult)
07-20	White (adult)

TABLE 18: SILVANESTI (MINOTAUR-OCCUPIED)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Dire wolf	1d3
11-15	11-15	Dragon	1
16-20	16-20	Dryad	1
21-30	21-30	Elven resistance	See Groups
31-35	31-35	Griffon	1d4
36-45	36-40	Krenshar	1d6
46-55	41-55	Minotaur patrol	See Groups
56-65	—	Minotaur merchants	See Groups
66-75	56-60	Nymph	1
76-80	61-70	Owlbear	1
81-85	71-80	Sprite, (any)	1d3
86-90	81-85	Satyr	1
91-95	86-90	Troll, mewling	1
96-00	91-95	Tylor (green)	1
—	96-00	Wichtlin	1

TABLE 19B: SOLAMNIC DRAGONS

d20	Type
01-06	Blue (young adult)
07-14	Copper (adult)
15-20	Silver (young adult)

TABLE 20: SOUTHERN ERGOTH (INCLUDES GELLIDUS'S REALM AND EASTWATCH)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Bear, polar	1
11-15	11-20	Dragon	1
16-25	21-30	Dragonspawn, white	1d6
26-35	31-35	Elk	2d4
36-40	36-45	Elven resistance	See Groups
41-45	46-50	Frost worm	1
46-55	51-55	Knights of Solamnia	See Groups
56-65	56-60	Knights of Neraka	See Groups
66-75	61-70	Ogre	1d4+1
76-80	71-75	Ogre titans (former ogre)	1d3
81-85	76-80	Remorhaz	1
86-90	81-85	Saqualaminoi	1d4
91-95	86-95	Thanoi	1d4
96-00	96-00	Wight, frost	1



TABLE 21: TEYR

% Day	% Night	Encounter	Number Encountered
—	01-10	Ankholian undead (former wight)	1
01-10	11-20	Disir invaders	See Groups
11	21	Draconian, aurak	1
12-15	22-25	Draconian, sivak	1d3
16-30	26-35	Draconian, mixed band	See Groups
31-40	36-40	Draconian, noble (any)	1d4
41	41-45	Dragon	1
42	46	Elemental, greater earth	1
43-50	47-55	Kyrie	1d6
51-55	—	Mystic	See Groups
56-65	56-65	Ogre	1d4+3
66-75	—	Plains nomads	See Groups
76-80	66-70	Purple worm	1
81-85	71-75	Razhak	1
86-90	76-80	Saqualaminoi	1d4+2
91-95	81-90	Sorcerer	See Groups
96-00	91-00	Tylor (red)	1

TABLE 22B: DWARVEN KINGDOM DRAGONS

d20	Type
01-05	Copper (adult)
06-12	Tylor, red
13-18	Tylor, copper
19-20	Red (young adult)

TABLE 23: NORTHERN WASTES

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Behir	1
06-15	11-15	Camel herd	2d8
16-25	16-25	Desert nomads	See Groups
26-30	26-30	Dire lion	1
31	31-35	Dragon	1d3-1
32-40	36-45	Dragonspawn, blue	1d4+4
41-42	46	Elemental, medium earth	1d3
43-47	47-50	Hatori	1
48-55	51-60	Knights of Neraka	See Groups
56-65	61-70	Knights of Solamnia	See Groups
66-70	71-75	Lamia	1
71-80	76-85	Monstrous scorpion (huge)	1d3
81	86-90	Rakshasa	1
82-86	91-92	Salamander, noble	1
87-90	93-94	Sphinx (any)	1
—	95-99	Wight, shadow	1
91-00	00	Wyvern	1d3

TABLE 21B: TEYRIC DRAGONS

d20	Type
01-07	Blue (young adult)
08-16	Brass (adult)
17-20	Copper (adult)

TABLE 22: DWARVEN KINGDOMS (THORADIN, THORBARDIN, GARNET UNDERGROUND)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Allip	1
06-10	11-15	Choker	1d3
11-15	16-20	Delver	1
16-24	21-28	Disir invaders	See Groups
25	29-30	Dragon	1
26-35	31-40	Dwarven miners	See Groups
36	41	Elemental, huge earth	1
37-45	42-45	Gibbering moulder	1d2
46-55	46-50	Grick	1d4
56-65	51-55	Grimlock	2d4
66-75	56-65	Gully dwarf scroungers	See Groups
76-80	66-70	Horax	1
81-85	71-75	Purple worm	1
86	76-80	Razhak	1
87-90	81-85	Roper	1
91-95	86-90	Urkhan worm (juvenile)	1d4
96-99	91-95	Urkhan worm (adult)	1
00	96-00	Wight	1d3

TABLE 23B: NORTHERN WASTE DRAGONS

d20	Type
01-09	Blue (young adult)
10-17	Brass (adult)
18-20	Gold (young)

d20	Type
01-02	Bronze (juvenile)
03-16	Red (adult)
17-20	Silver (very young)

% Day	% Night	Encounter	Number Encountered
01-05	01-10	Child of the sea	1
06-10	11-15	Dragon	1
11-15	16-20	Elemental, small water	1d6
16-20	21-25	Hag, sea	1
21-30	26-30	Lacedon	1d4+1
31-35	31-35	Kalothagh	1d3
36-40	36-40	Kapoacinth	1d4
41	41	Kraken	1
42-45	42-50	Kuo-toa	2d4
46-60	51-60	Merchants (on ship)	See Groups
61-65	61-65	Merfolk	1d6
66-70	66-70	Marrow	1d3
71-80	71-80	Porpoise	1d3+3
81-85	81-88	Scrag	1d3+1
86-89	89-90	Sea cat	1d3
90-97	91-96	Knights of Solamnia (on ship)	See Groups
98-99	97-98	Tritons	1d4
00	99-00	Whale, cachalot	1

d20	Type
01-08	Amphi (mature adult)
09-12	Aquatic (adult)
13-20	Sea (from AoM sourcebook) (adult)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Ankheg	1d2
11-25	11-20	Bandit gang	See Groups
26-30	21-30	Digester	1
31-35	31-40	Dire wolf	1d4
36-40	41-45	Dragon	1d3-1
41-55	46-60	Goblinoid band	See Groups
56-60	61-65	Gurik cha'ahl (former 1st-level goblin warriors)	1d3
61-70	66-80	Hobgoblin mercenaries	See Groups
71-75	81-85	Howler	1d4
76-77	86-87	Hydra (any)	1
78-83	88-95	Ogre	1d4+1
84-85	96-97	Stahnk	1
86-95	98-00	Troll	1d3+1
96-00	—	Yrthak	1

d20	Type
01-02	Black (adult)
03-07	Bronze (adult)
08-20	Sea (from AoM sourcebook) (adult)

% Day	% Night	Encounter	Number Encountered
01-10	01-10	Dire shark	1
11-15	11-15	Dragon	1
16	16-20	Dragonturtle	1
17-20	21-30	Elemental minion, water	1d4
21-30	31-35	Elf, dargonesti	1d6+1
31-40	36-40	Elf, dimernesti	1d8+2
41-50	41-50	Ghagglers	2d4
51-55	51-55	Manta ray	1
56-60	56-65	Minotaur patrol (on ship)	See Groups
61-70	66-70	Merchants (on ship)	See Groups
71-80	71-80	Pirates (on ship)	See Groups
81-85	81-85	Sahuagin	2d4
86	86-87	Squid, giant	1
87-88	88-92	Swarm, turbidus leech	1
89-95	93-96	Tojanida	1d2
96-00	97-00	Whale, baleen	1



GROUPS

Groups mentioned in the preceding wilderness encounter tables are described here.

Bandit gang: 1d3 1st-level warriors and 1 leader (d%: 01-70 fighter, 71-00 rogue) of level 1d3+1. Bandits are usually chaotic evil. To determine the racial makeup of these bandits, roll d%: 01-65 human, 66-90 half-ogre, 91-00 afflicted kender (chaotic neutral).

Bards: 1d3 bards of level 1d4+1 plus 1d8-2 1st-level warrior bodyguards and 1d4+2 1st-level expert minstrels. Bards are usually chaotic good. For the race of these bards, roll d%: 01-70 human, 71-85 half-elf, 86-00 Qualinesti elf.

Dark clerics: 2d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment), roll d%: 01-30 Sargonnas (LE), 31-60 Chemosh (NE), 61-75 Hiddukel (CE), 76-90 Morgion (NE), 91-00 Zeboim (CE).

Dark thrall band: 1d6 dark thrall human warriors of level 1d3. Always chaotic evil.

Desert nomads: 2d4 human 1st-level warriors led by a leader of level 1d6+1. Usually neutral. For the leader's class, roll d%: 01-40 fighter, 41-60 barbarian, 61-90 rogue, 91-00 ranger (patron deity Chislev).

Disir invaders: 2d4 tyin plus 1d6 disir handlers.

Draconian band, mixed: 1d4 baaz warriors, 1d3 kapak warriors, plus 1 leader (d%: 01-70 bozak, 71-90 sivak, 91-00 aurak).

Dragonspawn, black abominations: 1d3 dragonspawn abomination 1st-level warriors of various base creature stock: d% 01-25 elf, 26-45 dwarf, 46-70 ogre, 71-90 minotaur, 91-00 centaur.

Druids: 2d4 1st-level human druids plus 1 leader of level 1d4+2. For leader's race, roll d%: 01-80 human, 81-00 half-elf.

Dwarven miners: 2d4 dwarf 1st-level experts (armed with hammers) and 1d4 dwarf 1st-level warriors. Determine dwarf clan by region or as desired.

Elf band: 1d6+2 elf 1st-level warriors, 1d4 elf rangers of level 1d3, and 1 leader of level 1d3+2. Usually chaotic good. For leader's class, roll d%: 01-50 fighter, 51-75 ranger, 76-00 wizard.

Elven resistance: As elf band, plus 1d4 additional elf experts of level 1d3.

Elven refugees: 3d6 elf 1st-level commoners, 1d6 elf experts of level 1d3, and 1d6 elf 1st-level warriors. Usually chaotic good.

Gnome lab technicians: 1d6+1 gnome experts of level 1d3, armed with hammers (d% 01-65) or light maces (66-00). Usually lawful neutral.

Goblinoid band: 2d4 goblin 1st-level warriors plus 1d3 hobgoblins and one leader (d%: 01-60 hobgoblin fighter level 1d3; 61-00 bugbear fighter level 1d3).

Good cleric: 1d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment), roll d%: 01-30 Majere (NG), 31-60 Mishakal (NG), 61-75 Habbakuk (NG), 76-90 Branchala (CG), 91-00 Kiri-Jolith (LG).

Gully dwarf scroungers: 2d4 Aghar 1st-level commoners plus 1d3 Aghar warriors of level 1d3.

Hobgoblin mercenaries: 1d6+2 hobgoblin warriors led by a leader of level 1d4 (d%: 01-40 fighter, 41-90 mariner, 91-00 ranger).

Human settlers: 2d6 human 1st-level commoners, 1d4 human experts of level 1d3, plus 1d4 human 1st-level warriors. Usually lawful good.

Ice Folk band: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic neutral.

Irda: 1d2 Irda 3rd-level wizards. Usually lawful good.

Kender band: 1d4+2 kender 1st-level rogues plus 1d3 kender fighters of level 1d3. Usually neutral.

Kender band (afflicted): As kender band above, but replace rogues with fighters and fighters with rangers.

Knights of Neraka: 1d6+2 human 1st-level warriors, 1d4 human fighters of level 1d3+1, and one leader of level 1d3+5 (d%: 01-70 Ftr/Lily Knight, 71-00 Clr/Skull Knight). Mounted on horses if on land. Always lawful evil.

Knights of Solammnia: 1d6+2 human 1st-level warriors, 1d4 human fighters of level 1d3+1, and one leader of level 1d3+5 (d%: 01-90 Ftr, 91-00 Ftr/Crown). Mounted on horses if on land. Always lawful good.

Kobold warband: 2d4 kobold 1st-level warriors with 1d3 dire weasels.

Lizardfolk band: 1d3+3 lizardfolk with 1 leader of level 1d3 (d%: 01-40 druid, 41-80 ranger, 81-00 barbarian). Always neutral.

Merchants: 1d4 human experts of level 1d3 with 1d3+3 human 1st-level warriors. Usually lawful neutral.

Minotaur patrol: 1d6 minotaur 1st-level warriors with 1 leader of level 1d4 (d%: 01-70 fighter, 71-90 mariner, 91-00 cleric of Sargonnas).

Minotaur merchants: 1d4+4 minotaur 1st-level experts with 1d4 minotaur warriors of level 1d3.

Mountain nomads: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic neutral.

Mystic: 1d4 mystics of level 1d3. For racial makeup, roll d%: 01-50 human, 51-60 dwarf, 61-70 elf, 71-80 kender, 81-90 half-elf, 91-00 half-ogre.)

Neutral cleric: 1d4 human clerics of level 1d3. For the patron deity of these clerics (and cleric alignment), roll d%: 01-30 Gilean (N), 31-60 Shinare (LN), 61-75 Zivilyn (N), 76-90 Sirrion (CN), 91-95 Reorx (N), 96-00 Chislev (N).

Ogre warband: 1d4 ogres led by 1 ogre of level 1d4. For leader's class, roll d%: 01-60 barbarian, 61-00 fighter.

Pilgrims: 1d8+2 1st-level experts plus 1d3 clerics of level 1d3. For pilgrim's race, roll d%: 01-50 human, 51-80 half-elf, 81-00 dwarf.)

Pirates: 1d6 1st-level rogues plus 1d6 1st-level mariners led by 1 leader of level 1d6. Usually neutral evil. For leader's class, roll d%: 01-60 mariner, 61-90 fighter, 91-00 rogue. For group's race, roll d%: 01-60 human, 61-75 ogre, 76-00 minotaur.

Plains nomads: 1d6 human 1st-level warriors and 1d3 human barbarians of level 1d3. Usually chaotic good.

Sligs: 1d6 sligs plus 1 slig boss of Ftr level 1d4 plus 1d2 dire boars. 30% chance of 1d4 kobolds.

Sorcerer: 1d4 sorcerers of level 1d3. For racial makeup, roll d%: 01-50 human, 51-60 dwarf, 61-70 elf, 71-80 kender, 81-90 half-elf, 91-00 half-ogre.

Steel legionnaires: 1d6 human (d%: 01-70) or half-elf (71-00) 1st-level fighters, 1d3-1 1st-level rogues, and 1d3-1 mystics (d%: 01-80) or sorcerers (81-00) of level 1d3. Usually neutral good.

Tarmak warband: 1d4+4 tarmak 1st-level warriors plus 1 tarmak leader of level 1d4. For leader's class, roll d%: 01-60 fighter, 61-99 barbarian, 00 mystic.

Wizard: 1d4 wizards of level 1d3+3 and 1d6 1st-level warriors. For race, roll d%: 01-70 human, 71-80 half-elf, 81-00 elf. To determine alignment and Order, roll 1d6: 1-3 Black, 4-5 White, 6 Red.

ANSALON ENCOUNTER AREAS



LEGEND

	Mountains
	Forests
	Marshes
	Swamps
	Waters
	Deserts
	Ice
	Hills
	Barren
	Cities
	Villages
	Lairs
	Bars
	Roads
	Rivers

150 Miles

7 Ice Wall Glacier (Icereach)

DRAGONLANCE MONSTERS RANKED BY CHALLENGE RATING

Creature	CR	Source	Creature	CR	Source	Creature	CR	Source
Ant, phalanx, builder	¼	KoD	Thanoi	2	DLCS	Mandibear	5	BoK
Funno	¼	BoK	Urkhan worm, juvenile	2	BoK	Sacred guardian (Large animated object)	5	BoK
Deer	½	BoK	Ant, phalanx, soldier	3	KoD	Skeletal warrior (minotaur barbarian 4)	5	DLCS
Emre	½	BoK	Chaos wretch, sand	3	BoK	Skrit	5	BoK
Minotaur of Krynn	½	DLCS	Disir, true	3	BoK	Spectral minion (human expert 5)	5	DLCS
Tarmak	½	DLCS	Divine messenger (elk, White Stag of Paladine)	3	HOoS	Wraith, magma	5	KoD
'Wari	1	BoK	Ogre, yrasda	3	SoS	Ant, phalanx, queen	6	KoD
Ant, phalanx, worker	1	KoD	Bloodrager (dire wolf)	4	BoK	Draconian, sivak	6	DLCS
Cenatur, wendle	1	BoK	Chaos wretch, cedar	4	BoK	Dragon vassal (half-ogre fighter 5)	6	BoK
Elk	1	BoK	Child of the sea (human mystic 3)	4	BoK	Fetch	6	DLCS
Feeder	1	BoK	Daemon warrior	4	BoK	Fungal, Lor-Tai nomad	6	PoC
Gurik cha'ahl (goblin warrior 1)	1	BoK	Disir, tyin	4	BoK	Skorenoi	6	BoK
Imp, vapor	1	BoK	Draconian, kapak	4	DLCS	Spider, whisper	6	BoK
Kani doll	1	BoK	Draconian, noble, venom	4	BoK	Thuamavore	6	ToHS
Moose	1	BoK	Dreamshadow (human rogue 3)	4	ToHS	Tylor	6	BoK
Phaethon	1	SoS	Elemental minion, air	4	BoK	Urkhan worm, adult	6	BoK
Tainted-blood (goblin warrior 1)	1	BoK	Elemental minion, earth	4	BoK	Wichtlin (Kagonesti ranger 4)	6	BoK
Tayfolk, tayling	1	BoK	Elemental minion, fire	4	BoK	Yaggol, savage	6	BoK
Austrich	2	BoK	Elemental minion, water	4	BoK	Draconian, noble, lightning	7	BoK
Chaos wretch, carrion	2	BoK	Flamestone panther	4	KoD	Forestmaster (advanced unicorn)	7	BoK
Dark thrall of Onysablet (Silvanesti warrior 1)	2	BoK	Qlippoth	4	BoK	Giant, Desolation	7	BoK
Draconian, baaz	2	DLCS	Saqualaminoi	4	BoK	Knight haunt	7	BoK
Draconian, noble, frost	2	BoK	Skorenoi	4	BoK	Monstrous slug	7	DoA
Eyewing	2	BoK	Ursoi	4	BoK	Skyfisher, pernicious	7	BoK
Horax	2	BoK	Wichtlani Kagonesti warrior	4	PoC	Yaggol, elite	7	BoK
Kalothagh	2	BoK	Ankholian undead	5	BoK	Draconian, noble, flame	8	BoK
Kyrie	2	BoK	Divine messenger (dire wolf, Black Wolf of Takhisis)	5	HOoS	Dreamwraith	8	ToHS
Lizardfolk, jarak-sinn	2	BoK	Divine messenger (giant owl, Gray Owl of Gilean)	5	HOoS	Eldritch avatar, eldritch haunt (kobold rogue 6)	8	ToHS
Proto-creature (traag)	2	BoK	Draconian, bozak	5	DLCS	Hatori	8	BoK
Shadowperson	2	DLCS	Draconian, noble, vapor	5	BoK	Huldrefolk	8	ToHS
Skyfisher	2	BoK	Dragonspawn (human barbarian 2)	5	DLCS	Undead beast, stahnk	8	BoK
Slig	2	BoK	Dragonspawn, abomination (centaur)	5	BoK	Wight, frost	8	BoK
Slig, ghagglar	2	BoK	Dread beast (ape)	5	ToHS	Wight, shadow	8	BoK
Spider, monstrous trap door	2	KoD	Giant, half-giant	5	BoK	Bound spirit (human rogue 7)	9	AoM
Tayfolk, taylang	2	BoK	Goblin, cave lord	5	BoK	Draconian, aurak	9	DLCS

DRAGONLANCE MONSTERS RANKED BY CHALLENGE RATING (CONT.)

Creature	CR	Source	Creature	CR	Source	Creature	CR	Source
Magori	9	BoK	Filament cluster	13	PoC	Dark thrall of Onysablet (template)	+2	BoK
Remnant	9	ToHS	Undead beast, gholor	13	BoK	Divine messenger (template)	+2	HOoS
Accantus (civilized human mariner 6/fighter 2)	10	BoK	Dragon, spirit (young adult gold)	14	HOoS	Dragonspawn, sea (template)	+2	BoK
Dragon, spirit (young adult brass)	10	HOoS	Razhak	14	BoK	Ogre titan (template)	+2	BoK, PoC
Fireshadow	10	DLCS	Daemonlord	15	BoK	Phaethon, elder (template)	+2	SoS
Fogdrake	10	ToHS	Demon, Malrauthin	16	BoK	Sacred guardian (template)	+2	BoK
Lizardfolk, jarak-sinn anagakok (jarak-sinn ranger 8)	10	BoK	Chulcrix	17	BoK	Wichtlin (template)	+2	BoK
Swarm, turbidus leech	10	BoK	Death knight of Krynn (human fighter 5/ Knight of the Lily 7)	17	DLCS	Dread beast (template)	+3	ToHS
Wyndlass	10	BoK	Skullwyrm	17	PoC	Forestmaster (template)	+3	BoK
Disir, queen	11	BoK	Ogre titan (ogre fighter 12/sorcerer 5)	23	BoK	Bloodrager (template)	varies	BoK
Dragon, spirit (young adult copper)	11	HOoS	Dragonspawn, abomination (template)	+0	BoK	Bound spirit (template)	varies	AoM
Kyrie warhawk (kyrie fighter 9)	11	BoK	Child of the sea (template)	+1	BoK	Death knight of Krynn (template)	varies	DLCS
Troll, mewling	11	BoK	Dragon vassal (template)	+1	BoK	Dragon, spirit (template)	varies	HOoS
Dragon, spirit (young adult bronze)	12	HOoS	Dreamshadow (template)	+1	ToHS	Dragonspawn (template)	varies	DLCS
Eldritch avatar, eldritch emissary (mountain dwarf expert 11)	12	ToHS	Gurik cha'ahl (template)	+1	BoK	Eldritch avatar, eldritch emissary (template)	varies	ToHS
Filament thrall	12	PoC	Skeletal warrior (template)	+1	DLCS	Eldritch avatar, eldritch haunt (template)	varies	ToHS
Horax, earthshaker	12	BoK	Spectral minion (template)	+1	DLCS	Fungal creature (template)	varies	PoC
Slig, brigand (slig rogue 10)	12	BoK	Tenacious soul (template)	+1	HOoS	Proto-creature	varies	BoK
Black willow	13	BoK	Wichtlani (template)	+1	PoC	Skorenoi	varies	BoK
Dragon, spirit (young adult silver)	13	HOoS	Accantus (template)	+2	BoK	Tainted-blood	varies	BoK
Dragonspawn, sea (human fighter 11)	13	BoK	Ankholian undead (template)	+2	BoK			

Abbreviations: AoM: *Age of Mortals Companion*, BoK: *Bestiary of Krynn*, DLCS: *DRAGONLANCE Campaign Setting*, DoA: *Dragons of Autumn*, HOoS: *Holy Orders of the Stars*, KoD: *Key of Destiny*, PoC: *Price of Courage*, SoS: *Spectre of Sorrows*, ToHS: *Towers of High Sorcery*

DRAGON CHALLENGE RATING BY AGE CATEGORY

Age	Amphi	Aquatic	Fire	Frost	Gray	Sea	Shadow
Wyrmling	1	3	4	4	2	3	2
Very young	2	4	5	5	3	4	3
Young	3	5	7	6	4	5	5
Juvenile	5	7	9	9	7	8	7
Young adult	7	9	11	12	9	11	10
Adult	9	11	14	14	11	14	12
Mature adult	11	14	16	17	13	16	15
Old	14	16	18	19	16	18	17
Very old	16	18	19	20	18	19	18
Ancient	17	19	20	22	19	21	20
Wyrm	18	20	23	23	20	23	21
Great wyrm	20	22	25	25	22	25	23



Appendix 2: MONSTERS in DRAGONLANCE

The world of Krynn is richly diverse, as are the creatures inhabiting it. Many of these monsters have already been described in other DUNGEONS & DRAGONS products. This chapter provides a general overview of how to incorporate the monsters in the *Monster Manual*, as well as guidelines for including rare, unique, or variant monsters and how they all fit together in the setting.

The first half of this chapter is organized into sections covering broad categories of creatures: Races, Beasts, Aberrations, Undead, and Outsiders. The first section includes a summary of the various non-standard races in the *Monster Manual*, such as goblins, gnolls, and kobolds. The second covers monsters which exist as established species, such as ankhegs, griffons, and wyverns. The third section discusses odd, unique, obscure, or otherwise unusual creatures with origins and backgrounds that may vary from individual to individual, such as aboleths, beholders, and spider eaters. The fourth covers the restless souls of the dead, such as ghouls, lichs, and vampires. The last section covers the extraplanar entities which may find their way into the DRAGONLANCE setting either as agents of the Gods or as lost travelers, such as celestials, demons, and elementals.

The remainder of the chapter features guidelines, suggestions, and clarifications to enable you to incorporate other monsters from products such as the *Fiend Folio* and *Monster Manual II* into your campaigns on Krynn. You'll also find some examples to get you started.

RACES

Krynn is home to more than just standard races such as elves, dwarves, and humans. It also features a surprising number of distinct yet interrelated races which bring an interesting dynamic to the setting. Many of the races in the *Monster Manual* are represented in a DRAGONLANCE campaign, a good proportion of them finding their roots in the high ogres of the Age of Dreams or the passing of the Graygem.

OGRE RACES

Legends tell that the high ogres, the most beautiful and powerful of mortal races, were cursed in the Age of Dreams and devolved over time to become the brutal, ugly race that now inhabits Blöde and Kern. The curse took many forms, and many other races appear to spring from that same source. **Athaches**, **ettins**, **hill giants**, and **trolls** are all at least distantly related to ogres and share common brutish traits. **Hags** and **ogre magi** carry the legacy of the high ogre's magical power in their blood, capable of using magic, but not to the degree of their ancestors. Due to the power of the ogre's curse and its unpredictability, individual members of these races are occasionally born to ogre parents but breed true only with one another.

The other races of **giant** described in the *Monster Manual* are generally not represented in the DRAGONLANCE campaign but may make interesting and

NONSTANDARD DRAGONLANCE MONSTERS

ALTHOUGH most monsters in the revised *Monster Manual* are suitable for use in your DRAGONLANCE campaign, a number of classic exceptions exist, as well as some for which the setting typically doesn't accommodate without some work. These are listed below.

As always, feel free to make exceptions for your own campaigns. With some tweaking, some of the monsters above may find some role outside of their standard concepts. For example, while no humanoid half-dragons

exist on Krynn, applying the template to dire animals to create "beast dragons" offers an interesting low-level alternative to dragons, especially when configured as experiments on the part of the Dragon Overlords or Takhisis. Also, you may want to use the rules for lycanthropes to represent rare shapeshifter bloodlines in families as opposed to wretched individuals with a magical disease. Other creatures, however, are simply replaced in a DRAGONLANCE campaign, such as the halfling, and should be avoided.

NONSTANDARD DRAGONLANCE MONSTERS

Couatl	Deep Dwarf	Derro
Drider	Drow (elf)	Duergar (dwarf)
Githyanki	Githzerai	Half-dragon
Half-Orc	Halfling	Lycanthrope
Mind Flayer	Orc	Svirfneblin (gnome)
Tarrasque	Titan	

unique individuals born to hill giant parents or even ogres. However, their numbers would never be sufficient to constitute a separate race.

Dopplegangers, while bearing a remarkable similarity to huldrefolk, are in fact said to be a rare cursed clan of Irda who sought to preserve their magnificent beauty. They were stripped of their true identities and reduced to a featureless race. Few Irda are available who can speak of the truth of this assertion.

Ogres are the classic brutish thug race, but they have an extraordinary depth which you can reveal over the course of a campaign set in and around Kern or Blöde. With the ogre titans (from the *Age of Mortals Companion Sourcebook*) and hags, you have the makings of a gritty yet high-stakes campaign looking into the nature of magic and ogres, the reclamation of the high ogre legacy (or what the ogre titans believe that to be), and of course plenty of action and drama.

GOBLIN RACES

Goblins are numerous on Krynn. Their origin is clouded in argument and misrepresentation, though of the several theories passed around between scholars, the most commonly held is that they are the result of high ogre and elf crossbreeding, twisted over the centuries by the effects of the Graygem. Elves firmly deny this, of course, and the ogres, for their, part treat the goblins as minor annoyances. **Hobgoblins** and **bugbears**, larger members of the goblin folk, are common in goblin communities and, when not acting as leaders or officers, will form tribes of their own. **Gnolls** and **grimlocks** are even further removed from the common goblin stock, the former reputedly a Graygem creation and the latter said to be the result of goblin and dark dwarf crossbreeding in the distant past.

The goblin races are spread out across the continents of Krynn and, in some cases, have formed whole nations of their own, such as Sikk'et Hul in northern Ergoth, Throt, and most recently in Qualinesti. Goblins have served as grunt troops in the pay of dark armies throughout Krynn's history, although they are not necessarily committed to the wages of evil. Rare individuals are capable of heroic acts of selflessness and kindness, though in general, it is safe to say that even the most well-intentioned goblin has a weakness for malice and spite.

Goblins are the perfect opponent for any level, either used directly from the *Monster Manual* or with levels in barbarian, fighter, even mystic or sorcerer. They are especially useful as grunts for evil warlords, although consider putting a spin on this classic idea by having a band of experienced goblins employ human or half-elf mercenaries as their own grunt troops. Don't forget the **cave lord** and **gurik cha'ahl** featured in this book to spice up a goblin encounter.

BAKALI RACES

The bakali are the **lizardfolk** of Krynn and conform to the statistics presented in the *Monster Manual*. Their race is ancient indeed, said to have existed before all others, though only the gods know this for certain. Regardless of

their alleged primacy, they are a race in decline, but their mutable bloodline almost rivals that of the ogres for the number of offshoot races which have stemmed from it. The **troglodytes** are certainly bakali folk, living in their caves beneath the surface of Krynn.

Any reptilian race could theoretically have its roots in the bakali. It has been suggested that the bakali are the progenitors of the **kobolds** who, like **sligs** (introduced in this book), are thought to also have their origins in the goblin race. These two races share more traits in common with the bakali than the goblins, the most obvious of these being their reptilian features. Also associated with the bakali are the **nagas**, who are highly magical and intelligent snakelike beings with apparent ancestral ties to dragons.

For the most part, bakali are found in swamp areas, acting as agents for black dragons such as Sable or independently ruled by **jarak-sinn** (described in this book), **nagas**, or even **slaadi**. Although their time on Krynn seems to be coming to a close, they are tenacious and maintain considerable numbers.

Use bakali when you are looking for a somewhat alien mindset or reptilian opponents that contrast to the more common draconian encounters. Bakali can form the foundation for a major campaign, leading from low-level adventures with kobolds to high-level exploration-style epics in Morhlex's swamp or the subterranean reaches of Neraka with slaad, dragons, and nagas pulling strings.

SYLVAN RACES

Whether or not the legends told of the **huldrefolk** are true, there can be no doubt that the fey folk, beloved of Chislev, share common beginnings. **Dryads**, **grigs**, **nixies**, **nymphs**, and **pixies** dwell in natural areas out of sight of mortal races, while the satyrs often form close bonds with centaur tribes. With their innate connection to the natural world and the magic within it, these reclusive races are in touch with secrets perhaps best kept out of the hands of corrupt mortals.

Aligned with these fey races are **giant eagles** and **giant owls**, which can be considered folk of the sylvan world, and the wise **treants**, which some sages say were a gift to Zivilyn from Chislev. Not all sylvan races are noble and beautiful, however; the **ettercaps** which live in spider-infested woods and the **harpies** which haunt craggy wildernesses in the farthest reaches of Ansalon are darker representatives of their kind, owing service to Hiddukel and Morgion.

Sylvan races make excellent obstacles and can be dropped into any campaign at any time to introduce secrets, change the direction of the plot, contrast the darker side of the Age of Mortals, or as comic relief. The encounter with the **Forestmaster** in *Dragons of Autumn Twilight* (featured in this book) is a good example of using sylvan races as the pivot point for certain adventures.

AQUATIC RACES

The oceans of Krynn are like those on other worlds, teeming with life and vibrant with variety. Krynn has its share of seafolk who share a common heritage of being





blessed, or perhaps cursed, with their marine natures by the passage of the Graygem. **Locathah** and **merfolk** are, along with **tritons**, semi-nomadic peoples who interact with the **sea elves** and collectively form the foundations of the world beneath the waves. This union of interests is continually besieged by the efforts of **sahuagin** and **kuo-toa**, the latter of which inhabit sea trenches and reefs along the coastlines of Krynn's landmasses as well as subterranean lakes. **Merrows**, which are aquatic ogres occasionally known as **yrasda**, and **ghagglers** (marine sligs), are sometimes found in marauding bands alongside the other aggressive aquatic races.

A campaign set entirely underwater makes for a very interesting change of pace for **DRAGONLANCE**. With so many options for aquatic encounters, as well as character choices (merfolk and tritons make suitable PCs next to **Dimernesti** or **Dargonesti** characters), you could take a campaign from start to finish and hardly ever see the surface. In a standard campaign, introduce aquatic races as part of a seagoing storyline, perhaps as part of the background of a mariner character or to flesh out a plot involving a **child of the sea** or **amphi dragon** (featured in this book).

BEASTS

The majority of challenges and threats encountered by adventurers and wayward travelers in the DRAGONLANCE campaign are beasts. Krynn's civilized areas are often divided by hundreds of miles of wilderness, from deserts and plains to hills and mountains. The following creatures have one thing in common—they are species native to Krynn, rather than being accidents of nature or curiosities birthed by magic. As such, despite their occasional bizarre traits, they are favored of the nature gods.

BEASTS OF THE AIR

The skies of Krynn are home to an assortment of flying creatures, many of which are sought after as mounts or beasts of burden, while others are avoided as predators. **Griffons**, **hippogriffs**, and **pegasi** are all excellent mounts, seeing use in the noble houses of the elves or by daring mountain nomads in the Khalkist and Kharolis Mountains. **Wyverns**, **chimerae**, and **dragonnes** are lesser cousins of dragons thought lost or mythical for hundreds of years but which have resurfaced in steadily increasing amounts since the War of the Lance. **Manticores** have been a plague to elven lands since before the Age of Might, while **stirges** are no more than winged vermin that haunt crumbling towers and ruins looking for victims or swoop down to infest small villages.

Beasts of the air are suitable encounters in adventures set in mountains, in areas of open plain, or even desert. Drop a couple into a scenario that centers around a small village or settlement, perhaps as mounts for raiding humanoids or as the primary threat. Use these creatures as support for adventures dealing with much larger aerial threats, such as dragons.

BEASTS OF THE SEA

Like the flying creatures, Krynn's marine creatures occasionally see use as mounts and in domestication by sea elves, tritons, and sahuagin, but they are more often than not dangerous encounters. Some species are far removed from the shores of Ansalon or Taladas, living in the remote depths, while others are a common sight along the coastline or near beaches and waterways. **Sea cats** and **dire sharks** are aggressive predators that prey on mariners, while **krakens** are colossal creatures that hold entire undersea regions under their sway. **Chuuls** are not only found along swampy coastlines and near underground lakes but occasionally far out to sea hunting **merfolk** along the sea floor. And **dragon turtles**, cousins to the **sea dragons**, have been mistaken for islands themselves as they bask under the sun in calmer waters.

Beasts of the sea are perfect foils for mariners and sea-going adventurers. A campaign that revolves around pirates and naval encounters benefits strongly from classic

IDOSKLEPAS OF THE WICKED EYE

IDOSKLEPAS was a Black Robed Wizard active during the later days of the Reign of Istar. A student of Fistantilus, his lack of etiquette and distasteful manner made him unpopular with his brothers and sisters in the Orders. When finally given the opportunity, Fistantilus made an example of Idosklepas, subjecting him to a number of abhorrent experiments. Idosklepas' sanity was ruined, his body beset with magical trauma, and he may have died altogether had the Cataclysm not struck and wiped out Istar.

Idosklepas survived the Cataclysm by sheer luck (his prison cell was protected by magical wards) and eventually escaped. His transformation took years, although it also extended his natural lifespan. By the time of the War of the Lance, Idosklepas' physical form had become that of a beholder, and the magic had been locked away in the back of his mind, escaping only in the form of rays from his eyestalks.

Idosklepas now moves from ruin to ruin along the Blood Sea and in lands such as Khur, Balifor, and even as far north as Nordmaar. He delights in putting others through the pain he himself once felt, especially wizards and clerics.

When he was still human, Idosklepas was overweight, balding, and shrouded in his black robes. Upon his transformation into the creature he is now,


all that truly remained is a caricature of his head with ten eyestalks springing from his skull, an enormous and distended mouth, and a single baleful eye in the middle of his so-called face. He lacks a body, instead floating in place like a swollen eyeball.

Idosklepas was once something of a glutton. He has since redirected his appetite for food and luxuries towards darker ends. He delights in inflicting mental, as well as physical, suffering on those who he feels has wronged him, which include any members of organizations such as the Knights of Solamnia, the Wizards of High Sorcery, or the Holy Orders of the Stars. He also spends a great deal of time hunting for magical cures for his predicament or items which he can use to reclaim some of his lost magical power.

You could use Idosklepas as the primary antagonist in a campaign in Eastern Ansalon or have him surface as a brief threat in the lives of any player wizards and clerics. Perhaps Idosklepas has survived the Chaos War and the early Age of Mortals with his magic intact, or perhaps he too is losing his magic during of the War of Souls and needs adventurers to recover magic items for him. Whatever the case, he is not a trustworthy individual, driven often to the brink of madness from his experiences.

☞ **Idosklepas, Beholder:** CR 13, hp 93; see *Monster Manual*.





sea monster threats, and even a reasonably short trip across the New Sea may provide the perfect opportunity to pull out one of these monsters.

BEASTS OF THE LAND

These are the fantastic creatures most adventurers will come across in their travels: the beasts that lurk in forests, mountains, and on the plains. They range from hideous wilderness hazards like the **ankheg**, **basilisk**, and **krenshar** to terrifying encounters such as the **behir**, **bulette** and **remorhaz**. It's possible the Graygem did influence these creatures somewhat, as some of them look as if they are enhanced or twisted versions of standard animals. Some beasts, such as **winter wolves** and **purple** or **frost worms**, have a more obvious stamp of Chaos' influence than others.

Dire animals are primeval relatives of their standard sized namesakes. They are trained by skilled nomads, goblins, or ogres as beasts of burden, something Chislev's druids frown upon. **Blink dogs** and **displacer beasts** share a magical trait which makes them appealing to wizards but very difficult to capture, and **girallons** and **gray renders** can be found in heavily forested regions where their brute strength is put to use by tribal humans and the occasional warlord.

Beasts of the land include some of the classic wilderness encounters and present some of the more ideal challenges for mid-level play. Mixing and matching magical beasts such as those described above with human, ogre, minotaur, or even draconian "handlers" can give you any number of adventure ideas.

BEASTS OF THE UNDERGROUND

The subterranean kingdoms have their own challenges to deal with from creatures adapted to living underground in the deep regions of Krynn. These include **gricks** and **carion crawlers** which are the bane of dungeoneers and miners, **darkmantles** and **mimics** which can lurk alongside settlements of dwarves, goblins, or kobolds waiting for a moment to strike, and **oozes** which have been blamed for the disappearance of many individuals seeking treasure and riches in buried tombs. While also found above ground with frightening regularity, **monstrous centipedes**, **scorpions**, and **spiders** can be unwelcome encounters in abandoned tunnel complexes where they surprise the unwary.

These creatures are commonplace in dungeon adventures, although not as often in campaigns which see more widespread adventuring above ground or in wilderness, which is typical of *DRAGONLANCE*. They make a nice change of pace when the heroes are used to dealing with mortal opponents and can be challenging due to the unique circumstances required to deal with them.

ABERRATIONS

Krynn not only has its fair share of unique races, monster species, and "normal" encounters; it also provides the underpinnings for all kinds of bizarre and fantastic individual monsters that fall under the category of aberrations. These are the subjects of curses, breeding

experiments, magical accidents, and, of course, the Graygem. Many of these creatures are relatively normal on other worlds but due to the history presented in the *DRAGONLANCE* saga, do not receive as much attention or occupy the same niche on Krynn. Others are just as strange and unusual in the *DRAGONLANCE* campaign as they are anywhere else.

ABERRATIONS OF NATURE

Whether they are the result of dark druids, the interference of high ogres in the Age of Dreams, or a side effect of the despoliation of Ansalon by the Dragon Overlords, aberrations of nature are monsters that no longer have a place in the natural order of things. **Aboleths** are hideous, bloated abominations with cruel intelligence that enslave others and keep them as slaves deep below the surface. **Gibbering mouthers** may once have been amoebas or oozes which have spontaneously acquired a kind of crude sentience. **Chokers** could have once been dwarves or gnomes lost in the darkness and horribly changed by horrors best left unmentioned. **Destrachans** and **digesters** owe their existence perhaps to the perversions of Morgion or Zeboim's clerics, creating what appear to be animals but which, in truth, serve only to spread chaos and upset the natural order. Likewise, **spider eaters**, **roppers**, and **rust monsters** could only be the result of twisted experiments or magical projects, creating individual monsters which plague settlements or are cast into dungeons to waylay explorers.

Almost any creature could be an aberration of nature, often when combined with a template such as the **proto-creature** (included in this book) or given additional special attacks or qualities. Aberrations of nature are good challenges for druids, rangers, and nature-themed mystics, primarily because their existence is an affront to the gods of nature and because they tend to show up in places where druids and rangers operate.

ABERRATIONS OF MAGIC

While aberrations of nature are sometimes a result of magical experiments, aberrations of magic are truly magical in origin and include the victims of curses, constructs built by wizards, and bizarre products of the Graygem. **Basilisks** and **cockatrices** must have once been ordinary animals, thrown together by arcane interference in the past or set upon unwitting victims by renegade mages. Similarly, **owlbears** and **delvers** may have their origins in the pages of Fistandantilus's or even Magius's spellbooks, lost for thousands of years and occasionally found long enough for the creation of a new batch of aberrant creatures. The **gauth** and **beholder** are so rare that their existence is in almost every case an instance of a curse or spell gone awry (see sidebar) or a freak summoning through a portal into the Ethereal Sea.

Golems and **shield guardians** are the direct result of magical creative power put to work, often forgotten by their masters and left to guard empty towers or lost hallways. The **gargoyles**, on the other hand, may be a race that, like the draconians, were created for a purpose yet

escaped their original fate and came into their own, albeit in small numbers.

Curses are excellent means of introducing odd creatures to your campaign. Be careful not to overdo it, as your DRAGONLANCE campaign may start to look wildly different or lose its tone if every encounter is a cursed wizard or spell-struck fighter. Used sparingly and given detail and substance, creatures such as **sphinxes**, **yuan-ti**, and even **gorgons** make striking NPCs and threats that could form the focus for entire storylines. Consider introducing a means of potentially removing the curse or the threat of the curse being spread to others. DRAGONLANCE may not have lycanthropes, but the classic adage of becoming infected by a magical disease can have its moments.

UNDEAD

Perhaps the easiest of creatures to include into a DRAGONLANCE campaign, the undead have contributed to adventures in Krynn since the beginning, and the Age of Mortals is no exception. **Spectral minions**, **skeleton warriors**, and **death knights** have become recognized icons of the setting, but all of the *Monster Manual* undead are suitable for use in adventures. The classic division between corporeal and incorporeal undead creates a ready means of determining if your group is prepared to face an undead encounter, as incorporeal undead are often much more difficult to hit without the appropriate magical aid. Also, keep in mind that without a cleric, paladin, or mystic with the Sun domain, dealing with undead may present more of a threat to an adventuring party than if they had characters with those classes.

CORPOREAL UNDEAD

These are undead with physical bodies, usually their own. Their souls are bound to them, usually in such a way as to darken their natures and make them hateful and dangerous to the living. **Zombies** and **skeletons** are mindless and quite common as the minions of necromancers and Black Robes, as well as Chemosh's clerics. **Ghouls** and **ghasts** roam graveyards and charnel houses, sometimes even in the middle of cities such as Kalaman, feeding off the dead and ambushing the living. **Mummies** and **wights** are often found in ancient tombs and ruins that date back to when burial customs were elaborate, guarding the treasures and belongings they had when alive.

Mohrgrs and **devourers** are kept alive by the overwhelming force of their wicked natures: the former as murderous chieftains and brutish killers, the latter as greedy and rapacious ogres trapped between this world and the next by their unending curse of hunger. **Vampires** prey upon the living in urban areas or where the gods of light are kept in shadow, and **liches** surface from time to time as a result of Wizards of High Sorcery lured into false promises of power by Chemosh. Most terrible of all are the **nightshades** and **bodaks**, who appear only in times of greatest turmoil and despair, brought forth out of darkness from the graves of innocents and victims and descending upon battlefields and trenches with their aura of death.

Corporeal undead are the easiest to deal with in some ways, but become progressively more dangerous. High-level characters risk energy drain, blood drain, and even instant death by confronting them. Combine low-level corporeal undead with high-level monsters for a nice contrast. Mohrgrs are found with zombies normally, but pairing ghouls with a vampire elven ranger, or skeletons dressed in wizard robes with a cunning lich, make undead encounters satisfyingly complex without going to too much trouble.

INCORPOREAL UNDEAD

Incorporeal undead are souls prevented from leaving Krynn and joining the Progression of Souls for some reason. **Shadows** and **allips** barely even remember their former lives: the former as life-hating men bound in darkness, the latter as suicides gripped with madness. **Wraiths** and **spectres**, archetypal horrors found in tombs and ruined castles, remember enough of their living days to hate those who still draw breath, but they are at least capable of speech. **Ghosts** are encountered in many forms, kept back on Krynn for wrongs left unrighted, love unresolved, or perhaps desires left unpursued.

Whether you have them swarm at the heroes from the doorways of a ruined windmill on a hill above a town or throw in the occasional malicious spirit haunting a shopkeeper's basement in Haven, incorporeal undead always have a story behind them and are ready-made for pivotal encounters. As with all DRAGONLANCE monster encounters, take a moment to think about where the spectre or ghost came from, what its backstory is. The result is a more rewarding and somewhat creepier experience for your players.

OUTSIDERS

Wizards and clerics know there is more to the universe than just the material world. The gods dwell in vast extraplanar realms along with their servants and agents, the four cardinal elements come together from their own planes, and mysterious creatures and hidden realms have been recorded as existing just on the other side of the veil into the Gray (the Ethereal, Astral, and Shadow planes). Most of Krynn's inhabitants have little to do with outsiders, the creatures native to other planes, but every hero will at some point in her career bargain with, defend herself from, or duel with one of these extraplanar visitors.

In general, avoid using outsiders except when you want to illustrate a theme, such as redemption or betrayal, or you want to involve the gods directly in your campaign's events. Make each appearance of an outsider special and unique, not mundane. Whole storylines will go by without extraplanar creatures making an appearance! Another option is to withhold the revelation that a valued NPC ally is an outsider until some time has passed in a campaign, showing that many extraplanar entities prefer to hide their true natures on Krynn.



AXIOMATIC CREATURES

The *Manual of the Planes* introduced a template for lawful-aligned creatures native to the planes of order. Creatures with this template are the archetypes or primal representatives of the specific creature type and, as such, make excellent extraplanar servants and agents of the gods of balance. The traits of an axiomatic creature are summarized below, slightly modified for the revised edition.

CREATING AN AXIOMATIC CREATURE

“Axiomatic” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of lawful or neutral alignment that is native to the Material Plane (referred to hereafter as the “base creature”). Animals with this template become magical beasts, but otherwise the creature type is unchanged. The template uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: An axiomatic creature retains all the special attacks of the base creature and also gains the following special attack.

—Smite Chaos (Su): Once per day, an axiomatic creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a

chaotic foe.

Special Qualities: An axiomatic creature retains all the special attacks of the base creature and also gains the following special qualities.

—Darkvision 60 feet.

—Resistance to cold, electricity, fire, and sonic 5.

Gain resistance to cold, electricity, fire, and sonic 10 if 12 HD or more.

—Spell resistance equal to HD + 5 (maximum 25).

—**Linked Minds (Ex):** All axiomatic creatures with the same base creature type within 300 feet of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No axiomatic creatures in the group are considered flanked unless they all are.

If the base creature already has one or more of these special qualities, use the better value.

Abilities: As base creature, but Intelligence is least 3.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7 HD, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always lawful (any).

Level Adjustment: Same as the base creature +4.

FIENDISH OUTSIDERS

In the *DRAGONLANCE* campaign, all outsiders of a fiendish nature originate in the Abyss. The Abyss is much larger than any scholar or sage can account for—it is not only the home of the gods of darkness, but it contains vast aspected realms which the evil gods and their servants have constructed. These realms are attuned to each god and, within each realm, can be found outsiders aligned with the realm’s ruling deity.

Of the lawful evil outsiders, the devils are the most numerous. They are aligned with Sargonnas, Nuitari, and (before her death) Takhisis. Nuitari’s devils resemble those in the *Monster Manual* in appearance, although Sargonnas’ devils have minotaur-like or condor-like traits, and Takhisis’ devils have draconian traits. These differences are largely cosmetic, indicative of the influence each deity has on his or her servants. The **achaierai**, **barghests**, and **hellhounds** serve Sargonnas, while Takhisis once had dominion over the **xill** until her death. That race of vicious outsiders were betrayed by the Dark Queen and left behind when she stole Krynn, and their fate is unknown (see the campaign adventure *Price of Courage*). Lastly, Nuitari’s **rakshasas** are malevolent agents rarely seen on Krynn yet responsible for collecting information for the God of the Black Moon, something at which they are extremely good.

The **demons** make up the bulk of the chaotic evil residents of the Abyss, aligned with Hiddukel and Zeboim. Hiddukel, often known as the Lord of Demons, makes good use of them in his efforts to lead mortals into twisted

contracts and ruin. His demons resemble those in the *Monster Manual*. Zeboim’s tend to have aquatic or reptilian traits, again largely cosmetic in nature. These two gods are also known to send **howlers** to their favored priests, though Zeboim’s tend to be adapted to the water.

The neutral evil gods, Chemosh and Morgion, vary on which outsiders they choose to serve them. Chemosh almost exclusively relies on **fiendish undead**, eschewing the service of other extraplanar creatures. He occasionally rewards a servant with a **nightmare** as a steed. Morgion, in contrast, has his **vargouilles** and **night hags** who revel in spreading decay and fear in the name of the Black Wind, along with scores of **fiendish oozes** and **fungi**.

Half-fiends should be incredibly rare in a *DRAGONLANCE* campaign. Although children of the evil gods have been described in minstrel’s tales and the legends of the distant Age of Dreams on occasion, their existence would imply a significant turn in the events of history. The template does however make for a thoroughly nasty and dangerous villain or monster, especially when used to describe a transformative “blessing” from one of the gods of darkness.

CELESTIAL OUTSIDERS

Noble and magnificent, the native inhabitants of the Dome of Creation are an inspiration to Krynn’s mortals and a clear threat to evil. However, for the most part, the gods of light do not send celestial outsiders to Krynn with any frequency, hoping their mortal agencies will accomplish



their will. Only in times of great need will they confer upon their servants the task of aiding clerics, knights, and White Robed wizards, although it is known that Solinari is more willing to do so.

Kiri-Jolith, Majere, and Solinari are served by the **archons**, steadfast protectors and guardians. Solinari's archons resemble those in the *Monster Manual*. Kiri-Jolith's archons, regardless of their standard appearance, frequently have bison-like traits, with **lantern archons** appearing as glowing swords. Majere's archons have mantis-like traits or manifest with the aroma of roses. When he was a deity, Paladine's archons had noble, dragon-like traits. All of the lawful good gods make good use of **celestial animals** appropriate to their divine associations.

Branchala, as the only chaotic good deity, has sole governance over the **eladrins** and **lillends**, free-spirited and noble. His eladrins have elvish or occasionally kenderlike appearances, revealing the god's favor of those races. Branchala's lillends are muses for bards and embody the essence of the Bard King's philosophies. They often do his work on Krynn masquerading as singers, players, and poets long enough to stir the hearts of lovelorn artists.

Of the neutral good outsiders, the **angels** serve Mishakal and the **guardinals** act in service to Habbakuk. Mishakal's angels are mighty champions whom she has directed to aid her sons or her husband in times of great need. Blue-robed and even-handed, their kind is rarely but gratefully seen. The guardinals of Habbakuk resemble the descriptions in the *Monster Manual*, winged agents of good occasionally sent to Krynn to aid desperate Knights of Solamnia or good-aligned druids.

Like half-fiends, **half-celestials** should be very rare in the DRAGONLANCE campaign. As either children of the

gods of light or of their celestial agents, half-celestials constitute a major involvement of the Dome of Heaven in the lives of mortals. Because of this, the template is perhaps best applied to non-humanoid creatures or animals for unique alternatives to the standard celestial outsiders, representing not halfbreed creatures but emissaries or guardians similar to the divine messenger template (from the *Holy Orders of the Stars* sourcebook).

NEUTRAL OUTSIDERS

The Hidden Vale is an all-encompassing plane of neutrality and primal archetypes of both nature and mortal ambition. Home to the gods of balance, it is also a place of axiomatic ideals, shed of moral concerns, and of industrious outsider races which rarely, if ever, cross the planar boundaries to Krynn.

The **slaadi** are perhaps the most likely of these races to find their way to the material world. Common in worlds beyond the Gate of Souls, they have their own corner of the Hidden Vale where they toil in ceaseless random bickering and frenzied one-upmanship. Sirrion, the only chaotic neutral god, has nothing at all to do with them, and thus they work with no divine patronage. However, as they serve to advance free will and choices, Gilean does not proscribe their existence. Indeed, some have appeared before races of Krynn such as the bakali, positioning themselves as masters for as long as it suits them. During the Chaos War, armed groups of slaadi under Chaos' influence appeared on Krynn but vanished once resistance began to swell.

The **formians** are militant ant-like outsiders whose primary existence is geared towards combat. Shinare can appreciate their industrious natures but has no time for

their aggression. **Inevitables**, on the other hand, are prized by Shinare, Lunitari, and Gilean as agents of neutrality, and from time to time, they will make use of these constructs to achieve certain aims. However, the gods of balance seldom interfere, and thus any encounter with a **marut** (charged with thwarting the abuse of power by another god), a **kolyarut** (enforcer of contracts), or **zelekhut** (an agent of justice) will be rare but deserved.

In the end, the gods of balance favor using **elementals** (see below), **axiomatic creatures** (see sidebar), or simply rely on the nature of mortals to handle their own concerns.

ELEMENTAL OUTSIDERS

The Elemental Planes co-exist with both the Hidden Vale and the world of Krynn to some extent, embodying the building blocks of all creation. The planes themselves are hostile to most creatures of the Material Plane but are home to bizarre and exotic creatures of their own that occasionally venture to Krynn. The **elementals** are the primary examples of this and are favored by the gods of balance, as well as by mortals who seek to employ them.

The Elemental Plane of Fire is home to **azers**, extraplanar dwarves who work the Reorx's divine forge, as well as **efreet** and **salamanders** who defy the will of Sirrion and have acted in service to Sargonnas in the past. **Fire**, **magma**, and **steam mephits** also reside on this plane, occasionally carrying out the wishes of the gods, as well as **magmin** who are somewhat less reliable. **Rasts** occasionally appear on Krynn deep in the bowels of volcanic regions, frustrating the dwarves and exciting the gnomes, who each have their own ways of dealing with the fiery vermin.

The Elemental Plane of Air is a place of constant winds and motion, a boon to the **invisible stalkers** and noble

djinn who live there. **Belkers** are also residents of this plane but are more likely to act in accordance with the wishes of Morgion on Krynn than any neutral god. **Air**, **dust**, and **ice mephits** may also be found here, along with the constantly moving **arrowhawks**.

The Elemental Plane of Water's primary residents are **tojanidas**, as well as **ooze** and **water mephits** and other aquatic creatures. The plane is contested fiercely by Zeboim and Habbakuk, as no neutral deity holds particular influence there. It is, therefore, tempestuous and dangerous as a destination.

The Elemental Plane of Earth has its **thoquas**, burrowing within the endless stone, but it is also home to **xorns**, **razhaks**, **earth** and **salt mephits**. Neither the gods of light or darkness have any strong influence over this plane, leaving it to Reorx and Chislev, who rely on the strength of elemental earth to repair the damages inflicted upon Krynn.

Lastly, the race of **janni** are occasional visitors to Krynn, seen in the regions of Khur and Balifor during the Age of Despair in the guise of native nomads. Missing since the Chaos War, they may only recently have had the opportunity to return to the deserts and wastes they favor with the restoration of the planes.

INCORPORATING OLD AND NEW MONSTERS

One of the challenges of adding a new creature, either of your own or from another **DUNGEONS & DRAGONS** product, is finding a place for it among the existing monsters and races of Krynn. It can be tempting to just

CREATURES FROM THE MONSTER MANUAL II

MONSTER *Manual II* was the follow-up to the *Monster Manual* and includes in its pages hundreds of new monsters, including some designed for higher-level play. While most of them could be introduced into a **DRAGONLANCE** campaign by following the directions and suggestions in this chapter, several of them stand out as especially suitable. These are listed below.

Notable exceptions from the list of possible creatures are the gem dragons, linnorms, and felldrakes, all of which represent substantial additions to the **DRAGONLANCE** dragons and should be avoided. Also note that the death knight in the *Monster Manual* has been replaced by a revised death knight in the *DRAGONLANCE Campaign Setting*.

CREATURES FROM THE MONSTER MANUAL II

Automaton	Banshee	Boggle
Bone Naga	Catoblepas	Chimeric Creature (template)
Corollax	Crimson Death	Dire Animals
Dread Guard	Frost Salamander	Galeb Duhr
Golem, Dragonflesh	Legendary Animals	Megapede
Morkoth	Rogue Eidolon	Runic Guardian
Sirine	Spirit of the Land	Sylph
Tauric Creature (template)	Warbeast (template)	Yugoloth

CREATURES FROM THE FIEND FOLIO

THE *Fiend Folio* is an updated version of a classic DUNGEONS & DRAGONS tome, the contents of which were very influential on the DRAGONLANCE world. The death knight and skeletal warrior, for example, each made their first appearance within the covers of that book and went on to become “household names” of Krynn. The revision likewise contains some suitably fiendish and appropriate monsters, some of the

more Krynn-friendly appearing below.

Be aware that a great deal of the monsters in the *Fiend Folio* are extraplanar, as the name suggests. This makes them less appropriate for general use, although an occasional fiendish horror sent to plague high-level White Robes, Solamnic Knights, and good clerics has its merits.

CREATURES FROM THE FIEND FOLIO

Aquatic Ooze	Bhut	Blood Hawk
Caryatid Column	Crypt Thing	Death Dog
Demodand	Feytouched	Fossergrim
Half-fey	Huecuva	Kelp Angler
Kelpie	Mongrelfolk	Necrophidius
Octopus Tree	Oread	Sea Drake
Skulk	Swordwraith	Yurian

retroactively install new races, new dragons, or new magical beasts into the setting, but to do so may subtly alter the tone of the world. Of course, this should not stop you but remember to consider the consequences and implications of bringing in something entirely unheard of into the unfolding drama of DRAGONLANCE.

Krynn has been the location of many adventures over the past twenty years and through several rules versions and system changes. Under the current revision, some of the monsters you may have used or which have appeared in novels are no longer in the *Monster Manual* and are not included in this book. These creatures can often be found in other DUNGEONS & DRAGONS products, and Dungeon Masters should feel free to add them into their games. This is the simplest case of adding a new monster and stands to have the least impact. If the monster has already been seen in the world, such as the sirine from *Monster Manual II*, it will not take much effort to include it.

On occasion, an all-new monster may appear in another book and you will want to drop it into the world. Dungeon Masters who find such creatures as the mooncalf or runic guardian from *Monster Manual II* appealing may want to use them as challenges for their player characters. First, consider which category the creature falls under. Is it a race, a beast, an aberration, an undead, or an outsider? Determining this can make your job a lot easier. Let's say you'd like to introduce the mooncalf as an adversary for your DRAGONLANCE players. It's not a race, nor does it qualify as a beast or undead. The entry describes it as a neutral evil magical beast that, according to rumor, “flies down from the dark side of the moon” to inhabit lonely and desolate mountain areas. This sounds like a great aberration, and its association with a dark moon and weather-related spell-like abilities make it a

perfect candidate for a War of Souls opponent. Rewrite its backstory to say that it descended from Takhisis' one moon in the midst of the great storm that heralded the One God, and you have a unique and freakish monster tied to the events of the setting and ready to prey upon your heroes.

Perhaps you'd like to create an all-new monster, based on a movie or television show you like or a book you read. Or, you woke up with an interesting idea and felt like it would make a good foil for your DRAGONLANCE group. The revised *Monster Manual* has detailed and useful advice for making the monster you want, but how does it fit into the setting? Use the categories described earlier as guidelines. Does it fill the same role as something that already exists? You may need to tweak it a little to avoid repetition, or give it some unique ability that sets it apart. Does it contradict an established DRAGONLANCE theme or convention? You should rethink any lycanthropes or orc-related monsters in favor of dragon-like or ogre-like monsters, for instance. Is it an accident of magic or is it a whole new species? A singular individual will not usually upset the flavor of the world, especially if it can be explained by magic or a portal from somewhere, but the sudden introduction of a race of cat-people living alongside the elves throws continuity out the window.

In general, anything can be added to the game if you can think of a logical reason to add it. Remember the benefits of curses, the Graygem, the relocation of Krynn (the Dragon Overlords found their way here, might there be other creatures from that world?), and the depredations of Chaos. At the end of the day, the goal is to have fun and present an enjoyable, memorable, and exciting DRAGONLANCE experience. It's okay to give such things as canon and continuity a rest when you need to!





BESTIARY OF KRYNN REVISED

Creatures of Krynn From Across the Ages

Creatures great and terrible have ravaged the lands of Ansalon and beyond through the five ages of the world. Some are familiar, creatures that one might easily encounter should the journey go into the wild. Others are mysterious, unknown threats that lurk in shadows or hide behind magical camouflage.

The *Bestiary of Krynn* is a resource for games set in the world of DRAGONLANCE. It is a collection of creatures, ranging from the terrifying fire dragons of Chaos to the tiny, dagger-like Feeders. Contained within these pages are a mix of foes, both old and new, challenges for adventuring parties of any level. Each entry has descriptions and game statistics useful for those who plan adventures carefully as well as those who prefer to think on their feet. All game information is fully compatible with the revised edition of the d20 System rules.

How do nobles of Palanthas feel about a vapor draconian mystic? Players interested in monstrous characters will find a full range of options in this volume, while new rules for acceptance in civilized lands will ensure that life never gets dull for powerful, nonstandard characters. The rest of the book will make sure that adventures never get dull—for anyone!

Cover art by Jeff Easley



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