

EN CRITTERS

Volume 1



Ruins of the Pale Jungle

A Creature Compendium

An Open Gaming Content Sourcebook



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

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Ruins of the Pale Jungle

Welcome to the revised version of the First Volume in the E.N. Critters series of Open Gaming Content Sourcebooks – Ruins of the Pale Jungle. The E.N. Critters series as a whole is a set of theme-based creature books. The theme/setting information is secondary, used mainly as a focus to design the creatures around as well as to provide GMs with additional background, species interaction and general environmental descriptions. The creatures are fairly well detailed, while the environmentally based themes have been left intentionally vague in many places to allow the GM more leeway to modify and drop them into their own campaign if so desired. It is our hope that these creatures and themes will spark creative and enjoyable game sessions.

Please allow us to again thank you for investing your hard earned currency into our ongoing project and to assure you that we are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size. Even the layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. Additionally, the page layout has been set specifically with booklet printing in mind. If all pages are printed in order, two-sided and then put together as a booklet in a binder, when the booklet is opened and wherever possible, critters start on a left hand page and end on a right hand one, allowing ease of reference without page flipping. In an effort to continually improve our product, we welcome your suggestions and comments.

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If you have any other questions, comments, errata, or simply would like to get onto our emailing list for any news and bonus material, please contact us at: beardeddragonpublications@gmail.com.

The revised Volume 1 has been updated with the new features from Volumes 2 & 3 – full color illustrations, detailed theme information, suggested knowledge tables and counter sheets. These features are now standard for the entire series. Each critter has a table to aid GMs in determining what characters know about it on a successful Knowledge check. In addition, counters (front and back) for all critters in the book have been included after the statistics pages. The counter pages are set up to be printed two-sided on cardstock, although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard.

Also regarding counters, you will want to make sure that you print those pages from the PDF without any page scaling or else they will probably be smaller than the 1 inch square grid size. While this is minor for the small and medium counters, it is more noticeable for the larger ones. As mentioned above, a counter is provided for each critter. For those critters without illustration, stock art counters have been provided to make sure that you have at least something to represent them. Not all critters have illustrations due to production limitations. While the volume could be limited to just those critters with illustrations, we thought it better to have more critters than less, and chose the ones more familiar (such as those based on real animals) to be included without them.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. As mentioned before, each volume has a primary theme that the creatures are developed around. In this case, the concept is for creatures dwelling in a warm forest environment known as the Pale Jungle. Beyond the primary theme, the scope of critters contained herein will range considerably, intentionally spanning many monster types and challenge ratings.

That being said, here is an in depth look at the primary theme this volume is built around, but by no means should limit the creatures' involvements in your own campaign. It is meant more to add additional flavor and to inspire encounter and adventure ideas.

The Pale Jungle is located on the southeastern corner of the continent, bordered on the southern and eastern sides by the Helvenin Sea. The southernmost part of the River Vaal flows lazily through the heart of the jungle eventually finding its way out into the Helvenin Sea, spilling widely across the Aris Delta as it does so. Bordering the river on its eastern side and wandering deep into the jungle is the mountain range known as the Azurothian Peaks. This mountain range makes the River Vaal very treacherous where it enters the Pale Jungle, limiting the viability of exploration by watercraft, at least on the jungle's northern approach. On the jungle's northern border west of the river are the Feathered Sea Plains, while east of the river and beyond the mountain range are Berk's Wasteland and Salvation. Finally, the entire western and southwestern border of the jungle is taken up by a vast swamp known as Bertram's Mire.

The region from which the Pale Jungle derives its name is located in the jungle's heart, ranging deeply both east and west of the River Vaal, and even encompassing the southernmost mountains of the Azurothian Peak range. The color of the flora here is washed out, in sharp contrast to the vibrancy of the rest of the jungle. The ground-cover, bushes and trunks of the larger trees all appear drained of brightness, leaving them pale shades of green and brown. The canopy above, bright and colorful as ever, does not seem to share the same effect. This lack of color has been the source of quite a bit of speculation. Some say it stems from a mineral in the soil rare in most places but in higher concentrations here. Others fear a darker origin and speak of a necromantic aura that sometimes is said to manifest itself in the palest places, hinting towards a dark power drawing essence from the very earth and vegetation of this jungle. Still others feel it is the ancient remnants of a curse that completely destroyed a once thriving culture deep in the jungle.

To further support the latter theories, crumbling ruins lie scattered throughout the Pale Jungle, many just about entirely swallowed up by vines and other heavy undergrowth. These ruins are in the tradition of the great Mesoamerican civilizations, blocks of stone, step pyramids and precise though crumbling architecture. Ancient magick lies hidden here in deep places, locations perhaps last marked in indecipherable glyphs. Most of the ruins seem to be concentrated within this region, although a number of other major ruins still can be found elsewhere in the jungle, primarily near the edges. Several of the ruins have active inhabitants, including cults to demons and extraplanar beings, but most lack significantly organized forces, instead being shelter to jungle beasts that have decided to make themselves at home. Most ruins have been given simple names by the jungle natives. Those ruins and geographical features of greatest interest, along with their inhabitants, are given further detail over the next few pages.

Theme: Critter Information

In the pages that follow, the Pale Jungle critters and their primary locations will be covered alphabetically, followed by details on specific map locations. This is after all primarily a critter based sourcebook and most, if not all of the critters presented in this volume can be encountered anywhere within the jungle's border and potentially beyond, so please do not let the specific location detail limit your use of them.

The four animals in the appendix can be found just about in all regions of the Pale Jungle. **Ocelots** hunt anywhere small game is plentiful, but tend to avoid the ruins and the dangers present around them. Small groups of **peccary** form a staple food supply for many of the jungle's inhabitants, especially since they reproduce so rapidly. The two snakes in the appendix, the **quickdeath** and **spitting asp**, are just a small portion of the vast array of snakes living here. Generally they avoid conflict and are mostly a danger to the unwary.

Animus located here are generally found within the ruined cities and temples of the jungle. In particular, they have been noted at the Sky Temple Ruins and the Ruins of the Vine, but the highest concentration of them is located at the Ruins of Gold. Most likely this is due to the many guards that perished there defending the fabled city. Another animus of note is an enormous one of a slain jungle drake that still haunts the southern edges of the Crimson Expanse, perhaps related to the event that drained the color from the jungle.

Arachs, or spider-folk as they are sometimes known, have only a few large nests, but many, many small ones mostly in the southern half of the jungle. A strong arach nest has been established midway between the High City Ruins and the Ruins of Blood. The balam chac located in the High City Ruins has been able to exert some control over this nest and has been training them for its own purposes. Another strong nest is located on the eastern banks of the Crimson Expanse. The arachs here have become strong by being extremely militaristic and rigid in their training.

The last nest, largest by far, is located in the Spider Ruins on the northwestern side of the Aris Delta. Several nests of arachs have been united there by three powerful arach druids with an ultimate plan of taking over the entire jungle. Already they have claimed several miles around their ruin, using colony spiders as advance warning systems near the edges of their lands. The largest problems they currently have involve the kithrotto of the Aris Delta that assault them on a semi-regular basis in an almost organized fashion, and the jungle drake that claims the area just southwest of the Spider Ruins as its personal hunting grounds.

As the **balam chac** are not native to this plane, they only appear here from time to time seeking to set up a cult. One such cult has been established at the Ruins of the High City with thousands of loyal leafling followers offering sacrifices. Although this cult has no real threats against it currently, the balam chac in residence has no desire to expand as long as it is served fully by its followers. Another balam chac has recently arrived in the Sunken Lands and has begun to develop a strange following of magical beasts and plant creatures, mostly made up of root ropers and earthbound animals. The banyaba there is withholding judgement for now until she sees what the balam chac intends, testing its power for herself only if necessary.

Five **banyabi** have been noted so far, each quite a distance from another. One protects the region northwest of Lake Tihueca, limiting incursions into the jungle from the Feathered Sea Plains. Another protects the area just north of Eldaar's Tomb, keeping most of the

shetani from wandering too far north. The third has been seen in the Sunken Lands, protecting it from those who would exploit its natural riches. The fourth lives in the southeastern corner of the jungle largely left alone, while the fifth and final one dwells near the northeastern border. She blocks many treasure seekers coming in from Berk's Salvation, but has been severely limited as of late due to a jungle drake and the baya tumbili strongly claiming territory near her.

The **baya tumbili** currently roams the jungle between the Azurothian Peaks and the Ruins of Gold, ranging as far north as Berk's Salvation, and as far south as the Crimson Expanse. It has a full troupe established that travels with it, consisting of three **spawn** and a dozen dominated apes. Oddly, half a dozen shetani have found their way here and also travel as part of the troupe, acting as advanced scouts in the canopy above. The exact nature of their relationship to the baya tumbili is unknown at this point.

This abominable troupe is limited by the rugged Peaks to the west, the Expanse to the south, and both a stalwart banyaba and a particularly aggressive jungle drake to the east. Their first encounter with the drake required a complete rebuild of the troupe as the drake ate the living ones and squashed the undead ones pretty handily. The banyaba is their primary target for the moment. They harass and strike at her between their infrequent attacks against the drake on the far side of her grove. To the north however, is the primary place for them to vent their rage, violently slaying any that come into the jungle from Berk's Salvation. Of late, they have actually ventured forth to slay a small community right at the jungle's edge. The ramifications from that act have yet to materialize.

Colony spiders are generally found in the southern reaches of the jungle, from the Region of the Pale and further south. They are plentiful along the jungle's border to Bertram's Mire as that is also home to many types of insects, including giant ones and swarms. A particularly large colony of them can be found northwest of Eldaar's Tomb. This colony has also developed an odd strategy to handle the shetani coming up from the south. Instead of wasting time trying to poison the undead monkeys, dozens of the spiders will hasten to any shetani caught in the webs and will wrap it with layer upon layer of webbing until it is impossible for it to break free.

Indeed, the southeastern edge of the colony consists of curtains of thick webbing from which dozens of these writhing silken bundles gruesomely hang. Should a shetani break free, the spiders react quickly to recapture it. It has been proposed that this colony is smarter than average and may be working in concert with the banyaba of the area. Local natives also wonder what would happen if the newly hatched spiders tried to feed on undead flesh, and pray that they never have to find out. The other large colony of note is on the far side of the River Vaal, covering part of the Crawling Ruins as well as extending a fair distance into the jungle on its north side. That colony thrives on a steady diet of scrimp and peccary.

Creepers can be found just about everywhere in the Pale Jungle, excluding the Sunken Lands. They are very successful hunters for the most part, although they avoid anywhere that undead are found, such as Eldaar's Tomb, the baya tumbili region, and ruins containing animus and revered ancestors. They also avoid the hunting grounds of the jungle drakes for obvious reasons. They do not, however, avoid human and humanoid settlements, finding them easy hunting grounds especially along the northern edges of the forest, near leafling settlements, and the jungle around the town of Shore. Leaflings in particular need fear them as being small, they are easily overcome and carried off.

Theme: Critters...Continued

Pashinor demons, like the balam chac, are not native to the Pale Jungle, but nevertheless a number of them have chosen to make it their home. Half a dozen of them dwell in the Far Reach Ruins, often planning out elaborate hunts from deep within the central temple of the ruins. Jungle drakes are a favorite quarry of this pack when they are not actively hunting the bloodhunter devils frequently spawning out of the Ruins of Blood. Every member of this pack carries at least one chest spike from a bloodhunter devil that they have slain; their leader, a Huge pashinor, sports more than a dozen. As a result of their battles however, four of the six pashinors, including their leader, have been infected by the bloodhunter devils and may have to contend with that infection when they die. They have plans to hunt one of the jungle drakes to the south soon, but beyond that, their next big hunt is the balam chac of the High City Ruins. They have just recently learned of it through a chance encounter with arachs local to that area.

Found throughout the jungle, but especially in the lower and wetter regions, are the **detritus lurkers**. A goodly number can be found near the Aris Delta, as well as all along the border of and well into Bertram's Mire. The leaflings north of the Town of Shore are routinely plagued by them, and usually one or two will be found below most parryn and simian communities, capitalizing on the very young, the very old, and the sick. Only three **detritus swamp** locations are known, and thankfully these horrors are rare. One dwells in the Sunken Lands, growing large from the flesh of earthbound corpses that stumble aimlessly into it. Another exists at the base of Piercing Mountain on the southern side, hemmed in by several other smaller mountains and appearing as a refreshing mountain lake. It is unknown what this mountain version survives on, but it has grown well from it. The last and perhaps most fearsome is a vast lurker comprising several miles of swampland a short distance south of Eldaar's Tomb. Grown fat from plentiful food sources in Bertram's Mire, it now remains settled there in a large depression in the earth. Many dead trees are scattered throughout its girth, far outnumbering those that still live.

Pulled forth from their home plane by an evil wizard specializing in the demonic arts, a pack of **bloodhunter devils** operates out of the Ruins of Blood. When not being sent on hunts and assassination jobs by the demonologist, and not defending themselves from the pashinor, they dwell in the many large sacrificial pits about the ruin. The deep piles of bones of so many slain in sacrifice, layered above earth so soaked in blood as to be permanently stained, resonate deeply with the devils, soothing them while they wait for their next request. Many jungle animals and humanoids have been captured and tortured at length here by idle bloodhunter devils but they are never quite sated. They are held in high regard by the arachs to the west of them and are frequently given sacrifices of captured animals and leaflings in exchange for occasional gifts of the enchanted items found within their ruins. Despite losing some of their number to the pashinor, they are able to keep their numbers stable simply by infecting some of the humanoids given to them before torturing and killing them.

A lone bloodhunter devil dwells at the River Temple Ruins, having been summoned there by a cult of cannibal leaflings. It now reigns as their god, accepting sacrifices. Every so often, it will 'bless' a leafling with infection and then slay it to produce a new bloodhunter devil. This new devil is then sent forth to the north to wreak havoc on the nomads of the Feathered Sea Plains. Little information has come back as to their success or failure however.

Jungle drakes are the self proclaimed lords of the Pale Jungle although less than a handful live and hunt here. Their hunting grounds are extensive and sometimes leave them at odds with the other intelligent beings that live near them. Not all beings fear them though as plenty of parryns have found safety in the canopy above a jungle drake's hunting grounds. This is because few other predators will come near, and generally only a few parryns are eaten per year as easier game is plentiful. The parryns also act as scouts, either intentionally or unwittingly when they react to other dangerous creatures that should not be in the drake's territory.

Four locations in the jungle are of note for jungle drakes. The first is the southernmost region on the western side of the Aris Delta. A fairly old jungle drake lives there and clashes frequently with the arachs of the Spider Ruin. It ignores the local colony spiders, crushes any shetani down from Eldaar's Tomb that make the mistake of annoying it, and outright avoids the vast detritus swampland to the northwest. The second location of note is in the northeastern corner of the jungle along the border of Berk's Salvation. The drake there is likewise fairly old and its hunting grounds range from as far south as the Ruins of Gold to the western lands north of Far Reach Ruins, and often into Berk's Salvation for tasty morsels. It hates the baya tumbili troupe, but after slaying the lot of them in their last encounter, it has relaxed its guard some. Still, the occasional smells of undeath coming from the new troupe keep it a little on edge as do the rumors it hears from the parryn above. It is also very wary of the Far Reach Ruins, as it knows from finding the corpse of one of its brethren that the inhabitants there are not to be taken lightly. It has developed a plan to handle them however, should they come for it. A route is planned out to give it an advantage and it also has a charmed brood of six Large creeper cats that it has been feeding and training for just such an occasion.

The third location is the entire corner of the jungle to the southeast of the Crimson Expanse. Four young adult jungle drakes hunt this region and are challenged only by a few. These few include powerful arach warriors from the nest near the Crimson Expanse, pashinor from the Far Reach Ruins, and bloodhunter devils from the Ruins of Blood. Two of the four jungle drakes here have been infected by the bloodhunter devils. The parryn in the area stay away from where the young drakes hunt, instead choosing to stay near the banyaba in the southeast corner where it is far safer.

The final of the four drake locations is known as Dragon's Head Ruins. There dwells an ancient, Colossal jungle drake living off of both the jungle and the sea, and lairing in the ruins. It fears nothing, but is wise enough to know not to leave anything to chance. As a result, it has scouts among the parryn above, among the leaflings to the west and among a colony of merfolk that live off of the coast of the ruins. It even has an uneasy relationship with the banyaba to the east – uneasy for the banyaba, not the drake. It knows about most of what passes through or near its territory well before anything gets anywhere near its lair in the ruins.

Earthbound creatures crop up anywhere in the jungle, seeking to spread their seed and occasionally traveling great distances to do so. Sometimes this causes small outbreaks to occur, but luckily these outbreaks are contained by a combined effort of banyabi and parryn. The banyabi learn of the outbreaks through speaking with the local flora and alert the closest parryn settlement. The parryn then send out a small group with at least one druid and one ranger to contain the outbreak.

Theme: Critters...Continued

This is usually accomplished using druidic spells and ranged attacks, tracking and hunting any earthbound creatures that try to flee. One reason for such vigilance is out of fear that a jungle drake might fall to this affliction. It would not only be a considerable foe to tackle, but its breath weapon filled with spores would be near impossible to resist and the resulting infections would spread too quickly through the forest to control.

The two main sources of the earthbound outbreaks are on the western end of the jungle. To the north, the Learwood Hills are full of corpses long since rendered immobile by rot but still dangerous even while just laying there. Animals like the peccary and jaguar are easy victims of the earthbound, but creeper cats are more robust and parryn allow them to fly far afield. A distance south from the hills, in the Sunken Lands, an isolated and particularly virulent strain of the earthbound dwell. Thankfully however, it is limited mainly to the smaller animals that abound there and is easily monitored by the resident banyaba. The introduction of the balam chac there has raised concerns, not out of fear that it will be infected, but rather over its intentions. Lastly, and while not a major source of outbreaks, the jungle east of the Dragon's Head Ruins has seen more than its fair share of outbreaks in the past few months. This has kept the southeastern banyaba and corresponding parryn colony busy, and also seems to hint to a broader problem there, although the source is yet unknown.

Deep within many of the ruins in the Pale Jungle can be found eternal guardians known as the **engraved**. They are usually protecting temple sanctums, treasure rooms, hidden passages and the like. Three ruins in the jungle are of note for their engraved. The Ruins of the Vine has two flanking the main entrance, part of the pillars that define the way in. Plenty of bones lie scattered around them as they do not differentiate between intelligent and non-intelligent creatures that try to pass without the proper ritual of welcome. The Vanishing Ruin in the Aris Delta has a Large engraved that guards the entrance to the main temple where the druid in residence makes her home. She does not have the key to passing by it, but manages nonetheless by other means. The final place, the Ruins of Gold, has well more than its fair share of them and as well it should, considering that some of the external architecture and many of the internal chambers are adorned with golden decoration and holy artifices. Scattered throughout this place are more than a dozen Medium and Large advanced engraved. It is of little wonder that most of this ancient city's riches have remained here untouched.

Haze horrors are primarily found in the trackless jungle areas where they formed from people that perished of heat exhaustion. As a result, they are found with a higher frequency along the northern and southern borders of the jungle where most foreigners begin their trek, lose their way, and perish. Many stay near their remains, but some will wander, seeking out other life to extinguish. Still others seek out ruins as a last comfort for the mental scraps of their former selves. Eldaar's Tomb has become a haven of sorts for these beings and a full swarm wander its seemingly endless swampy tunnels, including one much larger than all the rest. That particular one used to be a storm giant who, a century past, came ashore badly wounded from a great combat and fell victim to a delirium swarm. It then wandered into the jungle, flailing about until it fell and became as it is now. Its skeletal remains lie buried in Bertram's Mire not more than a stone's throw from Eldaar's Tomb.

The Aris Delta, especially around the Vanishing Ruin, is home to a small number of **kithrotto**. As they are not native to the Material

Plane, they are normally quite rare, and very few exist in other locations in the jungle. Their main haunts are the Aris Delta, the section of the River Vaal that empties into that delta, and the jungle bordering those two areas. Those that are aware of the druid in the Vanishing Ruin are pretty sure that she has something to do with their appearance nearby but it has not been confirmed. One of the stronger ones dwells within the Vanishing Ruin, challenging and ejecting any who try to pass.

Leaflings along with parryns are the staple civilized humanoids of the Pale Jungle. Quite a few other humanoids dwell here including a few races of humans adapted to the difficult jungle life, but those will be left vague as they are not covered in this creature sourcebook. Leaflings have small communities in many places throughout the jungle and are always fighting for survival as they are small and usually make easy prey for the likes of creeper cats and jungle drakes. Luckily their shamans and ancestors give them a bit of an edge, but more often than not they will hearken to any force of power entering their region and seek to ally and possibly to serve that force in return for protection. This is true of the balam chac in the High City Ruins, the bloodhunter devil in the River Temple Ruins, and the powerful **greater ancestor** supporting a strong leafling community on the southern shore of Lake Tihueca.

Being low on the food chain, leaflings are always on watch for threats. The communities at High City Ruins and along the southeastern banks of the River Vaal are constantly watching out for arachs. The communities at River Temple Ruins and nearby the Sunken Lands have learned to be very careful of flesh-eating flora. Those on the shore of Lake Tihueca watch for creeper cats and earthbound foes while those bordering Bertram's Mire know to keep an eye out for detritus lurkers. In all cases, the communities in question have developed semi-complex means of dealing with these frequent enemies and predators. These range from skill at hiding and tracking, to skill at making traps and snares and even to applying arcane and divine magic creatively in their defense.

Leechvines live and hunt throughout the jungle with only a few places of note regarding them. The first is the Sunken Lands, where they have grown large, healthy and plentiful. The second is along the shores of the Crimson Expanse where the bloody waters from the lake have seeped into much of the surrounding flora adding hues of red to their coloration. Finally, in the Spider Ruin, a number of leechvines have been transplanted and groomed as guards by the arach ruling druids. These have become monsters of their kind, pushing right to the boundaries of how large they normally would grow and perhaps a bit beyond thanks to the ministrations of druidical magic.

The Pale Jungle's second staple humanoids, the **parryn**, are typically found in small communities in the upper canopy, away from many predators. There they live and sing and craft items of beauty. They are allies with the banyabi of the jungle, having at least one community very close to each banyaba's grove. They also have communities above the hunting territories of the older jungle drakes as the drakes generally leave them alone, and most other predators fear the drakes. The largest extended community of parryn is located around the edges of the Sunken Lands. Although not that close to the grove of the banyaba living in the Sunken Lands, they can easily evade most predators and enemies by simply flying over and down into that area until their foes have moved on. While parryn are shy, they are also very curious and will have a tendency to investigate and perhaps help foreigners in the jungle by pointing out local hazards.

Theme: Critters...Continued

Revered ancestors are yet another form of undead found in this jungle, mostly in and among the ruins of the cities, villages and temples they were entombed in to protect. There, just like the engraved, they eternally stand watch protecting people long since dead and places now reduced to crumbling stone. Revered ancestors can be found with some frequency in the remains of small villages in and around the Azurothian Peaks, often buried beneath the earth or in a cornerstone of the village shrine. One of these villages is located on the northern side of the Crimson Expanse, at the base of Piercing Mountain. This one is of particular note as the revered ancestor here is one of the ones that has become psychotic and full of rage. It is constantly thrashing its surroundings: starting fires, flinging objects, creating the sounds of mournful wailing, and painfully slaughtering anything living that gets too close.

Another revered ancestor notable in location and power is the guardian of the Sky Temple Ruins. She was an accomplished soulknife in life and has only increased in power after being sacrificed. Her long years of undeath have been spent in reflection and meditation as well as rebuffing the occasional intruder, and she has sharpened her skills even further in doing so, closing in on epic power levels. The Ruins of Gold is another protected area, but in this case almost a dozen revered ancestors were entombed to serve as protectors, with a full 2/3 of them still in control of their faculties (the remaining 1/3 have retreated into their own mental fantasy worlds and may only help if attacked directly or pressed hard by the others needing help). As it was a great honor to protect this city, all of those entombed in these ruins had at least several levels in psionic classes, some even with levels in psionic prestige classes before they were sacrificed.

One of the more dangerous hazards in the jungle is accidentally running afoul of a **root roper**. These creatures can be found near and far throughout the jungle, but there do seem to be quite a few of them breeding in the Sunken Lands. They also frequent the jungle borders along Bertram's Mire. The most interesting root roper by far is located at the Ruins of the Vine. It has grown to enormous proportions and its tentacles are spread through the entire upper ruin, with the exception of the front gate where the engraved still guard (it found out about them the hard way with the loss of a few tentacles years back).

A flesh eating plant on par with the leechvine, but potentially more deadly as a result of its hunting techniques, is the **sandtrapper**. These carnivorous plants are aquatic and thrive along the banks of the River Vaal as it meanders through the jungle. They are also found very frequently in the Aris Delta and along the border of Bertram's Mire. A number have been seen near the shores of Lake Tihueca, and bright red versions have developed on the shores of the Crimson Expanse.

Along the jungle floor dwell plenty of rodents, but none more threatening than the **scrimp**. These jungle lizard-rats are plentiful here, generally traveling in packs of 20 to 30 and swarming quickly over prey. They are skilled climbers and swimmers, so very few places are truly safe from them. Larger packs of them live near the Ruins of the Vine and within the Sunken Lands, although by far the greatest concentration of them can be found in the Crawling Ruins. There they live by the hundreds, feeding off of everything they can and in turn providing sustenance for the colony spiders living there as well. The spiders have largely blocked most routes into the forest from the ruin with their webs. The scrimp here are tenacious as they are forced to fight hard against other scrimp for survival.

Undead monkeys known as the **shetani** frequent the region in and around Eldaar's Tomb, sometimes venturing forth into Bertram's Mire and other times traveling north and east into the jungle. Some get caught in colony spider webs while others are consumed by the detritus swamp to the south. Since they need to slay other monkeys to increase their numbers and the pickings are pretty slim around Eldaar's Tomb, the shetani there are slowly decreasing in number. Some of the ones that have ventured forth have been successful and have started small troops of their own in other locations. Another small number of them have found their way far to the northeast and have been tagging along with the baya tumbili troupe ever since.

Swarms are a considerable problem in the Pale Jungle, appearing in most parts of it. Not only do natives have to worry about swarms of insects, but also swarms of tiny carnivorous birds. The first type of swarm is known as a **vermiliant swarm**. They frequent the canopies living off of the flowers found there, and as a result are not commonly encountered unless they are being specifically sought out or something has caused them to descend into the jungle. Sometimes injured creatures native to an area where a vermiliant swarm dwells will instinctively seek them out, climbing into the trees if small enough, or crashing into the trees to agitate them if not. Most vermiliant swarms can be found in the southern reaches of the jungle, and especially within the Sunken Lands.

The next type, and considerably more dangerous, is known as a **piranha bird swarm**. This is made up of thousands of tiny carnivorous birds able to fly swiftly from place to place in search of prey. They dwell in the canopies as well, but come down to feed on anything they see moving on the jungle floor, especially if it is wounded and the smell of blood is in the air. They can be found in all parts of the jungle, but many of these swarms live in and around the Sunken Lands. Luckily, the parryns also dwelling nearby have priests and druids skilled at using magic to hold at bay any of these swarms that get too close.

The last type of swarm, and by far the most deadly, is the **delirium swarm**. This massive cluster of biting flies will not only eat alive anything it comes across, but should anything be lucky enough to escape it, there is a pretty high chance of the creature becoming permanently confused and subsequently perishing in the jungle in any number of unpleasant ways. These swarms tend to stay around the larger beasts they've slain, slowly devouring them before moving on. Should this meal be disturbed, the swarm or swarms will not hesitate to rise up and chase down a fresh meal. The southwestern corner of the jungle is home to most of these horrible creatures. They are not without predators themselves as colony spiders, detritus lurkers and the detritus swamp in the area all devour them handily.

That will about wrap up the overview of the critters in this sourcebook, their general locations within the Pale Jungle, and their general relationships with each other at this current time. The next couple of pages are devoted to adding a bit more detail to the geographic locations mentioned with each creature and noted on the map. There will be some duplication of information presented as the creatures inhabiting a specific ruin are key to its description, but for the most part the information is meant to add more of a historical and structural perspective. The four regions bordering the Pale Jungle, the Feathered Sea Plains, Bertram's Mire, Berk's Wasteland and the Helvenin Sea, will be left vague for now as they may be detailed at length in future supplements. Beyond those, all of the other geographic features, ruins and towns are all detailed a bit more on the next page.

Theme: Geographic Locations

The **Aris Delta** is located to the south where the River Vaal empties into the Helvenin Sea. It is home to a number of kithrotto, sandtrappers and plenty of normal flora and fauna as well. It floods several times a year.

The **Azurothian Peaks** find their southern end deep in the Pale Jungle. The mountains near the Sky Temple Ruins and the Crimson Expanse have plenty of small shrines and burial chambers scattered about them.

Berk's Salvation is a band of fertile earth existing between the jungle's northeastern border and Berk's Wasteland. Many communities of desert peoples live here, and the nomads of the wasteland often visit the region to replenish their supplies.

The **Crawling Ruin** is one of the two ruins on the southern coast of the Pale Jungle that can be seen from the Helvenin Sea. It is the remains of a sprawling port city, with all but the area closest to the water swallowed up by the jungle. It gains its name from the hordes of scrimp and colony spiders that dwell in it.

The **Crimson Expanse** is a huge lake in the central eastern part of the jungle with deep waters the color of blood. This coloration is not due to actual blood, but from a strange algae growing there. The effect of the waters also stains the surrounding flora red. Many odd but edible fish and eels live within the lake. Both the creatures living in the lake, and eventually the creatures that prey on them and ingest the dye, develop bright crimson bands.

The **Deepened Ruin** is located within the Sunken Lands and actually contains the secret of the earthbound's origin somewhere in its subterranean chambers. This ruin is also the source of the massive magical backlash that caused this region to sink like it did. The blast was a direct result of the improper destruction of the artifact originally used to empower the earthbound's creation.

The **Dragon's Head Ruin** is the other ruin visible from the sea. This ruin gains its name from sailors passing by at a distance claiming to have seen a huge dragon head statue. This is in reality a sleeping jungle drake that likes to sun itself near the shore, and that lairs here in the remains of a temple dedicated to the sea. Beyond the temple ruin are several outbuildings, but little else is left. A thriving parryin community exists in the canopy above this ruin.

Eldaar's Tomb on the southwestern border of the jungle is a ruin of a large tower, now partially collapsed and home to a troop of shetani as well as a full swarm of haze horrors. The shetani normally stay aboveground, while the haze horrors aimlessly wander the many tunnels beneath the tower. These tunnels range in direction, extending a distance both under the jungle and into Bertram's Mire. Tunnels are often partially filled with water making great homes for scrimp also. Hidden well in the tunnels is a secret room containing a necromantic workshop, many necromantic tomes and items, and Eldaar himself, long since having transformed into a lich. His most recent experiments involve creating a fast, vicious undead pack out of scrimp.

The **Far Reach Ruins** are the easternmost ruins within the jungle. They used to be the furthest outpost of the ancient civilization and are set more like a military fort than a town. Now they act as the base of operations for a number of pashinor demons planning their hunts.

The **High City Ruins** are the ruins of one of the largest cities of the ancient empire, the other being the Ruins of Gold. Many structures

are still intact here including temples, shrines, personal residences, riverside warehouses and so forth. Currently occupying it in force is an extended community of leaflings all paying homage to the balam chac named Ish'nawael currently acting as a god in the city's desecrated temple to the moon goddess. It is there she accepts sacrifices and creates enchanted items to give to her best followers.

Lake Tihueca in the northwest is largely unremarkable. It teems with life and supports well the leafling tribe living on its southern shore.

The **Learwood Hills** have become a graveyard of corpses too decayed to continue to carry their earthbound hosts about. Now the hills mainly serve as a breeding ground for new outbreaks of earthbound when curious creatures draw too near to the remains and are infected.

Piercing Mountain is one of the larger mountains within the jungle, and is usually wreathed in mist. Near its base can be found both a detritus swamp appearing as a mountain pool and a lost village with a rampaging revered ancestor trapped in it.

Red Mount is notable only in that it is the largest mountain within the jungle and has red rock strata near its summit generating the visual effect of a bleeding mountain.

The **Region of the Pale** is indicated on the map by a dotted line boundary. This is the heart of the Pale Jungle and it is here that the jungle derives its name as the color of all flora below canopy level appears washed out. This lack of color stems from rare minerals that the flora in the region absorb from the soil. While not inherently magical, these rare elements were infused into the region through a great ritual to the sky god at the Sky Temple Ruins site at the height of the ancient civilization for the purpose of making the earth pale in comparison to the beauty of the sky.

The **River Temple Ruins** are just that, scattered stones and a few solid buildings surrounding a temple to the river god. Now it serves as the site for another extended community of leaflings serving and worshipping a lone bloodhunter devil.

The **River Vaal** extends the length of the land, from the frozen wastes, through the Dunwood Moors, along the Azurothian Peaks, through the Pale Jungle and eventually emptying out into the Helvenin Sea.

The **Ruins of Blood** are the remains of the darkest temple complex within the entire Pale Jungle. The complex was dedicated to an evil jaguar god and thousands of humanoids were ritually sacrificed to the god and thrown into deep pits to exsanguinate into the earth. Now it is home to a pack of bloodhunter devils who were originally summoned by the arach demonologist currently residing in the temple proper. He occasionally sends them to do his bidding, but otherwise they remain idle and pass the time in the sacrificial pits.

The **Ruins of Gold** are the remains of one of the largest cities of the ancient empire. This city was a center of worship and was adorned with gold both inside and out. Temples to all the major gods and many of the minor ones are here, and all exist in fair repair considering the amount of years and weather they have seen. Plenty of golden adornment still lies here in plain sight as well as within all the temples. Enchanted items and religious artifacts are likewise in abundance. This is the source of the legends that draw many foreigners into the jungle in the hope that they may someday find it. The real problem lies with its ample guardians. The temples are protected by not only more than a dozen Medium and Large advanced engraved, but also by a dozen revered ancestors, 2/3 of which are active. Quite a few animus are also here, the remnants of long dead guards.

Theme: Locations...Continued

Theme: Pale Jungle Map

The **Ruins of the Vine** used to be the westernmost fort of the ancient empire, built from rock mined from the Learwood Hills. It is a walled fort with an intricately carved gateway holding two engraved that protect the ruin from intruders. Most of the ruin itself however, at least on the surface, is covered by the vine tangle of one enormous root roper. Several packs of scrimp also regularly forage in this region and an animus has been noted in the area as well.

The **Sky Temple Ruin** consists of three temples of descending importance, one each to the sky god, the sun god and the moon goddess. All three are inhabited by the animus of priests past, still seeking to complete their daily rituals. All three are also protected by a particularly strong soulknife revered ancestor that does not take well to intruders.

The **Spider Ruin** is aptly named as this crumbling riverport city is the home to a large force of arachs led by their arach druids. Around the borders to the ruin have been placed colony spiders to act as advanced guards, and leechvines have also been placed at strategic locations as extra protection against invaders.

The **Sunken Lands** are a section of the Pale Jungle that has fallen into the earth almost a quarter mile deep. This has isolated it and allowed for certain species to flourish. Many parryns, piranha bird swarms, leechvines, root ropers, sandtrappers, and earthbound creatures thrive here under the watchful eye of a banyaba. Of late, a balam chac has arrived and begun to marshal some of the root ropers and carnivorous plants, although the purpose for this has yet to be revealed.

The **Town of Shore** is a boomtown for foreigners sailing to the River Vaal's outflow seeking an entry point into the jungle to start their quest for the golden riches of lost ruins. It has few of the amenities of home and has been built on a section of the jungle that was roughly cleared and has now turned very muddy. It does boast an inn with a foul concoction that passes as local wine. The town has also run into problems with scrimp, creeper cats and swarms, but thankfully none of the more powerful native creatures have turned an eye toward it yet. A store for outfitting newcomers to handle the dangers of the jungle has been established, but the prices there are anything but reasonable since most folks are not expected to return once they pass beyond the borders of the town.

The **Vanishing Ruin** is the remains of another river temple, this one built directly in the center of the Aris Delta. On many days it is entirely below the waters of the river. A powerful engraved protects the entrance to the main temple. It is also the home to a human druid that has transcended her human form to become a water elemental. She flows in and out of the temple chambers, leaving the engraved undisturbed. It is also she that has opened the way for kithrotto and other water elementals to reside in the delta. The arach druids in the Spider Ruins have overstepped their bounds against nature, hence the increasing frequency of kithrotto attacks against them. The arach have not yet determined the nature of these attacks, but when they do, things will get very interesting, and the fallout from a druidic battle is sure to affect the Town of Shore.

The Pale Jungle



Map design by Jeffrey LeBoeuf

1 inch = approximately 50 miles

Animus (Undead)



Strange bas relief carvings and hideous statuary glare down from the ledges that rise up around the room, like silent sentinels waiting to pass final judgement. Tendrils of mist drift lazily across the floor of the tomb, twining around dust-laden weapons and armor that lay scattered everywhere. Silently the fog dissipates, seeping into swords, spears, and the like, raising them up in unseen hands that even now prepare to strike.

Animus

Small Undead (Incorporeal)

Hit Dice:	2d12 (13 hp)
Initiative:	+2
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 deflection) touch 16, flat-footed 14
Base Atk/Grapple:	+1/--
Attack:	Incorporeal touch +4 melee
Full Attack:	Incorporeal touch +4 melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate object, puppetry
Special Qualities:	Darkvision 60 ft., incorporeal traits, undead traits
Saves:	Fort +0, Ref +2, Will +4
Abilities:	Str --, Dex 15, Con --, Int 8, Wis 12, Cha 17
Skills:	Hide +11, Listen +8, Spot +8
Feats:	Alertness
Environment:	Any
Organization:	Solitary, gang (2-4) or swarm (4-10)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	None
Level Adjustment:	--

General

An animus is the spiritual remains of a humanoid, intelligent magical beast or dragon that remains behind to guard a site long after the body has crumbled to dust. It appears as a misty, foglike being vaguely resembling the form it once had in life, but can appear as a thin mist across the ground if it prefers. By itself it is harmless, but it has the ability to inhabit and animate any nearby object, granting the chosen object full automation. Often mistaken for a poltergeist of some sort, the animus actually possesses the object instead of merely wielding it and cannot be harmed while it does so. If the object is destroyed, the animus is driven out to seek a new host and can be harmed while in its vaporous form. An animus can also attempt to inhabit a living host, but doing so only allows it to control the host's actions and not their thoughts. As a result, fighters and rogues make excellent hosts for its purposes, but it despises spellcasters in general since it cannot force them to cast spells for its own benefit.

As an incorporeal creature, an animus has no weight and occupies less than a five foot square. It gains the size and weight of any object it possesses while within that object.

An animus understands but cannot speak the languages it had in life.

Combat

An animus attacks by attempting to possess and animate objects, or by entering the body of a creature and taking control of it. Common tactics include the animation of animals, weapons, and furniture. Rocks and boulders are especially useful as they are very difficult to destroy.

Animate Object (Sp): To use this ability, the animus simply moves into an object of Large size or smaller and animates it. The object gains all the traits of an animated object as per the creature listing, except that the object gains a fly speed of 30 ft. (good) if size Medium or smaller, and 20 ft. (poor) if size Large. The animus can only inhabit one object at any time, but gains immunity to all damage-causing effects while doing so. Any damage inflicted on the animus while it inhabits an object is instead inflicted upon the object after subtracting the object's hardness from the damage dealt. If the object is reduced to 0 hit points, it is rendered unusable and the animus is forced out but still occupying the same square.

Incorporeal Traits: Includes harmed only by other incorporeal creatures, magic weapons, spells, spell-like and supernatural abilities; Immune to all non-magical attack forms; 50% chance to ignore damage from all qualifying corporeal sources; can pass through solid objects; ignores armor, natural armor and shields; cannot be grappled or tripped; moves completely silent and cannot be heard unless it chooses; scent and blindsight are either fully or partially ineffective against them; innate sense of direction and can move full speed even when they cannot see.

Puppetry (Su): To use this ability, the animus attempts to move into a creature of Medium size or smaller and controls its actions (provoking an attack of opportunity in the attempt) as if it had successfully *magic jarred* the creature. The creature may make a DC 14 Will save to resist this, with a successful save driving the animus back out of the creature's body and into an adjacent square. A creature that fails its save against this power has all of its actions controlled by the animus, but unlike *magic jar* it retains its own mind and may attempt a new saving throw each round of possession until either the save is successful,

Animus...Continued

Arach (Monstrous Humanoid)

or the animus is otherwise driven from the creature's body. The save DC is Charisma-based. A creature that successfully saves against this power cannot be affected by the same animus's puppetry for the next 24 hours. If an affected creature is brought below 0 hit points, the animus is driven out into an adjacent square. A *protection from evil*, *magic circle against evil* or similar spell entirely prevents this power from being used against protected creatures.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

An animus comes into being when a creature, often a humanoid of average intelligence, dies while attempting to guard or protect a particular site, object, or being. The spirit becomes tied to what it was trying to protect, but lacking the means to physically do so, it resorts to other means by instead attempting to use whatever is handy including other beings. By itself, the animus is not much more than a nuisance. If it possesses the body of a powerful warrior however, the animus can be extremely dangerous particularly to a party that is forced to combat one of their own.

Many animus are the spiritual remains of warriors charged with the protection of their village that may have died in an attack from a neighboring tribe; The spirits continue to perform their duties to the best of their abilities, animating trees and rocks to hurl at invaders, or possessing leopards, snakes, and even squirrels to attack if needed. Rumors tell of long-dead villages deep in the jungles where these lost souls still linger, trying to protect a village and a people that are no longer there. Sages tell of hidden tombs where a more powerful animus may lurk, guarding its secrets, but so far those have been nothing more than tales.

Knowledge Suggestions

Animus DC	Knowledge (religion) check results
10	This is an incorporeal undead known as an animus.
15	It has the ability to animate any nearby objects, grant them flight and use them to attack with.
20	An animus can attempt to possess a living creature as well, including an animal or even a person.
25	Being incorporeal, it is immune to all non-magical attack forms, and is only partially affected by magical ones.
30	An animus can only be actually harmed when it is outside of an object or creature.
35	<i>Protection from evil</i> , <i>magic circle against evil</i> and similar spells prevent its ability to use its puppetry power on protected creatures.
40	An animus is created when a creature, usually a humanoid, dies while attempting to protect something and continues to try to do so after its death.

Notes & Game Balance

Ghosts are a very interesting challenge to throw at a party; if played correctly, even a low-level ghost can be too much for low-level adventurers to deal with. From personal experience, horrifying appearance can be absolutely devastating to even a moderately high level character, and that's just one ability a ghost can have. Heck, that's all you would need to give it to really hurt a party, and then if you add a few more ghosts, well...

For a low-level group, something like a ghost without all the heavy hitting abilities might be more appropriate. Poltergeist-like spirits might work, but all they would do is throw things, and animating an object instead makes more sense. Being able to try and "animate" a creature makes the animus worthy of its CR 3.

Arach

Medium Monstrous Humanoid

Hit Dice: 8d8+8 (44 hp)
Initiative: +2
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft., climb 20 ft.
Armor Class: 18 (+2 Dex, +3 natural, +3 hide armor) touch 12, flat-footed 16
Base Atk/Grapple: +8/+14*
Attack: Longspear +10 melee (1d8+3) or javelin +10 ranged (1d6+2)
Full Attack: Longspear +10/+5 melee (1d8+3) and bite +5 melee (1d4+1 plus poison) or javelin +10 ranged (1d6+2) and bite +5 melee (1d4+1 plus poison)

Space/Reach: 5 ft./5 ft. (10 ft. with longspear)
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., immunity to poison, tremorsense 30 ft.
Saves: Fort +3, Ref +8, Will +6
Abilities: Str 15, Dex 15, Con 12, Int 8, Wis 11, Cha 6
Skills: Climb +7, Hide +6, Jump +9, Listen +4, Move Silently +3, Spot +8
Feats: Combat Reflexes, Dodge, Mobility
Environment: Warm forests or underground
Organization: Solitary, pair or nest (3-20)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2

Arach...Continued



This horrific cross between a man and a spider walks upon six of its hairy legs. The thorax and abdomen are upright. Human-like shoulders and arms end in soft pads that grip a spear. The chitinous body is further protected by hide armor. The head of the creature is human shaped with spider features: eight bulbous red eyes, and two hairy mandibles that partially hide a malformed human-like jaw. The entire body is covered in coarse black and brown bristles.

General

Arachs are the creation of a long forgotten, mad deity. Now they lurk in the dark places of the world, killing and devouring any living thing foolish enough to be in such a place. Arachs live in small well-hidden nests of orderly units. They are not above cannibalism, so groups never grow too large in number.

An arach is about 5 feet long and 6 feet tall at the front. It weighs about 250 pounds.

Arachs speak their own language which consists of hisses and clicking of their mandibles. The shape of the jaw gives an arach the potential to learn other languages, but there is no record of it ever happening.

Combat

Arachs are fond of ambushes and have no concept of a fair fight. Their tactics are not advanced, but they work well in teams and make use of reach weapons. They are patient combatants and prefer to feel out their prey, looking for opportunities to use their poisonous bite. They do take prisoners, if only because they prefer fresh kills.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d8 Str. The save DC is Constitution-based.

Tremorsense (Ex): An arach can detect and pinpoint any creature or object in contact with the ground within 30 feet of it.

Grapple* (Ex): An arach has a +4 racial bonus on grapple checks.

Skills: Arachs have a +4 racial bonus on Hide, Move Silently, and Spot checks, and a +10 racial bonus on Jump checks. They also have a +8 racial bonus on Climb checks. An arach can always choose to take a 10 on a Climb check, even if rushed or threatened. Arachs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Arachs as Characters

Arach characters possess the following racial traits:

- +4 Strength, +4 Dexterity, +2 Constitution, -2 Intelligence, -4 Charisma.
- An arach's base land speed is 40 feet.
- An arach's base climb speed is 20 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: An arach begins with eight levels of monstrous humanoid, which provide 8d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +2, Ref +6, Will +6.
- Racial Skills: An arach's monstrous humanoid levels give it skill points equal to $11 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Hide, Jump, Listen, Move Silently, and Spot. Arachs have a +4 racial bonus on Hide, Move Silently, and Spot checks, and a +10 racial bonus on Jump checks. They also have a +8 racial bonus on Climb checks. An arach can always choose to take 10 on a Climb check, even if rushed or threatened. Arachs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.
- Racial Feats: An arach's monstrous humanoid levels give it three feats.
- Weapon and Armor Proficiency: An arach is proficient with all simple weapons and with light and medium armor, but not with shields.
- +3 natural armor bonus.
- Special Attacks (see above): Poison.
- Special Qualities (see above): Immunity to poison, tremorsense 30 ft.
- Automatic Languages: Arach, Common.
Bonus Languages: Goblin, Orc, Undercommon.
- Favored Class: Barbarian.
- Level adjustment: +2.

Ecology

Arachs are the creation of a deity now dead. They are a primitive and evil race that has much in common with the spiders they were raised up from.

Tribes or nests of arachs are usually led by a druid. With the passing of their own deity, arachs now pay tribute to whatever dark bestial deity will have them. As a race, arachs tend to be cruel and sadistic and this is reflected in their religion. Service to any god they worship tends to involve a great deal of sacrifice of either other intelligent humanoids or each other.

Arach...Continued

Balam Chac (Outsider)

Groups of arachs never tend to grow very large due to their own evil tendencies. In-fighting and lack of organization lead to several small tribes forming out of any group that exceeds 20 members. At any particular time, nests may be at war or cooperating. This is usually dependent on whoever else is around to fight.

Arachs will attack anything they think they can kill. They despise all other races. Despite this, more intelligent creatures often try to control nests of arachs. This is usually only possible through fear or magic, and even then is risky.

Notes & Game Balance

The arach can be compared to the minotaur, a CR 4 monstrous humanoid. The minotaur has less Hit Dice, but is still close. A minotaur can do more damage, but the poison ability allows the arach to inhibit its opponent's damage. The arach also has the tremorsense ability, but not as far out as creatures of similar CR. The racial ability bonuses give it an edge, but don't qualify it with CR 6 monsters such as the annis hag. The level adjustment +2 makes an arach character a CR 10. Compared to a 10th level fighter's combat abilities, or a wizard's spell capacity the arach may not be as impressive, but would still be useful.

Knowledge Suggestions

Arach DC	Knowledge (nature) check results
10	This monstrous human/spider crossbreed is known as an arach.
15	Its mandibles are poisonous, making their foes weak while causing grievous injury.
20	Its hissing and mandibular clicking is actually how it speaks with other arachs.
25	An arach can sense where opponents are as long as they are in contact with the ground.
30	Small groups of them are usually led by those with druidic powers, but they are almost never found in great numbers.
35	It is immune to all forms of poison.
40	They were created by an ancient deity, but now serve any dark god that will have them.

Balam Chac (Humanoid Jaguar Hybrid Form)

Atop the temple steps walks a being of power, a humanoid wearing ceremonial garb surveying its domain with certainty. Its back is covered in rich brown fur while its front side is a pale white, both covered in a black spotted pattern as well as what appear to be sigils of some sort.

Balam Chac (Jaguar Form)

A large spotted jungle feline stares out from the foliage, brilliant in its markings but with eyes that belie intellect.

Balam Chac (Godlike Jaguar Form)

Immense power radiates out from this enormous jaguar as it stands atop ancient ruins beyond which lie only endless, shadowy jungle.

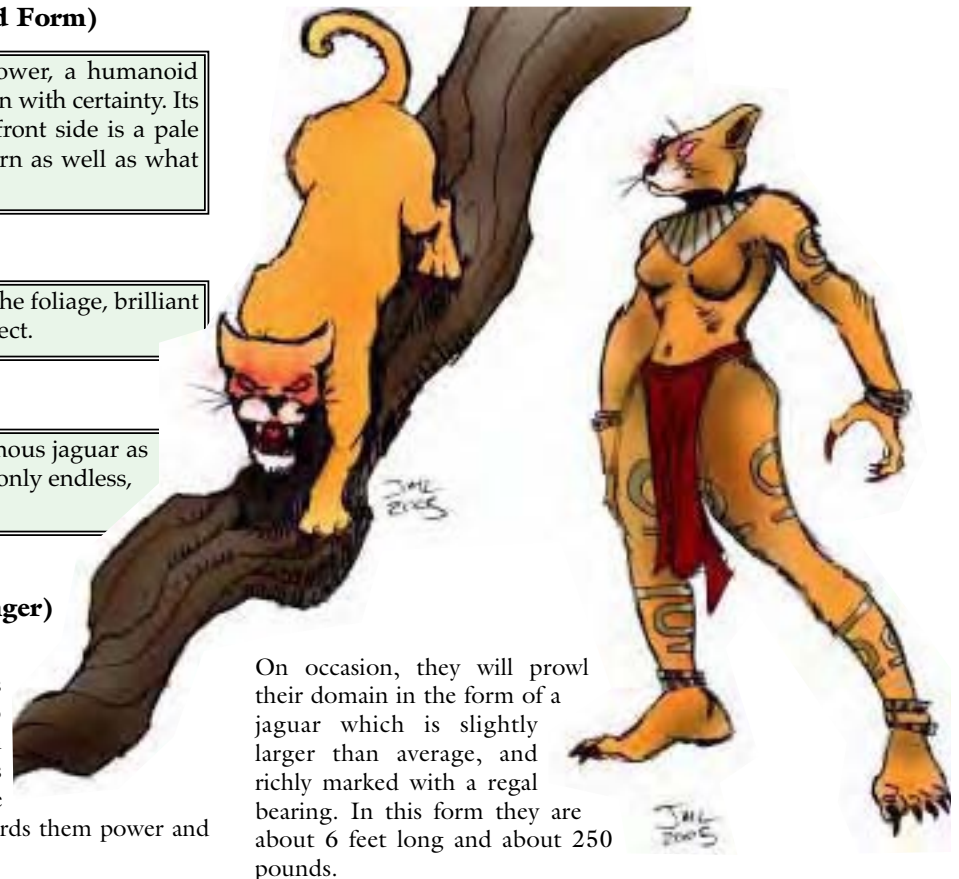
Balam Chac

Outsider (Evil, Extraplanar, Shapechanger)

General

The balam chac are god-like extraplanar beings that set themselves up on the Material Plane to be worshiped by human or humanoid tribes in the deep seclusion of tropical jungles. Followers sacrifice treasure, plants, animals, and one another to appease their god, who in turn affords them power and protection.

The balam chac are most commonly found in their humanoid form which resembles a powerfully built human with a feline head and clawed hands. In this form they stand from 6 to 7 feet tall and weigh between 250 to 350 pounds. They often dwell in massive stone temples built for their pleasure by their followers.



On occasion, they will prowl their domain in the form of a jaguar which is slightly larger than average, and richly marked with a regal bearing. In this form they are about 6 feet long and about 250 pounds.

Lastly, at will, but especially when angered or threatened, the balam chac can take the form of a huge jaguar god. This form is 20 feet tall at the shoulder, 25 feet long, and is colored so brilliantly that its markings seems to glow.

Balam Chac...Continued

Humanoid Jaguar Hybrid Form (Shapechanger): Medium Outsider	Jaguar Form Medium Outsider	Godlike Jaguar Form Gargantuan Outsider
Hit Dice: 22d8+88 (187 hp)	22d8+88 (187 hp)	22d8+198 (297 hp)
Initiative: +10	+10	+10
Speed: 40 ft. (8 squares)	50 ft. (10 squares), climb 20 ft.	50 ft. (10 squares), climb 20 ft.
Armor Class: 33 (+10 Dex, +13 natural), touch 20, flat-footed 23	33 (+10 Dex, +13 natural) touch 20, flat-footed 23	31 (-4 size, +10 Dex, +15 natural) touch 16, flat-footed 21
Base Atk/Grapple: +22/+25	+22/+27	+22/+46
Attack: +1 Keen Dagger +26 melee (1d4+4/17-20) or Bite +25 melee (1d8+3)	Claw +27 melee (1d8+5)	Claw +30 melee (3d8+12)
Full Attack: +1 Keen Dagger +26/+21/+16/+11/+6 melee (1d4+4/17-20) or 2 claws +25 melee (1d8+3) and bite +23 melee (2d6+1)	2 Claws +27 melee (1d8+5) and bite +25 melee (2d6+2)	2 Claws +30 melee (3d8+12) and bite +28 melee (4d6+6)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.	20 ft./15 ft.
Special Attacks: Sacrificing Strike, spell-like abilities	Pounce, improved grab, rake 1d8+2, spell-like abilities	Pounce, improved grab, rake 3d8+6, frightful presence, swallow whole, spell-like abilities
Special Qualities: Alternate Form, damage reduction 15/cold iron, darkvision 60 ft., spell resistance 30	Alternate Form, damage reduction 15/cold iron, darkvision 60 ft., spell resistance 30	Alternate Form, damage reduction 15/cold iron, darkvision 60 ft., spell resistance 30
Saves: Fort +17, Ref +23, Will +18	Fort +17, Ref +23, Will +18	Fort +22, Ref +23, Will +18
Abilities: Str 16, Dex 31, Con 18, Int 16, Wis 21, Cha 23	Str 20, Dex 31, Con 18, Int 16, Wis 21, Cha 23	Str 34, Dex 31, Con 28, Int 16, Wis 21, Cha 23
Skills: Balance +37, Climb +28, Hide +35, Jump +34, Knowledge (arcana) +21, Knowledge (planes) +19, Knowledge (religion) +19, Listen +32, Move Silently +35, Spellcraft +30, Spot +32, Tumble +37	Balance +45, Climb +38, Hide +39, Jump +48, Knowledge (arcana) +21, Knowledge (planes) +19, Knowledge (religion) +19, Listen +32, Move Silently +39, Spellcraft +30, Spot +32, Tumble +37	Balance +45, Climb +45, Hide +27, Jump +55, Knowledge (arcana) +21, Knowledge (planes) +19, Knowledge (religion) +19, Listen +32, Move Silently +39, Spellcraft +30, Spot +32, Tumble +37
Feats: Alertness ^B , Awesome Blow, Combat Reflexes, Cleave, Craft Wondrous Item, Multiattack, Power Attack, Run, Snatch	Alertness ^B , Awesome Blow, Combat Reflexes, Cleave, Craft Wondrous Item, Multiattack, Power Attack, Run, Snatch	Alertness ^B , Awesome Blow, Combat Reflexes, Cleave, Craft Wondrous Item, Multiattack, Power Attack, Run, Snatch
Environment: Warm Forests	Warm Forests	Warm Forests
Organization: Solitary	Solitary	Solitary
Challenge Rating: 18	18	18
Treasure: Double coins & items, standard goods	Double coins & items, Standard goods	Double coins & items, standard goods
Alignment: Always neutral evil	Always neutral evil	Always neutral evil
Advancement: --	--	--
Level Adjustment: --	--	--

They speak Abyssal, Common, Celestial, Druidic, Infernal and Sylvan as well as any languages local to their current domain.

Combat

Balam chac typically rely on their zealous worshippers to keep them separated from combat, using their spell-like abilities to assist where they can. Should the fight actually reach them, they will fight one or two enemies while in humanoid form, or larger groups in godlike jaguar form where they can swallow multiple foes. If injured below half their hit points, they will *plane shift* to escape, returning after healing themselves and their opponents have relaxed their guard slightly. If an opponent happens to be swallowed at the time, they

are allowed a DC 20 Will save to avoid *plane shifting* with them. Should the swallowed opponent then either cut their way out or climb back out, chance are they will be left to fend for themselves on the balam chac's home plane of evil comprised of a massive twisted jungle. Repeated applications of the *summon nature's ally V* works well to soften up most would be adversaries. A balam chac's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Alternate Form (Su): Shifting to an alternate form is a standard action that does not provoke attacks of opportunity. Anything a balam chac is wearing at the time of a change will be absorbed into

Balam Chac...Continued

the new form. When changed back, the items will again appear and be available. Balam chac may use their spell-like abilities in any form.

Frightful Presence (Ex): When in its godlike jaguar form, the balam chac's presence is fearsome indeed. Creatures within 180 feet of the balam chac with fewer hit dice than it must make a DC 27 Will save. If they fail, those creatures with 4 or less HD are panicked for 4d6 rounds, and those with greater than 4 HD are shaken for 4d6 rounds. After a successful saving throw however, a creature is immune to the effect for the next 24 hours. This is a mind affecting fear effect and its save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the balam chac must hit with its bite attack while in jaguar or godlike jaguar form. 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 with its mouth and can rake its opponent with back claws or attempt to swallow the victim whole on the next round. It can only use this ability against foes of one size category less than it or smaller.

Pounce (Ex): In either size jaguar form, the balam chac can make a full attack, including 2 rake attacks with rear claws, after a charge. Raking attacks cannot be brought to bear on creatures more than 2 sizes smaller than the balam chac's current form.

Rake (Ex): Attack bonus as claws, damage based on size, as above. Normally, a monster can attack with only one of its natural weapons while grappling, but a balam chac in either jaguar form gains two additional claw attacks that it can use only against a grappled foe or on a pounce. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A balam chac must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn (with the exception being on a pounce attack).

Sacrificing Strike (Ex): When striking with a bladed weapon in its hybrid form, the balam chac can sometimes make a killing strike. Any critical hit in combat is a killing strike. If the critical hit is confirmed the creature must make a DC 24 Fortitude save or die. The save DC is Strength-based. This ability only works on the first critical hit a balam chac makes each round.

Spell-Like Abilities: At will- *charm animal* (DC 16), *call lightning* (DC 18), *dominate person* (DC 20), *fog cloud*, *flaming sphere* (DC 17), *plane shift*, *plant growth*, *summon nature's ally V*; 3/day – *baleful polymorph* (DC 20), *creeping doom*, *greater dispel magic*, *heal*, *true seeing*; 1/day – *control weather*, *earthquake*, *elemental swarm*, *storm of vengeance*. Caster Level 20th. Save DCs are Wisdom-based.

Swallow Whole (Ex): If a balam chac in godlike jaguar form begins its turn with an opponent held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to size huge and is considered to be grappled, while the balam chac is not. Swallowed creatures take 2d8+12 bludgeoning damage and 12 points of acid damage per round.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon by doing 25 points of damage striking against AC 17 with a -4 penalty to hit while grappling, or it can just try to escape the grapple and climb back into the mouth where it can be bitten or swallowed again. Should the victim chose the light weapon

route, they will need to succeed at a grapple check to draw it if it is not already in hand when swallowed.

Skills: In either jaguar form, balam chac gain a +8 racial bonus to Balance, Climb and Jump checks and a +4 racial bonus to Hide and Move Silently checks. It can always choose to take a 10 on a Climb check, even when rushed or threatened.

Ecology

Capable of taking the shape of a feline humanoid, a normal appearing jaguar, or an immense godlike jaguar, a few of these outsiders travel between the Material Plane and their home evil-aligned plane, creating cults about them from the local population. Their cults are focused on jaguar worship and human sacrifice, feeding the hearts of those sacrificed to the balam chac indwelling at the temple.

Balam chac do not need to eat, but instead choose to eat, taking pleasure in so doing.

Knowledge Suggestions

Balam Chac DC	Knowledge (planes) check results
10	This being of power is know as a balam chac, an outsider from a far realm.
15	It has the ability to shapeshift between a hybrid humanoid jaguar form, a regular jaguar form and an immense godlike jaguar form.
20	While in its immense godlike jaguar form, it generates fear all around it and can swallow opponents whole.
25	It is highly resistant to weapon damage and to most types of spells. Weapons made of cold iron however do it the most harm.
30	It has access to many powerful spell-like abilities including shifting between planes, summoning great beasts, elementals and swarms, causing earthquakes and controlling the weather.
35	While in its humanoid/jaguar hybrid form it can make killing strikes with any bladed weapon.
40	It usually comes to this plane in jungles where jaguars live, creating a cult around itself from the native peoples and being worshiped as a god.

Notes & Game Balance

The concept was developed from the Mayans and their many carvings of jaguars and jaguar priests. The balam chac had to be godlike, but less than epic to keep in line with the scope of this project. As a result, they were loosely modeled after the nightstalkers with a far more appropriate spell list and multiple forms to represent more the feel of what should be worshiped.

Their close ties to nature, ability to shift form especially into a massive jaguar and control of the elements made them a great candidate to develop jungle cults around. For a jungle style campaign, they would make a great final fight before heading into epic levels.

Banyaba (Fey)



The soft sounds of childish laughter echo around the grove, and a small, female figure can be seen dancing amongst the trees. Her large, emerald eyes take up most of her small, elfin face. Her sharply canted ears poke out from a mass of dark green curls woven through with flowers and leaves, cascading over pale green shoulders. The trees around her seem to bend and sway in time with her movements, catching her up gently in their boughs as she leaps from branch to branch.

Banyaba Small Fey

Hit Dice:	5d6 (17 hp)
Initiative:	+9
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 size, +5 Dex, +2 natural) touch 16, flat-footed 13
Base Atk/Grapple:	+2/-4
Attack:	Dagger +1 melee (1d3-2/19-20) or dagger +8 ranged (1d3-2/19-20) or sling +8 ranged (1d3-2)
Full Attack:	Dagger +1 melee (1d3-2/19-20) or dagger +8 ranged (1d3-2/19-20) or sling +8 ranged (1d3-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate tree, spell-like abilities
Special Qualities:	Aura of innocence, damage reduction 5/cold iron, heart of the grove, low-light vision, spell-like abilities, wild empathy
Saves:	Fort +1, Ref +9, Will +6
Abilities:	Str 6, Dex 20, Con 10, Int 12, Wis 14, Cha 16
Skills:	Climb +13, Escape Artist +13, Hide +17, Knowledge (nature) +6, Listen +12,

Move Silently +13, Spot +12,
Survival +7

Feats:	Alertness, Improved Initiative
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class
Level Adjustment:	--

General

A banyaba (plural banyabi) appears to be a small, female child with fine, elvish features. Her ears and eyes are overly large for her face, the ears rising in a sharp point, the eyes resembling deep green emeralds. Her skin is pale green, and her hair is an unruly dark green, almost black, mass of curls cascading over her shoulders and often matted with twigs and flowers.

Distantly related to dryads, banyabi do not have a host tree so much as a grove of anywhere from 1 to 5 trees. They can pass through plants by stepping into any one tree in the grove, and out of another, but only through a tree marked as one of their own. They can also animate any one of their trees to defend the grove, and can change them as needed.

They stand about 3 feet tall and weigh roughly 25 to 30 pounds with a small and slight frame.

Banyabi speak Sylvan, and sometimes Elven.

Combat

A banyaba rarely enters melee combat, preferring to use charmed allies or to animate one or more of her trees to fight for her while she attacks from a distance with her spell-like abilities and ranged weapons.

Animate tree (Sp): As a standard action, a banyaba can animate one of her grove trees. The tree acts as a Large animated object as per the *animate plants* spell at caster level 5, but limited to the banyaba's grove trees. The tree acts on the banyaba's initiative count the round following its animation, although typically she will have one tree animated before any encounter begins.

Aura of Innocence (Su): A banyaba is constantly surrounded by the aura of child-like innocence similar in effect to a *sanctuary* spell at caster level 5. She cannot be targeted by melee or ranged attacks, spells, or effects unless the targeting creature succeeds on a DC 15 Will save, or if the banyaba herself attacks the targeting creature (including attack spells). The save DC is Charisma-based.

Banyaba...Continued

Heart of the Grove (Su): A banyaba is mystically bound to her grove consisting of up to 1 tree per hit die. The trees must be of similar type and no two trees may be more than 100 feet apart from each other. This mystical bond allows her to *tree stride* at will between them, grants her fast healing 1 per bonded tree, and grants a +1 divine bonus to all saves per two trees. As this save bonus will vary, it is not currently included in her statistics listed above. Unlike a dryad, a banyaba is not limited by distance from her grove aside from the limits of the forest or jungle the grove is in. A banyaba is also not slain by the death of her grove, just severely weakened until she can bond with another grove, which takes years.

Spell-Like Abilities: At will - *entangle* (DC 13), *speak with plants* and *charm person* (DC 13). Caster level 5th. The save DCs are Wisdom-based.

Wild Empathy (Ex): A banyaba can improve the attitude of an animal similar to a Diplomacy check made to improve the attitude of a person. She rolls 1d20+8 to determine the wild empathy check result. If she has class levels in druid or ranger, those levels stack with the bonus she already has. She can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Skills: Banyabi can use their Strength or Dexterity modifier for Climb checks, whichever is higher.

Ecology

Kin to dryads and yet quite different from them, the banyaba is the caretaker and protector of the jungles as well as the spirit of the jungle made manifest. Child-like in nature as well as in appearance, the banyaba is the untamed, untouched and uncivilized heart of the jungle, forever young and carefree but capricious and temperamental. A banyaba is not born of flesh and blood, but more of need. Some sages have mistaken banyabi for the children they most resemble somehow having adapted to surviving in the jungle by becoming more feral like the animals they run with. However, this does not explain why banyabi are exclusively female nor why they never seem to age as a single banyaba may be encountered by several generations of tribesfolk.

A banyaba is a fey bound to several trees, usually large banyan like trees, and draws her power and strength from them. Several banyabi may protect an entire jungle, each tied to her own grove, but no two will ever encounter each other or be encountered together even though each will be aware of the other and will communicate through trees and undergrowth. A banyaba can choose to eat and sleep but does not need to as she draws sustenance and energy through her bond with her trees.

Notes & Game Balance

Dryads are likable. The concept of a forest protector able to step into one tree or out of another is excellent, and when combined with archery skills, could be established as a strong ranger class character, if she weren't tied down to her tree. This tie seems to be a huge limiter, and yet they don't gain a lot from it. The banyaba is modeled after a dryad, but instead of just one tree, she is bonded to several, decreasing her vulnerability and actually gaining decent benefits from them.

As far as the child-like appearance, the appearance of innocence could lead others to underestimate her powers, expecting more of a dryad type encounter. As with many things adapted to the jungle, banyabi have the strength to manage in harsh conditions. A challenge rating of 5 fit for the banyaba for three reasons: lack of any personal combat ability, most of her magic is directly linked to her trees and each animated large tree counts as a CR 3 on its own. Kill any of her trees and her power weakens but then a larger combat ensues as the remaining trees are mobilized to one purpose...ejecting the interlopers.

Knowledge Suggestions

Banyaba DC	Knowledge (nature) check results
10	This child-like woodland being is a fey known as a banyaba.
15	She can cause trees within her grove to 'come to life' and defend her.
20	Like many fey creatures, she has spell-like abilities tied to charm and nature.
25	Although she appears child-like, the innocence she projects is actually a magical ability much like the <i>sanctuary</i> spell.
30	She can travel through all the trees in her grove just by stepping into one and out of another.
35	She is resistant to all weapons save those made from cold iron.
40	A banyaba draws strength and healing from her grove. She is similar to the dryad in being bound to trees, but instead of one, there are several and destroying them is one way to defeat her.



Baya Tumbili (Undead)



Standing seven feet tall, the baya tumbili is more massive than a typical silverback gorilla, its frame rippling with muscle and power, its bloodshot eyes full of intelligence and hate. Its mandible is exaggerated, with sharp dagger sized teeth jutting upward. The creature, though simian in appearance, stands a little straighter and taller than a normal ape. Flies buzz around the creature's body, attracted by the putrid smell of decay rising from its core.

General

The baya tumbili is an ancient malevolent spirit that wanders the jungle in search of living humanoids to torture and kill. It is said that it was once a flesh and blood creature, an awakened ape turned into an undead monster by a powerful evil druid researching necromantic rituals. However, the baya tumbili proved to be too chaotic and too unstable for even the druid to tolerate. Its master destroyed its pet's body while it was on the Material Plane, and then set in place powerful wards that prevented the creature's essence from reconstituting itself back on the druid's home plane.

Trapped on the Material Plane, the creature wanders the jungle, an incorporeal being full of rage at its imprisonment. Because of the creature's simian heritage, it discovered that it could possess the body of an ape. Once possessed, the host body transforms into a semblance of the creature's former self. The process takes one week to complete. Once reconstituted, the baya tumbili will set about dominating a troop of apes, transforming some into spawn while keeping others as mindless slaves. It will purposely keep at least one normal ape in reserve though in case its current host body is destroyed.

A baya tumbili in incorporeal form has no weight and occupies a 10x10 foot square. In possessed ape form it is 6 to 7 feet tall and weighing 400 to 600 pounds. Its coloring ranges from brown to black depending on the ape it is currently possessing.

A baya tumbili speaks Common and Sylvan.

Combat

The baya tumbili does not possess any special attacks aside from 'possess ape' while in its incorporeal form.

Blood Drain (Ex): A baya tumbili can suck blood from a living victim with its fangs by making a successful pin attempt within a grapple. If it succeeds, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the baya tumbili gains 5 temporary hit points per point of Constitution drained. Temporary hit points gained in this fashion last for 1 hour.

Create Spawn (Su): A ape slain by a baya tumbili's energy drain rises as a spawn (see the baya tumbili spawn entry) 1d4 days later. If the baya tumbili instead drains the ape's Constitution to 0 or lower, the ape returns as a spawn only if it had 4 or less hit dice. An ape with greater than 4 hit dice cannot be transformed into a spawn in this manner. In either case, the new spawn is under the command of the baya tumbili that created it and remains enslaved until its master's destruction. At any given time a baya tumbili may have enslaved spawn totaling no more than twice its own hit dice. Spawn cannot be freed from its master's will. If the baya tumbili's physical form is destroyed, the spawn begin to degenerate and crumble to dust 6 rounds later.

Damage Reduction (Su): A baya tumbili has damage reduction 10/silver and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate Apes (Su): A baya tumbili can dominate the will of another ape just by looking into its eyes. This is similar to a gaze attack, except that it must use a standard action, and those merely looking at it are not affected. Any ape the baya tumbili targets must succeed on a DC 14 Will save or fall instantly under its influence as though by a *dominate animal* spell (caster level 12th) with the following differences: the ability has a range of 60 feet and has a duration of one week. This save is Charisma-based.

Energy Drain (Su): Living creatures hit by a baya tumbili's slam attack or natural weapons gain two negative levels. The DC is 14 for the Fortitude save to remove the negative levels. For each negative level bestowed, the baya tumbili gains 5 temporary hit points. Temporary hit points gained in this fashion last for 1 hour. A baya tumbili can use its energy drain ability once per round. This save DC is Charisma-based.

Expulsion (Ex): If a baya tumbili's corporeal form is slain, the body crumbles to dust and the incorporeal form is forced out and occupies the same squares as the body's remains. The incorporeal form has full hit points when forced out.

Fast Healing (Ex): A baya tumbili heals 5 points of damage each round so long as it has at least 1 hit point. If reduced below 0 hit points in combat when in possessed ape form, the host is destroyed and its body crumbles away into dust. The incorporeal form then rises to seek out a new host. If the baya tumbili is in its incorporeal form and is brought below 0 hit points, it dissipates seemingly destroyed, but then reforms an hour later.

Fear Aura (Su): The use of this ability is a free action. The aura functions as a *fear* spell (caster level 6th), with an area of effect of 5

Baya Tumbili...Continued

	Incorporeal Form Large Undead (Incorporeal)	Possessed Ape Form Large Undead	Baya Tumbili Spawn Large Undead
Hit Dice:	6d12+3 (42 hp)	6d12+3 (42 hp)	4d12+3 (29 hp)
Initiative:	+8	+8	+8
Speed:	Fly 30 ft. (perfect) (6 squares)	30 ft. (6 squares), climb 30 ft.	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (-1 size, +4 Dex, +1 deflection), touch 14, flat-footed 10	22 (-1 size, +4 Dex, +9 natural), touch 13, flat-footed 18	20 (-1 size, +4 Dex, +7 natural), touch 13, flat-footed 16
Base Atk/Grapple:	+3/--	+3/+15	+2/+14
Attack:	--	Claw +10 melee (1d6+8) or slam +10 melee (1d8+8 plus energy drain)	Claw +9 melee (1d6+8) or slam +9 melee (1d8+8 plus energy drain)
Full Attack:	--	2 Claws +10 melee (1d6+8) and bite +5 melee (1d6+4) or slam +10 melee (1d8+8 plus energy drain) and bite +5 melee (1d6+4)	2 Claws +9 melee (1d6+8) and bite +4 melee (1d6+4) or slam +9 melee(1d8+8 plus energy drain) and bite +4 melee (1d6+4)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Possess ape	Blood drain, create spawn, dominate apes, energy drain	Blood drain, energy drain
Special Qualities:	Damage reduction 10/silver and magic, fast healing, fear aura, heightened senses, incorporeal traits, resistances, turning immunity, undying, undead traits, weaknesses	Damage reduction 10/silver and magic, fast healing, fear aura, heightened senses, resistances, turning immunity, undying, undead traits, weaknesses	Damage reduction 10/silver, fast healing, heightened sense, resistances, turning resistance, undead traits, weaknesses
Saves:	Fort +2, Ref +8, Will +7	Fort +2, Ref +8, Will +7	Fort +1, Ref +7, Will +6
Abilities:	Str --, Dex 19, Con --, Int 12, Wis 14, Cha 12	Str 27, Dex 19, Con --, Int 12, Wis 14, Cha 12	Str 27, Dex 19, Con --, Int 4, Wis 14, Cha 11
Skills:	Bluff +11, Climb +17, Hide +16, Listen +20, Move Silently +20, Search +10, Sense Motive +11, Spot +20	Bluff +11, Climb +25, Hide +16, Listen +20, Move Silently +20, Search +10, Sense Motive +11, Spot +20	Bluff +4, Climb +17, Hide +4, Listen +11, Move Silently +8, Search +1, Sense Motive +6, Spot +11
Feats:	Alertness, Combat Reflexes ^B , Dodge ^B , Improved Initiative ^B , Lightning Reflexes ^B , Power Attack, Toughness	Alertness, Combat Reflexes ^B , Dodge ^B , Improved Initiative ^B , Lightning Reflexes ^B , Power Attack, Toughness	Alertness, Improved Initiative ^B , Lightning Reflexes ^B , Toughness
Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary	Solitary	Solitary or pack (2-12)
Challenge Rating:	10	10	7
Treasure:	Double standard	Double standard	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	7-12 HD (Large); 13-20 HD (Huge)	7-12 HD (Large); 13-20 HD (Huge)	--
Level Adjustment:	--	--	--

feet. The duration of the effect is 6 rounds. A DC 14 Will save negates this effect. This is a mind affecting fear affect. The save DC is Charisma-based.

Heightened Senses (Ex): Its simian heritage grants the baya tumbili low-light vision as well as the scent ability, while its undead ancestry grants it darkvision 60 feet. In its incorporeal state, the baya tumbili loses the scent ability.

Incorporeal Traits: Includes harmed only by other incorporeal creatures, magic weapons, spells, spell-like and supernatural abilities; Immune to all non-magical attack forms; 50% chance to ignore damage from all qualifying corporeal sources; can pass through solid objects; ignores armor, natural armor and shields; cannot be grappled or tripped; moves completely silent and cannot be heard unless it chooses; scent and blindsight are either fully or partially ineffective

against them; innate sense of direction and can move full speed even when they cannot see.

Possess Ape (Su): In its incorporeal state, the baya tumbili is silent and incapable of affecting the physical world. It can neither attack nor influence others on the physical plane, with one exception: the baya tumbili can automatically possess the body of any normal adult ape that comes within 30 feet. If it should try to possess an awakened ape, the targeted creature is given a DC 14 Will save in order to resist. If it succeeds, the baya tumbili cannot attempt to possess that ape again for 24 hours. This save DC is Charisma-based.

Resistances (Ex): A baya tumbili has resistance to cold 10 and electricity 10.

Turning Immunity (Ex): A baya tumbili cannot be turned, rebuked, destroyed or commanded.

Baya Tumbili...Continued

Baya Tumbili Spawn (Undead)

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Undying (Ex): Only two ways exist to destroy the baya tumbili completely: A *holy word* spell or an *undeath to death* spell cast by a cleric of 16th level or higher. In both cases, the spell must be cast on the incorporeal form of the baya tumbili.

Skills: Due to its simian heritage, the baya tumbili has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened. It also has a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Weaknesses: The baya tumbili has certain weaknesses in common with a vampire, but not all. For example, it recoils from a mirror or a strongly presented holy symbol. These things don't harm the creature – they merely keep it at bay. A recoiling baya tumbili must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding the baya tumbili at bay takes a standard action. Exposing the baya tumbili to direct sunlight disorients it: It can take only a single move action or attack action and its host body is destroyed utterly in the next round if it cannot escape. Given that the jungle canopy often blocks direct sunlight from piercing through, it rarely has to concern itself with this vulnerability. It is however able to cross running water and enter buildings without permission of the owner.

Ecology

The baya tumbili is a creature filled with rage and a desire to take that anger out on any humanoid unfortunate enough to cross its path. It is bestial, yet intelligent. It enjoys torturing others. Nevertheless, the creature does not go looking for confrontation. Its preferences are to find a secluded area in the wilderness and surround its lair with spawn and normal ape thralls. It would just as soon be left alone. It requires neither food, sleep nor air due to its undead state. It has only one true desire: to return to its plane of origin and take vengeance on its former master, or any druid for that matter.

Notes & Game Balance

“Baya Tumbili” is the combination of the Swahili words for “nasty” and “ape”. There is only one baya tumbili, although the party members do not necessarily know this. Thus, the GM could have some fun taunting the player characters with repeated encounters with the creature, who would surely remember them from previous encounters. In order to maintain the illusion that there is no connection between the “different baya tumbili”, the GM may wish to consider keeping the incorporeal form of the creature out of sight by having it sink into the ground when the body disintegrates, at least for the first few encounters.

Also, the GM may wish to consider giving the baya tumbili experience and then advance the creature a hit die or so, to keep pace with the party members as they progress and become stronger. Also, given the similarities and the differences with the vampire template, the GM can have some fun keeping the players guessing at just what it is they are dealing with. For instance, after observing several vampire-like traits, the party might assume that the baya tumbili can't follow them into a building without permission. That of course would be a mistake.

Knowledge Suggestions

Baya DC	Knowledge (religion) check results
10	This is no normal ape, but rather an undead spirit known as a baya tumbili.
15	It induces fear in those near to it, and can smell that fear from a distance.
20	It can drain life essence (energy levels) with its slam attacks, and health (Constitution) with its blood draining fangs.
25	It is resistant to cold, electricity and any weapons that are not both enchanted and made from silver.
30	It shares many of the vampires weaknesses including direct sunlight but excluding running water.
35	Although like a vampire in its ability to dominate apes and create spawn, it is different in that it is immune to turning.
40	A baya tumbili is an undying spirit of rage that possesses apes, creates a troupe of spawn and thralls, and kills all humanoids it finds violently. The only hope to destroy it is in a <i>holy word</i> or <i>undeath to death</i> cast by a 16th or higher level cleric.

The spawn look similar to the baya tumbili, although they do not exude the same degree of raw malevolent power that the master creature does.



Baya Tumbili Spawn

Large Undead (See previous chart for stats)

General

Baya tumbili spawn are apes that have been turned into undead spawn. They appear as ragged apes stinking of death and staring with bloody eyes.

They stand 5 1/2 to 6 feet tall, weigh around 300 to 400 pounds, and range in coloration from brown to black.

Combat

Spawn tactics are basic. Either follow the explicit commands of the baya tumbili, or attack all foes in a violent and chaotic fashion occasionally stopping to drink a victims blood before seeking more carnage.

Blood Drain (Ex): A spawn can suck blood from a living victim with its fangs by making a successful pin attempt in a grapple. If the pin is successful, it drains blood dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the spawn gains 5 temporary hit points. Temporary hit points gained in this fashion remain for 1 hour.

Damage Reduction (Su): A spawn has damage reduction 5/ silver. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Baya Tumbili Spawn...Continued

Colony Spiders (Vermin)

Energy Drain (Su): Living creatures hit by a spawn's slam attack or natural weapons gain one negative level. The DC is 12 for the Fortitude save to remove the negative levels. For each negative level bestowed, the spawn gains 5 temporary hit points. A spawn can use its energy drain ability once per round. The save DC is Charisma-based.

Fast Healing (Ex): A spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced below 0 hit points, its body crumbles away into dust.

Heightened Senses (Ex): Its simian heritage grants the spawn low-light vision as well as the scent ability, while its undead state grants it darkvision 60 feet.

Resistances (Ex): A spawn has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A spawn has a turn resistance +4.

Skills: Due to its simian heritage, the spawn has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened. The spawn also has a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Weaknesses: The spawn has the same weaknesses and vulnerabilities as its baya tumbili master.

Ecology

While smarter than a typical ape, the spawn of the baya tumbili is still bestial and primitive. It obeys the commands of its creator. The spawn are extensions of the baya tumbili's evil, and cannot exist if the baya tumbili's host body is destroyed. Being undead, they do not require sleep, food or air. They have no agenda of their own, although since they are creations of the baya tumbili, they too are hateful and cruel.

Colony Spiders

Tiny Vermin

Hit Dice: 1/2 d8+1 (3 hp)

Initiative: +3

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

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

Base Atk/Grapple: +0/-11

Attack: Bite +5 melee (1d3-3 plus poison)

Full Attack: Bite +5 melee (1d3-3 plus poison)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: Poison, web

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

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

Abilities: Str 4, Dex 16, Con 12, Int 2, Wis 12, Cha 2

Skills: Climb +11, Hide +17, Jump +7,
Move Silently +9, Spot +13

Feats: Stealthy, Weapon Finesse^B

Knowledge Suggestions

Spawn DC	Knowledge (religion) check results
10	This is no normal ape, but rather an undead spawn.
15	It was created by a master undead known as a baya tumbili.
20	It can drain life essence (energy levels) with its slam attacks, and health (Constitution) with its blood draining fangs.
25	It is resistant to cold, electricity and any weapons that are not made from silver.
30	It shares many of the vampires weaknesses including direct sunlight but excluding running water.
35	It heals rapidly and is resistant but not immune to being turned.
40	Baya tumbili spawn will crumble to dust if their master is slain.

Notes & Game Balance

As with most spawn, these creatures are weaker versions of the original baya tumbili. If the GM wishes the baya tumbili to be a recurring opponent, he or she may wish to consider using the spawn statistics for the initial baya tumbili, and then have it develop into the full version as it gains experience. The initial encounter with the baya tumbili would therefore be only with a solitary creature. With subsequent encounters, the creature's minions would grow in number while the host creature itself grew in power.

Environment: Warm forests

Organization: Colony (5-50)

Challenge Rating: 1/3

Treasure: None

Alignment: Neutral

Advancement: --

Level Adjustment: --

General

Colony spiders are dangerous for one reason: they possess intellect. Not incredibly intelligent, they are about as smart as a dog which is monumental compared to their unenlightened cousins.

A colony spider's body is about 10 inches long and it weighs just over a pound. It usually has a green or brown body with markings ranging from yellow to red.

Colony spiders speak no language, but can communicate with each other in a rudimentary fashion.

Colony Spiders...Continued



The small, brightly colored arachnid is barely the size of a human hand.

Combat

Colony spiders spin webs and wait in hiding. They attack as a pack, not unlike wolves and possess a feral cunning. Their poison is not as strong as standard monstrous spiders, nor can they throw their webs like a net, but several spiders will work in concert to bring down larger prey for the benefit of the colony.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1 point of Strength. The save DC is Constitution-based.

Tremorsense (Ex): A colony spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the colony spider's web.

Vermin Traits: Includes darkvision 60 ft.; Colony spiders lose their mindless trait due to their intellect.

Web (Ex): Colony spiders often wait in their webs or in trees and then lower themselves, just like monstrous spiders. A single strand is strong enough to support the spider and one other tiny or smaller creature.

Though they are not as adept web-spinners as monstrous spiders, several colony spiders often work together to create sticky sheets of webbing 5 feet across. These are usually placed to ensnare flying creatures, but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become entangled.

As a standard action an entangled creature may attempt to break free with a DC 11 Escape Artist check or DC 15 Strength check. The DCs are Constitution-based and the Strength check DC includes a +4 racial bonus. A creature with something to walk on or grab on to gains a +5 bonus to either check. Each 5-foot section has 2 hit points and damage reduction 5/-.

A colony spider can move across any web created by its colony at its climb speed and can pinpoint the location of any creature touching the web.

Skills: Colony spiders have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Climb. They can always choose to take 10 on Climb checks, even if rushed or threatened. Colony spiders use either their Strength or Dexterity modifier on Climb checks, whichever is better. They also have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks.

Ecology

These spiders gained the gift of intellect from their ancestor, a wizard's familiar. Through some fluke, a batch of its eggs hatched intelligent spiders. The wizard made note of it but was otherwise unconcerned, and in the wild these spiders prospered to the point where they are now in abundance.

Colony spiders feed on whatever animals they can catch. Through teamwork they are capable of bringing down some big game. More than one human has had its juices sucked out.

Knowledge Suggestions

Spider DC	Knowledge (nature) check results
10	These spiders are intelligent and known as colony spiders.
15	They work together as a group to bring down large foes in their webs.
20	Their poison weakens a foe to the point where it can no longer move.
25	They can detect movement on the ground up to 60 feet away, and movement in their webs at any distance as long as they touch it.
30	Their webs are hard to see but easy to break free from.
35	Having intellect, they are no longer immune to mind-affecting effects.
40	They evolved from the mating of a wizard's familiar and native spiders.

Notes & Game Balance

Colony spiders, even with intelligence, are only marginally more powerful than Tiny monstrous spiders. At that low a CR though, any change is a change. So they were bumped up to 1/3 instead of 1/4.

Creeper Cat (Magical Beast)



Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

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

Level Adjustment: --

General

Creeper cats are silent, nearly invisible stalkers of the jungles. Their green hide and brown stripes similar to a tiger's, allow them to blend well into their surroundings. Even more remarkable is their ability to alter the color of their hides, similar to a chameleon, allowing them to hide in plain sight while surrounded by the trees, undergrowth, and grasses of the jungle. Their colors are constantly shifting, making it hard to track them even in combat and in effect blurring them to the naked eye.

Creeper cats closely resemble tigers, but are about half the size being 2 feet at the shoulder, 5 feet long and roughly 150 to 250 pounds.

Creeper cats do not speak, but understand limited common.

Combat

Creeper cats prefer to stalk their prey, taking advantage of their coloration and chameleon

ability to close in on their prey before pouncing.

Chameleon (Su): A creeper cat's fur is constantly shifting colors as it moves, allowing it to blend with its background even as it attacks. This is a blur effect, granting the creeper cat 20% concealment.

***Hide in Plain Sight (Su):** The creeper cat's natural coloration combined with its chameleon ability grants it a +10 racial bonus to Hide checks in natural terrain, and it can Hide even while being observed.

Improved Grab (Ex): To use this ability, a creeper cat must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. This ability only works on opponents of at least one size smaller than the creeper cat.

Pounce (Ex): If a creeper cat charges a foe, it can make a full attack at the end of the charge, including two rake attacks.

Rake (Ex): Attack at +8 melee, damage 1d6+3. Normally, a monster can attack with only one of its natural weapons while grappling, but a creeper cat gains two additional claw attacks that it can use only against a grappled foe or on a pounce. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creeper cat must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn (with the exception being on a pounce attack).

Skills: Creeper cats have a +4 racial bonus on Balance, Climb, Hide and Move Silently checks.

Ecology

Sometimes creatures evolve out of necessity in order to survive, gaining offensive or defensive abilities that either make it better at hunting its prey, or better at hiding from predators. Sometimes creatures evolve because magic makes them do so. The creeper cat is the latter, a deadly hunter with the ability to blend so well into its background that it becomes virtually invisible. A person would never even know if they were sitting right next to the beast until it tears out their throat. Like

A sudden silence permeates the jungle, the animals aware of a predator's presence even as it remains unseen. Something stalks in the underbrush, invisible until the moment claws and fangs flash by in a blur of motion. A black-striped tigerlike jungle cat appears just long enough to strike, and then just as quickly fades back into the jungle.

Creeper Cat

Medium Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 Dex, +3 natural) touch 14, flat-footed 13
Base Atk/Grapple:	+4/+7
Attack:	Claw +8 melee (1d6+3)
Full Attack:	2 Claws +8 melee (1d6+3) and bite +2 (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+4
Special Qualities:	Chameleon, darkvision 60 ft., hide in plain sight, low-light vision, scent
Saves:	Fort +5, Ref +8, Will +2
Abilities:	Str 17, Dex 19, Con 13, Int 6, Wis 12, Cha 6
Skills:	Balance +9, Climb +8, Hide +10 (+16*), Listen +4, Move Silently +9, Spot +4
Feats:	Alertness, Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary, pair or brood (4-6)

Creep Cat...Continued

Demon: Pashinor (Outsider)

any of the great cats, this beast is cunning, stealthy, and fierce, a natural-born predator, but with a decided edge over all the rest. A creep cat's pelt shimmers with green and brown coloration, mostly resembling some form of lion-tiger crossbreed but constantly changing as the great feline moves among the trees and undergrowth of the jungle. It is believed that some demented wizard may have mated tigers with other magical felines possessing of similar blurring abilities and the creep cat bred true of this union.

Other sages speculate that the creep cat is a descendant of fey cats, once kept by elves and bred to defend the pathways to their homes. It is known that a creep cat can breed with any large feline ranging from leopard, to lion, to tiger, as well as their own species and the offspring will be creep cats as well. Such matings only occur once in a creep cat's lifetime as they mate for life. The pair is likely to bear young at least three times in their lifetime, usually giving birth to two to four cubs each time. Creep cats are very territorial however, and neither beast will allow another adult creep cat to remain within a mile of its hunting ground other than its mate, not even its offspring. As a result, the young are often forced to leave home shortly after reaching adulthood or risk being slain by a parent.

Notes & Game Balance

Lions, tigers, panthers and leopards are all jungle and grasslands hunters, but none are as fully adapted as the creep cat. Instead, a creature that could do more than just blend in, but actually become a part of its background was the way to go. Chameleons do that quite well, but it takes time for their hides to change. Magic can speed that up, and giving a

predator the ability to magically disappear makes for a dangerous and unpredictable foe. Blurring and camouflage make the beast seem to be invisible, but still gives the party a chance to spot it before it attacks, meriting a lower challenge rating than true invisibility would be.

Knowledge Suggestions

Creep Cat DC	Knowledge (arcana) check results
10	This shimmering feline is a creep cat.
15	Its coloration and magically shifting skin patterns make it hard to spot until it attacks.
20	In combat, the shifting patterns make it easy to miss (20% miss chance).
25	Again, using its coloration and shifting patterns, it can vanish from sight right in front of you despite there being nothing to hide behind nearby.
30	It is very territorial, so normally no more than two will be encountered unless it is a family with young.
35	It can see at night almost as well as it can see during the day.
40	Creep cats can breed with most other large felines, the unions always resulting in more creep cats.

Demon: Pashinor

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	16d8+112 (184 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 20 ft.
Armor Class:	28 (-1 size, +6 Dex, +13 natural) touch 15, flat-footed 22
Base Atk/Grapple:	+16/+28
Attack:	Scimitar +23 melee (1d8+8/18-20) or claw +23 melee (1d8+8) or +3 <i>flaming mighty composite longbow</i> (+8 Str bonus) +25 (2d6+11 plus 1d6 fire)
Full Attack:	Scimitar +23/+18/+13/+8 melee (1d8+8/18-20) and claw +18 melee (1d8+4) and bite +18 melee (2d6+4) or 2 claws +23 melee (1d8+8) and bite +18 melee (2d6+4) or +3 <i>flaming mighty composite longbow</i> (+8 Str bonus) +25/+20/+15/+10 ranged (2d6+11 plus 1d6 fire) and bite +18 melee (2d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Impale 3d8+12, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 15/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 24, telepathy 100 ft., true seeing
Saves:	Fort +17, Ref +16, Will +14
Abilities:	Str 27, Dex 22, Con 25, Int 18, Wis 18, Cha 20

Skills:	Climb +25, Concentration +26, Hide +21, Intimidate +24, Jump +43, Knowledge (the planes) +14, Listen +23, Move Silently +25, Search +23, Sense Motive +23, Spellcraft +23, Spot +23, Survival +23
Feats:	Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track ^B , Weapon Focus (longbow)
Environment:	A chaotic evil aligned plane
Organization:	Solitary or pack (2-6)
Challenge Rating:	16
Treasure:	Standard plus +3 <i>mighty composite longbow</i> (+8 Str bonus) and 1d4 random <i>slaying arrows</i>
Alignment:	Always chaotic evil
Advancement:	17-24 HD (Large); 25-45 HD (Huge)
Level Adjustment:	--

General

Pashinors are demonic hunters. They travel the multiverse in search of the perfect game, hunting humans, beasts, and even other demons. About the only thing they won't hunt is each other. Pashinors are usually employed by demon lords to take down powerful rivals and some are even employed at great price by mortal spellcasters.

A pashinor strongly resembles a humanoid panther. The spikes on its body are bone and are never cleaned as a matter of pride. It usually carries a magical long bow and a scimitar, though its natural weapons are quite effective.

A pashinor stands close to 10 feet tall, but usually lopes along hunched over, close to the ground. It weighs about 800 pounds.

Pashinors generally speak abyssal and common. They also make an effort to learn the languages of their most common targets.

Demon: Pashinor...Continued



This bipedal feline stands over nine feet tall and covered in short purple black fur. Long, spike like protrusions extend from various points on its body. Each appears caked in dried blood. In one clawed hand it carries a massive long bow and the other grips a long curved blade. Its eyes glow yellow and its powerful jaws house gleaming fangs.

Combat

A pashinor usually hunts with its scimitar, +3 *flaming, mighty, composite longbow* and a batch of *slaying arrows*. It carries 1d4 *arrows of slaying* appropriate to what it currently hunts. It considers unarmed combat a high honor, and will only resort to such against truly impressive creatures. Often a pashinor will go for the quick simple kill unless a creature proves that it deserves better and even then a pashinor fights intelligently, and never showing an opponent mercy. A pashinor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Impale (Ex): A pashinor deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability a pashinor must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponents on its spikes. This ability can only be used against opponents of at least one size smaller than the pashinor.

Spell-Like Abilities: At will – *deeper darkness, freedom of movement, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *haste, plane shift* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a pashinor can attempt to summon 1d6 vrock, 1d4 hezrous, or one glabrezu with a 50% chance of success, or one nalfeshnee or another pashinor with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Pashinors continuously use this ability, as the spell (caster level 16th).

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

Ecology

In the chaotic evil planes, there are uncountable threats. One race of demon exists only for the thrill of hunting them. Pashinors are the quintessential big game hunters. They travel the planes in search of worthy foes. Most never tire of the endless hunts among their demonic cousins but on occasion a pashinor craves a different challenge. As mundane as this plane is to its inhabitants, it presents entirely new challenges to these hunters. When encountered on the Material Plane, pashinors are always in search of game. Usually, they are not just hired goons, but can be convinced to take up certain hunts if persuaded of the target's worth. Adventurers, probably more than any other living thing, can be the most unpredictable foe.

As unlikely as it seems for a race of chaotic evil demons, a code exists between pashinors. They will never hunt each other, and will always assist each other if possible. It seems completely illogical, considering that the ultimate hunt would be another hunter. However, it seems the pashinor may be the only chaotic evil race that has complete trust in its brothers. Pashinors fall into the normal pecking order of the chaotic evil planes, but outside of that have no ruling body. In fact, countless pashinors die upon the refusal to hunt another pashinor but for every 10 pashinors killed for this reason, a demon lord is brought down by the one that got away.

Knowledge Suggestions

Pashinor DC	Knowledge (planes) check results
10	This powerful feline humanoid is a demon known as a pashinor.
15	It can impale creatures it hits with both claws upon its body spikes.
20	It is a consummate hunter, pursuing prey for trophies or for contract.
25	It has great power of movement, able to slip free of bonds, teleport and even shift planes at will.
30	Like other demons, it can summon aid if pressed in battle.
35	It is immune or at least resistant to most energy forms except sonic. Weapons must be good-aligned to bypass its DR.
40	If encountered while not on a hunt, they might be able to be convinced to take on a hunt of the right target for the right price.

Notes & Game Balance

The pashinor can be balanced against the marilith, another demon of a CR one higher. Most of their abilities are very similar, but the marilith has a much higher damage capability. The marilith's multiple attacks and constrict ability should prove more dangerous than even the DC 20 Fortitude saves for the magical arrows (if they match up with the PCs' races). The pashinor's mobility and ranged attacks make it a very versatile opponent, at least more so than the CR 14 nalfeshnee. Though CRs of this level are difficult to calculate, the pashinor definitely fits between the creatures and the Hit Dice push it closer to the marilith.

Detritus Lurker (Ooze)



The ground ripples and what once seemed solid becomes a mass of oozing liquid mixed with earth, leaves, branches and rocks. From the swirling mass erupts a tentacle like appendage, and then another!

General

Detritus lurkers are a type of ooze found in tropical forests and swamps. They move very little, instead laying in wait on the ground where they seem to be nothing more than a muddy patch of ground covered in forest floor debris.

A Huge detritus lurker is 15 feet across, 1-3 feet deep, and upwards of 20,000 pounds. The Colossal one is 30 or more feet across and more than three times that weight.

A detritus lurker neither speaks nor understands language.

	Detritus Lurker Huge Ooze	Detritus Lurker (Swamp) Colossal Ooze
Hit Dice:	12d10+60 (126 hp)	25d10+225 (362 hp)
Initiative:	-3	-1
Speed:	15 ft. (3 squares)	10 ft. (2 squares)
Armor Class:	5 (-2 size, -3 Dex), touch 5, flat-footed 5	1 (-8 size, -5 Dex) touch 1, flat-footed 1
Base Atk/Grapple:	+9/+24	+18/+49
Attack:	Slam +14 melee (2d6+7 plus 2d4 acid)	Slam +25 melee (4d8+15 plus 3d4 acid)
Full Attack:	2 Slams +14 melee (2d6+7 plus 2d4 acid)	2 Slams +25 melee (4d8+15 plus 3d4 acid)
Space/Reach:	15 ft./10 ft.	30 ft./30 ft.
Special Attacks:	Acid, improved grab	Acid, improved grab
Special Qualities:	Acid immunity, blindsight 60 ft., ground concealment, ooze traits, weapon resistance	Acid immunity, blindsight 60 ft., ground concealment, ooze traits, weapon resistance
Saves:	Fort +9, Ref +1, Will -1	Fort +19, Ref +3, Will +3
Abilities:	Str 24, Dex 4, Con 20, Int --, Wis 1, Cha 1	Str 40, Dex 1, Con 28, Int 1, Wis 1, Cha 1
Skills:	Hide +1, Move Silently -3	Hide +24, Move Silently -2
Feats:	--	Awesome Blow, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack, Improved Overrun, Power Attack, Skill Focus: Hide, Stealthy
Environment:	Warm forest and marsh	Warm forest and marsh
Organization:	Solitary, patch (2-5) or bog (6-12)	Solitary
Challenge Rating:	8	14
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	13-24 HD (Huge), 25-36 HD (Gargantuan)	--
Level Adjustment:	--	--

Detritus Lurker...Continued

Combat

Detritus lurkers typically wait until they are trod upon, or their prey comes very close. They focus on pulling enemies into themselves and smothering them.

Acid (Ex): Both huge and colossal versions produce an acid that eats flesh only.

Improved Grab (Ex): When a detritus lurker strikes a target with a slam attack, it can start a grapple as a free action, without provoking an attack of opportunity. If it wins this grapple check, it establishes a hold and may pin the victim. Once the hold is established, the pseudopod that initiated the grapple can return to attacking other prey. This ability can only be used on opponents on one size category or more smaller than the ooze.

Acid Immunity (Ex): Both sizes of detritus lurker are immune to all forms of acid attack.

Ground Concealment (Ex): The detritus lurker's acid specifically targets flesh, ignoring plant matter. When resting on a forest floor, the ooze can sink below the forest floor debris, completely covering itself in 1 minute giving it total concealment.

Ooze Traits: Includes blind (immune to gaze attacks, illusions, visual effects and sight-based attack forms); immune to mind-affecting effects; immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits or flanking; eats and breathes but does not sleep.

Please note that the detritus swamp has intellect and as a result loses its immunity to mind-affecting effects.

Weapon Resistance (Ex): Detritus lurkers are pliable and amorphous, and take reduced damage from all weapon forms. Piercing attacks do only 1 point, plus any magical bonus to damage of a magic weapon. Slashing and bludgeoning attacks do 1/2 damage. Energy effects other than acid on enchanted weapons do normal damage.

Skills: Detritus lurkers gain a +12 racial bonus to Hide checks due to the constant amount of debris covering their surface.

Ecology

Detritus lurkers live in wet, tropical climates like rainforests and swamps. They grow throughout their lives at a rate based upon their food supply. They reproduce asexually, by dividing into two equal creatures. At 24 HD, the ooze's next advancement is to grow & divide into a sire and offspring, which are almost identical oozes, each with 13 HD. The sire now has the ability to continue growing for the rest of its lifespan (reputed to be 500 years or more), while the offspring may grow until 24 HD, divide, and become a sire itself.

Though mostly solitary, detritus lurkers have occasionally been found in small patches, or even rarer, in a large group known as a bog. It is unknown how such a grouping manages to fill its appetite, but it is reputed to be a defense system for beings powerful enough to provide for their bog's needs. Leafing legends tell of a Colossal version that took up many acres, and appeared to be a full swamp-land, though none have survived such an incident to determine the true size and number of oozes versus standard swampland. The presence of stilted leafing homes are a sure indicator that a detritus lurker has been sighted in the vicinity.

Knowledge Suggestions

Lurker DC	Knowledge (dungeoneering) check results
10	This pool of mud and leaves is actually an ooze known as a detritus lurker.
15	It produces acid that harms only flesh, hence the debris covering it.
20	It grapples and pins opponents while dissolving them with its acid.
25	Piercing weapons are almost entirely ineffective against it, although slashing and bludgeoning work slightly better.
30	It is immune to all forms of acid, but other energy types are effective against it.
35	It can sense things non-visually up to 60 feet away from itself.
40	Detritus lurkers over 30 feet in diameter actually achieve a limited sentience and as a result are much more deadly.

Notes & Game Balance

The thought of a jungle ooze was intriguing, but those that look like pools of water have already been done. Those that have acid that eats away everything but stone also pose a problem as it limits where the ooze can function well. Hence acid that affects only flesh allows it to hide effectively, even without trying as it picks up all kind of debris while moving along the jungle floor. It also gave rise to the thought of a massive ooze that looks just like a very slow moving swamp as it would pool around high ground and tree trunks without affecting them.

The illustration was based on the thought that the ooze would certainly be attracted to colonies of canopy creatures, just waiting for young to fall and the unwary to come close.

In terms of game balance, it was developed off of existing oozes using the black pudding as its primary benchmark. Constrict and smother abilities were considered, but with grappling, most characters trying to deal with this beast are going to have a tough time as it is, especially non-fighter types.

Devil: Bloodhunter (Outsider)



This creature appears as a oozing human composed entirely of coagulated blood. The gory, pulsating mess moves with amazing grace and agility and its ooze like arms lash out with claws that snap with blinding speed, extending much further than they should be able to.

Devil: Bloodhunter (Coagadirra)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	12d8+60 (114 hp)
Initiative:	+12
Speed:	40 ft. (8 squares)
Armor Class:	25 (+8 Dex, +7 natural) touch 18, flat-footed 17
Base Atk/Grapple:	+12/+21*
Attack:	Claw +17 melee (2d6+5)
Full Attack:	2 Claws +17 melee (2d6+5)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Impale 2d8+7, improved grab, infect, sneak attack +6d6, spawn, spell-like abilities
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., devil traits, <i>freedom of movement</i> , low-light vision, <i>non-detection</i> , poison immunity, regeneration 5, resistance to acid and fire 10, spell resistance 21
Saves:	Fort +13, Ref +16, Will +14
Abilities:	Str 20, Dex 27, Con 21, Int 14, Wis 22, Cha 18
Skills:	Climb +20, Hide +23, Jump +26, Knowledge (the planes) +17, Listen +21, Move Silently +23, Search +17, Spot +21, Survival +21, Tumble +25
Feats:	Dodge, Improved Initiative, Mobility, Spring Attack, Track

Environment:	Any lawful evil aligned plane
Organization:	Solitary, pair or pack (3-8)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13-18 HD (Medium); 19-27 HD (Large)
Level Adjustment:	--

General

A bloodhunter devil stands about 6 feet tall and weighs about 350 pounds. Its arms and claws are extendable giving it better reach than its size would indicate. Although they appear as oozing blood, the claws are capable of tearing through bone. A bloodhunter devil is capable of extending what can only be described as a large, bloody spike from its chest. It uses this to infect opponents and create more bloodhunter devils.

Bloodhunter devils speak Common and Infernal.

Combat

The bloodhunter devil delights in the hunt, specifically in tormenting its prey. Coagadirras will stalk and harass a victim, usually infecting in the initial sortie, and then choosing the perfect moment to bag their quarry. They will use guerrilla tactics to feel out opponents, often using *dimension door* to keep the pressure on. They never need to sleep, and never give opponents that luxury.

A bloodhunter devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Devil Traits: Includes: immunity to poison, resistance to acid 10 and fire 10, summon and telepathy 100 ft.

Freedom of Movement (Su): A bloodhunter devil is continually under an effect similar to a *freedom of movement* spell.

Impale (Ex): A bloodhunter devil deals 2d8+7 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a bloodhunter devil must hit an opponent of one size less than it or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on a spike it protrudes from its body on the following round.

Infect (Ex): To use this ability a bloodhunter devil must impale a living opponent. The opponent must succeed on a DC 21 Fortitude save or become infected. Once infected a creature suffers no ill consequence until the character dies. Then a spawn tears forth from the character's body. The save DC is Constitution-based.

The infection can be cured by a *heal*, *restoration* or similar spell cast before the character dies. Constructs, elementals, oozes, plants, and undead cannot be affected by this ability.

Non-detection (Su): A bloodhunter devil is continually under an effect similar to a *non-detection* spell.

Devil: Bloodhunter...Continued

Dragon: Jungle Drake

Sneak Attack (Ex): Any time a bloodhunter devil's opponent is denied a Dexterity bonus to AC, the attack deals an additional 6d6 points of damage. This is identical to the rogue ability of the same name, and increases by 1d6 for every 2 additional Hit Dice the devil attains.

Spawn (Su): If a living creature that has been infected by a bloodhunter devil dies, it must succeed on a DC 21 Fortitude save 1d4 rounds later. Failure results in a new bloodhunter devil ripping forth from the corpse. This ruins the corpse for the purpose of any spells or effects that require the corpse to be intact.

Spell-like Abilities: At will – *acid arrow*, *death knell* (DC 16), *dimension door* (self plus 50 pounds of objects only), *lightning bolt* (DC 17); 3/day – *invisibility*, *greater*, *locate creature*; 1/day – *chain lightning* (DC 20). Caster level 12th. The save DC's are Charisma-based.

Regeneration (Ex): A bloodhunter devil takes normal damage from good-aligned weapons and spells or effects with the good descriptor.

Grapple*: A bloodhunter devil has a +4 racial bonus on grapple checks, already included in the stats.

Ecology

Bloodhunter devils, also called coagadirras, serve as personal hunters and assassins to the powerful denizens of lawful evil aligned planes. They are also often called to this plane by evil cults. A primitive tribe of humans that lives deep in the jungle actually worships one. An oft held ceremony of the tribe is to release criminals and prisoners into the jungle for the bloodhunter devil's amusement. This has resulted in the creation of many bloodhunter devils on the Material Plane.

Knowledge Suggestions

Devil DC	Knowledge (planes) check results
10	This vaguely humanoid shaped mass of blood is a bloodhunter devil.
15	It is extremely mobile and cannot be physically bound unless it chooses to be.
20	It can create a spike from its chest to attack with while grappling.
25	It is resistant to fire, acid and spells and is immune to poison. It can also regenerate any non-good aligned damage it takes.
30	It can sneak attack like a rogue to great effectiveness.
35	It has spell-like powers including the ability to call forth lightning as well as to vanish.
40	Those impaled by the chest spike can become infected. When they die, a new devil bursts from them. This can be cured by <i>heal</i> , <i>restoration</i> and similar spells.

Notes & Game Balance

The bloodhunter devil is designed not to be a single, direct encounter. It should use its abilities to stalk a party, attack and retreat. It lacks the brute force of other devils, but if its abilities are used efficiently will present a significant challenge. The ice devil is a CR 13 and has distinct advantages over the bloodhunter devil. The ice devil has slightly better ability scores, is larger, has more attacks, and in addition, every time it hits a creature, that creature is slowed. All of these lend themselves to a direct one on one fight. As a result, the bloodhunter devil has been given abilities designed for stealth and guerrilla tactics. Its spell-like abilities and sneak attack allow it to move in and out, and it doesn't need to be present for its spawn ability to take place.

Jungle Drake

Gargantuan Dragon

Hit Dice: 30d12+300 (495 hp)
Initiative: +6
Speed: 60 ft. (12 squares), climb 40 ft.
Armor Class: 34 (-4 size, +2 Dex, +26 natural) touch 8, flat-footed 32
Base Atk/Grapple: +30/+54
Attack: Bite +39 melee (4d6+12)
Full Attack: Bite +39 melee (4d6+12), 2 claws +36 melee (2d8+6), tail slap +36 melee (2d8+18)
Space/Reach: 20 ft./15 ft. (bite 20 ft.)
Special Attacks: Breath weapon, frightful presence, snatch, spell-like abilities, spells, tail sweep
Special Qualities: Damage reduction 15/magic, darkvision 60 ft., flexible, immunity to *silence*, *sleep* and paralysis, low-light vision, slow fall, spell resistance 30
Saves: Fort +27, Ref +21, Will +22
Abilities: Str 35, Dex 15, Con 30, Int 19, Wis 20, Cha 18

Skills: Climb +20, Concentration +43, Jump +57, Hide +23*, Intimidate +37, Knowledge (nature) +37, Listen +38, Move Silently +35, Search +37, Spellcraft +37, Spot +38
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Lightning Reflexes, Multiattack, Power Attack, Snatch, Weapon Focus (bite)
Environment: Warm forests
Organization: Solitary
Challenge Rating: 20
Treasure: Triple standard
Alignment: Usually neutral evil
Advancement: 31-45 HD (Gargantuan); 46-60 HD (Colossal)
Level Adjustment: --

General

The jungle drake is a calculating and sadistic dragon. It moves silently through its territory, which it usually considers to be the entire jungle. This point is not often disputed.

Dragon: Jungle Drake...Continued



The dragon is huge, but it slithers quietly through the trees, its four massive claws folded by its sides. Its graceful curving body is dark green along the underbelly and gradually lightens to the bright yellow frill running down the spine. More leathery flaps hang down from the limbs, and another pair hangs from the sides of the long angular snout.

A jungle drake is close to 50 feet long from snout to tail, and weighs in the neighborhood of 90 tons. Its coloration matches the jungle foliage: browns, greens, and yellows, usually darker at the bottom and brighter at the top. Leathery frills adorn a jungle drake's body. Unlike a true dragon a jungle drake can't fly, but it can use the flaps on its arms to slow a descent, and it uses the ones flanking its mouth to amplify its sonic breath weapon.

Jungle drakes speak Common and Draconic, and usually speak the languages of any other local creatures.

Combat

Typically, jungle drakes attack from the branches of the towering forest. They attack anything that moves, usually swooping down to devour things that catch their interest. When hungry (and extremely lazy), a jungle drake just pummels an area with the cacophonous blast of its breath weapon and picks through the remains.

When a jungle drake perceives a true threat, it attempts to demoralize the foe with spells and its breath weapon. Its main flaw is its high opinion of itself. It is well aware of its resiliency to spells, and it doesn't consider spell-casters a threat. Most jungle drakes are so sure of their physical superiority that they will never retreat from a confrontation.

Breath Weapon (Su): Cacophonous roar 60 ft. cone, once every 1d4 rounds, damage 15d8 sonic plus deafness, DC 35 Fortitude save for half damage and negates deafness. Creatures that can't hear are

immune to the deafness, but still take damage. The save DC is Constitution-based.

Flexible (Ex): A jungle drake can move into a space only half its width (2 squares) at no penalty, and can move into spaces at least one quarter of its width (1 square) suffering only the standard penalties for squeezing.

Frightful Presence (Ex): Whenever the jungle drake attacks or charges, creatures with fewer than 30 Hit Dice within 100 ft. must succeed on a DC 29 Will save or become shaken for 4d6 rounds. The save DC is Charisma-based.

Slow Fall (Ex): A jungle drake can slow its descent to 60 feet per round as long as it is not helpless.

Snatch (Ex): Grapple bonus +54; claw against creature of Medium or smaller for 2d8+6/round, bite against Large or smaller for 4d6+12/round or 8d6+24 if the jungle drake does not move; snatched creature can be flung 90 ft. for 9d6 points of damage.

Spell-Like Abilities: At will – *deeper darkness, silence*; 3/day – *air walk*. Caster level 10th.

Spells: As 10th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/7/6/3; save DC 14 + spell level): 0- *arcane mark, dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation, read magic, resistance*; 1st- *alarm, jump, mage armor, magic missile, silent image*; 2nd- *blur, bull's strength, invisibility, see invisibility*; 3rd- *dispel magic, fly, stinking cloud*; 4th- *black tentacles, charm monster*; 5th- *cloudkill*.

Tail Sweep (Ex): As a standard action, a jungle drake can sweep with its tail affecting a half-circle with a radius of 30 ft., extending from an intersection on the edge of the jungle drake's space in any direction. Creatures within the swept area are affected if they are size Small or smaller. The tail sweep automatically deals 2d6+18 points of damage, or half on a successful DC 35 Reflex save. The save DC is Constitution-based.

Skills*: A jungle drake gains a +8 racial bonus on Hide checks in a forest (not included above). A jungle drake has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Ecology

Jungle drakes are the direct result of arcane experimentation on green dragons. The fruits of their labor are larger, more vicious beasts that quickly gained independence from their creators mostly because they were created too well. They grow at an alarming rate, from hatchling to adult in less than a year. In that time their cerebral and magical abilities outdistance those of most humanoids, and physically they are unstoppable.

Jungle drakes are very solitary and territorial creatures, especially when it comes to other jungle drakes. When they encounter one another, there is usually a face off. They circle each other hissing and growling like mere beasts. They size up the opposition and usually without violence, the lesser one will stalk away. Jungle drakes are reckless in their wanderings and this can happen quite often.

Dragon: Jungle Drake...Continued

Earthbound (Template)

Jungle drake mating is a very detached ritual. A female lays one egg every 15 to 20 years. She buries it and sprays the area with a powerful musk. The musk keeps other animals away but attracts male jungle drakes, which then come along and fertilize the egg. The egg is similar in appearance to a large brown boulder, about 5 feet in diameter. If fertilized, their value is immeasurable, but an individual willing to pay its value often has other, more nefarious means of acquiring the merchandise.

Jungle drakes usually lair in underground caverns, if only for a place to store their wealth. They share the same deep rooted greed that runs through the veins of all dragons but they are so sure of their own superiority that they will sleep anywhere the urge takes them. Parties of explorers have been eaten after stumbling across the sleeping form of a jungle drake. A common jungle insult is “you’re so blind, the drake would roll over you”.

Notes & Game Balance

The model for the jungle drake is the very old red dragon, a CR 21. The statistics are similar, but the dragon has a couple more attacks, is a better spell caster, and has a couple more special abilities. Balance this against the lack of cold vulnerability, hardly any creatures are immune to sonic damage, and a Fortitude save instead of Reflex save on the breath (PCs can’t use evasion), and the jungle drake is only just slightly weaker.

The huge difference is flight. The jungle drake has slow fall and flexible to help offset this, but it doesn’t quite make up for it. In a jungle environment and with access to fly and air walk the jungle drake should only come up a CR lower and given that dragons are at the high end of their challenge rating, a jungle drake is a reasonable CR 20.

Knowledge Suggestions

Drake DC	Knowledge (arcana) check results
10	This immense dragon is known as a jungle drake.
15	Its breath weapon is a cacophonous roar that damages as well as deafens.
20	As it is serpentine, it can fit into spaces far smaller than one would expect.
25	It can snatch opponents with its claws and bite, and then fling them great distances.
30	It is highly resistant to spells and resists damage from all but enchanted weapons.
35	It can cast many spells like a sorcerer, but can also create silence and darkness as spell-like abilities.
40	Although it cannot fly with them, it can use the flaps on its arms to slow its descent. It can however <i>air walk</i> using a spell-like ability.

Earthbound Creature

Deep in the Pale Jungle a sinister form of plant life yearns to be more than just flora. It inhabits the body and mind of creatures that die from its poisonous pollen. Vines erupt from the body, entwining themselves about the limbs, giving the new life form locomotion. Roots dig into the brain and allow the plant limited access to the creature’s intelligence.

Earthbound creatures appear much as they did in life, except covered in thick vines. The vines are constantly shifting and writhing. The flesh usually has the pallor of death about it, but it is very much alive.

Earthbound creatures speak any languages they knew before the transformation, although limited intelligence may inhibit their ability to communicate.

Sample Earthbound Creature

The giant appears to be a walking mass of roots and vines. The vines twist and move revealing somewhat rotted flesh beneath. It wears filthy, mud-caked hides, and carries a thick tree trunk as a club.

This example uses an ogre as the base creature.

Earthbound Ogre

Large Plant (Augmented Giant)

Hit Dice: 4d8+19 (37 hp)

Initiative: -1

Speed: 30 ft. in hide armor (6 squares)
base speed 40 ft.

Armor Class: 19 (-1 size, -1 Dex, +8 natural, +3 hide)
touch 8, flat-footed 19

Base Atk/Grapple: +3/+19

Attack: Greatclub +11 melee (2d8+12) or
slam +10 melee (1d8+8) or
vine +1 ranged touch (drag)

Full Attack: Greatclub +11 melee (2d8+12) and
slam +5 melee (1d8+8) or
vine +1 ranged touch (drag) and
slam +5 melee (1d8+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, drag, improved grab, vines

Special Qualities: Damage reduction 5/slashing, darkvision 60 ft.,
low-light vision, plant traits

Saves: Fort +8, Ref +0, Will +3

Abilities: Str 27, Dex 8, Con 19, Int 3, Wis 14, Cha 7

Skills: Climb +8, Listen +6, Spot +6

Feats: Alertness^B, Toughness, Weapon Focus (Club)

Environment: Warm forests

Organization: Solitary, pair, gang (3-4) or band (5-8)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: --

Earthbound...Continued



A large, humanoid creature shambles along beneath the trees, bits of mud and rotting flesh dropping from its earth-encrusted body. Roots and flowers creep over it, seeming to hold the thing together, its lifeless eyes staring fixedly before it. Sensing movement nearby, it flings its arms outward, shoots and vines lashing out from its body to ensnare its prey and drag it in to its deadly embrace.

General

Numerous shoots and small flowers cover the creature, but actually form one plant that inhabits the body. The flowers are the real danger, as they carry a deadly pollen that if inhaled, can plant seeds in the lungs of a potential host. The host eventually dies from the invader as it blossoms, and vines spread quickly through the body, allowing the plant to animate the corpse and seek out new hosts with the mobility it gains.

Combat

Earthbound ogres fight with reckless abandon. Their sole purpose is to infect as many creatures as possible. They attempt to grapple and use their breath weapon to take down as many foes as possible. An earthbound ogre's idea of self-preservation is propagation.

Creating an Earthbound Creature

"Earthbound creature" is an acquired template that can be added to any animal, dragon, fey, giant, humanoid, monstrous humanoid, or vermin (hereafter referred to as the base creature).

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

Size and Type: The creature's type changes to plant with the appropriate augmented subtype. Do not recalculate base attack bonus, base saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d8s.

Speed: If the base creature can fly, it retains this ability but its maneuverability rating drops to clumsy.

Armor Class: An earthbound creature's natural armor bonus improves by 3 over that of the base creature.

Attack: An earthbound creature retains all of the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the earthbound creature retains this ability. An earthbound creature fighting without weapons uses either its slam attack or its primary natural weapons (if it has any). An earthbound creature with a weapon uses either its slam attack or a weapon, as it desires.

Full Attack: An earthbound creature fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon along with a slam or other natural weapon as a natural secondary attack.

Damage: An earthbound creature has a slam attack. If the base creature does not have this attack form, use the appropriate damage value from the table to the right according to the earthbound creature's size. A creature that has other kinds of natural weapons retains its old damage values or uses the appropriate values from the table to the right, whichever is better.

Size	Base Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An earthbound creature retains all the special attacks of the base creature, except for any psionic, spell-casting, or spell-like abilities. It also gains those special attacks described below:

Breath Weapon (Su): 5-foot radius burst centered on the earthbound creature once every 1d4 rounds, poison, initial and secondary damage 1d6 Constitution, Fortitude negates. Save DC 10 + 1/2 Hit Dice + Constitution modifier.

An earthbound creature can freely use its breath weapon while grappling. Any creature that has its Constitution brought to 0 by the breath weapon rises as an earthbound creature in 1d4 rounds. A DC 20 Heal check administered before the creature rises will prevent this, as well as a *cure disease*, *heal*, *neutralize poison*, or similar spell.

Drag (Ex): If an earthbound creature hits with a vine attack, the vine latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer on each subsequent round (provoking no attack of opportunity) unless that creature breaks free. Breaking free requires an Escape Artist check or Strength check with a DC equal to 10 + 1/2 Hit Dice + Strength modifier. An earthbound creature can draw a creature to within its reach and slam with a +4 attack bonus in the same round.

Earthbound...Continued

A vine has 10 hit points and can be attacked by making a successful sunder attempt although attacking an earthbound creature's vine in this manner does not provoke an attack of opportunity. If the vine is currently attached to a target, the earthbound creature takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a vine deals no damage to the earthbound creature.

Improved Grab (Ex): If an earthbound creature hits an opponent with a slam attack, it may start a grapple as a free action without provoking an attack of opportunity. This ability only works on creatures of at least one size category smaller than the earthbound creature.

Vines (Ex): An earthbound creature can lash out with a vine as standard action, and can strike up to 20 feet away (no range increment). If a vine is severed, the earthbound creature can lash out with a new one on its next turn. There is no practical limit to the amount of vines it can produce.

Special Qualities: An earthbound creature retains all the special qualities of the base creature and gains those described below:

Damage Reduction (Ex): An earthbound creature has damage reduction 5/slashing due to the thick growth of vines and plant material covering the body.

Grapple Bonus (Ex): An earthbound creature gains a +4 racial bonus on grapple checks due to the clinging vines that cover its body.

Plant Traits (Ex): An earthbound creature gains plant traits, unless otherwise noted. These include low-light vision; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; and not subject to critical hits.

Abilities: Adjust from the base creature as follows: Strength +6, Constitution +4, Intelligence -8 (minimum 3), and Wisdom +4.

Skills: *An earthbound creature gains a +8 racial bonus on Hide checks made in forested areas.

Feats: An earthbound creature gains Alertness as a bonus feat if it does not already have it.

Environment: Warm forests.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2.

Treasure: None

Alignment: Always neutral evil.

Advancement: By character class or as base creature.

Level Adjustment: --

Ecology

Not all those who die in the deepest regions of the jungle have the certainty of staying that way. There are many plants that feed upon the decomposing remains of such creatures, and sometimes those plants find a way to seek out other bodies to feed upon by animating the corpses and setting them off in search of new breeding grounds for their seeds. The earthbound are so named for the many plants that grow within and upon its body, binding it together by the roots that twist through the creature.

These roots attach themselves to the nervous system and brain of the body, and by manipulating nerves and muscles, can actually make the creature rise again and amble about as if it were alive, which in a strange sense it is. The plants reproduce through airborne pollination, entering into the lungs of creatures unfortunate to breathe in their poison, and attach themselves to the internal organs where they thrive on the moist, dark atmosphere. This eventually kills the host, allowing the plants to spread throughout the body, and starting the cycle anew.

Knowledge Suggestions

Earthbound DC Knowledge (nature) check results	
10	The plant life entwined through this corpse is actually a symbiotic plant creature that takes over and uses a creature's dead body. The creature is then known as an earthbound version of its original form.
15	Earthbound creatures retain the special attacks and qualities of the base creature except for psionics, spell casting and spell-like abilities.
20	Earthbound creatures can produce and attack attack with vines similar to using whips.
25	Those struck by the vines will be tangled up and dragged slowly toward the creature.
30	Earthbound creatures are resistant to all non-slashing physical weapons.
35	Earthbound creatures gain a poisonous breath weapon attack that saps a victims Constitution.
40	Those slain by the creature's breath weapon will become earthbound creatures themselves in less than a minute.

Notes & Game Balance

Templates are usually meant to augment creatures, giving them funky new abilities and supercharging them with all sorts of magical power. An interesting twist would be to try one that didn't rely so much on magic, and nobody would be so eager to play, but DMs might enjoy using against a party. The earthbound works for that purpose. It simple to use, dangerous enough to actually be a threat without needing a lot of magic, and geared more for DMs than players, unlike most of the templates out there. A +2 to the base creature's challenge rating is sufficient since the creature retains most of its abilities, and the ones it gains are still based off its own attacks and abilities, not based off how much magic it wields.

Engraved (Construct)



Without warning the engraved figure on the temple wall comes to life. The stone body steps out from the rest of the carvings. Carved in the semblance of a primitive warrior in ceremonial garb, it brandishes a pair of ceremonial spears.

Engraved

Medium Construct

Hit Dice:	18d10+20 (119 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	25 (+15 natural) touch 10, flat-footed 25
Base Atk/Grapple:	+13/+20
Attack:	Ceremonial shortspear +20 melee (1d6+7)
Full Attack:	Ceremonial shortspear +16/+11/+6 melee (1d6+7) and ceremonial shortspear +16/+11 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	--
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., low-light vision, spell resistance 25, stone body

Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str 25, Dex 10, Con --, Int --, Wis 10, Cha 1
Skills:	--
Feats:	Improved Two-Weapon Fighting ^B , Two-Weapon Fighting ^B
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	19-20 HD (Medium); 21-30 HD (Large)
Level Adjustment:	--

General

Engraved are constructs created by primitive cultures to guard sacred sites. They are carved from stone and usually located as part of embossed murals. Often these murals will give warning as to the purpose of the engraved.

An engraved always appears as a tribal warrior, usually in ceremonial regalia and usually equipped with weapons of sacrifice, rather than war. An engraved is about 6 feet tall and weighs over 1,200 pounds.

Combat

An engraved fights in a fairly straight-forward manner, attacking with its two ceremonial spears. Its resiliency and power more than make up for its tactical deficiencies. It will use slam attacks in place of spear attacks if disarmed. The damage remains the same. If the engraved is victorious in its combat, it will return to its wall to await the next intruder.

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Stone Body (Ex): Certain spells and effects function differently on the stone body of an engraved, and it has limited self-repair.

A *transmute rock to mud* spell slows an engraved (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the engraved's structure, but negates its damage reduction and spell resistance for 1 full round.

While attached to the wall it is carved from, any damage it has taken will slowly be repaired at the rate of 1 hit point per day.

Construction

An engraved's body is chiseled from a single block of hard stone such as granite, weighing at least 2,000 pounds. The stone must be of exceptional quality and costs 4,000 gp. Assembling the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (stonemasonry) check.

CL 11th; Craft Construct, *bull's strength*, *commune*, *geas/quest*, caster must be at least 11th level; voluntary sacrifice of great warrior; Price 90,000 gp; Cost 49,000 gp + 3,440 XP.

Engraved...Continued

Haze Horror (Undead)

Ecology

An engraved is created for the sole purpose of guarding something of great importance, such as a king's tomb. The creation of an engraved is a solemn and holy ritual. It involves the voluntary sacrifice of a great warrior whose spirit gives life to the construct. Parameters can be set to allow passage of certain creatures, often a gesture or password. This secret is known only to those who must know, and is well guarded, but it is not unheard of for an engraved to have no password. If this is the case, it will attack any creature that approaches, even its creator, because its mission is to guard. An engraved is usually under orders not to stray from an area, and once created, an engraved will carry out its service until it is destroyed.

Notes & Game Balance

The engraved is very similar to a stone golem with the major changes being the loss of the slow ability and magic immunity. Instead it has spell resistance, bonus feats, and more Hit Dice. This is to make it more in line with the guardian theme. Multiple attacks give it a greater damage potential, but it shouldn't be as difficult a fight as the stone golem.

Knowledge Suggestions

Engraved DC	Knowledge (arcana) check results
10	This moving stone humanoid is a construct known as an engraved.
15	Its body is resistant to damage from any weapons not made of adamantite.
20	It can see well during the day and night. It is also highly resistant to spells.
25	<i>Transmute rock to mud</i> slows it while <i>transmute mud to rock</i> heals it.
30	A <i>stone to flesh</i> spell negates its damage reduction and spell resistance for 1 round.
35	It is set in place usually to guard something. In many cases they have instructions to allow those of a certain type or with a password to pass.
40	Its method of creation is known.



The temperature rises noticeably to the point where heat distortion is plainly visible. Suddenly, the heat waves take form. A horrible face becomes visible as well as other, definitely human features. Limbs appear and then fade out. The face disappears and another takes its place. All of the forms are wavy and insubstantial, and all resemble corpses.

Full Attack: Incorporeal touch +7 melee (1d8 plus 1d6 Strength drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, strength drain
Special Qualities: Darkvision 60 ft., immunity to fire, incorporeal traits, +2 turn resistance, undead traits, vulnerability to cold
Saves: Fort +2, Ref +6, Will +6
Abilities: Str --, Dex 18, Con --, Int 12, Wis 12, Cha 15
Skills: Hide +13, Intimidate +11, Listen +12, Search +10, Spot +12
Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative^b

Haze Horror

Medium Undead (Fire, Incorporeal)

Hit Dice: 6d12 (39 hp)
Initiative: +8
Speed: Fly 50 ft. (good) (10 squares)
Armor Class: 16 (+4 Dex, +2 deflection)
 touch 16, flat-footed 12
Base Atk/Grapple: +3/--
Attack: Incorporeal touch +7 melee (1d8 plus 1d6 Strength drain)

Environment: Any warm
Organization: Solitary, gang (2-4) or swarm (5-12)
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: --

Haze Horror...Continued

Kithrotto (Elemental)

General

Heat and humidity often manifest as a visible haze and many people have survived the dangers of a hostile environment only to succumb to heat exhaustion. A haze horror is that fate manifested. It is a malevolent spirit that strongly resembles heat haze until it comes across a living creature. Then, as it lashes out in its hatred for the living, visages of a life long forgotten surface and become visible. The forms are rotted and decayed corpses, usually in the semblance of the person the haze horror used to be before they died and those close to them.

A haze horror typically lingers in the area of its death. Its presence causes the temperature in the vicinity to be unnaturally warm. It is as if the heat that killed it originally is being forever re-released into the world.

A haze horror is roughly human-sized and is weightless.

Combat

In close combat, a haze horror attacks with its burning, strength draining touch. Its sole goal is killing, and to that end it will concentrate on a single foe until that creature drops. A haze horror fully utilizes its incorporeal body as it fights, often attacking from beneath the ground as it trails a group that is clueless to its existence.

Create Spawn (Su): Any humanoid slain by a haze horror becomes a haze horror in 1d4 rounds. Spawn are under the command of the haze horror that created them and remains enslaved until its destruction. They do not possess any of the abilities they had in life.

Fire Subtype: Haze horrors are immune to attacks that impart fire damage, but take an additional 50% damage from cold-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Incorporeal Traits: Includes harmed only by other incorporeal creatures, magic weapons, spells, spell-like and supernatural abilities; Immune to all non-magical attack forms; 50% chance to ignore damage from all qualifying corporeal sources; can pass through solid objects; ignores armor, natural armor and shields; cannot be grappled or tripped; moves completely silent and cannot be heard unless it chooses; scent and blindsight are either fully or partially ineffective against them; innate sense of direction and can move full speed even when they cannot see.

Strength Drain (Su): Living creatures hit by a haze horror's incorporeal touch attack must succeed on a DC 15 Fortitude save or take 1d6 points of Strength drain. The save DC is Charisma-based. On each successful attack, the haze horror gains 5 temporary hit points. Temporary hit points gained in this way last for 1 hour.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Haze horrors are most likely the creation of some necromancer. Whether their spread has been accidental or part of some larger plot has yet to be seen. Either way they are not a natural part of this world. They kill only out of their hatred for the living, and are only hunted by a few brave adventurers. The closest thing to civilization haze horrors have is its destruction and transformation.

Knowledge Suggestions

Horror DC	Knowledge (religion) check results
10	This warm mist is actually an undead called a haze horror.
15	Its touch drains a person's Strength at the same time it damages them.
20	It can only be harmed by enchanted weapons weapons and magic.
25	It is resistant to clerical turning and completely immune to fire.
30	It is a creature based in fire and as such it has a vulnerability to cold, taking extra damage from any cold-based source.
35	Any humanoid slain by a haze horror rises as one of them within a minute of death.
40	Although the origin of the haze horror is unknown, it is known that they tend to remain near where they died, and sometimes where their corpse is.

Notes & Game Balance

The haze horror can be compared to the wraith and spectre. It falls right in with them as far as ability scores and special abilities. The primary differences are that the fire sub-type has been added and the daylight powerlessness has been removed. The fire subtype takes the most plentiful type of energy damage away from the players. Even though this is balanced with cold vulnerability, combined with the removal of daylight powerlessness, the haze horror edges out the wraith but it is still not as powerful as the level draining spectre, thus the CR of 6.

Kithrotto

Large Elemental (Earth, Water, Extraplanar)

Hit Dice: 8d8+40 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares), climb 20 ft., swim 40 ft.
Armor Class: 19 (-1 size, +10 natural)
 touch 9, flat-footed 19
Base Atk/Grapple: +6/+16
Attack: Slam +11 melee (2d8+6)
Full Attack: 2 Slams +11 melee (2d8+6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Drench, drowning pin, improved grab

Special Qualities: Damage reduction 5/--, darkvision 60 ft., elemental traits, freeze
Saves: Fort +11, Ref +2, Will +2
Abilities: Str 22, Dex 10, Con 20, Int 6, Wis 11, Cha 11
Skills: Listen +5, Spot +6
Feats: Cleave, Improved Bull Rush, Power Attack
Environment: Elemental Plane of Earth or of Water
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 9-15 HD (Large); 16-25 HD (Huge)
Level Adjustment: --

Kithrotto...Continued



A hulking creature of stone rises up out of the rocky grotto. Water pours off of the creature and back into the pool, and more water keeps coming. It drains from empty eye sockets and gurgles out of its mouth. Water splashes from where joints should be, every time the human shaped creature moves. The smooth polished stone of its hand practically rains water down as the monster reaches out.

General

Kithrotto are elemental creatures of earth and water. Magic has merged both elements to form a single entity, though the components appear separate. The water constantly churns and flows around the earthen body. Kithrotto are native to both of the elemental planes they consist of, and they usually are found in areas where the two planes connect. The appearance of one on the Material Plane is usually the result of a planar rip abandoning a kithrotto here. On this plane, they usually inhabit tropical jungle waterfalls, or similar humid, fresh water pools.

Kithrotto speak Aquan and Terran with voices resembling rumbling waterfalls. However, they are fickle creatures, and will often attack creatures purely on a whim. They are 16 feet tall and 5,000 pounds.

Combat

Though clumsy and lumbering, kithrotto are very mobile. They move surprisingly fast on land, as well as in the water and they can climb simply by "walking up" because their feet adhere to most surfaces. A kithrotto's favorite tactic is to grab lone individuals, and drag them under the water before anyone realizes the victim is missing. If forced to fight a group, it can often rely on its high constitution and damage reduction to protect it while it drowns its foes one at a time.

Drench (Ex): The kithrotto's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Drowning Pin (Ex): If the kithrotto pins an enemy that breathes air, it also blocks the opponent's nose and mouth, forcing the enemy to hold its breath (see rules in the SRD). Creatures that can breathe water or do not breathe through the nose or mouth are immune to this ability.

Elemental Traits: Includes darkvision 60 feet.; immunity to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; and does not need to eat, sleep or breathe.

Freeze (Ex): Underwater, a kithrotto can hold itself so still that it appears to be part of the natural ground. An observer must succeed on a DC 20 Spot check to notice that it is really alive.

Improved Grab (Ex): To use this ability a kithrotto must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to pin the opponent in the following round. This ability only works against opponents of at least one size smaller than it.

Ecology

Kithrotto are naturally occurring creatures on suitable areas of their home planes. Their appearance on this plane is usually the result of a planar rip or portal between the planes. They are content in almost any rocky pool and are solitary creatures. As such, when one ends up on this plane, the situation is usually accepted if the proper environment is readily accessible.

Occasionally a druid has befriended a kithrotto. Actually, the situation is more akin to friendly neighbors. As long as the druid only deals with it in passing, those dealings are amicable and it may occasionally suffer itself to assist the druid.

A kithrotto may be summoned with a *summon monster VI* or *summon nature's ally V* spell. This counts as both an earth and water spell.

Knowledge Suggestions

Kithrotto DC	Knowledge (planes) check results
10	This vaguely humanoid creature of stone and water is an elemental called a kithrotto.
15	It is formed from a combination of the two elements and is usually found where they meet.
20	If it remains still underwater, it is very easy to mistake it for regular ground.
25	It is resistant to all weapon damage.
30	If it grabs a person, it can hold them under the water and drown them.
35	It can put out normal fires and sometimes magical fires with just a touch.
40	They speak Aquan and Terran and can be reasoned with in rare circumstances.

Notes & Game Balance

The kithrotto was designed off of the standard earth and water elementals. The element mastery abilities were dropped in exchange for improved grab and constrict. A fair balance, considering the element mastery abilities essentially give a constant +1 to hit and damage. In a grapple, a pinned opponent's mouth can be blocked at will, that's where the drowning pin came from. The earth glide and vortex abilities were dropped in exchange for the climb ability and better speed. These changes shouldn't affect the CR, so it was left at 5.

Leaflings (Humanoid)



Quite suddenly, a small humanoid pops out of hiding standing about 2.5 feet tall with tan skin, black hair and pointed ears. He wears an assortment of grasses and leaves as clothing, and is also adorned with beads & bones, tied in his hair, about his neck and wrists, and placed randomly on his clothing. Carried in his hands is a long hollow tube of bamboo.

Leaflings

General

Leaflings are small humanoids that skulk in tropical forests and swamps. Their skin can be pink, tan, grey, green or brown, and they generally have black hair, except on the eldest who boast a ring of white hair on their heads and a small tuft of white beard. Leaflings are about 3 feet tall and weigh between 50 and 60 lbs.

Leaflings speak Common and sometimes Paryrn.

Combat

Leaflings attack by spreading out, hiding and getting as many ranged attacks as possible. Typically, when one leafling is sighted and attacked, it will flee while its companions continue to pelt the enemy. If pursuit is broken off, the fleeing leafling will immediately return to press the attack. They rarely make a melee attack when flight is an option. They usually coat their darts with a mild poison.

Poison (Ex): An opponent hit by a leafling's poisoned weapon must succeed on a DC 12 Fortitude save, initial and secondary damage: 1d2 Constitution. A typical leafling



carries 1d4-1 doses of leafling death paste. Leaflings typically coat blowgun darts with this poison, but it can also be applied to a melee weapon. Note that leaflings have no special ability to apply poison without risking being poisoned themselves but they are very careful when handling it.

Skills: Leaflings have a racial bonus of +2 on Hide and Move Silently checks.

Leafling as Characters

Leaflings have the following racial traits:

- -4 Strength, +4 Dexterity, -2 Wisdom
- Small size: +1 bonus to AC, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium creatures.
- Low-light vision
- Racial Skills: Leaflings gain +2 on all Move Silently and Hide checks
- Feats are gained by character class
- +1 natural armor bonus
- Racial Weapons: Leaflings treat Blowgun as Martial weapon instead of an exotic weapon when determining proficiency.
- Blowgun dart poison is only made and distributed by shamans when in their natural habitat and have appropriate time and materials. No matter the character level, a leafling is not shown the poison's formula until they are named a shaman of a clan.
- Languages: Common. Bonus Language: Paryrn.
- Favored Class: Rogue
- Level Adjustment +0.

Leafling Shaman

Leafling shamans are most likely to be sorcerers, as they lack the piety to be clerics and lack the means to study wizardry. Some are druids or clerics in service of local totemic deities or perhaps a balam chac. In any case, the shaman will most always have some rogue levels, so it can share the guerrilla tactics of its brethren.

Leafling Ancestors

Leafling ancestors are the undead life forces of leafling shamans occupying their own shrunken, disembodied heads. Most every leafling shaman is honored by having their head shrunken and worn as a totem in battle, but only a select few have the power in life to live on in undeath as a lesser ancestor. Although these lesser ancestors have the means to fly (albeit slowly and clumsily), it is more common that they are carried by a shaman or a troupe of faithful slaves.

On occasion, this lesser form of ancient will attract such a following that it achieves a god-like status among several clans or tribes. Their combined devotions empower the Ancestor to become one of the greater variety.

Skills: Leafling ancestors have a +8 racial bonus on Intimidate checks.

Leaflings...Continued

	Leafling Warrior Small Humanoid	Leafling Shaman, 2nd Rog/4th Sor Small Humanoid
Hit Dice:	1d8+1 (5 hp)	4d4+8 plus 2d6+4 (29 hp)
Initiative:	+2	+7
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	15 (+1 size, +3 Dex, +1 natural) touch 14, flat-footed 12
Base Atk/Grapple:	+1/-4	+3/-1
Attack:	Spear +1 melee (1d6-1/x3) or blowgun +4 ranged (1 plus poison)	Spear +4 melee (1d6/x3) or javelin +7 ranged (1d4)
Full Attack:	Spear +1 melee (1d6-1/x3) or blowgun +4 ranged (1 plus poison)	Spear +4 melee (1d6/x3) or javelin +7 ranged (d4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blowgun dart poison	Spells
Special Qualities:	Low-light vision	Low-light vision, evasion, rat familiar
Saves:	Fort +3, Ref +2, Will -2	Fort +3, Ref +7, Will +4
Abilities:	Str 8, Dex 14, Con 13, Int 8, Wis 7, Cha 11	Str 10, Dex 17, Con 15, Int 10, Wis 10, Cha 12
Skills:	Hide +10, Move Silently +6	Bluff +10, Concentration +6, Craft (Leafling poison) +9, Heal +1, Hide +14, Knowledge (Local) +5, Move Silently +10, Sleight of Hand +10, Spellcraft +4
Feats:	Point Blank Shot	Combat Casting, Improved Initiative, Spell Focus (Evocation)
Environment:	Warm forests and marshes	Warm forest and marshes
Organization:	Hunting party (5-8, 50% equipped with poison blowgun darts), War party (12-20, all equipped with blowgun dart poison, plus 1-4 dire apes), Clan (20-50, 25% equipped with blowgun dart poison, plus 100% non-combatants, plus 1 3rd level sergeant, plus shaman leader), tribe (50-200, 25% equipped with blowgun dart poison, plus 50% non- combatants, plus 1 3rd level sergeant per 15 adults, plus 1 shaman per twenty adults, plus 1 leader of 7th or 8th level, and 5-10 dire apes)	Solitary, or as part of a Leafling organization to the left.
Challenge Rating:	1/2	5
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral evil
Advancement:	By character class	By character class
Level Adjustment:	+0	+0

Combat

Though both forms of leafling ancestors have the ability to bite for damage, ancestors will almost always lean on their spellcasting abilities rather than entering a battle.

Breath Weapon (Su): Both forms have access to a frost breath attack. Lesser ancestors can breathe frost in a 30 ft. cone for 2d8 damage 3/day, with a DC 16 Reflex save allowing half damage. Greater ancestors can breathe frost in a 40 ft. cone for 5d8 damage 3/day, reflex save DC 19 for half. The save DCs are Charisma-based.

Stilled Spells (Ex): Leafling ancestors, lesser and greater, have the ability to cast any of their spells that have a somatic component, regardless of the fact that they do not have the required limbs, hands, etc.



Leafling Ancestor (Undead)

	Leafling Ancestor, Lesser Tiny Undead	Leafling Ancestor, Greater Small Undead
Hit Dice:	6d12 (39 hp)	11d12 (71 hp)
Initiative:	+5	+6
Speed:	Fly 15 ft. (clumsy) (3 squares)	Fly 60 ft. (perfect) (12 squares)
Armor Class:	18 (+2 size, +1 Dex, +5 natural), touch 13, flat-footed 17	18 (+1 size, +2 Dex, +5 natural) touch 13, flat-footed 16
Base Atk/Grapple:	+3/-8	+5/-2
Attack:	Bite +6 melee (1d6-3)	Eye ray +8 ranged touch (2d8) or bite +8 melee (1d8-3)
Full Attack:	Bite +6 melee (1d6-3)	Eye ray +8 ranged touch (2d8) or bite +8 melee (1d8-3)
Space/Reach:	2.5 ft./0 ft.	5 ft./5 ft.
Special Attacks:	Breath weapon, spells	Breath weapon, spells
Special Qualities:	Stilled spells, undead traits	Damage reduction 10/magic, spell resistance 20 stilled spells, undead traits
Saves:	Fort +2, Ref +3, Will +6	Fort +3, Ref +5, Will +8
Abilities:	Str 5, Dex 12, Con --, Int 10, Wis 12, Cha 17	Str 5, Dex 14, Con --, Int 10, Wis 12, Cha 18
Skills:	Concentration +12, Intimidate +11, Knowledge (arcana) +6, Knowledge (local) +4, Knowledge (nature) +4, Knowledge (religion) +4, Spellcraft +11	Concentration +18, Hide +6, Intimidate +12, Knowledge (arcane) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (religion) +7, Spellcraft +16
Feats:	Augment Summon ^B , Eschew Materials ^B , Improved Counterspell, Improved Initiative Weapon Finesse	Augment Summon ^B , Empower Spell, Eschew Materials ^B , Improved Counterspell, Improved Initiative, Weapon Finesse
Environment:	Warm forests and marshes	Warm forests and marshes
Organization:	Solitary or as a guardian of a leafling tribe	Solitary or as a guardian of a leafling tribe
Challenge Rating:	5	9
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	--	--

Eye Rays (Su): Greater ancestors can shoot fiery rays to a range of 60 ft. once per round. The attack strikes as a ranged touch, and deals fire damage.

Lesser Ancestor, Spells

Typical Spells known: 7/4/2/1: 0- *acid splash*, *dancing lights*, *detect magic*, *mage hand*, *flare*, *ray of frost*, *touch of fatigue*; 1- *alarm*, *burning hands*, *cause fear*, *magic missile*; 2- *scorching ray*, *summon monster II*; 3- *fireball*

Able to cast per day: 6/7/6/4 (Save DC 13 plus spell level)

Greater Ancestor, Spells

Typical Spells known: 9/5/5/4/3/2: 0- *acid splash*, *daze*, *dancing lights*, *detect magic*, *mage hand*, *message*, *flare*, *ray of frost*, *touch of fatigue*; 1- *alarm*, *burning hands*, *cause fear*, *charm person*, *magic missile*; 2- *hypnotic pattern*, *scorching ray*, *summon monster II*, *summon swarm*, *web*; 3- *fireball*, *invisibility sphere*, *hold person*, *summon monster III*; 4- *fire shield*, *mass reduce person*, *summon monster IV*; 5- *cloudkill*, *telekinesis*

Able to cast per day: 6/7/7/7/7/4 (Save DC 14 plus spell level)

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Leaflings live in secluded societies within the deepest tropical jungles and swamps. They live their lives similar to many other humanoid races: hunting and fishing, farming, building homes, marrying, mating, raising families and occasionally disputing and warring with one another. Due to the bounty that thrives in the jungles

around them, they are able to remain in fixed settlements while using hunting as their primary food source. They use farming as a secondary food source, as the work of keeping back the jungle and protecting the crops from scavengers can be much more challenging than hunting.



Leafling Ancestor...Continued

Leechvine (Plant)

Leaflings are low on the jungle food chain; victim to almost all predators, jungle plants, vermin and disease, and each other. They hunt tiny animals which are abundant such as birds, monkeys, lizards, snakes, and so on. Their hostile environment has left them very resourceful and adaptable. They hide and sneak well to avoid predators. They also breed quickly, and often survive only by sheer number.

Leaflings zealously put their faith in any object or entity that seems to offer protection from their many enemies, including their deceased ancestors and other various totems. Powerful jungle creatures, knowingly or unknowingly, often gain a following of leafling worshippers.

Leafling dwellings are typically made of grasses, leaves, bamboo and wood. They sometimes are on stilts to avoid ground level predators, sometimes in burrows to avoid air attacks - generally they are aware of the biggest local threats and react accordingly.

Although not an evil race, they are typically hostile against outsiders, as they need to defend their hunting grounds from outside poachers. They have very little contact with other races, and are very distrustful of any they encounter.

Notes & Game Balance

Leaflings were developed comparing to other small humanoid races, such as gnomes and kobolds. Having slightly better abilities and racial traits, their CR is placed slightly higher than kobolds. Shamans and ancients are primarily based on their level to determine CR, with some adjustment down for shamans and lesser ancients due to weaknesses of low ability scores.

Knowledge Suggestions

Leafling DC	Knowledge (local) check results
10	This small jungle humanoid is called a leafling.
15	They travel in groups, so if one is seen, it is certain many others hide nearby.
20	They coat their blowgun darts with a mild poison to help when hunting and defense.
25	Their shamans often have sorcerous powers and rogue skills.
30	Their ancestors in the form of floating heads often help and guide them.
35	Only their shamans know the secret of poisonmaking.
40	Colonies of leaflings often worship stronger beings that may protect them.

Ancestor DC	Knowledge (religion) check results
10	This shrunken floating head is an undead leafling ancestor.
15	There are two versions of ancestors, lesser and greater. The greater fly much faster.
20	Both can cast arcane magic without speaking and both can breathe forth a cone of frost.
25	The greater ones are resistant to spells and to all non-enchanted weapons.
30	The lesser ones attack by biting while the greater ones shoot fiery rays from their eyes.
35	Lesser ancestors are often carried into battle as totems of power.
40	Greater ancestors advise elder leaflings and can sometimes achieve godlike status.

Leechvine

Medium Plant

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	14 (+4 natural) touch 10, flat-footed 14
Base Atk/Grapple:	+3/+5
Attack:	Touch attack +5 melee (attach)
Full Attack:	2 touch attacks +5 melee (attach)
Space/Reach:	5 ft./20 ft.
Special Attacks:	Attach, poison, blood drain, tendril
Special Qualities:	Blindsight 30 ft., plant traits
Saves:	Fort +7, Ref +1, Will +1
Abilities:	Str 14, Dex 10, Con 16, Int --, Wis 10, Cha 9
Skills:	--
Feats:	--

Environment:	Warm forests
Organization:	Solitary or cluster (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-6 HD (Medium), 7-8 HD (Large)
Level Adjustment:	--

General

The leechvine at its core looks much like venus flytrap and functions much the same, relying on catching insects with its dangerous appearing head to tide it over between main meals. Its primary mode of sustenance however, is based on its tendrils, each with its own smaller head, capable of reaching 30 feet away from the plant. More than one adventuring party has awoken only to find a party member totally drained of blood with no sign of struggle or tracks to follow. The resulting panic has caused many groups to make a hasty retreat from the area.

Leechvine...Continued



Tendrils (Ex): The leechvine has six tendrils. It can attack with two at any given time. Each individual tendril can sustain 3 hit points of damage before being severed and can be hit by using a successful sunder attack. A severed tendril will regrow after 24 hours. Each tendril can reach up to thirty feet, but like a whip, the leechvine does not threaten the area into which it can make an attack.

Ecology

The leechvine subsists on insects and the blood of any animals that come within its reach. It can be found in warm tropical climates, either alone or in small patches of 2-5 fellow leechvines. The creature is mindless, and will attack any creature that comes within range.

Anyone making camp near a leechvine may notice it and not realize what it is unless they make an appropriate Knowledge (nature) check.

This vegetation stands five feet tall, a large bulbous head resting above a coarse stalk. Half a dozen thorny tendrils extend from its body, menacingly whipping the air in search of prey.

Combat

Being immobile, these vines tend to stay in one area and lash out when they sense prey is close. If the leechvine senses multiple targets, it will attempt to attach tendrils to each target rather than concentrate on one foe.

Attach (Ex): Upon a successful touch attack, the creature's tendril attaches itself to its opponent's body. A creature can attempt to break free using a DC 14 Escape Artist check or a DC 14 Strength check. These check DCs are Strength-based.

Blood Drain (Ex): After incapacitating its prey, the leechvine proceeds to drain blood, dealing 1d4 points of Constitution damage each round the tendril remains attached.

Plant Traits: Includes low-light vision; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; and breathes and eats, but does not sleep.

Poison (Ex): On the first round that it is attached, the tendril injects its prey with a poison designed to temporarily incapacitate its opponent. This poison requires a Fortitude save DC 15, initial damage sleep 1d4 rounds, secondary damage sleep 1d4 minutes. If the prey fails its save, the plant begins to drain blood on the next round. If it succeeds, the plant will try to re-inject it with more poison on the next round. The save DC is Constitution-based.

Notes & Game Balance

The leechvine is inspired by both the stirge and a roper. The purpose of this monster is to be more of a hindrance than a dramatic threat. The plant cannot travel, so once it is discovered, a wise party could merely step back out of range and use ranged weapons to kill the creature. It is mostly useful as a surprise encounter while party members are travelling through dense vegetation, although, an evil druid might use these plants to guard an entranceway and thus plant a few of them on either side of a path or doorway to hinder a party's progress.

Knowledge Suggestions

Leechvine DC	Knowledge (nature) check results
10	This dangerous looking plant is known as a leechvine.
15	The large head is the base of the plant, but it also has six blood-seeking tendrils.
20	These tendrils can reach up to thirty feet away from the base, and sometimes even further for larger specimens.
25	The tendrils contain a sleep poison and drain blood from any prey that stops moving.
30	The tendrils are not difficult to break free from, nor to destroy, but they do regrow after a day.
35	The base is immobile, so if a person could get beyond the reach of its tendrils, they could destroy it with impunity.
40	Sometimes they grow in small patches, and occasionally they may be planted by druids as guardians.

Parryns (Humanoid)

The humanoid before you looks to be a halfling coated in brightly colored feathers but in fact the feathers grow from the small creature. Wings, small but strong grow out from the arms, soft down covers most of the body, and long tapered feathers form a tail. The flat face is pale pink, with large, dark eyes.



Parryns Small Humanoid

Hit Dice: 1d8-1 (3 hp)

Initiative: +2

Speed: 20 ft.
(4 squares),
fly 40 ft.
(poor)

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

Base Atk/Grapple: +1/-3

Attack: Kukri +4 melee (1d3, 18-20) or
sling +4 ranged (1d3)

Full Attack: Kukri +4 melee (1d3, 18-20) or
sling +4 ranged (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision

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

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

Skills: Hide +8, Perform (sing) +3, Spot +2

Feats: Weapon Finesse

Environment: Warm forests

Organization: Solitary, pair, hunting party (3-8), flock (10-60 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults plus 1 hunt leader of 4th-8th level)

Challenge Rating: 1/2

Treasure: 50% coins, standard goods, standard items

Alignment: Usually chaotic good

Advancement: By character class

Level Adjustment: +2

General

Parryns are a primitive race of humanoids that strongly resemble tropical birds. They stand close to 3 feet tall and are very light, usually no more than 25 to 30 pounds. Feathers cover their entire bodies except their faces, hands, and feet, all of which resemble those of a human rather than a bird. The feathers are usually bright, vibrant tones of red, green, yellow, or blue, with parryns of the same family usually of similar color.

Male and female parryns generally wear short, loose fitting tunics in soft colors, which are decorated with complex embroidery. Warriors wear skirts and cuirasses of soft leather, which allow a parryns to freely use its wings.

Parryns are shy, flighty creatures, but curious and friendly in nature. They will most always flee when startled, but are not unreasonably hostile to outsiders. Once comfortable, parryns are amicable and cheery creatures that enjoy stories and song. Parryns are exceptional singers, and many aspects of parryns society involve song.

Parryns speak their own language, which sounds like bird calls to those who don't understand it. Many speak Common, depending on a particular tribe's exposure to other races.

Most parryns encountered outside of their homes are warriors. The information presented here is for one of 1st level.

The parryns warrior presented here had the following ability scores before racial adjustments Str 13, Dex 12, Con 10, Int 11, Wis 8, Cha 9.

Combat

Most of a parryns's combat training comes in the form of hunting. Staying out of reach and well hidden, hunters lure out game and attack as a group. Because parryns must use their arms to fly, they can't use them for anything else while flying and thus aren't effective aerial attackers. When dealing with intelligent foes parryns use the same pack tactics. Often a bard will accompany a hunting party, assisting with spells and songs.

Parryns as Characters

Parryns Traits (Ex): Parryns possess the following racial traits:

- +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters
- A parryns's base land speed is 20 feet, and a parryns's base fly speed is 40 feet (poor).
- +2 racial bonus on Perform (sing) and Spot checks
- Low-light vision
- Automatic languages: Auran, Common. Bonus languages: Elven, Goblin, Orc, and Sylvan
- Spell-Like Abilities: 1/day – *Speak with animals* (birds only, duration 1 minute). A parryns with a Charisma score of at least 10 also has the following spell-like ability 3/day – *lullaby*. Caster level – 1st, save DC 10 + parryns's Charisma modifier.
- Favored Class: Bard
- Level Adjustment: +2

Ecology

Native to tropical jungles, parryns live in small communities in the trees. They inhabit small huts nestled in the higher branches, away from many jungle predators. Society is very communal and almost everything is shared, from property to responsibility. Parryns come into maturity at about 15 years of age, and until then are the responsibilities of the flock. Parryns elders are revered and respected, and are the ruling force of society. All major decisions are made by the council of elders.

Despite their primitive society, parryns are master crafters. They make simple items of exquisite beauty. The more civilized races have put great value on these goods, and even greater value on their singing. It's rare but not unheard of for wealthy city dwellers to even keep a parryns as a pet.

Parryns...Continued

Revered Ancestor (Undead)

Parryns view every creature as an individual and have no prejudices against most humanoid races. This does not extend to races they know to be evil, and consistently threaten the parryns. Specifically this includes jungle gnolls and the arach (detailed earlier in this document). Parryns live in fear of both races, which regularly prey upon the smaller, weaker bird-folk.

Parryn religion focuses on nature and related deities. Parryn clerics have access to two of the following domains: Animal, Good, Plant, and Protection.

Notes & Game Balance

Parryns are small and weak, and their special abilities are non-lethal. Orcs are also CR 1/2 and combat-wise completely outclass parryns. Their ability to fly could present issues, and that's why the arms were attached to the wings. That and a poor maneuverability should keep that ability in check against low-level parties. The ability to fly also presents an issue for level adjustments, but the +2 feels reasonable. Compared to gnomes the parryn has less going on as far as bonuses and special abilities, but the ability to fly can easily subvert some low-level obstacles. Keep it in mind if you allow a parryn PC.

Revered Ancestor

Medium Undead (Psionic)

Hit Dice:	7d12 (45 hp)
Initiative:	-2
Speed:	10 ft. (2 squares)
Armor Class:	16 (-2 Dex, +8 natural) touch 8, flat-footed 16
Base Atk/Grapple:	+3/+4
Attack:	Jade knife +4 melee (1d3+1) or slam +4 melee (1d6+1)
Full Attack:	Jade knife +4 melee (1d3+1) or slam +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Damage reduction 5/--, darkvision 60 ft. power resistance 5, touchsight field, undead traits
Saves:	Fort +2, Ref +0, Will +7
Abilities:	Str 12, Dex 6, Con --, Int 17, Wis 14, Cha 13
Skills:	Concentration +14*, Knowledge (psionics) +13 Listen +12, Psicraft +15, Sense Motive +12, Spellcraft +13, Use Psionic Item +11
Feats:	Burrowing Power ^B , Narrow Mind, Psionic Meditation, Skill Focus: Concentration
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	Double items (usually psionic)
Alignment:	Usually lawful neutral
Advancement:	By character class
Level Adjustment:	--

General

Revered ancestors are psionically endowed members of ancient cultures, sacrificed by friends and family to protect them in this life

Knowledge Suggestions

Parryn DC	Knowledge (local) check results
10	This small feathered person is a parryn.
15	They are very shy, but fairly friendly once they get to know a person.
20	They fly, but not particularly well, and since they need their arms to fly, they cannot effectively fly and fight at the same time.
25	They love song and are skilled singers with a strong bardic tradition.
30	They speak their own language, but they can also speak with birds.
35	Those with high Charisma can also sing a magical <i>lullaby</i> a few times a day.
40	They produce items of exquisite beauty that other races desire. In fact, other races sometimes desire even them, turning them into pets.

through powers of the afterlife. They now remain in small tombs throughout the ruins of the Pale Jungle, ever protecting their charges and locations. They appear as withered brown humanoids wreathed in decayed cloth, often with herbs spilling from several areas of their stretched and split skin.

Often they were entombed with the treasure they had in life as well as with psionic enhanced items in the hope that it would increase their chances of awakening after the sacrificial ritual was done to create them. They always have a jade knife as it is a standard requirement of the ritual to create them.

For those in the know, a good indicator of the presence of revered ancestors is a constant breeze blowing about an area when there seems to be a lack of wind elsewhere. This is due to constant use of their *control air* power when they lack anything else to interest them. If detected, it will register as psionic, and possibly magic if treated as the same.

Revered ancestors are usually around 5 feet tall and 80 pounds as they have withered from their original humanoid form.

Revered ancestors speak the languages they had in life, typically Common and sometimes Draconic.

Combat

Revered ancestors do not engage in direct melee combat unless it is an absolute last resort. Typically they remain in their tombs and psionically attack interlopers from a distance. They know when anything comes within 200 feet due to their *touchsight* field, and that's when their assault begins.

Being entombed affords them a fair amount of protection considering that one foot of wood has a hardness of 5 and 15 hit points, one foot of masonry has a hardness of 8 and 90 hit points and one foot of hewn stone has a hardness of 8 and 180 hit points.

To use their psionic powers through the walls of their tomb, they use their Burrowing Power feat to target their enemies, typically with a DC 15 (+1 per ft. of thickness for wood) Psicraft check, or a DC 18 (+1 per ft. thickness for stone or masonry) Psicraft check. Each time this feat is used, it requires that their psionic focus be expended. However, due to the Psionic Meditation feat, they can regain it as a move action with a DC 20 Concentration check.

Revered Ancestor...Continued



From within the exposed hollow, the mummified form of a humanoid stirs. As it slowly extricates itself, decayed clothing and earth fall off its brownish form. A jade knife appears in its hand seemingly from nowhere. A few unsteady steps from the hole and its chest tears slightly open, spilling herbs in front of it, aromatic even after many years.

For lower level threats like animals, generally *create sound* or *control object* will be enough, or even a non-lethal *concussion blast* if not. For larger threats, *recall agony* is employed liberally and if that isn't enough, it will break out *control body* and *death urge*. *Control body* will especially be used when there is a group of opponents, and *death urge* will generally target imposing looking warriors (such as barbarians with crit x3 great axes) who have the opportunity to injure themselves the most. Other tactics include using *matter agitation* to set a fire and *control flames* to have it chase off enemies, or perhaps to have it set a larger blaze and use *death urge* to have an offender throw themselves into it.

Psi-Like Abilities (Ps): At will – *concussion blast*, *control air*, *control flames*, *control object*, *create sound*, *matter agitation* and *recall agony* (Will DC 15 for 1/2 damage); 3/day – *control body* (Fort DC 17) and *death urge* (Will DC 17). Manifest level 7. The save DCs are Int-based.

Touchsight Field (Su): A Revered ancestor has a continuous *touchsight* field going in a 200 ft. radius about itself, allowing it to constantly monitor the area and to protect its charges, be it one dwelling or a village. Anyone detecting psionics (or magic if you treat them as the same) will notice this field, but not the source. The usual visual effect accompanying the *touchsight* power is not in effect with the field.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Skills: *The Revered Ancestor gains a +4 bonus on all Concentration checks made to gain their psionic focus from the Narrow Mind feat.

Ecology

The ancient cultures of the Pale Jungle sacrificed and entombed their family members in an attempt to gain protection over their house and sometimes even over their village. The tombs were often cornerstones of buildings, columns, and even carefully dug holes in the ground. The family member would be sacrificed (sometimes to a *balam chac*), the body wrapped in cloth and mummified with sacred herbs, and then placed in the prepared location. The location was then sealed according to ritual. Those family members with latent psionic ability so entombed became active revered ancestors with those powers fully awakened and directed toward kineticism.

As undead, they do not eat, sleep, or suffer ill effects from aging. The family entombing the member would often pray for them and to them for guidance and protection, similar to the household gods of the Romans. Due to many of the cultures creating the ancestors no longer being around, those that are entombed in ruins have rage and psychosis due to being trapped and alone for so long. Some have had a considerable increase in powers due to this, while others have become entirely ineffective as they are lost in their own mentally constructed world (although woe to those shaking them from their reverie). Those consumed with rage become chaotic evil, while those lost become neutral indifferent. Most however, despite having no one living to protect, cling to the need to protect the home or village they remain part of and will continue to do so with fervor until destroyed.

Notes & Game Balance

The revered ancestor was developed originally around the idea of the ancient Mayan ritual of human sacrifice and how sacrificed family members would often be entombed in key locations to guard over their families in the spirit realm. The base creature was the mummy, reduced in physical qualities as it wouldn't need to move much, and then enhanced psionically. Although it has less hit dice, less mobility and is far less melee effective than a mummy, its CR is greater due to the added psionics and initial difficulty in locating and getting at the ancestor. Kineticism was chosen as a focus due to the thought that it could affect matter from within its tomb, causing confusion until its location was determined. Locating the creature could be an issue, but a *detect psionics* (or *detect magic*) should help, and the players can always choose to walk away seeing as it is immobile.

Knowledge Suggestions

Revered DC	Knowledge (religion) check results
10	This mummified being is an undead known as a revered ancestor.
15	It is usually entombed near the place it is charged with protecting.
20	It has many psionic abilities including control over air, flames and sound.
25	It can make even the strongest warrior try to irrationally hurt himself.
30	It is resistant to psionics and damage from all weapons.
35	It can psionically sense everything around them within a few hundred feet.
40	A revered ancestor is protected by its tomb, but once located and extricated, it is weak in physical combat.

Root Roper (Magical Beast)



The large tangle of roots on the jungle floor suddenly comes to life. The roots writhe and probe, wrapping themselves around everything in the area. A deep and hideous voice erupts in mad laughter from a creature resembling a burnt out tree stump as it opens a great toothy maw at its base. A pair of yellow eyes gleams with intelligence and hatred.

Treasure: No coins; 50% goods (stone only); no items
Alignment: Usually chaotic evil
Advancement: 10-16 HD (Medium);
 17-24 HD (Large)
Level Adjustment: --

General

It's unclear exactly how root ropers are related to their underground namesakes. Some sages speculate that they are the result of magical experimentation, while others argue that they are simply the result of ropers adapting to the surface. Most sages do agree that they are related though.

The obvious similarity is appearance. The root roper is slightly smaller, usually 5 to 7 feet tall, and tapers from 4 feet in diameter at the base to 2 feet at the top. It weighs around 1,500 pounds. The coloration always resembles a burnt tree stump. The base is usually brown gradually turning black higher up. Its rubbery hide is rough like tree bark helping to conceal its eyes, but not its mouth. The root roper has a large orifice filled with sharp teeth at its base. The teeth are large and grow at odd angles, making it impossible for the creature to properly close its mouth. The only way to conceal its mouth is for the root roper to bury it in the earth. This tactic also allows it to bury its mass of tentacles which strongly resemble tree roots.

Root ropers speak Common and Terran.

Combat

The root roper hunts by burying itself in shallow dirt and imitating a tree with its mass of tentacles spread out in the surrounding area. When prey wanders into the area, its tentacles come to life. In melee, the creature bites adjacent foes with its malformed maw.

Entangle (Ex): The root roper's tentacles cover a 40 foot radius and entangle any creatures in the area. Every round, each non-entangled creature must make a DC 17 Reflex save or become entangled. Entangled creatures can break free and move at half of their normal speed by using a full round action to make a DC 17 Strength check or Escape Artist check. All of these DCs are Strength-based. A creature that succeeds on its saving throw is not entangled, but can still move only at half speed while in the area.

An entangled creature may also be freed by attacking the tentacles. Tentacles have 10 hit points and may be destroyed by making a successful sunder attempt (the root roper has +8 on the opposed roll).

Root Roper

Medium Magical Beast

Hit Dice: 9d10+39 (88 hp)
Initiative: +4
Speed: 10 ft. (2 squares)
Armor Class: 22 (+12 natural)
 touch 10, flat-footed 22
Base Atk/Grapple: +9/+12
Attack: Bite +13 melee (1d8+4, 19-20)
Full Attack: Bite +13 melee (1d8+4, 19-20)
Space/Reach: 5 ft./5 ft. (40 ft. with roots)
Special Attacks: Entangle, weakness
Special Qualities: Resistance to electricity 10, low-light vision
 spell resistance 20, vulnerability to fire
Saves: Fort +10, Ref +6, Will +4
Abilities: Str 17, Dex 11, Con 18, Int 16, Wis 12, Cha 12
Skills: Hide +12, Listen +15, Move Silently +12,
 Sense Motive +13, Spot +15
Feats: Alertness, Improved Initiative, Toughness
 Weapon Focus (Bite)
Environment: Any forest
Organization: Solitary or pair
Challenge Rating: 9

Root Roper...Continued

Attacking the tentacles does not provoke an attack of opportunity. Destroying a tentacle frees up an entangled creature, but deals no damage to the root roper.

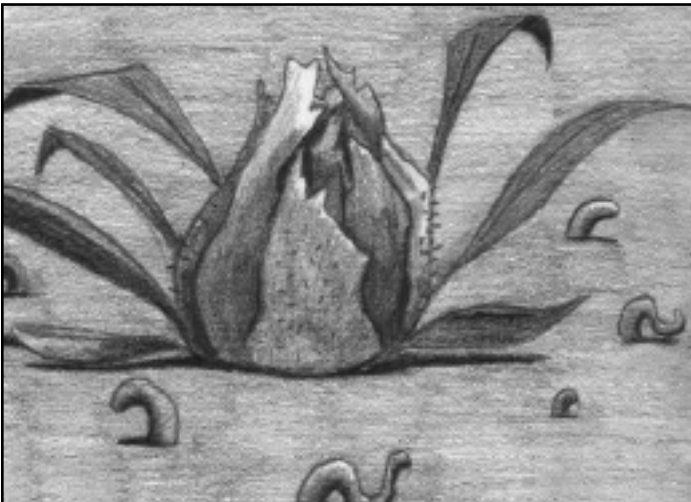
Weakness (Ex): A root roper's tentacles can sap an opponent's strength. Anyone entangled by the tentacles must succeed on a DC 18 Fortitude save or take 1d10 points of strength damage. The save DC is Constitution-based.

Skills: *Root ropers have a +8 racial bonus on Hide checks in wooded areas.

Ecology

The root roper is a cunning carnivore, but its method of luring prey is also its greatest weakness. By patiently hiding in the forest waiting for prey to wander close, the root roper can survive. However, its tree-like shape limits its mobility greatly, and should a creature with the ability to reason discover this, the root roper is at a distinct disadvantage. Primates in particular, have come to prey on root ropers. Once discovered in an area, primates throw whatever is handy at the beast from nearby trees. For this reason, root ropers will not haunt a particular area for very long.

Why would anything come to prey on the rubbery monstrosity? The roots. Though tough and rubbery, they have a sweet, almost fruity taste when chewed. This attracts many animals to come nibbling, but few escape. Some societies make a very sweet, but powerful alcoholic beverage by boiling down the tentacles. This drink goes for quite a few gold on the open market.



A slight breeze offers a relief from the oppressive heat of the jungle, carrying the scent of something sweet. The undergrowth soon gives way to a small area of sand, where several violet flowers grow in scattered patches. Large bowl-shaped petals hold what seems to be water collected from the previous rain, beckoning someone to come drink of their essence.

Sandtrapper (Plant)

Knowledge Suggestions:

Root Roper DC	Knowledge (arcana) check results
10	This creature is a root roper. Its roots are valuable and will fetch decent coin on the open market.
15	Although it looks like a plant, it's actually a magical beast with very limited mobility.
20	A root ropers only way to physically hurt folks is by its toothy maw.
25	Its tentacles reach out over 30 feet, drain strength and can entangle foes.
30	They are resistant to electricity and spells.
35	Being plantlike, it is vulnerable to fire.
40	Root ropers are intelligent and can actually be spoken to in Common or Terran.

Notes & Game Balance

This monster is essentially a toned down roper. The changes result in less reach and Strength damage; also it can't pull creatures towards itself. It is definitely not as much of a threat as a roper. Compared to another CR 9, the dragon turtle, the root roper does less damage, but is capable of damaging the Strength of multiple foes. Its SR and area entangle protect it about as much as the dragon turtle's immunities and breath weapon. A party that is stronger at range or is not surprised by the root roper will have little difficulty with it, but the treasure return is low to reflect this.

Sandtrapper

Medium Plant (Aquatic)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	16 (+6 natural) touch 10, flat-footed 16
Base Atk/Grapple:	+3/+5
Attack:	Root +5 melee (1d4+2 plus blood drain)
Full Attack:	2 roots +5 melee (1d4+2 plus blood drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Alluring scent, blood drain, quicksand
Special Qualities:	Low-light vision, plant traits, tremorsense 20 ft.
Saves:	Fort +6, Ref +1, Will +0
Abilities:	Str 14, Dex 11, Con 15, Int 3, Wis 8, Cha 3
Skills:	Spot +4, Listen +5
Feats:	Alertness, Improved Initiative
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-18 HD (Large); 19-30 HD (Huge)

Level Adjustment: --

Sandtrapper...Continued

Scrimp (Aberration)

General

A variant of waterlily, the sandtrapper grows within soft soil and sandy regions of the jungle, where it harvests water from the rains in a bowl formed by its violet petals. It funnels the rainwater through its roots, creating a pool of quicksand around it and then proceeds to emit a sweet-smelling aroma to attract its prey. When said prey enters the quicksand area around the flowers, the sandtrapper snares the prey with its roots, grappling the creature while it burrows into its flesh and feeds on its blood.

Combat

A sandtrapper attacks by luring its prey into its quicksand trap, where it attempts to entangle the creature in its roots and drink its blood.

Alluring Scent (Ex): A sandtrapper constantly emits an alluring scent into the water it retains, enticing potential prey within 50 feet to come drink from its bowl-shaped petals. The scent acts as a mild narcotic, but a DC 14 Will save allows a creature to avoid this effect. The save DC is Constitution-based.

Blood Drain (Ex): With a successful grapple check, a sandtrapper can attach its roots to a creature and begin to drain its blood, doing 1 point of Constitution damage the following round. The Constitution damage continues until either the creature is slain, the sandtrapper is slain, or the grapple is broken.

Improved Grab (Ex): A sandtrapper that successfully attacks with its roots may immediately attempt to start a grapple as a free action without provoking an attack of opportunity. This ability only works on prey of at least one size smaller than the sandtrapper.

Plant Traits: Includes low-light vision; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; and breathes and eats, but does not sleep.

Quicksand (Ex): A sandtrapper collects rainwater in its petals and funnels it through its roots to saturate the ground around it, creating a pool of quicksand in a 10 foot radius around itself to trap its prey. A DC 8 Survival check can spot the quicksand and recognize it for what it is, allowing the creature to avoid the trap. Quicksand is described in detail under marsh terrain in the SRD.

Tremorsense (Ex): By sensing vibrations in the quicksand that surrounds it, a sandtrapper can pinpoint the location of any creature that has fallen into its trap and attack normally.

Ecology

A sandtrapper exists solely to feed, and will move itself to a new location if necessary to draw prey to itself. When it finds a suitable spot, it buries its roots deep and collects rainwater in its bowl-shaped petals, funnelling it into the ground around itself and creating a morass of mud and water similar in effect to quicksand. Any remaining water is scented by oils secreted from the plant's petals, and used to draw in potential prey. When a creature falls into the quicksand, the sandtrapper attempts to snare it with its roots, feeding on its blood and letting its corpse settle to the bottom of the pool. When the pool becomes too full to effectively trap prey, the sandtrapper uproots itself and moves to a new location to begin anew. Once a year, the sandtrapper will produce a bud that it may leave behind to grow into a new plant. The new plant blossoms after one season, but dies shortly afterwards unless it can feed itself before the end of the season.

Sages liken the sandtrapper to a variety of water lily adapted to the jungle environs, but its carnivorous nature and alluring scent imply that it may in fact be some form of venus fly trap.

Knowledge Suggestions

Sandtrapper DC	Knowledge (plant) check results
10	This water lily is actually a dangerous plant creature called a sandtrapper.
15	It creates an area of quicksand 10 feet around it to trap prey in.
20	It produces an alluring scent that can draw the weak willed toward it and into the quicksand
25	It can sense anything struggling in its quicksand and grapples them with roots.
30	Once prey is grappled, it drains their blood.
35	It moves very slowly, so it can be slain at range once it is identified.
40	Possessions and bones of previous victims may be found deep in the mud at the bottom of its pool.

Notes & Game Balance

One can never have enough dangerous plants, and there never seems to be enough in general compilations. The hard part is trying to decide how much of a challenge they can be since most people on average can outrun a plant. In addition, anyone with enough skill in Survival can avoid this particular plant since it uses the quicksand it makes to trap its foe. Hence the CR 3.

Scrimp

Tiny Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft.

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

Base Atk/Grapple: +1/-9

Attack: Bite +6 melee (1d4-2)

Full Attack: Bite +6 melee (1d4-2) and
sting +1 melee (1d4-2 plus poison)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: Poison, wounding

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

Saves: Fort +1, Ref +3, Will +4

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

Skills: Balance +12, Climb +12, Hide +16,
Move Silently +8, Swim +12

Feats: Weapon Finesse

Environment: Warm forests

Organization: Solitary, pair, pack (3-10), plague (10-300)

Challenge Rating: 2

Treasure: 50% standard

Alignment: Usually neutral evil

Scrimp...Continued



The soft scrabbling of tiny claws heralds the presence of rats skittering through the shadows, dark shapes barely visible in the gloom. Beady eyes reflect the light in a reddish glow, and a small, ratlike creature presents razor-sharp teeth, its hairless body covered in red-black scales from ears to tail, the tail itself ending in a wicked, venomous barb.

Advancement: 3-5 HD (Small)

Level Adjustment: --

General

Scrimp are a strange union of reptile and mammal, resembling hairless rats with numerous red-black scales covering their bodies, a red-finned spinal crest, and a long, whiplike tail ending in a sharp, poisonous barb. Their appearance is almost demonic, earning them the moniker of "devil rats", and some sages speculate their origin to be from a most unholy union with imps. Their poisonous tails can paralyze a full-grown humanoid in a matter of seconds, giving a pack of scrimp ample time to enjoy a hot, fresh meal.

Scrimp are about 2 feet long and weigh about 20 pounds. They neither speak nor understand language.

Combat

Scrimp attack by attempting to swarm over their prey and stinging with their poisonous tails to paralyze it while biting with their razor-sharp teeth.

Poison (Ex): Any creature struck by a scrimp's tail stinger must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. A new save must be made each time the creature is struck by the tail stinger. The save DC is Constitution-based.

Wounding (Ex): A scrimp's razor teeth inflict bleeding wounds that do 1 point of Constitution damage on the round following the bite unless the wound is bound immediately. No further Constitution damage will occur from that wound, but future wounds will still cause damage.

Skills: Scrimp have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance, Climb and Swim checks. A scrimp may choose to take 10 on Climb and Swim checks even if rushed or threatened. A scrimp uses its Dexterity modifier instead of Strength modifier for Climb and Swim checks.

Ecology

Part lizard, part rat, the scrimp traces its origin back to an unholy union between a wererat and an imp, or so many sages believe. Others argue that the creature itself originates from a fiendish dire rat from the outer planes that somehow found itself trapped on the Material Plane, and found companionship with the mortal rats it discovered here. Whatever the source, the scrimp are a true-breeding race of jungle-dwelling carnivores that commonly travel in packs of 20 to 30, but sometimes can be found gathering in the hundreds.

They exist by feeding off of live prey they paralyze with their poisonous tails, and reproduce as quickly as the rats they most relate to. Fortunately for most, rivalry is strong among the scrimp, and when food sources are scarce, many never reach adulthood. They are slain outright by their packmates over scraps of food and shelter, and even become food themselves. When food is plentiful, the scrimp prosper, their numbers grow, and they form packs that learn to hunt as a unified group. However even then they may turn on each other in challenge over the juiciest morsels. To the scrimp, survival of the fittest is not just the natural order, but the absolute law.

Knowledge Suggestions

Scrimp DC	Knowledge (dungeoneering) check results
10	This lizard-rat is called a scrimp.
15	It has a poisonous tail stinger that can poison a full-grown humanoid in seconds.
20	It also has a razor-sharp bite that causes bleeding wounds if the injury is not treated immediately.
25	Scrimp kill and feed on each other in times of sparse food.
30	They multiply greatly when food is plentiful and can amass a pack of several dozen.
35	Any prey that succumbs to the paralytic poison is usually swarmed and eaten.
40	Their origin is believed to be extraplanar, either through imps or fiendish rats mating with normal or wererats on the Material Plane.

Notes & Game Balance

Rats are by far the most common creature in any campaign, and even with various templates, while they can be fun, still generates rats. For something a little different, like a rat, but definitely its own creature, the scrimp was developed. Giving these creatures the ability to paralyze their prey makes them something to be afraid of, and having a bite attack that actually can hurt you makes them worth the challenge rating.

Shetani (Undead)



Crouching harmlessly in the branches above is a small monkey. Upon a closer look however, eyeless sockets and decaying flesh clinging loosely to its skeletal frame are noticeable. Baring teeth it descends, a strange hooting sound escaping from its emaciated throat. This sound is soon joined by dozens of similar ones as many small forms appear above.

Move Silently +4, Spot +4

Feats: Weapon Finesse

Environment: Warm forests

Organization: Solitary, pair or troop (10-40)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: --

General

Legends speak of a great wizard called Eldaar, known for exploits of great daring and acts of equally great cruelty. It is said that this mage took great delight in his arcane experimentation, and that the Shetani or Children of Eldaar are the result of one such experiment. Shetani are faster and more intelligent than zombie monkeys, but still bestial in their nature. They travel in packs, driven only by an urge to destroy the living.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Skills: Shetani have a +4 racial bonus on Jump checks and a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

Combat

The shetani depend more on surprise and sheer numbers to bring down a foe than actual raw power. They will typically attack en masse, lacking the intelligence for true tactics. Their only weapons are their bite and slam attacks. They will typically fight to the death, blindly driven on by their destructive urges.

Ecology

The shetani are undead monkeys. They do not require sleep, food or air, although they are subject to a relentless insatiable hunger. When a living monkey is brought down by a shetani, its corpse is left alone by the pack for reasons that are unknown. The newly dead monkey will then rise 24 hours later as a new shetani and instinctively seek out the troop to join it as its newest member. The only thing holding them in check in the Pale Jungle are the leafing tribes and the lack of living monkeys in their immediate vicinity.

Shetani

Tiny Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2

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

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

Base Atk/Grapple: +1/-8

Attack: Bite +5 melee (1d3-1)

Full Attack: Bite +5 melee (1d3-1) and
2 slams +0 melee (1d3-1)

Space/Reach: 2.5 ft./0 ft.

Special Attacks: --

Special Qualities: Darkvision 60 ft., damage reduction 5/slashing,
undead traits

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 8, Dex 15, Con --, Int 2, Wis 12, Cha 5

Skills: Balance +10, Climb +10, Hide +10, Jump +3

Shetani...Continued

Swarm: Delirium (Vermin)

Knowledge Suggestions

Shetani DC	Knowledge (religion) check results
10	These undead monkeys are called shetani.
15	While similar to animal zombies, they are much swifter and possess feral cunning.
20	They are resistant to all but slashing weapons.
25	They are immune to mind-affecting spells and any magic requiring a Fortitude save.
30	They roam the jungles, attacking in packs. They are also sometimes found as familiars of necromancers and evil wizards.
35	Any monkey slain by shetani will rise as one in 24 hours unless their corpse is destroyed.
40	Their origin is through arcane experiments in an attempt to create a bestial zombie.

Notes & Game Balance

Shetani is the Swahili word for zombie. While similar to a monkey with a zombie template, Weapon Finesse was substituted for Toughness, so as to give the creature more of a reasonable chance to be able to hit a party member. The creature also retained its 2 points of intelligence, which allowed for skills. Finally, the creature's Strength was increased to make the bite subtly more effective.



Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 1, Dex 19, Con 8, Int --, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Warm forests
Organization:	Solitary, cloud (2-5 swarms), or plague (7-15 swarms)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	--

General

A delirium swarm is a flying mass of poisonous, biting flies. A single delirium fly resembles a purple beetle, about 2 to 3 inches long.

Combat

A delirium swarm seeks to surround and attack any living prey it encounters. This swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a delirium swarm in its space must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d3 Wis, secondary damage 1d4 Wis plus *confusion*. The save DC is Constitution-based. The *confusion* effect is similar to the spell of the same name, except that it is permanent unless treated with *greater restoration*, *heal*, *limited wish*, *lesser restoration*, *miracle*, *neutralize poison*, *restoration*, or *wish*.

A high pitched buzz fills the air as a cloud of purple-black flies darts closer.

Delirium Swarm

Diminutive Vermin (Swarm)

Hit Dice:	11d8-11 (38 hp)
Initiative:	+4
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	18 (+4 size, +4 Dex) touch 18, flat-footed 14
Base Atk/Grapple:	+8/--
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft./0 ft.

Swarm: Delirium...Continued

Swarm: Piranha Bird (Animal)

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Vermin Traits: Includes darkvision 60 ft.; and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

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

Ecology

Delirium flies by themselves are harmless, a mere nuisance like any other biting insect. When they form a swarm however, the combined poison of multiple bites can cause a person to go mad. The flies will form a swarm for a few reasons, primary overpopulation leading to short food supply. The flies then go into a frenzy resulting in a swarm of the creatures that attacks and devours anything in its path.

Notes & Game Balance

This creature started as a centipede swarm. The ability scores stayed the same. The climb speed was dropped and fly speed added. The Hit Dice were bumped and this added another die of damage as well as adding a point to the DCs. The poison was changed and a *confusion* effect added, though characters with access to 3rd level

cleric spells can cure it. Wisdom damage isn't as important to combat as Dexterity damage and the secondary damage often doesn't usually factor in until after the combat has ended, allowing characters to focus on curing it. The tremorsense was dropped also, giving PCs another way of dealing with it. The creature ended up stronger than its CR 4 counterpart, by not by too much resulting in the CR 5 rank.

Knowledge Suggestions

Delirium DC	Knowledge (nature) check results
10	This swarm of insects is greatly feared in the jungle. It is called a delirium swarm.
15	When surrounded by the swarm, it is very difficult to focus and easy to become nauseous.
20	Being a swarm, it is immune to spells that target individuals but takes half again as much damage from spells targeting areas.
25	As it is made up of thousands of insects, it is immune to all weapon damage.
30	The poison from the combined insects of the swarm reduces a person's awareness and may eventually cause them to become permanently confused.
35	This <i>confusion</i> can be cured through magical means of <i>neutralize poison</i> , <i>restoration</i> magic, or similar more powerful spells.
40	While normally harmless insects, they swarm from triggering events including overpopulation and scarcity of food.

A riot of colors explodes into the air as numerous tiny birds take sudden flight, the reds, yellows, greens, and blues of their plumage creating a dazzling display of beauty and wonder. The birds flit back and forth rapidly in seemingly random patterns, until the moment they swarm over their prey, their tiny bills ripping and tearing at exposed flesh in a frenzy of bloodlust.

Swarm: Piranha Bird

Tiny Animal (Swarm)

Hit Dice: 3d8 (13 hp)

Initiative: +3

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

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

Base Atk/Grapple: +2/--

Attack: Swarm (1d8)

Full Attack: Swarm (1d8)

Space/Reach: 10 ft./0 ft.

Special Attacks: Dazzle, distraction, frenzy

Special Qualities: Scent, half damage from slashing or piercing, swarm traits

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

Abilities: Str 1, Dex 17, Con 10, Int 2, Wis 14, Cha 4

Skills: Listen +6, Spot +8

Feats: Alertness, Improved Natural Attack

Environment: Warm forests

Organization: Solitary, family (2-4 swarms) or flock (11-20 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: --

General

Similar to hummingbirds in appearance, these tiny birds have brilliant red and yellow wings and crests and bold green and blue plumage along their bodies and tailfeathers. Their most remarkable feature is their razor sharp beaks which allows them to rip and tear into their prey using swarm tactics to confuse and disorient it. By itself, a piranha bird is easily overcome, but they are almost never encountered alone, instead often travelling in flights of up to 1,000 birds. They can be driven into a frenzy by the taste or even scent of fresh

Swarm: Piranha Bird...Continued

blood. Like the fish they were named for, piranha birds are quick, voracious, and can rip the flesh from a man's bones in a matter of seconds.

Combat

A piranha bird swarm seeks to surround and attack any living prey it encounters, tearing at exposed flesh. The swarm deals 1d8 points of damage to any creature whose space it occupies at the end of its move.

Dazzle (Ex): The bright plumage of a piranha bird swarm creates a clashing array of colors similar to a *hypnotic pattern* when it frenzies. Any creature seeing a frenzied piranha bird must succeed on a DC 11 Will save or be dazzled. Even if the save is successful, a new save must be made each round of exposure unless the creature takes steps to avoid viewing this display. This is a mind-affecting effect. The save DC is Constitution-based.

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

Frenzy (Ex): The scent of blood drives a piranha bird swarm into a frenzy. A swarm attacking a creature that has been wounded gains a +2 to saves, and inflicts 2d8 damage to any creature whose space it occupies at the end of its move. This frenzy will last until the wounded creature is slain and eaten or until the wounds are healed and the bleeding stops. While in a frenzy, they gain a +4 against any attempts to modify their behavior such as wild empathy or *charm animal*.

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Ecology

To survive in the wilderness, small animals need to adapt to harsh environments either through camouflage, cunning or by being more dangerous than the predators that hunt them. By itself, a piranha bird can be a dangerous nuisance, with a taste for blood and the razor sharp beak to draw it forth from the creature that would threaten it. In larger numbers, this little bird becomes a credible threat. Piranha birds are named for the fish they seem to emulate, using swarm tactics to attack en masse any creature they perceive as prey, even feasting on each other if no other prey is available. They nest in several small families consisting of two all the way to swarms numbering thousands.

Most swarms consist of many mated pairs and numerous offspring, but no noticeable hierarchy exists among them. Both males and females may come and go in search of mates, and such couplings usually last only until the nestlings have flown. On average, a piranha bird has a lifespan of only three to five years but will mate and hatch young twice a year, usually two or three chicks per nest which grow until maturity within half a year. Fortunately, predators, the elements and the birds' own cannibalistic nature keep the population from beyond controllable numbers. Still, a flock of piranha birds can number several thousand birds and they will feed on just about anything with a heartbeat.

Knowledge Suggestions

Piranha DC	Knowledge (nature) check results
10	This flock of multicolored birds is actually a danger known as a piranha bird swarm.
15	When surrounded by the swarm, it is very difficult to focus and easy to become nauseous.
20	Those caught in the swarm can also become dazzled by the clashing colors of the birds' plumage.
25	The scent of blood drives the swarm into a frenzy, causing them to double their damage and become a little more resistant to anything requiring saving throws.
30	Being a swarm, it is immune to spells that target individuals but takes half again as much damage from spells targeting areas.
35	As it is made up of hundreds of birds, it takes only half damage from all slashing and piercing weapons.
40	The birds are carnivorous and cannibalistic and will eat almost anything that moves.

Notes & Game Balance

In years past, similar birds have been seen with serrated bills and bright plumage in small groups, but without the swarm concept, they were easily dispatched. Considering what a piranha attack can do as displayed on nature shows, it is no wonder that they are feared. Even piranha kept as pets are fed fresh meat and certainly give folks a second thought before putting their hands in the tank.

This bird is designed to appear initially as harmless, but in reality turns out to be something very much to be feared. A challenge rating of 3 seemed a bit low when taking the frenzy quality into consideration, but a swarm is typically dispersed at zero or less hit points and one good spell could do that if well chosen and well placed. One last note -- the druid of the party is in for a nasty surprise if they step up and try and calm these critters once they start to frenzy!

Swarm: Vermiliant (Vermin)



Hundreds of red and violet insects emerge from the flowers, clicking their miniscule mandibles.

Swarm: Vermiliants

Diminutive Vermin (Swarm)

Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	16 (+4 size, +2 Dex) touch 16, flat-footed 14
Base Atk/Grapple:	+1/--
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 1, Dex 14, Con 10, Int --, Wis 10, Cha 2
Skills:	Climb +10, Hide +14*
Feats:	--
Environment:	Warm forests
Organization:	Solitary, tangle (2-4 swarms), or colony (5-10 swarms)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	--

General

Vermiliants are Diminutive ant-like insects that live in tropical flowers high in the jungle canopy. Their coloration ranges from pink to purple, allowing them to blend in with these flowers. The flowers also serve

as their primary food source. Vermiliants only attack living creatures when threatened.

A swarm of vermiliants consists of about 1,500 insects. Each is roughly 3 inches long and weighs less than a tenth of a pound.

Combat

A vermiliant swarm seeks to surround and attack any creature that it feels threatened by. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

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

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d8 points of healing. The save DC is Constitution-based. This is poison and not positive energy and has no effect on undead. Swallowing a vermiliant will not result in any healing because a person's acidic digestive system will degrade the poison and render it useless. The bite is the only known means of receiving the healing.

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Vermin Traits: Includes darkvision 60 ft.; and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: A vermiliant swarm has a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb, check even if rushed or threatened. *Due to its coloration a vermiliant swarm gains a +8 racial bonus on Hide checks in flowery areas.

Knowledge Suggestions

Vermiliant DC	Knowledge (nature) check results
10	This mass of ants is called a vermiliant swarm.
15	When surrounded by the swarm, it is very difficult to focus and easy to become nauseous.
20	The swarm is poisonous, but the poison actually heals those in it as long as they can handle the bites from it and their body doesn't fight off the poison.
25	Being a swarm, it is immune to spells that target individuals but takes half again as much damage from spells targeting areas.
30	As it is made up of thousands of insects, it is immune to all weapon damage.
35	Vermiliants only live in and around flowers native to jungle canopies.
40	All attempts to breed vermiliants in captivity have met with failure.

Swarm: Vermiliant...Continued

Animal Appendix: Ocelot

Ecology

Vermiliants are native to warm jungles, and thrive on the flowers that grow there. If left unchecked, their population can quickly multiply resulting in swarms of vermiliants roaming the jungles in search of flora but like most insects, plenty of critters prey upon them.

Vermiliants have a gland near their mandibles that secretes an odd poison. Instead of debilitating a foe, it heals it. However most creatures' immune systems will fight off the alien secretion. A single vermiliants poison isn't even strong enough to heal a point of damage, only hundreds of bites can heal. Most animals will flee from the pain of the bites before they realize the damage is being healed.

Attempts at cultivating vermiliants in captivity have thus far failed and the secretion loses its potency in just a few hours. These factors

have prevented the use of vermiliants as a primary healing source. However, some tribal people will bring the terminally ill to known feeding grounds and abandon them there, as a last ditch effort at recovery.

Notes & Game Balance

Without a damaging poison the vermiliant swarm is not as powerful as a spider swarm, a creature with similar statistics. The only reason it has a CR and is not entirely beneficial is that the save DC for its poison is low enough that even most 1st level characters will make it more than 50% of the time. They also move quite slow, giving low-level PCs a better chance of avoiding them.



This great cat measures about four feet long and weighs in at twice that of a large domestic cat, with dark brown, irregular shaped spots and stripes edged with black on a tawny yellow background.

Ocelot**Small Animal**

Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 30 ft.
 (6 squares)
Armor Class: 13 (+1 size, +2 Dex)
 touch 13, flat-footed 11
Base Atk/Grapple: +0/-3
Attack: Claw +3 melee (1d3+1)
Full Attack: 2 claws +3 melee (1d3+1) and
 1 bite -2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: --
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 12, Dex 14, Con 10, Int 2, Wis 12, Cha 7
Skills: Balance +10, Climb +8, Hide +8*, Jump +10,
 Listen +3, Move Silently +6, Spot +3
Feats: Alertness, Weapon Finesse^B
Environment: Temperate and warm forests

Organization: Solitary or pair
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: --
Level Adjustment: --

General

The cats underlying coloration varies with its habitat, with the base color of its fur being a rich yellow/cream in more arid areas and a darker yellow/brown in forested habitats. The slender body of the ocelot can measure up to four feet and weighs in at twice that of a large domestic cat.

Combat

Ocelots prefer to sneak up on their prey.

Skills: Ocelots have a +4 racial bonus on Climb, Hide, Move Silently and Swim checks and a +8 racial bonus on Balance and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

The ocelot's hunting technique is varied and is carried out mostly by night - its prey includes small deer, rabbits, rodents, reptiles and when available, fish. The ocelot swims well and are also adept in climbing, hunting for birds and sleeping in the lower branches of trees in its forest habitat. Male and female cats often share territories which can be up to 3 square miles in area.

Knowledge Suggestions

Ocelot DC	Knowledge (nature) check results
10	This jungle cat is an ocelot.
15	They are excellent climbers.
20	They see well at twilight and have a remarkable sense of smell.
25	They are skilled stalkers and prefer to sneak up on their prey.
30	Their typical prey includes deer, fish, rodents and reptiles.
35	They are also skilled swimmers.
40	Their territory ranges for several miles.

Animal Appendix: Peccary

Snake: Quickdeath



Resembling a wild pig but smaller in size, this creature is covered in coarse black and gray fur with a dark dorsal stripe and lighter colored around the shoulders.

Peccary

Medium Animal

Hit Dice: 2d8+7 (16 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (+4 natural)
 touch 10, flat-footed 14
Base Atk/Grapple: +1/+2
Attack: Bite +2 melee (1d4+1)
Full Attack: Bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: --
Special Qualities: Scent
Saves: Fort +5, Ref +3, Will +1
Abilities: Str 12, Dex 10, Con 14, Int 2, Wis 13, Cha 4

Skills: Listen +6, Spot +5
Feats: Alertness, Toughness^B
Environment: Temperate and warm forests
Organization: Solitary, pair or herd (6-18)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)
Level Adjustment: --

General

The adult male peccary is 46 to 60 inches in length and is usually 20 to 24 inches in height. The adult male weighs between 40 and 60 pounds.

Combat

Peccaries are not dangerous when left alone but an entire band can attack if one is wounded or pursued. Speedy and agile, they can drive off many predators.

Skills: Peccaries gain a +4 racial bonus on all swim checks.

Knowledge Suggestions

Peccary DC	Knowledge (nature) check results
10	This jungle pig is a peccary.
15	They usually live in groups of 6 to 18, led by a dominant male.
20	They are mostly herbivorous, surviving on bulbs, tubers and insects.
25	They can be aggressive if threatened or wounded.
30	They are skilled swimmers.
35	They have an excellent sense of smell.
40	They are sometimes called musk hogs due to a to a distinctive smell they emit.



Snake: Quickdeath

Tiny Animal

Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 15 ft. (3 squares),
 climb 15 ft.,
 swim 15 ft.
Armor Class: 16 (+2 size,
 +2 Dex,
 +2 natural)
 touch 14,
 flat-footed 14
Base Atk/Grapple: +1/-10
Attack: Bite +5 melee
 (1-3 plus poison)
Full Attack: Bite +5 melee
 (1-3 plus poison)

A vivid green snake with a faded yellow belly is visible on the ground ahead.

Space/Reach: 2.5 ft./0 ft.
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 4, Dex 14, Con 14, Int 1, Wis 12, Cha 2
Skills: Balance +10, Climb +10, Hide +14, Listen +9,
 Spot +9, Swim +6
Feats: Alertness, Weapon Finesse^B
Environment: Warm forests or marshes
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: --
Level Adjustment: --

General

Snakes usually are not aggressive and flee when confronted.

Snake: Quickdeath...Continued

The quickdeath is a snake, usually between 18 and 24 inches long, no more than a couple inches wide that is a vivid green color with a faded yellow belly. When it bites, it can inject a neurotoxic venom that can kill a Medium sized creature in less than a minute. Fortunately, its primary prey are rodents and small lizards but it will bite anything if it feels threatened.

Combat

Quickdeaths rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A quickdeath has a poisonous bite that deals initial and secondary damage of 1d10 Con. The save DC is 13. The save DC is Constitution-based.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8



A six foot long snake, brown splotched with green, is barely noticeable amid the ground cover nearby.

Snake: Spitting Asp

Medium Animal

Hit Dice: 2d8 (9 hp)
Initiative: +5
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 18 (+5 Dex, +3 natural)
 touch 15, flat-footed 13
Base Atk/Grapple: +1/+0
Attack: Bite +6 melee (1d4-1 plus poison) or spit +6 ranged (poison)
Full Attack: Bite +6 melee (1d4-1 plus poison) or spit +6 ranged (poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +3, Ref +8, Will +1
Abilities: Str 8, Dex 20, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +13, Climb +13, Hide +14, Listen +5, Spot +5, Swim +7
Feats: Weapon Finesse

Snake: Spitting Asp

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.

Knowledge Suggestions

Quickdeath DC	Knowledge (nature) check results
10	This green and yellow snake is a quickdeath.
15	It is a highly poisonous snake with venom that can kill a person within a minute.
20	It is usually not aggressive, but can be a problem if stumbled upon.
25	It normally preys upon rodents and small lizards.
30	It is a skilled swimmer and climber.
35	It is found in warm forests and marshes.
40	It has a sharp sense of smell.

Environment: Warm forests or marshes
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: --
Level Adjustment: --

General

Snakes usually are not aggressive and flee when confronted.

Combat

The spitting asp attacks by spitting venom into the eyes of its target to blind it before closing in for the kill. Its poison has a different effect depending on if it contacts eyes or if it is injected into a wound from a bite. Racial skill bonuses are the same as other snakes.

Poison (Ex): Injury Fortitude DC 11, initial and secondary damage 1d4 Strength.

Poison (Ex): Contact Fortitude DC 11, initial damage blindness 2d4 minutes, secondary damage blindness 1 hour.

The spitting asp can grow up to ten feet long and can spit venom into the eyes of its target. The venom is not fatal, but does cause a burning sensation that is quite distracting. Once the victim is blinded, the asp can then strike them easily and repeatedly with its venomous bite, weakening them and ultimately devouring them.

Knowledge Suggestions

Asp DC	Knowledge (nature) check results
10	This brown & green snake is a spitting asp.
15	It can spit poison into a person's eyes and blind them for over an hour.
20	Its bite is also poisonous, causing weakness that couple cripple a person.
25	It is usually not aggressive, but can be a problem if stumbled upon.
30	It is a skilled swimmer and climber.
35	It is found in warm forests and marshes.
40	It has a sharp sense of smell.

Creatures Tables – CR and Type

Name	CR
Colony Spiders	1/3
Leafing Warriors	1/2
Ocelot	1/2
Parryrn	1/2
Shetani	1/2
Swarm: Vermiliants	1/2
Leechvine	2
Peccary	2
Scrimp	2
Snake: Spitting Asp	2
Animus	3
Sandtrapper	3
Snake: Quick Death	3
Swarm: Piranha Bird	3
Creeper Cat	4
Arach	5
Banyaba	5
Earthbound Ogre	5
Kithrotto	5
Leafing Ancestor, Lesser	5
Leafing Shaman	5
Swarm: Delirium	5
Haze Horror	6
Baya Tumbili Spawn	7
Revered Ancestor	7
Detritus Lurker	8
Leafing Ancestor, Greater	9
Root Roper	9
Baya Tumbili	10
Engraved	10
Devil: Bloodhunter	12
Detritus Swamp	14
Demon: Pashinor	16
Balam Chac	18
Dragon: Jungle Drake	20

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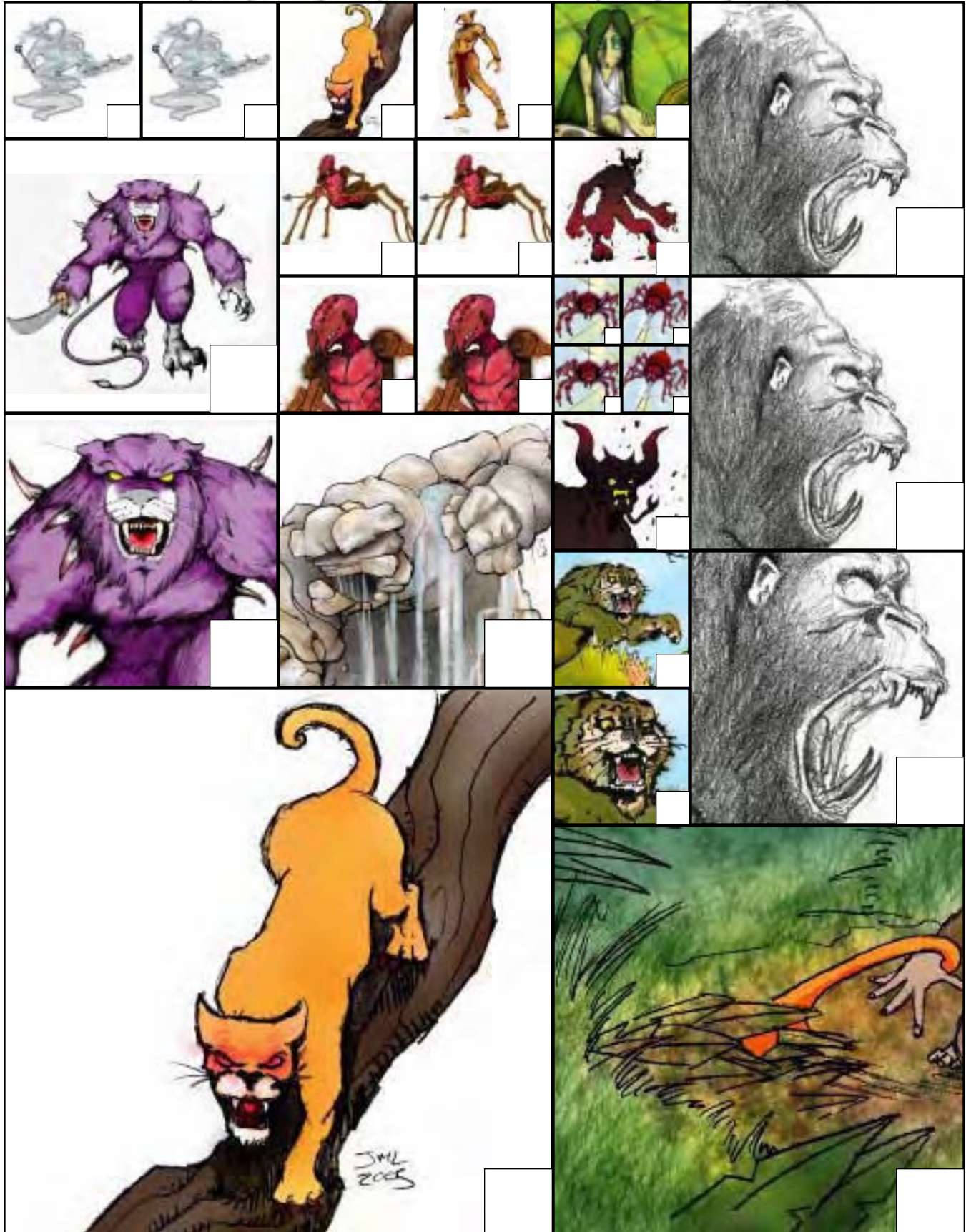
Monsters by Type and Subtype

Aberration: Scrimp
Animal: Ocelot, Peccary, Piranha Bird Swarm, Quick Death, Spitting Asp
(Aquatic): Sandtrapper
Construct: Engraved
Dragon: Jungle Drake
Elemental (Earth): Kithrotto
Elemental (Water): Kithrotto
Fey: Banyaba
Humanoid: Leafing Warrior, Leafing Shaman, Parryrn
(Incorporeal): Animus, Baya Tumbili, Haze Horror
Magical Beast: Creeper Cat, Root Roper
Monstrous Humanoid: Arach
Ooze: Detritus Lurker
Outsider (Chaotic): Balam Chac, Pashinor Demon
Outsider (Evil): Bloodhunter Devil, Pashinor Demon
Outsider (Lawful): Bloodhunter Devil
Plant: Earthbound, Leechvine, Sandtrapper
(Psionic): Revered Ancestor
(Shapechanger): Balam Chac
(Swarm): Delirium, Piranha Birds, Vermiliants
Template: Earthbound
Undead: Animus, Baya Tumbili, Haze Horror, Leafing Ancestor, Revered Ancestor, Shetani
Vermin: Colony Spiders, Delirium Swarm, Vermiliant Swarm


























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Banyaba	Jim E. Vilandre	GS - Allen Kerswell
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Haze Horror	Joshua Courtney	GS - Allen Kerswell
Kithrotto	Joshua Courtney	GS - Allen Kerswell
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Leafing Ancestors	Rich McCarthy, Robert Lajoie	GS - Jeff & Matt
Leafing Shamans	Rich McCarthy, Robert Lajoie	GS - Jeff & Matt
Leechvine	Charlie Lewis, Bill Salloway	GS - Jeffrey LeBoeuf
Ocelot	Charlie Lewis	Marc Jacques
Parryrn	Joshua Courtney	GS - Allen Kerswell
Peccary	Charlie Lewis	Marc Jacques
Revered Ancestor	Robert Lajoie	GS - Mike McMenemey
Root Roper	Joshua Courtney	GS - Jeffrey LeBoeuf
Sandtrapper	Jim E. Vilandre	Marc Jacques
Scrimp	Jim E. Vilandre	GS - Mike McMenemey
Shetani	Charlie Lewis, Bill Salloway	GS - Mike McMenemey
Snake: Quick Death	Charlie Lewis	Marc Jacques
Snake: Spitting Asp	Charlie Lewis	Marc Jacques
Swarm: Delirium	Joshua Courtney	GS - Jeffrey LeBoeuf
Swarm: Piranha Bird	Jim E. Vilandre	
Swarm: Vermiliants	Nancy Vosnidou, Joshua Courtney	GS - Jeffrey LeBoeuf

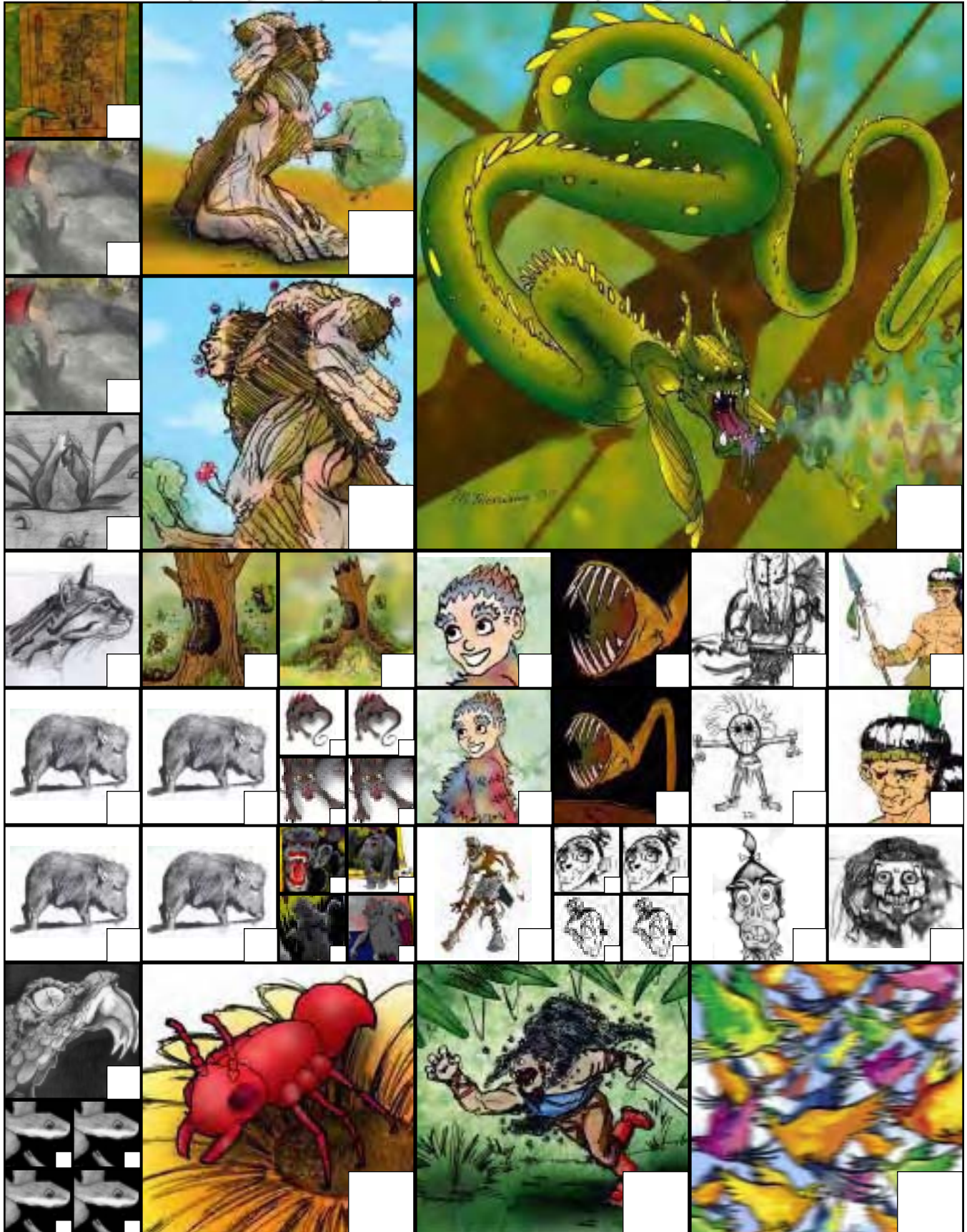
Counters I








































Counters I Backs

 Baya Tumbili	 Banyaba	 Balam Chac	 Balam Chac	 Animus	 Animus
	 Devil: Bloodhunter	 Arach	 Arach	 Demon: Pashinor	
 Baya Tumbili Spawn	 Colony Spiders	 Colony Spiders	 Arach	 Arach	 Demon: Pashinor
	 Colony Spiders	 Colony Spiders	 Kithrotto		
 Baya Tumbili Spawn	 Creeper Cat	 Demon: Pashinor			
	 Creeper Cat	 Balam Chac			
 Detritus Lurker					

Counters II



Counters II Backs

 <p>Jungle Drake</p>				 <p>Earthbound</p>		 <p>Engraved</p>											
				 <p>Earthbound</p>		 <p>Haze Horror</p>											
 <p>Leafling</p>		 <p>Leafling</p>		 <p>Leechvine</p>		 <p>Parryn</p>		 <p>Root Roper</p>		 <p>Root Roper</p>		 <p>Ocelot</p>					
 <p>Leafling</p>		 <p>Leafling Shaman</p>		 <p>Leechvine</p>		 <p>Parryn</p>		 <p>Scrimp</p>		 <p>Scrimp</p>		 <p>Peccary</p>		 <p>Peccary</p>			
 <p>Ancestor, Greater</p>		 <p>Ancestor, Greater</p>		 <p>Ancestor, Lesser</p>		 <p>Ancestor, Lesser</p>		 <p>Revered Ancestor</p>		 <p>Shetani</p>		 <p>Shetani</p>		 <p>Peccary</p>		 <p>Peccary</p>	
 <p>Swarm: Piranha Birds</p>				 <p>Swarm: Delirium</p>				 <p>Swarm: Vermilant</p>				 <p>Spitting Asp</p>					
								 <p>Quickdeath</p>		 <p>Quickdeath</p>		 <p>Quickdeath</p>		 <p>Quickdeath</p>			

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EN Critters 1: **Ruins of the Pale Jungle**

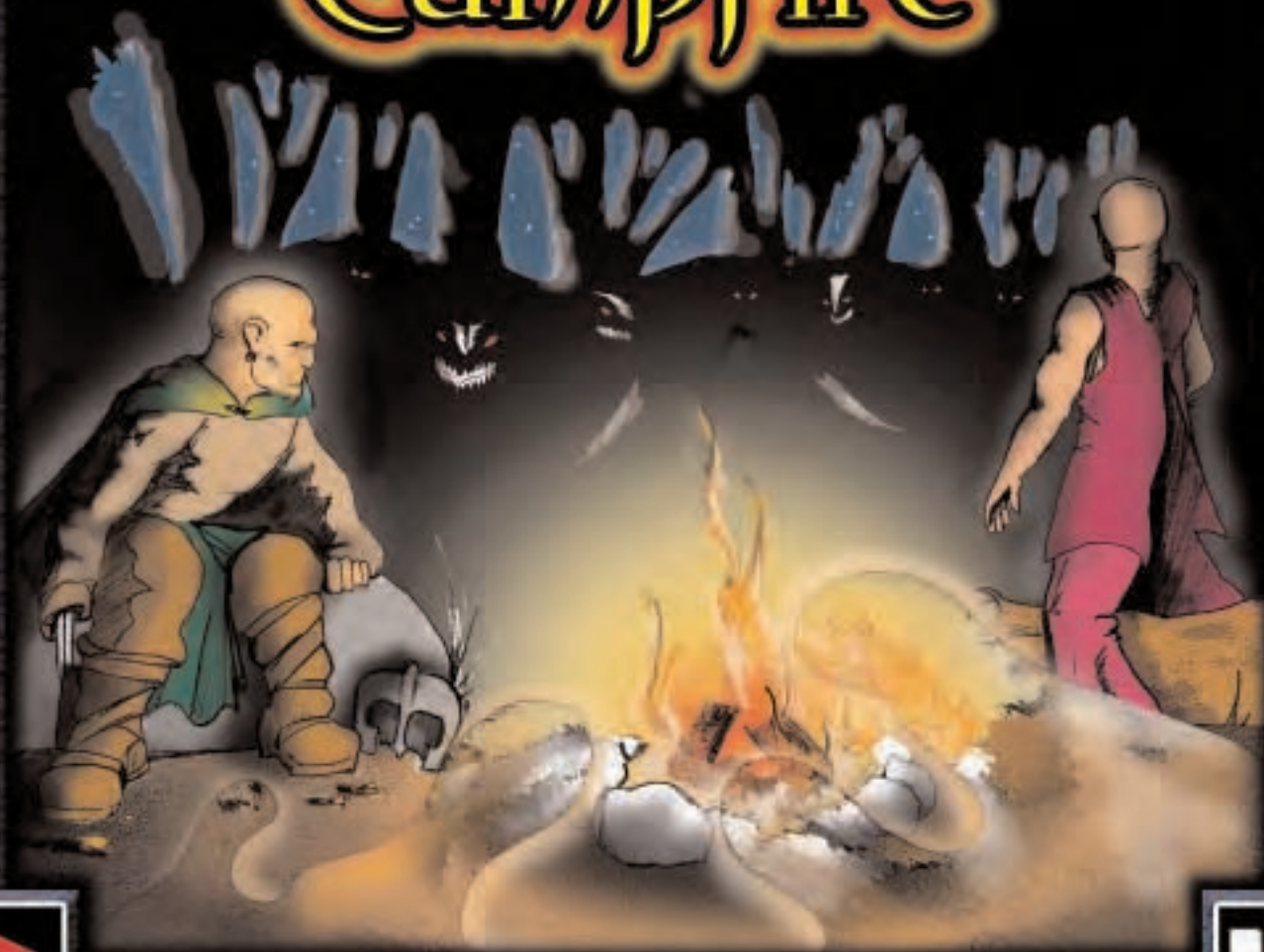
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EN CRITTERS

Volume 2

Beyond the Campfire



An Open Gaming Content Sourcebook

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

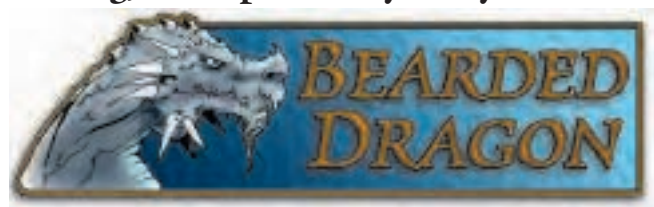
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Beyond the Campfire

Welcome to the second Volume in the E.N. Critters series of Open Gaming Content Sourcebooks: Beyond the Campfire. First, allow us to again thank you for investing your hard earned currency into our ongoing project and to assure you that we are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size. Even the layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. In an effort to continually improve our product, we welcome your suggestions and comments. Contact information can be found at the end of this Volume.

For Volume 2 we have added three new features – full color illustrations, suggested knowledge tables and counter sheets. Each critter now has a table to aid GMs in determining what characters know about them on a successful Knowledge check. In addition, counters (front and back) for all critters in the book have been included after the statistics pages. The counter pages are set up to be printed two-sided on card-stock although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. Each volume has a primary theme that the creatures are developed around. In this case, the concept is for encounters players are likely to have at night while camping. The next couple of volumes will be designed around creatures players are likely to encounter while exploring a floating island of ice, creatures found along the banks of an ancient river, and so forth. Beyond the primary theme, the scope of critters contained within will range considerably, spanning many monster types and challenge ratings.

That being said, here is a bit more in depth look at the primary theme this volume is built around but by no means should limit the creatures' involvements in your own campaign. It is meant more to add additional flavor and perhaps inspire encounter ideas.

The theme of Beyond the Campfire is of encounters that happen at night, specifically while a group of adventurers is camped out. Frequently, whether traveling between cities and towns, to and from a dungeon or cave complex, or even tagging along with a merchant caravan, camping is required. Generally this entails someone making a Survival check to locate a decent campsite, maybe setting up a campfire, breaking out bedrolls and tents, and hopefully establishing watches. In many cases, the most frequent terrain being traveled through is a forested or lightly forested one.

With those basic guidelines in mind, a collection of over two dozen creatures was developed with a goal of making encounters while camped something more than just hearing something in the woods, waking companions and engaging in combat. Although a few of those types of direct combat creatures are included, for the most part you will find the beasties within these pages to be crafty, entertaining, and in some cases, entirely unexpected by your players.

The creatures in this volume are primarily of lower challenge ratings as when parties reach the higher levels they are more likely to use magic such as *secure shelter*, *teleport*, *tiny hut* and so forth to avoid having to camp under the stars unaided.

Campsites provide quite a few opportunities for encounters, especially if a fire is present to advertise its location. For example, consider the shadows beyond the firelight. Native to and lurking in shadow, we have four new Nightshades (the **Nightflyer**, **Nightguard**, **Nighthound** and **Nightstalker**), all geared to lower challenge ratings and all qualifying as minions and scouts for the original vastly powerful ones. Also from the realm of shadow is **the Unseen**, a collection of stray thoughts and dreams bound together and given substance, intent on stealing the minds of men, or at least driving them insane with its incessant indecipherable babbling.

Also beyond the firelight, but this time in the trees above the camp can be found a few more dangerous beasts. First is the **Despicable Host**, a tree climbing octopus-like creature waiting for its prey to settle down for the night in the campsite it groomed to be inviting to travelers. Next is the **Owllion**, a weird magical crossbreed perched in the branches and prepared to swoop down silently and carry off a lone guard. Lastly is the **Insectus Overmind**, content to remain hidden in the trees and slay campers from afar using multiple insect swarms.

From within the camp's bounds can be found additional threats. The camp may actually be set up on top of the **Creeping Moss**, a plant creature skilled at putting its prey to sleep as it dissolves them slowly and moves them considerable distances at the same time. Under the ground the camp is set upon can be found the **Burrowing Moulder**. While normally a deep subterranean monster, sometimes it burrows to the surface seeking prey moving in a set area over time, like a guard pacing back and forth.

Drawn to the camp by its fire are the next group of creatures. The **Ignixie** and its larger cousin the **Greater Ignixie** both seek only to enjoy the fire from inside the flames, reacting poorly and throwing fire at any trying to stop them. In a similar fashion, the **Flashpoint Ooze** heads right for the fire, but acts as if it were prey, putting it out and igniting itself in the process. Once aflame, it then seeks out other warm targets, especially those that move. Another creature putting out fires is the **Coldsnake**, a beast actually able to convert the damage the fire would do into healing energy as it does so. The last of the fire-seeking creatures is unexpectedly the **Pooter Bush**, a plant creature that lobs its explosive berries into open flame as a mechanism to spread its seeds even further.

Also drawn by the fire but seeking something entirely different are the next four critters. First is **the Bereft**, an undead dryad seeking answers to her own demise but ultimately blaming the campers for the blighted vegetation in the area caused by her own power. Next are the **Buridai**, a race of badger-folk seeking to enslave inferior races, the catch being that any race other than a buridai is considered inferior. Seeking not slaves but rather a meal are the last two, the **Fiend cat** and the **Witchcat**. The fiend cat looks small and innocuous, but is a dangerous predator considering its paralyzing purr and penchant for tearing out throats. Conversely, the witchcat wreathed in shadow looks menacing but is more curious than anything most of the time.

Following orders is the focus of these next couple of creatures. The **Owl Howler** patrols specific areas for its undead master regardless of whether they still exist or not. The **Woodland Defender** and its bigger cousin the **Nature's Avatar** on the other hand, patrol and protect the regions they were created from, following a set of rules defined at their creation.

Bereft, the (Undead)

The only potentially helpful creature in the bunch is the **Qual Aanan Qualo**, a reclusive and secretive race of feline humanoid hunters. While they may be prone to helping out those in need, chances are good that the folks being helped may never know the aid they were given.

Prone to strategic combat is the **Blighter**, a druidic undead creature devoted to causing death and destruction to all humanoids and crops. It plans its attack carefully so as to have the greatest advantage in combat. Completely the opposite is the most powerful of the creatures presented in this collection, the **Ettintaur**. This beast is a straight out brute, trampling through campsites and smiting all who oppose it. Even those wielding powerful magic need fear the heavy damage it can cause on an all out attack.

That about covers this volume. Thanks again for your support. Now on to the creatures!

NOTE: Please consult standard sourcebooks for any special attacks or special qualities not detailed herein. Anything non standard or requiring a greater level of detail has been fully worked out under each creature's description.

Bereft, the Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	17 (+4 Dex, +3 natural) touch 14, flat-footed 13
Base Atk/Grapple:	+2/+2
Attack:	Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/x3) or claw +6 melee (1d4)
Full Attack:	Dagger +6 melee (1d4/19-20) and claw +1 melee (1d4) or masterwork longbow +7 ranged (1d8/x3) or 2 claws +6 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft., Damage reduction 5/cold iron, fast healing 2*, turn resistance +2, undead traits
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 10, Dex 19, Con --, Int 14, Wis 6, Cha 16
Skills:	Escape Artist +11, Hide +11, Intimidate +10, Listen +5, Move Silently +11, Spot +5
Feats:	Toughness, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	--



While female in appearance, the humanoid creature's skin looks as if it is made of scorched wood. Her hair has the color and texture of rotting foliage, while her hands end in long razor sharp nails. She stares with large almond-shaped eyes that seem to convey an eternity of sorrow but then that look quickly fades from her eyes and is replaced with something terrible and wild... something that is clearly insane.

General

A Bereft is the undead remains of a dryad that was forced to watch as its bound tree was cut down or destroyed and was unable to do anything to prevent it. With its tree gone, it slowly perished within the next day full of suffering, unrelenting grief and remorse. Unable to accept that it failed to protect its home, it now wanders the land untied to any particular tree, guilt-ridden and irrational. These creatures are twisted mockeries of their former selves, deformed by hate and self-loathing. As with most individuals that cannot accept their own failures, the bereft looks to blame others, even those beings that could not possibly have had anything to do with their pain.

A bereft speaks the languages it knew in life, Common, Elven and Sylvan.

Bereft, the...Continued

Combat

For its regular tactics in combat, a bereft will use try to cause disruption in the party by casting *confusion*. Then it will use its *magic fang* and *barkskin* abilities to enhance its fighting capability. The bereft is essentially a coward though and should it appear to be losing the battle, it will attempt to retreat, using its *entangle* and *spike growth* to hinder the party members and ease its escape. It may also use *entangle* and *spike growth* in an offensive manner, targeting the largest group of party members successfully confused. Being forced by *confusion* to attack or flee through an area affected by *spike growth* can be pretty abusive considering the damage and movement penalties.

Spell-like Abilities (Sp): At will – *entangle* (DC 14), *magic fang* (DC 14), *tree shape*; 3/day – *spike growth* (DC 16), *barkskin*; 1/day – *confusion* (DC 17). Caster level 6th. The save DCs are Charisma-based. When casting *tree shape*, the bereft can only assume the shape of a large dead tree trunk with a few barren branches.

Fast Healing (Su): When a bereft is in contact with the ground and within 20 feet of a healthy tree, it is able to heal itself by draining the life force from the nearby tree as a free action. The tree must be ordinary, inanimate, and non-magical. A bereft heals at a rate of 2 hit points per round. While the bereft heals, the tree itself can be seen visibly shriveling and dying. If it drains more than 10 hit points, the tree becomes a lifeless husk and can no longer serve as a source of healing. This ability does not require conscious effort. A bereft heals automatically when it is injured.

Indeed, a bereft will not consciously acknowledge its role in draining the life energy of a living tree as the thought is too horrific for it to tolerate. If there is more than one tree within the 20 feet radius, only one tree will be affected at a time. If the bereft is dropped to 0 hit points or below, the creature is destroyed and unable to continue healing. This ability does not affect creatures with the plant type.

Turn Resistance (Ex): A bereft is less easily affected by clerics and paladins. For the purposes of resolving a turn, rebuke, command or bolster attempt, treat a bereft as if it is a creature with +2 Hit Dice.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

The bereft is an undead creature. As such, it does not require sleep, food or air. It does not consider any one place home, instead wandering the wilderness, sometimes so absorbed in a dialogue with itself that it ignores the presence of others. The bereft is irrational, and thus much of its behavior can appear arbitrary to party members. It may just as easily ignore the party members as attack them for no apparent reason. The bereft is also in a state of significant denial. At times, it will babble about its former host tree as if it still existed. Any suggestion that its former host tree is dead or that it has failed to protect the wild can cause the creature to fly into a rage and attack.

For instance, when in combat the bereft's fast healing drains the life energy from the surrounding trees. It will either not consciously notice the devastation or will assume that the withering is caused by the party members. The transformation to undead has cost the former dryad several of its original abilities. It can no longer *speak with plants* or *tree stride*. The bereft is aware of this loss on some level, but cannot quite allow itself to accept why it can no longer hear the forest's voice. Instead, it assumes there is something amiss in the

environment, preventing the trees and plants from speaking. The bereft may come across as anxious, worrying about why the plants have all gone silent.

It avoids the sunlight, venturing forth only at night when there are fewer memories to haunt it. It seeks out other humanoids as it wanders, either to see if they know what is causing the problem with the forest, or to punish them for being the ones causing it. When enraged, the bereft displays no compassion and is capable of malicious and sadistic behaviors.

It still collects treasure like it did in life, usually items of beauty and generally just those sorts of things that are easily portable and can come with it during its wanderings.

Knowledge Suggestions

The Bereft DC	Knowledge (religion) check results
10 + Hit Dice	This creature is known as the Bereft. It is an undead creature.
10 + Hit Dice +5	It was a dryad when it was alive.
10 + Hit Dice +10	Although undead, it is resistant to being turned as one.
10 + Hit Dice +15	It uses druidic spell-like powers and can sow confusion among those it meets.
10 + Hit Dice +20	It can see in the dark and can heal itself by draining the life out of nearby trees.
10 + Hit Dice +25	It can be harmed effectively by cold iron like some other fey. Also, their insanity can be used against them by the quick witted.
10 + Hit Dice +30	The Bereft are created when forced to watch their bound tree destroyed and then left to wither in its absence.

Notes and Game Balance

Creation of the bereft was inspired by imagining what would happen to a dryad that became an undead creature. The bereft is not a template creature though, as it was felt that it should stand alone as a unique monster unto itself. It is stronger than a typical dryad and therefore has a higher CR. The damage reduction /cold iron was retained although certain spell-like abilities were eliminated as these abilities did not seem to be in keeping with the theme of the creature. These included *speak with plants*, *tree stride*, *charm person*, *deep slumber* and *suggestion*. Also, the bereft gained a claw attack, and other spell-like abilities to enhance its melee potential. When casting *entangle* or *spike growth*, the GM may wish to alter the description of the spell effect purely for dramatic purposes. For example, the affected vegetation could take on a withered appearance, although in no way should this lessen the actual strength of the spell effect.

Other changes included replacing the Greater Fortitude feat with Toughness as this seemed more appropriate for an undead creature. Several of the dryad's skills (i.e. Handle Animal, Knowledge (nature), Ride, Survival and Use Rope) have been removed completely, as they were no longer relevant in the bereft's ecology. They were replaced with Intimidation. Finally, the bereft was given the ability to cast *confusion* once per day. It could be argued that since this spell is a 4th level sorcerer and wizard offensive spell, it may be too strong a spell for 4th level party members to encounter. It is believed though that this ability is balanced by the fact that the creature does not have a strong melee attack of its own, and it is unlikely that it could kill one of the party members that has been affected before the confusion wore off.

Blighter (Undead)

Blighter

Medium Undead

Hit Dice:	8d12+3 (55 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	21 (+3 Dex, +5 natural, +3 deflection) touch 13, flat-footed 18
Base Atk/Grapple:	+4/+8
Attack:	Touch +8 melee (1d8+4 negative energy) or either a +1 <i>sickle</i> +9 melee (1d6+5) or a +1 <i>scimitar</i> +9 melee (1d6+5/18-20)
Full Attack:	Touch +8 melee (1d8+4 negative energy) and either a +1 <i>sickle</i> +4 melee (1d6+5) or a +1 <i>scimitar</i> +4 melee (1d6+5/18-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, damaging touch, frightful presence, spell-like abilities
Special Qualities:	Damage reduction 5/magic, light blindness, resistance to fire 10 and electricity 10, turn resistance +4, undead traits
Saves:	Fort +2, Ref +5, Will +10
Abilities:	Str 19, Dex 16, Con --, Int 12, Wis 19, Cha 14
Skills:	Climb +10, Hide +14, Listen +10, Move Silently +14, Search +10, Sense Motive +10, Spot +10
Feats:	Improved Initiative, Toughness, Weapon Focus (sickle or scimitar)
Environment:	Any forest
Organization:	Solitary
Challenge Rating:	6
Treasure:	+1 <i>sickle</i> or +1 <i>scimitar</i>
Alignment:	Always neutral evil
Advancement:	--
Level Adjustment:	--

General

Blighters are undead specially created from the corpses of humanoid druids. They typically stand six and a half feet tall adorned in ancient clothing (as long as they were part of the original group created). They move swiftly and with confidence through the wilds.

Blighters speak Common, Druid and Elven.

Combat

Blighters are intelligent creatures and will use strategy to kill their opponents. They are patient, willing to wait for the best moment to strike. In combat, they will attack twice each round, once with their touch attack and again with whichever weapon they are armed with. Their weapon is always a +1 one-handed weapon favored by druids such as a sickle or scimitar. They gain a +3 deflection bonus to AC from the enchantments on their bones. Blighters also will make use of their spell-like abilities and breath weapon when appropriate. For example, they will often try to enshroud their opponents in a *fog cloud* and then wade in to eliminate them one by one. *Longstrider* will typically be used as soon as the blighter takes notice of an opponent.



This skeletal humanoid stands fairly tall and wears tattered garments, rotted from age. Ancient-looking bracers intricately decorated with unknown symbols adorn each arm. The creature is armed with an exotic-looking scimitar, also decorated with mysterious runes and appearing as old as the bracers. A sickly green light glows menacingly from the creature's empty eye sockets.

Breath Weapon (Su): The blighter is able to emit a 30-foot cone, of noxious gas 3 times per day. The gas is poisonous, dealing 1d4 Con and 1d4 Str of damage. A DC 16 Fortitude save negates the damage. The save DC is Charisma-based.

Damage Reduction (Ex): Blighters have damage reduction 5/magic.

Damaging Touch (Su): The blighter has a melee touch attack that it can use once per round. The touch attack uses negative energy to deal 1d8+4 points of damage to living creatures. A DC 16 Will save halves the damage. The save DC is Charisma-based.

Frightful Presence (Su): The mere presence of this creature is unsettling for many of its foes. When the creature makes a threatening action (e.g. attacks, charges, etc.), opponents within 20 feet must make a DC 16 Will save or become frightened for 1d4+1 rounds. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. This ability affects only opponents with Hit Dice or levels lower than 8. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the blighter for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Resistances (Ex): Blighters are resistant to fire 10 and electricity 10.

Blighter...Continued

Spell-like Abilities: 3/day – *blight* (DC 18), *longstrider*; 1/day – *fog cloud*. Caster level 8th. The save DCs are Wisdom-based.

Turn Resistance (Ex): Blighters have a turn resistance +4 against attempts by clerics or paladins to turn, rebuke, destroy or command them.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Centuries ago, a conflict arose between a circle of druids and a powerful city-state that was seeking to expand into areas under the druids' protection. The druids were powerful, but too few in number to effectively combat the legions of the city-state. One of the circle, a brash druid known for his eccentric ideas, proposed that they use their powers to create warriors of their own, an army of guardians that could be used to defend the wilderness. Intrigued, but cautious, the elder druids began experimenting in the creation of a being that could serve to defend different areas of their territory. In the end, they succeeded and created what they began calling a Nature's Avatar (see Nature's Avatar). Fearful that their creation could be perverted to some dark purpose, the elder druids purposely tied the creature to one specific area, charging it with the defense of that area and no more.

The brash druid who had initially proposed the idea was outraged. Since the Nature's Avatar was bound to one area, it could only serve as a defensive creature. The druid believed strongly that the fight should be taken to the city-state itself, and thus in secret he began experimenting with his own designs in an attempt to create a mobile foot soldier, one that could wreak havoc among the farming communities and travel routes that led to and from the city-state.

The druid became obsessed and began tapping into dark powers in order to complete his creation. Instead of constructing a being made from the elements of nature, he turned towards transforming and re-animating the remains of dead comrades. The forces that he was manipulating began to affect his mind, turning him from the path of protector of nature to the creator of something malevolent and undead. (Some sages have theorized that a powerful devil or demon lord was manipulating the druid without his knowledge, but this theory has never been proven.) In the end, he created what would come to be known as the blighters.

The druid was exuberant with his success. He immediately dispatched his warriors to destroy the crops and fields of the city-state farmers. In the process, hundreds of innocent farmers and their families were butchered. News of the atrocity spread quickly. The elder druids were horrified at what had been done by one of their own. They mobilized their forces and began an effort to eradicate the blighters. In the ensuing battle, they slew the rash druid responsible for the blighters' creation. The blighters themselves however, proved more difficult to eliminate. Eventually, they were tracked to a large cave that had served as the druid's home. In an effort to end their threat for all time, the eldest druid caused the earth to collapse around the cave, burying the blighters beneath tons of rock and dirt. It was believed that the blighter menace was finally ended.

Recently though, creatures that resemble the ancient blighters have been spotted roaming the wilderness. For the most part, they have been evasive and responsible for only a few isolated attacks on travelers. Only one has been seen at a time and so it is unknown how many actually are at large. Whether this being or beings are members

of the original blighters having somehow survived and escaped their earthly tomb or rather are evidence that someone else has begun re-creating the creatures is unknown at this time.

Blighters were created to cause death and destruction to the citizens of the threatening city-state. Their powers were designed to be able to combat the city-state's soldiers while also being able to raze farms and harry merchant caravans. They were created with a desire to destroy the humanoid that dwelled in the opposing community. This desire to inflict harm has generalized since their creation to a thirst to harm all sentient creatures. They use their *blight* ability to destroy crops and farms as well as combat any good druid that seeks to use plant-life as a weapon against them. It was this ability that greatly hampered the elder druids' attempts to eliminate them originally.

Blighters avoid direct sunlight when possible. They travel at night and find shelter such as a cave during the day. Being undead, they do not require sleep, food or air. Blighters are ruthless and efficient, but are not particularly bloodthirsty. They do not take joy in killing. They are dispassionate creatures, simply fulfilling what they perceive to be as their purpose for existing. They cannot be reasoned with. Blighters are tenacious. They may make tactical retreats, but generally will not give up on a goal once one has been determined. Blighters are also patient. They conceive of plans that could take as much as months and even years to come to fruition. Blighters seek the complete extinction of sentient life in the world.

Knowledge Suggestions

The Blighter DC	Knowledge (religion) check results
10 + Hit Dice	This creature is known as a Blighter. It is an undead creature.
10 + Hit Dice +5	It seeks the destruction of all sentient life.
10 + Hit Dice +10	Its mere presence makes folk flee for their lives, or at least quiver in their boots.
10 + Hit Dice +15	It uses druid-like powers to create fog and to destroy nearby plant life.
10 + Hit Dice +20	It resists fire, electricity, non-magical weapons and even turning.
10 + Hit Dice +25	It can breathe poison as well, but luckily it is at least weakened by sunlight.
10 + Hit Dice +30	They were originally created long ago by a corrupted druid using necromantic powers.

Notes and Game Balance

While initially conceived as a weaker version of a lich, the blighter eventually evolved into its present form. The monster is meant to serve as a solitary opponent that could greatly challenge any party of sixth level characters. It has several defenses and resistances as well as a variety of offensive abilities requiring both Will and Fortitude saves. The creature is not invulnerable though, and information gleaned from a Knowledge check should help party members devise an effective strategy. Also, one may point out that aspects of the blighter are not consistent with a being that served as a druid. The re-animation of the dead is not a druid ability. The druid responsible for the creation of these creatures strayed from the true path of druidism. He was first obsessed and then possibly became insane as his project evolved. Dark powers took an active interest in this foolhardy venture and twisted it to serve their own ends. The druid was manipulated and ultimately corrupted by these powers. In the end, the blighter is not an undead druid although its appearance may serve to confuse the players.

Buridai (Humanoid)



This muscular humanoid stands about five and a half feet tall. Most of its body is covered with armor, but fur can be seen on the exposed parts. A large snout protrudes from its fur-covered head. Feral but intelligent eyes take in their surroundings.

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

General

The Buridai are a race that resemble bipedal badgers. They are extremely practical creatures, organized and efficient. They perceive themselves as superior to all other humanoid races, considering others to be less evolved and inferior. They do not consider other races deserving of consideration. Indeed, they have little regard for the civil liberties of others. Buridai fur color ranges from dark reddish-brown to dark gray. Their eyes are a yellowish green. Males are slightly larger than females and slightly more muscular.

Their garments are often simple and unadorned. Weaponry and armor however tend to be more elaborately detailed and always kept polished and maintained in good repair. Buridai are slightly shorter on average than humans, but weigh as much. They speak a dialect of Gnoll as well as Common. The buridai are a martial people and as such there is little difference between the statistics for a warrior and a merchant at first level. The information presented in the statistics block is for a 1st level warrior.

Combat

The buridai have a strong grasp of strategy and tactics. When hunting for potential slaves, they develop and implement sophisticated plans of engagement, designed to minimize loss of life on both sides. The buridai are not bloodthirsty. They prefer precision strikes to large scale battles and are disciplined and patient. When engaging in melee, they prefer to attack targets en masse rather than go one on one. The buridai typically will use nets to entangle their targets and then use their warhammers to subdue them.

Should the battle prove to be turning against them, the buridai will quickly begin using lethal force. Often a Buridai hunting party will have several rangers among them, each specializing in a different favored enemy. Buridai do this so that their hunting parties will have different “experts” present to assist in the development of tactics depending on which race the hunting party might encounter.

Buridai Traits: Includes low-light vision, weapon familiarity (nets) and a +2 racial bonus on saving throws against illusions.

Skills: Buridai have a +2 racial bonus on Craft (armorsmithing) and Craft (weaponsmithing) checks as all young buridai are taught these skills as a matter of course. Buridai gain Craft (armorsmithing) and Craft (weaponsmithing) as a class skill.

Buridai, 1st-Level Warrior**Medium Humanoid (Buridai)**

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Atk/Grapple: +1/+4

Attack: Warhammer +4 melee (1d8+4/x3) or
net +3 ranged touch

Full Attack: Warhammer +4 melee (1d8+4/x3) or
net +3 ranged touch

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Buridai traits, low-light vision, scent

Saves: Fort +4, Ref +1, Will +2

Abilities: Str 17, Dex 12, Con 14, Int 10, Wis 15, Cha 6

Skills: Climb +4, Craft (armorsmithing) +3,
Craft (weaponsmithing) +3,
Handle Animal +2*, Jump +4

Feats: Weapon Focus (net)

Environment: Any forest

Organization: Solitary, pair, hunting party (4-9),
squad (11-20 plus 1 leader of 4th-6th level,
1 3rd level lieutenant and 1-3 dire badgers),
or band (30-50 plus 1 3rd level sergeant per
10 adults, 2 5th level lieutenants, a 7th level
captain, and 4-6 dire badgers)

Challenge Rating: 1/2

Treasure: Standard

Buridai...Continued

Buridai gain a +4 racial bonus on Handle Animal checks when dealing with badgers and dire badgers.

The buridai warrior presented here had the following ability scores before the racial adjustments: Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8

Buridai as Characters

Buridai encountered in the wild tend to be either warriors or rangers. Buridai wizards and sorcerers are scarce. Some druids have been known to exist among the buridai. Buridai clerics mainly worship nature gods, although there are a significant number of worshippers of the gods of travel within the community. Clerics have access to any of the domains associated with their god.

Buridai characters possess the following racial traits:

- +2 Str, +2 Wis, -2 Cha. Buridai are muscular and strong willed, but tend to be impersonal and stand-offish
- Base land speed is 30 feet.
- Low-light vision
- Racial Skills: +2 racial bonus on Craft (weaponsmithing) and Craft (armorsmithing)
- Weapon Familiarity: Buridai may treat nets as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions. Buridai are not easily fooled by illusions. Some believe that their minds are too ordered to be misled.
- Special Qualities: Scent (Ex)
- Automatic Languages: Common, Gnoll.
Bonus Languages: Goblin, Orc, Giant, Dwarven, Elven.
- Favored Class: Ranger
- Level adjustment +1

Ecology

The buridai are a warrior people. As such, all citizens are taught some rudimentary fighting skills. In addition, the crafting of fine weapons and armor is a valued skill in this society and is learned by all when they are young. Their economy is based largely on the slave trade. Raiding parties scour the lands, capturing unsuspecting innocents and travelers and selling them into slavery. Common targets include campsites of small bands of travelers late at night when they are the least defended. As such, the buridai are generally unwelcome in most communities and cities, the exception being those places where slavery is lawful. Buridai households themselves have many slaves from different races. Buridai slave merchants are frequently found in most lawful (and unlawful) slave markets.

While the buridai have little regard for the rights of others (in their view slaves are just property), the buridai are not vicious and tend to treat their slaves well. Business is business, and slaves that are healthy and in good physical shape are worth more than those that have been beaten. To this end, the buridai have developed a narcotic drug (treat as ingested poison Fortitude DC 12 primary and secondary damage 1d4 Wisdom) that they use to increase compliance. The existence of this drug is a closely guarded secret among the buridai slavers.

Because the buridai have a merchant economy, young buridai often apprentice themselves to either a master craftsman, or a slave merchant. Other careers might include running a plantation or hiring oneself out as a mercenary or guard. There is no formal system of inheritance so each buridai must make his or her own fortune in the world. A Merchant Council oversees each buridai community as merchants hold the greatest position of power and prestige in this society. In their view, it is the work of merchants that binds the buridai culture together and allows it to prosper. Males and females are considered equals in this society. Buridai never enslave other buridai.

Buridai tend to cluster in small to large groups. Loners are rare, but not unheard of. Generally, these are individuals that are hoping to make a name for themselves and have come to believe that they can only distinguish themselves by separating from the group. The buridai do not have any nations as such, but several large communities have been settled. These communities are autonomous from each other, but will rush to defend one another should a crisis arise. Buridai are extremely practical. They display little sense of humor.

Knowledge Suggestions

The Buridai DC	Knowledge (local) check results
10 + Hit Dice	This humanoid is a Buridai, known far and wide as slavers of skill and renown.
10 + Hit Dice +5	Their society is one of merchants, warriors and slavers.
10 + Hit Dice +10	They are skilled in the use of net and hammer, particularly for capturing folks.
10 + Hit Dice +15	They can see as well as elves in the dark and are very strong willed.
10 + Hit Dice +20	They are able to track down any slaves that try to escape them using their keen sense of smell.
10 + Hit Dice +25	They might be able to be influenced by proving personal battle prowess.
10 + Hit Dice +30	They are known to possess a powerful narcotic that they use to drug their captives with before making them slaves.

Notes and Game Balance

The buridai serve as a challenge to low level party members because of their expertise in battle tactics. They are meant to provide the party members with an encounter more challenging than your typical squad of humanoids. The buridai will coordinate their attacks and try to incapacitate the party if they are able to. Racial traits were designed to give them a distinct character without giving them too much of an advantage.

The ability to treat nets as a martial weapon gives the buridai a slight edge while at the same time providing the party members with an encounter featuring a weapon that is not often utilized. The statistics provided assume that the buridai is wielding its warhammer two-handed. If the GM prefers, he can equip the buridai with a light shield, increasing its AC by 1, while at the same time dropping the damage modifier for the warhammer by 1. In this case, a buridai would need to draw his weapon after throwing his net since the other arm would be committed to wielding the shield.

Burrowing Moulder (Aberration)

Burrowing Moulder

Large Aberration

Hit Dice:	10d8+40 (98 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), burrow 20 ft.
Armor Class:	20 (-1 size, +2 Dex, +9 natural) touch 11, flat-footed 18
Base Atk/Grapple:	+7/+15
Attack:	Bite +11 melee (2d6+6)
Full Attack:	Bite +11 melee (2d6+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Paralysis
Special Qualities:	Damage reduction 10/bludgeoning, tremorsense 60 ft.
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 18, Dex 15, Con 20, Int 5, Wis 13, Cha 6
Skills:	Move Silently +15
Feats:	Combat Reflexes, Lightning Reflexes, Toughness, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	--

General

The burrowing moulder is a ravenous creature that mostly dwells in subterranean environments. The beast is able to burrow through natural rock and dirt in search of its next prey, using its tremorsense to pinpoint potential targets. Occasionally, the burrowing moulder will burrow up near the surface when it detects the presence of a potential source of food, especially one that remains stationary for an extended period of time.

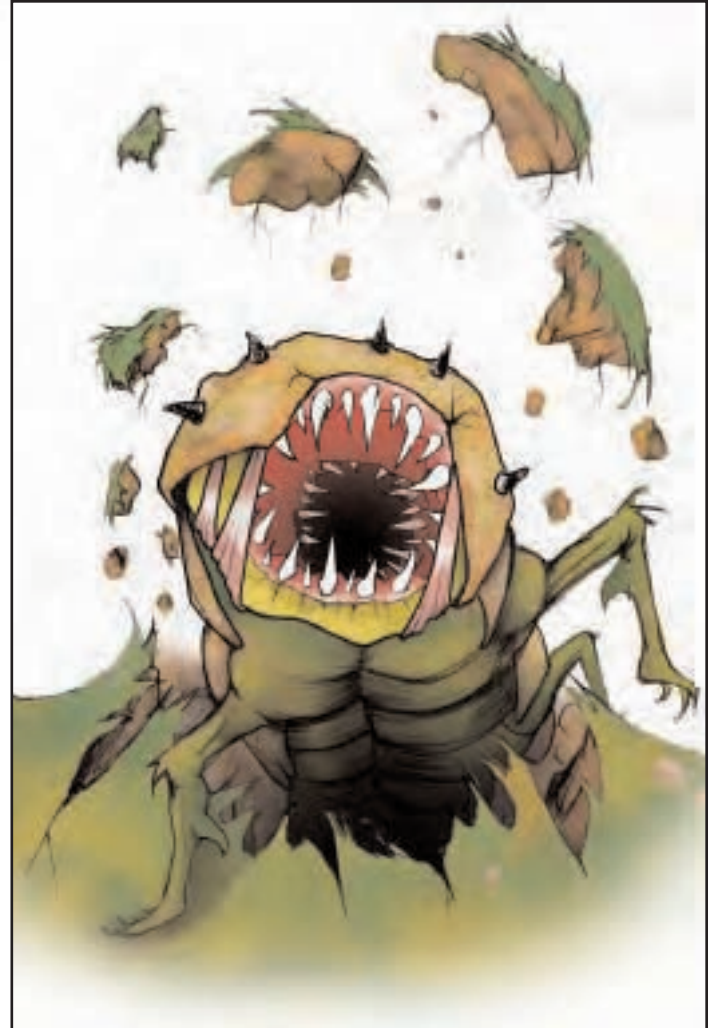
These creatures are usually about 10 feet long, 3 feet in diameter and weigh 400 to 500 pounds on average. Their chitinous skin is reminiscent of jagged rock with a coloration of mottled grey and brown.

Burrowing moulder cannot speak.

Combat

The burrowing moulder uses its formidable bite attack to first incapacitate and then kill its prey. The creature has a limited sense of combat tactics and will attack the closest target when given an opportunity.

Damage Reduction (Ex): The burrowing moulder has damage reduction 10/bludgeoning, as its chitin turns aside sharp weapons.



This large creature has a long chitinous body with a dozen legs on either side. A large gaping maw filled with rows of razor sharp teeth rests where a head would normally be expected. There are no obvious sense organs such as eyes or ears visible.

Paralysis (Ex): When biting an opponent, the burrowing moulder injects a powerful chemical into its target's body. This chemical induces paralysis should the target fail a DC 20 Fortitude save. The DC is Constitution-based. The paralysis lasts 1d4+1 rounds.

Tremorsense (Ex): The burrowing moulder has tremorsense 60 ft. As such, it is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Ecology

The burrowing moulder requires sleep, air and food like all living organisms. It typically lives within the earth, preferring to stay nestled within the rocks and dirt. When hungry, it moves quietly through the earth, navigating via its tremorsense in search of vibrations suggestive of a potential food source.

Burrowing Moulder...Continued

While mostly found in underground environments, when food is scarce the burrowing moulder will dig upwards and hunt for food a few feet beneath the surface. The earth fills in behind it as it tunnels, so it leaves little evidence of its presence even when it breaks the surface. The creature prefers to use its Move Silently skill as it approaches prey, so as to catch it unprepared.

A party of players may be caught off guard when their first inkling of the creature's presence comes when the monster bursts up out of the ground from underneath them as they are resting around a campfire. It is a carnivore and will ignore all plant creatures. The burrowing moulder is only slightly more intelligent than an animal and prefers to live a solitary existence. Two or more adult burrowing moulthers are never encountered together. The creatures are asexual, capable of reproducing their own offspring without a mate.

Knowledge Suggestions

Moulder DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This is a burrowing moulder, a subterranean predator.
10 + Hit Dice +5	They are solitary creatures.
10 + Hit Dice +10	They burrow through rock and stone almost silently to get at their prey.
10 + Hit Dice +15	Their bite causes short terms paralysis.
10 + Hit Dice +20	They see their prey through vibrations in the ground and tend to go after the closest moving target.
10 + Hit Dice +25	Typically burrowing moulthers are found deep in the earth, but they come to the surface when food is scarce.
10 + Hit Dice +30	As they find prey through motion, people are most at risk when they have constant motion in a small area through an extended period of time, such as overnight.

Notes and Game Balance

The burrowing moulder is really a one trick pony. Burrow up under your foe, bite it, try to paralyze it and then finish it off. Its damage reduction makes it difficult to injure. Its proficiency with the Move Silently skill allows it to approach the party undetected. To minimize the impact against a camping party, the GM may choose to have it target members moving the most, i.e. folks on watch (and also the most likely to be prepared to handle it). This creature is intended to be approximately as challenging as a bulette, but for slightly different reasons. The burrowing moulder's paralysis ability and its damage reduction create different challenges for the party than the bulette's more formidable bite and claw attacks.

Dark scales slither through the grass, coating it in a thin veil of frost. This marks the passage of a coal-black serpent whose scales glimmer like black ice beneath the stars and moon. Three times longer than a man is tall, the creature rises above the grass. Faint plumes of mist trails from its maw and ice glitters in its black eyes.

Coldsnake (Magical Beast)

Coldsnake

Large Magical Beast

Hit Dice:	8d10+19 (63 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-1 size, +2 Dex, +4 natural) touch 11, flat-footed 13
Base Atk/Grapple:	+8/+17
Attack:	Bite +12 melee (1d6+7)
Full Attack:	Bite +12 melee (1d6+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Cold aura, constrict 1d6+7, freezing glare, improved grab, strength drain
Special Qualities:	Darkvision 60 ft, energy conversion, low-light vision, resistance to cold 10, scent
Saves:	Fort +8, Ref +8, Will +3
Abilities:	Str 21, Dex 15, Con 15, Int 6, Wis 12, Cha 6
Skills:	Balance +10, Climb +13, Hide +5, Listen +11, Spot +11, Swim +5*
Feats:	Ability Focus (Glare), Alertness, Toughness
Environment:	Cold to temperate forests and plains
Organization:	Solitary, nest (2-4)
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	10-16 HD (Large), 17-24 HD (Huge)
Level Adjustment:	--



Coldsnake...Continued

General

A coldsnake is a coal-black serpent about 10 to 12 feet in length, 6 inches in diameter, and weighing about 120 pounds. Its underside is lighter than the rest of its body, more gray than black, and it has numerous tiny white-flecked scales that give the illusion of a starry night when light reflects on them. Its eyes are a solid blue-black and lack irises, and it constantly emits faint wisps of steam from its nostrils.

It does not speak nor understand language.

Combat

A coldsnake hunts by using its gaze attack to paralyze potential prey, and then wrapping itself around the prey and draining it of its body heat, while slowly crushing it in its coils.

Cold Aura (Su): A coldsnake deals an additional 1d6 cold damage each round to any creature it grapples with.

Constrict (Ex): On a successful grapple check, a coldsnake deals 1d6+7 points of bludgeoning damage, in addition to cold damage and bite damage.

Energy Conversion (Su): Fire used against a coldsnake heals in an amount equal to the amount of damage the fire would normally cause, but health gained this way can not exceed the coldsnake's original maximum hit points. A coldsnake coming into contact with open flame reduces its size by one size category per round of contact, extinguishing anything smaller than a torch, so that a colossal fire (7d6 damage) would become a gargantuan fire (6d6 damage), then a huge fire (5d6 damage), then large (4d6 damage), medium (3d6 damage), small (2d6 damage), tiny (1d6 damage), diminutive (1d3 damage), and finally nothing.

Freezing Glare (Su): Any creature meeting the gaze of a coldsnake must make a DC 14 Will save or be paralyzed. A new save can be made each round to shake off this effect. This is a mind-affecting fear effect with a range of 60 ft and works as a standard gaze attack. The save DC is Charisma-based.

Improved Grab (Ex): If a coldsnake hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This only works against creatures size Medium and smaller.

Strength Drain (Su): A creature being grappled by a coldsnake must make a DC 16 Fortitude save each round or take 1 point of Strength drain as it saps their body heat. The save is Constitution-based. The coldsnake gains 5 temporary hit points for each point of Strength drained in this manner, up to twice its normal maximum hit points. Extra hit points gained are lost after one hour.

Skills: A coldsnake, like most snakes, has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A coldsnake can always choose to take 10 on a Climb check, even if rushed or threatened. Coldsnakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

*A coldsnake 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.

Ecology

Coldsnakes are magically enhanced constrictor snakes adapted to survival in harsh, wintery climates by feeding off of both the body heat and flesh of others. A coldsnake's metabolism still requires heat to survive, and does so by converting any source of heat into healing energy, often being drawn to open flame like campfires. It can draw on any heat source, but prefers live prey since it can provide both food and energy. Coldsnakes are more active sexually when their hunger for heat has been sated, and are most likely to mate in warmer months, laying eggs, fertilizing them, and then abandoning them to the ways of the wild. Neither parent stays with the eggs, which often fall prey to predators, but should a clutch hatch, the young will immediately seek out warm-blooded prey to sate their hunger. Since they themselves are not warm-blooded, the entire clutch may survive hatching if any do, and will often hunt together until old enough to fend for themselves. Coldsnake eggs hatch after only one season, and the coldsnakes themselves reach maturity in about a year, usually leaving the nest at that time.

Knowledge Suggestions

Coldsnake DC	Knowledge (arcana) check results
10 + Hit Dice	This is a magical beast known as a coldsnake.
10 + Hit Dice +5	It is not poisonous but does constrict.
10 + Hit Dice +10	Its gaze paralyzes prey and its body is so cold that it hurts just to touch it.
10 + Hit Dice +15	It saps Strength by draining body heat.
10 + Hit Dice +20	It converts heat into regenerative powers healing itself instead of burning.
10 + Hit Dice +25	It is resistant to cold and has no apparent vulnerabilities.
10 + Hit Dice +30	They seek out heat, so if a person can conceal their heat, they may be able to avoid the coldsnake altogether.

Notes and Game Balance

This creature was based mostly off a large constrictor, then modified to give it some cold-based abilities, but without making it a cold subtype creature. The notion came from the concept of snakes curling up against sleeping campers to take advantage of their body heat, but taken a step further by making them hunger for that heat, and giving them ways to take it. A large constrictor would have a base CR of 4 and still be fairly strong. While that may be good, adding magical abilities makes it a lot tougher, almost doubling the CR. A CR7 is more suitable since this creature is best dealt with from afar, despite doing Strength drain as opposed to Strength damage, since it only inflicts one point per round as opposed to a wraith's 1d6, and a save is allowed to resist it.

Creeping Moss (Plant)

The plush moss makes a comfortable bedding spot for weary travelers.



Creeping Moss

Huge Plant

Hit Dice:	4d8+19 (37 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	10 (-2 size, +2 natural) touch 8, flat-footed 10
Base Atk/Grapple:	+3/+14
Attack:	--
Full Attack:	--
Space/Reach:	15 ft./0 ft.
Special Attacks:	Enzymatic digestion, soporific spores
Special Qualities:	Contiguous area, freeze, low-light vision, plant traits
Saves:	Fort +8, Ref +1, Will -1
Abilities:	Str 16, Dex 10, Con 18, Int 2, Wis 6, Cha 2
Skills:	Escape Artist +15
Feats:	Ability Focus (Spores), Toughness
Environment:	Any aboveground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Huge); 12-24 HD (Gargantuan)
Level Adjustment:	--

General

A creeping moss covers an area roughly 15 feet square and weighs up to a few hundred pounds. As it is a mobile ground cover plant, it only reaches about four inches in depth.

Its color ranges from deep greens to rusty browns depending on the region in which it is found and the time of year, tending more toward browns in the colder months.

It does not speak nor understand any language, but is amiable enough if a *Speak with Plants* spell is used.

Combat

Although its mechanism of action is slow, the creeping moss is frequently successful in its capture and consumption of hapless prey as its released spores contain a powerful sleep-inducing agent. Instead of a direct physical attack, it relies on its prey being helpless as it absorbs their flesh.

Contiguous Area (Ex): A creeping moss need not remain in a 15 foot by 15 foot square. The area it covers can extend to any shape as long as it is at least 5 feet wide, so it could potentially be 5 feet wide and 45 feet long or really any combination of 5 foot squares as long as they are all touching. This enables it to conform to the terrain it is on as well as being able to fit through narrow areas when moving such as between trees. It will also adjust its shape to encompass all squares occupied by sleeping prey.

Enzymatic Digestion (Ex): The digestive enzyme the creeping moss produces can dissolve organic material (flesh, leather, wood), but not metal or stone. These enzymes deals 1 point of acid damage per 10 minutes of contact with wood, bare skin, leather armor or leather items. The secreted digestive enzyme must be washed off thoroughly to discontinue its acid burning effects.

Freeze (Ex): Since it appears simply as a ground cover plant, it is very easy to mistake it for just that when it is not moving. A DC 25 Spot check is required to notice that it is more than just an ordinary plant until it starts moving.

Soporific Spores (Ex): When trampled heavily, damaged or digesting, the creeping moss releases puffs of soporific spores. Creatures within 5 feet of it that inhale the spores and must make a DC 18 Fortitude save or fall asleep. This sleep is continuous as long as the spores continue to be inhaled and is a biological effect. Once removed from the spores, sleeping creatures will awaken in an hour. Those asleep can be woken up in any of the normal ways, but require another DC 18 Fortitude save at the time of waking to remain conscious if they are still in contact or within 5 feet of the moss. Creatures that do not breathe or do not sleep are not affected. The save DC is Constitution-based.

Creeping Moss...Continued

Taking damage automatically wakes up a sleeping creature, so every 10 minutes when 1 point of acid damage is done by the moss, its prey awakens and must make a new saving throw or fall back asleep for another 10 minutes and another point of damage and so forth.

Plant Traits: Includes low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits; breathes and eats but does not sleep.

Skills: A creeping moss has a +8 racial bonus on all Escape Artist checks due to its malleable shape.

Ecology

Creeping moss is a mobile moss-like ground cover that roams around primarily in response to the moisture content in the soil. Since a campfire will injure it as well as effectively desiccating the ground around it, a creeping moss will naturally move away from the fire source. A creeping moss subsists on animals and other warm-blooded creatures that happen to lie on its surface. It periodically emits spores which serve not only as a means of reproduction, but also contains a sleep-inducing agent which immobilizes its victims.

After its prey is immobilized, an enzymatic secretion begins the process of digestion. It will move its victims slowly away from any fires or dry spots and begin to consume its victims. Once moving, it may continue for hours until it again finds a suitable resting spot. This means that sleeping prey can be moved typically 500 feet or so every 10 minutes (or twice that if the moss has a reason to move fast). Additionally, equipment dropped or set down on the moss may be left behind or spread out over the distance the moss traveled as it moves over and around terrain.

Knowledge Suggestions

Moss DC	Knowledge (nature) check results
10 + Hit Dice	This is a creeping moss, a kind of mobile ground cover.
10 + Hit Dice +5	It's motion is in response to moisture content and it moves away from fire.
10 + Hit Dice +10	Spores from the moss cause sleep.
10 + Hit Dice +15	It also secretes an acidic digestive enzyme.
10 + Hit Dice +20	The enzyme can eat through cloth, flesh and leather.
10 + Hit Dice +25	The effect of the spores is a non-magical mind-affecting effect. Biological only.
10 + Hit Dice +30	The digestive enzyme is aggressive and must be washed off.

Notes and Game Balance

Plants that are not outright monsters are normally considered innocuous or even helpful, especially if there is a druid in the party. After setting up the campfire and posting a guard, most players will trust that the designated sentry will alert them to any incoming threat. The great part about this critter is that the threat is already within the camp and may cause the sentry to fall asleep.

Despicable Host (Aberration)

Although the creeping moss has low HD compared to its size, it was designed this way because it can be a formidable foe if there is no intervention but it is relatively easy to destroy. The critter can be advanced to send at a higher level party with some effectiveness, because this type of attack is not something most party members think about. If an entire party succumbs to the sleep effects and doesn't wake normally, and it looks like the demise of all members is likely, a way out could be that one or two party members could "accidentally" get snagged on a tree branch as the moss drags them through the forest, thus removing them from contact and allowing the potential for them to wake.

Consider the following scenario: As the party settles down for the night around the fading embers of a campfire on the soft moss of the forest floor, they become drowsy and fall into a deep slumber. Those who do not immediately fall asleep notice a strange burning sensation on their exposed skin, and a vague sensation of movement. If they cannot rescue their comrades or if everyone falls asleep, they could later awake to a stronger burning sensation, noticing then that in addition to being injured and missing some gear, their surroundings have completely changed.

Not only is this an unexpected encounter, but it can also be used by GMs to bring unruly groups of characters to a location you want them at, such as a ruined tower in the woods or a hidden cave.

Despicable Host

Large Aberration

Hit Dice:	8d8+19 (55 hp)
Initiative:	+3
Speed:	20 ft. (8 squares), climb 10 ft., burrow 5 ft.
Armor Class:	22 (-1 size, +3 Dex, +10 natural) touch 12, flat-footed 19
Base Atk/Grapple:	+6/+16
Attack:	Tentacle +11 melee (1d6+6)
Full Attack:	8 tentacles +11 melee (1d6+6) and bite +6 melee (1d8+3)
Space/Reach:	10 ft./10 ft. (5 ft. with bite)
Special Attacks:	Constrict, improved grab, tentacle multigrapple
Special Qualities:	Ambush, camouflage, darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +4, Ref +5, Will +6
Abilities:	Str 22, Dex 16, Con 14, Int 16, Wis 10, Cha 7
Skills:	Climb +25, Escape Artist +18, Hide +10*, Listen +14, Move Silently +14, Spot +14
Feats:	Alertness, Combat Reflexes, Toughness
Environment:	Temperate to warm forests
Organization:	Solitary or pod (3-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	9-18 HD (Large); 19-24 HD (Huge)
Level Adjustment:	--

Despicable Host...Continued



Rocks and roots begin to tremble and move and it becomes apparent that they are all parts of a single, many tentacled monster that is suddenly erupting from the ground. Its large central mass has two bulbous eyes, and as it rears up, a large, toothy maw can be seen on its underbelly.

General

The despicable host appears to be a large, land crawling octopus. It is equally at home climbing in trees, crawling on the ground or burrowing beneath both. Its tentacles radiate equally in all directions and its eyes and mouth are centrally located. Its central mass is a mound about 2 to 3 feet high with eyes on top and a maw on the underside. Its colors adjust to its surroundings and its skin is hard and rough, resembling stone or bark. It weighs about 600 pounds.

The host's favored tactic is to find areas that travelers tend to stop to rest in: water sources, water crossings, roadside camps, groves of wild fruit trees, etc. Once it finds a base, it meticulously grooms and manages it to remove traces of its kills, and leaves the site as inviting as possible to future travelers. It has no interest in the treasure accumulated, but does keep one consistent dump where treasure tends to accumulate amongst the picked clean bones.

Combat

The despicable host prefers to wait for its prey to be as unprepared as possible. It will use its burrowing, camouflage, climbing and hiding abilities to remain undetected, and will lay in wait for armor to be taken off, part of the group to go to sleep, and so on. It likes to make its attack from within a tree or from under the ground, which will often tie up some of its tentacles. Depending upon the power of its enemy, it may drop to the ground or fully surface to bring all of its tentacles to bear. It will try to grapple as many opponents as possible and then focus on killing a single opponent at a time.

Ambush (Ex): The host spends hours maintaining its hunting grounds to keep them clean and inviting. Although a DC 10 Survival check will show that the area has been disturbed recently, it takes a DC 25 Survival check using the Track feat to actually find marks of the host itself such as a tentacle trail. It also thoroughly learns the routes it may use to access and exit the area (as it can only climb where branches bear its weight, and can only burrow in dirt, not stone). The GM should consider this when determining whether or not the creature catches the party flat-footed, and when determining whether or not the creature makes an escape if necessary.

***Camouflage (Su):** The despicable host has some minor control over its skin color, even for different colors over different body parts. It may use this ability to appear as part of a tree, blend into some rocks, etc. The color change is gradual, taking a full minute to adapt, so it has no effect in combat. This ability gives the host a +5 bonus to its hide check when it has had 1 minute to blend with a background. This bonus is +15 when the host has had the additional time to plan its hiding in such a way that it can account for its considerable bulk.

Constrict (Ex): A despicable host deals d3+6 points of bludgeoning damage with a successful grapple check in addition to the normal damage done from the tentacle.

Improved Grab (Ex): When it hits with a tentacle, the despicable host may 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, drawing its opponent into its square. It may only grab creatures of medium size or smaller.

Tentacle Multigrapple (Ex): When grappling, the despicable host is able to grapple multiple opponents freely without taking the usual -20 penalty, and does not lose its Dexterity modifier to AC against non-grappled opponents. Additionally, it may coordinate its 9 potential attacks among up to 4 targets, including engaging in more than 1 grapple at a time without any penalties. It may attack creatures more than 2 size categories smaller than itself with only 1 tentacle at a time. 2 tentacles may be brought to bear on targets up to two categories smaller than the host. 4 tentacles may attack a single target that is the same size and all 8 may be brought to bear on a target that is larger than the host.

Skills: A despicable host has a +4 racial bonus on Listen and Spot checks due to its intense predatory nature. It also has +8 racial bonus on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened. Lastly, it has a +8 racial bonus on Escape Artist checks as it can contort and squeeze its body.

Despicable Host...Continued

Ecology

The despicable host is typically a solitary creature. Every third year, it seeks a mate with whom to nest and raise 1-3 offspring for about a year. After this time, the offspring are grown to independence, and the entire pod splits up to separate hunting areas. Curiously, the parent creatures will typically seek each other out again for mating in another 3 years as opposed to accepting any other mate.

From the inception of mating through the care of eggs, and approximately 3 months after the birth of offspring (about 6 months total), the pod of hosts will not hunt intelligent prey such as humanoids, for fear of reprisal. Once the hatchlings reach about 3 months of age, they begin to climb about and watch the parents' hunting techniques, but they do not become combatants until they are about 6 months of age. At this time they are full sized and continue learning techniques of hunting from their parents.

The preferred diet of hosts is humanoid but they are aware of the attention that their feeding may bring. They often supplement their diet with other mammals and beasts, and even insects, mosses, and fungi, but they rarely can ignore their taste for humanoid flesh for very long...

Knowledge Suggestions

Host DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This is a despicable host, a dangerous octopus-like aberration.
10 + Hit Dice +5	They can be found in trees and under the earth, waiting for the right time to strike their unsuspecting prey.
10 + Hit Dice +10	It has 8 tentacles that it can use to attack many creatures at once.
10 + Hit Dice +15	It is an intelligent predator and grooms and learns the areas it hunts in to be appealing to travelers.
10 + Hit Dice +20	It can use its tentacles to squeeze the life out of a person like a huge snake.
10 + Hit Dice +25	Not only can it see in the dark, but it also feels vibrations in the earth.
10 + Hit Dice +30	They feed on humanoids primarily, except when they have a brood growing.

Notes and Game Balance

The despicable host compares closely with a giant octopus. It is slightly stronger due to its ability to grapple more than 1 target, its higher strength and con, and its considerable camouflage ability that gives it an excellent Hide skill. It is slightly weaker due to lessened constriction damage and less reach. The main advantage that it has is its greatly increased intelligence, which can allow the DM to devise some truly evil schemes for an unsuspecting party.

Ettintaur (Monstrous Humanoid)

Ettintaur

Huge Monstrous Humanoid

Hit Dice: 20d8+100 (190 hp)

Initiative: +3

Speed: 50 ft. (10 squares); base speed 60 ft.

Armor Class: 23 (-2 size, +3 Dex, +7 natural, +5 breast plate), touch 11, flat-footed 20

Base Atk/Grapple: +20/+43

Attack: Morningstar +33 melee (3d6+15) or hoof +33 melee (1d8+15) or mighty composite longbow (+15 Strength bonus) +21 (3d6+15)

Full Attack: 2 morningstars +33/+28/+23/+18 melee (3d6+15) and 2 hooves +28 melee (1d8+7) or mighty composite longbow (+15 Strength bonus) +21/+16/+11/+6 ranged and 2 hooves +28 melee (1d8+7)

Space/Reach: 15 ft./15 ft.

Special Attacks: Trample

Special Qualities: Darkvision 60 ft., superior two-weapon fighting

Saves: Fort +11, Ref +15, Will +12

Abilities: Str 40, Dex 16, Con 20, Int 8, Wis 11, Cha 11

Skills: Listen +12, Search +1, Spot +12
Survival +3

Feats: Cleave, Dodge, Mobility, Point Blank Shot, Power Attack, Shot on the Run, Spring Attack

Environment: Any forest

Organization: Solitary, gang (2-4) or company (5-8)

Challenge Rating: 15

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: None

General

Ettintaurs have the torso of a two-headed giant-sized humanoid known as an ettin, and the lower body of a draft horse. They are nocturnal creatures, vicious and unpredictable. They tend not to get along well with other species with the exception of true ettins, whom they regard as distant and inferior cousins. Ettintaurs speak a pidgin of Orc, Goblin and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettintaur. Check once for each bit of information. If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5. Ettintaurs can communicate with each other without difficulty.

Combat

Though not very intelligent, ettintaurs are aggressive and enjoy a good fight. They are prideful creatures and will not back down easily. If able to surprise its opponents, the ettintaur will first use its trample attack, attempting to run down as many enemies as it can. It will then use its morningstars and hooves to take down the strongest looking opponent.

Ettintaur...Continued



This feral looking creature is approximately 20 feet tall and weighs over 4 tons. It has the upper torso, arms and heads of an giant, but the lower body of a massive horse. Each of the two heads has a primitive and porcine look, its lower canines protruding upwards like a boar's tusks. Its teeth are yellow; its hair is filthy and unkempt. The creature emits an unpleasant musk. A leather cord hangs around the creature's neck, attached to which are various humanoid bones and assorted items.

If outmatched, such as by magic, it will retreat and use its longbow to take out pursuers before rejoining the battle. Ettintaurs enjoy blunt weapons, so when encountered, they might alternatively be armed with a huge sized heavy mace, warhammer, heavy flail or a greatclub.

Superior Two-Weapon Fighting (Ex): An ettintaur fights with a weapon in each hand. Because each of its two heads controls an arm, the ettintaur does not take a penalty on attack or damage rolls for attacking with two weapons.

Trample (Ex): As a full round action, the ettintaur can move up to twice its speed and run over any opponents at least one size category smaller than itself. The ettintaur must move over all the squares occupied by its targets. Damage from the trample is 1d8+22. The targeted opponent(s) can choose to make an attack of opportunity at a -4 penalty or can attempt a Reflex save (DC 35) to take half damage. The ettintaur can only deal trampling damage to each target once per round, no matter how many times its movement takes it over the targeted creature. The save DC is Strength-based.

Skills: Ettintaurs have a +2 racial bonus to Listen, Search and Spot checks due to having 2 heads.

Ecology

Ettintaurs are proud territorial creatures. It is rare to encounter more than a small group of them, since struggles for dominance often undermine attempts to create large herds or communities. They live in heavily wooded areas and are nocturnal. During the day and when not sleeping, one may be seen hunting for food, but it will prefer to stay in areas that are relatively dark such as caves or places where the forest canopy is thick. They are carnivores and enjoy eating humanoid flesh when possible, finding campfires and campsites akin to a dinner bell. Ettintaurs particularly loath centaurs and will take any opportunity that presents itself to attack one. Further, if given any reason to suspect that anyone they encounter has associated with centaurs, they will attack that person as well.

Ettintaurs themselves place little value on wealth, but will take items from fallen opponents to commemorate their victory over them. If their opponent has no wealth, they are just as pleased to take a bone or a body part as their token, placing just as much value on this item as they do a gem or a magic item. Ettintaurs often attach their tokens to a long cord, which they then wear on their body as a sign of their accomplishments.

Knowledge Suggestions

Ettintaur DC	Knowledge (nature) check results
10 + Hit Dice	This is an ettintaur, a very dangerous man-eating monstrous humanoid.
10 + Hit Dice +5	They take and display trophies from those they kill and eat.
10 + Hit Dice +10	They usually start combat using a fearsome trample attack.
10 + Hit Dice +15	They can see in the dark and usually hunt at night.
10 + Hit Dice +20	They have considerable reach and each head controls an arm and a hoof allowing them plenty of attacks.
10 + Hit Dice +25	They speak a mix of Orc, Goblin and Giant.
10 + Hit Dice +30	They are very territorial and hate centaurs. They are also not very smart, so this could be used to get around them.

Notes and Game Balance

The ettintaur is a cross between an ettin and a centaur. Certain abilities were taken from both. In the same way that a centaur is one size larger than your average humanoid, the ettintaur is one size larger than your average ettin. The creature's armor class is not particularly high and therefore will likely be hit often. To compensate, the creature has up to eight attacks itself and an impressive reach which should allow it to impede party members trying to maneuver around it. The creature's trample ability also allows it to begin an assault in an unusual way upon characters that are prone and sleeping around a campfire or in tents. The trample does not require that the creature move in a straight line, so it could potentially trample several party members in one pass.

Originally this was conceived as a creature around a CR 7, but after reviewing its damage potential it was decided it should be much higher. At that point we figured why not just build it out right and it ended up being a hefty CR 15. Imagine your higher level party feeling safe in their *secure shelter* flaunting their magic until a couple of these creatures come and blow their house down.

Fiend Cat (Magical Beast)

This small feline is about twice the size of a domestic cat.

Fiend Cat

Small Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 size, +3 Dex) touch 14, flat-footed 11
Base Atk/Grapple:	+1/-5
Attack:	Claw +5 melee (1d3-2)
Full Attack:	2 claws +5 melee (1d3-2) and bite +0 melee (1d3-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Coup de grace, paralyzing purr
Special Qualities:	Calming aura, darkvision 60 ft., low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 7, Dex 17, Con 10, Int 5, Wis 12, Cha 12
Skills:	Balance +11, Climb +7, Hide +11*, Jump +11, Listen +3, Move Silently +7, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or family (3-5)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	--
Level Adjustment:	+2 (Cohort only)

General

The fiend cat weighs around 30 lbs. and is around 4 feet long. Its long hair comes in various housecat colors and patterns making it look all the more innocuous and non-threatening.

It get its name from seeming friendly but then turning on those taken in by its charms and slaying them mercilessly.

Fiend cats don't speak or understand language unless they are a familiar to a wizard or sorcerer of sufficient level to grant them that ability.

Combat

The fiend cat prefers to advance on its prey in the open using its calming aura to seem friendly. Once it is near a victim, it will use its supernatural purr ability to paralyze them. When a victim is successfully paralyzed, it will then attempt a coup de grace to finish off the creature. These cats aren't too tough in combat so if threatened they will withdraw instead of fighting longer, coming back later that night or perhaps the next evening to try again.

Calming Aura (Su): The fiend cat is surrounded by an aura that calms creatures. Creatures within 30' must make a successful DC 11 Will save or be affected as by a *calm emotions* spell. If the save is made, that creature is immune to this particular fiend cat's aura for the next 24 hours. This is a mind-affecting compulsion effect. The save is Charisma-based.

Coup de Grace: Against a paralyzed opponent and if not being otherwise threatened, the fiend cat will attempt a coup de grace as a full round action. The target is automatically struck and suffers a critical hit for 2 points of damage and must make a DC 12 Fortitude save or die. While not actually an attack outside of normal combat options, it is mentioned here in detail as it is part of this creature's regular operating procedure.

Paralyzing Purr (Su): The fiend cat can attempt to paralyze a creature that isn't actively threatening it. By purring and using its body motion (rubbing up against legs like a domestic cat does), it causes the victim to make a DC 11 Will save or be held motionless for 1d6 rounds. Each round on its turn, the subject may attempt a new saving throw (as a full round action that does not provoke attacks of opportunity) to end the effect. This is a mind-affecting (compulsion) enchantment. This save is Charisma-based.

Skills: Fiend Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Fiend Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Ecology

Fiend cats have evolved with magic to become an unsuspecting threat to larger creatures. Their dens tend to be under the roots of a tree or a small cave. From there they'll prowl the surrounding land. They usually will kill just one creature then bring their family back to feed on it. They typically hunt at night when the chances of finding a lone individual to feed upon are greater, whether it be someone guarding a campsite, or a stablehand late from his days chores, or even a lady of the evening making her rounds.

They also make excellent familiars. Arcane spellcasters can choose them as a familiar if they take the Improved Familiar feat, are at least 7th caster level and are within one step of a chaotic evil alignment.

Knowledge Suggestions

Fiend Cat DC	Knowledge (arcana) check results
10 + Hit Dice	This is a fiend cat. Although it looks like a large housecat, it's actually a magical beast.
10 + Hit Dice +5	They are known to tear out the throats of the unwary.
10 + Hit Dice +10	They can see in the dark and prefer to live in forested areas on the edges of civilized areas.
10 + Hit Dice +15	They produce a magical calming effect allowing them to get close to their prey.
10 + Hit Dice +20	If they get close to you, their purr can hold you helpless in place.
10 + Hit Dice +25	They will attempt to kill helpless foes by tearing out their throats in one bite.
10 + Hit Dice +30	They are sometimes familiars of powerful evil mages.

Fiend Cat...Continued

Flashpoint Ooze (Ooze)

Notes and Game Balance

A small cat is not much of a challenge in general, but with abilities that target those with weak Will saves it is a bit more to contend with. Fighters are likely victims although they are also more likely to survive the coup de grace attempt. The intent of this creature was to provide both a fun night-time encounter (as the tough fighter on guard gets mauled by a kitty and has to be saved by the mage or cleric) as well as another wizard's familiar option. Like the owl howler, minimum caster level to take this as an Improved Familiar is high due not to its physical stats, but more to its aura and purr allowing it to aid its master from a safe distance. Consider how dangerous it could become if its master were to boost its Charisma and its size, making its powers more effective and increasing the chance of death from a coup de grace.



Flashpoint Ooze

Medium Ooze

Hit Dice: 4d10+16 (38 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 9 (-1 Dex)
 touch 9, flat-footed 9
Base Atk/Grapple: +3/+4
Attack: Slam +4 melee (1d6+1)(plus special)
Full Attack: Slam +4 melee (1d6+1)(plus special)
Space/Reach: 5 ft./5 ft.
Special Attacks: Alchemist's flame, improved grab
Special Qualities: Heatsense 60', ignition, resistance to fire 20, ooze traits
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 12, Dex 8, Con 18, Int --, Wis 1, Cha 1
Skills: --
Feats: --
Environment: Any temperate or warm
Organization: Solitary or pool (2-4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-12 HD (Medium); 13-25 HD (Large)
Level Adjustment: --

Not on fire: This large puddle of water moves of its own accord quickly over the ground. A swirling, dark rainbow of colors reflects from an oily sheen on its surface.

On fire: A large puddle of clear liquid moves quickly over the ground, yellow-orange flames playing across its surface. A small trail of burning residue marks its progress.

General

Flashpoint oozes range in size from puddles of about 3 feet in diameter to pools as large as 7 to 8 feet in diameter. Some have even been reported as large as 12 feet in diameter, but those are very rare and hard to document due to the lack of a constant shape. Their depth changes based on the shape of the terrain they are currently on, but when fully extended they are usually only 3 inches deep. The smaller ones will weigh about 150 pounds, while the larger (7 to 8 foot) pools can get up to 500 pounds.

Their coloration is similar to water mixed with oil – clear fluid with a multicolored oily sheen that reflects in the light. It is this sheen that gives flashpoint oozes their name as it is highly flammable.

Flashpoint oozes do not speak nor understand any languages.

Combat

Combat for a flashpoint ooze is very simplistic; rush forward and strike its prey with a pseudopod, using improved grab to grapple and maul anything smaller than itself. It uses heatsense to choose its prey, going after heat signatures that move first and then targeting very strong heat signatures such as open flames. It attacks mostly at night when the heat signatures of prey are much easier to distinguish from the surrounding environment.

Flashpoint Ooze...Continued

Alchemist's Flame (Ex): The substance extruded on the surface of the flashpoint ooze is akin to alchemist's fire although it requires an open flame to start it burning. When the ooze is aflame, anyone struck by its slam attack or striking it with a natural weapon takes an additional 1d6 points of fire damage and has some of this flaming substance stuck to them, requiring a DC 15 Reflex save to avoid catching on fire. Multiple successful slam attacks require multiple saves, but once a victim is on fire, further slam attacks do not increase the 'on fire' damage per round but will still do the initial extra 1d6 fire damage.

If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

If the flashpoint ooze hits with a slam attack or if its opponent strikes it with a natural weapon when not on fire, it still coats its opponent with its flammable substance. This substance will remain on the victim until scrubbed off or worn off. If the victim is exposed to open flame while the substance is still on them, they must make a DC 15 Reflex save as mentioned above or catch on fire.

Wooden weapons striking the flashpoint ooze when it is on fire take 1d6 points of fire damage, but metal or stone weapons ignore this effect. If the ooze is struck with a weapon when it is not aflame, the weapon is coated with the flammable substance and can catch on fire as mentioned above. If the flaming weapon is then used against an enemy, it will do an additional 1d6 points of fire damage, but only for the 2 rounds it will burn before going out.

Lastly, as the ooze travels over ground, it does leave behind a minimal trail of its flammable substance. Once the ooze catches fire, the flames will spread to its trail creating a 5 foot wide stretch of flame. This trail will burn through the last 100 feet the ooze traveled in the round after it ignites, but will only stay burning for 2 rounds as the flammable residue is used up. Anything in the path of the flames has a chance of catching on fire and burning further on its own.

Heatsense (Ex): A flashpoint ooze uses heatsense as a modified form of blindsense. It can sense heat impressions of all things out to 60 feet. It also can note movement of those heat sources. Being aflame does not impede the ooze's heatsense.

Ignition (Ex): If exposed to open flame, a flashpoint ooze will immediately ignite and burn for 10 minutes before finally going out. After it goes out, it will not ignite again until it builds up sufficient flammable compounds on its surface. This takes 10 minutes for a 1 minute burn time, with each additional 10 minutes increasing burn time by another minute until reaching a maximum of 10 minutes burn time.

Improved Grab (Ex): When it hits with a slam attack, the flashpoint ooze may start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and draws its opponent into its square. It may only grab creatures of one size category less than itself or smaller. For most flashpoint oozes, this means only small sized creatures or smaller.

Resistance to Fire (Ex): A flashpoint ooze has resistance to fire 20 as a result of its internal chemical makeup. Flammable compounds are instead extruded on its surface. Flames of considerable intensity can burn through the compounds and actually injure the ooze itself.

Ooze Traits: Includes mindless (immune to all mind-affecting effects), blind (immune to gaze attacks, illusions, visual effects and sight-based attack forms); immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits or flanking; eats and breathes but does not sleep.

Skills: The flashpoint ooze has a +8 racial bonus on all Hide and Move Silently checks, being transparent and almost liquid.

Flashpoint Ooze...Continued

Ecology

Flashpoint oozes are carnivorous creatures, usually seeking prey smaller than themselves to grapple and overwhelm. They hunt prey primarily at night when the heat signatures of living creatures are much easier to distinguish from the environment. During the day they remain pretty much in one place and will only attack if something comes within easy reach.

Their method of hunting is to pursue moving heat signatures, although strong heat signatures such as open flame trigger them to attack whether or not they are moving. They entirely cover small fires, putting them out in 3 rounds, just about the same time it takes for their flaming trails to go out. If a moving heat signature comes within 30 feet of them, they will abandon a non-moving fire to pursue.

As a result of their attraction to strong heat signatures, flashpoint oozes are prone to self-immolation. This is especially helpful in limiting their numbers as they have no known predators. Large (10 ft. x 10 ft.) fires doing 4d6 points of damage or larger will eventually cause enough damage beyond their fire resistance 20 to kill them. In fact, if a populated area is plagued by them and they are identified as the type of ooze they are, it is an easy matter to create a huge bonfire to draw them forth and let them destroy themselves.

They reproduce asexually. When they reach at least 16 hit dice and the ambient temperature is in excess of 100 degrees F, they will split into four 4 hit die flashpoint oozes of medium size. Their environment ranges from temperate to warm regions. As a result of their reproduction process, they are much more plentiful in the warmer regions while they tend to reach much larger sizes in the colder ones.

If a flashpoint ooze is slain before it catches on fire, 4 vials of its flammable substance can be collected by more industrious characters. Of course this means the characters are getting fairly coated themselves in the collection process. These vials can be used like alchemist's fire but require an open flame to ignite. Alternately, 1 vial can cover 1 medium weapon and can then be ignited, but as mentioned above, only works for 2 rounds. Its value on the open market is slightly higher than alchemist's fire due to the difficulty of obtaining it.

Knowledge Suggestions

Ooze DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This oily pool is called a Flashpoint Ooze.
10 + Hit Dice +5	It is extremely flammable.
10 + Hit Dice +10	It is covered in a flammable substance that can stick to you and burn, but can also be used to coat weapons.
10 + Hit Dice +15	It is resistant to all but the strongest of fires and seems to be attracted to them.
10 + Hit Dice +20	It is carnivorous and finds prey by following their warmth and movement.
10 + Hit Dice +25	If they strike you when not aflame, the oily substance that coats them will stick to you and make you flammable until scrubbed off.
10 + Hit Dice +30	They will destroy themselves in large bonfires.

Notes and Game Balance

A flashpoint ooze was loosely based off of other similar CR oozes like the grey ooze and the ochre jelly. Its mental stats remained the same, but its dexterity was increased to 8 to reflect that it is fast moving (compared to other oozes) and relies on being unnoticed more than muscle.

Its improved grab is good, but has little effect as it only works on small sized or smaller targets (unless using the advanced ooze of large size, but then it helps balance out the CR increased from the higher hit dice). The alchemist's flame is likewise nice, but only has a significant effect if the ooze catches on fire first.

The encounter setup first conceived when developing this creature was as follows: The adventurers have camped for the night. The ooze slithers into camp attracted by the campfire and heads for it, unnoticed by the folks on guard. It then catches on fire, causing the campfire to flare up followed by the trail the ooze left going up in flames, possibly setting other things on fire. The guard is alerted and wakes up sleeping members, getting mobilized just as the campfire is smothered and the burning trail goes out. The now burning ooze has completely replaced the campfire and begins to pursue the confused adventurers, possibly thinking that it is a spell effect rather than a creature.

Ignixie (Fey) (Fire)



This being appears as a small featureless and outwardly genderless humanoid, approximately 1-2 feet tall. It does not wear clothes except for a shoulder bag, and its skin appears to have the consistency and color of coal.

General

The ignixie, although appearing similar to imps, are actually a rare species of fey that dwells in forests, but enjoy extreme temperatures. Indeed, these creatures find sitting in a small fire as relaxing and enjoyable as a human might find a hot spring or warm bath. When an opportunity presents itself, such as finding the camp site of a party of adventurers, the ignixie will rush forward and try to jump into the camp fire or grab a lit torch to stand on top of. Although they could make their own fires, they find that there is just something special about the fires made by others that make them desirable above all else. Some believe it stems from their capricious fey nature.

Ignixies speak Ignan and Sylvan.

Combat

Ignixies are not hostile creatures. They will not attack first, but they do not take kindly to being barred from someone else's fire either. If others simply get in their way, the ignixies will first start shouting at them in Ignan. If attacked they will fight back, either using their slam attack or igniting themselves with their *produce flame* ability and using their fire to injure their opponents. If the attackers were to cease fighting and allow them access to the fire source, they would cease fighting as well.

Damage reduction (Ex): Like some other fey, the ignixie has damage reduction 5/cold iron (10/cold iron for greater ignixies).

Fire Subtype: The ignixie does not take damage from either normal or magical fire, however it takes 1.5 times the damage from cold-based attacks whether or not it allows a saving throw.

Produce Flame (Sp): An ignixie can use *produce flame* three times per day as the spell (caster level 3rd). Rather than a flame appearing in the creature's hand, the whole creature appears to ignite into flame instead. These flames do not harm them or their possessions. A greater ignixie's ability is at caster level 5.

Spell-Like Abilities (Sp): A greater ignixie can use the following spell-like abilities at 6th caster level. 5/day – *produce flame* (+6 ranged); 3/day – *flaming sphere* (DC 14), *pyrotechnics* (DC 14).

Skills: *Ignixies have a +2 racial bonus to Hide checks due to their coal-like skin. This bonus is negated when they ignite.

Ecology

Ignixies live in forests and other dark wooded environments. They enjoy relaxing in fires and cannot resist the opportunity to bask in any they find except, oddly, the ones they start themselves. They are extremely impulsive and generally do not stop to ask the owners of the fire for permission to enter the flames.

As a result, they often are mistakenly viewed as rude and insensitive creatures. In fact, the opposite is true. Ignixies can be very hospitable and playful. They have short tempers though and are quick to argue about minor things. They also are quick to ignite, giving little thought to protecting their surroundings from their flames.

If someone else's small fire is pleasurable, that fire made larger is heavenly. Ignixies arguing and becoming too impassioned in their debate have started several forest fires. Druids view them as a nuisance and a genuine threat to a forest ecosystem. As such, they will often hunt down and remove these creatures to safer areas if their presence becomes known. In turn, ignixies dislike druids as well and will try to burn any that reveal themselves to the creatures. They are not well received among their other fey cousins for similar reasons; dryads especially dislike them.

Ignixies are child-like in their social sophistication. They honestly do not understand their fey cousins' rejection of them or other beings' preoccupation with fire safety. As they grow, they evolve into greater ignixies. Usually a band of ignixies will have at least one greater ignixie present, while a tribe of them will have a mix of typical and greater ignixies. Their society is an egalitarian community. There is little need for leaders and most members of the community readily assist each other. There is only a limited sense of property.

They are vegetarians and eat a variety of plants, wood, bark, fungus and the like, primarily uncooked. They require little water, gaining most of their requirements from the vegetation they eat.

Ignixie...Continued

	Ignixie Tiny Fey (Fire)	Ignixie, Greater Small Fey (Fire)
Hit Dice:	3d6+3 (13 hp)	6d6+6 (27 hp)
Initiative:	+3	+2
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	16 (+2 size, +3 Dex, +1 natural) touch 15, flat-footed 13	15 (+1 size, +2 Dex, +2 natural) touch 13, flat-footed 13
Base Atk/Grapple:	+1/-9	+3/-1
Attack:	Slam +6 melee (1-1)	Slam +6 melee (1d3)
Full Attack:	Slam +6 melee (1-1)	Slam +6 melee (1d3)
Space/Reach:	2.5 ft./0 ft.	5 ft./5 ft.
Special Attacks:	<i>Produce flame</i> (melee & ranged touch +6)	Spell-Like Abilities
Special Qualities:	Damage reduction 5/cold iron, immune to fire, low-light vision, vulnerability to cold	Damage reduction 10/cold iron, immune to fire, low-light vision, vulnerability to cold
Saves:	Fort +2, Ref +6, Will +4	Fort +3, Ref +7, Will +7
Abilities:	Str 7, Dex 17, Con 13, Int 12, Wis 13, Cha 10	Str 11, Dex 15, Con 13, Int 14, Wis 14, Cha 10
Skills:	Escape Artist +9. Hide +17*, Listen +7, Move Silently +9, Sense Motive +7, Spot +7, Tumble +9	Craft (leatherworking) +11, Escape Artist +11, Hide +15*, Listen +11, Move Silently +11, Sense Motive +11, Spot +11, Tumble +11
Feats:	Dodge, Weapon Finesse	Dodge, Weapon Finesse, Mobility
Environment:	Temperate and warm forests	Temperate and warm forests
Organization:	Solitary, gang (2-4), band (6-11) +1 greater ignixie per 5 adults, or tribe (20-80) +4-16 greater ignixies	Solitary, gang (2-4), band (6-11)
Challenge Rating:	2	4
Treasure:	No coins; 50% goods (metal or stone only); 50% items (metal or stone only)	No coins; 50% goods (metal or stone only); 50% items (metal or stone only)
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	+3	+4

Their black shoulder bags are made by greater ignixies and then passed down either as gifts or as inherited items. These bags can hold up to 25 pounds (similar to a small sized backpack) and are immune to non-magical fire as a result in a special process used by the greater ignixies in their creation. This process is jealously guarded and requires the use of greater ignixie blood to complete. On the open market, these bags can sell for as much as several hundred gold pieces.

Notes and Game Balance

The ignixie was originally conceived as a nuisance creature, one that could cause chaos within the camp site without actually doing significant harm. As the creature was developed though, it became apparent that the creature's fire powers did make it a serious threat. The GM is still encouraged to play up the nuisance and annoying aspects of the creature's personality though. "Accidentally" setting the party member's belongings on fire would be enough to get any party member riled up and like most fey, they can be capricious. A druid's presence in the party can also serve as a catalyst for conflict. Statistics for the ignixie were initially inspired by a review of the different sorts of sprites out there.

Knowledge Suggestions

Ignixie DC	Knowledge (nature) check results
10 + Hit Dice	This small person-like creature is called an Ignixie and is a species of fey.
10 + Hit Dice +5	They seem to enjoy lounging in fires and the bags they carry don't burn, so they must be worth some decent coin.
10 + Hit Dice +10	They are very weak physically, but are very quick to anger.
10 + Hit Dice +15	They can ignite themselves and when they do watch out as they start throwing fire around.
10 + Hit Dice +20	Like many fey, they resist injury except when it is caused by weapons wrought of cold iron. They are also vulnerable to cold.
10 + Hit Dice +25	They dislike druids and vice versa. They can be hospitable and even friendly if you are able to speak in their languages, Ignan and Sylvan.
10 + Hit Dice +30	They are completely immune to fire of all types, even intense magical ones.

Insectus Overmind (Aberration)

Insectus Overmind

Small Aberration (Psionic)

Hit Dice:	6d8+15 (42 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	20 (+1 size, +5 Dex, +4 natural armor) touch 16, flat-footed 15
Base Atk/Grapple:	+4/+1
Attack:	Bite +6 melee (1d4+1 plus poison)
Full Attack:	Bite +6 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, psi-like abilities
Special Qualities:	Blindsight 60 ft., power resistance 20
Saves:	Fort +4, Ref +7, Will +7
Abilities:	Str 12, Dex 20, Con 15, Int 12, Wis 14, Cha 14
Skills:	Balance +11, Climb +15, Concentration +11 (+15 when manifesting defensively), Hide +16, Move Silently +16
Feats:	Combat Manifestation, Stealthy, Toughness
Environment:	Temperate and warm forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	7
Treasure:	Items 50%
Alignment:	Always chaotic evil
Advancement:	7-8 HD (Small); 9-15 HD (Medium); 16-18 HD (Large)

Level Adjustment: --

General

An insectus overmind dwells in the forest trees, searching for prey to devour. Its psionic abilities allow it some control over insects and arachnids in its immediate vicinity. Intelligent, the creature understands Common and can be engaged in conversation if the creature is inclined to speak. Generally, the creature views humanoid as meals and does not usually take an interest in what they have to say. Insectus overminds have an affinity for vermin, but do not necessarily feel protective of them. Insectus overminds might choose to communicate with an intelligent insect or arachnid-like humanoid or monster such as an arach*, a drider, colony spiders* or a formian.

Insectus overminds speak Common.

Combat

The insectus overmind prefers to approach its prey stealthily from above, using its Hide and Move Silently skills to traverse and stay hidden among the forest trees. Once the insectus overmind is within range of its prey, it will summon swarms of insects to either kill or incapacitate its targets. Once the target has been overcome, it will disperse the swarms and then feed upon its prey. The insectus overmind will often wait until its targets have gone to sleep before attacking as the resulting confusion once the swarms arrive give it a significant advantage. If it encounters a party of humanoids, it will wait until they make camp, and most are asleep. If a target appears to have noticed the insectus overmind, it will use *cloud mind* to make the target forget about its existence for a few minutes.



This creature appears as a disembodied brain supported by six spider-like legs. A large gaping maw filled with sharp teeth can be seen on its underside. It is as large as a medium-sized dog and moves with alarming speed. A transparent membrane covers its main body, while its legs have a more chitinous consistency to them.

The insectus overmind can concentrate on maintaining one swarm as a free action. This allows it to summon more than one swarm concurrently. If the swarms drive the humanoids from their campsite instead of killing them, the insectus overmind will descend in order to go through their belongings in search of food and items. Insectus overminds try to avoid melee combat when they can, although if forced to, they will use their bite attack to render their opponent drowsy.

Blindsight (Ex): An insectus overmind can use nonvisual senses to locate all creatures within 60 feet as a sighted creature would. It does not need to make a Spot or Listen check to detect the presence of creatures within range of its blindsight ability. Invisibility, darkness and most kinds of concealment are irrelevant, although it must have a line of effect to a creature or object to discern that creature or object.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Wis. The save DC is Constitution-based. The bite of the insectus overmind inflicts poison damage as well as lethal damage. The poison acts like a sleep agent to induce drowsiness and poor judgement.

Insectus Overmind...Continued Nightflyer (Undead) (Extraplanar)

Psi-like abilities (Ps): At will – *summon swarm* (spiders), *cloud mind* (DC 14); 1/day – *creeping doom*. Manifest level 7th. The save DCs are Charisma-based. Given the manifest level, only 3 centipede swarms will be called forth from the *creeping doom* at current HD.

Skills: Insectus overminds have a +4 racial bonus to Hide checks and a +8 racial bonus to Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened and they can use their Dexterity modifier instead of Strength for Climb checks. Also, due to having 5 or more ranks of Balance, it does not lose its Dexterity adjustment to AC when balancing.

Ecology

Insectus overminds are generally solitary creatures, spending most of their adult lives alone. When it is time for them to mate, small numbers of the creatures gather and form a colony. They are intelligent but have little agenda other than to hunt and eat. They take little interest in humanoid affairs, unless their actions will in some way impact upon the insectus overmind's territory and survival. Insectus overminds have more respect for other intelligent arachnid or insect-like creatures although they do not necessarily feel kinship or friendship towards them. They have many spider-like traits, although they are an aberration.

They need to eat, breathe and sleep. They prefer to remain in the trees and therefore seek out heavily wooded environments, rarely coming to the ground other than to feast upon prey. The treasure they collect is very limited, usually small magical or psionic items that were either collected from prey or were given to them from the creatures they chose to deal with. In any case, food and not items is their primary motivation.

Knowledge Suggestions

Insectus DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This strange thing is known as an insectus overmind, an aberration that travels with swarms.
10 + Hit Dice +5	They dwell in trees and seem to be some sort of intelligent bug.
10 + Hit Dice +10	They avoid direct combat, instead calling forth swarm after swarm of vermin upon their prey.
10 + Hit Dice +15	They have mental powers that can alter a person's memories and perceptions.
10 + Hit Dice +20	They speak Common and sometimes associate with other intelligent vermin.
10 + Hit Dice +25	Although weak in a physical fight, they do have a poisonous bite that causes drowsiness and poor judgement.
10 + Hit Dice +30	They are resistant to psionics (and magic) and use nonvisual means to find their prey.

Notes and Game Balance

The inspiration for this monster was the idea that the party would suddenly be attacked by seemingly endless swarms of insects while they slept. The creature itself would be a fairly weak monster in terms of melee, and instead would prefer to stay out of sight. The intent is that the party would be confused and unaware of the main creature for some time. Eventually, the party members themselves might be driven out of their own camp in order to escape the swarms. Further, upon noticing the presence of the insectus overmind, its use of *cloud mind* would give the party an additional challenge of even remembering the existence of this creature.

Parties in which only some of the members are aware can lead to amusing interchanges as some members perceive others seemingly attacking an empty tree, while they themselves are busy fending off swarms of creatures. Given that the majority of the swarms would be CR1 and at most 3 CR4's, it seemed appropriate to make the insectus overmind a CR7 creature. It should be noted that summoned swarms do not count toward experience point (xp) calculations. Also, when using advanced versions of them, remember that those overminds with increased hit dice and manifest level will be able to summon more centipede swarms using their *creeping doom* power.

Nightshade: Nightflyer Large Undead (Extraplanar)

Hit Dice: 12d12+24

Initiative: +9

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 24 (-1 size, +5 Dex, +10 natural)
touch 14, flat-footed 19

Base Atk/Grapple: +6/+12

Attack: Talon +9 melee (1d6+4)

Full Attack: 2 talons +9 melee (1d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Desecrating aura, spell-like abilities, summon undead, touch of decay, wings of despair

Special Qualities: Aversion to daylight, damage reduction 10 /silver and magic, darkvision 60 ft., immunity to cold, spell resistance 21, telepathy 100 ft, undead traits

Saves: Fort +8, Ref +11, Will +15

Abilities: Str 15, Dex 20, Con --, Int 18, Wis 20, Cha 18

Skills: Concentration +19, Diplomacy +6, Hide +16, Listen +20, Move Silently +20, Search +19, Sense Motive +20, Spellcraft +19, Spot +20, Survival +5 (+7 following tracks)

Feats: Flyby Attack, Great Fortitude, Hover, Improved Initiative, Wingover

Environment: Plane of Shadow

Organization: Solitary, pair or murder (3-4)

Challenge Rating: 10

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 11-20 HD (Large); 21-36 HD (Huge)

Level Adjustment: --

General

A nightflyer is a massive avian creature that hunts the night in search of living prey, feeding on the terror it creates with its presence, and the souls of those it catches in its sharp talons.

Like other nightshades, it is a powerful undead composed of equal parts shadow and absolute evil, reeking of malevolence and an absolute hatred for all living things, with the faint scent of carrion on its breath.

Nightflyer...Continued



A great dark shadow flies swiftly through the evening sky, its wings beating in eerie silence as it searches for prey. Bearing some semblance to a cross between a giant raven and a giant owl, the creature is wreathed entirely in shadow, except for two points of reddish light where eyes would be.

A nightflyer has a wingspan of about 20 feet, stands 10 feet tall at the shoulder, and weighs roughly 500 pounds. Nightflyers can read and understand all forms of communication; however, they communicate with others by telepathy.

Combat

The nightflyer attacks by swooping down on its prey and raking with its talons in flyby attacks. Using its decaying touch and undead summoning to full advantage, it will try to weaken any strong opponents first, even attacking a new opponent each round before closing in for the kill. It saves its spell-like abilities to use on spell-casters and opponents who prove to be resistant to its other abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Spell-like Abilities (Sp): At will – *contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*; 3/day – *confusion* (DC

18), *dispel magic*, *invisibility*, *unholy blight* (DC 18); 1/day – *plane shift*. Caster level 12. The save DCs are Charisma-based.

Summon Undead (Su): A nightflyer can summon undead creatures once per night: 3-6 shadows, 2-3 wraiths, or 1 greater shadow. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Touch of Decay (Su): Damage inflicted by a nightflyer's talons do not heal naturally. Such wounds can be healed magically only with a successful DC 20 Heal check.

Wings of Despair (Su): A nightflyer's very presence casts a pallor of gloom over everything around it. Creatures within 60 feet of a nightflyer must make a DC 20 Will save or suffer a -2 morale penalty to all attacks, saves, skill checks, and ability checks while in the nightflyer's presence. This is a mind-affecting effect. Whether a creature succeeds the save or not, it cannot be affected by that particular nightflyer's presence for the next 24 hours. The save DC is Charisma-based.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Nightflyers originate from the plane of shadow and are formed from the darkness therein, resembling any of a number of raptors all combined into one creature. Those who have seen them describe them mostly as large, black ravens or crows, while others insist they look more like owls. Sages speculate a nightflyer is a dream reflection of all such birds of prey given form and substance, its undead nature a result of its plane of origin more than by any spell or spawning.

While it is unknown for sure how they are created, it is believed they are incapable of reproduction or spawning, which implies they may be limited in number, but exactly how large that number is as yet remains unknown.

Knowledge Suggestions

Nightflyer DC	Knowledge (religion) check results
10 + Hit Dice	This birdlike creature is known as a nightflyer, an undead composed of shadow.
10 + Hit Dice +5	It is part of a group of undead known as nightshades and shares their evil aura.
10 + Hit Dice +10	It has many magical abilities including darkness, disease, and confusion.
10 + Hit Dice +15	It is resistant to non-magical and non-silver weapons.
10 + Hit Dice +20	It can summon other undead as its minions made stronger by its aura.
10 + Hit Dice +25	It is immune to cold and resist magical spells quite effectively although strong light weakens it.
10 + Hit Dice +30	It serves as aerial spy for greater night shades and is incapable of reproduction, including creating spawn

Notes and Game Balance

A nightflyer is a form of nightshade using carrion birds as the base concept. These birds, including crows, ravens, vultures, and even owls, are often seen as intimidating and being harbingers of gloom and doom. It only seemed fitting to make them actually be such, giving them powers of death and despair, but keeping them weak enough to be a prelude of sorts to the greater nightshades.

Nightguard (Undead) Extraplanar

Nightshade: Nightguard**Large Undead (Extraplanar)**

Hit Dice:	8d12+16 (68)
Initiative:	+6
Speed:	30 ft (6 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural) touch 11, flat-footed 15
Base Atk/Grapple:	+4/+17
Attack:	Slam +11 melee (1d8+8+1d6 cold plus 1 Str)
Full Attack:	2 slams +11 melee (1d8+8+1d6 cold plus 1 Str)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Chilling touch, desecrating aura, frightful presence, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 10 /silver and magic, darkvision 60 ft., immunity to cold, spell resistance 21, telepathy 100 ft, undead traits
Saves:	Fort +6, Ref +6, Will +13
Abilities:	Str 24, Dex 15, Con --, Int 18, Wis 20, Cha 15
Skills:	Concentration +13, Diplomacy +4, Hide +8, Listen +16, Move Silently +13, Search +15, Sense Motive +16, Spellcraft +15, Spot +16, Survival +5 (+7 following tracks)
Feats:	Improved Initiative, Great Fortitude, Power Attack
Environment:	Plane of shadow
Organization:	Solitary, gang (2-4), troop (5-10)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	None
Level Adjustment:	--

General

The nightguard are the advance scouts of the nightshades, weakening opposing forces and battering down any defenses that might otherwise hamper their masters. They resemble ogres in size and shape, standing roughly 10 feet tall and weighing around 650 pounds, but they are much more clever, and fully capable of using a variety of combat tactics.

Nightguard can read and understand all forms of communication, however they communicate with others by telepathy.

Combat

A nightguard typically tries to eliminate spellcasters first using its spell-like abilities as it closes with its foes, then battering through the ranks of any warriors before it to finish the job. Once it has dealt with the spellcasters, it will turn its full attention on anyone else it perceives as a threat, usually those who are most able to hurt it.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.



This creature appears to be an hulking giant made out of dark shadows, blending into the night. It wears no visible clothing, nor carries any visible weapons, and the only lights about it are the pale white pinpoints of its eyes.

Chilling Touch (Su): A nightguard carries the chill of the grave in its touch, and inflicts an extra 1d6 cold damage and 1 point of Strength damage with a successful slam attack. A creature reduced to Strength 0 by a nightguard dies. This is a negative energy effect.

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Frightful Presence (Ex): Opponents with fewer Hit Dice or levels than the nightguard has must make a successful DC 16 Will save or be fearstruck. An opponent that succeeds on the saving throw is immune to that same nightguard's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.

Nightguard...Continued

Nighthound (Undead) (Extraplanar)

Spell-like Abilities (Sp): At will – *deeper darkness*, *detect magic*, *haste*; 3/day – *confusion* (DC 16), *dispel magic*; 1/day – *plane shift*. Caster level 8. The save DCs are Charisma-based.

Summon Undead (Su): A nightguard can summon undead creatures once per night: 1-4 shadows or 1-2 wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Nightshades are powerful undead creatures with a variety of devastating abilities that hail from the plane of shadow. It is not known if any true ecology exists for them, since being undead creatures is it presumed they are incapable of true reproduction, but it is apparent the nightguard were created to serve as the shock troops for the nightshades. They are the equivalent of elite guardsmen serving powerful nobles, only with no small amount of power themselves.

They are believed to be incapable of reproduction or spawning, but it is rumored that more powerful nightshades are able to create nightguards by capturing the souls of particularly powerful evil warriors and empowering them with negative energy from the plane of shadow, binding them to their forces while doing so.

Knowledge Suggestions

Nightguard DC	Knowledge (religion) check results
10 + Hit Dice	This giantlike creature is known as a night guard, an undead composed of shadow.
10 + Hit Dice +5	It is part of a group of undead known as nightshades and shares their evil aura.
10 + Hit Dice +10	It has many magical abilities including confusion, dispel magic and plane shift.
10 + Hit Dice +15	It is resistant to non-magical and non-silver weapons.
10 + Hit Dice +20	It can summon other undead as its minions made stronger by its aura.
10 + Hit Dice +25	It is immune to cold and resist magical spells quite effectively although strong light weakens it.
10 + Hit Dice +30	It serves as an advance scout for greater nightshades and is incapable of reproduction, including creating spawn

Notes and Game Balance

The nightguard is essentially a toned down version of nightwalkers, made lesser magically, but physically still powerful like the ogres they most resemble. Stripping them of most of their power drops the CR considerably, but because these creatures are still about as powerful as an ogre mage, the CR is 8.

An eerie howl rises into the darkening sky, echoed by another howl, then another. Before the last howl has faded, a distant baying can be heard, and dark shapes fade into view, black hounds with fiery red eyes, charging forth to herald the coming night.

Nightshade: Nighthound

Large Undead (Extraplanar)

Hit Dice: 3d12+6 (25 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 18 (+3 Dex, +5 natural) touch 13, flat-footed 15

Base Atk/Grapple: +1/+5

Attack: Bite +7 melee (1d6+8)

Full Attack: Bite +7 melee (1d6+8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Desecrating aura, hunter's lament, trip

Special Qualities: Aversion to daylight, damage reduction 5/silver or magic, darkvision 60 ft, immunity to cold, spell resistance 13, telepathy 100 ft, undead traits

Saves: Fort +3, Ref +6, Will +10

Abilities: Str 19, Dex 17, Con --, Int 15, Wis 20, Cha 15

Skills: Hide +9, Listen +13, Move Silently +9, Search +8, Sense Motive +11, Spot +13, Survival +5 (+7 following tracks)

Feats: Alertness, Track

Environment: Plane of Shadow

Organization: Solitary, pair, gang (3-4), or pack (5-10)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-9 HD (Medium)

Level Adjustment: --

General

Nighthounds resemble medium-sized hunting dogs composed entirely of shadow, standing 3 feet high at the shoulder and about 5 feet long, and weighing roughly 80 pounds. They are sleek, muscular creatures with red eyes lacking any pupils and extended canines that give the illusion of a constant snarl.

Nighthounds can read and understand all forms of communication; however, they communicate with others by telepathy.

Combat

Nighthounds attack by using tactics to flank and aid each other in combat. They will usually gang up on a single opponent, trying to outnumber it four-to-one, and take turns attacking and defending. They attack en masse any opponent they knock prone.

Nighthound...Continued

Treat these creatures as shadows for purposes of being summoned by other nightshades.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Hunter's Lament (Su): Anyone within 100 yards hearing the howl of the nighthound must make a DC 13 Will save or be frightened for 1d6 rounds. The save DC increases by +1 for every two members of the pack beyond the first. Even if the save is successful, anyone encountering the pack is considered shaken until the end of the encounter. Whether the save is successful or not, an opponent can not be affected again by the howl of that particular pack for the next 24 hours. This is a mind-affecting fear affect. The save DC is Charisma-based.

Trip (Ex): A nighthound that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the nighthound.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Believed to be fey hounds from the plane of shadow, they only appear during the hour of twilight when the sun has just set and before night fully encompasses the land. They resemble hunting dogs composed entirely shadows, and are thought to be shadow reflections of once-living hounds. Some say they are the magically created crossbreed of nightstalkers and shadow mastiffs, if such could breed.

The more common belief is they are the souls of guard and attack dogs summoned by dark forces and empowered with negative energy from the plane of shadow. Regardless of how they were created, it is believed nighthounds are incapable of reproduction or spawning, have no interest in anything other than hunting and killing, and are incapable of remorse, sympathy, or compassion for any living creature.

Knowledge Suggestions

Nighthound DC	Knowledge (religion) check results
10 + Hit Dice	This houndlike creature is known as a nighthound, an undead composed of shadow.
10 + Hit Dice +5	It is part of a group of undead known as nightshades and shares their evil aura.
10 + Hit Dice +10	It can trip an opponents like a wolf does.
10 + Hit Dice +15	It is resistant to non-magical and non-silver weapons.
10 + Hit Dice +20	It has a howl that can strike fear in its opponents that becomes more difficult to resist as more of the pack join the howl.
10 + Hit Dice +25	It is immune to cold and resists magical spells quite effectively although strong light weakens it.
10 + Hit Dice +30	They serve nightshades as hunting dogs, and usually serve a nightstalker, which acts as pack leader

Notes and Game Balance

A pack of dogs is sometimes not much of a challenge to the average group especially if there is a druid in the party, but making them extraplanar and giving them magical abilities makes them much harder to fight. Making them undead minions to nightshades allows them to be summoned to serve them, especially if a nightstalker is the pack leader.

Nightshade: Nightstalker (Undead, Extraplanar)

Nightshade: Nightstalker

Large Undead (Extraplanar)

Hit Dice: 15d12+30 (127 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 27 (-1 size, +4 Dex, +14 natural)
 touch 13, flat-footed 23

Base Atk/Grapple: +7/+18

Attack: Bite +16 melee
 (2d6+12, 19-20)

Full Attack: Bite +16 melee
 (2d6+12, 19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Desecrating aura, eyes of doom, spell-like abilities, summon undead, trip, unearthly howl

Special Qualities: Aversion to daylight, damage reduction 15 /silver and magic, darkvision 60 ft, immunity to cold, spell resistance 22, telepathy 100 ft, undead traits

Saves: Fort +9, Ref +9, Will +16

Abilities: Str 25, Dex 15, Con --, Int 20, Wis 20, Cha 18

Skills: Concentration +22, Diplomacy +6, Hide +16, Knowledge (arcana) +23, Listen +23, Move Silently +20, Search +23, Sense Motive +23, Spellcraft +25, Spot +23, Survival +5 (+7 following tracks)

Feats: Cleave, Combat Expertise, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Trip, Power Attack, Weapon Focus (Bite)

Environment: Plane of shadow

Organization: Solitary, pair or pack (3-4)

Challenge Rating: 12

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 15-22 HD (Large);
 23-30 HD (Huge)

Level Adjustment: --



This creature resembles a great, barrel-chested wolf as large as a draft horse, composed entirely of shadow except for two glowing points of light where eyes should be.

General

A nightstalker is a massive wolflike creature that hunts the night in search of living prey, feeding on the terror it creates with its presence, and the souls of those it catches in the shadowy abyss of its maw. Like other nightshades, it is a powerful undead composed of equal parts shadow and absolute evil, reeking of malevolence and an absolute hatred for all things living, its foul breath bearing the scent of death and decay.

A nightstalker stands about 5 feet high at the shoulder, 9 feet from nose to tail, and weighs roughly 800 pounds. Nightstalkers can read and understand all forms of communication; however, they communicate with others by telepathy.

Combat

A nightstalker attacks first by using its unearthly howl to weaken its foes, then attacking any remaining foes with its bite attack. Its saves its spell-like abilities to use against spellcasters and opponents who prove to be resistant to its other abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.

Nightstalker...Continued

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Eyes of Doom (Su): Any creature meeting a nightstalker's gaze must make a DC 21 Fortitude save or become exhausted. A creature that successfully saves becomes fatigued instead. This effect remains until after the creature has rested for at least 8 hours even if the nightstalker is defeated. Whether a creature succeeds or fails its saving throw, it can not be affected by that particular nightstalker's gaze for the next 24 hours. The save DC is Charisma-based.

Spell-like Abilities (Sp): At will – *contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*, *unholy blight* (DC 18); 3/day – *confusion* (DC 18); *greater dispel magic*, *invisibility*; 1/day – *finger of death* (DC 21), *plane shift* (DC 21). Caster level 15. The save DCs are Charisma-based.

Summon Undead (Su): A nightstalker can summon undead creatures once per night: 4-8 shadows, 2-4 wraiths, or 1-2 greater shadows. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Trip (Ex): A nightstalker that hits with a bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the nightstalker.

Unearthly Howl (Su): Once a day a nightstalker can howl to weaken foes similar in effect to an *enervation* spell. All creatures within 60 feet of a nightstalker when it howls must make a DC 21 Fortitude save or gain 1d4 negative levels. A creature that saves against this effect is immune to the unearthly howl of that particular nightstalker for the next 24 hours. A creature reduced to zero or less levels dies. The save DC is Charisma-based.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Nightstalkers originate from the plane of shadow and are formed from the darkness therein, resembling large hounds or wolves in form but composed entirely of shadow. Sages speculate that a nightstalker is a dream reflection of all such beasts given form and substance, its undead nature a result of its plane of origin more than by any spell or spawning.

Others believe they are the souls of worgs and other evil wolf-like creatures summoned by dark forces and given substance by negative energy from the plane of shadow, ruthless hunters with little regard for the living except as prey which they take great pleasure in hunting and killing.

Knowledge Suggestions

Nightstalker DC	Knowledge (religion) check results
10 + Hit Dice	This wolflike creature is known as a night stalker, an undead composed of shadow.
10 + Hit Dice +5	It is part of a group of undead known as nightshades and shares their evil aura.
10 + Hit Dice +10	It has a gaze that can drain the strength from a person leaving them fatigued or even exhausted.
10 + Hit Dice +15	It is resistant to non-magical and non-silver weapons.
10 + Hit Dice +20	Its howl drains the life force of a person.
10 + Hit Dice +25	It is immune to cold and resist magical spells quite effectively although strong light weakens it.
10 + Hit Dice +30	It serves as a hunting hound for greater nightshades and is incapable of reproduction, including creating spawn.

Notes and Game Balance

Nightstalkers are essentially the hunting hounds of the nightshades, built off of wolves and mastiffs like a greater version of the shadow mastiff, but much more powerful. They are meant to be somewhat weaker than other nightshades because they are meant to serve them, but by itself a nightstalker is still a very formidable foe, maintaining a lot of the powers of its masters, and being more than intelligent enough to use them well.

Owl Howler (Undead)

Owl Howler

Small Undead

Hit Dice:	2d12 (13 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 40 ft. (poor).
Armor Class:	15 (+1 size, +2 Dex, +2 natural) touch 13, flat-footed 13
Base Atk/Grapple:	+1/-4
Attack:	Talons +4 melee (1d4-1)
Full Attack:	2 talons +4 (1d4-1) and bite -1 (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Howler screech
Special Qualities:	Damage reduction 5/slashing, darkvision 60 ft., low-light vision, undead traits
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 8, Dex 15, Con --, Int 2, Wis 14, Cha 6
Skills:	Listen +10, Move Silently +21, Spot +2*
Feats:	Weapon Finesse
Environment:	Any forest
Organization:	Solitary
Challenge Rating:	1
Treasure:	See below
Alignment:	Always lawful evil
Advancement:	--
Level Adjustment:	--

General

The owl howler is typically the size of a barn owl, being almost two feet in height with a four foot wingspan and weighing about 16 pounds. Like the owls they are made from, their coloration ranges but generally a mix of brown and white is most common. Their eyes have a slight glow to them, suggested by some to be a physical manifestation of the low-light vision they had in life and retain in undeath.

Owl howlers don't speak or understand languages unless they are a familiar to a wizard or sorcerer of sufficient level to grant them that ability.

Combat

Even though the owl howler is undead it still retains its ability of flight, albeit not as well. It will swoop down over invaders and use its screech. It then attacks anyone that is cowering, landing on their back and digging in with its talons while it attacks the neck and ears with its beak. If many creatures threaten it, it will attempt its screech again and then take wing if still overly threatened.



The whisper of flapping wings passes in the dark. A lone feather spirals down towards the ground. What looks like an owl is clumsily flying through the air... then it turns and swoops down. It doesn't look quite right. Bits of bone are showing through its patches of feathers and its yellow eyes are glowing slightly.

Howler Screech (Su): This sonic attack is a 60 ft. cone. Creatures within the cone must make a DC 13 Will save or start cowering in fear for 1d4 rounds. The save DC is Wisdom-based. This is a mind-affecting fear effect.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Skills: *Owl howlers gain a +8 racial bonus on Spot checks in areas of shadowy illumination. They also retain their +8 to Listen checks and +14 to Move Silently checks from when they were living.

Owl Howler...Continued

Ecology

Owl howlers were first created by a necromancer nearing lichhood that devised a ritual to bring along his familiar with him to the life of the undead. It was so effective that other owls were used to create guardians for his lair. The screeches make an excellent alarm network. He is long gone but his creations still lurk in the woods, continuing their task of guarding the surrounding forest from intruders. The knowledge of creation has also passed among necromancers, for what better to have than an undead familiar as an immortal companion.

Owl howlers can be chosen as a familiar by those arcane spellcasters having taken Improved Familiar as a feat. The caster must be at least 5th level and be within one step of the lawful evil alignment.

The ritual it takes to create an owl howler is quite painful. It is at the height of pain when the creature is about to pass on, that its essence is captured and stored into a gem. This gem is then placed inside the skull of the recently dead owl. The gem used must be at least 100gp in value and needs to be yellowish in coloring like a topaz or a piece of amber. The gem is not destroyed in the creation process and can be collected from the creatures skull after it is slain. It is said that its screech is caused by the immense pain that the creature has endured and now releases in a horrifying attack.

Knowledge Suggestions

Owl Howler DC	Knowledge (religion) check results
10 + Hit Dice	This is an undead animal known as an Owl Howler.
10 + Hit Dice +5	It has a horrible screech that can cause those who hear it to cower in fear.
10 + Hit Dice +10	It can see in the dark and is a silent enemy.
10 + Hit Dice +15	It will attack the necks and back of those who cower from it.
10 + Hit Dice +20	It resists piercing and bludgeoning weapons but slashing ones work well.
10 + Hit Dice +25	They have gems in their skulls.
10 + Hit Dice +30	They are created through a horrific ritual and serve necromancers as familiars.

Notes and Game Balance

This creature was based initially off of the owl, advanced to small size. It then was given the eagle type attack routine so that it would have the bite attack to make for a more flavorful encounter. The supernatural ability is pretty hefty and could incapacitate a significant portion of the group but only for a short time. Considering the minor amount of damage it does, it isn't particularly dangerous alone. The real danger would be to combine it with a necromancer or even other fell forest beasts as it would be drawn to sounds of combat in the forest at night.

The Improved Familiar 5th level guideline was set primarily because of the screech. The owl howler is on par with the celestial hawk physically for the most part, but having the possibility of a fear-effect screech every round to assist its master without actually having to get close to combat is a considerable boon. Also, what sets the owl howler apart from just being another zombie owl is not only its screech, but also its intellect, the ability to take more than one action a round and its option to convert an existing familiar over to an improved undead one.

Owllion (Magical Beast)



Owllion

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural) touch 12, flat-footed 14
Base Atk/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+5) or talon +9 (1d8+5)
Full Attack:	2 talons +9 melee (1d8+5) or 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake, swoop attack
Special Qualities:	Darkvision, low light vision, silent flight
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 17, Int 2, Wis 12, Cha 12
Skills:	Listen +11, Spot +11
Feats:	Alertness, Flyby Attack
Environment:	Temperate forests
Organization:	Solitary or pride (3-10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-11 HD (Large); 12-14 HD (Huge)
Level Adjustment:	--

This creature has the head of an owl, but the hind quarters and forepaws of a large cat. It also has talons instead of back paws and its feathered wings are those of an owl. The unwavering eye and sharp, bloodied beak are a little unnerving.

Improved Grab (Ex): To use this ability, the owllion must hit with a talon attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins this grapple check, it establishes a hold and can rake. It can only grab prey of medium size or smaller.

Pounce (Ex): When charging, the owllion can make a full attack at the end of the charge with 2 talons and a bite or 2 claws and a bite.

Rake (Ex): Attack bonus +9 melee, damage 1d6+5.

Swoop Attack (Ex): When making a Flyby Attack the owllion can move up to twice its speed (not including any diving distance) and can strike with a talon at some point during its movement. If the strike hits, it will use improved grab to initiate a grapple, pulling the victim into its space on a successful grapple check and carrying them with it for the remainder of the distance traveled. The successful grapple check also does talon damage of 1d8+5. This is, of course, subject to the owllion's ability to grip and carry the subject in question. Losing the grapple check does not prevent completion of the move.

General

An owllion is a 6 foot tall beast with the body of a lion, and the wings, head, beak and talons of a giant owl. It spends most of its time perched in trees with its forepaws furred at its chest, though it is able to run on the ground as a quadruped. Its coloring is pale brown or reddish. It weighs up to 600 pounds.

Combat

Owllions are excellent nocturnal hunters. Their preferred attack is to strike quickly and carry off a small creature to dine upon at its leisure. They will avoid straight fights, except when defending their territory or offspring.

Owllion...Continued

Silent Flight (Su): In flight, the owllion has a +20 racial bonus to its Move Silently checks. It need not slow its movement to move silently in flight.

Skills: Owllions have a +4 racial bonus to all Listen and Spot checks.

Ecology

Owllions typically hunt in solitude, but live in groups. The pride will have a single dominant male that mates with all the females and is a protector and provider for the group. Females often assist in hunting and assist one another in rearing offspring. If there is a threat to the offspring, the entire pride will mobilize and fight to the death to protect them if necessary.

Owllions feed on almost any small or medium creature that they can pick up and carry away, sometimes for that individual and sometimes to be delivered to the pride. Large creatures are fair game, but may tend to attract the attention of a larger group of owllions, hunting together.

Knowledge Suggestions

Owllion DC	Knowledge (arcana) check results
10 + Hit Dice	This beast is an owllion, a magical cross between an owl and a lion.
10 + Hit Dice +5	It is a swift and deadly predator, combining the hunting techniques of both creatures.
10 + Hit Dice +10	It hunts at night like an owl, perched in large trees until ready to pounce.
10 + Hit Dice +15	It flies almost completely silently.
10 + Hit Dice +20	It can swoop down and carry off creatures as big as a man.
10 + Hit Dice +25	If more than one is encountered, they are probably not hunting, but expect a fierce fight as they protect their pride well.
10 + Hit Dice +30	Even though they are a magical crossbreed, they are still enough part animal to be able to be affected by druids and rangers wild empathy.

Notes and Game Balance

The owllion can be compared to an owlbear for balance. They have very similar power, but the added abilities of flight, rear talon attacks, and carrying off prey merit a small increase in CR. 5th level is also the time when single class wizards gain fly spells, single class druids gain wild shape, and most casters are able to summon a flying monster to help combat a flying foe.

Compared to similar flying beasts like the griffon, hippogriff and the manticore, it is less powerful combat wise than the griffon, much moreso than the hippogriff, and on par with the manticore. The big differences being that the owllion has the hunting techniques and stealth of an owl, the pounce and grab of a lion, hunts primarily at night, and has an excellent swoop attack. Characters would not be expecting a large predator to be hanging out in a tree, especially if it is able to get there at night without making a sound. Swooping down and silently carrying off the character on guard into the night as they scream for help is a nice way to wake up any sleeping party.

Editor's Note: The illustration for this critter represents the artist's concept of it early in the books development. It has changed some since then as can be seen in the flavor text and extended description. Although the picture is griffon-like and this creature can appear that way at times, mainly it appears much more exotic than that, especially when perched in a tree.

Pooter Bush (Plant)

A medium sized leafy bush loaded with succulent looking walnut sized blackberries grows out above the ground cover.

Pooter Bush Medium Plant

Hit Dice:	6d6+21 (42 hp)
Initiative:	+2
Speed:	5 ft.
Armor Class:	18 (+2 Dex, +6 natural) touch 12, flat-footed 16
Base Atk/Grapple:	+4/+6
Attack:	Berry +6 ranged (1d4 damage, +special)
Full Attack:	2 berries +6 ranged (1d4 damage, +special)
Space/Reach:	5 ft./0 ft.
Special Attacks:	Berry lob.
Special Qualities:	Damage resistance 5/slashing, low light vision, heatsense 100 ft. plant traits, pooter berries, resistance to fire 10
Saves:	Fort +8, Ref +4, Will +1
Abilities:	Str 14, Dex 14, Con 16, Int 2, Wis 8, Cha 2
Skills:	Spot +8
Feats:	Far Shot, Point Blank Shot, Toughness
Environment:	Any temperate
Organization:	Solitary, cluster (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	--
Level Adjustment:	--

General

The pooter berry bush ranges from three to six feet in height and weighs 50 to 60 pounds at most if uprooted.

It appears similar to a blackberry bush in coloration although a fair degree less thorny. Its fruit, although appearing as huge blackberries the size of walnuts, is a lot heavier and meatier than one would expect.

The very nutritious pooter berries have a surprise – they are flammable and also cause uncontrollable flammable flatulence when ingested.

Pooter berry bushes neither speak nor understand any languages. If spoken to through *Speak with Plants*, they tend to be a little abrupt in conversation.

Combat

The pooter bush has one direct mode of combat – lobbing berries with considerable force and potential explosiveness. It will lob berries towards any fire source that it senses as well as towards anything that damages it.

Berry Lob (Ex): The pooter bush can lob up to 2 berries a round as a ranged attack using a thrown weapon with a range increment of 20 feet as a result of the Far Shot feat. The physical impact of the berries causes 1d4 points of bludgeoning damage each. Furthermore, if the berry strikes someone within 10 feet of an open flame such as a campfire, it will cause an additional 1d6 points of fire damage due to the combustion of the juice splatter on them, and will set them on fire if they fail a DC 15 Reflex save. Any individual or item with berry juice splatter not close enough to an open flame may still ignite within that round if they later come within 10 feet of an open flame and fail a DC 15 Reflex save. The juice evaporates quickly, and is not a flammable threat after it dries (1 round).

If a pooter berry is fired successfully into a campfire square (attack roll against AC 5 but be certain to include minuses to hit from range increments beyond the first), it will explode sending flaming tinder, coals and juice into all adjacent 5 foot squares. Anyone in one of the squares affected must make a DC 15 Reflex save to avoid taking 1d6 points of fire damage. Anyone failing the first saving throw must then make a second DC 15 Reflex save to avoid catching on fire.

Should a pooter bush be struck with an open flame, 1d6 berries will ignite at once causing 1d6 points of fire damage to all within 5 feet as well as requiring a DC 15 Reflex save by anyone damaged to avoid catching on fire. If the pooter bush is struck by a flame large enough to encompass the entire bush (such as a fireball), all the berries will ignite at once with the same effect as above although this time extending as far out as 10 feet. After the explosion however, the bush will be completely out of berries.

Damage Reduction 5/slashing (Ex): Due to its layered woody branches, the pooter bush resists damage from bludgeoning and piercing weapons.

Heatsense (Ex): The pooter bush can sense heat signatures out to 100 feet and can identify and target open flames out to that distance.

Pooter Berries (Sp): Each sweet berry leaves the individual eating it feeling satiated, as if having eaten a banquet of delicacies. This effect is just like having eaten a *goodberry* without the 1 point of healing.

An ingested pooter berry also has the side effect of causing uncontrollable flammable flatulence. This effect begins 5 minutes after ingestion and lasts for 24 hours. There is no known antidote except for the passage of time. If within 10 feet of an open flame during this time, the victim will take 1d6 points of fire damage per round exposed. A DC 15 saving throw is also required to avoid catching on fire and taking additional fire damage to self and equipment. A DC 16 Fortitude save will avoid this effect but a save must be made for each berry eaten. This save is Constitution-based.

Beyond the flammable aspect of the flatulence, there is also the penalty to skill checks. While suffering the effect, an individual takes a -20 penalty on all Hide, Move Silently, and Diplomacy checks.

Pooter Bush...Continued

Resistance to Fire 10 (Ex): Given the explosiveness of its berries, the pooter bush has developed a limited resistance to fire to protect it from self-immolation.

Plant Traits: Includes low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits; breathes and eats but does not sleep.

Ecology

A group of hooligan druid children created this version of the giant blackberry bush as a joke. Unfortunately for travelers, these bushes are virtually indistinguishable from regular berry bushes, and the consequences can range from merely annoying (24 hour flatulence) to serious (flammable berries).

Pooter berry bushes are commonly found in clusters and are often mistaken for giant blackberries. A Knowledge (nature) check is required to know the difference. The berries themselves are very sweet tasting, and each berry can provide enough nutrients for one person per day. However, the berries are very flammable and when ingested also cause flammable flatulence. The pooter berry bush has a natural affinity for fire as its seeds are thermophilic (grow best under high heat conditions), so it will attempt to lob its berries towards any fire source, such as a campfire. The resulting explosion also serves to spread its seeds far further than just a lob would.

If the bush is unharmed and no open flames are brought within 100 feet of the bush, the berries can be picked without fear. Each medium sized bush produces 6d12 berries. Once picked they will retain their nourishment and explosive value for up to 1 week, although storage is very dangerous as their volatility increases and they will explode if brought within 5 feet of an open flame. If lobbed, they will still explode if landing within 10 feet of an open flame.

The bushes have limited movement, but typically only use it to adjust for slightly better light, or to defend themselves if threatened.

Knowledge Suggestions

Pooter Bush DC	Knowledge (nature) check results
10 + Hit Dice	The berries produced by this bush are extremely nourishing.
10 + Hit Dice +5	This is not a giant blackberry bush, but rather a plant known as a pooter berry bush, a potentially dangerous plant creature.
10 + Hit Dice +10	Its berries are very nutritious but also produce flammable flatulence for 24 hours.
10 + Hit Dice +15	It launches explosive berries at any nearby open flames, possibly setting nearby objects and people on fire.
10 + Hit Dice +20	It will defend itself by firing its berries with considerable force if attacked.
10 + Hit Dice +25	It is resistant to flame, bludgeoning weapons and piercing weapons.
10 + Hit Dice +30	If collected carefully, the berries can be used as effective missile weapons as long as the target is within 10 feet of an open flame.

Notes and Game Balance

Each bush does not get larger than Medium sized. To increase the difficulty of the encounter, increase the number of bushes. An individual who has eaten them must remain further than 10 feet from any open flame to avoid self-immolation. This makes them prey to other nasties the GM might throw their way as well as making it very dangerous to use torches anywhere near them. Also there can't be any open flames within range of the bush's berry launch distance (100 feet), or it will continue to launch the flammable berries at them. This could also be troublesome for a party that is not at camp but is participating in an encounter in the forest and carrying torches or casting *fireball* as a spell. The bush itself is pretty tough (42 HP for each bush), so it is probably more worthwhile for the party to move rather than hack down the bushes. However, the cunning party member could stock up on the berries for use as flammable grenades in future encounters.

Editor's Note: During development of this project, several folks have asked me why this critter was included. The answer is simple – sometimes its nice to have something off the wall and unexpected to break up the regular flow of the nights game.

Qual Aanan Qualo (Monstrous Humanoid)

Qual Aanan Qualo

Medium Monstrous Humanoid

Hit Dice:	4d8 (18 hp)
Initiative:	+4
Speed:	40 ft. (8 squares) bipedal, 50 ft. quadrupedal
Armor Class:	16 (+4 dex, +2 natural) touch 14, flat-footed 12
Base Atk/Grapple:	+4/+5
Attack:	Claw +5 melee (d6+1) or javelin +8 ranged (d6+1)
Full Attack:	2 claws +5 melee (d6+1) and a bite +0 melee (d4+1) or javelin +8 ranged (d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Dual gait, evasion, low-light vision, uncanny dodge
Saves:	Fort +1, Ref +8, Will +4
Abilities:	Str 12, Dex 19, Con 11, Int 9, Wis 10, Cha 11
Skills:	Balance +5, Climb +6, Hide +5*, Jump +2, Listen +3, Move Silently +8, Spot +3, Survival +3
Feats:	Alertness, Track
Environment:	Temperate to warm plains or forests
Organization:	Solitary, pack (4-12) or clan (10-50)
Challenge Rating:	3
Treasure:	50% Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+3

General

The qual aanan qualo are a reclusive type of monstrous humanoids that rarely interact directly with other humanoid races. Part of the reason for this is that they are largely nocturnal hunters. They stand slightly larger than a human, weigh slightly more and bear the markings, head and face of various large cat types.

The creatures gain their name from the wood elf clans that most commonly encounter them. Roughly translated it means “and the hunter shall become the hunted”. They almost solely hunt creatures that are considered predators, such as wolves, large cats, and various magical beasts. They also hunt evil races, such as orcs, goblins, etc. They rarely fight with the classically good races such as elves and halflings. Humans fall in the middle, and their demeanor toward humans is basically determined by the exposure that their clan has had with local human settlements.

They speak Common or elven.



This is a lean, muscled creature with the head of a cat. It has fur on its face and head, with markings similar to those of a tiger. The body is hairless, but bears the same marking patterns continued from the face. It wears nothing but a simple loincloth.

Combat

In combat, the qual aanan qualo can attack with claws and a bite, or they can use a weapon with a claw or bite as a secondary attack. They generally prefer their natural attacks, as they like to travel light and carry no weapons or equipment. The exception is that they often lead an attack with a thrown javelin.

Dual Gait (Ex): The qual are equally comfortable in bipedal and quadrupedal gaits. They can switch gait or stance as a free action, even when it is not their turn (to gain a bonus versus being bull-rushed, for example.) Their ground move rate is 50' on four legs, 40' on two.

Qual Aanan Qualo...Continued

Evasion (Ex): Qual respond to danger instinctively and can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead takes no damage. Evasion can be used only if the qual is wearing light armor or no armor. A helpless qual does not gain the benefit of evasion.

Uncanny Dodge (Ex): Qual can even react to danger before their senses would normally allow them to do so. They retains their Dexterity bonus to AC (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still loses their Dexterity bonus to AC if immobilized.

Skills: The qual aanan qualo gain +4 racial bonuses on all Climb, Hide, and Move Silently checks. The hide bonus is only applicable in their native terrain.

Qual Aanan Qualo as Characters

Primary classes chosen for qual include those with ties to nature, such as barbarians, druids and rangers, with those focusing on stealth like rogues coming in a close second.

The qual possess the following racial characteristics:

- +2 Strength, +8 Dexterity, -2 Intelligence. Extremely quick of hand, but not of wit.
- The qual's base land speed can be 40' or 50', depending on whether it runs with a bipedal or quadrupedal gait. It can do either fluidly, and can switch in mid-run as a free action.
- Low-light vision
- Racial hit dice: A qual aanan qualo begins with 4 levels of monstrous humanoid, which provides 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 qual aanan qualo gains a racial bonus of +4 to Climb and Move Silently checks. It also gains +4 on Hide checks in its natural terrain. Its class skills are Balance, Climb, Hide, Jump, Listen, Spot and Survival.
- Racial feats: A qual's monstrous humanoid levels give it 2 feats.
- Armor proficiency: not proficient with any armor or shields.
- Weapon proficiency: all simple weapons.
- Natural weapons: 2 claws (d6) and a bite (d4).
- +2 Natural armor bonus
- Evasion
- Uncanny Dodge
- Automatic Languages: Common
Bonus Languages: Dwarven, Elven and Halfling
- Favored class: Barbarian
- Level adjustment +3

Ecology

The qual aanan qualo are very reclusive, and are a mystery to all other races. They do not trade, negotiate or even acknowledge other races, unless the race is considered hostile. In this case they attack or flee. It is not uncommon for a small band of the qual to save the lives of a race they consider "friendly" and leave without hail or acknowledgement.

Deep in the wilderness they live in their own secluded tribes, which are nomadic. They are advanced enough to build dwellings, have language, use tools, and so on. There is no record of one of these creatures using its language with any creature other than another of its race. Their clans are very loosely structured, only sometimes having a clear leader. When there is a leader, it will usually have 4-5 class levels, typically as a barbarian.

Knowledge Suggestions

Qual DC	Knowledge (nature) check results
10 + Hit Dice	These humanoids are know as the Qual Aanan Qualo and are very rare.
10 + Hit Dice +5	They are known as a hunter of hunters and usually only harm predators and those hunting others.
10 + Hit Dice +10	They are very fast and can switch between moving on two legs and four instantly.
10 + Hit Dice +15	They are quite dextrous and when standing on 2 legs, they can switch between weapons, claws and bite freely.
10 + Hit Dice +20	They usually live and travel in packs and are rarely social with other humanoids.
10 + Hit Dice +25	Their quickness allows them to duck out of the way of damaging effects and to avoid being caught flat-footed.
10 + Hit Dice +30	Dwarves, elves and halflings typically have nothing to fear from them, but humans might, and orcs and goblins definitely do.

Notes and Game Balance

In terms of CR, these fall midway between a CR 2 bugbear and a CR 5 minotaur. Lacking any special attacks, and the tendency to shy away from armor or weapons justifies the lower CR in that range, 3. The evasion and uncanny dodge justify a level adjustment of +3, despite the lower CR of 3. It is assumed that a character will get much more use out of these abilities than a one time encounter.

For encounter concepts with them, it can easily go either way -- there could be a half-orc or more exotic humanoid with the party which could provoke the qual, or they could be an easy npc to drop in for an encounter to even the odds. You could also even have a pack of them operating outside of normal visibility at night, helping out with a large number of predators attacking the party, then vanishing after the attack is over leaving the party with more questions than answers about who or what helped them.

Unseen, the (Outsider) (Extraplanar) (Incorporeal)

Unseen, the

Huge Outsider (Extraplanar, Incorporeal)

Hit Dice:	10d8+60 (115 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	17 (-2 size, +2 Dex, +7 deflection) touch 17, flat-footed 15
Base Atk/Grapple:	+10/--
Attack:	Special
Full Attack:	Special
Space/Reach:	15 ft./--
Special Attacks:	Babble, comehither, intelligence drain, spell-like abilities
Special Qualities:	Darkvision 60 ft., incorporeal, light aversion, outsider traits, wisdom in madness
Saves:	Fort +13, Ref +9, Will +12
Abilities:	Str --, Dex 15, Con 22, Int 8, Wis 20, Cha 25
Skills:	Concentration +16, Diplomacy +11, Gather Information +13, Knowledge (arcana) +10, Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +9, Spellcraft +5
Feats:	Ability Focus (Comehither), Ability Focus (<i>Detect Thoughts</i>), Ability Focus (Intelligence Drain), Skill Focus (Concentration)
Environment:	Plane of shadow, ethereal plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	None
Level Adjustment:	--

General

The unseen is a collection of stray thoughts and dreams from the plane of shadow, gathered together and given form and substance. It fills out an area roughly fifteen feet square but has no defined shape, rather appearing as a vaporous mass or shifting fog. It feeds by draining the intelligence of any creature it encounters, driving them mad with its incessant whispers. Anyone listening to the whispers can make out bits and pieces of any spoken language, but it actually speaks every possible language, all at once, and attempts to decipher what it speaks have been known to drive those foolhardy enough to attempt it insane.



Voices whisper and murmur in the dark night, barely heard, speaking in obscure tongues that make no sense except in bits and pieces in languages barely understood. There's nothing to see, nobody around except those persistent, hissing voices – voices that vanish with the light, only to greet the darkness when the light fades..

Combat

The unseen attacks by surrounding a creature with its presence and whispering dark thoughts and promises in a multitude of barely intelligible voices. It hides from the light during the day, but is drawn out at night by the thoughts and especially the dreams of sentient beings. Oftentimes it will steal into a campsite completely silent surrounding the tent or bedroll of a dreamer and then begin babbling and draining the dreamers intellect. Other times it will remain in the shadows beyond the campfire using its detect thoughts ability to gather information and names of the campers to later draw them forth into the night and into it.

Babble (Sp): The unseen can choose to speak in a rapid garble of languages, creating an effect similar to a *confusion* spell centered on itself and spreading out in a 30 ft radius. A creature can make a DC 22 Will save to avoid this effect. The save DC is Charisma-based.

Unseen, the...Continued

Comehither (Su): The unseen can attempt to draw a creature into itself if it can learn the creature's name and speak it. A creature within 60 ft. hearing its name spoken by the unseen must make a DC 24 Will save or be drawn to it, acting as if hypnotized and dropping all items in hand while walking into the unseen's midst. A creature that successfully saves can not be effected by that particular unseen's comehither for the next 24 hours. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Detect Thoughts (Sp): At will, DC 21 Will save negates. Caster level 10. The save DC is Charisma-based. On the third round of concentrating with this power, the unseen will be able to procure a name from those creatures that both have a name and failed the Will save. It can then use the name for the comehither ability. Range is 60 ft.

Incorporeal Traits: Includes harmed only by other incorporeal creatures, magic weapons, spells, spell-like and supernatural abilities; Immune to all non-magical attack forms; 50% chance to ignore damage from all qualifying corporeal sources; can pass through solid objects; ignores armor, natural armor and shields; cannot be grappled or tripped; moves completely silent and cannot be heard unless it chooses; scent and blindsight are either fully or partially ineffective against them; innate sense of direction and can move full speed even when they cannot see.

Intelligence Drain (Su): The unseen will attempt to surround a victim with itself, provoking an attack of opportunity as it moves into their space. Each round that a creature listens to the babbling of the unseen while within its midst, it must make a DC 24 Will save or lose 1 point of Intelligence, to a minimum of 1 point. The unseen gains 5 hit points for every point of Intelligence drained in this manner, up to a maximum of twice its normal maximum total. Extra hit points fade after one hour at the rate of 5 points per hour. A creature reduced to 1 Intelligence becomes a babbling idiot, acting as if under the effects of a *feblemind* spell. The save DC is Charisma-based.

Light Aversion (Ex): The unseen is a creature of shadows and thus loathe to enter any form of light. It can not enter in the area of any bright light, and is driven from any area it occupies if a *daylight* spell or stronger magic is cast there.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep.

Wisdom in Madness (Su): The unseen speaks with the voices of sages, dreamers, and scholars as well as the voices of madmen, and any creature that listens to the ravings and whispers for more than a full round can make a DC 30 Gather Information check to learn valuable information. This information grants a +2 insight bonus to all skill checks, saving throws, and attack rolls for the next 24 hours. This effect is not cumulative regardless of how long the creature listens to the voices.

Skills: The unseen, being a creature of thoughts and dreams, has a +4 racial modifier to all knowledge skill checks.

Ecology

The unseen comes into being when the dreams of many go unfulfilled, instead gathering together as a vaporous mass of whispering voices that seek out those who will listen to them. Somewhere along the way, the whispering becomes a sort of madness and the unseen craves more ideas and more thoughts to meld with its own, expanding its knowledge of everything around it, even if it can never understand it. It seeks these ideas by feeding on the thoughts and dreams of living creatures, draining their intellect to add to its own. The irony is this just adds to the madness that is the unseen.

Knowledge Suggestions

The Unseen DC	Knowledge (planes) check results
10 + Hit Dice	This floating cloudy mass is an outsider from the shadow realm known as the unseen.
10 + Hit Dice +5	It creeps up on dreamers and steals their minds and dreams.
10 + Hit Dice +10	It makes men confused and insane from its incessant babbling.
10 + Hit Dice +15	It is driven away by bright light.
10 + Hit Dice +20	It can read minds and can force you to join with it and give up your memories.
10 + Hit Dice +25	Having no physical body, it cannot be harmed by most physical things, but magic can be effective.
10 + Hit Dice +30	Some Wisdom can be gained from its insanity if you have the strength of Will to stand in its midst and listen.

Notes and Game Balance

This creature almost seems like a gibbering mouther with a ghost template, but it has no true body and therefore can not physically manipulate anything around it. It has similar CR to an incorporeal undead of the same hit dice because of this, even though it exists outside the material plane and is not especially vulnerable to divine powers. However, lacking a true body also makes it hard to kill, hence the CR 8 for a 10 HD creature.

In terms of its feats, for a bodiless creature not attacking physically it makes sense to focus on its magical abilities, as well as to make sure that if it actually gets hit while using one of those magical abilities, it will be able to complete its use. For the abilities, the concept of a creature built from people's fear and dreams but mainly formless instead of tangible seemed an interesting challenge to build and make useful.

Witchcat (Magical Beast)

	Witchcat Tiny Magical Beast	Witchcat Small Magical Beast	Witchcat Medium Magical Beast	Witchcat Large Magical Beast
Hit Dice:	3d10+0 (16 hp)	3d10+3 (19 hp)	3d10+6 (22 hp)	3d10+12 (28 hp)
Initiative:	+6	+5	+4	+3
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	20 (+2 size, +6 Dex, +2 natural), touch 18, flat-footed 14	18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13	18 (+4 Dex, +2 natural), touch 14, flat-footed 12	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Atk/Grapple:	+3/-8	+3/-2	+3/+4	+3/+12
Attack:	Claw +11 melee (1d2-3)	Claw +9 melee (1d3-1)	Claw +7 melee (1d4+1)	Claw +7 melee (1d6+5)
Full Attack:	2 claws +11 melee (1d2-3) & bite +6 melee (1d3-3)	2 claws +9 melee (1d3-1) & bite +4 melee (1d4-1)	2 claws +7 melee (1d4+1) & bite +2 melee (1d6+1)	2 claws +7 melee (1d6+5) & bite +2 melee (1d8+5)
Space/Reach:	2.5 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake (1d2-3)	rake (1d3-1)	rake (1d4+1)	(rake 1d6+5)
Special Qualities:	Darkvision 60 ft., low-light vision, size change, spell-like abilities, spell resistance 5			
Saves:	Fort +3, Ref +9, Will +4	Fort +4, Ref +8, Will +4	Fort +5, Ref +7, Will +4	Fort +7, Ref +6, Will +4
Abilities:	Str 4, Dex 22, Con 10, Int 6, Wis 16, Cha 10	Str 8, Dex 20, Con 12, Int 6, Wis 16, Cha 10	Str 12, Dex 18, Con 14, Int 6, Wis 16, Cha 10	Str 20, Dex 16, Con 18, Int 6, Wis 16, Cha 10
Skills:	Balance +11, Hide +19, Listen +6, Move Silent +11, Spot +6, Survival +4	Balance +10, Hide +14, Listen +6, Move Silent +10, Spot +6, Survival +4	Balance +9, Hide +9, Listen +6, Move Silent +9, Spot +6, Survival +4	Balance +8, Hide +4, Listen +6, Move Silent +8, Spot +6, Survival +4
Feats:	Alertness, Weapon Finesse			
Environment:	Temperate to warm plains and forests			
Organization:	Solitary or mated pair			
Challenge Rating:	4			
Treasure:	None			
Alignment:	Usually neutral			
Advancement:	--			
Level Adjustment:	+5 (Cohort only)			

A small black feline, darker than the night itself, slinks through the grass.

General

A witchcat in its primary form is about 18 inches tall and 3 feet long from nose to tail, with the tail being as long as the body, and weighs roughly 12 pounds. It is gray-black in color, with medium length fur, and green eyes surrounding black irises flecked with gold.

It hunts primarily at night using darkness and shadow to its advantage, and may stop at a campsite and charm a person to see if a quick meal is available. As it changes size, it seems to take on a more muscular appearance, its facial features becoming more leonine, but otherwise unchanged.

A witchcat can't speak but can understand common and sylvan.

Combat

A witchcat attacks by stalking its prey while small, concealing itself in shadows and then enlarging itself to one size larger than the prey it hunts just before attacking. If overpowered, it reduces itself to its minimum size while fleeing to enable it to hide more effectively.

Improved Grab (Ex): To use this ability, a witchcat must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake. It can only use this ability against opponents of at least one size class smaller than its current size.

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

Rake (Ex): Attack bonus and damage based on size.

Witchcat...Continued

Size Change (Su): The witchcat can alter its size by one size category as a standard action, up to a maximum of size large, or a minimum of size tiny.

Spell-like abilities (Sp): At will – *darkness*; 3/day – *bane* (DC 11) and *charm person* (DC 11). These are at Caster level 3 and the DCs are Charisma-based.

Skills: Witchcats have a +4 racial bonus on Balance, Hide, and Move Silently checks.

Ecology

The witchcat is a nocturnal hunter about the size of a hunting dog. It is named for its strange, magical power it uses to hunt its prey and defend itself from other predators. Black as night, the witchcat can conjure *darkness* around itself and still see clearly, cast *bane* on others that would threaten it with a wave of its tail, and alter its size as needed to move through small spaces, or stand up to large foes. The first witchcat was believed to be descended from the familiar of a wizard who specialized in alteration magic, but because of its ability to alter its size, it is capable of breeding with any size feline creature. However, only one out of four offspring from any such union will be a witchcat, unless both parents are witchcats, in which case the entire litter will be as well.

Knowledge Suggestions

Witchcat DC	Knowledge (arcana) check results
10 + Hit Dice	This is a witchcat. They are valuable to wizards who train them as watchcats.
10 + Hit Dice +5	It is a magical beast, but fights like most cats, including pouncing and raking with rear claws
10 + Hit Dice +10	It can change its size at will, anywhere from tiny (2.5 ft.) to large (10 ft.).
10 + Hit Dice +15	It can summon darkness around it at will.
10 + Hit Dice +20	It has limited resistance to spells due to its magical attunement and origin.
10 + Hit Dice +25	It can both charm and curse those crossing its path.
10 + Hit Dice +30	It makes an excellent companion if well cared for, but must be trained from an early age.

Notes and Game Balance

Size control is not something a lot of creatures have, and giving it to a predatory animal should make for an interesting encounter. Physically comparable to a leopard or lion, the witchcat surpasses them with magical abilities, balancing it out to a CR4.

Woodland Defender (Construct)

General

The woodland defender is a specialized form of construct crafted only by druids and other entities with a special connection to nature. It is formed of a variety of organic materials available in a specific area (a certain grove, valley, forest, etc.), imbued with that area's natural essence and is then bonded with that area in such a way that it may not leave the region.

Woodland defenders generally stand around ten feet tall and weigh around 3000 pounds, while their larger counterparts, the nature's avatar, stand closer to 14 feet tall and weigh twice that. They are constructed of plant materials, mostly wood and vines woven together into a massive humanoid form.

Animals and plants will not intentionally attack a woodland defender as they seem to realize on a subconscious level that it is there to protect them.

Woodland defenders move quickly but carefully through the forest, certain to harm nothing but the ones they are required to harm. Often times, they are encountered at dusk or at night when an unwitting party member decides to gather more firewood by cutting down protected trees.

They do not speak nor understand language save the commands of their creator or anyone in possession of sufficient knowledge or magic to command them.

Combat

A woodland defender typically engages in combat by coming directly at the offender, using its slam attacks to first stop the offending action and then to destroy the offender or at least force it from the defended region.

If a fire is part of the offense, then the first action will be to *quench* that fire when it comes within range, so a camping group is often tipped off to the impending fight a round or two before the defender comes within melee range. It will give chase to the edge of its region but not beyond. It is tireless and relentless and due to its nature bond, can quite easily take the shortest routes possible, showing up to attack again after the party feels certain they've lost it.

Breath Weapon (Su): The huge version only is able to breathe a cloud of a decaying gas in a 30 ft. cone. This gas smells of rotting vegetation, and induces decay in the victims. Damage dealt is 1d4 Con and 1d4 Dex primary and secondary damage. A DC 20 Fortitude save negates the effect. The save DC is Constitution-based.

Construct Traits: Includes dark-vision 60 ft.; low-light vision; immune to all mind affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Elemental Resistances (Ex): Certain elemental forces work differently against a woodland defender. They have resistance 20 against acid, cold or electricity based attacks.

Woodland Defender...Continued



A vaguely humanoid creature stands about 10' tall. The major portions of its body are made of single chunks of decaying wood, with masses of sticks and leaves at the joints. The whole is covered by a network of vines that almost seem to be a form of patchwork skin.

Flammable (Su): Fire based attacks (and fire based magic that gets around a defender's immunity to magic) do an extra 2d6 damage on a hit and set the defender ablaze. Once blazing, the next round of attacks the defender makes do an additional 2d6 fire damage on each successful hit. Fires on the defender automatically go out after 1 full round.

Immunity to Magic (Ex): A woodland defender is immune to any spell or spell-like ability that allows spell resistance. In addition, the following spells have specific effects on it despite its immunity:

- *Plant growth* heals the creature 3d8+15 hp.
- *Repel wood* slows the creature for 10 rounds with no save.
- *Warp wood* slows the defender (as per a slow spell) for a single round with no save.

Nature Bond (Su): The woodland defender is made with materials from a specific area and is indwelt with a spirit of the forests in that area. As such, it has a supernatural awareness of that area. It automatically knows of all plants and creatures within its area and their actions. It can differentiate race by appearance, but not abstract concepts such as alignment or class. Additionally, it can move through briars (including those caused by *spike growth*) and overgrown areas without taking any damage and without any penalty to movement.

Infractions are typically determined by the best interests of nature, so that a beaver can cut dozens of trees, while a humanoid may be attacked for snapping a single live branch (depending if that is allowed in the creator's programming of the creature). The defender has no consciousness of its own, but inherently acts always in the best interest of nature. This bond overrides poorly worded or malicious programming.

Quench (Sp): Three times per day, a woodland defender can generate a *quench* effect. This is at caster level 11 or 15 depending on the version of the defender using it. Range is medium. Save DC 13.

Spike Aura (Su): The huge version of the woodland defender is constantly surrounded by a 30 foot radius of *spike growth*. In addition to the 1d4 points of damage per 5 feet moved through it, a DC 20 Reflex save is required to avoid movement penalties from foot and leg injuries. This aura can be suppressed at will as a free action. Should any native wildlife come within the aura's radius, the aura will automatically be suppressed. The save DC is Wisdom-based.

Ecology

The woodland defender is a construct programmed by its maker to protect this area under specific guidelines aimed at protecting nature. For example, it may attack creatures that harm the terrain, plants, or woodland creatures in its forest. Specific tolerances are set by the creator, who may allow or

disallow specific actions such as hunting, collecting fruit, collecting live or dead wood, etc. These tolerances can be very specific such as allowing the hunting of fowl and rabbits, but not deer, or permitting elves to hunt, but not other races. When the defender is aware of any disallowed act, it immediately attacks, fighting to the death or until the offender flees the region.

Woodland defenders do not advance through experience points, but can be found in a range of sizes, including a huge variety known as the Nature's Avatar.

The HD and size of a woodland defender are determined by the characteristics of the natural area used to produce the construct. A common grove might produce a minimum version, while a large forest or a particularly sacred area could produce the maximum version.

Woodland Defenders do not need to eat, drink or sleep, and are produced by a creator with the Craft Construct feat. They have no means of reproduction. They exist until destroyed. They pursue no activities other than defending their land. When there are no threats they stand still in a central location.

Construction

The pieces of a woodland defender must all be from the area that it is to protect. They must be gathered without any destruction and must meet certain requirements for quality and quantity. This means that certain areas may be too small or missing enough fallen material to produce a defender at all. Materials must be gathered personally by the druid, his or her followers, animal companion and animal volunteers gained only by use of a *speak with animals* spell (i.e. they cannot be charmed, summoned, or otherwise controlled).

Woodland Defender...Continued

	Woodland Defender Large Construct	Nature's Avatar Huge Construct
Hit Dice:	8d10+30 (74 hp)	20d10+40 (150 hp)
Initiative:	+1	+0
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural) touch 10, flat-footed 20	23 (-2 size, +15 natural) touch 8, flat-footed 23
Base Atk/Grapple:	+6/+16	+15/+32
Attack:	Slam +11 melee (3d6+6)	Slam +22 melee (4d6+9)
Full Attack:	2 slams +11 melee (3d6+6)	2 slams +22 melee (4d6+9)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	--	Breath weapon, spike aura
Special Qualities:	Construct traits, damage reduction 10/magic darkvision 60 ft. elemental resistances, flammable, immunity to magic, nature bond, <i>quench</i>	Construct traits, damage reduction 10/magic, darkvision 60 ft. elemental resistances, flammable, immunity to magic, nature bond, <i>quench</i>
Saves:	Fort +2, Ref +3, Will +2	Fort +6, Ref +6, Will +6
Abilities:	Str 23, Dex 13, Con --, Int --, Wis 11, Cha 1	Str 29, Dex 11, Con --, Int --, Wis 11, Cha 1
Skills:	--	--
Feats:	--	--
Environment:	Any forest	Any forest
Organization:	Solitary	Solitary
Challenge Rating:	7	13
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-19 HD (Large)	21-30 HD (Huge)
Level Adjustment:	--	--

Due to the labor requirement to gather materials, cost to build is slightly lowered, but the time taken to gather the materials is in addition to the 1 day per 1,000gp of price casting time. Note that a woodland area that could support an Avatar may also have only a Defender, if the caster only meets the lower requirements.

Woodland Defender

CL 11th; Craft Construct, *Barkskin*, *Bull's Strength*, *Command Plants*, *Commune w/Nature*, *Liveoak*, *Summon Nature's Ally V*; Price 20,000; Cost 8,000 +800 xp.

Nature's Avatar

CL 15th; Craft Construct, *Animate Plants*, *Barkskin*, *Bull's Strength*, *Command Plants*, *Commune w/ Nature*, *Liveoak*, *Summon Nature's Ally VII*; Price 200,000; Cost 80,000 +8000 xp.

Notes and Game Balance

The large woodland defender version compares closely to a flesh golem. They are a slightly stronger and faster, and do not have a berserk chance. They have the limitation of being restricted to a specific area and are not a threat to those who do not threaten their land. When the fight is unavoidable, they are slightly more of a threat than a flesh golem, thus having a CR 1 higher.

The huge nature's avatar, is comparable to an Iron Golem. The Avatar is a little faster, is larger, has better reach, better attack damage and more hit points. The Iron Golem has better strength and better immunities. All things considered, they are essentially equal in CR.

Knowledge Suggestions

Defender DC	Knowledge (arcana) check results
10 + Hit Dice	This is a form of a golem known as a woodland defender or nature's avatar.
10 + Hit Dice +5	They strike out at those committing infractions against nature in their area.
10 + Hit Dice +10	They are immune to most spells.
10 + Hit Dice +15	They are resistant to non-magical weapons.
10 + Hit Dice +20	They are vulnerable to fire but have magic to put fires out. They are also resistant to most other energy types.
10 + Hit Dice +25	The larger ones can use a decaying breath weapon that slows and weakens foes. They also are usually surrounded by ground spikes.
10 + Hit Dice +30	They are created by druids using materials from the region they are set to guard. They cannot leave their guarded region.

Creatures Tables – CR and Type

Name	CR
Buridai	1/2
Fiend Cat	1
Owl Howler	1
Creeping Moss	2
Ignixie	2
Pooter Bush	2
Nightshade:Nighthound	3
Qual Aanan Qualo	3
Bereft	4
Flashpoint Ooze	4
Ignixie, Greater	4
Witchcat	4
Nightshade:Nightstalker	5
Owllion	5
Blighter	6
Burrowing Moulder	7
Coldsnake.....	7
Insectus Overmind	7
Woodland Defender	7
Despicable Host	8
Nightshade:Nightguard	8
Unseen, the	9
Nightshade:Nightflyer	10
Nature's Avatar	13
Ettintaur	15

Monsters by Type and Subtype
Aberration: Burrowing Moulder, Despicable Host, Insectus Overmind
Construct: Nature's Avatar, Woodland Defender
(Extraplanar): Nightshades (Nightflyer, Nightguard, Nighthound, Nightstalker), Unseen
Fey: Ignixie
Humanoid: Buridai
(Incorporeal): Unseen
Magical Beast: Coldsnake, Fiend Cat, Owllion, Witchcat
Monstrous Humanoid: Ettintaur, Qual Aanan Qualo
Ooze: Flashpoint Ooze
Outsider: Unseen
Plant: Creeping Moss, Pooter Bush
Undead: Bereft, Blighter, Nightshades (Nightflyer, Nightguard, Nighthound, Nightstalker) Owl Howler


























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Despicable Host	Rich McCarthy	GS - Allen Kerswell
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Nighthound	Jim E. Vilandre	
Nightstalker	Jim E. Vilandre	GS - Allen Kerswell
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Owllion	Rich McCarthy	GS - Jeffrey LeBoeuf
Pooter Bush	Nancy Vosnidou	
Qual Aanan Qualo	Rich McCarthy	GS - Mike McMenemey
Unseen, the	Jim E. Vilandre	GS - Jeffrey LeBoeuf
Witchcat	Jim E. Vilandre	
Woodland Defender	Rich McCarthy	GS - Jeffrey LeBoeuf
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Counters	Nighthound	Modified Stock Art

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Counters | Backs

 Burrowing Mouter	 Buridai	 Buridai	 Buridai	 Blighter	 The Bereft
	 Flashpoint Ooze	 Flashpoint Ooze	 Buridai	 Owllion	
 Coldsname	 Ignixic	 Ignixic	 Buridai	 Buridai	 Owllion
	 Witchcat	 Ignixic	 Witchcat		
 Despicable Host	 Greater Ignixic		 Owllion		
	 Greater Ignixic		 Creeping Moss		
 Ettintaur					



Counters II Backs

 <p>Nighthound</p>	 <p>Nightflyer</p>	 <p>Nightflyer</p>	 <p>Insectus</p>
 <p>Nighthound</p>	 <p>Woodland Defender</p>	 <p>Nightstalker</p>	 <p>Owl Howler</p>
 <p>The Unseen</p>		 <p>Nature's Avatar</p>	
 <p>Nightguard</p>	 <p>Nightguard</p>	 <p>Nightstalker</p>	 <p>Qual Aanan</p>
			 <p>Qual Aanan</p>
			 <p>Swarm</p>
			 <p>Swarm</p>
			 <p>Witchcat</p>

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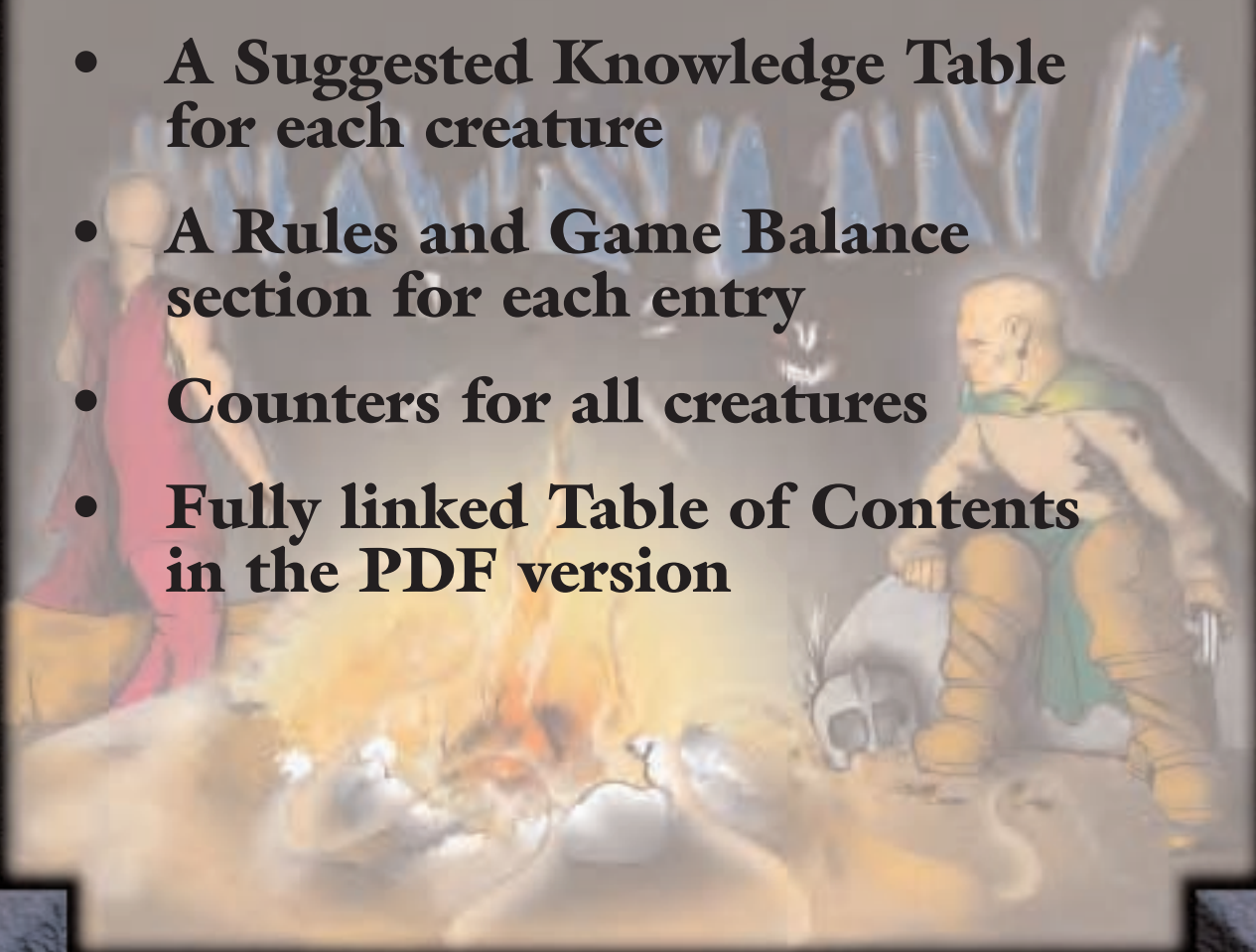
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EN-CRITTERS

Volume 3



Talenjord: Land of the Fallen One

A Creature Compendium

An Open Gaming Content Sourcebook



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

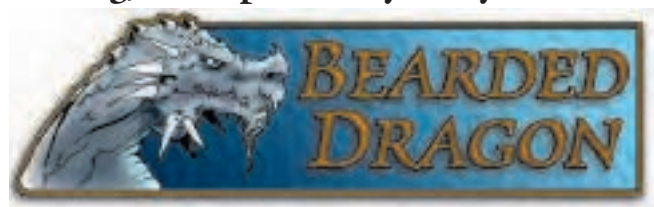
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Tulenjord: Land of the Fallen One

Welcome to the third Volume in the E.N. Critters series of Open Gaming Content Sourcebooks – Tulenjord: Land of the Fallen One. The E.N. Critters series as a whole is a set of theme-based creature books. The theme/setting information is secondary, used mainly as a focus to design the creatures around as well as to provide GMs with additional background, species interaction and general environmental descriptions. The creatures are fairly well detailed, while the environmentally based themes has been left intentionally vague in many places to allow the GM more leeway to modify and drop them into their own campaign if so desired. It is our hope that these creatures and themes will spark creative and enjoyable game sessions.

Please allow us to again thank you for investing your hard earned currency into our ongoing project and to assure you that we are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size. Even the layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. Additionally, the page layout has been set specifically with booklet printing in mind. If all pages are printed in order, two-sided and then put together as a booklet in a binder, when the booklet is opened and wherever possible, critters start on a left hand page and end on a right hand one, allowing ease of reference without page flipping. In an effort to continually improve our product, we welcome your suggestions and comments.

If you have questions or comments about the artwork, please contact the art team at: guillotinstudios@gmail.com.

If you have any other questions, comments, errata, or simply would like to get onto our emailing list for any product revisions, please contact us at: beardeddragonpublications@gmail.com.

For Volume 3 we have retained the new features from Volume 2 – full color illustrations, suggested knowledge tables and counter sheets. These features will become standard for the entire series. Each critter has a table to aid GMs in determining what characters know about them on a successful Knowledge check. In addition, counters (front and back) for all critters in the book have been included after the statistics pages. The counter pages are set up to be printed two-sided on cardstock although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard.

Also regarding counters, you will want to make sure that you print those pages from the PDF without any page scaling or else they will be probably smaller than the 1 inch square grid size. While this is minor for the small and medium counters, it really shows for the larger ones. As mentioned above, a counter is provided for each critter.

For those critters without illustration, stock art counters have been provided to make sure you have at least something to work with. Not all critters have illustrations due to production limitations. While the volume could be limited to just those critters with illustrations, we thought it better to have more critters than less, and chose the ones more familiar (such as those based on real animals like the woolly goat or those appearing as environment, like snow fleas) to be included without them.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. As mentioned before, each volume has a primary theme that the creatures are developed around. In this case, the concept is for creatures living in and around a floating iceberg island caused by a dead god. The next couple of volumes will be designed around creatures players are likely to encounter along the banks of an ancient river, at the edges of a planar tear, and so forth. Beyond the primary theme, the scope of critters contained within will range considerably, intentionally spanning many monster types and challenge ratings.

That being said, here is a bit more in depth look at the primary theme this volume is built around but by no means should limit the creatures' involvements in your own campaign. It is meant more to add additional flavor and to inspire encounter ideas.

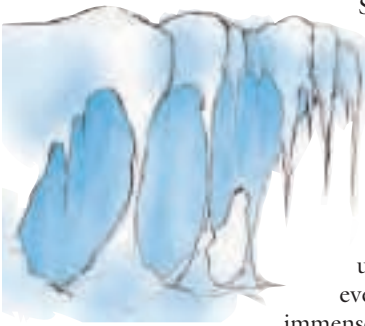
Tulenjord: Land of the Fallen One immediately begs the question of who or what the Fallen One is. The answer is best explained from the beginning. Decades past, a demigod answered the prayers of his followers on an evil aligned plane of icy wastes as they battled too great a foe. Those followers are known as the Morns, a race of powerful giants native to that icy plane of evil. There they had subjugated all other beings and ruled the plane with an iron grip until a new threat appeared, a god-like being leading organized legions of ice devils. The war for domination was waged for decades, with the morns slowly losing ground. At the last major conflict of the war, several of the top morn war leaders and priests combined their efforts and called forth their deity to help them. His arrival triggered the arrival of the ice devil leader and an epic battle was fought.

Ultimately the ice devil legions were too strong and overwhelmed the morns and their deity made flesh. The ice devil divine leader struck a critical blow to the heart of the morn's god, slaying him on the spot, but the result of the death was catastrophic. The forces on both sides within hundreds of miles were slain, and the ice devil leader was forced from the plane. Both sides were decimated and the war ground to a halt save for small skirmishes. At the battle site, a planar tear occurred and the physical form of the slain deity passed through, falling into the icy waters of the far north on the material plane.

After some time had passed and the morn's remaining wizards and priests regrouped, the planar tear was located and investigated.

There they found a permeable entrance to the material plane leading to a trackless northern ocean. Using divinations, they quickly located their god's body but have yet to decide how to proceed next as their forces are limited.

Three possible options present themselves: regain their home plane, conquer this one, or seek some way to bring their god back to life. In any case, they remain a force to be reckoned with.



Stepping back to when the dead god fell through the tear between worlds, the course of events on the material plane took a very interesting path. The immense body of the dead god fell out of the skies and crashed into the icy waters of the northern ocean, churning up the sea bottom and freezing everything around him into an immense iceberg. The introduction of

his divinity into the environment transformed a great many creatures into the forms you see presented in this tome....creatures of the air, of nearby islands, and of the sea both shallow and deep. The island of ice created around his body provides a home for these creatures, and has also attracted a number of other species in its travels. No map is provided for the island as its layout is simple enough not to require one, and it keeps it open to individual GM interpretation.

The body of the dead god is approximately 12 miles long and close to 4 miles wide. Its head is turned to one side, and arms and legs are slightly askew from the fall into the ocean. Using the body as the centerline, the divine essence has caused an island of ice to form around the corpse, half a mile thick in the places closest to the surface of the ice. The island extends out about thirty miles in all horizontal directions, and only a few miles in either direction vertically. As the island floats and changes in orientation, the references to north and south for geographical areas are for initial use only and subject to change. Beyond the actual substance of the island exists another 10 miles of ice floes and icebergs, breaking off and melting in the waters beyond the dead god's influence.

Along the east/west axis of the island is a mountain range created from the angles and edges of the dead god's body. The mountains of snow and ice achieve the greatest heights on the eastern side of the range where the chest, arms and head of the god are. The western side is somewhat passable near the lower legs but sharply increases at one knee and at the opposing foot. On the northern side of the range are a set of smaller peaks set somewhat apart from the main range. These are formed from the fingers of the god's palm upward hand, and are known appropriately as the Bloody Peaks. They are a sacred place for the diggers and many a sacrifice is brought there to bleed out into the god's palm. The entirety of the range is known as the Skyrealm mountains by the local inhabitants. Certain peaks are known by individual names, usually corresponding in some way to the supposed part of the god they rise up from, but estimations are not always correct.

The areas east and west of the mountain range are the most rugged outside of the mountains themselves. The eastern edge of the island is an area of steep cliffs dropping off into the ocean beyond, while the western edge is riddled with cracks and fissures making it difficult to traverse even on a mild day. The easiest way to cross the Skyrealm mountains is on the western end of them, corresponding to the gods legs. It is there that a several mile break known as Kelvin's Gap allows passage between north and south parts of the island. Aside from that, the other easy passage is on the eastern side of the island between the god's head and the cliffs at the island's edge, although that region is patrolled by the delphine and their fleshite minions. It is affectionately known as the Dreamlands, and has been known to inspire visions and hallucinations to those wandering there.

Aside from the mountains, fissures and cliffs, there are a few other areas of note on the island. To the north can be found vast snow fields and a few large areas of tundra-like terrain, formed from the seabed displaced when the body crashed into the ocean. The tundra consists of very hardy grasses and a few varieties of kelp that have adapted to life above the water's surface with a little divine help. This plant life is the basis of the food chain for the herbivores on the island, while the carnivores have their pick of land animals and sea life. The largest snow field to the north is known as the Blinding Desert, and the two largest areas of tundra are known as the Plains of Light and the Plains of the Test. Both of these plains are primarily hardy grasses as opposed to kelp.

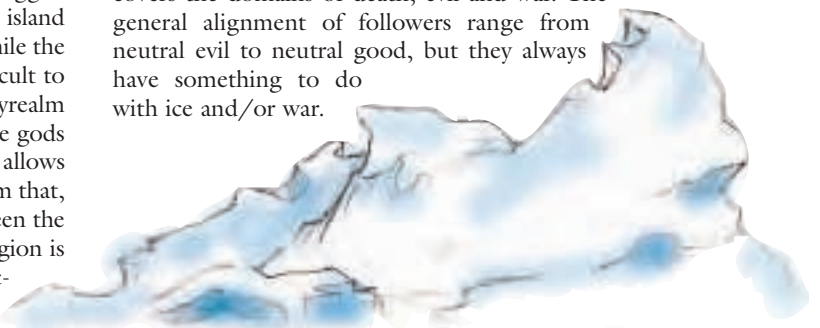
South of the mountain chain is similar, with a few large snow fields and several areas of tundra. The largest snowfield here is known as the Desert of Lost Souls. The tundra areas here are more kelp than grasses and the most southern one is home to many surrissa. The three main ones are the Kelp Forest, the Forest of Snapping Claws and the Plains of Strength. The Plains of Strength are the northernmost of the southern tundra regions and border the only hills on the island, known as the Grey Hills. These hills range from the the plains right up to the center area of the Skyrealm mountains.

The last major area of note is among the crevasses on the western end of the island. A few crevasses there mysteriously generate an unexpected level of warmth and have created a few isolated valleys filled with lush plant life. The secret locations of these valleys are jealously guarded and provide a respite from the harsh region outside.

The island rarely gets above 40 degrees, usually remaining slightly below freezing due to the essence of the dead ice god permeating the landscape. The weather initially was similar to that of normal arctic regions, but as the island is free floating, it has slowly been making its way further south. This has caused the weather to be unpredictable and downright harsh much of the time as the permanent freeze of the island interacts with warmer air and ocean currents. The highest peaks are always shrouded in clouds and mist, and cold winds are almost constant.

The islands inhabitants include all the critters included in this tome, but also include normal flora, fauna and monsters for arctic and sub-arctic regions. These include but are not limited to frost worms, ice rocs, orcas, penguins, polar bears, remorhaz, seals, snow leopards, walruses and white dragons to name a few. The perma-freeze of the island has allowed these species to survive well south of their normal haunts and those that swim or fly quite likely make forays well beyond the island for food, returning as their tolerance for warmth is exceeded.

As a side note, the dead god's power is primarily of ice, but it also covers the domains of death, evil and war. The general alignment of followers range from neutral evil to neutral good, but they always have something to do with ice and/or war.



Now that the island's geography has been reasonably covered and a little information provided about the dead god, it's time to cover its inhabitants. In the icy waters surrounding the island can be found two of the more dangerous creatures living here, the arctic sea dragon and the glacial. Thankfully, there are only a few of either of them in the area.

The arctic sea dragons lair in the sea cliffs on the eastern side of the island, harrying and demanding tribute from delphines, diggers and mursigla alike. They generally prey on local sea life, sometimes surrissa, and sometimes native animals that get too close to the edges of the island. With the island drifting further south, they have begun to make raids further afield, interfering with settlements and sailing vessels alike that have never seen anything like them before.

The glacials have also become more of a menace further away from the island as most of the local intelligent life has become savvy to their suggestions and avoids them. Now they can occasionally lure in a sailing vessel that comes within range of their telepathy, or combine with fleshites to raid diggers or mursigla, though delphine have been left alone (most likely due to their connection with the fleshites).

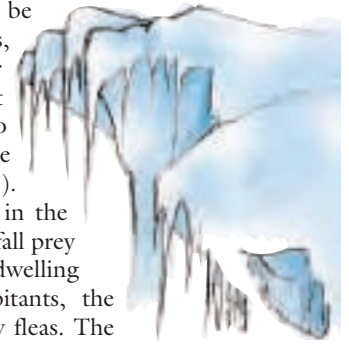
Following the general course the regions were described in, the next inhabited area is the Skyrealm mountains. They are home to quite a few creatures, starting with the halsingdrek. This dragon lairs in the mountains but ranges far afield for prey and treasure, feeding on almost everything it comes across, but especially enjoying to eat dyravuls, mursigla and even surrissa. Fissure fishers also make tasty treats, but since the halsingdrek lacks flight and strong climbing skills, they make a snack had quite infrequently. Lurking in the snow fields is also a successful hunting tactic as its slither ability allows it to outpace most fleeing prey.

Also frequenting the mountains but found elsewhere are the two main flyers on the island, the skyte and the herjalti. The skyte usually come down from the mountains during storms and prey upon creatures they find either out in the storm, or coming out of hiding just after the storm has passed. The herjalti on the other hand, wander about the mountains and hills, seeking small prey to paralyze and carry off such as young wooly goats, humanoid children, johtuliva and their favorite, fissure fishers as they can just float down and grab them.

Also, on the highest mountain in the center of the range is a small outpost of morns, there to watch over the body of the dead god against those that would try to destroy him. They assist the delphines and diggers indirectly, seeing them as useful servants in their plans. Protecting their outpost by air are white dragons, and by land, they have a few halsingdrek to do their bidding.

While the eastern caves are home to the sea dragons, the western fissures are the primary dwellings of the fissure fishers, supporting dozens of them in a relatively small area. When the area becomes overcrowded they will venture from their home region and set themselves up in crevasses near the island humanoid communities to attract more prey, though they usually don't last too long once their presence becomes known.

The dyravul and wooly goats can be found on any of the tundra regions, as well as serving as mounts for mursigla and delphine (but not usually the diggers as they tend to sacrifice and eat them well before any training would be effective). They are much fewer in number in the Forest of Snapping Claws, as they fall prey to the great number of surrissa dwelling there. Unlike most island inhabitants, the wooly goat actually feeds on snow fleas. The dyravul feeds on anything small it can find.



Also near the tundra regions and along the island's coast can be found two of the three humanoids living here. The mursigla live on the southern side, while the diggers frequent the north surrounding the Bloody Peaks. Both races make forays over much of the island, the mursigla for trophies and to prove themselves, and the diggers seeking ever more sacrifices.

The Blinding Desert is the primary home for the snow blinds trapped here, although they occasionally hassle the nearby diggers. On the other side of the mountain range in the Desert of Lost Souls can be found the frequent haunt of evil snow spirits and frostbitten, although both of these hateful undead travel all over the island to cause harm.

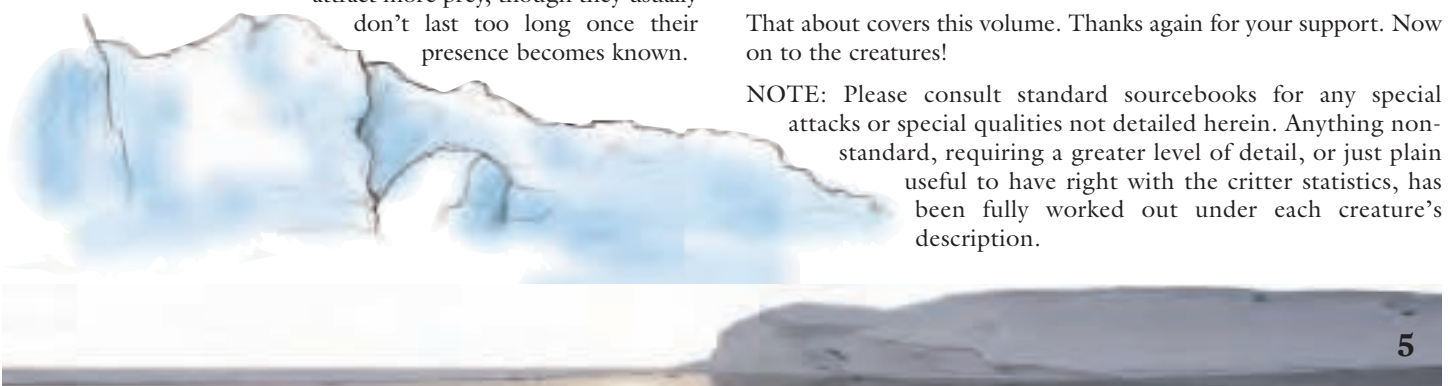
Also to the south is the Forest of Snapping Claws, a kelp based tundra region where many surrissa dwell and breed. Surrissa also can be found anywhere along the coast of the entire island. West of this forest and north of the Plains of Strength are the Grey Hills where the johtuliva make their extensive homes, sometimes helping those in need, but much of the time hiding in their homes, away from the larger predators, dangerous humanoids and wandering undead.

The strongest and most organized force on the island are the delphine. They work with the fleshites to protect the head of the dead god, ever seeking a way to bring him back to life. Their magic has enabled them even to create fireheart golems to aid them in their defense. They have beautiful temple warrens built into the mountains surrounding the head, and it is rumored that tunnels have been excavated reaching all the way down to the actual flesh of the god. They, unlike other worshippers of the dead god, have a set of clerical domains different than death, evil and war. This is a result of their spiritual inclinations and abilities, with the spells they gain not directly coming from the dead god, but from another source they are not aware of (and that might possibly benefit from the return of the dead god).

The last two creatures found here show up anywhere. First are the snow fleas, a voracious swarm breeding from any creatures they feed upon, becoming a considerable danger when they reach an area with many suitable hosts. Lastly are the frystkalma, appearing primarily when summoned, but occasionally on their own in remote areas.

That about covers this volume. Thanks again for your support. Now on to the creatures!

NOTE: Please consult standard sourcebooks for any special attacks or special qualities not detailed herein. Anything non-standard, requiring a greater level of detail, or just plain useful to have right with the critter statistics, has been fully worked out under each creature's description.



Arctic Sea Dragon (Dragon)

The huge, blubbery body is streaked with grey, green and blue, and is covered with fine, sleek scales. Bony crests on the head and neck flair back dramatically from a pronounced draconic snout. Massive fore-flippers support its bulk in a ponderous, lumbering waddle. Steam wafts from the creature's entire body, mingling with a wisp of black smoke that curls from one nostril.

General

The arctic sea dragon is a huge draconic version of a seal or walrus, living in arctic waters and hunting sea and land creatures that populate these areas. It is an air breathing creature but a powerful natural swimmer, able to sustain a dive for up to an hour, and dive to depths of over 10,000 feet.

It can be about 20 feet long when fully extended. Walking on land with its fore-parts suspended by its powerful flippers, it is about 15 feet long and stands 10 to 12 feet tall. On average it weighs approximately 20,000 lbs., though much larger ones have been recorded.

They are the most feared hunter in their habitat and will prey on whales, walrus, seals, large fish, etc. They always prefer any unsuspecting land creatures that come too close to shore, humanoid above all.

Once they discover a humanoid settlement, they will stalk the area, constantly terrorizing the population. The sea dragon is likely to attempt to parley with the humanoid settlements, demanding tributes in food and treasure. These agreements tend to endure for humanoid generations, as the humanoids rely on the sea and the dragon continually finds any attempt they make at a new settlement or migration.

Arctic sea dragons typically have a remote and very inaccessible lair in a sea cave, usually open to the air and ocean, but not the land. Often this is an ice cave carved by the dragon's breath into the seaside cliff face of a glacier.

This makes Tulenjord a perfect place for these dragons to dwell since it provides perfect shelter and plentiful food sources. The island's recent travels into more temperate waters, while maintaining its icy habitat, allow the arctic sea dragon to encounter and eat many things it normally would never see. The clutch of them associated with Tulenjord are pretty robust from their environment and serve as a hefty defense against seaborne travelers trying to reach the floating island. Ships are excellent targets, providing food and treasure.

Combat

The arctic sea dragon's favored tactic is a charging, sliding, flop onto the immediate shore from the icy arctic waters. When possible, it will use this attack to surprise and quickly kill a single victim. It has no fear of humanoid groups smaller than a score and wouldn't think twice about bowling into a small group, fully expecting to best the lot. In some situations, it will grapple and pull a foe back into the water, especially if fighting a single foe, or if a group is proving to be a threat.

Arctic Sea Dragon

Huge Dragon

Hit Dice:	10d12+80 (145 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	23 (-2 size, +1 Dex, +14 natural) touch 9, flat-footed 22
Base Atk/Grapple:	+10/+28
Attack:	Bite +19 melee (3d10+10)
Full Attack:	Bite +19 melee (3d10+10) and slam +13 melee (2d8+5)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, improved grab, shore charge
Special Qualities:	Darkvision 60 ft., dragon traits, low-light vision, resistance cold 30 and fire 30
Saves:	Fort +15, Ref +8, Will +7
Abilities:	Str 30, Dex 12, Con 27, Int 10, Wis 10, Cha 8
Skills:	Intimidate +16, Knowledge (geography) +13, Listen +13, Sense Motive +13, Spot +13, Swim +31
Feats:	Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (Bite)
Environment:	Cold aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	--

Arctic Sea Dragon...Continued

The arctic sea dragon relies primarily on its bite attack. When using its shore charge, it can use a combination of bite and slam attack, with the slam attack in this case being similar to a body crush attack. When in the water, the slam attack takes the form of a single flipper in combination with the bite as its body shape makes it difficult to bring both flippers to bear at the same time.

Breath Weapon (Su): The arctic sea dragon can breathe fire as a standard action. This effect functions as a 40 ft. cone when above the surface of the water. Below the surface, the effect causes water to boil in a 20 ft. cube immediately in front of the dragon. Either form of the breath starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Its breath weapon can be used every 1d4 rounds. Damage is the same for both types – 10d6 with a DC 23 Reflex save for half damage. The save DC is Constitution-based.

Dragon Traits: Includes darkvision; low-light vision; immunity to magical sleep and paralysis effects.

Resistances (Ex): As a result of its ability to generate fire as well as its adaptation to frigid waters, the arctic sea dragon has resistance 30 to both fire and cold energy types.

Shore Charge (Ex): When attacking from the water to the shore, the arctic sea dragon may make a charge of up to 80 feet. Up to 30 feet of this charge may be out of the water, onto land or an ice shelf. At the end of the charge, it may make a full attack action (bite and slam), each with the +2 charge bonus. The dragon is penalized -2 to its armor class for charging, as usual.

Improved Grab (Ex): To use this ability, the sea dragon 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 with its mouth and may attempt to drag the victim into and under the water. It can only use this ability against foes of one size category less than it or smaller.

Skills: The arctic sea dragon has a +4 racial bonus to Intimidate checks and a +8 racial bonus to Swim checks. It only needs to make a Swim check to perform special actions and avoid hazards. It can always take a 10 on swim checks, even when rushed, distracted or endangered.

Ecology

The arctic sea dragon has a very long life cycle, living up to a thousand years. Over this time it may change its hunting ground several times to pursue new prey, but will usually keep the same lair. It often follows migrations of prey such as whales or seals, and will track and follow movements of shore dwelling humanoids. It is common for the creature to hunt and migrate hundreds of miles from its base lair, returning only when it has a treasure to stash.

Having flippers and not claws makes treasure collection only somewhat difficult for these dragons. Sometimes they will carry a corpse to their lair to pick through its treasure before they eat it, but most of the time they eat freely and return to their lair after they know they have devoured something with good treasure potential. Once the treasure passes through their system, they will either sort through it themselves for valuables, or will have one of their lackeys do it for them.

Mating occurs very rarely. Every 30 years, dozens of these creatures travel from remote places, meeting in the open ocean to spawn and socialize in a large group. This is timed with yearly whale migration and the whale population gets decimated at this time. An unfortunate ship happening to be near such an event will almost always be targeted by several of the creatures, chased down and destroyed.

After about a week of spawning together, the arctic sea dragons go their separate ways again. Females rush back to their caves to lay and tend eggs. During the eggs' incubation (about a month) the female will stay very close, straying only for quick feeding trips. Once the eggs hatch, the hatchlings stay with the mother for another 3 months, hunting in deep dives in the open ocean until they learn the ropes and attain full size. Once they reach full size, they go off on their own.

Knowledge Suggestions

Sea Dragon DC	Knowledge (arcana) check results
10 + Hit Dice	This is an arctic sea dragon, a huge seal-like draconic creature that dwells in icy waters.
10 + Hit Dice +5	It can charge up out of the water and onto the shoreline to snatch prey and drag them back into the water.
10 + Hit Dice +10	It can breathe fire, and underwater that becomes steam and scalding hot water.
10 + Hit Dice +15	It should have a rich hoard, but its lair could be many miles away and inaccessible from land.
10 + Hit Dice +20	It is attracted to humanoid settlements near the water, demanding tributes of food and treasure of them.
10 + Hit Dice +25	It only spawns every thirty years, but when groups of them cluster, all creatures within many miles are at risk of being eaten.
10 + Hit Dice +30	The last known spawning was XX years ago, so it is safe near here for another XX years.

Notes and Game Balance

The arctic sea dragon's sheer strength and damage potential, plus high Constitution make it a formidable battle for a ninth level party. Characters at even lower levels may have the means of dodging or escaping its initial rushing attack, and unless a creature is dragged into the sea, the encounter is fairly easy to avoid afterward. In addition, the sea dragon will not usually attempt to take someone away in this fashion as lower level groups don't threaten it as much.

Having a character dragged into the sea will mean a protracted and hard fought battle for a ninth level party. Of course, at this level it starts to become more typical that this may happen, as the dragon would usually attempt this only when the battle is not going well. At ninth level, there should be shape changers and water spells that will make it possible for a determined party to retrieve a snatched comrade from the icy depths. If rescue attempts fail, the party should have access to divination spells to find the missing character, traveling spells to get to the remote lair, and raising spells to bring them back. Lacking opposable thumbs or pockets, it is likely that the sea dragon would bring the dead victim back to its lair whole, so that it can pick through and save the treasure before eating the victim.

Delphine (Humanoid)



Smooth blue-grey skin covers the body of this strange hairless humanoid. Large eyes of deep blue grace an aquiline nose and thin-lipped mouth, and a ridge of small fins runs from just above the brow, up over the head and down the center of its back. Webbed fingers come together and hands fold against each other as the creature bows in greeting.

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +2

General

The delphine are smooth-skinned humanoids with no body hair, not even on their scalps, instead having crests of small fins that run from the brow over their heads and down the center of their backs. Their skin color may vary from light shades of gray or blue to deep violet, and the fins along their backs vary in hue from deep red to brilliant green.

The delphine's most noticeable feature is their noses, long and aquiline, but rounded at the end like a dolphin's. They have blue eyes that will range in hue from pale blue to deep violet. Their hands are humanoid with long fingers and membranous webbing between the second knuckles of each, including the forefinger and thumb. They average 6 feet in height with slender builds at about 175 pounds. They dress mostly in loose-fitting robes and tunics lined with dyravul fur.

Delphine speak and understand common and tulani (a strange mix of aquan and auran accented by a hodgepodge of languages taken from other travelers to the island over the years).

Combat

Delphine prefer to avoid direct combat, trusting to their spells and skills in diplomacy to avert a fight and attempt a more peaceful solution. If pressed, they are fully capable of holding their own, using simple weapons and taking advantage of their innate blindsight to locate opponents, often using darkness and similar concealment effects to give themselves an edge.

Delphine Traits (Ex): Includes blindsight 60 ft.

Spell-like Abilities (Sp): Delphine may cast two zero level adept spells per day as a racial trait. These are chosen from the spell lists provided below, are at caster level 1, and cannot be changed after being chosen.

As a 1st level adept, they may cast three additional 0 level and two 1st level spells from the delphine adept spell list.

Delphine Adept Spell List

Delphine Adepts choose their spells from the following list:

0 Level: *arcane mark, cure/inflict minor wounds, daze, detect magic, flare, guidance, mage hand, mending, purify food and drink, read magic, touch of fatigue.*

1st Level: *bless, cause fear, chill touch, command, comprehend languages, cure/inflict light wounds, detect chaos/evil/good/law, doom, endure elements, obscuring mist, protection from chaos/evil/good/law, sleep, summon monster I.*

Delphine, 1st Level Adept

Medium Humanoid (Delphine)

Hit Dice: 1d6-1 (2 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 9 (-1 Dex)
touch 9, flat-footed 9

Base Atk/Grapple: +0/-1

Attack: Dagger -1 melee (1d4-1/19-20) or
dagger -1 ranged (1d4-1/19-20)

Full Attack: Dagger -1 melee (1d4-1/19-20) or
dagger -1 ranged (1d4-1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Blindsight 60 ft., delphine traits

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

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

Skills: Diplomacy +6, Spellcraft +9, Swim +3

Feats: Skill Focus (Spellcraft)

Environment: Any cold or temperate

Organization: Solitary, band (2-4), troupe (5-10), or
clan (10-100 plus 50% noncombatants)

Delphine...Continued

2nd Level: *aid, bear's endurance, bull's strength, cat's grace, cure/inflct moderate wounds, darkness, enthrall, fog cloud, invisibility, mirror image, resist energy, spectral hand, summon monster II, touch of idiocy.*

3rd Level: *bestow curse, contagion, cure/inflct serious wounds, daylight, deeper darkness, dispel magic, neutralize poison, remove curse, remove disease, searing light, sleet storm, summon monster III, tongues, water breathing.*

4th Level: *control water, cure/inflct critical wounds, ice storm, restoration, stonewall, summon monster IV, wall of ice.*

5th Level: *break enchantment, commune, harm, heal, raise dead, summon monster V, true seeing.*

Skills: Delphine have a +2 racial bonus on all Diplomacy and Spellcraft checks. They also have a +4 on all Swim check from having webbed hands and feet.

The delphine adept presented here has the following abilities before racial adjustments: Str 8, Dex 9, Con 11, Int 10, Wis 13, Cha 12

Ecology

The delphine are a peace-loving race of humanoids bearing strong facial features reminiscent of their heritage. Descended from dolphins, they believe that they are the chosen of the Fallen One, brought up from the depths of the sea to serve Him as His voice amongst the people of the world. They consider the fleshites a sign of his blessing, using them mostly for menial tasks around their homes and shrines, while they themselves spend most of their day in communion learning the divine arts.

They are not against fighting for their god and have learned a fair number of battle magics, even devoting some time to the study of the arcane arts. They tend to disdain weapons for two reasons: on Tulenjord there are few suitable places to build a forge and insufficient material to maintain it, much less craft weaponry; and they believe the magic they have learned comes to them directly from their god and that it is His will for them to use it in His name.

Delphine adults marry for life and a couple will likely have two or three children in their lifetime, raising the children in the doctrine of their faith. Roughly around the age of 5 children will learn their first spell, a minor orison, but occasionally a child may show a particular gift for the arts. Such a child is encouraged to follow the paths of magic, arcane or divine or both, and will then spend the next ten years serving an apprenticeship to a church or master wizard.

However, not every child has a gift for magic and some even choose to follow a different path. This is still acceptable amongst the delphine for even warriors have their place in the eyes of the Fallen One, and it is His will after all as to what path a child will eventually follow. Delphine society is theocratical, and the church has the final say in all matters. A delphine can live to over 70, and command great respect amongst his people, especially if he has dutifully served the Fallen One.

Although presented here focused on the Fallen One, delphine can find any sea deity as suitable for devotion.

Delphine as Characters

Naturally inclined to divine magic, a delphine's favored class is cleric. Delphine clerics that worship the dead god have access to two of the following domains representing their spiritual inclinations and abilities: Law, Knowledge, Magic or Water.

Delphine characters possess the following racial traits:

- -2 Constitution, +2 Wisdom, +2 Charisma
- Base land speed is 30 feet.
- Blindsight (Ex): Delphine can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 60 feet. This range increases to 120 feet when underwater. A *silence* spell negates this and forces the delphine to rely on normal vision.
- Racial Skills: +2 racial bonus on Diplomacy and Spellcraft checks and +4 on all Swim checks.
- Spells: All delphine are taught the basics of divine magic from the moment they are able to speak, and have the ability to cast any two 0-level spells from the adept spell list once per day each. These spells must be chosen at character creation and cannot be changed afterwards.
- Automatic Languages: Common, Tulani.
Bonus Languages: Auran, Aquan, Celestial.
- Favored Class: Cleric
- Level adjustment +2

Knowledge Suggestions

Delphine DC	Knowledge (nature) check results
10 + Hit Dice	This humanoid is a delphine.
10 + Hit Dice +5	Their race is believed to be descended from dolphins.
10 + Hit Dice +10	They are mostly a peaceful race dedicated to serving their god(s).
10 + Hit Dice +15	They are taught the basics of magic from childhood, so even the lowest warrior can command some magic.
10 + Hit Dice +20	They have an inherent blindsight ability that allows them to locate creatures and objects without actually seeing them.
10 + Hit Dice +25	They are generally less physically powerful than many races, focusing more on their arcane and divine spellcasting abilities.
10 + Hit Dice +30	They have an almost fanatical devotion to their god and can call forth servants known as fleshites to aid them if pressed.

Notes and Game Balance

Dolphins are considered one of the smartest mammalian races in the sea, possibly even smarter than man himself, and it sparked an idea as to what would they be like if divine intervention suddenly evolved them into a humanoid form. They are rumored to be mostly benevolent, helping swimmers in distress, and usually only combative when dealing with a greater threat. This doesn't mean they won't fight, but would probably try to avoid a fight if they could. Hence the peaceful nature of the delphine, but tinged with a bit of fanaticism in their blind devotion to a god they know little about. Generally most humanoids are presented as warriors, but adept seemed more suitable for this particular race.

The level adjustment of +2 stems from the combination of non-balanced ability modifiers, the few minor spells it gets, and especially its blindsight.

Diggers (Humanoid)



This large bipedal creature stands 9 feet tall. Its human features are very ape-like. It wears a breastplate and carries a heavy pick and shield. Coarse white fur covers much of its muscular body and any exposed flesh is visibly scarred with odd symbols.

Organization: Solitary, pair, gang (2-8), or band (10-30 plus 50% noncombatants plus 2-5 2nd-3rd level sergeants and 1 leader of 3rd-7th level)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +3

General

Diggers are a less than sophisticated race of humanoids that strongly resemble large albino apes. When the demigod fell, some part of his sentience touched upon the collective minds of the diggers. Now, they live with one goal in mind – to revive the dead god. It is towards this end that the diggers earn their names. They travel the island digging into the ice and rock, and spilling the blood of all other creatures in an effort to bring the god back.

Diggers are 9 feet tall and weigh about 700 pounds. Males are slightly taller and heavier than females. They speak a crude, but understandable form of common.

Combat

Diggers live for combat. It is their purpose in life. They attack with reckless abandon, and seldom take prisoners. Their tactics are usually lacking, relying more on numbers and brute force than any sort of subtlety. Rarely, a digger will survive long enough to develop more advanced tactics with the more successful war bands being led by such individuals. Ultimately though, the primary goal in every combat is to shed as much blood as possible, even if it has to be the digger's own.

Smite Heretic (Su): Once per day a digger can use a normal melee attack to smite any creature with Intelligence 3 or greater that does not have the dead god as a patron deity. The digger must declare it is using this ability before the attack roll is made and upon doing so it gains a +1 bonus to attack and a +4 bonus on damage. If the digger misses or attempts to strike an ineligible creature, the ability is still used up for the day.

True Devotion (Su): Diggers as a race must forever deal with the effects of the contact from the mind of a dying deity. A digger can be turned or rebuked as undead with 2 Hit Dice more than its total Hit Dice. A digger can never be destroyed by a turning attempt.

Diggers as Characters

Powerful combatants, a digger's favored class is barbarian. Digger clerics that worship the demigod have access to two of the following domains representing their spiritual inclinations and abilities: Death, Evil, or War (favored weapon heavy pick).

Diggers

Large Humanoid (Digger)

Hit Dice: 2d8+4 (13 hp)

Initiative: -1

Speed: 30 ft. (6 squares); base speed 40 ft.

Armor Class: 16 (-1 size, -1 Dex, +1 natural, +5 breastplate, +2 heavy wooden shield), touch 8, flat-footed 16

Base Atk/Grapple: +1/+8

Attack: Large heavy pick +4 melee (1d8+3) or large javelin -1 ranged (1d8+3)

Full Attack: Large heavy pick +4 melee (1d8+3) or large javelin -1 ranged (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smite heretic

Special Qualities: True devotion

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

Abilities: Str 17, Dex 9, Con 14, Int 8, Wis 15, Cha 10

Skills: Climb +5, Spot +4, Survival +3

Feats: Weapon Focus (heavy pick)

Environment: Any cold

Diggers...Continued

Digger characters possess the following racial traits:

- Strength +6, Dexterity -2, Constitution +4, Intelligence -2, Wisdom +4
- Size Large. -1 penalty to Armor Class, -1 penalty on attack roles, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A digger's base land speed is 40 feet.
- Racial Hit Dice: A digger begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +3.
- Racial Skills: A digger's humanoid levels give it skill points equal to 5 x (2+ Int modifier [minimum 1]). Its class skills are Climb, Spot, and Survival.
- Racial Feats: A digger's humanoid levels give it one feat.
- Weapon and Armor Proficiency: A digger is proficient with the heavy pick as well as all armors and shields.
- +1 natural armor bonus.
- Special Attacks (see above): Smite heretic.
- Special Qualities (see above): True devotion.
- Automatic Languages: Common.
Bonus Languages: Giant, Goblin, and Orc.
- Favored Class: Barbarian.
- Level Adjustment: +3.

Ecology

The diggers were a slowly evolving primate (snow ape) when the demigod fell. In that instant the entire race changed to the creatures they are now. As well as boosting the evolution process, that event also gave them a purpose – every digger is born knowing that he or she must spill the blood of intelligent creatures to restore the frozen dead god.

Diggers typically live in small nomadic groups that wander the island in search of sacrifices for their dead god. A digger's entire life involves violence. Children are taught to kill at an early age. The strong rule everything, from the small family unit to the entire band. Since the rule of "might makes right" is so instilled in these people, it is seldom questioned. Those diggers unable to keep up with the tribe will ask to be killed, preferring that their blood feed the deity rather than to shame themselves with their own weakness.

Diggers will eat the meat of anything they can kill, and use its blood for sacrifice. Value is placed on prey that shows strength. Diggers will even resort to cannibalism as long as the victim was killed by a digger, and they fought strongly.

Digger females can carry children as early as age 14 with gestation lasting for 7 months. Only about half of the females that give birth survive, and none normally survive a second child. Digger children are primarily cared for by the older children, but by the age of 6 every child can wield a weapon. By age 14, every digger knows its role in the band, either hunter, crafter, or breeder (females only).

All roles garner equal respect as each is equally important to the survival of the band and the revival of the deity. If not slain in combat diggers can live up to 40 years.

The digger's belief in the dead god's return focuses on spilling blood onto the island. They use picks as their primary weapons because once battle has ended they can speed the blood on its way by digging into the ice. At sites where diggers have slaughtered many intelligent creatures, the only thing left behind is a circular pit in the ice, soaked in blood.

Though it is extremely rare, a digger can refuse this way of life. Such diggers always are expelled from the band, usually deciding to leave on their own to avoid being killed. They are forever haunted by their blasphemy. They know what they were born to do, but for some unknown reason they choose not to. PC diggers are usually of this sort.

Knowledge Suggestions

Digger DC	Knowledge (local) check results
10 + Hit Dice	This is a digger, a primitive ape-like humanoid.
10 + Hit Dice +5	They live in small nomadic groups ruled by the strong.
10 + Hit Dice +10	They sacrifice creatures that do not worship their dead god.
10 + Hit Dice +15	They can use a supernatural Smite ability against those not of their faith.
10 + Hit Dice +20	Shedding blood as a devotion of faith is their way of life, even shedding their own if need be.
10 + Hit Dice +25	They use their picks to funnel the blood of intelligent creatures to their dead god in hopes of reviving it.
10 + Hit Dice +30	Their connection to their dead god is so strong that they can be affected by clerics similar to undead.

Notes and Game Balance

Diggers were designed as an unique race of primitive humanoids. The death of a deity is like a natural disaster, and thoughts turned to creating a race similar to humans that evolved differently. They are of equal power to gnolls or bugbears, though capable of a little more damage as opposed to the stealth of those other races. Dangerous aspects of the diggers include the smite ability and the use of a pick. The times 4 critical multiplier can be fatal to low level characters but because the diggers have little in the way of other special abilities, this should be balanced.

Dyravul (Animal)



A massive, shaggy long-horned beast grazes placidly on what appears to be sturdy red-leafed shrubbery, until a closer inspection reveals it to be some small animal the beast is tearing apart with clawed hooves and long, sharp teeth.

Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: --

General

A dyravul is a large beast with long, shaggy fur in varying shades of gray and white, and great horns that curl back alongside the top of its head to jut out alongside its jaw. It has a broad mouth with elongated lower and upper canines, and heavy four-toed clawed hooves ending in broad nails. It seems to be a bizarre cross between a large cat, a ram, and a bull, taking the best features of each, yet resembling none. It stands about 6 feet at the shoulders, 9 feet in length, and weighs around 1200 pounds.

The dyravul does not speak nor understand language, but if trained as a mount, it can understand and respond to commands.

Combat

A dyravul attacks by charging the nearest opponent and attempting to impale them on its horns. If facing a group it will try to trample them first, then turn and attack with all available natural weapons, including gore, bite, and clawed hooves. If wounded, it will then use full attack routines every round that it rages, retreating only if its rage ends and it is severely wounded. Its clawed hooves do bludgeoning, piercing and slashing damage.

Ferocity (Ex): A dyravul is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. It ceases combat and promptly dies at -10 hit points.

Rage (Ex): A dyravul that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily. The dyravul can rage for a number of rounds equal to its temporary Constitution modifier, then is fatigued for twice as many rounds as it raged.

Scent (Ex): The dyravul can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the dyravul pinpoints the source's location.

Trample (Ex): As a full-round action, a dyravul can move up to twice its speed and run over any opponents at least one size category smaller than itself for 1d6+10 points of bludgeoning damage. The target can make an attack of opportunity against the dyravul at a -4 penalty, but in so doing forfeits its Reflex save. If they do not make attacks of opportunity, trampled opponents can attempt a DC 20 Reflex save to take half damage. The save DC is Strength-based. A dyravul can only deal trample damage to each target once per round, no matter how many times its movement takes it over the target creature.

Ecology

A dyravul is a massive, shaggy beast found on the open plains of Tulenjord. It may have evolved from a bull or bison that wandered

Dyravul

Large Animal

Hit Dice: 6d8+33 (60 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 12 (-1 size, +3 natural)
 touch 9, flat-footed 12
Base Atk/Grapple: +4/+15
Attack: Gore +10 melee (2d6+10)
Full Attack: Gore +10 melee (2d6+10) or
 bite +10 melee (1d8+3) and
 2 clawed hooves +5 melee (1d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Rage, trample 1d6+10
Special Qualities: Ferocity, low-light vision, scent
Saves: Fort +10, Ref +5, Will +3
Abilities: Str 25, Dex 11, Con 20, Int 2, Wis 12, Cha 10
Skills: Listen +8, Spot +7
Feats: Alertness, Improved Natural Attack (gore),
 Toughness
Environment: Cold to temperate plains
Organization: Solitary, mated pair, family (3-5), or herd (6-20)
Challenge Rating: 6

Dyravul...Continued

onto the island some time back, but it has curling horns like a ram's that sweep back over its head and circle under themselves only to jut out on either side of the creature's face. This helps to protect its neck against wolves and other predators as well as giving it a massive weapon to use in its defense.

Dyravul are omnivorous animals, capable of surviving on the harsh vegetation that grows around the island, but generally feeding on the variety of vermin and rodents found on the plains. If small game is scarce and larger game presents itself, then a dyravul will try to run it down, using its bulk to trample the creature into the ground. It then feeds on its prey, tearing at the carcass with its canines.

They are often hunted by races such as the mursigla, who prize them for their thick, shaggy fur, their tough, leathery hide, and especially their meat. When captured at a young age, a dyravul can also be trained as a mount, and makes a formidable battle mount. If trained as a mount, the rider can bring the dyravul's rage under control by making a DC 25 Handle Animal check.

Dyravul mate as the mood suits them, males often drawn to females in heat, and the sounds of their mating can be heard for miles away. Young are born singly and heavily guarded by the parents until after their fifth year, when they start to grow their horns. Dyravul reach maturity at about ten years, after their horns have fully grown out, and will often choose a mate from the herd. Females are fair game when in heat, and any male may choose to mate with her, unless the herd leader has already chosen her. Any male attempting to mate with the female chosen by the herd leader must first fight the leader and win.

Notes and Game Balance

Cattle, bison, oxen and various other herd animals are used by barbarian tribes and city folk in a variety of settings as beasts of burden,

Fireheart Golem (Construct) (Fire)

as well as food. The dyravul was meant to represent those creatures for this setting, but made to be more aggressive, and given a taste for flesh themselves, making them equal parts predator and prey. This meant enhancing their combat abilities and making them tougher than normal herd beasts, which raises the challenge rating as these beasts fight back, initiating fights if they're hungry enough or feel threatened.

Knowledge Suggestions

Dyravul DC	Knowledge (nature) check results
10 + Hit Dice	This massive animal is known as a dyravul.
10 + Hit Dice +5	Its fur is frequently used for clothing while its hide is better suited to armor.
10 + Hit Dice +10	It favors charging creatures it feels threatened by, trampling them and then goring them with its horns.
10 + Hit Dice +15	It is omnivorous, subsisting on a diet of small animals, vermin and scrub grass.
10 + Hit Dice +20	Like many animals, it has improved vision in times of low light as well as a sharp sense of smell.
10 + Hit Dice +25	If wounded, it can fly into a rage, gaining considerably in strength and becoming much harder to kill and fighting until slain.
10 + Hit Dice +30	Barbarian tribes have been known to capture young dyravul and train them to be fearsome battle mounts.

Editor's Note: The artist concept and the physical description of this creature vary significantly. Although the dyravul is a quadruped by the description, it is certainly an option to have it act more like a biped in combat if you so choose. In either case it rages!

Fireheart Golem

Large Construct (Fire)

Hit Dice:	12d10+30 (96 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	27 (-1 size, +1 Dex, +17 natural) touch 10, flat-footed 26
Base Atk/Grapple:	+9/+20
Attack:	Slam +15 melee (2d8+7 plus 1d6 fire)
Full Attack:	2 slams +15 melee (2d8+7 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon, explosion
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., heat, immunity to fire, vulnerability to cold
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 24, Dex 12, Con --, Int --, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment:	--

General

Unlike a standard golem that has an earth elemental bound to it, a fireheart golem has a fire elemental bound to its body of iron. This body is usually crafted as a 10 foot tall suit of armor, but can be whatever shape the creator desires. This golem generally weighs about 3,000 pounds.

A fireheart golem cannot speak, but it can make a noise similar to a roaring fire. It moves with quick, jerky motions, as if its body cannot keep up with its intended movement.

Combat

Fireheart golems are designed with two purposes in mind: warm and protect their creators. They are menacing brutes in combat, capable of doling out hefty doses of fire damage, and their powerful slams give even creatures immune to fire reason to pause. Once an opponent can get past the high armor class and damage reduction, it is in for another surprise when the golem explodes on destruction.

Breath Weapon (Su): The fireheart golem can breathe a 60 foot cone of flame once every 1d4+1 rounds for 12d6 points of fire damage. Those making a DC 16 Reflex save take only half damage. The save DC is Constitution-based.

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Fireheart Golem...Continued



This creature appears to be a large suit of plate armor visibly radiating heat. A red glow emanates out from the visor and spaces in the armor although no body is visible within.

Explosion (Su): When a fireheart golem is reduced to 0 hit points or less, the magic binding the elemental snaps, resulting in a fiery explosion. This explosion deals 6d6 piercing and 6d6 fire damage to all within 30 feet of the golem. Those making a DC 16 Reflex save take only half damage. This ability does not occur if the fireheart golem is destroyed by a rust or disintegration affect. The save DC is Constitution-based.

Heat (Su): A fireheart golem can generate massive amounts of heat. Any creature that stays within 20 feet of a fireheart golem is protected from cold by an effect similar to an *endure elements* spell. This does not provide any protection from cold damage.

In combat the intensity of this effect increases. Anything touching a fireheart golem's body during combat takes 12d6 points of fire damage. Creatures striking it with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons do not take the damage. Instead, the heat will melt or char weapons; any weapon that strikes a fireheart golem is allowed a DC 16 Fortitude save to avoid destruction. The save DC is Constitution-based.

The fire damage is only 1d6 on a slam attack compared to the 12d6 from the body as it is like being struck with a torch rather than sticking your hand into an inferno.

Fire Subtype: Fireheart golems are immune to attacks that impart fire damage, but take an additional 50% damage from cold-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Ecology

Wizards with the need or desire to dwell or travel in frozen areas usually create fireheart golems. They not only serve as powerful guardians, but also as portable heaters. These creatures are trustworthy guardians, capable of following most simple commands. A fireheart golem with no orders follows its last commands to the best of its abilities. However, it will always defend itself if attacked.

Two dangers present themselves to a fireheart golem: rust and ice. They are affected by rust attacks normally but ice presents a different danger. If it is standing on ice during combat, it is possible for the golem to melt right through it. Although this won't kill it, more than one fireheart golem has melted clean through an ice flow to come to rest in a deep ocean trench.

Construction

A fireheart golem's body is sculpted from 3,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 5,000 gp. Assembling the body requires a DC 18 Craft (armor-smithing) check or a DC 18 Craft (weaponsmithing) check.

CL 13th; Craft Construct, *delayed blast fireball*, *limited wish*, *planar binding*, caster must be at least 13th level; Price 100,000 gp; Cost 55,000 gp + 3,800 XP.

Knowledge Suggestions

Fireheart DC	Knowledge (arcana) check results
10 + Hit Dice	This construct is a fireheart golem.
10 + Hit Dice +5	Arcane casters use them for warmth and protection in frozen locales.
10 + Hit Dice +10	In combat, the iron body heats to temperatures capable of turning steel to slag. It can also breathe forth a cone of flame.
10 + Hit Dice +15	Heavily damaging the body can cause it to explode in a fiery blast.
10 + Hit Dice +20	It resists damage from anything less than adamantite weapons.
10 + Hit Dice +25	It is immune to fire and vulnerable to cold based attacks and magic.
10 + Hit Dice +30	The body is vulnerable to rust and if it is rusted or disintegrated away, the body won't explode.

Notes and Game Balance

Fireheart golems evolved from ideas for an ice based construct. Wizards powerful enough to make constructs also seemed likely to customize them for the situation at hand and the fireheart golem seemed a likely deviation from the standard fare.

The magic immunities have been removed in favor of the fire based combat abilities. While it seems capable of more damage than similar creatures, the save DC's are relatively low. Since all of the abilities are fire based, a good portion of them can be avoided with energy resistance.

Fissure Fisher (Magical Beast)

This hunched simian figure stands just over 4 feet, though it would be much taller if it stood straight. Its body is hairy and white, but streaked with dirt, grime, and blood both new and old. The face is canine, with a long snout fixed in a snarl revealing sharp teeth that ooze a bloody drool.

Alignment: Chaotic evil
Advancement: 7-16 (Medium), 17-24 (Large)
Level Adjustment: --

General

The fissure fisher is a cold climate creature that lives and hunts anywhere it can find a vertical surface to use to its advantage; canyons, chasms, mountains, glacier walls, and ice fissures. It favors any form of crevasse where fallen victims can be claimed and eaten, as opposed to mountainous areas where victims may fall out of reach.

The fisher can move flawlessly in these areas as its sharp claws find purchase even on ice, and its simian body is built to jump and climb. It always seeks to use this advantage by luring prey into climbing perilous areas, where the fisher can move freely but the victim needs to concentrate on climbing.

The fisher can be quite cunning when luring its victims, or at least seems to have a good feel for what motivates someone to attempt to navigate an icy cliff. Often, the fisher will have its treasure displayed: a pile of coins and gems splayed across the bottom of an ice fissure, a sword stuck into the ice and in plain view on a ledge 40' up an icy cliff, etc. At other times, the fissure fisher may capture one person out of a group or a baby animal, keeping it alive but also occasionally making it scream or bleat, to get the comrades or parents to attempt a rescue.

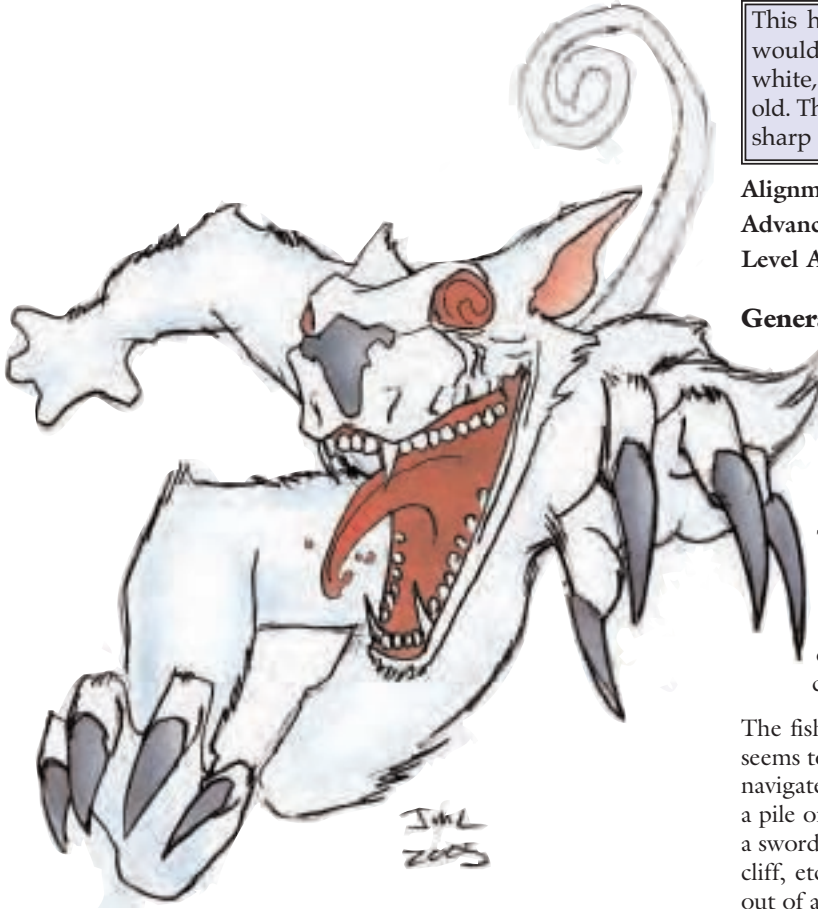
Standing straight, a fissure fisher would be about 5 feet tall. It weighs just over 100 pounds.

Combat

The fissure fisher is best suited to a fight on a vertical icy surface, and will always try to gain this advantage. Once it has a climbing victim, it will attack using a combination of tactics. It may make guerrilla type attacks to test the opponent's strength, and whether or not it has the ability to retaliate mid-climb. If it finds an opponent cannot fight back, the fisher will press the attack and attempt to make its kill quickly before the victim reaches safety.

When facing groups of climbers, or certain individuals who are able to fight back in mid-climb, the fisher may attempt to knock them off of the wall by jumping on their backs and inducing their fall. It may fall with the victim and then press the attack, or it may try to escape the fall and work on the next victim. If facing multiple foes, the fisher would likely induce all but one to fall, and try to kill the last while it is still climbing. Rather than fighting an organized or non-climbing group, it will flee and seek cover, waiting for the group to try to climb again.

Grab (Ex): When it hits with at least one claw, the fisher may initiate a grapple. This differs from improved grab in that it does not avoid an attack of opportunity in doing so, but generally climbing foes won't be able to take advantage of this. If it wins this grapple check, it has established a hold and may rake or induce fall on subsequent rounds. It will typically only attempt to grab an opponent that is



Fissure Fisher Medium Magical Beast

Hit Dice: 8d10+40 (84 hp)
Initiative: +10
Speed: 50 ft (10 squares), climb 30 ft.
Armor Class: 19 (+6 Dex, +3 natural)
 touch 16, flat-footed 13
Base Atk/Grapple: +8/+12
Attack: Claw +12 melee (1d6+4)
Full Attack: 2 claws +12 melee (1d6+4) and
 bite +7 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Grab, induce fall, rake
Special Qualities: Darkvision 60 ft., escape fall, low-light vision,
 resistance to cold 5, slow fall 30 ft., sure footed
Saves: Fort +8, Ref +14, Will +3
Abilities: Str 19, Dex 22, Con 14, Int 14, Wis 12, Cha 4
Skills: Climb +23, Escape Artist +17, Jump +27,
 Tumble +21
Feats: Acrobatic, Improved Initiative, Lightning
 Reflexes
Environment: Any cold
Organization: Solitary, pair, family (3-4) or band (4-12)
Challenge Rating: 8
Treasure: Double coins, standard goods, standard items

Fissure Fisher...Continued

climbing. Once the grab is successful, the fisher is considered to be hanging on to the back of the climber. Note that this will impact the climbers Climb check, depending upon the load they bear with the creature's extra weight. Also note that anytime a climbing character takes damage, they must make an additional Climb check or fall.

Rake (Ex): Attack bonus +10 melee, damage 1d6+5. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A monster with the rake ability must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn.

Induce Fall (Ex): When using this special attack, the fisher may make two grapple checks on its turn in an attempt to dislodge its victim. Each successful check forces an additional Climb check to maintain its purchase. If only one dislodging grapple check succeeds, then the Climb check is made with a -5 penalty (in addition to penalties related to the fisher's weight). If both grapple checks succeed, then both Climb checks are made with a -10 penalty.

Slow Fall (Ex): The fissure fisher is comfortable with heights, skilled in rolling with a fall, and able to slow falls using nearby surfaces. When within an arm's length of a surface, treat any fall as being 30 feet less than it actually is when determining the damage that the fisher would take. Also remember that Jump checks and Tumble checks can further reduce falling damage.

Escape Fall (Ex): As a free action, even when it is not its turn, the fisher may try to stop its fall by catching a nearby surface. This requires a DC 20 Reflex save. It will use this or the Climb check to save itself, whichever is better.

Sure Footed (Ex): The fissure fisher suffers no penalties for movement on ice, including while climbing. It may also perform jumps and tumbles in icy areas, including vertical surfaces (as applicable) without penalty.

Skills: The fissure fisher gains a +8 bonus to all climb checks. It may always take a 10 on a climb check, even if rushed or threatened.

Fleshite (Outsider) (Cold, Native)

Ecology

The life span of a fissure fisher can be up to 30 years. Few survive beyond 10 as they are cannibalistic, and only loosely connected to one another. The strong will weed out weak or injured brethren. Mated pairs will share a hunting ground and train and raise young together. After about 6 months, the young are mature enough to break off and seek their own hunting grounds. Occasionally a small group forms, but this will most often be on large vertical expanses, where they can spread out and leave each other some space. A battle against more than one fisher is rare, and would involve others joining from a small distance, taking several rounds to join the fray.

Knowledge Suggestions

Fisher DC	Knowledge (arcana) check results
10 + Hit Dice	This is a fissure fisher, a crafty magical beast.
10 + Hit Dice +5	It is an excellent climber and likes to attack when its prey is busy climbing as well.
10 + Hit Dice +10	It can fight well while climbing and can cause others to lose their grip.
10 + Hit Dice +15	It can escape a fall by clinging to a wall, or it can also roll with a fall, reducing the damage it takes.
10 + Hit Dice +20	It may attack by jumping on a climber from a hidden location, clinging to them and attacking with claws and bite.
10 + Hit Dice +25	It will display treasure, or use captives in an attempt to get prey to climb down into its lair where it can be ambushed.
10 + Hit Dice +30	It can be cannibalistic, and is generally solitary although on rare occasions, groups of up to a dozen have been found working together.

Notes and Game Balance

The fissure fisher is a real handful for a 8th level party that gets caught unaware. However, if they take some common precautions, such as tying off climbers, covering exposed characters with missile fire, etc, they should be alright. At 8th level, the party will have access to a limited amount of flight or other access type spells, but not so much as to make the fisher completely ineffective.

Fleshite

Medium Outsider (Cold, Native)

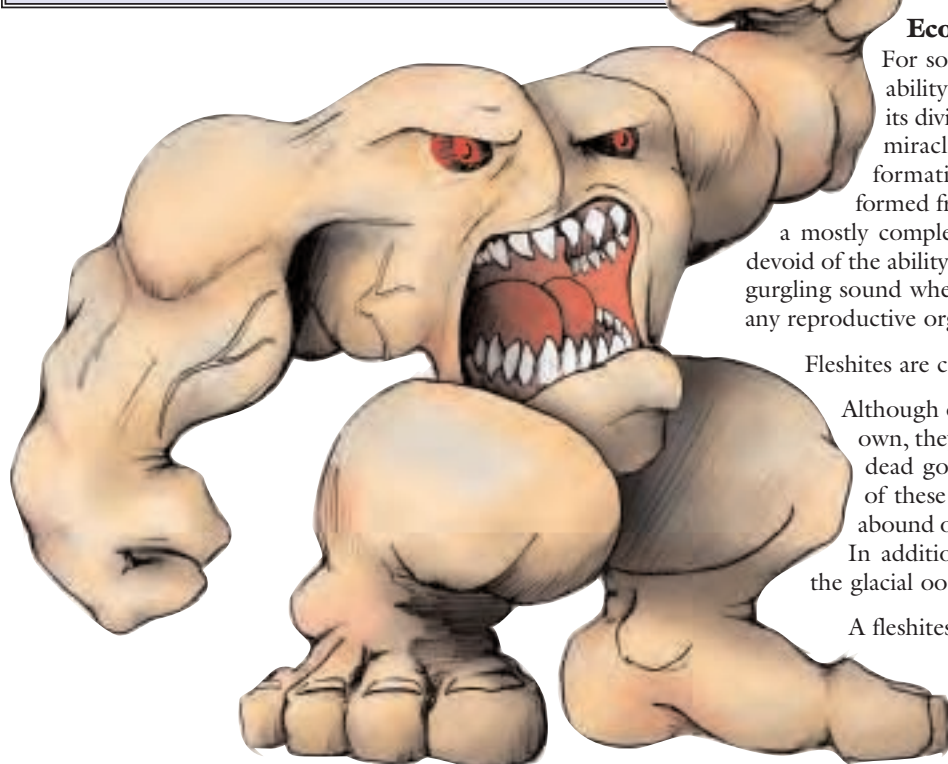
Hit Dice: 2d8+2 (11 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 13 (-1 Dex, +4 natural)
 touch 9, flat-footed 13
Base Atk/Grapple: +2/+3
Attack: Slam +4 melee (1d6+1)
Full Attack: 2 Slams +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rage
Special Qualities: Damage reduction 5/evil or magic, darkvision 60 ft., deaf mute, immunity to cold,

outsider traits, resistance to electricity 10, telepathy 100 ft., vulnerability to fire

Saves: Fort +4, Ref +2, Will +3
Abilities: Str 12, Dex 9, Con 13, Int 3, Wis 10, Cha 6
Skills: Balance +4, Climb +6, Listen +5, Spot +5
Feats: Weapon Focus (slam)
Environment: Any cold
Organization: Solitary, pair, gang (3-8), swarm (9-15), or mob (12-48)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +1

Fleshite...Continued

This monstrosity is a humanoid body, six feet high at the shoulder with no head. Instead large black eyes and a fanged mouth are centered on its abdomen just below the sternum. Its muscular body has the appearance of dead, frozen flesh, and chunks of stone and ice are imbedded in it.



Rage (Ex): Once per day a fleshite can enter a rage. This is identical to the barbarian ability of the same name. If a fleshite has the ability to rage from barbarian levels or some other source, it can use that ability one additional time per day.

Ecology

For some reason that's probably outside of a mortal's ability to understand, although the god died, some of its divine spark lingers on. This has allowed for multiple miracles, such as clerics still gaining spells and the formation of fleshites. These creatures are actually formed from bits of the dead god's body. The fleshite has a mostly complete anatomy, if somewhat rearranged. They are devoid of the ability to hear or speak although they can make a gross gurgling sound when enraged. Fleshites are also genderless, lacking any reproductive organs.

Fleshites are carnivores and will eat any meat they can.

Although one or two fleshites can be encountered on their own, they are usually found in the service of a cleric of the dead god. Some unknown calling sends them in search of these forsaken priests and they serve loyally. Rumors abound of even a fleshite cleric leading a horde of fleshites. In addition, they unswervingly accept the commands of the glacial ooze.

A fleshite's favored class is barbarian.

Knowledge Suggestions

General

A fleshite is actually a chunk of the dead god's corpse with sentience. An untold number of fleshites have escaped the frozen grave and now live on the island. Each is a lumbering mass of frozen tissue roughly shaped like a human, minus the head. A fleshite stands six feet tall and weighs 200 pounds.

Fleshite mouths are incapable of speech and they have no ears, but they can communicate telepathically with any creature that has a language.

Combat

A fleshite is a predictable and uninventive combatant. Their limited sense of tactics involves attacking head on, and when that fails, raging and attacking some more. Although a proper commander could make use of the fleshites, they usually only serve as cannon fodder.

A fleshite's natural weapons, as well as any weapons it wields, are treated as evil aligned for the purpose of overcoming damage reduction.

Cold Subtype: Fleshites are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Deaf Mute (Ex): A fleshite has no ears or any sound sensory organs nor does it have any vocal chords. This makes it immune to most sound based effects and incapable of speech, however it is still susceptible to sonic damage.

Fleshites DC	Knowledge (planes) check results
10 + Hit Dice	This is a fleshite, an outsider native to this plane.
10 + Hit Dice +5	Its body is torn straight from the corpse of a dead god.
10 + Hit Dice +10	Though deaf and mute, it can communicate telepathically. It also sees fairly well in the dark.
10 + Hit Dice +15	Its frozen body is resilient to cold and electricity but susceptible to flame.
10 + Hit Dice +20	Fleshites are primal creatures and often fly into uncontrolled rages.
10 + Hit Dice +25	An encounter with one of these fairly stupid creatures usually foreshadows the presence of a more powerful cleric leading them.
10 + Hit Dice +30	Its divine roots have strengthened its body against weapons although magic and goodness are still effective.

Notes and Game Balance

Fleshites were created for use as a servitor race similar to demons and devils. Fleshites are on the same power level as dretches and lemures. They have similar statistics and abilities. Though the other two have more resistances, the fleshite is slightly more powerful in straight on combat, which is what it was designed for. The primary purpose of a fleshite is to slow down PC's for a stronger commander.

Frostbitten (Undead)



This creature appears as a human with unhealthy, blackened skin that cracks and flakes as it moves. Much of its flesh is coated in frost and its eyes are wide and unblinking.

Abilities:	Str 15, Dex 14, Con --, Int 13, Wis 20, Cha 13
Skills:	Concentration +16, Intimidate +16, Knowledge (the planes) +16, Knowledge (religion) +16, Spellcraft +16
Feats:	Combat Casting, Heighten Spell, Improved Initiative, Lightning Reflexes, Quicken Spell
Environment:	Any cold
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	By character class
Level Adjustment:	--

General

The frostbitten are the animated corpses of those who die from exposure. Oftentimes their last prayers of salvation will go out to any deity that will listen. Evil deities are not above twisting these final pleas, and as the elements take the life, they fill the husk with a spirit from whatever plane they call home.

A frostbitten is human in appearance, around 6 feet tall and 150 pounds. The terrible frostbite affecting most of its body gives the creature its name.

A frostbitten generally speaks common and either abyssal or infernal depending on the nature of the deity that created it.

Combat

Frostbitten rely primarily upon their powerful spellcasting capabilities in combat. If forced into physical combat, they will slam their opponents, dealing cold damage that is difficult to heal.

Frostbite (Su): Any cold damage dealt to a creature by the frostbitten immediately destroys the flesh and is unable to be healed normally. Magic or similar sources of healing are required.

Immunity and Resistance (Ex): A frostbitten's body has been destroyed by cold in its creation and is no longer harmed by it. In addition, only the hottest fire sources can get through the frozen flesh and damage it. As a result, it has immunity to cold and resistance to fire 10.

Penetrating Cold (Su): A frostbitten's body radiates intense cold and it deals 1d6 cold damage with a successful slam attack or grapple check in addition to normal damage. Furthermore, creatures that successfully attack a frostbitten with natural weapons will also take this damage. Due to the intense nature of the cold, creatures with resistance (but not immunity) to cold do not apply resistance to this damage.

Spells: A frostbitten casts spells as a cleric with levels equal to its Hit Dice. It typically has access to the Death and Evil Domains.

Typical Cleric Spells Prepared (6/8/6/6/5/5/3; save DC 15 + spell level): 0 – *detect magic* (2), *guidance*, *read magic*, *resistance* (2); 1st – *bane*, *cause fear**, *divine favor*, *entropic shield*, *obscuring mist*, *sanctuary*, *shield of faith*, *summon monster I*; 2nd – *bull's strength*,

Frostbitten

Medium Undead

Hit Dice:	12d12 (78 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	20 (+2 Dex, +5 natural, +3 profane) touch 15, flat-footed 18
Base Atk/Grapple:	+6/+8
Attack:	Slam +8 melee (1d4+2 plus 1d6 cold)
Full Attack:	2 slams +8 melee (1d4+2 plus 1d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frostbite, penetrating cold, spells
Special Qualities:	Darkvision 60 ft., immunity to cold, resistance to fire 10, undead traits
Saves:	Fort +4, Ref +8, Will +13

Frostbitten...Continued

Frystkalma (Elemental) (Air, Water)

death knell, desecrate*, bold person, silence, summon monster II; 3rd – animate dead*, bestow curse, blindness/deafness, dispel magic, summon monster III, wind walk; 4th – control water, poison, spell immunity, summon monster IV, unholy blight*; 5th – flame strike, heightened bold person, quickened obscuring mist, slay living*, spell resistance; 6th – harm, heightened unholy blight*, word of recall.

*Domain Spell. Domains: Death and Evil.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

The frostbitten on Tulenjord are the direct result of the dead god's lingering malevolence. Although any evil deity is capable of creating them, for some unknown reason the dead divinity has dozens of them roaming the island. Usually they are under the complete control of the creator, but with the demigod being silent, the frostbitten on the island have been left to their own twisted plots.

The souls inhabiting the frozen bodies are usually those of former priests. Oaths and promises of servitude along with past displays of faith are sometimes rewarded with this second chance upon the earth. Frostbitten are usually put in charge of a cult, or placed in the service of especially powerful priests. They will do anything to avoid heading back to the torment they have returned from, using every moment of their wretched existence to propagate the will of their deity. Those frostbitten raised by the dead god know only that they must find a way to revive him.

Knowledge Suggestions

Frostbitten DC	Knowledge (religion) check results
10 + Hit Dice	This humanoid is known as a frostbitten, a powerful undead.
10 + Hit Dice +5	Its body was destroyed by cold and now its touch freezes others.
10 + Hit Dice +10	It has access to and can cast powerful divine spells.
10 + Hit Dice +15	Anyone it strikes is damaged by cold, even those normally resistant to it. In addition, those touching it or striking it with natural weapons are injured as well.
10 + Hit Dice +20	Any cold damage received from a frostbitten will not heal normally but magical healing will cure the wounds.
10 + Hit Dice +25	It is immune to cold, but also has a strong resistance to fire.
10 + Hit Dice +30	Its frozen body is inhabited by the soul of a fervent worshipper of an evil god.

Notes and Game Balance

The creature was devised as a powerful substitute for a vampire or lich that would fit well within a cold environment. The frostbitten should prove challenging for a 9th level party, its high caster level balanced by its weaker saves and combat abilities. The fact that it is undead gives it some abilities, but also allows it to be turned or even instantly destroyed. Its energy resistance and immunity are more out of flavor than a real boon for the creature. Most PC's realize not to use ice based spells in a frost environment and the fire resistance simply nudges PC's away from the obvious choice.



A large, vaguely man-like form composed almost entirely of black ice, with ice water running through its body, rises up from the snow, chill winds whipping around its body.

Frystkalma

Elemental (Air, Water, Extraplanar)

General

A frystkalma appears as a vaguely humanoid form crafted from translucent black ice, with dark water visibly coursing through its body. Shards of ice stick out at its elbows, knees, and shoulders, and light snow seems to drift around it as it walks. Dark recesses exist where eyes should be, and it constantly radiates an aura of cold. Height and weight vary by size, as follows:

Frystkalma Sizes			Blizzard		
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	50 lb	12	1d4	10-20 ft.
Medium	8 ft	350 lb	14	1d6	10-30 ft.
Large	16 ft	2,750 lb	18	1d6	10-40 ft.
Huge	32 ft	22,500 lb	24	2d6	10-50 ft.
Greater	36 ft	25,750 lb	27	2d8	10-60 ft.
Elder	40 ft	29,500 lb	30	2d8	10-60 ft.

Frystkalma...Continued

	Frystkalma Small Elemental	Frystkalma Medium Elemental	Frystkalma Large Elemental
Hit Dice:	2d8 (9 hp)	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+6	+8	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15	18 (+4 Dex, +4 natural), touch 14, flat-footed 14	20 (-1 size, +5 Dex, +6 natural), touch 14, flat-footed 15
Base Atk/Grapple:	+1/-2	+3/+5	+6/+14
Attack:	Slam +3 melee (1d4+1 plus 1d6 cold)	Slam +5 melee (1d6+2 plus 1d6 cold)	Slam +9 melee (1d8+4 plus 1d6 cold)
Full Attack:	Slam +3 melee (1d4+1 plus 1d6 cold)	Slam +6 melee (1d6+2 plus 1d6 cold)	2 slams +9 melee (1d8+4 plus 1d6 cold)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Blizzard form, cold damage, death throes	Blizzard form, cold damage, death throes	Blizzard form, cold damage, death throes
Special Qualities:	Elemental traits, resistance to cold and fire 5	Elemental traits, resistance to cold and fire 5	Damage reduction 5/bludgeoning, elemental traits, resistance to cold and fire 10
Saves:	Fort +3, Ref +5, Will +0	Fort +5, Ref +8, Will +1	Fort +8, Ref +11, Will +2
Abilities:	Str 12, Dex 14, Con 11, Int 4, Wis 11, Cha 11	Str 14, Dex 18, Con 13, Int 4, Wis 11, Cha 11	Str 18, Dex 20, Con 15, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Improved Initiative	Improved Initiative, Power Attack	Cleave, Improved Initiative, Power Atk
Environment:	Any cold	Any cold	Any cold
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	4	6
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	--	--	--

Combat

A frystkalma attacks by laying about with its fists. It attacks opponents most likely to hurt it, focusing on spellcasters first since it can ignore most weapons, but will turn all attacks on anyone that can get past its damage reduction. If outnumbered or seriously wounded, it explodes in a shower of ice and snow, reforming after a number of rounds to continue its barrage of attacks.

Blizzard (Su): The frystkalma can transform itself into a blizzard once every 10 minutes, and remain in that form for up to 1 round for every 2 Hit Dice it has. In blizzard form, it can fly 60 feet per round with perfect maneuverability. The blizzard is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the frystkalma's size. It controls the exact height, but it must be at least 10 feet.

The frystkalma's movement while in blizzard form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Whenever a creature comes into the blizzard's space, it must succeed on a Reflex save or take the indicated damage. The damage is half cold and half bludgeoning. The DC for the saves against the blizzard's effects varies with the frystkalma's size. The save DC is Strength-based.

Creatures within the blizzard's area may act normally, but must make a Concentration check (DC 10 +spell level) to cast a spell. A frystkalma in blizzard form cannot make slam attacks and does not threaten the area around it.

Cold Damage (Su): A frystkalma inflicts an additional 1d6 cold damage with each of its slam attacks.

Death Throes (Ex): If reduced to 0 or less hit points, a frystkalma explodes in a shower of ice and snow that deals 1d6 per 2 HD damage to all creatures within a 10 foot radius plus an additional 5 feet per 3 Hit Dice (Reflex save for half damage). Half this damage is bludgeoning, half is cold damage. The save DC is Strength-based.

Elemental traits (Ex): Includes darkvision 60 ft; immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; cannot benefit from *raise dead*, *reincarnate*, or *resurrection*; does not need to eat, sleep, or breathe.

Ecology

A frystkalma forms where air and water meet in icy cold regions, usually someplace with strong magic and possible ties to either the plane of water or the plane of air. It combines aspects of both air and water elementals, but retains several of its own abilities, mostly cold-

Frystkalma...Continued

	Frystkalma Huge Elemental	Frystkalma Huge Elemental, Greater	Frystkalma Huge Elemental, Elder
Hit Dice:	16d8+48 (120 hp)	21d8+63 (157 hp)	24d8+72 (180 hp)
Initiative:	+11	+12	+13
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	21 (-2 size, +7 Dex, +6 natural), touch 15, flat-footed 14	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Atk/Grapple:	+12/+26	+15/+30	+18/+34
Attack:	Slam +16 melee (2d6+6 plus 1d6 cold)	Slam +20 melee (2d6+7 plus 1d6 cold)	Slam +24 melee (2d6+8 plus 1d6 cold)
Full Attack:	2 slams +16 melee (2d6+6 plus 1d6 cold)	2 slams +20 melee (2d6+7 plus 1d6 cold)	2 slams +24 melee (2d6+8 plus 1d6 cold)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Blizzard form, cold damage, death throes	Blizzard form, cold damage, death throes	Blizzard form, cold damage, death throes
Special Qualities:	Damage reduction 5/bludgeoning, elemental traits, resistance to cold and fire 10	Damage reduction 10/bludgeoning, elemental traits, resistance to cold and fire 15	Damage reduction 10/bludgeoning, elemental traits, resistance to cold and fire 15
Saves:	Fort +13, Ref +16, Will +5	Fort +15, Ref +20, Will +7	Fort +17, Ref +23, Will +8
Abilities:	Str 22, Dex 24, Con 17, Int 6, Wis 11, Cha 11	Str 24, Dex 26, Con 17, Int 8, Wis 11, Cha 11	Str 26, Dex 28, Con 17, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +12, Spot +12	Listen +27, Spot +27
Feats:	Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Power Attack	Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack	Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Whirlwind Attack
Environment:	Any cold	Any cold	Any cold
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	10	12
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	21-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	--	--	--

based. While it seems to be primarily a cold-based creature, the water that runs through its body keeps it from turning completely to ice, as well as making it more resistant to fire and fire-based spells and effects. The delphine are able to summon a frystkalma as they would any other elemental as per *summon monster* or *summon nature's ally* although the small size can only be summoned using *summon monster IV* or *summon nature's ally III*. The rest remain the same as regular elemental summoning.

Knowledge Suggestions...at right —>

Notes and Game Balance

Originally conceived as a unique form of elemental creature, this developed into a true elemental unique to the region instead. It may be possible to encounter a frystkalma in a similar climate, but the DM should consider settings certain conditions to do so, such as a certain spell component, specific environmental conditions, or a specific location. Although the frystkalma is loosely based off of true elementals, it is much stronger and has more abilities than most of them do, which is why the challenge rating higher overall.

Frystkalma DC	Knowledge (planes) check results
10 + Hit Dice	This is a elemental known as a frystkalma.
10 + Hit Dice +5	It is extraplanar creature that is both air-based and water-based.
10 + Hit Dice +10	When it strikes an opponent physically or grapples them, it does extra cold damage.
10 + Hit Dice +15	It can assume a blizzard form by exploding outward in a shower of ice and snow and can fly after and surround a slow-moving party.
10 + Hit Dice +20	It is resistant to cold-based and fire-based spells and effects, as well as bladed and piercing weapons.
10 + Hit Dice +25	It can't use its slam attacks while in blizzard form. Once it resumes humanoid form, it can't revert to blizzard form again for a few rounds at least unless it is slain.
10 + Hit Dice +30	Spellcasters can summon a frystkalma using <i>summon monster</i> or <i>summon nature's ally</i> . Otherwise, they can only be encountered where air and water meet in icy domains, or the planes of air and water overlap.

Glacial (Ooze) (Cold, Psionic)**Glacial****Colossal Ooze (Cold, Psionic)**

Hit Dice:	15d10+60 (142 hp)
Initiative:	-1
Speed:	10 ft. (4 squares); 20 ft. swim
Armor Class:	1 (-8 size, -5 Dex, +4 natural) touch 1, flat-footed 1
Base Atk/Grapple:	+11/+37
Attack:	Slam +14 melee (2d8+15 plus 2d6 cold)
Full Attack:	Slam +14 melee (2d8+15 plus 2d6 cold)
Space/Reach:	40 ft./10 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Blindsight 60 ft., damage reduction 10/magic, frostbite, immunity to cold, ooze traits, telepathy 500 ft., vulnerability to fire
Saves:	Fort +11, Ref +0, Will +7
Abilities:	Str 30, Dex 1, Con 18, Int 3, Wis 10, Cha 1
Skills:	Swim +36

A broad base of blue-white ice gives way to majestic ice spires that reach skyward. The ice floe slowly moves across the water, against the current.

Feats:	Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Stand Still, Weapon Focus (slam)
Environment:	Any cold
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	16-40 HD (Colossal)
Level Adjustment:	--

General

A glacial is an enormous ooze formed from the blood of a dead god. The crust of ice and snow that forms on its surface causes it to resemble an iceberg. This crust is usually strong enough that creatures immune to cold could stand or walk on it, but it in no way inhibits the movement of the glacial.

Glacial...Continued

A glacial is generally 40 feet long and weighs about 100 tons. It's an amorphous blob, so its actual dimensions vary.

A glacial cannot speak, but it can communicate with any creature with a language telepathically to a distance of 500 feet.

Combat

A glacial is an anomaly in that it is one of few oozes that has intelligence, this due to the divine essence it is formed from. This means that it fights with a small bit of cunning. It is still a fairly straightforward combatant, with the ooze pretending to be an iceberg until prey comes within reach. It then attacks until it is greatly weakened, or its prey is dead and ready to be consumed. Sometimes it will allow creatures to climb on top of it before attacking. It will communicate telepathically with intelligent creatures, sending out suggestions to investigate the ice floe. Most creatures have no means of identifying the source of the thought, and will investigate.

If it is attacked by a strong foe or foes, it will call all fleshites within 500 feet to its aid. It can also use its Stand Still feat to either stop foes from closing with it, or stop them from fleeing. The use of this feat is more instinctual and will depend on if the glacial is being injured or is winning the fight and doesn't want its lunch getting away. If it is attacked with fire while in the water, its defense is simple: Submerge to douse the flame and continue its attack psionically from below the waters surface.

Due to their odd relationship, a glacial commands the undying loyalty of fleshites. It never attacks these creatures, but instead will carry them into battle.

Blindsight 60 ft.: Using non-visual senses, a glacial maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though it must have line of effect to a creature or object to discern that creature or object. It usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Cold (Su): A glacial inflicts an additional 2d6 cold damage with each successful slam attack. When grappling an opponent, it inflicts an additional 2d6 cold damage for each round it wins the grapple, as if making a successful attack. Furthermore, creatures in contact with it for more than a round, such as standing on its crust, also take this damage each round.

Cold Subtype: Glacials are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Frostbite (Su): Any cold damage dealt to a creature by the glacial immediately destroys the flesh and is unable to be healed normally. Magic or similar sources of healing are required.

Ooze Traits: Includes blind (immune to gaze attacks, illusions, visual effects and sight-based attack forms); immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits or flanking; eats and breathes but does not sleep.

Psi-Like Abilities (Ps): At will – *float*, *forced share pain* (DC 13), *inflict pain*, *share pain*. 1/day – *death urge* (DC 14), *fuse flesh* (DC 16). Manifest level 15th. The save DC's are Wisdom-based.

Skills: The glacial has a +8 racial bonus to Swim checks. It only needs to make a Swim check to perform special actions and avoid hazards. It can always take a 10 on swim checks, even when rushed, distracted or endangered.

Ecology

Glacials are blood clots that gained sentience upon the death of the god. The divine spark was inexplicably given to the icy liquid that once ran through the veins of the deity. Now the oozes drift in the icy waters surrounding the deity's grave, attacking whatever creatures are foolish enough to come close. The only creatures the glacials don't attack are fleshites, which they use as weapons.

As well as the gift of life, glacial oozes gained odd mental powers. Most of these are based on causing pain, something the oozes do well. They don't need to eat; they just float around killing. Another power they gained, float, allows them to rescue fleshites stranded in the frigid waters.

Glacial oozes are islands unto themselves, but never grow any larger.

Knowledge Suggestions

Glacial DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This isn't an iceberg, it's a massive ooze known as a glacial.
10 + Hit Dice +5	It uses one huge pseudopod to attack and also causes cold damage to those it hits.
10 + Hit Dice +10	It is capable of a few pain-based psionic powers.
10 + Hit Dice +15	It is resistant to all non-enchanted weapons.
10 + Hit Dice +20	It is immune to cold, but is especially vulnerable to fire-based attacks and spells.
10 + Hit Dice +25	It is formed from the blood of a dead god.
10 + Hit Dice +30	It shares a bond with the creatures made from the dead god's flesh and makes use of them as willing servants.

Notes and Game Balance

A lot of work was put in to make the glacial stand out from other oozes. The size is unusual for the amount of Hit Dice it has, but the reduced reach actually makes its size more of a liability because more creatures can safely surround it. Though most oozes don't have intellect, effort was made to balance its physical attributes so that the addition of skills, feats, and tactics didn't overpower the creature. If you're wondering why everything just wasn't overdone, why it isn't just a powerhouse with a higher CR, it's because it needed to be tied in with the lower CR fleshites. This makes the ooze part of the environment, as opposed to a separate creature that doesn't fit in and only reacts to other creatures. Picture this: a dozen fleshites paddling an ice floe towards the PC's ship. They would only identify the immediate threat of the fleshites, and realize the nature of the ooze later.

Halsingdrek (Dragon) (Cold)



A sinewy form slithers through the ice and snow like some massive serpent, rearing back and coiling up upon itself. Great glittery eyes, pale as a winter sky, stare out from a long muzzled skull with rows of tiny sharp teeth. A sharp intake of breath, and the jaws open wide to unleash a stormy wind of ice and snow.

Challenge Rating: 10

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 11-20 (Huge), 21-30 (Gargantuan)

Level Adjustment: --

General

A halsingdrek is a wingless dragon with six short legs that it can pull up against its body to give it greater speed as it moves, slithering like a snake over land and water. It can breathe a blast of ice that chills opponents and encases them in ice, effectively paralyzing them while it closes in and wraps itself around them, raking with its claws. It prefers to use spells that are combat-oriented.

A typical halsingdrek measures about 30 feet long from snout to tail, and weighs about 3,500 pounds. It is pale blue to white in color, always being white around the face, underside, and feet, and has a bony ridge of scales along the spine a deep indigo in color.

Halsingdreks speak and understand common, draconic, and tulani (a strange mix of aquan and auran accented by a hodgepodge of languages taken from other travelers to the island over the years).

Combat

If it has time to prepare itself for a fight, a halsingdrek will cast as many spells as it can to augment its own abilities, including *bear's endurance*, *bull's strength*, *mage armor*, and *protection from chaos/evil/good/law*. It then attacks first by using its breath weapon to immobilize as many opponents as possible, and then attempting to grapple any opponents remaining that it perceives as a potential threat. Once it has grappled an opponent, it rakes and bites until the opponent has been defeated, then moves on to the next threat. It alternates between breath weapon, spells, and physical attacks, only going for the kill after all potential threats have been dealt with. It is a sadistic killer, enjoying causing as much panic and suffering as it can, and will only retreat from a fight if it believes it is overmatched, which in its mind is not very often.

Breath Weapon (Su): 60 ft cone, damage 5d6 cold, DC 18 Reflex save for half; A halsingdrek's breath weapon is a blast of freezing cold that covers its opponents in a sheen of ice. A creature that fails its Reflex save must make a DC 18 Fortitude save or be frozen on the spot, effectively paralyzed. A new save may be attempted each round to free itself from the ice encasing it. The save DC for both effects is Constitution-based.

Cold (Su): A halsingdrek inflicts an additional 1d6 cold damage with each successful bite or claw attack, including rake attacks.

Cold Subtype: Halsingdreks are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Halsingdrek

Huge Dragon (Cold)

Hit Dice: 10d12+30 (95 hp)

Initiative: +4

Speed: 50 ft. (10 squares), swim 50 ft., burrow 30 ft.

Armor Class: 23 (-2 size, +15 natural)
touch 8, flat-footed 23

Base Atk/Grapple: +10/+27

Attack: Bite +17 melee (2d6+9 plus 1d6 cold)

Full Attack: Bite +17 melee (2d6+9 plus 1d6 cold) and
2 claws +15 melee (1d8+4 plus 1d6 cold)

Space/Reach: 15 ft./10 ft. (15 ft. with bite)

Special Attacks: Breath weapon, cold, improved grab, rake spells

Special Qualities: Damage reduction 10/magic, darkvision 60 ft.,
dragon traits, immunity to cold,
low-light vision, slither, vulnerability to fire

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

Abilities: Str 29, Dex 10, Con 16, Int 12, Wis 10, Cha 15

Skills: Climb +26, Concentration +16,
Knowledge (arcana) +14, Listen +13,
Search +14, Spot +13, Survival +13

Feats: Cleave, Improved Initiative, Multiattack,
Power Attack

Environment: Cold to temperate mountains or plains

Organization: Solitary or mated pair

Halsingdrek...Continued

Dragon Traits: Includes darkvision; low-light vision; immunity to magical sleep and paralysis effects.

Improved Grab (Ex): If a halsingdrek hits with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it has established a hold and can bite and rake on subsequent rounds. A halsingdrek can make up to four rake attacks. It can only use this ability against opponents at least on size category smaller than it.

Rake (Ex): A halsingdrek that is grappling its opponent may make up to four rake attacks for 1d8+4 plus 1d6 cold damage each. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability gains additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A monster with the rake ability must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn.

Slither (Ex): As part of a move action, a halsingdrek can tuck its legs against its body and slither like a snake over snow, ice, or water. Doing this grants the halsingdrek +30 feet of movement. The halsingdrek can maintain this speed for a number of rounds equal to its Constitution score. This ability can be used only once per 30 minutes. Any round the halsingdrek is slithering, it cannot make claw attacks.

Spells: As 5th-level sorcerer. Typical sorcerer spells known (6/7/5; save DC 12 + spell level): 0- *arcane mark, detect magic, light, mage hand, message, read magic*; 1- *mage armor, protection from chaos/evil/good/law, shield, true strike*; 2- *bear's endurance, bull's strength*.

Skills: A halsindrek has a +4 racial bonus to Climb checks as a result of multiple legs and strong claws. It also has a +8 racial bonus to Swim checks. It only needs to make a Swim check to perform special actions and avoid hazards. It can always take a 10 on swim checks, even when rushed, distracted or endangered.

Ecology

The origin of the halsingdrek is obscure at best but there are some sages who suspect it might possibly be the result of a union between a behir and a white dragon, somehow having bred true to the form seen today. Those sages who have made a study of dragons however, claim this to be impossible given the enmity between the two species, and that the halsingdrek is more likely the product of some would-be archmage who made the unfortunate mistake of attempting to create a powerful guardian for his wintry home and instead ended up with something more than he could handle.

The delphine believe the creature to be a product of the Fallen One's pain and anger, unleashed into the icy realm to punish those who fail to heed His word, and punish it does all too well. The halsingdrek is a dangerously cunning killing machine that enjoys tormenting its prey and inflicting as much pain as is inhumanly possible before devouring it completely.

The screams of a dyravul as it falls prey to a halsingdrek can go on for hours as the beast is slowly shredded by the dragon's many claws. A single dyravul is no match for a halsingdrek, but not too many halsingdreks would attempt to take on more than one dyravul at a time lest the predator become the prey itself.

A halsingdrek mates for life if it mates at all, and will never choose another mate even if its mate is slain. A mated pair may have several offspring during their youth. Halsingdreks can live to be over a hundred, but are only capable of breeding within the first 30 years after reaching maturity. This is usually around the age of 10, and in that time females will lay no more than 2 or 3 eggs per clutch, once every 2 or 3 years.

The young that hatch will remain with the parents for up to 5 years before being chased out of the nest to fend for themselves in the icy wastes. By this time however, the young halsingdrek has reached large size, and has learned how to use its claws and breath effectively in combat. Unfortunately it is still not strong enough to take on a dyravul alone or a tribe of mursigla.

Mursigla often hunt young halsingdreks for their leathery hide which makes excellent armor and shields, and for their surprisingly sweet and tender meat. By the time a halsingdrek reaches maturity, it has learned how to use its claws more effectively for things other than combat, such as burrowing through ice and snow, and scaling sheer cliff walls to escape enemies who might best it.

Knowledge Suggestions

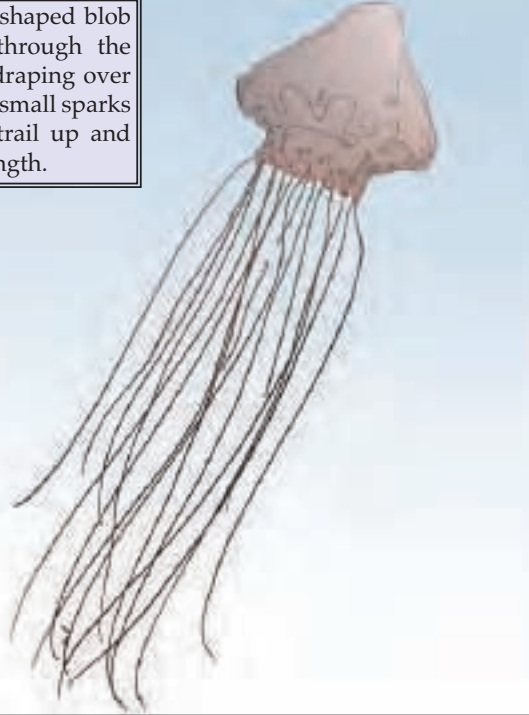
Halsingdrek DC	Knowledge (arcana) check results
10 + Hit Dice	This six legged beast is a dragon known as a halsingdrek.
10 + Hit Dice +5	It is a cold-based creature that chills with its breath and its touch.
10 + Hit Dice +10	It can wrap itself around an opponent, biting them and raking with 4 claws.
10 + Hit Dice +15	Its breath can freeze an opponent in place, trapping them in a layer of ice and effectively paralyzing them.
10 + Hit Dice +20	It has spellcasting ability and casts like a sorcerer.
10 + Hit Dice +25	It is resistant to non-magical weapons.
10 + Hit Dice +30	It is immune to cold, but is vulnerable to fire based effects.

Notes and Game Balance

This creature compares best to a behir, having similar combat abilities and appearance but with the qualities of a white dragon as well. The concept of a crossbreed between the two seemed appropriate for a winterland setting, one where potentially savage creatures would exist to dominate the frozen wastes, but simply making a cold-based behir would not be enough. Enhancing the creature's combat abilities by making it more draconic makes it more of its own creature, and effectively stronger in average damage it can inflict despite not having the behir's constrict ability.

Herjalti (Magical Beast) (Air)

A mushroom-shaped blob drifts lazily through the air, tentacles draping over the ground as small sparks of electricity trail up and down their length.



can be seen on the creatures' undersides towards the center of the body. Air sacs contained within the dome-like bell of their bodies allow them to fly, while numerous tiny eyes ring the base of the creatures' body, resembling dark spots from a distance.

Herjalti average about 5 feet in diameter and weigh only about 75 pounds, but their tentacles can be as much as 20 feet in length.

Herjalti neither speak nor understand language.

Combat

A herjalti attacks by grappling an opponent with its tentacles and attempting to jolt and paralyze it. If it manages to get a hold on an opponent, it will try to retreat skyward with its prey to feed on it uninterrupted. A herjalti can grapple with any creature up to medium size, but can only attempt to carry off a creature of up to small size. A herjalti that is feeding ignores other opponents unless its feeding is disrupted or otherwise ended.

Blood Drain (Su): A herjalti that paralyzes or otherwise renders a creature helpless can sink its feeder tentacles into the creature and begin to drain its blood. The herjalti drains 1 point of Constitution each round it maintains contact with the creature, gaining 5 hit points per point drained, up to twice its normal maximum hit points. Extra hit points are lost at the rate of 5 points per hour.

Electricity (Ex): A herjalti inflicts an additional 1d6 points of electricity damage with each successful tentacle attack.

Improved Grab (Ex): If a herjalti hits with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. It can use the tentacle it used in the improved grab to hold the opponent with a -20 penalty on grapple checks, but it is not considered grappled itself, does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks

General

Herjalti resemble large disembodied brains covered in a translucent blue membrane, trailing a dozen whiplike tendrils along the ground as they drift lazily through the air. Electricity flows freely along their tentacles and illuminates their dome-like bodies. Smaller feeder tendrils

	Herjalti Medium Magical Beast (Air)	Herjalti Eggs Diminutive Magical Beast (Air)
Hit Dice:	4d10+4 (26 hp)	1d10 (5 hp)
Initiative:	+4	-3
Speed:	10 ft. (2 squares), fly 20 ft. (perfect)	5 ft. (1 squares)
Armor Class:	14 (+4 Dex) touch 14, flat-footed 10	11 (+4 size, -3 Dex) touch 11, flat-footed 11
Base Atk/Grapple:	+4/+7*	+1/-17
Attack:	Tentacle +8 melee (1d4-1 plus 1d6 electricity)	Cilia +2 melee (paralysis)
Full Attack:	4 tentacles +8 melee (1d4-1 plus 1d6 electricity)	Cilia +2 melee (paralysis)
Space/Reach:	5 ft./10 ft.	1/2 ft./5 ft.
Special Attacks:	Blood drain, electricity, improved grab, paralysis	Blood drain, paralysis
Special Qualities:	Darkvision 60 ft., low-light vision, resistance to electricity 10	Darkvision 60 ft., low-light vision, resistance to electricity 5
Saves:	Fort +5, Ref +8, Will +1	Fort +2, Ref -1, Will -1
Abilities:	Str 9, Dex 19, Con 12, Int 4, Wis 11, Cha 10	Str 1, Dex 5, Con 10, Int 1, Wis 8, Cha 10
Skills:	Listen +5, Spot +6	Listen +1, Spot +1
Feats:	Alertness, Weapon Finesse	Weapon Finesse
Environment:	Any	Any
Organization:	Solitary, pool (2-4), or cluster (5-10)	Cluster (5-30)
Challenge Rating:	2	1/4
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)	2 HD (Tiny), 3 HD (Small)
Level Adjustment:	--	--

Herjalti...Continued

against other opponents. Each successful grapple check it makes during successive rounds automatically deals tentacle and electricity damage.

The herjalti can use this ability against creatures the same size as it, but considering its Strength of 9 limits it to carrying 90 pounds, it will only be able to carry off either very small or very thin targets.

*A herjalti has a +4 racial bonus to grapple checks.

Paralysis (Ex): In addition to taking the damage listed, a creature struck by a herjalti's tentacles must make a DC 13 Fortitude save or be paralyzed. This is an effect of the creature's electricity, so creatures immune to electricity are immune to this effect. A new save can be made each round to shake off this effect. The save DC is Constitution-based.

Ecology

Herjalti evolved from various forms of jellyfish stranded on the island's surface when the iceberg rose from the depths of the sea. The jellyfish survived by some divine miracle, and interbreeding among them allowed them to adapt to their new environment, eventually leading to a variety that could propel itself through the air in search of prey. A herjalti is a carnivorous predator that feeds mainly on the blood of its victims but is capable of digesting whole prey at least two sizes smaller than itself by secreting a slow-acting enzyme through its feeder tentacles that dissolves organic matter. This process can take up to a day to complete but will sate the herjalti's hunger for a number of days equal to its own Constitution score, whereas feeding on blood alone will only sate its hunger for the same amount but in hours not days.

Herjalti are hermaphrodites and reproduce asexually about once every year, fertilizing the eggs and then discharging them into the air. Herjalti eggs resemble translucent blue bubbles about 6 inches in diameter that drift in the breeze until they encounter a solid surface, where they will attach themselves and grow a number of small cilia along the surface. These cilia grope blindly at any potential prey that comes within reach, roughly about five feet from the egg's body, and send a small surge of electricity into the prey to attempt to paralyze it. The jolt can only paralyze its prey and the creature gets a +4 bonus to its save but if it fails this save, the egg can drain its blood.

The egg continues to feed in this manner, mostly on vermin and tiny animals, for about a month. At this point it has grown to be about a foot in diameter at which time it splits down the center and breaks away from where it was attached, unfurling its tentacles and launching itself into the air. The new herjalti is now ready to begin its life drifting through the air hunting prey while avoiding other predators, reaching medium size and capable of living to about a 50 year lifespan. While most herjalti only reach medium size, some have been known to grow larger and prey more frequently upon humanoids.

Herjalti Eggs

Numerous translucent blue bubbles are spaced intermittently around the trunk of the tree, and across their surfaces can be seen tiny fibrous strands wrapped around various vermin and birds.

General

Herjalti eggs resemble tiny air bubbles filled with a translucent blue gel, with numerous fibrous strands across their surfaces. These fibrous strands called cilia are pale and almost invisible, reaching out to grasp whatever brushes against them.

Herjalti eggs average about 6 inches in diameter and a cluster of 20 weighs less than half a pound.

Herjalti eggs neither speak nor understand language.

Combat

A herjalti egg attacks by striking a creature with its cilia out to 5 feet away and attempting to paralyze it. If it succeeds, it will try to sink its cilia into the creature and drain blood.

Blood Drain (Ex): A herjalti egg that paralyzes a creature can sink its cilia into the creature and begin to drain its blood. The herjalti egg drains 1 point of Constitution per round it maintains contact with the creature. The egg can subsist on the blood it drains for one day per point it drains but gains no additional benefits from this blood drain. An egg must feed at least once every three days or it dies.

Paralysis (Ex): A creature struck by a herjalti egg's cilia must make a DC 10 Fortitude save or be paralyzed. This is an effect of the creature's electricity, so creatures immune to electricity are immune to this effect. A new save can be made each round to shake off this effect. The save DC is Constitution-based.

Ecology

Roughly once a year an adult herjalti will discharge a cluster of 5 to 30 eggs into the air around it, which will attach themselves to the first solid surface they make contact with. The eggs then sprout a number of small hairs known as cilia that enable them to crawl slowly along the surface in search of prey. When an egg encounters potential prey, it will strike out with its cilia and attempt to paralyze it. Once the prey has been immobilized, the egg sinks its cilia into the creature and proceeds to drain blood.

Herjalti eggs are only about 6 inches in diameter when laid, but quickly grow in size within the first month of feeding to at least a foot in diameter.

Knowledge Suggestions

Herjalti DC	Knowledge (arcana) check results
10 + Hit Dice	This airborne predator is a magical beast known as a herjalti.
10 + Hit Dice +5	It is an air-based creature that propels itself through the air thanks to numerous airsacs within its domelike bell.
10 + Hit Dice +10	It can grapple several opponents while discharging electrical energy through its tentacles.
10 + Hit Dice +15	The electricity it uses can also paralyze its prey, allowing it to sink its feeder tentacles in and drain its blood.
10 + Hit Dice +20	It is resistant to electricity-based spells and effects as it channels that type of energy.
10 + Hit Dice +25	It ignores potential threats while feeding unless its feeding is somehow interrupted prior to satiation.
10 + Hit Dice +30	It reproduces asexually, discharging dangerous fertilized eggs into the air that need to feed to hatch completely.

Notes and Game Balance

Jellyfish come in a variety of shapes and sizes, but many are predatory and feed on anything from plankton to small fish to even shellfish. Many also use poison or electrical energy to paralyze their prey, while some just give off a mild jolt as a means of self-defense against other predators. Some jellyfish have numerous tentacles they use to trap and entangle prey while they sink their feeder tentacles into it and attempt to dissolve its flesh for easier consumption.

The herjalti takes all of these features and puts them into one creature, making it formidable and one beast best avoided when possible, but not so tough that a skilled band of adventurers can't fight it. Ranged attacks work best when fighting this creature since it can only use its abilities effectively in close combat. As a result of it being limited to physical attacks, its save DCs being low, and its AC being low, it is only a CR 3. On a side note, a possible entertaining use of herjalti eggs would be for demons to line their lairs with them as demons are generally immune to electricity.

Johtuliva (Fey) (Cold)



A small figure dressed in leather and fur raises a dagger in her twilight-colored hand as she rises up on gossamer wings, calling animals forth to deal with the intruders.

Advancement: By character class

Level Adjustment: +3

General

Johtuliva sometimes act as guides to travelers lost in the frozen wastes, for what purpose only they themselves know. They can surround themselves in *faerie fire* and can grant someone the ability to *endure elements* for a brief while, and can cast a limited number of druidic spells.

A johtuliva has violet skin with deeper shades around the ears, arms, and legs, but paler around the face, hands, and feet. Her hair is silver-white, usually kept short and spiky, and she has broad, silvery wings that are rounded like a moth or butterfly's but paper thin and transparent. She dresses in tunics and breeches made from animal skins and fur, but disdains shoes or cloaks unless they're magical, since she doesn't feel the cold.

Johtuliva are small winged fey, roughly 3 feet tall and weighing only about 15 pounds.

Johtuliva speak and understand sylvan, common, and sometimes tulani (a hodgepodge of languages consisting mostly of a mix of auran and aquan influenced by other languages from travelers coming to the island over the years).

Combat

A johtuliva prefers to avoid combat when possible, usually dazzling her opponents so she can escape before weapons are drawn. If forced to fight, she will summon allies to aid her while she tries to touch her opponent and fatigue him. She often carries a dagger to use when her spells or magical abilities prove to be ineffective.

Cold Subtype: A johtuliva has immunity to cold but takes half again as much damage as normal from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.

Dazzle (Su): A johtuliva can surround herself with a halo of purple light similar to a *faerie fire* effect as a free action. As a standard action, she can increase the intensity of her light to as bright as a *daylight* spell. Any creature within 60 feet of her must make a DC 13 Fortitude save or be dazzled for 1 minute. Creatures lacking visual organs or otherwise blinded are immune to this effect. The save DC is Charisma-based.

Johtuliva Traits (Ex): Includes low-light vision and +2 on Knowledge (nature) and Survival checks.

Spell-like abilities: As per level 3 druid. At will: *endure elements*, *faerie fire*, *know direction*, *speak with animals*; 3/day: *freedom of movement*, *longstrider*, *purify food and drink*, *summon nature's ally*; 1/day: *commune with nature*, *summon nature's ally II*.

Touch of Fatigue (Su): A johtuliva can make a touch attack to fatigue a creature. The creature must make a DC 13 Fortitude save or become fatigued. The save DC is Charisma-based.

Touch of Vigor (Su): A johtuliva can remove fatigue from a creature by touch alone. The johtuliva must make a touch attack against an unwilling creature. The creature may make a DC 13 Fortitude save to resist this effect. The save DC is Charisma-based.

Johtuliva

Small Fey (Cold)

Hit Dice: 3d6 (10 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 60 ft. (good)

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

Base Atk/Grapple: +1/-3

Attack: Dagger +6 melee (1d3/19-20) or
dagger +6 thrown (1d3/19-20)

Full Attack: Dagger +6 melee (1d3/19-20) or
dagger +6 thrown (1d3/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dazzle, spell-like abilities, touch of fatigue,
touch of vigor

Special Qualities: Damage reduction 5/cold iron, immunity to
cold, johtuliva traits, low-light vision,
vulnerability to fire.

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

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

Skills: Concentration +6, Hide +14, Knowledge
(nature) +10, Listen +10, Spot +10,
Survival +10

Feats: Alertness, Weapon Finesse

Environment: Cold mountains, hills, or plains

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

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral good

Johtuliva...Continued

Skills: A johtuliva has a +2 racial bonus on Knowledge (nature) and Survival checks.

Johtuliva as Characters

Johtuliva characters possess the following racial traits:

- -4 Strength, + 8 Dexterity, -2 Constitution, +2 Intelligence, and +2 Charisma
- Small size: +1 bonus to armor class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A johtuliva's base land speed is 20 feet. It also has a fly speed of 60 ft (good).
- Low-light vision
- Racial Hit Dice: A johtuliva begins with three levels of fey, which provide 3d6 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
- Racial Skills: A johtuliva's fey levels give it skill points equal to 5x(6 +Int modifier). Its class skills are Concentration, Hide, Knowledge (nature), Listen, Spot and Survival. They also have a +2 racial bonus on Knowledge (nature) and Survival checks.
- Racial Feats: A johtuliva's fey levels give it two feats.
- Weapon and Armor Proficiency: Proficient with light armor and shields, and all simple weapons.
- Automatic Languages: Common, Sylvan.
Bonus Languages: Aquan, Auran, Tulani.
- Special Attacks: (see above) Dazzle, spell-like abilities, touch of fatigue, touch of vigor
- Special Qualities: (see above) Cold subtype, damage reduction 5/cold iron, low-light vision
- Favored Class: Druid
- Level Adjustment: +3

The johtuliva presented here has the following abilities before racial adjustments: Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13

Ecology

Johtuliva make their home in great mounds of snow and ice out on the frozen wastes of Tulenjord. From the outside, the mounds appear to be nothing more than large snowbanks. On the inside, the mounds are dug out miniature palaces with interconnecting passages and chambers that the johtuliva call home. The johtuliva are content to be left alone, but over the years many wanderers have managed to find themselves lost in the wastes of the island and often come to the mounds thinking they can find shelter there. Unfortunately for the johtuliva, this is true. They are disturbed by these travelers breaching their homes when digging out small caves for themselves, and after numerous unwanted visitors, the fey have taken it upon themselves to act as guides to these lost souls and lead them elsewhere.

Johtuliva in lands outside of Tulenjord tend to be more aggressive in dealing with unwanted intruders and often equip themselves with bows, and arrows coated with a mild narcotic poison (Injury, DC 13 Fortitude negates, initial damage fatigue; secondary damage unconsciousness 1d4 hours) made from the plants they grow. This poison is used to put an opponent to sleep so the johtuliva can summon an ally to carry them somewhere far away from their homes. These johtuliva tend to favor the ranger class over druid so they can master the bow.

Being inherently good, the johtuliva are willing to lead wanderers to the nearest settlement as opposed to just leading them somewhere to die, but they do make notable exceptions. They have taken it upon themselves to act as protectors to the creatures of the wild that make up the ecology of Tulenjord. As a result, they have been known to lead hunters and tribesmen away from the animals they protect, sometimes even to the lair of a surrissa or halsingdrek to let the beasts and dragons deal with them.

Johtuliva live a practical life raising a small variety of hardy crops beneath their snowmounds, plants adapted the wintry environment and watched over by the druids of the mounds to ensure their growth. These crops are supplemented by what they themselves hunt in the fields. Johtuliva never take more than they need to feed their community, and never place individual needs above those of the many.

Johtuliva men may take a bride from among their people or choose to seek out wives in another snowmound community. Regardless of where their wives are from, all members of a community are seen as family. Children are few among them as a couple will normally have three children at most between a 30 or 40 year period. The johtuliva live a long life with the oldest amongst them claiming to be over 300 years old. Their youth reach adulthood by the age of 20, and in that time will have been taught the basics of the druid's way and have developed most of their innate abilities.

Knowledge Suggestions

Johtuliva DC	Knowledge (nature) check results
10 + Hit Dice	This winged fey is known as a Johtuliva.
10 + Hit Dice +5	It can produce bright light to dazzle its foes rather than attacking directly.
10 + Hit Dice +10	It has many spell-like abilities, mainly of a druidic nature.
10 + Hit Dice +15	It can cause or remove fatigue with just a touch.
10 + Hit Dice +20	It is resistant to most weapons, and is immune to cold-based spells and effects.
10 + Hit Dice +25	It can be hurt by weapons forged of cold iron, and is especially vulnerable to fire.
10 + Hit Dice +30	They will sometimes act as guides for travelers lost in frozen wastelands, but by the same token, they will sometimes lead hunters astray.

Notes and Game Balance

Originally conceived to be a form of spirit guide found in the barren parts of the island, the johtuliva developed into a type of fey with druidic abilities that took it upon themselves to protect the frozen lands and the creatures there. They have a variety of spell-like abilities to choose from, but not a lot of combat capability, justifying a low challenge rating. Johtuliva were never really meant to be a combative creature, rather more of a guide or helper. Despite this, they do have a few extra abilities to challenge anyone who would threaten them. Fatiguing a character may seem weak, but having a character's combat skills weakened while battling a stronger foe such as a summoned ally, makes the fight harder to win.

Morns (Giants) (Cold, Extraplanar)



This enormous creature looks like a 25 foot tall, bearded, blue elf. Its skin is deep blue, the shade of blueberries. Its eyes are also blue, but a pale sky blue, and they have an intense, hungry appearance. The creature carries a massive axe and wears fur trimmed leather armor.

Morn

Huge Giant (Cold, Extraplanar)

Hit Dice:	22d8+88 (187 hp)
Initiative:	+13
Speed:	50 ft. (10 squares)
Armor Class:	28 (-2 size, +9 Dex, +9 natural, +2 leather) touch 17, flat-footed 19
Base Atk/Grapple:	+16/+36
Attack:	Battleaxe +26 melee (3d6+12/x3) or slam +26 melee (1d6+12) or mighty composite longbow (+12 Str bonus) +23 ranged (3d6+12/x3)
Full Attack:	Battleaxe +26/+21/+16/+11 melee (3d6+12/x3) or 2 slams +26 melee (1d6+12) or mighty composite longbow (+12 Str bonus) +23/+18/+13/+8 ranged (3d6+12/x3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Arcane sight, immunity to cold, low-light vision, rock catching, vulnerability to fire
Saves:	Fort +17, Ref +16, Will +15
Abilities:	Str 35, Dex 28, Con 18, Int 20, Wis 22, Cha 18
Skills:	Concentration +29, Intimidate +29, Knowledge (arcana) +30, Knowledge (the planes) +30, Sense Motive +31, Spellcraft +32, Use Magic Device +29
Feats:	Cleave, Combat Casting, Combat Reflexes,

Environment:	Any cold
Organization:	Solitary, gang (2-6), band (5-10 plus 40% noncombatants plus 1 wizard of 1st or 2nd level), hunting/raiding party (5-10 plus 30% noncombatants plus 1 wizard of 3rd-6th level plus 1-4 young white dragons and 1-3 frost giants), or tribe (15-30 plus 1 cleric or wizard of 7th-9th level plus 10-20 young white dragons, 6-18 frost giants, and 1-2 young adult white dragons)
Challenge Rating:	15
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	--

General

Morns are a magically gifted race of evil giants from another plane. They view themselves as physically and mentally superior to any other race. They primarily think of other creatures only in terms of subjugation.

Morns have dark blue skin and brown or black hair. They stand about 25 feet tall and weigh about 13,000 pounds. They are strong, but leaner and more dexterous than similar sized creatures. They have sharp, angular facial features, and are generally attractive by most humanoid standards.

Combat

Morns are incredibly intelligent and powerful combatants. They prefer ambushes, or any advantage for that matter. They choose their fights carefully, usually sending in slaves and only entering melee once victory is assured. Very powerful morns sometimes ride into battle on the backs of white dragons.

Arcane Sight (Su): A morn continuously uses *arcane sight* as the spell (caster level 15th).

Cold Subtype: Morns are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Rock Catching (Ex): A morn can catch rocks (or projectiles of similar shape) of up to Large size. Once per round, a morn that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The morn must be ready for and aware of the attack in order to make a rock catching attempt.

Spell-Like Abilities: At will – *chill touch* (DC 15), *ray of enfeeblement*, 3/day – *charm monster* (DC 18), *dimension door*, *dispel magic*, *ice storm*, *quicken ice storm*; 1/day – *prismatic spray* (DC 21), *spell turning*, *telekinesis* (DC 19). Caster level 15th. The save DC's are Charisma-based.

Morns...Continued

Mursigla (Humanoid)

Ecology

On their home plane, a frozen wasteland, morns wage a constant war for domination with powerful ice devils. Loss was inevitable for the morns when their deity fell on the field of battle. His death in turn destroyed every creature for hundreds of miles, thus stalling the war, and had the side effect of a planar tear. The morn archmages discovered and analyzed the tear. Their experiments led them to this plane where the corpse of their dead god now lies buried in the ice. They quickly exploited the portal and pushed their way through, subjugating the strange creatures they found here. Now the morns are undecided on the next course of action: return to their home plane to continue the war, or conquer this plane first.

Morns are a lawful evil race and firmly believe in slavery. They live in small villages where slaves, usually frost giants, perform all menial labor. Slaves also do most of the fighting for the morns. White dragons, captured as hatchlings, are often used as aerial troops and occasionally as mounts.

Morn society has been focused on war for as long as any can remember, and most morn leaders are warlords. If the morns decide to remain on this plane, conquest will be their immediate goal. It is quite probable that if there were no common enemy for the morns to fight, they would split into factions and kill each other. The current lull in combat already has them split into two groups (those for staying and those against) and though still united, one morn leader has disappeared mysteriously.

A morn's favored class is wizard. Morn clerics normally worship the dead god and can choose from the following domains: Death, Evil, and War. A morn cleric that chooses the War domain gains Weapon Focus (Battleaxe).

Notes and Game Balance

The original concept for the morns was to devise a more powerful evil giant. In an effort to differentiate them from the existing giants they became extraplanar. Now they are recognizable as giants, but

hopefully stand apart and are capable of filling a unique role in a campaign. Due to underlings and with class levels, they could be a major force from mid- to epic levels.

The dead god has intentionally been left vague, as well as the back story, so it can more easily fit into a campaign. It is possible to use the morns without it at all. They can be on this plane due to any planar anomaly, or their wizards may have gated here intentionally.

In terms of balance, they are similar to, but slightly more powerful than storm giants are. This is mainly due to the spell-like abilities. Note that *prismatic spray* is capable of instant kills. However, any 15th level wizard would be capable of the same spell, and the DC is at the minimum for casting it.

Knowledge Suggestions

Morn DC	Knowledge (nature) check results
10 + Hit Dice	This rare giant is known as a morn.
10 + Hit Dice +5	They are known for subjugating and enslaving all other races.
10 + Hit Dice +10	They have many spell-like abilities including charming, dispelling and commanding storms of ice over small areas.
10 + Hit Dice +15	Their most deadly spell ability is <i>prismatic spray</i> , which can kill opponents outright.
10 + Hit Dice +20	They are immune to cold, but are vulnerable to fire-based spells and effects.
10 + Hit Dice +25	They can see all magical auras near them, allowing them to target their magic dispelling effectively.
10 + Hit Dice +30	They come from another plane, a frozen wasteland. They unite against common foes, but left alone will war against each other.

Mursigla**Large Humanoid**

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (-1 size, +4 chain shirt) touch 9, flat-footed 13
Base Atk/Grapple:	+1/+8
Attack:	Warhammer +3 melee (2d6+3/x3) or javelin +0 ranged (1d6+3/x2)
Full Attack:	Warhammer +3 melee (2d6+3/x3) or javelin +0 ranged (1d6+3/x2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	--
Special Qualities:	Mursigla traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 16, Dex 11, Con 13, Int 10, Wis 11, Cha 8
Skills:	Intimidate +6, Survival +5
Feats:	Endurance
Environment:	Cold to temperate hills and plains
Organization:	Squad (2-4), troupe (5-10 +1 3rd level leader), band (10-20 +1 5th level leader and 2 3rd level warriors), or horde (50-100 +1 7th level

chieftain, 5 5th level warriors, 10 3rd level warriors, and +50% noncombatants)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +2

General

Mursigla are a race of barbarian tribesmen who live in small communities of up to 100 members, and often raid upon each other and other races. They dress mostly in dyravul hides and woolsens made from that beast's hair, and adorn themselves with bits of surrissa shell and halsingdrek scale as a sign of prowess for having defeated such formidable creatures. The more trophies a warrior collects, the more respect he earns from his tribesmen. They average 9 to 10 feet in height, and roughly 600 pounds, mostly muscle.

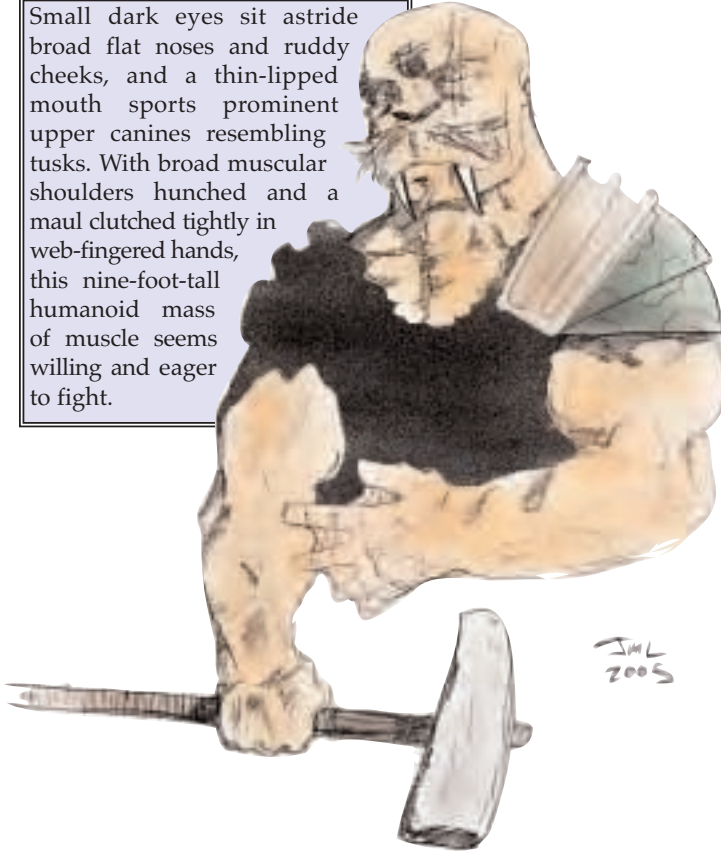
Mursigla speak and understand common and tulani.

Combat

Mursigla attack by first hurling spears and javelins to weaken opponents and distract spellcasters, then charging in with axes and hammers swinging. They are not afraid to take on forces that might outnumber them, believing two-to-one odds to simply be more of a challenge and a greater test of a warrior's prowess, but are not foolish

Mursigla...Continued

Small dark eyes sit astride broad flat noses and ruddy cheeks, and a thin-lipped mouth sports prominent upper canines resembling tusks. With broad muscular shoulders hunched and a maul clutched tightly in web-fingered hands, this nine-foot-tall humanoid mass of muscle seems willing and eager to fight.



enough to stand and fight a losing battle. Despite their chaotic nature, they seldom abandon a fellow warrior into the hands of the enemy, and will even gather up fallen warriors if able while retreating.

Skills: +2 racial bonus on Intimidate checks.

Mursigla as Characters

Mursigla possess the following racial traits:

- +8 Strength, -2 Dexterity, +4 Constitution, -2 Intelligence, -2 Charisma
- Large size: -1 to AC, -1 attack modifier, +4 size bonus to grapple checks, -4 size modifier to Hide checks. Lifting and carrying limits are double those of medium characters.
- A mursigla's base land speed is 30 feet
- Racial hit dice: A mursigla begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial skills: A mursigla's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Intimidate and Survival. Mursigla have a +2 racial bonus on Intimidate checks due to their inherent hostile nature.
- Racial Feats: A mursigla's humanoid levels give it one feat.
- Weapon and Armor Proficiency: Mursigla are proficient with light armor and shields, all simple weapons and warhammers.
- Automatic Languages: Common, Tulani.
Bonus Languages: Giant, Goblin and Orc
- Favored class: Barbarian
- Level adjustment: +2

The mursigla warrior presented here has the following abilities before racial adjustments: Str 8, Dex 13, Con 9, Int 12, Wis 11, Cha 10.

Ecology

Mursigla are large, muscular humanoids that evolved from seals and walruses. Accustomed to living in cold climates, they live a barbaric lifestyle of might-makes-right, with scattered tribes constantly raiding each other and other humanoids for food, wealth, and even just the sheer pleasure of the fight. Tribes may band together to raid larger settlements of other races, then separate after splitting whatever goods they take. Only a strong-willed chieftain will keep a horde together since mursigla are naturally aggressive and eventually would begin fighting with each other.

Couples mate for life and young are singly born usually over an extended period, so it's not unusual for a female to only give birth two or three times at most in her life. Both male and female young are taught the basic skills of hunting and gathering from the time they're old enough to wield a spear, proving themselves adults when they come of age with either a ritual dyravul hunt or accompanying warriors on a tribal raid. Mursigla reach adulthood at around 15 years, middle age around 32 years, old around 50 years, and are venerable around 65 years, with a maximum known age of about 75 years.

Average height is around 9 to 10 feet, and average weight around 600 to 650 pounds. Mursigla respect battle prowess above all else, and a strong warrior makes for a strong leader amongst his people. However, tribal elders still command great respect even after the strength of their glory days has long faded, and a would-be leader among the mursigla would be well-advised to heed the words of his elders. Otherwise, he may soon find himself challenged by one warrior after another to prove his right to lead, many of which may be encouraged by the elders that it might be time for a new leader. Tribal hierarchy is determined more by the fittest to lead than by gender, so a female has as much right to rule as a male should she prove herself to be the better warrior.

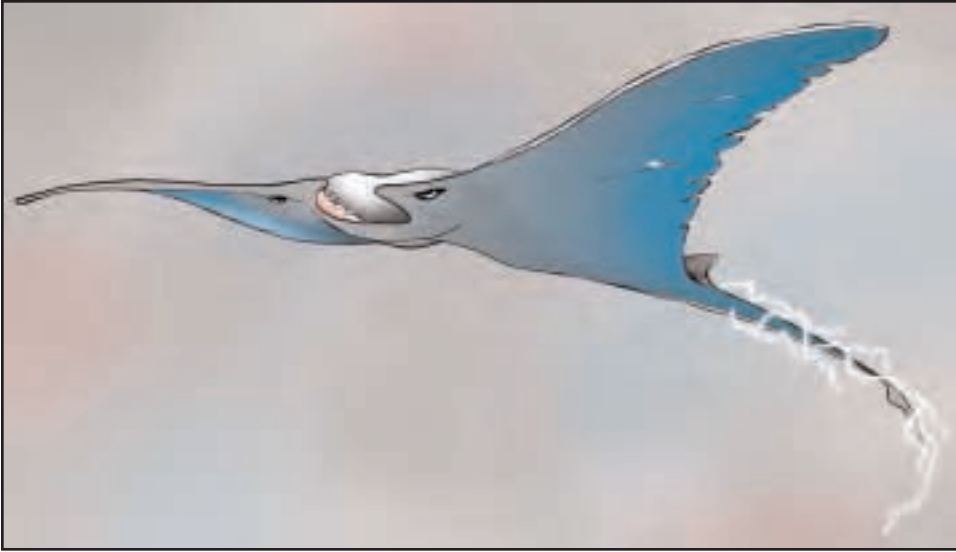
Knowledge Suggestions

Mursigla DC	Knowledge (local) check results
10 + Hit Dice	This humanoid is a mursigla.
10 + Hit Dice +5	They tend to be strong warriors and barbarians.
10 + Hit Dice +10	They are usually led by the strongest warrior chieftain of the community.
10 + Hit Dice +15	They raid nearby settlements for food, loot, and the thrill of the fight.
10 + Hit Dice +20	They respect strength and may be swayed by a show of combat prowess.
10 + Hit Dice +25	As they usually raid each other, communities only join together to form a horde under the strongest of leaders.
10 + Hit Dice +30	Mursigla are evolved from walruses touched by a spark of divinity.

Notes and Game Balance

Divine influence speeds up evolution, and this setting makes new races possible. This being an arctic setting, it makes sense to adapt arctic creatures into humanoids. A barbarian lifestyle seems well-suited for a race living in a hostile environment, and sea lions are territorial to begin with, so it makes sense for the mursigla to retain that nature. Sea lions and walruses are large creatures, hence why mursigla are large, but there's no need for special abilities since size alone gives them an edge over hobgoblins, which are a +1 level adjustment and CR 1/2. The CR 2 is because mursigla also start with two humanoid levels, making them almost as tough as bugbears.

Skyte (Magical Beast) (Air)



This large creature has a flat, round body and a long, thin tail that lashes back and forth behind it, seeming to guide it as it flies swiftly through the air. As the creature approaches, a low hum fills the air and the tail begins to glow.

Skyte

Large Magical Beast (Air)

Hit Dice:	6d10+18 (51 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 80 ft. (perfect)
Armor Class:	17 (-1 size, +3 Dex, +5 natural) touch 12, flat-footed 14
Base Atk/Grapple:	+6/+14
Attack:	Sting +9 melee (1d6+4 plus 1d6 electrical plus paralysis) or ray +8 ranged (3d6 electrical plus paralysis)
Full Attack:	Sting +9 melee (1d6+4 plus 1d6 electrical plus paralysis) and bite +4 melee (1d6+2) or ray +8 ranged (3d6 electrical plus paralysis)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Electricity, electricity immunity, paralysis, ray, tail strike
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +8, Ref +8, Will +3
Abilities:	Str 18, Dex 17, Con 17, Int 8, Wis 12, Cha 10
Skills:	Listen +7, Spot +8
Feats:	Alertness, Combat Reflexes, Flyby Attack
Environment:	Any cold or temperate
Organization:	Solitary, pair, pack (3-4), or flight (5-10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	--

General

Similar in appearance to a man-sized stingray, a skyte is an airborne predator that glides over ice and snow as easily as its seabound kin glides through water. Its tail has an electrical sting that can numb and even paralyze prey, and also launch bolts of lightning at targets up to 120 feet distant.

Its coloration ranges from pale gray to shades of blue. It measures about 9 feet long from nose to base of its tail, and about 12 feet wide from wingtip to wingtip. Its tail is between 9 and 10 feet long and extremely flexible, able to reach around the creature's body and strike foes before it. The body is roughly circular in shape and flat, the wings taking up most of it. The wings are membranous flaps of thick skin that stretch along the body and outwards, undulating as

the creature moves and making it seem as though the creature crawls through the air as it flies. The creature has small black eyes on the underside of its body along with a mouthful of tiny sharp teeth. An adult skyte weighs about 300 pounds.

It does not speak, but it does understand Common and Tulani. Skyte communicate with each other through body language and modulated electrical charges.

Combat

A skyte attacks by launching itself into the air and lashing out with its ray attack and flyby sting attacks to try and paralyze its opponent. Once an opponent has been paralyzed, it will drop down atop the opponent and begin to feed, using its tail sting to keep others away. Against an opponent at least one size smaller than itself, it may try to wrap itself around the opponent as part of a grapple attack and bite while repeatedly stinging with its tail.

Electricity (Su): A skyte inflicts an extra 1d6 electrical damage with each successful tail sting attack.

Electricity immunity (Ex): The skyte is immune to all electricity-based spells and effects.

Paralysis (Ex): A skyte's sting is empowered with electrical energy, leaving a lingering effect after the electricity has been discharged into its opponent. A creature struck by a skyte's tail sting or ray attack must make a DC 16 Fortitude save or be paralyzed. A successful save negates this effect. The paralysis lasts for 2d6 rounds, but a creature may make a new save each round to shake off this effect. The save DC is Constitution-based.

Ray (Su): Range 120 ft, 3d6 electrical damage; A skyte can launch a bolt of dark electrical energy as a ray attack once every 2 rounds. The bolt paralyzes in addition to the damage listed, but the effect is weakened when used as part of a ray attack, granting a +4 bonus to the creature's save.

Tail Strike (Ex): Normally, a monster can attack with only one of its natural weapons while grappling, but a skyte's tail strike ability allows it to gain an extra sting attack against a grappled foe while it uses its bite as the natural weapon. Tail strike attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

Skyte...Continued

Snow Blind (Aberration) (Air, Cold)

A skyte must begin its turn grappling to use its tail strike – it can't begin a grapple and sting in the same turn. Additionally, even if in a grapple, the skyte's sting attack still threatens and can be used against non-grappled foes including attacks of opportunity. Its Combat Reflexes feat aids it even further in this situation, helping ensure it can finish its meal as undisturbed as possible.

Ecology

Skytes still resemble the stingrays they evolved from, having gained air-based abilities and flight in the decades of evolution since Tulenjord rose from the depths of the sea carrying the rays and other creatures with it. A skyte still bears many physical characteristics of its ancestors, combining the poison of a stingray with the electrical discharges of a torpedo fish and using its tail to launch devastating airborne attacks that can drop potential prey from a distance. This allows the skyte to approach safely to feed, since once it has landed it becomes more vulnerable to predators itself.

In the air, the skyte is a dangerous predator, able to fly swiftly and smoothly execute a variety of aerial maneuvers. On the ground however they are slow and clumsy and easily overtaken if a creature can manage to avoid its tail. They are primarily carnivores and feed on anything they can take down with their tail attacks, regardless of size.

Skytes have no particular mating habits, choosing mates based on the females' heat cycles, with males often performing elaborate aerial displays to attract a female's attention, and sometimes challenging other males for the right to breed with a particular female. Once a couple has chosen each other, they spend the next 3-5 days mating and then separate, most likely to never cross paths again until it's time to mate again. The female carries the young, usually about 4-6 tiny skytes per birthing, for about a 7 month gestation period before giving birth.

Birthing is done while airborne, and newborn will either take immediate flight, or fall to a sudden death. Most young survive the birthing, and spend the next 8-10 months hunting with the mother.

They use their teeth to cling to her backside and underside as she flies, and drop away while she hunts, only to swarm whatever prey she brings down. After 10 months, the young have reached size medium and can hunt on their own. A skyte reaches its adult size at around 2 years, and can live to be around 50-60 years old, sometimes reaching size huge.

Knowledge Suggestions

Skyte DC	Knowledge (arcana) check results
10 + Hit Dice	This is a magical beast known as a skyte.
10 + Hit Dice +5	It flies swiftly with perfect maneuverability.
10 + Hit Dice +10	Its tail stinger discharges electricity and causes paralysis when it strikes in combat.
10 + Hit Dice +15	It can launch electrical bolts of energy from its tail as well, also paralyzing.
10 + Hit Dice +20	Once it paralyzes its prey, it drops down on it to feed, defending itself during feeding with its tail.
10 + Hit Dice +25	It is immune to all electricity based spells and effects.
10 + Hit Dice +30	If it is flying erratically, it may be mating season and there will be others nearby.

Notes and Game Balance

Based on the history of the realm, adapting sea creatures for life on the land seemed like an interesting project. Trying to decide which creatures would seem most suitable was the hard part, and making them playable even harder since nobody would be likely to use eels, swordfish, or even sharks unless they could be something more than what's in the sea. Rays already look like they're flying as they move through the water, so it's easy to imagine them airborne. Rays also come in a variety of species with various natural abilities, from poisonous stingers to electrical discharges, and combining all these abilities into one creature makes a strong, playable monster.

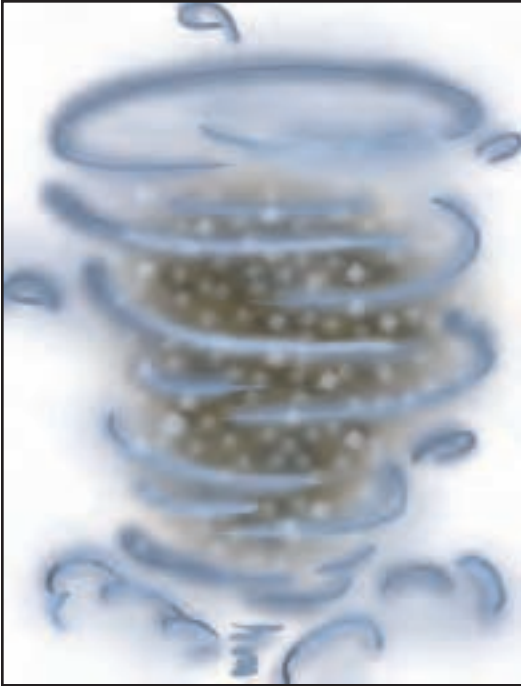
Snow Blind**Small Aberration (Air, Cold)**

Hit Dice:	8d8+8 (44 hp)
Initiative:	+5
Speed:	Fly 50 ft. (10 squares) (perfect)
Armor Class:	19 (+1 size, +5 Dex, +3 deflection) touch 19, flat-footed 14
Base Atk/Grapple:	+6/-3
Attack:	Cold touch +12 melee (2d8 plus 1d3 Con)
Full Attack:	Cold touch +12 melee (2d8 plus 1d3 Con)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding flash
Special Qualities:	Damage reduction 5/-, darkvision 60 ft. immune to cold, fire vulnerability
Saves:	Fort +3, Ref +7, Will +8

This small creature appears as a fast-moving swirl of icy, frigid wind. A ball-like shape can vaguely be seen at the center of the maelstrom, but the creature's specific features are obscured by the rush of the freezing air.

Abilities:	Str 1, Dex 21, Con 13, Int 12, Wis 14, Cha 12
Skills:	Bluff +10, Hide +15, Listen +13, Spot +13
Feats:	Alertness, Dodge, Mobility, Weapon Finesse ^B
Environment:	Cold plains
Organization:	Solitary, pair, or string (3-4)
Challenge Rating:	6
Treasure:	Standard coins and gems
Alignment:	Usually lawful evil
Advancement:	9-24 HD (Small)
Level Adjustment:	--

Snow Blind...Continued



General

Snow blinds are treacherous creatures that roam frozen wastelands in search of prey to feed upon. They will seek out dens of wild animals or stalk the perimeters of small communities of native humanoids. Snow blinds enjoy draining the warmth from an animal's body and watching it freeze to death before feasting on the creature's remains.

A snow blind's body is a globe of coarse hide-like material about 1 foot across and weighing approximately 3 pounds. A snow blind has eyes, ears and a mouth, but these features are hard to discern without a close inspection due to its particular anatomy. These creatures surround their bodies with a whirlwind of icy cold air.

Snow blinds speak Common and Auran.

Combat

Snow blinds are intelligent creatures that rely on their Hide skill to surprise and ambush potential prey. If the creature believes that it can improve its tactical position through conversing with its prey, it will talk with its target. Snow blinds rely on speed to dodge and avoid attacks by opponents while using their cold touch to deal damage and drain Constitution. They prefer not to attack large numbers of creatures, instead preferring to lure unsuspecting prey away from its group using its Bluff skill. If forced to fight multiple foes, the snow blind will use its blinding flash to impede as many foes as possible before attacking easy targets or escaping.

Blinding Flash (Su): Every 1d4 rounds, the snow blind can emit a burst of intense light as a full round action, affecting all those within a 20 ft. radius. Creatures failing a DC 15 Fortitude save are blinded for 2d4 rounds. The save DC is Constitution-based.

Cold Subtype: Snow blinds are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Cold Touch (Su): The snow blind's melee touch attack inflicts both cold damage and ability damage (Constitution). Living creatures hit by this attack must succeed at a DC 15 Fortitude save or take 1d3 points of Constitution damage. The save DC is Constitution-based. Damage done to one's ability score is temporary. The lost ability points return at a rate of 1 point per day.

Feats: Snow blinds have Weapon Finesse as a bonus feat.

Ecology

The snow blind is a distant cousin of the will-o'-wisp, but has adapted to the harsh frozen conditions of an arctic region. They can survive outside, but typically will seek out a cave to use as a lair. Snow blinds are intelligent, but prefer their own kind to other species. They enjoy shiny objects, and therefore tend to hoard coins and gems rather than other items. They care less for the monetary value of the objects than their ascetic appeal. Other objects that are shiny and reflect light are equally prized.

The snow blind is not interested in fair barter and will likely try to steal appealing objects from other creatures rather than try to purchase or exchange for them. Their lair is usually littered with coins and gems, strewn about seemingly at random. Caves with crystalline walls that reflect light are particularly prized by snow blinds and are forcefully defended.

Because of their possessive nature, snow blinds do not typically gather together in great numbers and form communities. A small number of them may group together if each member can establish a distinct lair that is within close proximity to the others. They will not share their lair with another of their kind, the one exception being during a mating cycle when two of them may cohabitate for a short time. Snow blinds require air, food and sleep. They are carnivores.

Snow blinds originated in the north and although rare, they can be found in most cold, arctic environments. When the dead god crashed to the sea and an island began forming around its remains, dozens of snow blinds came to the island to investigate. Curious by nature, they found much to explore and did not realize until much too late that the island itself was in fact in motion heading south. The snow blinds found themselves trapped on the island, as the climates outside the immediate borders of the island were becoming gradually warmer and as such, intolerable to the snow blinds.

Knowledge Suggestions

Snow Blind DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This aberration is called a snow blind.
10 + Hit Dice +5	It flies swiftly with perfect maneuverability.
10 + Hit Dice +10	It can blind opponents with a flash of light.
10 + Hit Dice +15	Its touch damages its foe with extreme cold and drains its stamina as a secondary effect.
10 + Hit Dice +20	It is resistant to all physical weapons.
10 + Hit Dice +25	It is immune to cold, but conversely, it is vulnerable to fire-based attacks and spells.
10 + Hit Dice +30	It can speak Auran and Common, is attracted to shiny objects and is generally untrustworthy.

Notes and Game Balance

While initially inspired by the will-o'-wisp, the intention was to create a different kind of opponent. The snow blind does not have as high a Dexterity as the will-o'-wisp, and therefore is easier to hit. It also does not have the will-o'-wisp's invisibility or immunity to magic. Instead, it relies on its other abilities, such as Bluff and Hide to take advantage of the player characters. Also, its blinding flash can be used to put the party at a disadvantage. The blinding flash requires a full round action though so as not to make this ability overpowering. A Fortitude save was also allowed against the Constitution drain so as to limit this power as well.

Snow Fleas (Magical Beast) (Swarm, Cold)



A restless breeze blows loose snow flakes around and about at a level of about 1 foot off of the ground.

Snow Fleas

Fine Magical Beast (Swarm) (Cold)

Hit Dice:	6d10+12 (45 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	21 (+8 size, +3 Dex) touch 21, flat-footed 18
Base Atk/Grapple:	+6/--
Attack:	Swarm (2d6 plus 1d6 cold)
Full Attack:	Swarm (2d6 plus 1d6 cold)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Cold, distraction, nesting
Special Qualities:	Darkvision 60 ft., low-light vision, Immunity to cold, immunity to weapon damage, swarm traits, tremorsense 60 ft., vulnerability to fire
Saves:	Fort +7, Ref +10, Will +2
Abilities:	Str 1, Dex 16, Con 15, Int --, Wis 10, Cha 1
Skills:	Hide +19, Listen +7, Spot +6
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Any cold
Organization:	Solitary, field (3-8 swarms), or blizzard (10-30 swarms)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	--
Level Adjustment:	--

General

Snow fleas are a cold climate vermin-like magical beast that are about an eighth of an inch long. They do not fly, but the individuals move in jumps that are about 1 foot high and 2 feet long. When they move, several thousand will move with a like mind at any given time. For this reason, the swarm viewed from a distance appears to be loose snow being drifted by a light breeze. When a creature that is tiny or larger moves within 60 feet, the swarm will immediately move to it and engulf it, with the unsettling visual effect that the lightly blowing and drifting snow has just started ignoring wind direction and is now coming straight toward the viewer.

Combat

Snow fleas attack by swarming over a victim and attempting 10,000+ miniscule bites. They also emit a minor cold aura, which only has effect through the combined effort of the entire swarm.

Although each individual can only jump (not fly), the jumps are impressive by scale, and land perfectly with no regard for purchase or verticality of surface. Using these impressive jumps, the swarm quickly finds its way into every crevice and over every inch of a victim.

Cold damage (Su): A snow flea swarm inflicts an additional 1d6 cold damage beyond its regular swarm damage.

Cold Subtype: Snow fleas are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Distraction (Ex): Any living creature vulnerable to the swarm damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Immunity to Weapon Damage (Ex): As a result of a snow fleas swarm consisting of 10,000+ fine insects, it is completely immune to weapon damage. It is still affected by any energy damage a weapon possesses however.

Nesting (Ex): Creatures damaged by the snow fleas swarm become infested. Tiny holes made from the fleas biting and burrowing into the creatures flesh are lined with eggs. This makes the skin extremely painful and itchy, causing a -2 penalty to all attack rolls and skill checks while infested. The infestation can be removed magically by *remove disease* and similar spells, or by a thorough bathing and scrubbing taking several hours. If left alone, the eggs will hatch creating larvae which will feed on the victim's flesh, causing an additional 2d6 damage per day untreated. Creatures with natural armor of +4 or greater are immune to this effect.

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Tremorsense 60 ft. (Ex): Snow fleas are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Ecology

Snow Fleas live and breed on any type of living creature where they can find purchase. They eat the host's flesh in tiny bites, and lay eggs in microscopic holes that they burrow in their host's flesh. They are tremendously painful and itchy to the host, and typically get scratched, burned or washed off. Occasionally, small colonies occupy a host that dies from some other cause, or is somehow prevented from washing or scratching away the pests. In this case, the small colonies feast and reproduce until they form a swarm.

Snow Fleas...Continued

Snow Spirit (Undead) (Incorporeal)

Knowledge Suggestions

Snow Fleas DC	Knowledge (nature) check results
10 + Hit Dice	These are snow fleas, a polar vermin swarm with the potential to be deadly.
10 + Hit Dice +5	They swarm to find new hosts to breed in.
10 + Hit Dice +10	Not only do they bite when they swarm, but they also freeze their victims and make it very difficult to concentrate while in the area being swarmed.
10 + Hit Dice +15	Anyone touched by the swarm must wash or burn them entirely off or else they will be eaten alive.
10 + Hit Dice +20	As they are a swarm, they are essentially immune to physical weapons but area of effect spells are particularly effective against them.
10 + Hit Dice +25	They are immune to cold, but conversely, they are vulnerable to fire-based attacks and spells.
10 + Hit Dice +30	They can sense movement in the ground and snow up to 60 feet away.

This swarm will then go on to infest and consume further victims, enabling further swarms to develop. Once the process starts, the groups will stay together and grow into huge collections of swarms, whose only natural enemy is the eventual lack of adequate food supply.

Notes and Game Balance

This swarm is hard to kill because it is immune to normal weapon damage, and because of the Constitution and hit points of the whole. It is also hard to escape due to its move rate and the fact that it is typically encountered in open cold plains appearing as snow until a victim is within its range. The CR of 5 puts the characters at a level where they have access to significant damage spells, and a *remove disease* spell if necessary. A *fireball* spell for example, could easily decimate a swarm due to the increase of damage from it both being a fire spell and an area of effect spell.

Increased numbers of swarms ramp up the difficulty quickly. Be mindful of the hit points per swarm, and the limited ways that the party will have to harm them or even escape them.

**Snow Spirit****General**

A snow spirit is the undead life essence of someone who has died a cold and lonely death from exposure to the arctic elements. From a distance, it is indistinguishable from a swirl of gusting snow.

The vast majority of snow spirits are chaotic neutral spending their time careening wildly and mindlessly through the arctic wastelands. A few are created from the death of a black-hearted and malevolent creature, who, once expired, leaves behind only its hateful spirit. This form of snow spirit will actively seek living creatures to suck the life and warmth from. Lastly, and most rare, are the wandering life essences of a soul so saintly that its beneficent nature withstands its cold and lonely death. This form of snow spirit will actually seek out dying creatures and protect them from the elements.

Snow spirits increase in size and hit dice as they absorb more victims, always retaining the alignment of the original soul. Because of this, the evil version can grow quite large, resembling a vast storm. Neutral versions only absorb further victims by chance, thus rarely growing beyond medium size. Good snow spirits never grow, as they try to save rather than harm.

Snow spirits do not speak language but retain a dim understanding of it from their previous life.

Combat

The snow spirit attacks by attempting to move into a creature's square, provoking an attack of opportunity. It must then hit with its incorporeal touch attack. If it succeeds it deals damage as normal, but it moves into the square regardless of whether it hit or not. A snow spirit ends its movement as soon as it enters an occupied square. Larger versions might enter multiple occupied squares with a single movement, but can only attack one creature. It never threatens any square, even those it occupies.

Violent swirls and eddies of wind carry snow around and about in a compact area. The howl of the wind is faint, almost like a distant mournful human cry in the arctic wilderness.

Snow Spirit...Continued

	Snow Spirit Small Undead (Incorp.)	Snow Spirit Medium Undead (Incorp.)	Snow Spirit Large Undead (Incorp.)
Hit Dice:	3d12+6 (25 hp)	6d12+9 (48 hp)	9d12+12 (70 hp)
Initiative:	+3	+3	+4
Speed:	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 deflection) touch 15, flat-footed 12	14 (+3 Dex, +1 deflection) touch 14, flat-footed 11	14 (-1 size, +4 Dex, +1 deflection) touch 14, flat-footed 10
Base Atk/Grapple:	+1/--	+3/--	+4/--
Attack:	Incorporeal touch +4 (1d6 cold plus 1 Con)	Incorporeal touch +6 (1d8 cold plus 1d2 Con)	Incorporeal touch +7 (2d6 cold plus 1d3 Con)
Full Attack:	Incorporeal touch +4 (1d6 cold plus 1 Con)	Incorporeal touch +6 (1d8 cold plus 1d2 Con)	Incorporeal touch +7 (2d6 cold plus 1d3 Con)
Space/Reach:	5 ft./0 ft.	5 ft./0 ft.	10 ft./0 ft.
Special Attacks:	Leech	Leech	Leech
Special Qualities:	Feed, gather cold, incorporeal traits, resistance to cold 10, undead traits, warmth aversion	Feed, gather cold, incorporeal traits, resistance to cold 10, undead traits, warmth aversion	Feed, gather cold, incorporeal traits, resistance to cold 20, undead traits, warmth aversion
Saves:	Fort +1, Ref +4, Will +3	Fort +2, Ref +5, Will +5	Fort +3, Ref +7, Will +6
Abilities:	Str --, Dex 16, Con --, Int 1, Wis 10, Cha 10	Str --, Dex 16, Con --, Int 1, Wis 10, Cha 11	Str --, Dex 18, Con --, Int 1, Wis 10, Cha 12
Skills:	Listen +3, Spot +3	Listen +4, Spot +5	Listen +6, Spot +6
Feats:	Toughness x2	Toughness x3	Toughness x4
Environment:	Any cold	Any cold	Any cold
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Any chaotic	Any chaotic	Any chaotic
Advancement:	See below	See below	See below
Level Adjustment:	--	--	--

Only evil snow spirits carry on prolonged attacks in this manner, though neutral ones may blunder through a square of a living being causing the same damage as an attack.

The physical damage dealt by a snow spirit is cold damage and is subject to resistance or immunity to cold.

Feed (Su): Whenever a snow spirit reduces a victim with an Intelligence of 6 or higher to a Constitution of 0 and/or -10 hit points, it draws that creature's life essence into itself, becoming bigger and stronger. For every 6 creatures absorbed in this manner, it will increase 3 hit dice and one size category. The statistics are provided in the tables above.

A creature destroyed and fed upon in this manner may not be raised until the snow spirit is killed, freeing the life essence to be returned to the body.

Gather Cold (Su): Only good snow spirits ever manifest this ability, although the other types do possess it. It surrounds a living creature and pulls the cold out of the air around it, essentially creating a zone of relative warmth (about 50 degree F) around the creature.

Incorporeal Traits: Includes harmed only by other incorporeal creatures, magic weapons, spells, spell-like and supernatural abilities; Immune to all non-magical attack forms; 50% chance to ignore damage from all qualifying corporeal sources; can pass through solid objects; ignores armor, natural armor and shields; cannot be grappled or tripped; moves completely silent and cannot be heard unless it

chooses; scent and blindsight are either fully or partially ineffective against them; innate sense of direction and can move full speed even when they cannot see.

Leech (Su): The snow spirit deals Constitution damage per hit based on its size. A creature brought to Constitution score of 0 dies. This is a negative energy effect. This effect feels like a coldness of the soul: a creature completely immune to cold effects will still feel the sensation of cold, and will still take Constitution damage despite avoiding the physical hit point damage.

Warmth Aversion (Ex): All snow spirits shun significant sources of warmth or heat. They will not enter an area with a temperature consistently above 60 degrees. Magical fires within 30 feet such as fireball or wall of fire will drive the creature off for its duration plus 1d6 rounds.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Snow spirits need not drink, eat or sleep. As mentioned previously, they are almost mindless, but are driven by a core emotion dictated by the strength of character of the lost soul.

Snow Spirit...Continued

	Snow Spirit Huge Undead (Incorp.)	Snow Spirit Gargantuan Undead (Incorp.)	Snow Spirit Colossal Undead (Incorp.)
Hit Dice:	12d12+15 (93 hp)	15d12+18 (115 hp)	18d12+21 (138 hp)
Initiative:	+5	+7	+9
Speed:	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)
Armor Class:	15 (-2 size, +5 Dex, +2 deflection) touch 15, flat-footed 10	17 (-4 size, +7 Dex, +4 deflection) touch 17, flat-footed 10	17 (-8 size, +9 Dex, +6 deflection) touch 17, flat-footed 8
Base Atk/Grapple:	+6/--	+7/--	+9/--
Attack:	Incorporeal touch +9 (2d8 cold plus 1d3 Con)	Incorporeal touch +10 (3d6 cold plus 1d4 Con)	Incorporeal touch +10 (3d8 cold plus 1d6 Con)
Full Attack:	Incorporeal touch +9 (2d8 cold plus 1d3 Con)	Incorporeal touch +10 (3d6 cold plus 1d4 Con)	Incorporeal touch +10 (3d8 cold plus 1d6 Con)
Space/Reach:	15 ft./0 ft.	20 ft./0 ft.	30 ft./0 ft.
Special Attacks:	Leech	Leech	Leech
Special Qualities:	Feed, gather cold, incorporeal traits, resistance to cold 20, undead traits, warmth aversion	Feed, gather cold, incorporeal traits, resistance to cold 30, undead traits, warmth aversion	Feed, gather cold, incorporeal traits, resistance to cold 30, undead traits, warmth aversion
Saves:	Fort +4, Ref +9, Will +8	Fort +5, Ref +12, Will +9	Fort +6, Ref +15, Will +11
Abilities:	Str --, Dex 20, Con --, Int 1, Wis 10, Cha 14	Str --, Dex 24, Con --, Int 1, Wis 10, Cha 18	Str --, Dex 28, Con --, Int 1, Wis 10, Cha 22
Skills:	Listen +7, Spot +8	Listen +9, Spot +9	Listen +10, Spot +11
Feats:	Toughness x5	Toughness x6	Toughness x7
Environment:	Any cold	Any cold	Any cold
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	10
Treasure:	None	None	None
Alignment:	Any chaotic	Any chaotic	Any chaotic
Advancement:	See below	See below	See below
Level Adjustment:	--	--	--

Evil snow spirits seek to destroy any life. Each sapped life essence helps the creature to grow and become more dangerous. Good snow spirits seek to protect and revive dying creatures by somewhat moderating the temperature around them. Neutral snow spirits simply wander aimlessly, occasionally crossing paths with others on accident.

Notes and Game Balance

This creature was first conceived of as a wintry storm of lost souls. To avoid being just another incorporeal undead, lingering alignments of good and evil were added as well as a growth path. The full charts for the size changes are included to allow the GM to choose what size of snow spirit they want to have their characters encounter. It is also a suitable repeat creature, since a party could encounter it at lower levels, drive it away, and then encounter it again at higher levels beefed up. It could also provide an interesting adventure hook - as a result of a notable personage/adventurer being unable to be reincarnated after a polar expedition, a reward is being offered for the destruction of the creature to free their soul. Also, the chaotic neutral and chaotic good versions of this spirit provide a nice flavor encounter instead of the usual combat related ones.

The challenge ratings are not too high as a result of its low armor class, single attack, lack of intellect and tactics, lack of threat range and ease of driving it away (magical fire, heat, etc.), although it will still prove an interesting foe due to undead and incorporeal traits.

Knowledge Suggestions

Snow Spirit DC	Knowledge (religion) check results
10 + Hit Dice	This is a snow spirit, an undead that wanders the frozen wastes.
10 + Hit Dice +5	It surrounds a person and slowly drains away their health and endurance.
10 + Hit Dice +10	The physical damage they do comes from their icy touch. Although resistance magic can negate this damage, the health drain still affects those it surrounds.
10 + Hit Dice +15	They are incorporeal and are immune to all non-magical attack forms, and are even difficult to injure with magical ones.
10 + Hit Dice +20	They gain in strength with each kill and some have been known to achieve vast proportions, likened to malevolent winter storms.
10 + Hit Dice +25	Areas of significant warmth will either keep them at bay or drive them away.
10 + Hit Dice +30	They are the lost souls of those freezing to death alone and helpless in the frozen wastes. They retain some memory of the alignment of the person they come from originally.

Surrissa (Aberration) (Cold)



A monstrous crab larger than a draft horse rises up from the snow, sunlight gleaming off its icy shell and four huge claws snapping and clicking as it circles sideways around its prey.

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, vulnerability to fire

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

Abilities: Str 22, Dex 12, Con 19, Int 8, Wis 12, Cha 10

Skills: Balance +7, Hide +5*, Listen +5, Spot +5

Feats: Alertness, Cleave, Weapon Focus (claw), Power Attack

Environment: Any cold

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral

Advancement: 10-18 HD (Large); 19-27 HD (Huge)

Level Adjustment: --

General

A surrissa is giant crab-like monstrosity with four sharp claws and a shell seemingly formed of solid ice. An aura of cold constantly surrounds the creature, cold enough to freeze the blood of potential prey as claws rip and tear at tender flesh.

A surrissa stands on six long legs with icy barbs along them reaching a height of about 8 feet, and has a gray-white body measuring 9 feet across. It has four massive claws with serrated edges along the inside arcs with the first pair of claws flanking its head, the second pair right behind the first. It weighs on average

around 800 pounds, with the claws taking up about a third of the weight.

Surrissa neither speak nor understand language.

Combat

Surrissas attack by lashing about with all four claws and attempting to grab an opponent between them, tearing that opponent apart. If there are multiple opponents, the surrissa will hold an opponent in one or two of its claws, crushing him in a freezing grip, while keeping the last two claws free to grab at other opponents.

Cold (Su): A surrissa inflicts an additional 1d6 cold damage with each successful claw attack. When grappling an opponent, it inflicts an extra 1d6 cold damage for each round it wins the grapple, as if making a successful attack.

Surrissa

Large Aberration (Cold)

Hit Dice: 9d8+36 (76 hp)

Initiative: +1

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

Armor Class: 17 (-1 size, +1 Dex, +7 natural)
touch 10, flat-footed 16

Base Atk/Grapple: +6/+16

Attack: Claw +12 (1d8+6 plus 1d6 cold)

Full Attack: 4 claws +12 (1d8+6 plus 1d6 cold)

Space/Reach: 10 ft./10 ft.

Special Attacks: Cold damage, improved grab, rend 2d8+9

Surrissa...Continued

Cold Subtype: Surrissas are immune to attacks that impart cold damage, but take an additional 50% damage from fire-based attacks, regardless of whether a saving throw is allowed, or if a save is a success or failure.

Damage Reduction (Ex): A surrissa's shell is as hard as ice, granting it damage reduction 5 against slashing and piercing weapons. Bludgeoning weapons ignore this type of damage reduction.

Improved Grab (Ex): If a surrissa hits with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. It can use the claw it used in the improved grab to hold the opponent with a -20 penalty on grapple checks, but it is not considered grappled itself, does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

Each successful grapple check it makes during successive rounds automatically deals claw damage. This act does not provoke attacks of opportunity. This ability only works against opponents of at least one size category smaller than the surrissa.

Rend (Ex): If a surrissa hits with two or more claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d8+9 points of damage.

Skills: *A surrissa's coloration grants it a +10 circumstance bonus to Hide checks when surrounded by snow and ice. It also has a +6 racial bonus on all Balance checks due to the shape of its body and the number of its legs.

Ecology

Surrissas evolved from the crabs they most resemble, having adapted to a sudden change in their environment when the very sea they dwelled beneath rose up and cast them out of the water and into the icy chill of a northern climate. Divine intervention and the creature's inherent ability to survive equally well out of water as well as in is what kept this creature from dying out completely, and instead becoming something more. These monstrous crabs gained an icy carapace and extra limbs, allowing them to survive harsher weather, hungry predators, and a hostile environment. It also granted them the ability to better immobilize their prey to insure their own survival.

The delphine see the surrissa as an example of the Fallen One's divine power, proof that He still lives, while the mursigla see the surrissa as a tasty meal made all the more rewarding since it puts up quite the fight. Left to their own, surrissas can grow to be huge and live to be over a hundred years old. Fortunately, predators keep them from getting that big, often catching them within the first ten years of their life while they remain small enough to kill easily (compared to an adult, that is).

Surrissas mate once every two years from the time they reach the adult stage around age ten until their maturity at around age 70, with the female hatching hundreds of eggs in a single birthing. While the surrissa female is capable of birthing her young on land, she still feels compelled to do so in the water and will make her way to the nearest shore, river, lake, or even pond to do so. Natural predators and a hostile environment tend to kill off many of the young, so only a few dozen larvae may actually survive the first few weeks of their life. Even more may perish within the first year they come to land but at least a dozen young from any birthing will grow to juvenile stage, and half of those may reach adulthood if not hunted down first. Surrissas are scavengers, and will eat almost anything they come across, assuming what they find isn't trying to eat them too.

Knowledge Suggestions

Surrissa DC	Knowledge (dungeoneering) check results
10 + Hit Dice	This creature is called a surrissa, and it is an aberration.
10 + Hit Dice +5	It can attack simultaneously with all of its claws, even while grappling.
10 + Hit Dice +10	If it gets hold of you with two or more claws, it will rend your flesh terribly.
10 + Hit Dice +15	It inflicts cold damage in addition to the physical damage from being caught in a claw.
10 + Hit Dice +20	It is immune to cold.
10 + Hit Dice +25	It resists damage from all types of weapons except those that bludgeon.
10 + Hit Dice +30	It is vulnerable to fire and fire-based effects, suffering extra injury from them.

Notes and Game Balance

The original concept for the surrissa was a monstrously large crab with cold-based abilities, but that seemed a bit dull. To spice it up, it was given multiple claws and the ability to use them effectively, along with a shell of solid ice and limited invulnerability. The end result is a formidable opponent that gives a seafood lover second thoughts about this meal.

Wooly Goat (Animal)

A shaggy mound of yellow-white fur almost fully conceals a goat's face with pronounced horns spiraling out from the forehead. The only other feature visible is the bottom portion of four cloven hoofed legs. Although the creature appears to be about 6 feet tall at the shoulder, it is impossible to tell exactly where the fur begins and ends.

Wooly Goat

Large Animal

Hit Dice: 7d8+42 (73 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (-1 size, +2 Dex, +4 natural)
 touch 11, flat-footed 13
Base Atk/Grapple: +5/+13
Attack: Gore +8 melee (2d6+6)
Full Attack: Gore +8 melee (2d6+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Powerful charge
Special Qualities: Resistance to cold 10
Saves: Fort +11, Ref +7, Will +3
Abilities: Str 18, Dex 15, Con 22, Int 2, Wis 13, Cha 4
Skills: Balance +8, Climb +8*, Jump +14,
 Listen +4, Spot +4
Feats: Alertness, Improved Natural Attack (gore),
 Run
Environment: Any cold
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment: --

General

The wooly goat is primarily a sub-arctic creature that occasionally wanders or migrates into arctic areas as well. It is a peaceful creature that primarily avoids combat or contact with other creatures. Generally, these goats fight only in self defense, or in defense of their young. Unfortunately, they end up doing so rather often, as humans and humanoids highly prize their pelts for making superb cold weather gear, and their young for training as mounts.

When properly treated, a single pelt from the wooly goat can be made into a set of clothing for a medium humanoid that keeps the wearer warm in up to -50 degree weather. Two pelts can make hide armor that has the same effect. These items can be fashioned from sections of its wooly hide with a standard craft check. It is possible to trim the wooly fur without diminishing the warmth of the item, but this adds +10 to the DC to fabricate the clothing or armor.

Using a wooly goat as a mount requires capturing it at less than 1 month old, and training it through to its maturity. This will almost always require dealing with both parents.

Wooly goats are 6 feet tall at the shoulder, 9 to 10 feet long and weight around 2,000 pounds.

Wooly goats neither speak nor understand language but tend to be gruff and defensive if spoken to through a *Speak with Animals* spell.

Combat

As stated, the wooly goat prefers to avoid combat. When provoked, it will warn of its initial charge with snorts and pawing at the ground. After this initial warning, its preferred method of attack is to charge and back off, giving its opponent a chance to flee. It will charge and back off repeatedly until the opponent flees or dies, unless it becomes badly wounded itself. In this case it will attempt again to flee.

Powerful Charge (Ex): A wooly goat deals 4d6+12 damage on a successful charge attack.

Skill Notes: *The wooly goat gains racial bonuses of +4 to Balance, Climb, and Jump checks. The racial climb bonus applies only to climbing slopes. It does not have the ability to climb a vertical surface.

Ecology

The wooly goat wanders alone in the arctic and sub-arctic wilderness searching out any little bits of food it can find. It is an omnivorous scavenger, eating biological material that other animals would find inedible, such as bones and dung. The goat's thick coat is impervious to the attack of snow fleas, and thus they find the fleas to be a bountiful meal.

Their life is mostly solitary, but they will travel as a mated pair while mating and up until the birth of young. Once the young are born, both parents will take turns foraging for food and watching the young.

Knowledge Suggestions

Wooly Goat DC	Knowledge (nature) check results
10 + Hit Dice	This is a wooly goat, a generally non-aggressive animal.
10 + Hit Dice +5	Its pelt is prized, since it can be made into excellent arctic gear.
10 + Hit Dice +10	They make great mounts, but you have to start with a young one, or they will never tame properly.
10 + Hit Dice +15	It has a lethal charge. When it starts pawing at the ground, you'd better leave it alone, or it will charge.
10 + Hit Dice +20	It is resistant to cold as a result of its thick fur and hide.
10 + Hit Dice +25	They are generally solitary except during mating season.
10 + Hit Dice +30	The hide, when treated properly, will protect the wearer in temperatures well below freezing. Two pelts can be used to make hide armor with the same effect.

Notes and Game Balance

This creature should never be a true threat to a party, as it always wants to avoid the fight. If a party does look for trouble they will find it, as the goat has a powerful charge and plenty of hit points. These creatures can also be used to supplement some of the humanoid types in this tome, who in some cases, may be assumed to have a limited number of them bred as mounts.

Creatures Tables – CR and Type

Name	CR
Herjalti Eggs	1/4
Delphine	1/2
Fleshite	1
Herjalti	2
Johtuliva	2
Mursigla	2
Frystkalma	2+
Diggers	3
Snow Spirit	3+
Skyte	4
Wooly Goat	4
Snow Fleas	5
Dyravul	6
Snow Blind	6
Fissure Fisher	8
Surrissa	8
Arctic Sea Dragon	9
Frostbitten	9
Fireheart Golem	10
Halsingdrek	10
Glacial Ooze	12
Morns	15

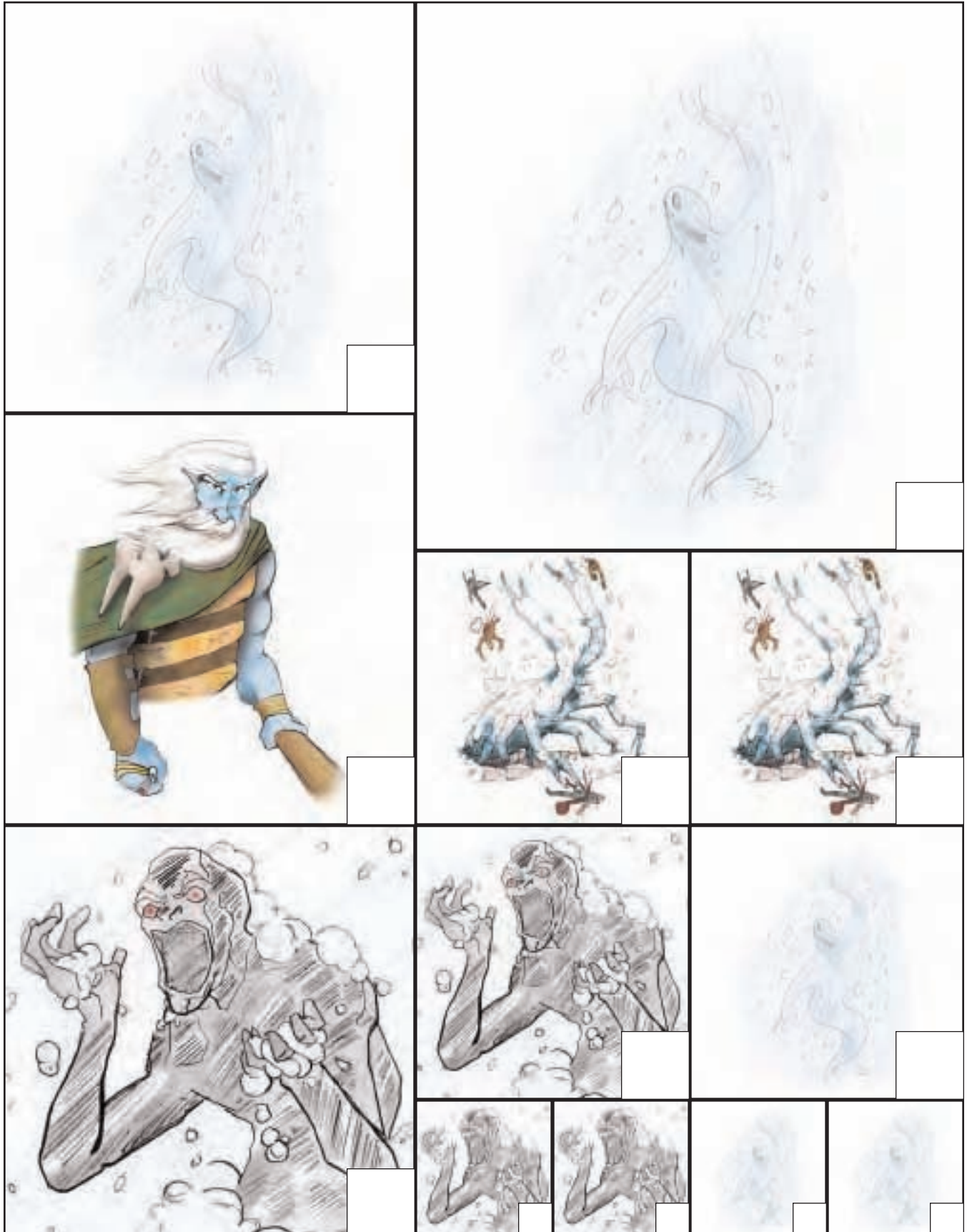
Note: Creatures with a + after their CR have multiple CR entries under their statistics pages.

Monsters by Type and Subtype
Aberration: Snow Blind, Surrissa
Air: Frystkalma, Herjalti, Skyte, Snow Blind
Animal: Dyravul, Wooly Goat
Cold: Fleshite, Halsingdrek, Johtuliva, Morns, Snow Blind, Snow Fleas, Surrissa
Construct: Fireheart Golem
Dragon: Arctic Sea Dragon, Halsingdrek
Elemental: Frystkalma
Extraplanar: Frystkalma, Morns
Fey: Johtuliva
Fire: Fireheart Golem
Giants: Morns
Humanoid: Delphine, Diggers, Mursigla
Incorporeal: Snow Spirit
Magical Beast: Fissure Fisher, Herjalti, Skyte, Snow Fleas
Ooze: Glacial
Outsider: Fleshite
Undead: Frostbitten, Snow Spirit
Water: Frystkalma

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Diggers	Joshua Courtney	GS - Jeffrey LeBoeuf
Dyravul	Jim E. Vilandre	GS - Mike McMenemey
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Fleshites	Joshua Courtney	GS - Allen Kerswell
Frostbitten	Joshua Courtney	GS - Mike McMenemey
Frystkalma	Jim E. Vilandre	GS - Jeffrey LeBoeuf
Glacial Ooze	Joshua Courtney/Rich M.	GS - Allen Kerswell
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Johtuliva	Jim E. Vilandre	GS - Jeffrey LeBoeuf
Morns	Joshua Courtney	GS - Allen Kerswell
Mursigla	Jim E. Vilandre	GS - Jeffrey LeBoeuf
Skyte	Jim E. Vilandre	GS - Allen Kerswell
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Snow Fleas	Rich McCarthy	Tammy Lajoie
Snow Spirit	Rich McCarthy	GS - Jeffrey LeBoeuf
Surrissa	Jim E. Vilandre	GS - Mike McMenemey
Wooly Goat	Rich McCarthy	Tammy Lajoie
Note: Wooly Goat Counter Modified Stock Art		

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Counters | Backs



Snow Spirit



Snow Spirit



Morn



Surrissa



Surrissa



Snow Spirit



Frystkalma



Frystkalma



Snow Spirit



Snow Spirit

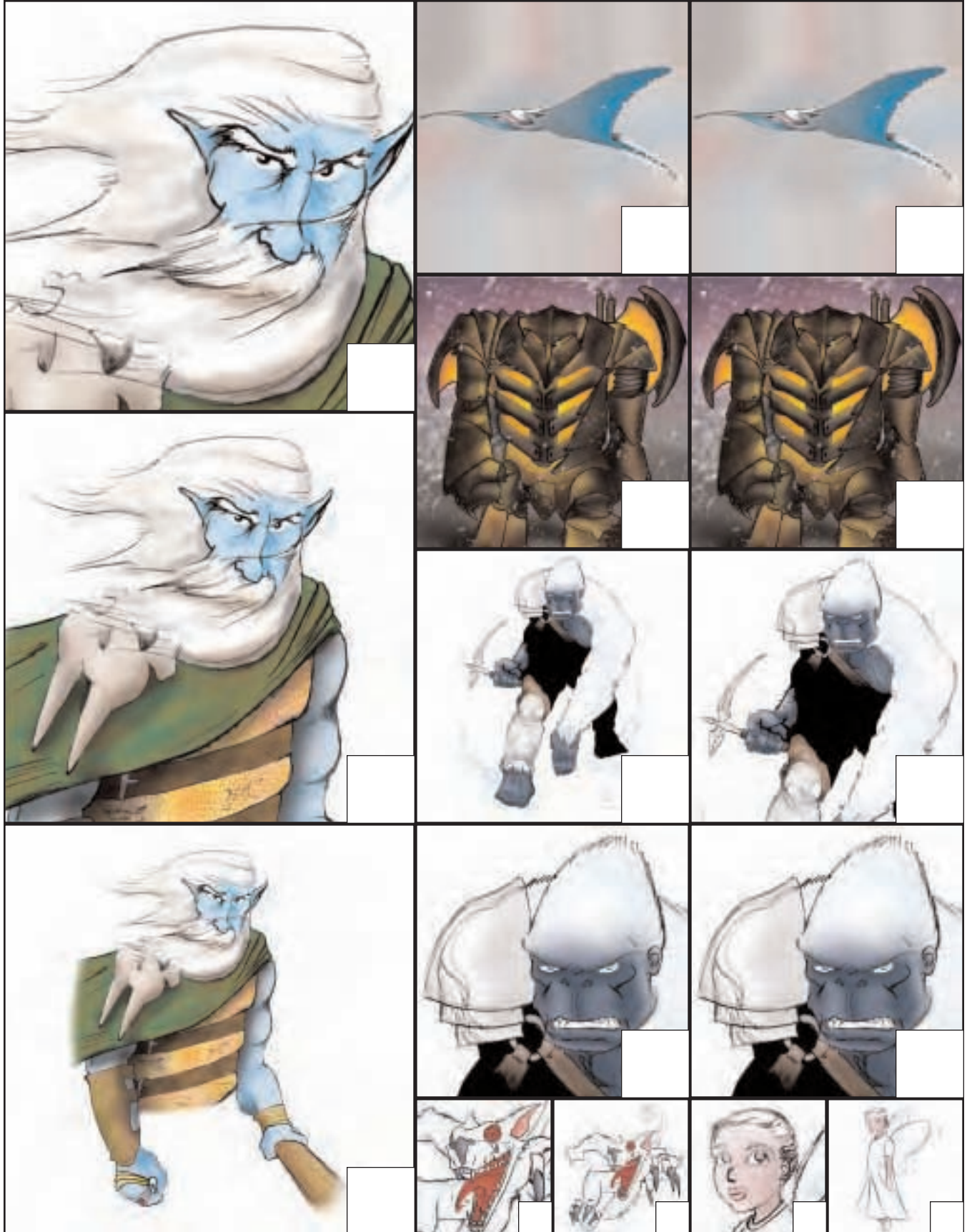


Frystkalma

















Frystkalma

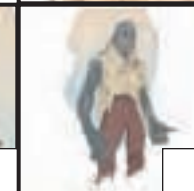
Counters II

















Counters II Backs

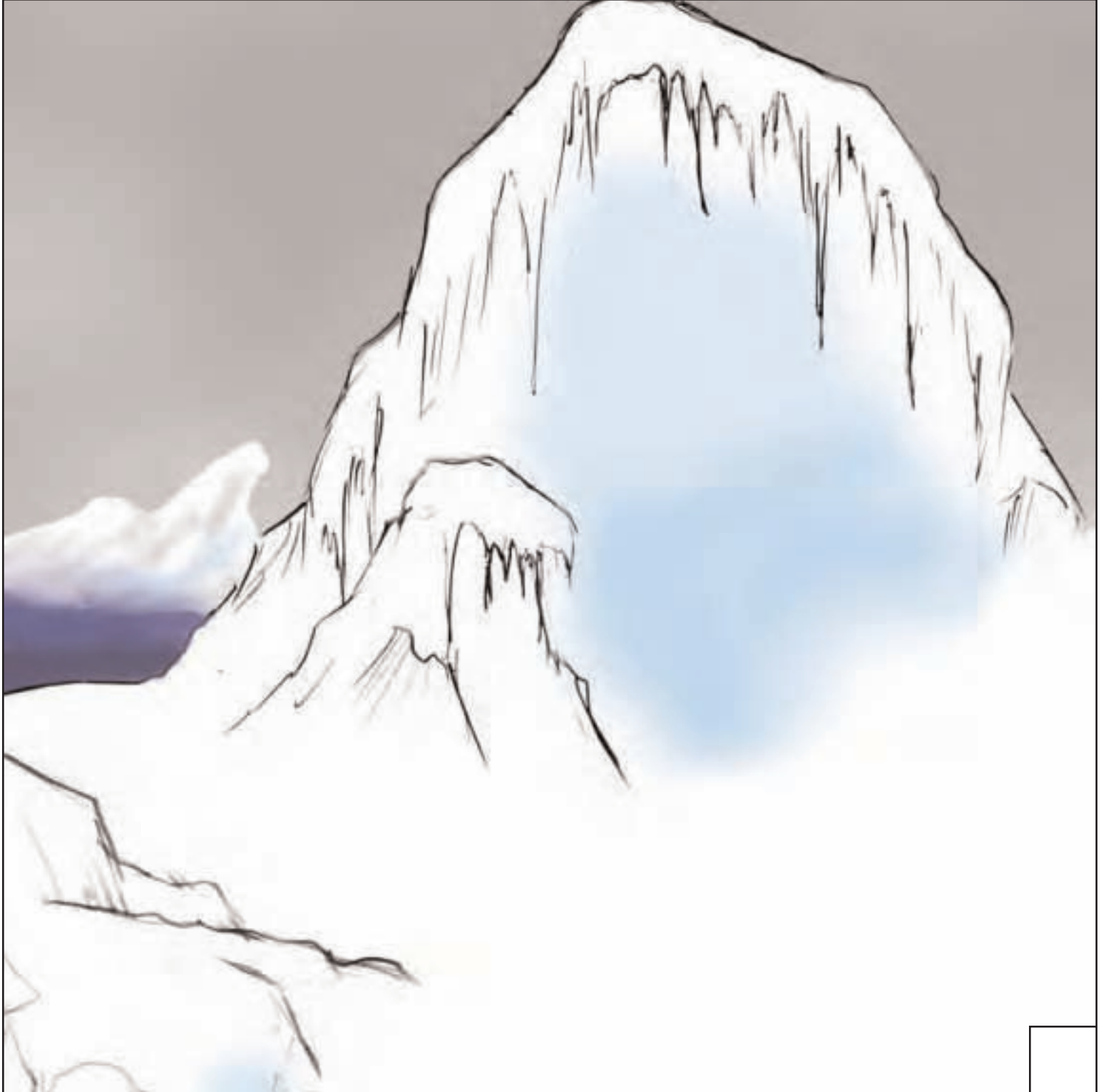
 <p>Skyte</p>	 <p>Skyte</p>	 <p>Morn</p>	
 <p>Fireheart Golem</p>	 <p>Fireheart Golem</p>		
 <p>Diggers</p>	 <p>Diggers</p>	 <p>Morn</p>	
 <p>Diggers</p>	 <p>Diggers</p>	 <p>Morn</p>	
 <p>Johtuliva</p>	 <p>Johtuliva</p>		 <p>Fissure Fisher</p>

Counters III



Counters III Backs

 <p>Dyravul</p>	 <p>Dyravul</p>	 <p>Halsingdrek</p>	
 <p>Dyravul</p>	 <p>Dyravul</p>		
 <p>Mursigla</p>	 <p>Mursigla</p>	 <p>Halsingdrek</p>	
 <p>Mursigla</p>	 <p>Mursigla</p>	 <p>Arctic Sea Dragon</p>	
 <p>Frost Bitten</p>	 <p>Frost Bitten</p>		 <p>Frost Bitten</p>

























Counters IV Backs





Counters V Backs

 Johtuliva	 Johtuliva	 Fleshite	 Woolly Goat		 Woolly Goat	
 Fleshite	 Fleshite	 Fleshite				
 Delphine	 Delphine	 Delphine	 Delphine	 Delphine	 Delphine	 Delphine
 Fissure Fisher	 Snow Spirit					
 Fissure Fisher						
 Snow Blind						
 Snow Blind						
 Snow Fleas						
 Snow Fleas						

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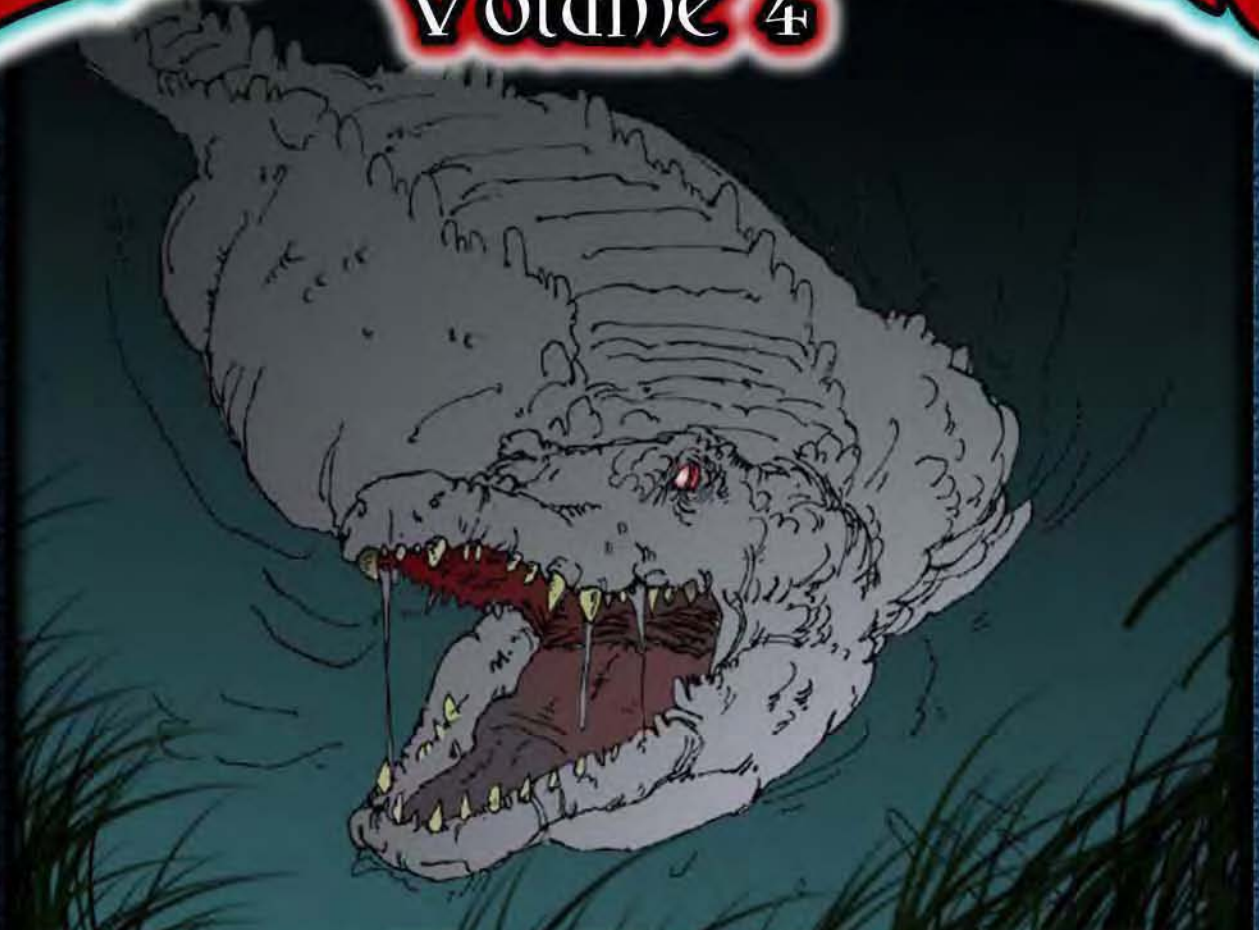
Tulenjord – Land of the Fallen One

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- **A Suggested Knowledge Table for each creature**
- **A Rules and Game Balance section for each entry**
- **Counters for all creatures**
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EN CRITTERS

Volume 4



Along the Banks of the River Vaal A Creature Compendium



An Open Gaming Content Sourcebook

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



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Along the Banks of the River Vaal

Welcome to the Fourth Volume in the E.N. Critters series of Open Gaming Content Sourcebooks – Along the Banks of the River Vaal. The E.N. Critters series as a whole is a set of theme-based creature books with the theme/setting information secondary to the creatures and used mainly as a focus to design them around as well as to provide GMs with additional background, species interaction and general environmental descriptions. The creatures are fairly well detailed, while the environmentally based themes have been left intentionally vague in many places to allow the GM more leeway to modify and drop them into their own campaign if so desired. It is our hope that these creatures and themes will spark creative and enjoyable game sessions.

Thanks again for investing in our ongoing project. We are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size even in color. The layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. Additionally, the page layout has been set specifically with booklet printing in mind – if all pages are printed in order, two-sided and then put together as a booklet in a binder, when the booklet is opened and wherever possible, critter entries start on a left hand page and end on a right hand one, allowing ease of reference without page flipping. In an effort to continually improve our product, we welcome and request your suggestions and comments.

If you have questions or comments about the artwork, please contact the art team at: guillotinestudios@gmail.com.

If you have any other questions, comments, errata, or simply would like to get onto our emailing list for any news and bonus material, please contact us at: beardeddragonpublications@gmail.com.

Volume 4 has the standard features – full color illustrations, detailed theme information, suggested knowledge tables and counter sheets. The knowledge tables are designed to aid GMs in determining what characters know about a particular creature on a successful Knowledge check. These tables start at a DC of 10, 15, 20 or perhaps higher based on the rarity of the creature. Instead of using the formula of a DC 10 +creature Hit Dice (+5 per extra fact) in the SRD, we chose to go with a more standardized presentation, increasing the starting DC only when it felt proper based on each specific creature. Feel free to use these tables as you see fit – they are just suggestions after all.

In addition, counters (front and back) for all critters in this volume have been included after the statistics pages. The counter pages are set up to be printed two-sided on cardstock, although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard. You will want to make sure that you print those pages from the PDF without any page scaling or else they will probably be smaller than the standard 1 inch square grid size. While this is minor for the small and medium counters, it is much more noticeable for the larger ones.

Not all critters have illustrations due to production limitations. For those critters without illustration, stock art counters have been provided to make sure that you have at least something to represent

that particular critter when it is encountered. While the volume could be limited to just those critters with illustrations, we thought it better to have more critters than less, and chose the ones more familiar (such as those based on real animals) to be included without them.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. We have intentionally tried to span many monster types as well as challenge ratings. As mentioned before, each volume has a primary theme that the creatures are developed around. In this case, the concept is for creatures dwelling along a wide river known as the River Vaal although the water's edge in any body of fresh water, be it lake, pond, marsh, etc. will work just as well. The primary range is from temperate to warm, although some allowances have been made for creatures that could be found in colder climes.

The River Vaal flows through the heart of the land, starting at the Firewind Mountain range and the Feygarden Hills, flowing through the edge of the Dunshadow Moors, and then winding its way lazily through the Forest of Broken Limbs. Once it emerges from the forest, it then passes over the Knife Edge, plummeting far and fast in a grand waterfall known as Dowdin's Falls. The area before the Knife Edge and Dowdin's Falls is known as the Upper Vaal, and after it, appropriately, is the Lower Vaal. After the falls, it forms a vast body of water known as Dowdin's Lake, feeding the nearby Grey Marshes and eventually becoming a river again and passing the Alabaster Hills and Growling Woods. It then meanders for a time and enters the Andelenian Forest where a large portion of it passes underground and feeds the massive roots of EarthTree. Rising to the surface again in the southern part of the forest, it continues flowing past the Swamp of the Sun and through the Feathered Sea Plains. It again picks up speed through the Azurothian Peaks and yet again slows down after it enters the Pale Jungle, eventually emptying out into the Helvenin Sea at the Aris Delta. The river is shown on the map as a single strip of blue for the sake of simplicity. Innumerable other rivers and streams feed into it, and there are plenty of backwater areas along its length.

This volume focuses more specifically on the stretch of the River Vaal from Dowdin's Falls, through the Andelenian Forest, past the Azurothian Peaks and just into the Pale Jungle. As mentioned previously, the creatures included are largely geared for temperate and warm environments. In the pages that follow, the River Vaal critters and their primary locations will be covered alphabetically, followed by details on specific map locations. The specific map locations are not the only ones of interest in this region, just the ones that are most relevant. This is after all primarily a critter based sourcebook and most, if not all of the critters presented in this volume can be encountered anywhere along the vast river, so please do not let the specific location detail limit your use of them.

The sprites known as **awrie** can be found in their reed dwellings along most of the Lower Vaal and some of the Upper Vaal, mostly the southern reaches in and around the Forest of Broken Limbs. They avoid the Shadowed Forest, the Grey Marshes and the Swamp of the Sun, and have very few communities close to the Azurothian Peaks mostly due to the rougher waters common there. Greater concentrations of their communities can be found where the river passes through the Plains of Whisper and Western Scrublands to the north, and where the Feathered Sea Plains meet the Pale Jungle to



Theme Detail: Critters

the south. The population of the southern communities swell in the winter as many of the awrie living further north join their brethren to avoid the cold. The southern communities are also more frequently integrated into areas of sawtails, with the awries using them as defense against the more aggressive predators coming out of the jungle. They also maintain a good relationship with the grolna vaal in the Azurothian Peaks, and the two trade stories frequently and can count on each other for support.

In terms of more recent events, two problems have been plaguing the awrie lately. First, one of their communities to the north, the one closest to the Grey Marshes and Duskwind's Folly, has been slain to the last member. Awrie rangers have investigated and discovered the tracks of a massive hydra, likely with 10 to 12 heads and able to breathe fire, leading to and from the community. It appears to have been the predator responsible, but what is most worrisome is that the awrie in the community did not escape by flying or by reed stride, almost as if something was blocking them. The second problem involves one of their southern communities close to the Pale Jungle. Of late, they have been raided by lizard men attacking from below the water's surface. What they don't know is that an annis hag dark druid is responsible, exhorting them to bring her awrie bodies from which she draws forth their fey essence for dark rituals. In exchange for the bodies, she creates brews of strength and prowess that the lizard men can use to vanquish their own foes.

Always lurking around the edges and in the shadows of Talheimstad and Vesystad are the accursed undead called **bandalvis**. Although their chaotic nature limits how many will work together, small schools plot time and again to attack the cities and to waylay any lone individuals they can. A few cabals of bandalvis arcane casters operate below Talheimstad and launch attacks both upon the terravis above and the vissalia below, leaving evidence linking the attacks to each opposing race instead of to the bandalvis in an attempt to inflame the hatred between the two races even further. One particular cabal is focused on working with a colony of chuul. The chuul seek to devour and collect trophies from intelligent prey, and although intelligent, bandalvis are still undead and not great as a food item. Instead, working with the bandalvis, they are gaining far greater access to what they seek between the terravis and vissalia.

Bandalvis have also shown up in several other places along the river, the two most notable being Saxton and Dowdin's Lake near the Shadowed Forest. At Saxton, a few schools have taken up residence in the massive sewer system, although their intent is still as of yet unknown. In Dowdin's Lake, the bandalvis there have taken up with the female silt dragon that dwells in the western end, aiding her and exerting pressure as they can to get her to seek more victims.

Only four **blood fountain swarms** are in the entire Lower Vaal region and all four used to be in the Grey Marshes, guardians for the tower of the necromancer Nimral Ash. One was released by accident when a small band of adventurers battled the necromancer and stray damaging spells broke a retaining wall. Those adventurers have now been added as undead guardians to replace the lost swarm. The lost swarm has slowly made its way down the river and is nearing Saxton, draining everything it comes across. Two remain as guardians of the tower, and the last one has been intentionally released into a specific region of the Grey Marshes. The bodies of creatures drained by the leeches are collected by the necromancer's servants and brought back to his tower for use in creating a new form of undead.

Another hidden threat along the river banks are the **devil sands**. Although located anywhere along the river, the greatest concentration is on the northern end along the Alabaster Hills, Western Scrublands and the Plains of Whisper. A huge one dwells in the river near the Swamp of the Sun and another of similar size has taken up residence several miles into the Pale Jungle enjoying eating the plentiful life found there. While normally they are solitary creatures, increasing numbers of them have been showing up near Windswept Caer to feed, and some feel it is the retribution of a sorcerer that was driven out of the city for blasphemy against the gods of the people there.

Duckweed lurkers are one of the more dangerous inhabitants in and near the river, but luckily they are solitary, care little for others except to eat them, and live primarily in and near the Grey Marshes, the Swamp of the Sun and Bertram's Mire southwest of the Pale Jungle. Being a lazy predator, they usually won't attack those traveling on the river unless the travelers get close enough to their ambush holes that they don't have to move very much to strike. Folks that travel the river often usually know enough to stay away from the swamp side to avoid them. The biggest problem with the lurkers is during mating season. Many of them travel from north to south along the river to mate in the Swamp of the Sun and Bertram's Mire at the same time every year, that being in early spring. Two and three weeks after that time, they all return to their old haunts. The danger exists during the time when the usually lazy lurkers are on the move and apt to attack anything they come across. At least since the river is so wide in most places, even during the mating season there is a good chance to avoid them.

Constant travelers and guides on the Lower Vaal and many of the waterways that connect to it are the giants known as the **grolna vaal**. They have enclaves to the east and west of Dowdin's Falls as well as directly on the river where it rushes past the Azurothian Peaks. Their ability to propel their watercraft against the flow of the river has enabled them to wander the river far more than any other race, even more than the kwall with their houseboats and their giant water striders. The grolna vaal along the Azurothian Peaks are allies to the awrie living nearby. They are not specifically the enemies of any river creature, although they do keep their eyes open to avoid giant hellgrammites and whiptail snappers. They will not hesitate to smite any bandalvis that threatens them however, as they recognize the undead as being unnatural and harmful.

In addition to the known enclaves, they also have one hidden behind Dowdin's Falls comprised of many of their best stoneworkers. Their task is to fashion a route safe enough for watercraft to traverse between Dowdin's Lake and the Upper Vaal, circumventing the falls through a controlled stone-carved passage. One other place the grolna vaal frequent is the Andelenian Forest and EarthTree. They know how to pass through the wandering forest waterways between where the river disappears beneath the EarthTree's roots and where it roils forth from the ground. They are considered a friend to the forest and vice versa although it is too distant from the stone they love to establish a permanent enclave there.

Giant hellgrammites are the vermin marauders of the Lower Vaal, eating almost non-stop for a number of years before maturing into giant dobsonflies. They are found everywhere along the watercourse, but the largest ones are found in Dowdin's Lake. They are also quite plentiful in the stretch of river passing through the Andelenian Forest, providing a great food source for the Huge giant ospreys that live there.

The adult counterpart to the giant hellgrammite, the **giant dobsonfly** only appears for a few weeks in the spring, just about the same time that the duckweed lurkers are mating. They provide a nice extra food source for the traveling lurkers. The females are the dangerous ones as they still have effective jaws and still desire to eat. They can be found all along the river, but they are plentiful in the Grey Marshes, Andelenian Forest and Swamp of the Sun.

In the trees and shallow waters along the River Vaal where it passes by the Forest of Broken Limbs, Grey Marshes, Growling Woods, Andelenian Forest, Swamp of the Sun and Pale Jungle can be found the nests and hunting grounds of the **heron hunters**. Dangerous shapeshifters, they live and travel near normal herons living in these regions. Although they hunt almost any creature, they will go out of their way to hunt large cats like the panthers of the Andelenian Forest and Pale Jungle, or the lions of Longmeadow Plains.

One flock located in the Growling Woods has learned how to bait the qual aanan qualo of the Plains of Whisper into trying to hunt what appear to be just a couple heron hunters. Then the rest of the flock descends as planned and gleefully tears the cat folk apart. Down in the Pale Jungle, further plots are afoot against cat-like beings, this time however the target is of much greater power. Several flocks led by hunter rangers, priests and assassins have been working loosely together to come up with a plan to slay the balam chac in the Sunken Lands deep in the jungle, before it achieves too much power. Some of the hunters in the Growling Woods have also taken it upon themselves to oppose any incursions made by the men of Norham into those woods, though their reasons are unclear. Lastly, one flock living near the northern edge of the Andelenian Forest has been working with a human druid named Shell to curtail the plans of the Terravis seeking to build a city within the forest's borders.

The **herrenel** living along the river's banks are concentrated where the Vaal passes through the Forest of Broken Limbs, Alabaster Hills and Andelenian Forest, although some may still be found in the Growling Woods and Pale Jungle. They generally keep to themselves although they are sometimes hunted as great prizes by the peoples of both the Western Scrublands and the Feathered Sea Plains, not only as trophies, but also as the strongest mounts. A herd of them in the Andelenian Forest has also been heeding the call of the druid Shell living there, assisting him with the forest's defense as needed.

The **kwall** can be seen in their barges, boats and rafts anywhere between Dowdin's Lake and the northern reaches of the Feathered Sea Plains. The waters further south along the Azurothian Peaks are a bit too rough for their tastes, and the waters of the Pale Jungle are a bit too dangerous. They are wanderers, much like the grolna vaal, although much more aggressive in seeking trade and hiring themselves out for the transport of goods. They are held in reasonable stead among the potentially less savory elements of the river, like the heron hunters, terravis, shiaga, vissalia, and on occasion, even the dreaded silt dragons.

For some of the villages, towns, and cities, they are a boon as they bring rare goods long distances. For others however, they are a plague, camping out near small villages and towns, draining their resources, stealing from them, and attracting unsavory elements and chaos to the somewhat ordered existence of those communities. The kwall idea of a kwall community occurs when several families lash their watercraft together and live that way for as long as it is beneficial to all. Some of these floating communities can grow quite large numbering scores of craft, especially in Dowdin's Lake.

There is however one non-floating kwall community. Unlike their wandering brethren, a large number of psionic kwall have joined together and formed a secret community within the Andelenian Forest. They have been allowed to stay and grow as a result of their connection with the heron hunters and through that connection they have met and now work alongside the druid Shell in the defense of the forest. They will also frequently send a few of their number out on barges to trade with other kwall, not for the purpose of actual trade, but rather to identify and recruit other kwall with psionic potential.

One other current kwall dilemma worth noting involves the Shining City and Duskwind's Folly. They avoid the side of the river where Duskwind's Folly is as a matter of course, fearing the power of the humanoids dwelling within the ruin. This is odd as they might normally try and trade with them, but after a number of their kind perished in the attempt, it was discovered that a darker power was at work there. While avoiding one side of the river wouldn't be so bad, there has recently been an incident at the Shining City where some of the silver dragon Callaspian's treasure horde was thieved and a number of kwall families were implicated strongly whether or not they were ultimately responsible. The word has gone out and now all kwall avoid the Shining City and Duskwind's Folly, steering a course down the center of the river and avoiding contact with most other watercraft along that stretch.

Giant ospreys are always a concern while traveling on the river, especially when near forests, hills or marshes where they are more likely to be encountered. The largest of the giant ospreys are found in the Andelenian Forest where they enjoy a rich diet primarily consisting of huge fish, giant hellgrammites, and when the season is right, giant dobsonflies. Other giant insects are certainly not turned down either. Other places they frequent include the Growling Wood, the Swamp of the Sun and especially the Aris Delta on the far side of the Pale Jungle.

Giant ospreys generally have little contact with other creatures except to eat or be eaten by them, with a few exceptions. Some druids have accepted them as companions, and one organization known as the Riders of the Sun actually specialize in training and riding them as mounts. They travel above the Andelenian Forest's waterways, protecting the forest and helping those in need from on high. Their ranks currently include 6 human, 6 elven, 3 halfling and 2 half-elven riders. Also of specific note among them is a kwall psychic warrior dedicated to protecting the kwall secret community in the forest, and an awrie paladin who had her wings pulled from her back while being tortured by demons, and now continues the fight from astride her massive flying steed.

Although **river wardens** are not a natural part of the river's ecosystem, a fair amount of them still exist here, primarily as protectors of the larger cities along the northern part of the Lower Vaal. Both Saxton and Norham have one protecting their ports, both made by the same wizard that makes her home in Saxton. Talheimstad, being a city of wizards, has several defending its boundaries and necessarily so as it sits directly on the river itself and is vulnerable from all sides. Another two river wardens, including one of Gargantuan size, protect the parts of the Shining City exposed to attack from the river or Dowdin's Lake. At one time there were three warden's at the Shining City, although one disappeared a few months ago. This fact is only known to those of higher station in the city however, so as not to elicit alarm in the general populace.

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Sandbar horrors make their homes anywhere the river is slow, muddy or sandy, digging in the murk to create new hazards for boats to ground themselves upon. They are usually found with some regularity near outlying communities along the river, places beyond which wilderness exists for some distance. This lessens the chance that their activities will warrant action from organized groups of humanoids. In decades past, sandbar horror colonies were primarily active along the Feathered Sea Plains, although the inhabitants there slowly became wise to their tricks and tactics and breeding has been a bit more difficult as a result.

Some have decided to move north and have found rich breeding grounds along the Western Scrublands, not only due to the ignorance of the native peoples but also due to the spread out nature of the communities along the river there. Additionally, some of the larger horrors, those who have little or no hivemates remaining, have branched out and serve some of the more dangerous river denizens. A number of them serve both the shiaga at Kelvin's Watch and Croatoan the silt dragon at the Kingdom of Mud. A few others have wandered as far as Duskwind's Folly and have allied themselves with the humanoids and dark powers found there.

Being the only dangerous plant covered in this volume, but certainly not the only dangerous plant along the river, **sawtails** are usually found along the river's banks, in marshy areas and along the side streams and backwaters of the Lower Vaal. As a result of how they reproduce, some areas such as the Grey Marshes, Swamp of the Sun and the Growling Woods have many fields of them in fairly close proximity to each other. In addition to those growing wild, some have been planted specifically for use in defense. Emmet's Hold is one of these places, although they have run a little rampant as a result of the druid usually being preoccupied putting out fires. A few other places are the awrie communities on the edge of the Pale Jungle.

Rare at best, the Lower Vaal boasts the presence of three **shiaga**. Two of these have set themselves up with lairs and are in the process of developing power bases, while the third has taken an entirely different route. The first shiaga, Aleska, dwells within Alna Grim. It was she in combination with Croatoan the silt dragon, that brought this grolna vaal enclave down, slaying all the giants within that did not immediately flee. Aleska is a winged half-dragon shiaga, having completed her path along dragon disciple. Now she dwells in Alna Grim with her companion, an old blue dragon named Urubundal and a few servile sandbar horrors, making raids upon the nearby communities of the Feathered Sea Plains and hatching plans to further her power and strike more against the grolna vaal.

The second shiaga, Agora, dwells within deep tunnels burrowed out of the riverbank along the eastern side of the Alabaster Hills. She is somewhat young still and has developed only a small following of sandbar horrors and two chuul. Unlike her southern sister, she is following the path of the archer as she acquired an enchanted longbow while she was lairing in an underground river near a dwarven town. This longbow is enchanted not only with *freedom of movement* so it can be fully utilized beneath the river's waters, but also is engraved with a dragon's head that breathes the element of the archer's choice and imbues that power upon the arrow fired, be it acid, fire, frost, electricity, or sonic. She fears the wizardry of Talheimstad, but has begun to explore the sewer passages of Saxton and has been in contact with the bandalvis there. She has also nosed around Duskwind's Folly a little and has considered investigating an alliance there further.

The third, and perhaps most interesting shiaga, Aviora, dwells within the Shining City nestled in the Alabaster Hills. There she pursues perfection through enlightenment as she develops along the path of the monk. Aided by Callaspian, her silver dragon friend, she comes out from her solitude and meditation anytime the city is in need. Some have sought her out for teachings and a small school of martial arts has begun to develop around her 'silver dragon' style.

In addition to the shiaga, another powerful creature the Lower Vaal can boast the presence of is the **silt dragon**. Four of them dwell along the length of the river, two in Dowdin's Lake, one at the Swamp of the Sun and one a short distance into the Pale Jungle. The pair at Dowdin's Lake are male and female, while the one at the Swamp of the Sun is male and the one in the Pale Jungle is female. It is only by the difference in sex that these pairs live in such proximity. Additionally, a new brood sired by Croatoan has hatched near Life's Return in the Andelenian Forest, certain to cause problems for everyone nearby.

The female silt dragon in Dowdin's Lake raids the Shadowed Forest and Alabaster Hills, while the male raids the Grey Marshes. Raids here occur about every 5 years as the communities available to raid in those regions are generally small. Both dragons will make an occasional attempt against the Shining City, but so far it has proven mostly unassailable. The female in the Pale Jungle has developed quite an overgrown and murky lair, being served by dozens of dominated leaflings with a few arachs in the mix. The male at the Swamp of the Sun, Croatoan, is of a different caliber altogether. He is of Colossal size, has a retinue of dozens and a staff of dominated servants numbering in the hundreds. He only raids once every 10 to 20 years, instead choosing to rest and be served in his home at the Kingdom of Mud, his very own extensive network of massive aquatic tunnels built by centuries of laboring servants. When he raids, dominated babies, children and women are eaten quickly as they are not very useful in serving him (and he is very evil after all). Croatoan and the shiaga Aleska combined forces and destroyed Alna Grim after the grolna vaal there tried to be too helpful and freed a few of Croatoan's servants. Croatoan and Aleska maintain a relationship of mutual assistance in killing and eating any that oppose either one of them.

Native specifically to the River Vaal, the **vaal viper** is a very aggressive, semi-aquatic snake most active from late spring to early autumn. They tend to be found more where the river is slower, such as near the Plains of Whisper and the Swamp of the Sun. The Swamp of the Sun in particular breeds them larger than other regions, and frequently the bigger ones will harass the peoples of the Feathered Sea Plains as the snakes move south in search of new hunting grounds. A few of these have also taken up residence as animal companions to awrie druids along the Plains of Whisper.

While this animal can live reasonably in almost any fresh water source, the **snapping turtles** dwelling in the River Vaal thrive, especially in and around the three main swamps. They, like the vaal viper, are also used as animal companions for awrie and human druids alike. Those that eat well and live long enough can reach over 7 feet in length from nose to tail.

The **terravis** remain strong in their city of Talheimstad, ever practicing their wizardry and remaining to some extent aloof from the events and dangers around them. The one current venture they have put their intention behind is to establish a second city within some proximity to EarthTree in an attempt to tap some of the great power to be

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found there. Unfortunately, despite their wizardry, this has been thwarted so far by combinations of attacks from the different creatures native to the Andelenian Forest in which the EarthTree resides. Plans are in process to bring a great deal more wizardry to bear soon though, in part summoning elementals to aid in their venture.

The **vissalia** stay isolated beneath the waves for the most part, sometimes trading with the kwall, but otherwise keeping to themselves. The one exception to this is their semi-frequent acts of piracy especially against the terravis. The only current event of note with the vissalia is that they have sent a small scouting force up to Dowdin's Lake to assess its feasibility as a colony and research center.

Domesticated **giant water striders** are up and down the river, wherever kwall might be found. Wild ones however tend to congregate around the slower waters of the Swamp of the Sun and the Andelenian Forest. They also can be found in record numbers in Dowdin's Lake. Some of the barbarian peoples of the Feathered Sea Plains have learned how to train them as well and have begun to use them similar to the kwall, as mounts and beasts of burden. Some of the vissalia have also garnered a share of the wild ones out there, training them instead as surface guards and scouts.

Wolf striders have no real community or home aside from the groups of giant water striders that they travel with. They can also be found masquerading as domesticated water striders, biding their time for when they can kill the enslavers and free their domesticated brethren. Also of note, one of the more intelligent wolf striders has made contact with the sandbar horrors following the shiaga Agora, perhaps in an attempt to marshal aid against the vissalia and the striders they have 'enslaved'.

Whiptail snappers are one of the more feared predators in this ecosystem. They are found in the entire length of the river, both the Upper and Lower Vaal, eating or attempting to eat anything they find. This combined with their size and ability to pull people from boats and swallow them whole, justifies the fear and mystery surrounding them. Should someone seek to avoid meeting one of these creatures, the best way to ensure it would be to not travel on the river. Failing that, staying away from Dowdin's Lake, the Grey Marshes, the Swamp of the Sun and the Pale Jungle will help as those are the snapper's primary breeding grounds. Although the response from most intelligent beings is to avoid this creature at all costs, some vissalia have actually raised and trained a solid number of them and use them as fearsome guardians of their river bottom city.

The second ooze native to the River Vaal is the **white foam**. They stay atop the water in places where the river is relatively calm as swift water will destroy them. A few inhabit Dowdin's Lake as well as the stretch of river between the Plains of Whisper and the Western Scrublands. Several, including one of Large size, call the Grey Marshes their home. Others can be found in the river near the Swamp of the Sun, although they have taken on a golden hue much like the swamp itself.

That will about wrap up the overview of the critters in this volume, their general locations in and along the River Vaal, and their general relationships with each other at this current time. The next couple of pages are devoted to adding a bit more detail to the geographic locations mentioned with each creature and noted on the map. There will be some duplication of information presented as the creatures inhabiting a specific area are key to its description, but for the most part the information is meant to add more of a historical and structural

perspective. There are thirteen regions bordering the River Vaal as it travels from the Knife Edge south into the Helvenin Sea. The details of these actual regions will be left somewhat vague for now as they may be detailed at length in future supplements. Beyond those regions, all of the cities, enclaves, towns and ruins noted are given a bit of detail as well.

The **Alabaster Hills** gain their name from the white earth exposed on many of their weathered faces. It is a somewhat dry region, but there are a few hidden lush valleys tucked away here.

Alna Caal is the grolna vaal enclave furthest south along the Azurothian Peaks. The grolna vaal dwelling here are allies to the awrie on the western river bank. They also are skilled brewers, and know the most about the Pale Jungle of any of the enclaves.

Alna Glen is the central southern grolna vaal enclave. It is said that the best of all grolna vaal rivermen are born in this enclave.

Alna Grieve is the northernmost grolna vaal enclave along the Azurothian Peaks. The giants here make sturdy watercraft, but they are best known for their unparalleled stonework, easily rivaling similar dwarven works.

Alna Grim is the ruined remains of a grolna vaal enclave, destroyed by the combined force of a shiaga and silt dragon attack. Now the ruins are the home to that shiaga and her blue dragon as she slowly exerts more influence over the region.

The **Andelenian Forest** is a primordial place, full of life to the extent that the forest has developed a limited sentience. It is in turn served by a host of druids and their companions. In the center of the forest is a place of raw power known as EarthTree.

The **Azurothian Peaks** are a mountain range extending from the Andelenian Forest deep into the Pale Jungle and separating the River Vaal from Berk's Wasteland west to east. They are also home to the only active volcano in the region.

Beggar's Smile is a range of broken mountains atop the Knife's Edge that look down upon the Grey Marshes and the Flaming Wastes.

Delna Aos is an enclave of the grolna vaal to the east of Dowdin's Falls. This particular enclave is dedicated to the study of Dowdin's Lake and the lands surrounding it, especially the Grey Marshes.

Delna Eos is another grolna vaal enclave located to the west of the falls. The giants here are the greatest shipbuilders in the region. They also know the most about the Upper Vaal of any of their kind.

At **Dowdin's Falls**, the River Vaal drops over the Knife's Edge, falling over 1000 feet and forming Dowdin's Lake at the very bottom. A hidden grolna vaal enclave operates behind the falls.

Dowdin's Lake is close to 50 miles wide and is home to a considerable variety of creatures including silt dragons, kwall, giant water striders, giant hellgrammites, and many others. It teems with life, and feeds not only its own predators, but also many of those from the nearby regions, especially the Grey Marshes.

The ruins of **Duskwind's Folly** mark a stronghold that used to be the counterpart to Norham. The warrior-priestess Duskwind built it to guard against the humanoids to the east and the foul beasts of the Grey Marshes. Others told her it was folly to build there, and it actually was. A band of humanoids and giants gathered together led

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by a corrupted duckweed lurker and took the place easily by coming up inside it through a tunnel burrowed by the lurker and completed by the giants. Now, that band holds power there, using it as a base to raid those on the river, those on the lake, and those in the plains.

EarthTree is a place of raw power located in the center of the Andelenian Forest. It is a tree many miles wide and many miles high, supporting its own unique set of creatures and peoples. The River Vaal passes through its roots and then underground for a stretch before coming to the surface again at Life's Return.

Emmet's Hold is a walled city built by the pyrokineticist Emmet. While uncontrolled fires are uncommon within the walls of the city, they do seem to flare up out of nowhere outside of its walls, keeping the resident druid quite busy quenching them.

The **Feathered Sea Plains** are aptly named due to the tall feathery grasses found covering the region. The barbarians there are quite resourceful and hold the region against all manner of incursions from the jungle to the south and the swamp to the north.

The **Forest of Broken Limbs** is a place of ancient and sometimes dark forces roaming in the wild places therein. There are also a number of woodland defenders left over from many decades past, still serving the instructions of their original masters.

The **Grey Marshes** are home to plenty of malevolence. A brood of black dragons, a coven of naga, bunches of duckweed lurkers and even a necromancer in his dark tower all call this place their home. There is even a river warden existing here, a trophy guardian of the necromancer's tower acquired skillfully from the Shining City.

The **Growling Woods** gained their name as a result of the many types of wolves to be found there. Not just several species of normal wolves, but also dire wolves and wolf lycanthropes. Heron hunters and some herrenel also make their homes here, as do a handful of qual aanan qualo. The largest mystery surrounding these woods is that there seem to be predators here in far greater numbers than the woods should normally support.

The town of **Karikbridge** is built within the remains of an ancient sprawling city that was said to have been destroyed by spider-like beings as tall as the sky. The town itself is constructed from scavenged materials in the ruins around it, with those that have some wealth living inside the walls, and the poor and homeless living outside in a shantytown on the northern side. Temples to the gods of healing and rivers dominate the town inside as does a doorless tower occupied by a wizard skilled in the magic of runes. Those outside take their chances with phase spiders, rats, drakes and all manner of other predatory creatures. There also is rumored to be a tower of demons in the ruins of the old city where the north gate used to stand.

The ruins of **Kelvin's Watch** are comprised of a crumbling fortress and a stairway cut into the mountain behind it leading to a high perch from where the surrounding lands can be surveyed. Kelvin was an ice mage, and although he is gone, his magic remains, keeping the ruins in a perpetual state of iciness, and also attracting a few cold-based monsters that decided to lair here instead of leaving when the weather became more pleasant.

The **Kingdom of Mud** is the silt dragon Croatoan's immense lair and is home to many thralls, servants and followers. It consists of miles of submerged tunnels and chambers, some occupied and others not, but all under the rule of the dragon.

The **Knife Edge** comprises a sort of midline through the land where the southern half has fallen some thousand or more feet below the level of the northern lands. Several paths exist to pass up or down, but all currently require an arduous climb.

Life's Return is the area within the Andelenian Forest where the River Vaal returns to the surface after much of it had descended underground at EarthTree. Many tribes of lizardmen live here, as well as a number of kithrotto. Recently, a clutch of silt dragons hatched nearby, so the region will soon be in upheaval.

Longmeadow Plains above Knife's Edge is a broad savannah, supporting many new species of animals seen nowhere else. Included in this collection is a type of lion with spikes and spurs extending from all joints and appendages and a jumping, screaming lizard.

Mount In'talga War'n is the only active volcano in the region. It towers above Berk's Wasteland in the northern part of the Azurothian Peaks, frequently belching smoke and ash.

Norham is a walled city run by ranger lords on the southwest corner of the Plains of Whisper. It holds back frequent forays of the humanoids of OrcMarch as well as the insectmen of the plains. They do garner some aid though from the qual aanan qualo nearby.

North Mark is the northern war fortress of the Feathered Sea Plains barbarians, staffed by doughty warriors and a number of rangers. Its purpose is to guard against creatures crawling out of the Swamp of the Sun, especially duckweed lurkers and whiptail snappers.

The **Pale Jungle** region is fully detailed in E.N. Critters #1.

The **Plains of Whisper** is a wide grassland that is home to several races of insectmen as well as the qual aanan qualo. The River Vaal borders it to the west, while the OrcMarch Hills border it to the east.

The **River Vaal** is an ancient and generally slow moving river. It ranges in width from as narrow as a few miles, especially through some sections near the Azurothian peaks, to as wide as 10 miles or so, especially in some of the slower sections near the Plains of Whisper and Growling Woods. It is extremely deep, and the bottom is usually thick with sludge that can be passed through, but makes seeing anything almost impossible.

Saxton is the capital city of the region around the Western Scrublands. It is massive, walled, and full of industry. City planners had an impressive sewer system constructed many years back, and although it still works marvelously, it now houses many creatures, cults and organizations of an unsavory sort.

The **Shadowed Forest** gains its name both for the shadow cast upon it at all times from the Knife's Edge above, as well as for the sort of creatures found within. Several new nightshades have been spotted and it is rumored that a link to a realm of shadow may exist here.

The **Shining City**, also known as the jewel of the alabaster hills, is a city of wealth and power built in a lush valley and extending out onto the River Vaal. Its protectors include river wardens, a shiaga monk, a silver dragon and a priesthood devoted to the worship of the sun.

South Mark is the southern fortress of the Feathered Sea Plains barbarians staffed by the strongest warriors and shamans to guards against incursions from the Pale Jungle. Dangers of late include a bloodhunter devil, arachs and a number of earthbound creatures.

Theme Detail: Locations

Map

The River Vaal

The **Swamp of the Sun** gets its name from the golden hue of its waters and the golden glow of those same waters at night. It is a favored breeding ground of many duckweed lurkers as the glow seems to put them at ease. Even the will-o-wisps living here have a golden glow. The reason for this glow has yet to be explained.

Further along the river Vaal where the river widens to as much as ten miles wide, great stone bridges span the rolling water to meet in the center. Here atop great stone columns sits the city of **Talheimstad**, home of the terravis. Surrounded by water on all sides, the city is approachable only by the two wide bridges to the east and west, or by a great stair around the central column leading up from a series of floating docks resting on the water below. Very little threatens the terravis directly, but they do have enemies to deal with. Giant dobsonflies can be a particular nuisance during mating seasons when they tend to fly through the city, and sandbar horrors sometimes swarm the docks below. Whiptail snappers and the rare white foam may threaten travelers on the water, but the terravis have strong magic to defend themselves against most threats, and their city puts them out of range of most enemies' attacks. That combined with several river wardens built by the city's wizards to patrol the waters keeps the city relatively safe.

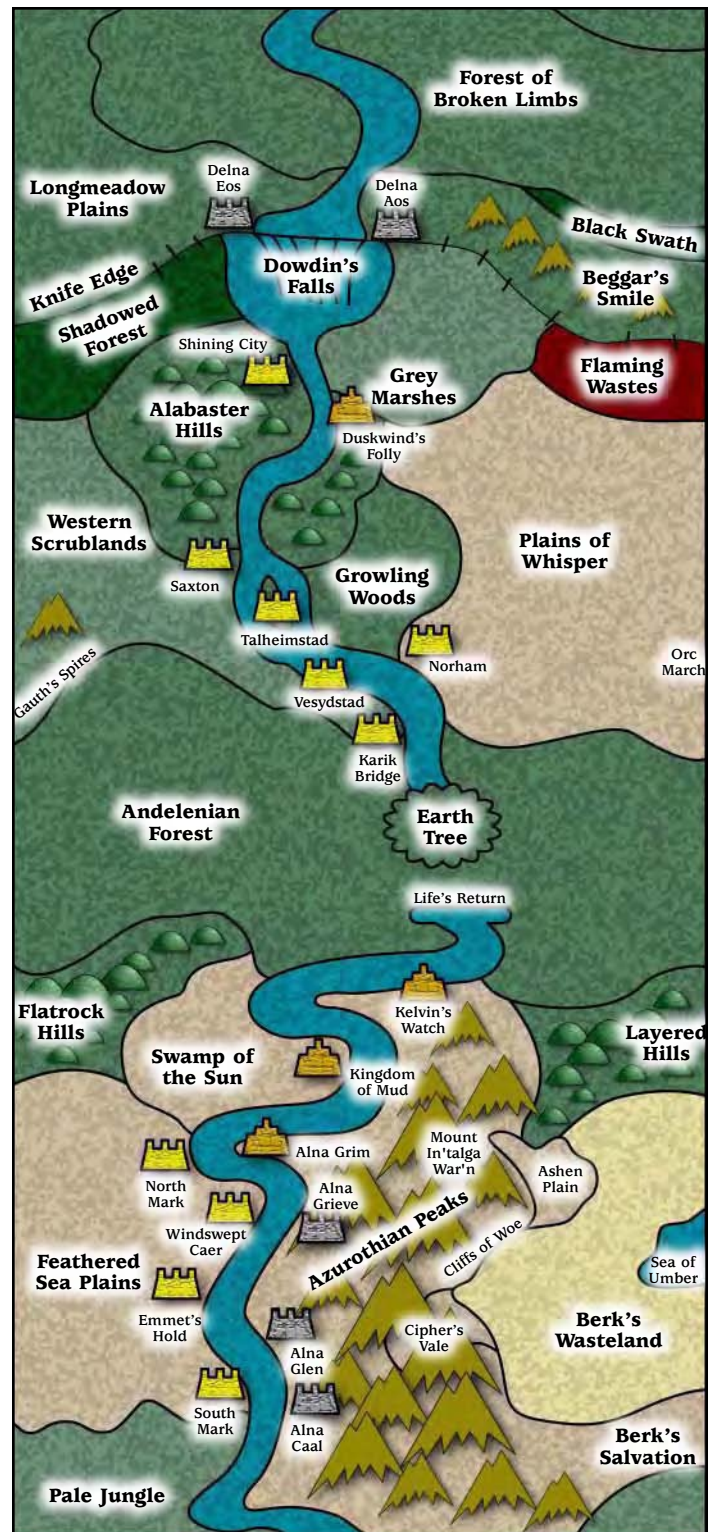
Beneath the deepest part of the river is a sprawling mass of buildings made from coral, shell, and magetouched stone. Here lies the city of **Vesydstad**, home to the vissalia and heart of their kingdom. Spanning a five mile radius from the heart of the city, Vesydstad is defended by a force of 500 warriors that are constantly fending off attacks from the sandbar horrors, bandalvis, and even the occasional wild whiptail snapper. While not an openly hostile race, they do have a particular mistrust of air-breathers, mostly dealing with them out of a need for what few possessions they can use beneath the river that they can't make themselves. Otherwise, air-breathers are seen as a danger since they can all too easily awaken the primal bloodlust that every vissalia carries. As it is, too many of the younger generation have already succumbed to the bloodlust, and the number of bandalvis has grown to a dangerous level.

The **Western Scrublands** have a relatively sparse population along the River Vaal, but the capital city of Saxton and the phoenix town of Karikbridge are both within its borders. One of the strengths of the scrublands however is in its vast herds of strong and healthy wild horses.

Windswept Caer is the main city of Feathered Sea Plains barbarians. It is an open city on the plains, without walls, but made strong by the tireless people that dwell within. They trade with the kwall and grolna vaal, producing great quantities of grain in exchange for weapons and other items difficult to come by in the plains.

That about covers this volume. Thanks again for your support. Now on to the creatures!

NOTE: Please consult standard sourcebooks for any special attacks or special qualities not detailed herein. Anything non standard or requiring a greater level of detail has been fully worked out under each creature's description. Some abilities, such as blindsight and improved grab, have been detailed out to help make the creature information as stand-alone as possible. Also, please note that the introduction mentions several non-SRD creatures. These are actually creatures published in previous E.N. Critters supplements.



1 inch = approximately 50 miles

Awrie (Fey)



A remarkably thin, reed-like, greenish-brown humanoid with wings like a damselfly steps forth from the thick growth at the river's edge. It stands all of 2 feet tall and wears clothing of a thin fabric that seems to shimmer in the light.

Awrie

Tiny Fey

- Hit Dice:** 4d6 (14 hp)
- Initiative:** +8
- Speed:** 20 ft. (4 squares), fly 40 ft. (good)
- Armor Class:** 16 (+2 size, +4 Dex)
touch 16, flat-footed 12
- Base Atk/Grapple:** +2/-8
- Attack:** Rapier +8 melee (1d3-2/18-20) or shortbow +8 ranged (1d3-2)/x3
- Full Attack:** Rapier +8 melee (1d3-2/18-20) or shortbow +8 ranged (1d3-2)/x3
- Space/Reach:** 2-1/2 ft./0 ft.
- Special Attacks:** Spell-like abilities
- Special Qualities:** Damage reduction 5/cold iron, Low-light vision, reed stride, spell resistance 15
- Saves:** Fort +1, Ref +8, Will +5
- Abilities:** Str 6, Dex 19, Con 10, Int 14, Wis 13, Cha 14
- Skills:** Climb +9, Craft (any one) +4, Escape Artist +7, Hide +19, Knowledge (geography) +9, Knowledge (nature) +9, Listen +10,

- Feats:** Move Silently +11, Perform (dance) +4, Perform (sing) +4, Search +4, Spot +10
- Environment:** Temperate and warm aquatic and marshes
- Organization:** Solitary, gang (2-4), band (3-12) or tribe (20-80)
- Challenge Rating:** 3
- Treasure:** No coins; 50% goods; 100% items
- Alignment:** Usually chaotic good
- Advancement:** By character class
- Level Adjustment:** +3

General

The awrie are peaceful sprites that dwell along riverbanks and in marshes, specifically where there are thick grasses and reeds. They protect the areas they live in, usually seeking to lead potential threats away with trickery rather than facing anything directly. They are less reclusive than most sprites and will try to help travelers along the river if they can, often aiding them with magic while remaining unseen.

Most awrie are extremely thin, resembling reeds not only in size and width, but also in coloration as their skin ranges from light green to dark brown. Wings sprout from their shoulders and angle downward along their body at about a 30 degree angle, appearing very similar to the wings of a damselfly both in texture and extension. They can fold these wings along their bodies to decrease visibility and do so especially when hiding from predators.

An awrie's facial features are long, angular and slightly aristocratic. Their slanted eyes are either sky blue or muddy brown in color. Hair generally hangs straight down but grows no longer than their shoulders and usually matches their skin color except for being a shade or two lighter. Fingers and toes are long and elegant for their size. Their clothing is likewise elegant with females wearing shimmering sundresses, and males with loose fitting tunics and baggy breeches, also shimmering. Males also typically have thin blades attached to their belts opposite a quiver of arrows, and a shortbow slung over their shoulder. In times of extended danger, the males will often wear armor woven of reeds and equivalent to padded armor. They are proficient in light armor but usually are not wearing it.

An awrie male stands about 2 feet tall and weighs 4 to 6 pounds. An awrie female is normally a few inches taller and a pound heavier.

Awrie speak Common, Giant and Sylvan. Some also speak Aquan and Kwall.

Combat

An awrie avoids combat whenever possible, using its magic to lead predators and other threats away from its home. In the event a threat becomes apparent, a typical tactic is to reed stride to another pre-determined location along the riverbank or in the marsh within view of the creature causing the threat. It then hides among the reeds and uses *dancing lights* and *ghost sound* to attract the creature to the new location. It then repeats the reed stride to another location further removed, attracts the creature there, and then returns to its home. If the threat is from multiple creatures or intelligent enemies, sometimes several awrie will tandem reed stride to lead the creatures even further away from their home.



If the creature does not fall for the ruse, it will likely be a target of *lesser confusion* spells from several defending awrie. This could prove deadly unless the target can swim considering that awrie live along rivers and in marshes. Should evil creatures move into the area, or attack the awrie more than once, they will likely use the reed stride tactic mentioned above, but instead of attracting enemies with light and sound, a group of them will launch volleys of arrows from their new location mixed with *lesser confusion* spells as the enemy gets within spell range. When the enemy gets too close, they reed stride again and repeat the process until reaching maximum distance after the third stride at which point they will fly upward and continue the assault from above, making the final stride if wounded badly or if the enemy is driven off or killed.

If an enemy ever gets too close during this process, *obscuring mist* will be used to provide excellent concealment for them to slip away in. They will also use the environment to their advantage as much as possible, for example, reed striding across a river or small pond to force land-based enemies to have to swim to reach them. If all else fails, they may engage in melee as they are somewhat hearty having 4 Hit Dice, damage reduction and spell resistance even though they do very little damage. If things go poorly for them, *obscuring mist*, reed stride and flight will all be used for an escape.

Damage Reduction (Su): Awrie have damage reduction 5/cold iron as a result of being fey, specifically from being a type of sprite.

Reed Stride (Sp): Four times a day an awrie can step through one reed and come out of another within half a mile. The destination reed must be in an area known to the awrie making the stride.

Spell-Like Abilities (Sp): At will – *dancing lights*, *ghost sound* (DC 12), *prestidigitation*; 3/day – *lesser confusion* (DC 13), *message*, *obscuring mist*; 1/day – *speak with animals*, *speak with plants*. Caster level 4th. The save DCs are Charisma-based.

Spell Resistance (Su): Awrie have spell resistance 15 as a result of being fey, specifically from being a type of sprite.

Skills: Awrie, like all sprites, gain a +2 racial bonus on Search, Spot and Listen checks. They also use their Dexterity modifier instead of their Strength modifier on all Climb and Swim checks.

Ecology

The awrie dwell in areas of thick reeds along river banks, at the edges of ponds and near clean marsh pools. They can be found throughout temperate and warm climates, but prefer it warmer than colder. Those that live in the temperate areas further north often migrate south for the winter, either traveling to the same areas each year, or spending the cold months with relatives in other communities.

Small bands of them will live in particular sections of reeds all within a reed stride of each other. In this manner, a full tribe will be connected and separate at the same time. In times of great danger or great need, quite a large force can be marshaled from surrounding bands in relatively little time. Other times when larger groups congregate include solstice celebrations, and when northern groups winter with their relatives in the south.

Their communities consist of small dwellings woven from reeds, a foot or more up from the base of the reeds. Since they fly with little effort, these homes can be over solid ground, mud or even water. If over water, they will be built a little higher to handle changes in the water level. In all cases, their homes are well hidden within the reeds and are fairly close together, with a central area that has been cleared

for social gatherings. Tiny paths of reeds pushed aside lead through to all the homes and out to the nearest water source.

Their society is one spent among nature and many hours of the day are spent doing little aside from appreciating its beauty. They have little in the way of industry, although some time is spent making beautiful clothing. Some of their craftsmen also create armor and weapons out of necessity. Armor is created from tightly woven reeds, Tiny bows and arrow shafts from local bushes, and arrow heads from sharp rocks, fresh water clam shells and even cast off teeth from whiptail snappers and duckweed lurkers. They trade with local weaponsmiths (dwarves, elves, giants, sprites etc.) for their Tiny rapiers.

Singing and dancing are a large part of their society as well. Major celebrations are observed on the solstices with many bands coming together to participate. Minor celebrations are observed on every full moon, these usually being limited to just the members of a particular band. One of the riskier parts of the celebration involves male and female awrie alike as they participate in a 'dipping dance'. They use *prestidigitation* to cause their clothing to shimmer many different colors as well as to generate twinkling lights and background melodies for their songs. They then fly out over the nearby pond or river and begin a complex dance involving flying up a ways and then diving down to just barely touch the water before flying back up. Viewed from outside the dance, a very beautiful pattern becomes apparent. This dance however, also makes them very susceptible to predators in the air and below the water as they are very visible from their glowing clothing.

Awrie are omnivores of a sort. As a result of their *speak with animals* and *speak with plants* abilities they have developed an appreciation for many of their local neighbors and will not eat them under any circumstances. Instead, they will eat insects of many types, preparing them in interesting and visually creative ways. They also eat the seeds and fruit of plants.

Like other sprites, awrie do not effectively age physically, although their numbers are held in check by disease and predators. Male and female awrie will pair together for many years, but these pairings are never permanent and only infrequently yield children. On average, a female awrie will have one child every 10 years or so. Children are considered great gifts and are defended fiercely.

Outside of experts, commoners and warriors, awrie tend toward nature related classes like druid and ranger (archery focused). Any that become adepts or clerics follow nature or water deities. Prestige classes will generally be focused on archery, nature or water.

Awrie are somewhat reclusive like other sprites, but will go out of their way to help others. Since they have a working knowledge of the plants, animals and creatures in the area, they will often use *message* to warn travelers, while they remain unseen in the grasses. They will have working relationships with many of the good aligned races living near them. They will also be aware of the normal threats and predators for the area and will have taken some steps to keep themselves protected and hidden from them.

Notes and Game Balance

The awrie were developed as an ally for good-aligned players traveling near the River Vaal seeing as there are many dangers. If approached in the right way, they can provide plenty of helpful information about many of the dangers of the region. They can also be a minor help with their *message* spells to steer a party in the right direction. They can also provide decent campaign flavor with their glowing dances.

Awrie...Continued

Bandalvis (Undead)

Awrie were developed stat-wise to be similar in power to dryads, but to be more like nixies in concept. Whereas nixies are aquatic and protect ponds and lakes, awrie are land-based and protect rivers and marshes. The sprite type of fey seemed to fit well with this, and several powers were immediately adopted, such as the damage reduction, spell resistance and skill bonuses. Sprites being reclusive also worked as the awrie are meant to help while being unseen.

The CR of 3 is sufficient in comparison to the dryad. Reed stride was built off of the dryad's *tree stride* ability with some limiters built in. From the sprite influence, the awrie's spell-like abilities have less offensive power than the dryad and more defensive and misdirection capability. This also balances out the fact that awrie do not have the dryad's tree dependency. The awrie are also much weaker in combat being Tiny with a low Strength, but their spell resistance and flight helps to offset this limitation.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This tiny winged person is a sprite called an awrie.
15	They are generally helpful and informative, although they usually aid folks without ever being seen.
20	It has spell-like abilities allowing it to create lights, sounds, mist and can even cloud a person's mind.
25	It is fairly resistant to all types of spells.
30	It resists damage from all weapons except those manufactured out of cold iron.
35	It can move magically between the weeds and reeds of its home and several other designated weedy sites.
40	It can speak with animals and plants and in so doing, knows plenty about all of the creatures living in the area, especially the dangerous ones.



Bandalvis

Medium Undead (Aquatic)

- Hit Dice:** 4d12 (26 hp)
- Initiative:** +4
- Speed:** 30 ft. (6 squares), swim 30 ft.
- Armor Class:** 13 (+3 natural), touch 10, flat-footed 13
- Base Atk/Grapple:** +2/+3
- Attack:** Claw +3 melee (1d6+1)
- Full Attack:** 2 claws +3 melee (1d6+1) and bite -2 melee (1d4)
- Space/Reach:** 5 ft./5 ft.
- Special Attacks:** Blood drain, strength damage
- Special Qualities:** Alluring beauty, blood dependency, darkvision 60 ft., *desecrate*, undead traits
- Saves:** Fort +1, Ref +1, Will +4
- Abilities:** Str 12, Dex 10, Con --, Int 11, Wis 10, Cha 15
- Skills:** Hide +7, Listen +9, Move Silently +7, Spot +9, Swim +9
- Feats:** Alertness, Improved Initiative
- Environment:** Any aquatic
- Organization:** Solitary, pack (2-4), or school (5-10)
- Challenge Rating:** 3
- Treasure:** Standard
- Alignment:** Always chaotic evil
- Advancement:** By character class
- Level Adjustment:** +2

General

A bandalvis appears mostly as it did in life. It has a slim, graceful frame with narrow facial features and slightly canted ears. It has webbed four-fingered hands and toes with tiny scales across the back of its hands and the top of its feet. The scales cover the shoulders and down the back, as well as on the abdomen, groin, and upper legs and arms. Smaller scales adorn the face along the cheekbones, across the brow, and along the neck. The scales range in hue from deep purple to black.

A tall, slim man crouches low, the scales across his shoulders and trailing down his back making him seem more reptilian than humanoid. The hungry fire in his eyes and clawed fingers on his hands reinforce that. Wild black hair and dark, haunted eyes lend a feral look to this creature, and graceful beauty is marred by the dark stains of blood from previous kills.

Bandalvis...Continued

Wild, spiky hair in shades of dark blue and black, frames the face and forms a mane along the spine to the lower back. A small nose melds into a narrow jaw that juts forward slightly, and elongated canine teeth poke out from thin lips. Unblinking, dark eyes glow with a reddish fire, and visible flesh is pale and waxy, almost translucent. Its fingers end in sharp claws and its scales seem to flake off of its body in small patches. Thin gashes mark where gills grace either side of its throat.

A bandalvis stands roughly 6 feet tall and weighs around 170 pounds.

Bandalvis speak and understand Aquan and Common, as well as any languages they knew in life.

Combat

A bandalvis attacks first by using *desecrate* to strengthen itself, and then closes with its opponents and uses its claws to weaken them. It then will attempt to grapple so it can pin the victim and use its bite attack to drain blood. As grappling and pinning can be a difficult task for a bandalvis, it often waits to drain the blood of victims until they are either significantly weakened from Strength damage, or are in a dying state from injuries. It may, as a result of experience gained after its transformation into a bandalvis, regain its spellcasting or combat skills it had in life, and may use those abilities to weaken or eliminate opponents if it believes itself outmatched.

Alluring Beauty (Ex): A bandalvis is a creature of utter beauty and grace, as a result gaining a +2 racial bonus to all Charisma-based skills and a +2 racial bonus to the DC of all charm-based spells and effects it uses. Although it doesn't have any Charisma-based skills or charm based spells and effects as the base creature, if it has levels in a character class, it will be able to take advantage of this ability.

Blood Dependency (Su): Having succumbed to the bloodlust curse laid upon the vissalia, a bandalvis is now dependent upon the blood of the living for its own survival. It loses 1 hit point for each day that it does not feed on the blood of others. These points can only be regained by draining blood from a living creature.

Blood Drain (Su): A bandalvis can suck blood from a living victim with its bite by successfully grappling and pinning that victim. If a pin attempt is successful, it drains blood, dealing 1 point of Constitution drain each round the pin is maintained. On each such successful drain attack, a bandalvis gains 5 hit points, up to its normal maximum. Hit points beyond that are lost.

Desecrate (Sp): A bandalvis's unholy ties to dark deities allow it to cast *desecrate* at will at caster level 4.

Strength Damage (Su): Those injured by the claws of the bandalvis must succeed on a DC 14 Fortitude save or take 1d4 point of Strength damage. The save DC is Charisma-based.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Skills: A bandalvis 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.

Ecology

A bandalvis is a form of undead created when a vissalia succumbs to the ancient curse upon it, feeding on the blood of the living but

never able to completely sate its hunger. When this bloodlust curse overtakes a vissalia, it seeks out a victim to feed upon. Once it drinks the blood of a victim it slays for the first time, the transformation to a bandalvis completes and dark powers infuse the body.

Despite the transformation, it will continue to gain experience and in doing so can regain all of its former memories, class abilities, feats, skills, spells etc, except for any that are contrary to its new existence (clerical powers derived from a good deity, paladin powers and the like). Experience gained is applied as if it is starting again as a first level character in the class it previously had, or in the closest equivalent if that former class is banned. It can only pursue a different class once it has fully regained all of its past class levels.

Those same dark energies that created the bandalvis also empower it with the ability to cast *desecrate* at will, augmenting its attacks and making it harder to destroy. Fortunately, a bandalvis is a unique form of undead unable to create spawn and only coming into being through the curse upon the vissalia.

Knowledge Suggestions

DC	Knowledge (religion) check results
10	This humanoid is an undead known as a bandalvis.
15	It has an alluring beauty that can influence the reactions of others.
20	Wounds caused by its claws can paralyze a person.
25	It grapples with its intended victims in an attempt to bite them and drain their blood.
30	It can <i>desecrate</i> an area at will, making it stronger in combat both for offense and vitality.
35	It is created when a vissalia succumbs to a curse laid upon its race by the gods.
40	The curse forces a blood dependency on them. Any day they do not drink the blood of others, they lose health. This lost health can only be recovered by draining blood.

Notes and Game Balance

When the vissalia were created, they were given a curse to make them stand out as different from being just a form of merfolk living in the river instead of the sea. The terravis were meant to be the reason for the curse, but then it was necessary to come up with a result for the curse. The bandalvis were meant to be the final result using various undead for inspiration (ghouls, wights, vampires, etc.). Blood drain became a need to feed on blood as a reflection of the curse. The Strength damage with a save to resist was an alternative to paralysis to keep the challenge rating low, enabling the creature to weaken an opponent to make grappling easier as opposed to automatic.

The bandalvis was given the ability to cast *desecrate* at will to tie it into being a product of the darker deities the vissalia once worshipped. The alluring beauty as a racial trait ties it into the vissalia and terravis. A bandalvis is physically about as powerful as a ghast or wight, both creatures of CR 3. However it lacks the ability to paralyze its prey, drain levels, or even create spawn like these creatures do. Vampires are built off base creatures and gain a +2 CR to that base and a +8 level adjustment if used as a PC race. A bandalvis only shares one trait with a vampire by being able to drain blood, but at only 1 point a round. The bandalvis merits a +2 level adjustment because it can be slain rather easily compared to a vampire and has weaker abilities than a ghoul or wight, but the variety of these abilities make it too strong to play without the adjustment.

Blood Fountain Swarm (Undead)



Feats: --

Environment: Any aquatic

Organization: Solitary, or cluster (2-4)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: None

Level Adjustment: --

General

A blood fountain swarm consists of about 1,500 undead leeches. These leeches are 2 to 3 inches long individually, but form a dark cloud under the water swimming together. The rear 1/4 of each leech has been cut off, leaving an open hole into its center. At first glance, it is easy to mistake them for a swarm of normal leeches, and those making a Knowledge (nature) check of less than 20 will mistakenly identify it as such until contact with the swarm is actually made and its true nature becomes more apparent.

Blood fountain swarms occupy an area roughly 10 feet by 10 feet. It needn't be in a square however and can occupy 4 5x5 foot squares as long as they are contiguous.

A dark cloud moves menacingly through the water, its shape shifting and contorting. As it draws near, more than a thousand black, brown and grey leeches appear to make up the cloud.

Blood Fountain Swarm

Diminutive Undead

Hit Dice:	10d12 (65 hp)
Initiative:	+3
Speed:	5 ft. (1 square); swim 20 ft.
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Atk/Grapple:	+5/--
Attack:	Swarm (1d6 plus blood drain)
Full Attack:	Swarm (1d6 plus blood drain)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Blood drain, distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, turn immunity, undead traits
Saves:	Fort +3, Ref +6, Will +8
Abilities:	Str 1, Dex 17, Con --, Int --, Wis 12, Cha 4
Skills:	Swim +11

Blood fountain swarms neither speak nor understand language.

Combat

The swarm is a horrific predator, seeking anything with blood to drain completely before it moves on to the next victim. As it consists of undead leeches that have had their back quarters cut off and their bodies opened up slightly, any blood they drain from a target comes right back out. Victims covered with hundreds of leeches literally fountain their own blood until they perish. Given the amount of blood released into the water this way, predators are often attracted and then drained by the swarm as well.

Its tactics are simple. It moves about in the source of water it is in, finding and draining the blood from any creatures it finds. As soon as one is fully drained, it continues the hunt. Being undead, it never sleeps and never stops, even pursuing prey onto the land if needed but only as long as their prey remains within 20 feet. This swarm can be an extremely difficult opponent due to its favored environment (limiting the type of area of affect spells that can be used against it), blood drain, immunity to mind-affecting effects, immunity to spells requiring a Fortitude save (unless they affect objects), immunity to targeting spells, immunity to turning, and weapon immunity. Thankfully, it is slow on land and if not beaten by characters, it can at least be easily outdistanced.

Blood Drain (Ex): Any living creature damaged by a blood fountain swarm also suffers 1d4 points of Constitution damage the round

Blood Fountain Swarm...Continued

they are damaged as the undead leeches funnel blood out of their victim. Multiple rounds of damage result in multiple rounds of Constitution damage. If a victim leaves the area of the swarm, they take an additional point of Constitution damage from the leeches still attached to them. After that, the remaining leeches detach and return to the swarm.

Distraction (Ex): Any living creature that begins its turn with a blood fountain swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Turn Immunity (Ex): As noted under the swarm traits, a blood fountain swarm is immune to effects that target a specific number of individuals. This includes turning attempts. It is broken out here as a separate listing to draw attention to this immunity seeing as the swarm consists of undead leeches and turning is a probable character response.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Skills: A blood fountain swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. It also uses its Dexterity modifier in place of its Strength modifier on any Climb or Swim checks.

Ecology

Blood fountain swarms are very rare. Typically they are used as guardians in moats, pools, partially submerged tunnels and the like by those heavily involved in the necromantic arts. Sometimes when such places are either destroyed or fall into ruin, these swarms are released into the environment and cause widespread devastation of the local aquatic fauna. While normally solitary, they are found in slightly larger numbers only when specifically placed as guardians. If released, they travel in random directions draining everything they can of blood. Another occasion they may be found roaming free is in the case of the most chaotic evil of necromancers making them and releasing them just for the havoc they produce.

They are created through a rather specific process over a number of days. First, a stone receptacle must be coated with the blood of a sacrificed humanoid. Then at least 1,500 leeches must be collected and each leech must suck a tiny amount of the necromancers blood. Next, each leech has its back quarter cut off and is placed into the receptacle to die. Once all have been cut and slain, 4 *animate dead* spells must be cast consecutively (either from memory or spell completion items) and the swarm rises and is released into the place

it is to guard. After it is released, it is uncontrollable, even by its creator. Rebuking or commanding undead will not work on it as it targets individuals and the swarm is immune to such effects.

Knowledge Suggestions

DC	Knowledge (religion) check results
20	This cloud of leeches is actually a form of undead known as a blood fountain swarm.
25	Anyone caught in the swarm can become nauseated as hundreds of leeches swim about and attach themselves.
30	Anyone caught in the swarm is drained of blood by the hundreds of leeches, weakening their Constitution.
35	As the swarm is made up of leeches, they are fairly slow in water and very slow on land, and can easily be outrun.
40	As undead, they are immune to poison, paralysis and effects that requires a Fortitude save.
45	As a swarm, they are immune to targeting spells and effects, including being turned or rebuked as undead.
50	The process to create this terrible swarm is actually known to the character making this knowledge check.

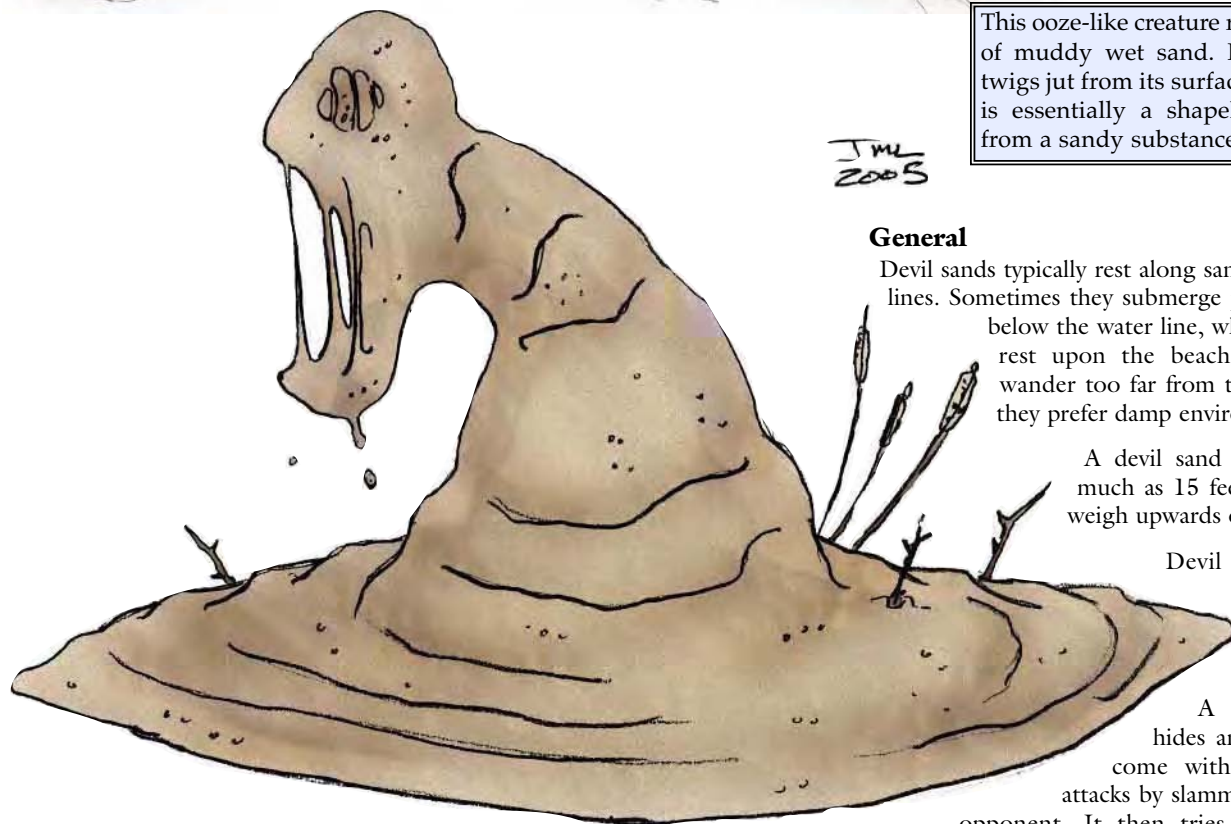
Notes and Game Balance

Conceptually the idea for this came about years ago while running an older edition of the game and developing an evil cleric using *animate dead* on everything possible. In that case, it was animated stirge beaks being used as weapons by dexterous zombies, slamming them into characters and causing blood loss every round. Taking that base and moving it to a swarm format made for a truly awful opponent, but a great one to force players to get out of the 'stand and fight' mentality and more into the 'retreat and figure out how to kill this darn thing' one.

The CR of 7 was derived through comparison to the swarms that are currently out there. The CR 8 hellwasp swarm has more Hit Dice, but they are d10s and not d12s, so average hit points are about the same although the blood fountain swarm gets no Constitution bonus to hit points due to being undead. Swarm damage is an average of 3.5 for the blood fountain as opposed to 10.5 for the hellwasps, and Constitution damage (with no save) is done instead of poison damage (with two saves). Swarm traits are consistent but the blood fountain has lower abilities, no skills or feats and much lower saving throws in trade for its undead traits. The two swarms share the same ground speed, but the hellwasps are much faster and less limited having a flight speed as opposed to a swim speed. The swarm damage for the blood fountain has been decreased to 1d6 as the leeches will be doing more injury through the blood drain than actual physical harm.

As mentioned earlier, it is a very difficult enemy to handle. Its considerable immunities combined with its environment severely limit how it can be killed. By the same token, it is also the reason why it is such a scourge on aquatic environments. The best tactic for characters is to flee from it and figure out what to do from a distance. Its swim speed will far exceed most characters, but once they reach land they can get away without issue. If they can lure it onto land, it then becomes susceptible to area of effect spells like *fireball*. While its in the water, they might be able to use *ice storm*, *lightning bolt*, or maybe even weapons that can deal energy damage as even if the weapon doesn't hurt it at least the energy will.

Devil Sand (Ooze)



This ooze-like creature resembles a mound of muddy wet sand. Refuse, reeds and twigs jut from its surface, but the creature is essentially a shapeless mass formed from a sandy substance.

General

Devil sands typically rest along sandy or muddy shorelines. Sometimes they submerge parts of their bodies below the water line, while other times they rest upon the beach itself. They never wander too far from the shore though, as they prefer damp environments.

A devil sand can grow to be as much as 15 feet in length and can weigh upwards of 3000 pounds.

Devil sands neither speak nor understand language.

Combat

A devil sand typically hides and waits for prey to come within reach and then attacks by slamming its body into its opponent. It then tries to flow over that opponent, attempting to grapple and constrict them. Once the devil sand is able to successfully initiate a pin during the grapple, it will attempt to seep into its prey's mouth and other orifices, causing suffocation.

Constrict (Ex): The devil sand can crush its opponent for 2d4+3 bludgeoning damage with a successful grapple check. This is in addition to the normal damage done from a successful grapple check.

Damage Reduction (Ex): A devil sand can ignore the first 5 points of damage from an attack that imparts bludgeoning damage due to its body's sand-like consistency.

Hold Breath (Ex): A devil sand can hold its breath for a number of rounds equal to 8x its Constitution score before it risks drowning.

Improved Grab (Ex): To use this ability, the devil sand must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its bulk only and not be considered grappled itself.

Ooze Traits: Includes blind (immune to gaze attacks, illusions, visual effects and sight-based attack forms); immune to mind-affecting effects; immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits or flanking; eats and breathes but does not sleep.

Devil Sand

Large Ooze

Hit Dice:	7d10+42 (80 hp)
Initiative:	-5
Speed:	15 ft. (3 squares)
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Atk/Grapple:	+5/+11
Attack:	Slam +6 melee (2d4+3)
Full Attack:	Slam +6 melee (2d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d4+3, improved grab, suffocation
Special Qualities:	Blindsight 60 ft., damage reduction 5/slashing & piercing, hold breath, resistance to cold 30, ooze traits
Saves:	Fort +8, Ref -3, Will -3
Abilities:	Str 14, Dex 1, Con 23, Int --, Wis 1, Cha 1
Skills:	Hide -9*
Feats:	--
Environment:	Any aquatic and marsh
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment:	--

Devil Sand...Continued

Resistance to Cold (Ex): A devil sand has a significant natural resistance to cold allowing it to survive in very cold climates.

Suffocation (Ex): If as a result of the grapple the devil sand pins its prey, it is then able to begin suffocating its target by covering and forcing its way into its opponent's breathing orifices (i.e. nose and mouth). If the subject breaks the pin, the suffocation is terminated, and the subject is able to take a breath.

As a result of the way the devil sand suffocates its prey, it is resolved as holding breath underwater instead of running out of air in a limited space. Characters being suffocated can hold their breath for 1 round per point of Constitution as long as they only do free actions or move actions. If they take a standard action or a full-round action (such as making an attack), the remainder of the duration for which they can hold their breath is reduced by 1 round. (Effectively, a character in combat can hold their breath only half as long as normal.) After that period of time, they must make a DC 10 Constitution check every round to continue holding their breath. Each round, the DC for that check increases by 1. If they fail the Constitution check, they begin to drown. In the first round, they fall unconscious (0 hit points). In the following round, they drop to -1 hit points and are dying. In the third round, they suffocate.

***Skills:** As a result of its natural consistency, when resting upon wet sand and remaining motionless, a devil sand gains a racial bonus of +20 to Hide checks.

Ecology

Devil sands are mindless creatures that use primitive instincts to determine their actions. When moving, they appear to flow like water across surfaces. They are carnivores, digesting any creatures that they are able to engulf and kill. The acids that digest their prey are slow acting (taking hours to fully digest a creature) and therefore are not included in the attack statistics above. The acids do not dissolve inorganic material such as stone or metal.

Devil sands are essentially solitary creatures. When they have grown too large (Huge), they simply split apart and form two smaller devil sands (Large) as a form of reproduction. Devil sands are only found near moving water sources such as rivers and shorelines. They can venture into the river to seek prey, crawling along the bottom for long distances before having to crawl back out for air. They actually originated in the far north, developing a strong resistance to cold which allowed them to hunt in the icy streams and rivers found there.

They are known as devil sands as a result of its manner of hunting. Ambushing prey while camouflaged followed by forcing themselves into the nose and mouth of their prey to suffocate them has earned them an evil reputation despite their neutral alignment. Once a devil sand is discovered in an area, those communities familiar with them usually organize a hunt to try and slay the creature before it claims too many lives. Unfortunately, most of these communities are to the north where these creatures are more frequently encountered, and the peoples of the warmer climates are much easier prey due to their ignorance.

Notes and Game Balance

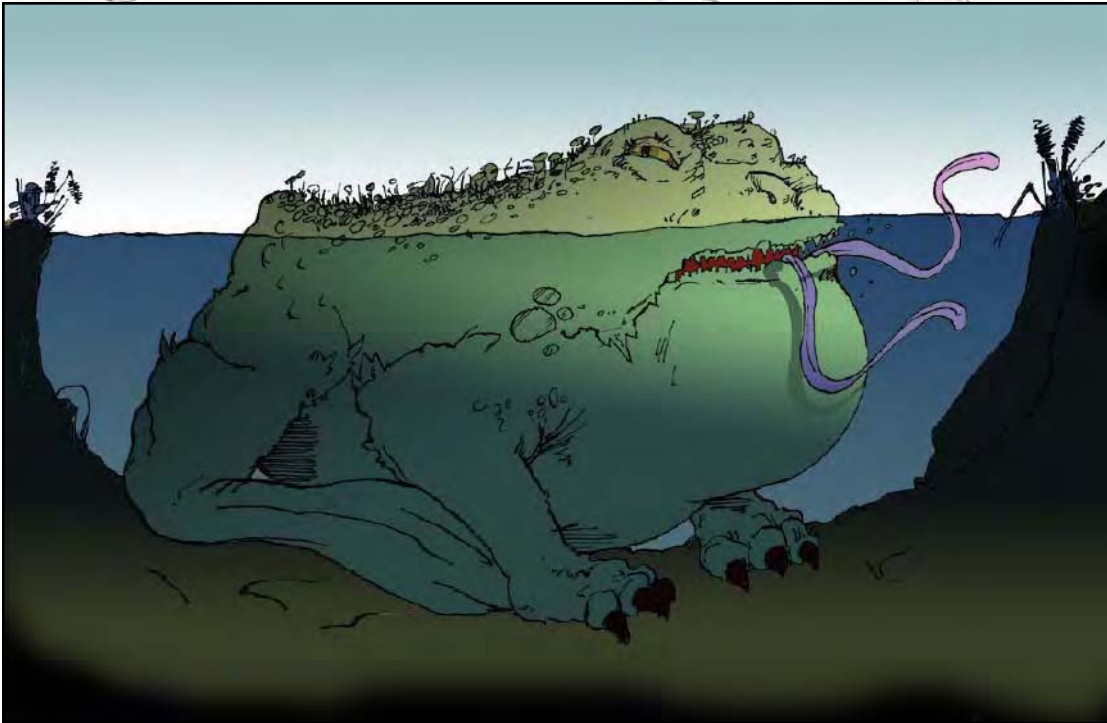
While inspired by other ooze-like creatures, the devil sand differs in certain ways. Unlike other oozes, it does not have a powerful acid attack. This is replaced with the ability to suffocate its opponent. Furthermore, it is not resistant to slashing and piercing weapons and takes full damage from them instead of splitting into smaller oozes like an ochre jelly. The creature's Hide skill may help it get a surprise attack on the party, forcing party members to come to the rescue of a potentially grappled ally. Its damage was increased from the expected 1d6+3 slam attack damage for a large creature, to 2d4+3 to make it slightly more effective in combat.

The creature is not fast nor does it have an effective Reflex save, so it will be susceptible to ranged attacks and spells. This unfortunate vulnerability is lessened considerably if it manages to grapple an opponent, as those helping the opponent will have to limit ranged attacks and spells for fear of striking their comrade. Grappling also does not weaken it much against the attacks of others considering it can't be flanked, has no Dexterity bonus to AC and cannot be affected by a sneak attack. The suffocate ability, while fairly effective in a one-on-one situation, will have very little impact on a combat against a group as the ooze will typically be slain long before a grappled character's air runs out even if they fail all of the grapple checks to free themselves from the pin. It is however, a good player scare tactic. Consider that a 5th level wizard might have a grapple bonus of +2, while a 5th level fighter might have a grapple bonus of +8. A grappled wizard will need help, while a grappled fighter has a good chance of breaking free on their own.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
10	This moving mound of sand is an ooze called devil sand.
15	It is mindless and only attacks on instinct, making it easy to avoid if identified before getting too close.
20	It crawls over its prey, grappling and constricting it.
25	If it succeeds in pinning a grappled opponent, it can cover their nose and mouth and suffocate them.
30	It uses blindsight out to 60 feet to locate and track prey.
35	It is resistant to bludgeoning weapons, but piercing and slashing weapons still do full damage.
40	It is almost entirely resistant to cold-based attacks.

Duckweed Lurker (Aberration)



A great beast emerges, some sort of enormous frog-like behemoth, its dark green back covered with dripping marsh weeds. Bony ridges crest shallow eyes and two ophidian tongues strike forth from a horrid mouth ringed with tiny teeth and two large fangs. Small spikes jut out at disjointed angles from shoulders and elbows, just slightly darker than its bloated pale underside.

Level Adjustment: --

General

A duckweed lurker is a Huge frog-like predator that ambushes prey from beneath

Duckweed Lurker

Huge Aberration (Psionic)

Hit Dice: 12d8+84 (138 hp)
Initiative: +1
Speed: 40 ft. (8 squares), burrow 10 ft., swim 20 ft.
Armor Class: 20 (-2 size, +1 Dex, +11 natural)
 touch 9, flat-footed 19
Base Atk/Grapple: +9/+25
Attack: Tongue +15 melee (1d8+8)
Full Attack: 2 tongues +15 melee (1d8+8) and
 1 bite +10 melee (2d6+4) and
 2 claws +10 melee (1d8+4)
Space/Reach: 15 ft./10 ft. (15 ft. with tongues)
Special Attacks: Improved grab, psi-like abilities,
 swallow whole, tongue grapple
Special Qualities: Amphibious, darkvision 60 ft., duckweed
Saves: Fort +11, Ref +7, Will +10
Abilities: Str 27, Dex 12, Con 24, Int 12, Wis 14, Cha 12
Skills: Concentration +16, Hide +2*, Jump +12,
 Knowledge (nature) +10, Listen +15,
 Spot +15, Swim +16
Feats: Cleave, Focused Sunder, Improved Sunder,
 Lightning Reflexes, Power Attack
Environment: Temperate and warm aquatic and marsh
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 13-30 HD (Huge); 31-36 HD (Colossal)

the water of small muddy pools and edges of rivers. Growing from its back is a mass of duckweed that floats to the surface when the creature submerges itself. Its skin is tough with many bony ridges and spiky protuberances, with its top half being dark green to a muddy brown and the bottom half being a spotty pale green. Its lower body is somewhat bloated, but underneath the puffiness is a solid layer of muscle, especially thick around the mouth and chest.

A duckweed lurker's eyes are a pale yellow, staring out from below a thick bony ridge. The eyes often appear cloudy as a result of the nictitating membrane covering it. Its nose consists of two slits on the forward part of its face, also protected by bony ridges. Its massive mouth is ringed with two rows of small pointed teeth designed for puncturing and holding prey. Inside the mouth is pinkish white with a darker, almost purple twin tongue. Serpentine in appearance, each tongue is able to function independently. From the roof of the mouth are two huge pinkish white fangs, folded in until it bites at which point they extend and sink into its prey to further hold it and assist with it being swallowed.

The duckweed lurker's powerful front legs, while mostly frog-like, end in very hard, very sharp claws designed for burrowing through earth, mud and flesh. Its back legs are less developed and with smaller claws, being used less for any sort of jumping and more for stability and some digging.

A duckweed lurker of typical size is 15 feet long, 10-12 feet wide and stands 12 feet high. It weighs upwards of 12 to 14 thousand pounds or more.

It speaks Common and Draconic should it choose to talk to someone or something before or instead of eating them. It is very confident in personality, as it should be considering it is often at the top of the food chain in the region where it lives. Draconic is typically reserved for speaking with other duckweed lurkers during breeding season.

Duckweed Lurker...Continued

Combat

Duckweed lurkers are somewhat lazy predators. They prefer to dig in and wait for prey to come within reach of them and can survive without solid food for up to 2 weeks. Standard hunting tactics involve finding a good location, be it small pool (as small as 25 feet in diameter), river's edge, lake edge, or marsh. It then enters a shallow muddy area and burrows in until it is less than 5 feet below the water's surface, spreading out the duckweed on its back to give it total concealment. Perfect positioning is near the edge of the water where it looks shallow enough to wade in.

When it first notices prey, if it thinks that its prospective victim may put up a fight, it will get *precognition-defensive* going before they even get close. *Inertial armor* is always going and as it lasts 12 hours, the lurker only has to renew it twice a day. When prey comes near, it lashes out with its tongues and drags the prey to its mouth. If the prey gets spooked and comes close but not quite within its reach, or if a small group of prey like pigs or deer come near, it will use *stomp* to try and knock down and knock out prey 20 feet away. If it happens to knock out a bunch, even better, as it will climb forth and gorge itself. *Prowess* will be used to grab extra prey if needed and *hustle* can be used if it really is hungry and needs to pursue fleeing prey.

Should it be approached by dangerous foes, it will still try to eat them, but its tactics will change some. It will frequently use *inertial armor* and *precognition-defensive* followed by *empathic feedback* and maybe *strength of my enemy*. At the first exposure to energy-based spells like *fireball*, or weapons with energy like flaming blades, it will use *energy adaptation* as an immediate action in response. Another tactic it will use is to target the weapon injuring it most and sundering it with bite or claw at +14 on the opposed roll and at half hardness due to Focused Sunder. Please note - Focused Sunder does require a psionic focus but duckweed lurkers will always start every combat with that focus ready.

It will also try to use its environment to full effect, drawing grappled foes to itself so that if they escape the grapple, they may still have to deal with being in water and swimming. Also, since being more than half covered in water entitles it to improved cover against opponents on land (granting it +8 cover bonus to AC and +4 on Reflex saves), it will not leave the water if possible, burrowing into the mud below to escape instead, especially if confronted by flying opponents.

Amphibious (Ex): Duckweed lurkers can breathe both air and water, although they rarely travel for long distances outside of the water except during the breeding season.

***Duckweed (Ex):** The mass of duckweed on the duckweed lurker's back serves a few purposes. The most obvious is that when it submerges itself within 5 feet of the water's surface, the duckweed spreads out and blocks visibility into the water beneath, effectively granting the lurker total concealment. Against any creatures looking under the water, but above the lurker in position, it still grants the lurker a +4 Hide bonus.

The second is that of limited sustenance. The duckweed lurker can actually gain sustenance from the photosynthesis performed by its resident duckweed, to the extent that it can go up to 2 weeks without solid prey.

The third, and most unexpected purpose, is that of perception. The duckweed lurker is actually able to see and hear through the duckweed in a very strange symbiotic adaptation. This grants it a 360

degree field of vision and it cannot be flanked. Additionally, this also gives the lurker a +4 on Spot and Listen checks, and a -4 on all saves against gaze attacks.

Improved Grab (Ex): To use this ability, the duckweed lurker must hit with its tongue or bite attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its tongue or bite only and not be considered grappled itself.

Psi-Like Abilities (Ps): At will – *inertial armor* (+9 armor bonus*), *precognition-defensive* (+4 insight bonus to AC & saves*), *stomp* (20 ft. cone, 12d4, DC 12*); 5/day – *body adjustment* (5d12*), *hustle* (swift action), *prowess* (immediate action); 3/day – *empathic feedback* (12 points*), *evade burst* (immediate action, 1/2 damage on a failed Reflex save*); 1/day – *energy adaptation* (immediate action*), *strength of my enemy* (maximum +14 Strength*). Manifest level 12th. The save DCs are Charisma-based.

* Includes augmentation for the duckweed lurker's manifest level.

Swallow Whole (Ex): If a duckweed lurker begins its turn with an opponent of up to one size smaller than itself held in its mouth, it can attempt a new grapple check. If it succeeds, it swallows them, and they take bite damage. A swallowed creature is considered to be grappled. A swallowed creature takes 2d6+12 bludgeoning damage and 2d6 acid damage from the creature's digestive juices each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 25 points of damage to the gizzard (AC 15). Muscular activity closes the hole after the creature exits; another creature must cut its own way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the lurker's jaws, possibly taking bite damage or being swallowed again. A second grapple or Escape Artist check must be made to avoid the bite damage.

Tongue Grapple (Ex): On a successful melee hit with the first tongue attack of any given round, a duckweed lurker can give up the second tongue attack and instead bring it to bear on the same victim. This grants it a +8 grapple bonus when resolving the improved grab grapple attempt from the first tongue but only if the -20 to not be grappled itself option is chosen.

Skills: A duckweed lurker 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.

Ecology

Duckweed lurkers appear to be some sort of giant, mutated frog or toad. Theories on their origins include the usual experimentation, crossbreeding and the like, but the most intriguing of all of these involves psionic items. The great psion Marl T'ndre was slain in the marsh where they were first reported being seen. Some suspect that some of his items of power, in particular his sage psicrystal Kaf, a bagful of *cognizance crystals* and an enhanced *psicrown of the cautious warrior*, were lost in his passing and either intentionally or unintentionally affected a clutch of frog eggs in a small pool filled with duckweed. This theory would account for the lurkers' decidedly psionic nature, but not necessarily how smart or how large they are.

Duckweed Lurker...Continued

Grolna Vaal (Giant)

Duckweed lurkers can be found in most temperate and warm regions as long as there is plenty of water. As mentioned earlier, they hunt by digging deep in the mud of shallow pools, lakes and river edges, waiting just below the surface of the water and grabbing prey that comes to drink. As a result, they favor marshes, but will range further afield if prey is scarce or other more dangerous creatures move into the area. They eat almost any animal or creature unlucky enough to come too close to them but they have developed a taste for humans and humanoids in particular, especially their delectable brains. If prey is somewhat scarce, they will depend more on their duckweed photosynthesis to carry them for a week or so.

They are typically solitary creatures staking out a region and feeding there until prey becomes too scarce and then moving on. This changes during mating season in early spring however, when they travel to swamps and marshes further south, usually following waterways at night to get there. For two weeks in a few southern marshes, deep Draconic croaking fills the night as males attract females. At the end of that period, the males return to their previous hunting grounds. The females do the same, but not before depositing their clutches of around 100 eggs in small pools. When the eggs hatch about a week later, the first voracious tadpoles emerge and consume all remaining eggs in the pool as they grow. Only 2-3 duckweed lurkers survive this growth period. Then they grow to about half the size of adults and fight for territory, eating others of their kind until they ultimately claim territory or are driven forth in search of easier and better hunting grounds. Larger marshes can sustain a fair amount of them due to their photosynthetic supplementation of their diet.

Notes and Game Balance

The concept for the duckweed lurker came from an old adventure that had a frog-like behemoth rising from a murky pool to grab and eat adventurers. In searching for frog information, a great picture of a frog head emerging from duckweed was found and the creature began taking shape. Next, psionics were added to make it more interesting and much more than just an adventurer swallowing beast, especially since the whiptail snapper in this volume has that slot filled well. Since the lurker is more combat based, its psi-like abilities were chosen through the psychic warrior lists instead of the psion ones. Swift and immediate actions were also noted under the psi-like abilities as an added help for GMs so they know which ones can be used in more of a reactive fashion.

Compared to other CR 11s such as the 12 headed hydra and the retriever, the duckweed lurker does far less damage both physically and with powers. It is however much stronger defensively in psionic powers and in intelligently approaching environment and combat. Perhaps a closer comparison might be the barbed devil, as it has the same Hit Dice and Armor Class. They both have improved grab, with the devil doing impale damage instead of swallowing whole. Both creatures fight intelligently, with the lurker's powers being somewhat more geared to defense.

In most cases, if an adventuring party is able to detect it in advance, or is able to escape its initial attacks and gain distance, they gain a solid advantage, at least until the lurker decides to burrow under them. Those characters that can fly are going to be almost immune to attacks from the lurker, unless they make the mistake of coming within its reach. To offset this, the lurker has the benefit of environment, and most often, ambush. If a group tries to tackle it on its home turf, such as within the pool it lives in, they are in for a tough fight for the CR.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
15	This mass of duckweed actually belongs to a Huge frog-like monstrosity known as a duckweed lurker.
20	It has two 15 foot long tongues that can grab prey and drag it to its massive fanged mouth.
25	If it can grab prey with its mouth, huge inner fangs hold the prey in place and it then gets swallowed whole.
30	The duckweed on top of it is not only camouflage, but also aids it in perception and provides sustenance.
35	It has psionic abilities allowing it to increase its armor as well as send a shockwave through the ground.
40	Its psionic powers also allow it to steal its enemies' Strength, share the damage it takes with the inflictor, and break its enemies' weapons.
45	Its psionic powers also allow it to heal itself, dodge area of effect spells and convert energy damage to harmless light.

Grolna Vaal

Large Giant

Hit Dice: 12d8+60 (114 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 20 (-1 size, +1 Dex, +10 natural)
 touch 10, flat-footed 19
Base Atk/Grapple: +9/+21
Attack: Longspear +16 melee (2d6+12) or
 slam +16 melee (1d6+8) or
 rock +10 ranged (2d8+12)
Full Attack: Longspear +16/+11 (2d6+12) or
 2 slams +16 melee (1d6+8) or
 rock +10 ranged (2d8+12)
Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, river soul, rock catching, wall of water
Saves: Fort +13, Ref +5, Will +7
Abilities: Str 27, Dex 13, Con 20, Int 12, Wis 12, Cha 15
Skills: Craft (any one) +11*, Knowledge (geography) +4*, Knowledge (nature) +4*, Listen +3, Perform (storytelling) +10, Profession (navigator) +3, Profession (sailor) +13, Spot +3, Swim +20, Survival +4
Feats: Alertness, Diehard, Endurance, Improved Initiative, Iron Will
Environment: Any aquatic
Organization: Solitary, pair, band (3-9) or tribe (10-20 plus 10% non-combatants and 1-2 dire bears)

Grolna Vaal...Continued



Although this giant stands over ten feet tall and holds a massive long spear, he does not seem particularly intimidating. His bald head extends down to a broad and good-natured countenance framing sky blue eyes. His skin is dark grey and he wears a tunic of simple design.

Challenge Rating: 9

Treasure: Standard plus 200% gems

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +6

General

Grolna vaal are a race of good-natured giants, similar in appearance to stone giants. Their countenance is broad and fair to look upon. Their skin ranges from light to dark grey and their eyes from light to dark blue. Males are entirely hairless while females actually have a short growth of whitish hair on their heads. The bodies of both male and female are long, lean and muscular, appearing to have the solidity of the stone they dwell in.

Grolna vaal tend to wear simple clothing like tunics and cloth shifts, belted at the waist. Their feet are usually bare, but some favor basic sandals. Their hands are of normal proportion for their bodies, but have heavy calluses from practicing their crafts. Jewelry such as bracelets and necklaces is not uncommon and is frequently made from common materials fashioned around a quality gemstone. Most carry stone knives and bags of artisan tools with them wherever they go.

Male grolna vaal stand between 10 and 11 feet tall and weigh around 1,100 to 1,300 pounds. Females tend to be about 6 inches shorter and 50 pounds lighter.

Grolna vaal speak Common, Giant and Kwall. Instead of Kwall, any language native to the area they live in can be substituted if they have frequent dealings or exposure to the race speaking it.

Combat

The grolna vaal avoid combat when possible, but are trained in the arts of war as they recognize that the world is a dangerous place for travelers, and the waters of the River Vaal can be especially deadly. Their combat tactics vary depending on their environment and foe if combat is unavoidable.

On land, they strike with long spear from a distance, and clout anyone getting too close with heavy fists. While swimming, it is much the same, although sometimes they will grapple and pull their opponent under the water with them, trusting in their high Constitution to allow them to hold their breath longer than that opponent. Another common tactic in the water is to *summon nature's ally* repeatedly, using the higher powered one if necessary. Water elementals are an easy choice for this unless other water animals would be more effective. If attacked at range in or on the water, they will call forth a wall of water to limit their exposure to attacks.

Most often though, combats they are involved in will occur on the water while they are in their keelboats or other sailing vessels. Their Large long spear can keep most normal predators at bay and they will *summon nature's ally* as needed to further convince them that there is no easy meal here. A number of boulders are normally brought with them in the boat and will be hurled as needed, and wall of water can be called forth for defense. Should their boat become too damaged to use and swimming is too slow or too dangerous, they can also use *water walk* to escape a bad situation quickly.

River Soul (Su): Grolna vaal have a magical attunement with water sources, especially rivers. This manifests itself in their ability to propel craft upstream or against a current at a speed of 2 miles per hour by force of will alone. This effort is somewhat taxing, requiring a DC 10 Constitution check each hour it is maintained. After the 8th hour of maintaining it, every hour thereafter increases the DC of the check by 1. Failure of any check causes 1d6 of non-lethal damage, and the giant becomes fatigued. It can continue maintaining the propulsion, accruing additional non-lethal damage with each failed check, possibly even driving itself into unconsciousness if it chooses not to stop and rest. Also, note that the grolna vaal's Endurance feat applies to these Constitution checks.

Rock Catching (Ex): A grolna vaal can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, when it would normally be hit by a rock, it can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult grolna vaal, like many giants, are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. They can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments with each increment being 150 feet.

Grolna Vaal...Continued

Spell-Like Abilities (Sp): At will – *endure elements*; 10/day – *summon nature's ally II* (aquatic only); 3/day – *water walk* (12 creatures for 120 minutes); 1/day – *summon nature's ally V* (aquatic only), *wood shape*. Caster level 12th.

Wall of Water (Sp): Three times per day, a grolna vaal on or in a body of water at least 2 feet deep, can call forth a wall of water as a form of defense. This wall is 15 feet high and 2 feet thick and can be formed as either a straight plane 120 feet long, or as a circle around the giant as small as a 5 foot radius to as large as a 30 foot radius. If the circle is chosen, it will actually move with the grolna vaal. This wall can be maintained for 1 minute per level/Hit Die.

Visibility through the wall is limited, granting total concealment (50% miss chance) to those on either side of it from swirling waters. Tiny and Small creatures cannot pass through it without a successful Swim check. For larger creatures, it counts only as difficult terrain to pass through. Ranged weapons such as arrows, bolts and sling stones are stopped completely, but massive ranged weapons like giants' boulders and siege weapons are unaffected outside of the miss chance.

***Skills:** Grolna vaal gain a +2 racial bonus on all Craft checks involving stone or watercraft as they grow up with and have an affinity for both. Similarly, they gain a +2 racial bonus on all Profession (sailor) and Profession (navigator) checks as both are ingrained since they are old enough to walk. Another strong tradition among them is storytelling, with stories and history carried orally through generations, granting them a +2 racial bonus to all Perform (storytelling) checks. From being avid lifelong waterborne travelers, they also garner a +2 racial bonus on all Knowledge checks involving water sources and creatures likely to be found in them, and a +2 racial bonus on all Swim checks.

Grolna vaal as Characters

Most grolna vaal advance as experts, either craftsmen of stone and watercraft or as sailors and navigators. Some choose the path of the priesthood, following gods of stone, rivers or oceans. Others take the path of nature, following their ties to the elements and become druids and rangers. Few follow the arcane arts, fewer still following the way of the barbarian, warrior or paladin. Rogues are generally frowned upon. There are a very small number of grolna vaal that have devoted themselves to making their bodies as hard as stone and as flowing as the river by becoming monks.

Grolna vaal characters possess the following traits:

- +16 Strength, +2 Dexterity, +10 Constitution, +2 Intelligence, +2 Wisdom, +4 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A grolna vaal's base land speed is 40 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A grolna vaal begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fortitude +8, Reflex +4, and Will +4.

- Racial Skills: A grolna vaal's giant levels give it skill points equal to 15 X (2 + Int modifier). Its class skills are Craft, Knowledge (geography), Knowledge (nature), Perform (storytelling), Profession, Swim and Survival. A grolna vaal has a +2 racial bonus on all Craft checks involving stone or watercraft and a +2 racial bonus on all Profession (sailor) and Profession (navigator) checks. They also gain a +2 racial bonus to all Perform (storytelling) checks. Lastly, they have a +2 racial bonus on all Knowledge checks involving water sources and creatures likely to be found in them, and a +2 racial bonus on all Swim checks.
- Racial Feats: A grolna vaal's giant levels give it five feats.
- +10 natural armor bonus.
- Special Attacks (see above): Rock throwing, spell-like abilities.
- Special Qualities (see above): river soul, rock catching, wall of water.
- Automatic Languages: Common, Giant.
Bonus Languages: Elven, Dwarven, Gnome, Halfling and Kwall.
- Favored Class: Expert.
- Level Adjustment: +6

Ecology

The grolna vaal are an offshoot of the stone giant bloodline, adapted to life on a wide river over a millennium. Living in the mountains along the edge of the River Vaal, they have developed an intuitive feel for both stone and water, even developing a number of magical abilities from those ties.

As they are great travelers, they can be found on any large bodies of water, from vast rivers to expansive lakes to seas and oceans. Most frequently however, they will be found where water and mountains meet as it is there that they carve their homes from the living rock along the shoreline. These dwellings usually have openings at water level with broad stairways ascending to living chambers. Often, they will have a second opening about midway up to allow for changing water levels. Also, most dwellings have two levels, with the upper level containing a courtyard open to the sky. Larger open courtyards between several dwellings act as common areas for times when the giants are not living, working and playing by the water's edge.

Most communities are small, no more than 8 or 9 families with usually no more than 1 or 2 children at any given time. Their society centers on their craft and their sailing. As they have plenty of time to perfect their craft, their homes are adorned with simple but wonderfully fashioned stonework ranging from benches and fountains, to doorways and stairways. More elaborate and detailed pieces are fashioned by those that have mastered the craft more completely. The same is true for their construction of watercraft, although they have a slightly different technique. They use *wood shape* to fashion the general form of the piece they are working on and then refine it from there using processes honed over thousands of years. The keel-boats and other watercraft they produce are some of the finest found anywhere, but production is extremely slow so their usage is primarily just by the grolna vaal. Another craft they have developed over time is that of the brewing of a particular giantish ale. This beverage is very stout and aids in warding off fatigue, increasing the drinker's time before becoming fatigued by 25%. They are also very fond of gemstones, and their natural beauty produced by the earth, often making simple but elegant jewelry around the uncut stones.

Grolna vaal can live to be over 1000 years old, but will bear no more than half a dozen children in that time. As a result, children are celebrated and the birth of a child is a grand event. The children will be tended to lovingly for the next 50 years or so during which time they will learn plenty about their crafts, their professions, their abilities, and their oral history. The children mature into adults and choose mates after about 100 years, undergo a handfasting ritual and remain with their chosen for the remainder of their years in most cases.

Another aspect their society revolves around is their storytelling. It takes days to tell a story properly, and few but other giants have the patience to spend the time. Several times a decade, different communities will meet and exchange stories over the span of a few months. Another effect of their extremely long lives is tied to their emotions. They do not anger easily, nor do they show great joy, unless it builds up over time. Causing the ire of the grolna vaal is a terrible and long-lasting thing indeed, whereas their celebrations are quite the opposite and are full of happiness for days and weeks. Once committed, they will almost always see a course through to its completion, although they are not hasty by any means. If a difficulty can be surpassed by waiting for days, weeks, or even months, that can sometimes be the best solution. Some examples include waiting for flood waters to recede instead of endangering their passengers, or perhaps spending an extra week traveling secondary waterways to bypass a dangerous creature that they know lives in a certain area.

The grolna vaal are great travelers along rivers, oceans and the like, settling anywhere that mountains meet the waters. They develop great skill at sailing and navigating, able to travel places many others cannot due to their river soul ability. Once they are settled in an area, they will learn all the waterways around their home, the nature of the waters and what sorts of people and creatures live there. They may even strike a deal with some creatures like silt dragons, trading for passage with valuables, or certain types of food. They will ferry others in exchange for gemstones, lengthy stories of quality and sometimes just to aid those questing to fight evil. As added protection for those they choose to ferry, *endure elements* will be offered. Should a boat ever sink or capsize, *water walk* will quickly be utilized as well.

They will voyage for months in their great keelboats. They carry a variety of things, from dried meats and giantish ale to a small pile of boulders and even a bag of artisan tools. They will not necessarily have any sort of tarp on their boat unless it is for the folks they are transporting, as *endure elements* gives them just about all of the protection they need. They will supplement their food supplies with fishing as well as the gathering of berries, roots and the like from shore. While they do not make maps, their memory and storytelling ability is sufficient to impart most parts of a journey in enough detail that it can be repeated by other grolna vaal with ease.

Grolna vaal are rather friendly and may go out of their way to meet and help others. They do not often stray far from the water's edge however, and have learned that there are many races out there that might wish them harm, or that would seek to steal their boat or gemstones. They get along well with fey, druids and those that follow good gods of stone and water. They are wary of goblinoids, orcs, gnolls and other giants, but they may even help these races depending on the situation (i.e. if a tossed boulder could scare off a bear intent on mauling a small group of goblins, then they might try).

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This towering humanoid is a giant known as the grolna vaal, famous for their skill at making and sailing boats.
15	Like other giants, they can both hurl and catch boulders over hundreds of feet.
20	Their attunement to the water allows them to propel their watercraft against the flow of water by will alone.
25	They willingly ferry folks for gems or quality stories, and will protect those they ferry from the elements and from the dangers of drowning.
30	They can call upon the creatures of the river to aid them in combat, summoning animals and elementals alike.
35	They can call forth a wall of water to block them from ranged attacks as well as to conceal their actual location.
40	They can live for more than a thousand years and do little quickly, but once they commit to something, they can be counted on to follow it through even if it spans many years

Notes and Game Balance

The inspiration for this race of giants initially came from a fantasy novel back in the early 80s. Since the boatman concept seemed to be a common suggestion for the river setting, this race fit in pretty well. They, like the awrie, represent the possibly helpful side of the creatures presented in this volume. The thought of a boat large enough to transport a party with their horses on a wide river gave way to the need for someone powerful enough to guide that boat. The other problem involved how the boat would manage to go back upstream. The grolna vaal giants answered both needs. It also provides the possibility for some very interesting combat situations on a river, perhaps the party of adventurers fighting off some creature or other while the giant struggles to steer the boat through dangerous waters.

The grolna vaal were set at a CR of 9 after careful comparison to the other giants that are out there, the closest being stone giants, but also frost giants to some degree. Compared to stone giants, they have similar abilities, but are overall weaker in combat due to having fewer Hit Dice, a lower Armor Class and doing less damage in weapon based combat. Instead, as a good-aligned giant, they are focused more on their ability to interact with characters as opposed to fighting them. Stone giants sit at a CR of 8, and their elders with a few primarily non-combat oriented spell-like abilities command a CR of 9. Although grolna vaal have fewer Hit Dice and less combat skill than either type of stone giant, their wall of water and spell-like abilities match them reasonably with the stone giant elders at a CR of 9. It was close between 8 and 9, but the 10 *summon nature's ally II* spells were enough to push it to the higher bracket.

The level adjustment of +6 stems from a few things. Reach is worth a factor of about +1 as is their high Strength and Constitution. The other +4 comes easily from their natural armor and spell-like abilities, especially the *summon nature's ally* spells. While perhaps not as difficult as a creature encountered by a party, summoning help at will repeatedly as a spell-like ability can be a huge character advantage over the life of that character. Watching a druid convert their spell arsenal to summon spells round after round has brought this point to a fair degree of clarity.

Hellgrammite, Giant (Vermin)

A seven foot long centipede-like insect emerges, its projecting toothy jaws appearing quite capable of dealing lethal damage. From the front of its brown segmented body extend three pairs of legs, followed by lateral appendages from its abdomen.

Hellgrammite, Giant Large Vermin (Aquatic)

General

A giant hellgrammite is the larval stage of the giant dobsonfly. It resembles a yellowish or brown centipede, although its head has vicious jaws with teeth projecting externally from them. Behind the head are 3 pairs of legs, and behind those on the abdomen are 8 pairs of lateral appendages geared more for swimming than walking. Between these appendages are feathery gills. At the rear of the creature, four small claw-like appendages extend out.

It is a slow but skilled swimmer and climber, adapting from its smaller kin to meet the demands of a larger prey requirement. Quick and strong, it has a very dangerous bite and a very flexible and resistant exoskeleton. It is a voracious nocturnal hunter.

Giant hellgrammites are usually between 7 and 8 feet in length and weigh 100 to 150 pounds. They can grow up to twice this size.

Giant hellgrammites neither speak nor understand language.

Combat

The giant hellgrammite is an ambush predator. It remains hidden under rocks, trees, river banks and in the mud, waiting for prey to come close. Then it rushes out, grabs it, and devours it with its terrible jaws.

While normally only an aquatic predator, in order to meet dietary needs, it will rush and attack prey on land near the water's edge. It will drag prey it grabs from the land underwater to consume it there.

Improved Grab (Ex): To use this ability, the hellgrammite 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 with its bite. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its bite and not be considered grappled itself.

Vermin Traits: Includes darkvision 60 ft.; and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: A giant hellgrammite gains a +8 racial bonus on all Hide checks as a result of coloration and the standard predatory ambush tactics it uses to survive. 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 a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. They also have a +8 racial bonus on Climb checks and can always choose to take a 10, even if rushed or threatened.

Ecology

Giant hellgrammites are the monstrosously large versions of their much smaller kin. While the normal sized ones are often used as bait by fishermen, the giant ones are something to fear ever meeting. They are found in any temperate fresh water environments, especially streams, ponds and lakes, but also quite possibly areas of deep mud.

	Hellgrammite, Giant Large Vermin (Aquatic)	Dobsonfly, Giant Large Vermin
Hit Dice:	8d8+24 (60 hp)	4d8+8 (26 hp)
Initiative:	+6	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft. (average)	20 ft. (2 squares), climb 20 ft., fly 40 ft. (poor)
Armor Class:	21 (-1 size, +2 Dex, +10 natural) touch 11, flat-footed 19	16 (-1 size, +3 Dex, +4 natural) touch 12, flat-footed 13
Base Atk/Grapple:	+6/+16	+3/+9
Attack:	Bite +11 melee (2d8+9)	Bite +4 melee (1d8+3)
Full Attack:	Bite +11 melee (2d8+9)	Bite +4 melee (1d8+3)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	--
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +9, Ref +4, Will +3	Fort +6, Ref +4, Will +2
Abilities:	Str 23, Dex 15, Con 16, Int --, Wis 12, Cha 2	Str 14, Dex 16, Con 14, Int --, Wis 12, Cha 2
Skills:	Climb +14, Hide +6, Listen +3, Spot +3, Swim +14	Climb +10, Hide +7, Listen +1, Spot +1
Feats:	Alertness ^B , Improved Initiative ^B	--
Environment:	Temperate aquatic	Any temperate
Organization:	Solitary, group (2-4) or hatching (5-10)	Solitary or group (2-12)
Challenge Rating:	5	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	9-16 HD (Huge)	5-8 HD (Huge)
Level Adjustment:	--	--

Hellgrammite, Giant...Continued Dobsonfly, Giant (Vermin)

They will eat almost any other creatures they can find including crustaceans, mollusks and even each other, and are only found in larger groups early in life or where food is extremely plentiful. They are eating machines with their deadly jaws tearing through thick hide and chitin with ease. Although they are slow swimmers, they are skilled at ambushing their prey. They are nocturnal hunters, but will still attack if disturbed during the day.

As noted earlier, they are the larval stage of the giant dobsonfly. They hatch from layers of eggs laid in leaves above a water source, dropping into the water below and immediately eating whatever creatures they can find, including their siblings. They then move off in search of other prey and will remain as giant hellgrammites usually for 2-3 years, but sometimes up to 4 years. During this time, they will molt as many as a dozen times as they grow larger. During the spring, those that are ready will molt a final time and emerge as non-combatative pupae, which then burrow into mud, leaves and under rocks. After two more weeks, it then becomes an adult dobsonfly and is ready to mate.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This brown centipede-like creature is a giant hellgrammite.
15	It is mindless and voracious, attacking prey relentlessly in search of its next meal.
20	It can grab prey both underwater and from the water's edge, usually attacking with the element of surprise.
25	It is primarily an aquatic and a nocturnal hunter.
30	Unless it has its prey grabbed, it can be distracted by other live food sources. It also will not venture far from a water source.
35	It is the larval stage of the giant dobsonfly.
40	It is very vulnerable for two weeks while in its pupae stage before it becomes an adult dobsonfly.

Notes and Game Balance

Seeing how predatory these creatures are in the real world made them a great fit for a river setting, especially considering they live in fresh water. Developing them as a Large vermin with a CR of 5 was a bit of a challenge as mindless vermin tend to have lower CRs, but the goal in this case was to have something slightly more interesting than just a water-based giant ant or centipede. Using the monstrous centipede as a benchmark, the giant hellgrammite was developed to be a much tougher predator for its size. This is reflected in its Hit Dice and Armor Class as well as its high Strength and Constitution.

Its bite damage was increased a few levels to make up for its lack of poison, and improved grab was added as it made sense for its attack style and presented additional challenge for characters attacked on the shore. Its average hit points, high Armor Class, improved grab and first strike ambush tactics should allow it to stand against a 5th level party for at least a few rounds, long enough to injure one or two of them to a considerable degree considering average bite damage is 18 and an average 5th level fighter with 16 Constitution has 42 hit points.

A ten foot long insect with dangerous looking jaws and wings that sweep back along its body crawls forth. Its antennae extend outward laterally from its head almost 3/4 its body length.

Dobsonfly, Giant Large Vermin

General

The giant dobsonfly is a reddish to greyish brown winged insect. It has six legs, veined wings that sweep back along its body and extremely long antennae that extend out laterally from its head. The male has huge, formidable looking pincers while the female instead has jaws similar to when it was a hellgrammite.

It is a poor flyer, active only at night and attracted by bright lights such as a campfire. The male is non-combatative but looks intimidating. The female is the one seeking food in an aggressive manner.

Giant dobsonflies are usually between 9 and 14 feet in length and weigh 125 to 175 pounds. They can grow up to twice this size.

Giant dobsonflies neither speak nor understand language.

Combat

Males, despite having impressive pincers are non-combatative, instead using the pincers to hold the females for mating. The females however, are a threat as they still eat as adults. They are still ambush predators, but more from the canopy above now.

Vermin Traits: Includes darkvision 60 ft.; and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: Like their larval form, the giant dobsonfly gains a +8 racial bonus to Hide checks.

Ecology

Giant dobsonflies are the adult form of giant hellgrammites. They emerge from their pupae state in the spring and live for only 2-3 weeks, mating during that time. The females lay their eggs on leaves overhanging water sources and those eggs hatch 2 weeks later, creating a new generation of giant hellgrammites. They remain in the vegetation near the water source they crawled out of in becoming adults.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This giant insect is the monstrous form of the dobsonfly.
15	They are attracted by bright light sources.
20	The males appear intimidating with their huge pincers, but they are non-combatative. The females are the danger and hunt at night.
25	They only live for 2-3 weeks during the spring.
30	The male's pincers are for holding the female during mating rather than any sort of combat purpose.
35	They are the adult stage of the giant hellgrammite.
40	They are very vulnerable for two weeks while in their pupae stage before they become adult dobsonflies.

Notes and Game Balance

This creature was presented mainly for completion to the giant hellgrammite. Only the female will pose a threat, and since they only live for two weeks, dropping the power level considerably made sense. It could make for an unexpected riverside campsite encounter though.

Heron Hunters (Magical Beast)



General

Heron hunters are savage shapechangers that hunt unsuspecting prey along the shores of the river Vaal. They have two forms: a heron form and a humanoid-heron hybrid form. They prefer to keep their presence hidden, and therefore will often stay in heron form while spying on potential targets. Heron hunters are methodical and will plan their strategies carefully before engaging an opponent.

A typical male heron hunter in hybrid form stands approximately 6 feet 2 inches and weighs about 180 lbs. A female is slightly shorter at 5 feet 8 inches and lighter at 120 lbs. In their heron form, they stand approximately 3 feet tall, have a wing span close to six feet and weigh about 30 lbs.

Heron hunters speak Auran and Common.

Combat

Heron hunters prefer to watch their prey carefully for several hours or even days if need be. They will typically do so in heron form. Once a plan has been devised, the creature will execute it with precision. A typical strategy would be to use its sonic cry as a surprise attack in order to stun its opponent or opponents. Then it will use its falchion to dispatch the strongest target in the area while it is stunned. If the heron hunter's sonic attack fails to stun its opponent, then it will make a tactical decision as to whether it would be better to press the attack or change into a heron and fly away.

Alternate Form (Su): A heron hunter can shift form as a standard action that does not provoke attacks of opportunity. Equipment a heron hunter is wearing or carrying in hybrid form transforms to become part of its heron form when it shifts. Magic items cease functioning while it is in heron form. When a heron hunter resumes its hybrid form, all equipment returns to its normal form, and magic items resume functioning.

Damage reduction (Ex): A heron-hunters magical nature grants is a degree of protection against damage inflicted by non-magical weapons.

Sonic Cry (Su): Once every 1d4+1 rounds, the heron hunter can emit a sonic burst as a full round action, affecting all creatures in a 20 foot radius. Every creature affected takes 1d8 points of sonic damage and must succeed on a DC 14 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based. The heron hunters are immune to this effect. They can emit the sonic cry in either form.

Skills: Heron hunters get a +2 racial bonus to Listen and Spot checks.

Ecology

Heron hunters are magical shapechangers, animals that can assume a humanoid form in addition to their natural animal form. They are not lycanthropes, and therefore do not have the same immunities or afflictions. Heron hunters can often be found mixed in and among regular herons. While heron hunters view their "cousins" as less evolved, still they exhibit paternal instincts towards them and will protect them as part of the flock. Heron hunters are social creatures and tend to exist in small communities.

Heron Hunters – Heron Form

Small Magical Beast (Shapechanger)

A white and grey feathered bird stands near the water's edge, its small head resting upon a long slender neck. Its yellowish beak protrudes outward like a thin cone and its eyes are alert.

Heron Hunters – Hybrid Form

Medium Magical Beast (Shapechanger)

This creature resembles a heron-like humanoid. It is bipedal with a short beak and avian eyes. It is covered in short grayish feathers, like a layer of short fur. Under its arms, the feathers are slightly longer, like the remnants of what may have been wings. The creature is bare-chested except for a leather strap securing a large falchion across the creature's back. What little clothing it is wearing includes leggings, a kilt and a large metal belt. The creature is not wearing any footwear, as its feet are taloned like those of a large bird.

Heron Hunters...Continued

	Heron Hunter, Heron Form Small Magical Beast (Shapechanger)	Heron Hunter, Hybrid Form Medium Magical Beast (Shapechanger)
Hit Dice:	4d10+8 (30 hp)	4d10+8 (30 hp)
Initiative:	+7	+7
Speed:	10 ft. (2 squares), fly 50 ft. (average)	30 ft. (6 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural) touch 14, flat-footed 14	16 (+3 Dex, +3 natural) touch 13, flat-footed 13
Base Atk/Grapple:	+4/+1	+4/+5
Attack:	Bite +6 melee (1d4+1)	Falchion +6 melee (2d4+1, 18-20/x2) or talon +5 (1d4+1)
Full Attack:	Bite +6 melee (1d4+1)	Falchion +6 melee (2d4+1, 18-20/x2) or talon +5 (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Sonic cry	Sonic cry
Special Qualities:	Alternate form, damage reduction 5/magic, darkvision 60 ft., low-light vision	Alternate form, damage reduction 5/magic, darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +7, Will +2	Fort +6, Ref +7, Will +2
Abilities:	Str 13, Dex 16, Con 15, Int 13, Wis 12, Cha 10	Str 13, Dex 16, Con 15, Int 13, Wis 12, Cha 10
Skills:	Climb +5, Hide +10, Jump -7, Listen +6, Move Silently +6, Spot +7	Climb +5, Hide +6, Jump +5, Listen +6, Move Silently +6, Spot +7
Feats:	Improved Initiative, Weapon Focus (falchion)	Improved Initiative, Weapon Focus (falchion)
Environment:	Any temperate	Any temperate
Organization:	Solitary, group (2-8) or flock (9-20)	Solitary group (2-8) or flock (9-20)
Challenge Rating:	3	3
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

They form nests high in the tress along the River Vaal and will guard their territory with great ferocity. There is typically one alpha (male or female) that commands the group. Heron hunters are intelligent, but do not have a sense of industry. They survive by hunting and scavenging along the banks of the river Vaal. They hunt most other species, although they specifically target any cat-like creature or cat-like humanoid race. Heron hunters will occasionally engage in trade with the Kwall and will generally give deference and respect to any druid they encounter. Heron hunters are carnivores, but prefer fish to land animals.

Notes and Game Balance

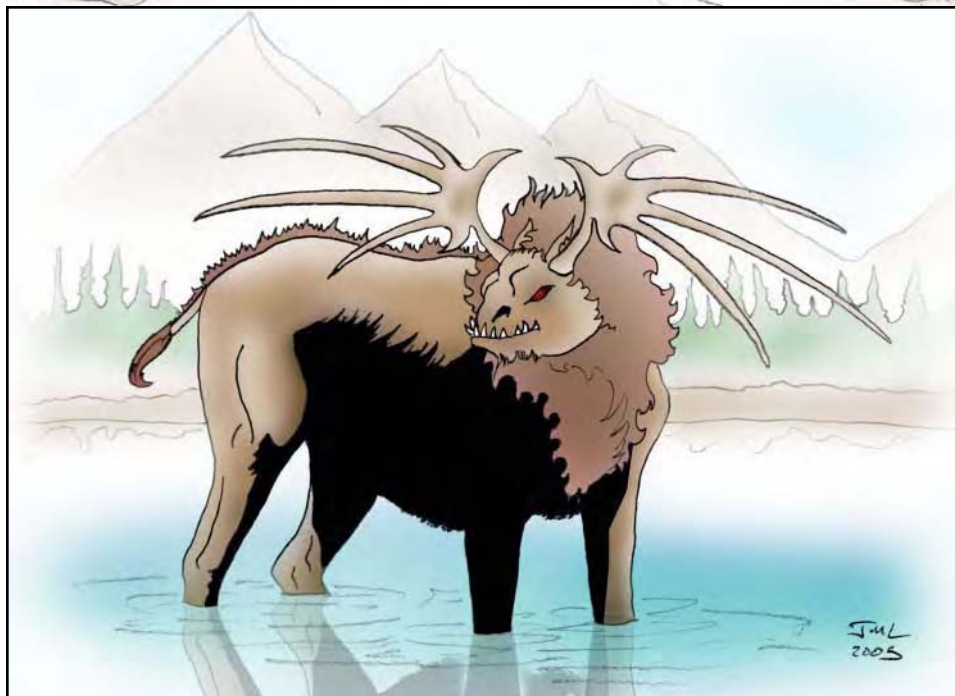
Heron hunters are designed to give a low level party some difficulty as a single encounter, as well give higher level characters a challenge when encountered as a group. Their sonic attack is effective as a surprise attack, but will not likely be decisive in determining the outcome of a larger battle. Challenge rating and level adjustment were based on a comparison of various creatures with similar ratings. For example, the centaur and the doppelganger are both CR 3 encounters. Each represents a unique assortment of abilities, but do not overall appear to be more powerful than a heron hunter. A level adjustment of +3 was considered, but the presence of the heron

hunter's sonic cry gives it a potentially decisive weapon, particularly when one considers that it is a ranged attack that will automatically deal 1d8 of damage to any creature within 20 ft. radius. As such, a level adjustment of +4 is more appropriate.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This is a magical beast known as a heron hunter.
20	It has the ability to emit a sonic screech capable of damaging and stunning anyone within 20 feet.
25	It is a shapechanger, having both heron and humanoid heron forms.
30	It can see and hunt in daylight, twilight and even in complete darkness.
35	It is resistant to damage from all weapons unless they are enchanted.
40	It is a very social creature and can often be found with several others of their kind, or even with flocks of other normal herons.
45	It speaks Auran and is a very intelligent hunter, planning its attacks very carefully and often stalking its prey in the guise of a heron for hours or even days.

Herrenel (Magical Beast)



This majestic beast resembles a huge stag with its horns astride its head, curving forward to flank its face. As its lips part in a feral sneer, its eyes seem to glaze over and its fur turns dark and grainy, taking on the semblance of stone.

General

This creature resembles a large caribou with broad shoulders, coarse fur, and a short muzzle designed for biting and tearing. The herrenel is an omnivore that when threatened can turn its hide into a stone-like carapace similar in effect to a *stoneskin* spell. Its horns form a rack astride its head instead of on top, with anywhere from 10-12 points, all curving out in front of it and flanking its face on either side. The horns are usually used to impale and hold prey while the beast tears it with its teeth. Males usually sport a thatch of thick fur under the jaw from the chin back to and along the throat, resembling a dark-colored beard.

An adult male herrenel stands about 6 feet high at the shoulder and about 9 feet from

chest to flanks, and weighs around 800 pounds.

Herrenel neither speak nor understand any language. If spoken to through a magical means, they tend to be guarded in conversation.

Combat

A herrenel attacks by first invoking its hart of stone ability, then making a powerful charge at the nearest opponent in an attempt to impale it. Against a single foe, it will either attempt to keep its opponent impaled while it bites repeatedly, or attempt to slam the impaled opponent against a tree, stone, or any available solid surface. The herrenel does not concern itself with injuring itself this way since its hart of stone ability allows it to shrug off most potential injuries. It can use its powerful charge while slamming an opponent in this manner as well.

Against multiple foes, the herrenel may use the same tactics against what it perceives as the strongest foe, or it may toss its head to throw an impaled opponent off, enabling it to attack and impale another.

Hart of Stone (Su): As a standard action, the herrenel can alter its hide to a semblance of stone similar in effect to a *stoneskin* spell, granting it damage reduction 10/- for 1 round per Hit Die + Constitution modifier. It may only use this ability once every 10 minutes. The average herrenel listed here can use this ability for 9 rounds at a time.

Impale (Ex): A herrenel can impale an opponent, dealing 1d8+7 points of piercing damage after a successful grapple check. This damage is in addition to the normal gore or bite damage done by the herrenel in a grapple. If a herrenel chooses to use its bite attack as a natural weapon to attack regularly in a grapple instead of making an opposed grapple check, it gains a +4 on its attack roll effectively negating the -4 it normally would have in this case.

Improved Grab (Ex): To use this ability, the herrenel must hit with its gore attack. It can then attempt to start a grapple as a free action

Herrenel

Large Magical Beast

- Hit Dice: 6d10+21 (54 hp)
- Initiative: +0
- Speed: 40 ft. (8 squares)
- Armor Class: 12 (-1 size, +3 natural)
touch 9, flat-footed 12
- Base Atk/Grapple: +6/+15
- Attack: Gore +11 melee (1d8+5)
- Full Attack: Gore +11 melee (1d8+5) and bite +5 melee (1d6+2)
- Space/Reach: 10 ft./10 ft.
- Special Attacks: Impale (1d8+7), improved grab, powerful charge, slam, toss
- Special Qualities: Darkvision 60 ft., hart of stone, low-light vision
- Saves: Fort +8, Ref +5, Will +2
- Abilities: Str 20, Dex 11, Con 16, Int 4, Wis 10, Cha 9
- Skills: Hide +2, Listen +4, Move Silently +7, Spot +4
- Feats: Alertness, Toughness, Weapon Focus (gore)
- Environment: Any temperate or warm forest or hills
- Organization: Solitary, mated pair, family (3-4), or herd (4-20)
- Challenge Rating: 6
- Treasure: None
- Alignment: Always neutral
- Advancement: 7-12 HD (Large); 13-18 HD (Huge)
- Level Adjustment: --

without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its horns and automatically does impale damage. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its horns only and not be considered grappled itself.

Powerful charge (Ex): A herrenel that successfully hits with a gore attack while making a charge inflicts double normal damage.

Slam (Ex): A herrenel can attempt to slam an impaled opponent into other solid objects like trees, rocks, etc. by making a successful grapple check to use the move option within a grapple. It can then travel up to half of its speed and slam its opponent into something, causing both gore and impale damage. In addition a slammed opponent must make a DC 18 Fortitude save or be stunned for one round. The save DC is Strength-based. A herrenel that moves 20 feet or more in this fashion can slam its opponent as if using its powerful charge attack, doing double damage on the gore only. As a result of the force of the slam attack, the herrenel takes the same amount of gore damage the opponent does, but it trusts that its damage reduction 10/- will block most if not all of it.

Please note that the herrenel's movement may be limited by the weight of its opponent. A typical herrenel can carry 399 pounds before its speed is reduced to 30 feet. Also note that moving to do the slam attack may provoke attacks of opportunity from those threatening it, but not from the opponent it is impaling.

Toss (Ex): A herrenel can toss an impaled opponent into another square with a successful pin attempt in a grapple (using the voluntary release option). For every 5 points the herrenel exceeds its opponent's grapple check, it tosses the opponent 5 feet away from it in a direction of its choice. The opponent takes damage as per a fall and is considered prone.

Skills: A herrenel gets a +4 racial bonus to Hide and Move Silently checks as a result of its predatory instincts.

Ecology

The herrenel traces its origin back to a mad druid who sought to protect the woodlands of the river valley basin from poachers and lumberers by creating a unique breed of defenders. Numerous experiments were wrought, invoking bizarre magics and crossbreeding attempts that most druids would never even conceive of. These included summoning forth elemental and extraplanar creatures to breed with local fauna. After several failed attempts, the druid was pleased to have a creature that seemed innocent enough in appearance, but with a feral, predatory disposition and the ability to invoke elemental magic to make itself tougher to kill.

A herrenel resembles a large elk or deer at first glance, standing roughly 6 feet tall at its broad shoulders, but has the jaw structure of a carnivore. It is omnivorous and subsists primarily on the local vegetation, but will attack without warning any potential predators or anything it perceives as prey to supplement its varied diet. Both male and female herrenels sport an impressive rack of horns they use to impale their prey and hold it while they feed. Female herrenel are only slightly smaller than males, lack the beard under the chin, and their rack of horns usually has only about 6-8 points while the males rack averages 10-12.

Herrenel mate about once a year, usually in the late summer season, and a female can birth one or two young once every 3-4 years. The young mature quickly and reach adult size in just less than a year, growing their first horns by the age of six months, but it takes them another year to fully mature and grow their full set of horns. By this time, the young adult is ready to leave its family, although some herrenel may form small bands of family units that continue to hunt together in a region that is especially abundant in wild game and vegetation. A herrenel has an average lifespan of 30-35 years, although some have been said to live longer and reach Huge sizes.

Knowledge Suggestions

DC	Knowledge (arcana) check results
10	This deer-like creature is a magical beast known as a herrenel. Unlike a deer though, it will eat meat.
15	It often charges foes and prey alike, doing double damage with its fierce horns.
20	Its horns can be used to impale an opponent and thrash them about doing even more damage.
25	Anything impaled on its horns risks being smashed against other hard objects or being tossed into the air like a rag doll.
30	It can operate in daylight, twilight and complete darkness equally as well.
35	It has the supernatural ability to change its hide to be like stone, granting it strong resistance to all weapons.
40	Its origin lies in the crossbreeding of caribou and elk with elemental creatures of earth through the designs of a mad druid.

Notes and Game Balance

Taking a normally passive creature and transforming it into a predator makes for an unexpected encounter, especially when at first glance the creature doesn't look like a predator. Giving that creature a magical ability can make it more interesting, but there are already enough magical beasts out there with special abilities to use on opponents to give themselves the edge to overcome them. In this case, it seemed more interesting to give the creature defensive magic, and augment its own natural combat prowess. Deer, elk, and similar caribou often challenge each other by locking horns and slamming each other about, tossing each other into this or that, etc. The herrenel does that too, but has the added ability to impale an opponent thanks to the design of its horns, making it easier to feed.

The herrenel has a variety of combat tactics that make it unique when compared to other magical beasts. Gorgons are strong and can turn their victims to stone with their breath, whereas a herrenel only turns itself to stone and that only in semblance. A minotaur can make powerful charges and gore opponents, but being humanoid can also learn weapon skills and class abilities. The herrenel lacks that capacity and relies mostly on its ability to impale a foe, toss an opponent aside, or impale a creature and try to rip its throat out with its teeth. This makes the herrenel a dangerous opponent to deal with for low-level characters, but a 6th level party should have enough magic to get around its hart of stone ability if need be, and be able to survive the damage the creature can inflict.

Kwall (Humanoid)



Short and stalwart, this powerfully built humanoid barely reaches three feet in height. It wears knee-length trousers, a leather vest and an unexpectedly bright colored head scarf. Covering its head and body is a coat of fur so dark brown as to be almost black. Button-like black eyes stare suspiciously from behind whiskers on its wedge-shaped head.

Kwall

Small Humanoid (Kwall)

- Hit Dice:** 2d8+6 (15 hp)
Initiative: +3
Speed: 20 ft. (4 squares), swim 5 ft.
Armor Class: 17 (+1 size, +3 Dex, +2 natural, +1 leather vest), touch 14, flat-footed 14
Base Atk/Grapple: +1/+0
Attack: Spear +5 melee (1d6+4) or rapier +5 melee (1d4+3) or sling (stone) +5 ranged (1d2+3) or net +5 ranged (special)
Full Attack: Spear +5 melee (1d6+4) or rapier +5 melee (1d4+3) or sling (stone) +5 ranged (1d2+3) or net +5 ranged (special)
Space/Reach: 5 ft./5 ft.
Special Attacks: Prescience
Special Qualities: Low-light vision, stability
Saves: Fort +3, Ref +6, Will -1
Abilities: Str 17, Dex 16, Con 17, Int 12, Wis 8, Cha 8

- Skills:** Appraise +4, Balance +11, Escape Artist +7, Handle Animal +5*, Profession (teamster)* +2, Hide +10, Move Silently +6, Swim +11
Feats: Skill Focus (Handle Animal)
Environment: Any temperate and warm land
Organization: Solitary, pair, band (3-12 plus 1-3 2nd level rogues plus 1-6 giant water striders) or community (13-60 plus 50% non-combatants plus 5-15 2nd level rogues plus 1 leader of 3rd to 5th level plus 5-30 giant water striders)
Challenge Rating: 2
Treasure: Standard (+50% goods)
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

General

The kwall are similar in physical build to a Small sized dwarf, but with a far more animalistic outward appearance. They are covered from head to toe with a coat of light to dark brown fur except for their palms and the bottoms of their feet. Their fur often has an oily sheen on it due to their natural skin secretions, and tends to be much lighter in shading in the front as compared to the back. Their heads are wedge shaped ending in a short snout with a black nose at the tip. Between the appearance of their head and their fur, they are often also known as otterfolk, although they share only a limited number of commonalities outside of appearance.

Their eyes are set slightly to the side of their snout although still forward facing. Eye color ranges from light to dark brown, and black and the eyes themselves appear somewhat beady or button-like. Whiskers extend out from their cheeks and hang down from their snout. Their ears are small in comparison to other humanoids, and tend to be unobtrusive due to the fur surrounding them. Their hands have four fingers and an opposing thumb with fingernails similar to claws, while their feet have five semi-clawed webbed toes.

Kwall tend to wear darker colored clothing and leathers as the staining from their skin oils is less apparent. As they are often on or near the water, shorts and vests are common on males, and footwear is either non-existent or a form of strapped sandal that straps around the foot as opposed to between any toes. They do frequently wear brightly colored head scarves as a form of self-expression of their personalities normally hidden from any non-kwall. Female kwall generally wear short shifts, light dresses and colorful robes, being a bit more outwardly expressive than the males.

Kwall males stand between 2 feet 8 inches to 3 feet 2 inches tall and weigh between 75 and 100 pounds. Females are only an inch or two shorter and weigh about 10 pounds less on average.

Kwall speak Common and Kwall. Additional languages will depend on the region they are in, but can include Aquan and Giant.

Combat

Kwall try to avoid combat in general unless the odds are in their favor. Tactics tend to be crafty, seeking to exploit enemy weaknesses. They use sling stones and nets while the enemy closes, followed by spear or rapier attacks hand-to-hand. If advantage can be gained by being

in the water, then they will fight from there (such as if the enemy is in heavy armor or otherwise doesn't appear to be able to swim well, or if the enemy has bigger slashing or bludgeoning weapons which work poorly in water). They will also try to draw enemies to precarious areas requiring Balance checks such as on barges, trusting in their innate stability to give them the upper hand. Sometimes they will even net an armored opponent and working with other kwall in the melee, drag that opponent into the deep water and let them drown rather than fight them directly.

Prescience (Su): The kwall have the ability to foretell the future in a limited fashion. This can be used in two ways. First, they can determine minor details of a future event or trend through the use of tools like bones, gems, coins and cards (like traditional fortune-telling). Second, they can gain a +1 to any attack roll, damage roll, saving throw or skill check. This bonus can be applied after the results of the roll are known, representing the influence of their foreknowledge of the specific action. Kwall can only use their prescience a total of 2 times per day regardless of how they choose to use it.

Stability (Ex): A kwall gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). This is a result of physical build and considerable natural balance.

***Skills:** Kwall gain a +8 racial bonus on all Balance checks as a result of an almost supernatural sense of balance and a low center of gravity. They also gain a +4 racial bonus on all Escape Artist checks due to the oily secretion that their skin exudes. Lastly, they gain a +2 racial bonus on all Handle Animal and Profession checks tied to handling barges and boats as it is such a large part of their culture.

A kwall 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.

Kwall as Characters

Most kwall choose to progress as rogues or bards as both classes lend themselves to their traveling lifestyle. Some will become warriors, fighters and the occasional sorcerer. Druids, monks, paladins, rangers and wizards are all quite rare as they generally require more focus and dedication in training than other classes. Clerics and shamans are infrequent, but not too rare, and follow gods of rivers, seas, travel and water. Lastly, while experts focused on Craft skills are rare (like blacksmiths and weaponsmiths), experts focused on Profession skills are common (like drivers, fishers, merchants, and teamsters).

Kwall characters possess the following traits:

- +2 Strength, +2 Dexterity, +4 Constitution, -2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Space/Reach: 5 feet/5 feet.
- A kwall's base land speed is 20 feet.
- A kwall's base swim speed is 5 feet.
- Low-light vision.

- Racial Hit Dice: A kwall begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fortitude +0, Reflex +3, and Will +0.
- Racial Skills: A kwall's humanoid levels give it skill points equal to 5 X (2 + Int modifier). Its class skills are Appraise, Balance, Escape Artist, Handle Animal, Profession, Hide, Move Silently, and Swim. A kwall has a +8 racial bonus on all Balance and Swim checks, and a +4 racial bonus on all Escape Artist checks. They also gain a +2 racial bonus on all Handle Animal and Profession checks related to the handling of barges and boats.
- Racial Feats: A kwall's humanoid levels give it one feat.
- +2 natural armor bonus.
- Special Attacks (see above): prescience.
- Special Qualities (see above): stability.
- Automatic Languages: Common, Kwall.
Bonus Languages: Aquan and Giant.
- Favored Class: Rogue.
- Level Adjustment: +2

The kwall presented here had the following ability scores before racial adjustments: Str 15, Dex 14, Con 13, Int 12, Wis 8, Cha 10.

Ecology

The kwall originated in the lands farther south, slowly making their way to more temperate waters. Few have ventured to even colder climes, preferring instead to remain in the comfort of temperate and warm lands. They primarily wander up and down great rivers, stopping for days, weeks, or months near existing towns and cities and setting up their mobile barge and boat houses. They can also be found on lakes and inland seas, but not usually in the ocean or anywhere that would make their floating lifestyle difficult.

They live in small dwellings built atop barges and boats. Sometimes groups of kwall will meet, lash their barges and boats together and live as a small community for as long as it benefits the entire group. During the colder months, they usually head further south if possible, or if not, they head to semi-permanent dwellings built at the water's edge to weather out the winter. The rest of the time, they wander up and down the river or lake, coming and going as they desire. A typical dwelling will house from 1 to 10 kwall, and perhaps as many as 20 for really large barges. Lashed together communities usually reach maximum capacity at about 60 individuals.

Their society is one of constant wandering and extracting maximum benefit from anyone they come across except perhaps other kwall. They are known for their grifting, and often become unwanted in a particular populated area as a result. To others, they are seen as vagabonds that can tell the future, so the risk is often worth the benefit. To outsiders, they seem aloof and condescending. This is true to a great degree as their society is insular and outsiders are not considered as equals, but rather as marks to derive wealth from. Within their communities however, they are very friendly and will share tricks and techniques with each other on how best to grift. They will help outsiders, but only if there is a direct monetary benefit involved for them. As for food and drink, the waters they live on provide plenty.

They do not generally engage in the crafting of anything aside from perhaps clothing for other kwall. Weapons, armor, tools and the like

Kwall...Continued

Osprey, Giant (Animal)

are traded for. Instead, they are skilled professionals with the majority of them having at least some mercantile skill. Some earn money telling fortunes while others ferry people from place to place for a fee. One thing they are very skilled at is in training animals, and they will occasionally accept work training some fairly difficult creatures as a personal challenge to their skill. Like mercantile skills, almost all kwall have some skill at training animals and magical beasts. Many different specialties will be chosen, but one of the more popular ones is for giant water striders. Striders are a cornerstone of their culture as they not only work as beasts of burden to pull their barges and boats upstream, but also serve as an extra level of defense against predators looking to make a quick snack out of the Small kwall.

Kwall have lifespans akin to gnomes, reaching upwards of 200 years. They will pair-bond with other kwall around the age of 25 or so, although the mate they choose initially is often not the one they remain with. They are frequently polyamorous. Females will have several children during their adult years, often not with the same father. This has little effect overall however as the children are raised primarily by the women, supported by the entire barge/community unit, and taught grifting skills from both male and female kwall.

Notes and Game Balance

The concept behind these creatures started from a desire to develop a race of river bargefolk. Otters seemed like a good choice at first, but building them as another furry humanoid with tendencies like the animal they resemble just wasn't working. Instead, a base of a dwarf was used, reduced to small size to support the idea of mobile floating communities. It was then given solid physical ability bonuses and a slow swim speed so that despite their build, they wouldn't have to fear the water they lived on. Getting barges and boats upstream could have been problematic, but the giant water striders were tied

in to this race to solve the problem. Prescience was added as an ability to further the traveling, rogue-type, fortune-telling culture.

In terms of challenge rating, they were compared against bugbears and gnolls. Being Small meant they did less damage, but had a better Armor Class and attack roll. The Hit Dice were the same as a gnolls, but the better ability scores, stability and prescience were enough to justify the CR of 2. The level adjustment of +2 stems from a combination of unbalanced ability score modifiers, natural armor, prescience and stability.

Knowledge Suggestions

DC	Knowledge (local) check results
10	These stout, furry humanoids are known as the kwall.
15	They wander up and down rivers and lakes on their giant insect drawn houseboats and housebarges.
20	They are grifters, seeking to make a profit off of most folk they come across, but they are reputed to be able to see the future, for a price.
25	They are exceptionally skilled animal trainers and are often willing to undertake the training of difficult creatures for the right price.
30	They train the giant insects that pull their barges not only to work, but also to attack on command.
35	They are crafty in combat, using every advantage possible, including netting and drowning armored foes.
40	They have extremely good balance and are exceptionally stable like dwarves. They also have natural skill at swimming and see well at twilight.

A massive hawk-like bird glides through the air, wings outspread to expose a white underside. The tips of each wing have four feathers that extend a bit further out almost like fingers. Its face is white with a dark brown band running across its eyes almost like a mask.

Giant Osprey

Large Animal

Hit Dice: 8d8+16 (52 hp)
Initiative: +6
Speed: 10 ft. (2 squares), fly 90 ft. (average),
Armor Class: 15 (-1 size, +2 Dex, +4 natural)
 touch 11, flat-footed 13
Base Atk/Grapple: +6/+16*
Attack: Claws +11 melee (1d8+6)
Full Attack: Claws +11 melee (1d8+6) and
 bite +6 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision
Saves: Fort +8, Ref +8, Will +5
Abilities: Str 22, Dex 15, Con 14, Int 2, Wis 16, Cha 6

Skills: Spot +20, Swim +8
Feats: Flyby Attack, Hover, Improved Initiative
Environment: Any temperate or warm forest, hills or marsh
Organization: Solitary, pair, or nest (3-6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment: --

General

The giant (or dire) osprey is also known as a fish hawk, sea hawk or sea eagle. It has a dark brown back, white underside, and a white head featuring a dark brown stripe across both eyes and to the back of its head, appearing almost like a mask. Its eyes are yellow and its beak is black. Its wingtips end in feathers that appear like four fingers when it is flying. It has dangerous talons, including a reversible front toe to aid in snatching up prey while diving from the air into the water. A female giant osprey often has a brown speckled pattern around its neck.

The typical giant osprey stands about 9 feet tall. Its wingspan is approximately 22 feet wide, and it weighs between 450 and 550 pounds. Females tend to be slightly larger than males.

Osprey, Giant...Continued

Giant osprey neither speak nor understand language. If they are spoken to using *Speak with animals* or similar magic, they often have an agreeable personality although they will be frequently distracted by distant movement while having a conversation.

As a possible animal companion, it falls in the druid list for 10th level or higher.

Combat

Giant osprey will typically fly at a height of 50 to 400 feet in the air as they search for prey, but they will also glide down from massive trees should something edible happen by. They will use the Flyby Attack feat combined with a dive action to move twice their speed and grab prey with their claws. They will even dive under water after prey. After it is grabbed, the struggling victim is pecked and clawed while the osprey flies away with it and eventually brings it to a tree branch, nest or similar feeding spot to consume it.

Improved Grab (Ex): To use this ability, the giant osprey must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its claws. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its claws only and not be considered grappled itself. It typically chooses this option when snatching up prey while flying.

*As a result of its reversible front toe and the barbs on its claws, it gains a +4 racial bonus on all grapple checks it makes when using them to hold and injure prey.

Skills: Giant osprey gain a +8 racial bonus on all Spot checks from being a sharp-eyed predatory avian.

Ecology

Giant osprey are found along the banks of vast rivers and lakes, and along coastal marshes as long as they are near fresh water. They can be found in areas on the colder end of temperate, but generally winter in the warmer climes. They thrive along the River Vaal from north to south as a result of an abundance of food in and around its waters.

Their smaller cousins dine almost exclusively on fish, but to support a much larger size, giant osprey have expanded the range of their prey to include most creatures of Medium size or smaller in or on the water. Typical hunting involves flying and hovering above the water between 50 and 400 feet up while spotting potential prey, and then diving down to snatch the unwary victim, even diving under the water to do so. They have a reversible front toe as well as barbs on their talons to aid with grabbing and carrying off prey. If it does have to dive below the water, its nostrils can close to keep the water out. Due to their size, few things hunt giant osprey. Whiptail snappers are one of them and some crafty local humanoids have become skilled in replicating their sounds to hopefully drive the giant raptor off.

Nests are massive and made in the largest of trees and other difficult to reach places, often containing incidental treasure as a result of past victims. The nests will be reused year after year, with younger giant ospreys moving in during mating season if the older nest owners are slain. Giant ospreys begin mating as young as 3 years of age, and

once they choose a mate, it is generally for life. Females choose males partially on the basis of nest location and quality, so the best nests also have the strongest giant ospreys occupying them. Mating is in the spring, with 3-4 eggs being laid shortly thereafter and hatching before summer arrives. The eggs are more than a foot in length ranging in color from white to light brown and splotted with brown, grey and red.

Chicks compete strongly, and often only one survives until the autumn to become an adult, even going so far as to push other chicks out of the nest early to gain advantage, much to the benefit of any whiptail snappers among other predators, lurking intentionally nearby. Once they become an adult, they go their own way, seeking new territory to nest in once they reach sufficient age.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This massive raptor is called a giant osprey.
15	They are dangerous predators, preferring to eat fish but willing to prey on other creatures if needed.
20	They hunt from the air above, diving down fast on unwary victims and snatching them up in their claws.
25	They will even dive under the water after potential prey, making open water within their hunting area all the more dangerous.
30	Nests are massive, usually difficult to reach and often contain the possessions of past victims.
35	They generally migrate south in the winter, returning to the same nest the following year.
40	Whiptail snappers will prey upon them, and if the sound one makes can be reproduced, it can drive the giant osprey off.

Notes and Game Balance

In considering a wide river or even a coastal delta environment, giant predatory avians made some sense. In looking through what was available as OGC animals, the options were primarily Small eagle, Medium eagle, Tiny hawk or Gargantuan roc. Giant eagles exist but they have become magical beasts. Seeing that a gap could be filled, a river style predator was sought and found in the osprey. To make it different from a hawk or eagle advanced to size Large, Flyby Attack, a claw grapple bonus, specific coloration and ranks in Swim were added all to match the osprey's style of hunting.

In terms of CR, it was matched up against the dire lion. Both have the same Hit Dice and Armor Class, and both have improved grab. The lion does more average damage on a full attack (28.5 points) not including any rake. This combined with pounce, rake and scent match up against the giant osprey's significant fly speed and Flyby Attack. Ability scores are similar with the giant osprey giving up Strength and Constitution but gaining an edge in awareness with a higher Wisdom. Given the high damage output of the dire lion (35 average points of damage including rake from a pounce attack), it seems like a strong CR 5 whereas the giant osprey is more of a moderate CR 5, but still a difficult foe due to flight and grapple.

River Warden (Construct)



A twelve foot crocodilian swims effortlessly through the water, eyes, snout and ridges along its back just barely breaking the surface. Its eyes reflect light and as it draws near, its hide appears to have a shiny metallic texture beneath an algae-green sheen.

River Warden

Large Construct

Hit Dice:	16d10+30 (118 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 80 ft.
Armor Class:	35 (-1 size, +2 Dex, +24 natural) touch 11, flat-footed 33
Base Atk/Grapple:	+12/+26
Attack:	Bite +21 melee (2d8+15) or tail slap +21 melee (1d12+15)
Full Attack:	Bite +21 melee (2d8+15) or tail slap +21 melee (1d12+15)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Flank attack, frightful presence, sonic bolt
Special Qualities:	Construct traits, damage reduction 15/ adamantine, darkvision 60 ft., low-light vision, spell resistance 30
Saves:	Fort +5, Ref +7, Will +6
Abilities:	Str 31, Dex 15, Con --, Int --, Wis 13, Cha 2
Skills:	--
Feats:	--

Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	17-24 HD (Large); 25-41 HD (Huge); 42-48 (Gargantuan)
Level Adjustment:	--

General

River wardens are constructs made from mithral and based upon the shape of giant crocodiles. Their typical purpose is to guard towns and cities on rivers, lakes and seas from underwater predators. They appear as a giant crocodile reflecting any ambient light in a muted green fashion as a result of the algae often building up upon their hide. They have a wide reptilian mouth with more than enough jagged mithral teeth. Ridges have been fashioned on its back from its head all the way down along its tail, and its eyes glow of their own accord similar to eyeshine but requiring no external light source. They also have four powerful legs ending in webbed claws designed to aid in swimming rather than for combat. Their tails are slightly longer than would be expected and intentionally so. They have been designed for maximum power, slicing back and forth through the water and granting the warden considerable speed in the water.

River wardens of average size are about 12 feet long from snout to tail, and weigh only about 1000 pounds as a result of their construction primarily out of mithral.

River wardens neither speak nor understand language with the one exception being the commands of its creator or creator's proxy.

Combat

The combat tactics of a river warden are generally simple. Follow the commands of its creator, attacking specified opponents to the best of its ability. It will close rapidly generating its frightful presence. It will then use its sonic bolt every opportunity it gets. Otherwise it uses its bite and tail slap attacks as it is able. It will not go out of its way to create a flanking situation to allow it to use its flank attack ability, but if it can take a 5 foot step to get into position on its round, it will do so. It follows its instructions directly, almost never breaking off from combat unless specifically instructed to (such as when it is guarding a specific area and the opponent flees beyond that area).

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Damage Reduction (Ex): As a result of its construction, the river warden has damage reduction of 15, bypassed only by weapons made from adamantine.

Flank Attack (Ex): If a river warden is ever flanked in combat, it can bring both of its formidable weapons to bear, striking one opponent with the bite and the other with the tail slap. Both attacks are made at the full attack and damage bonuses. The use of this ability is a full attack action.

Frightful Presence (Su): The very presence of a river warden is unsettling to foes. It takes effect automatically when it attacks, charges, or swims toward a target using a double move action. Opponents within 30 feet that witness this become panicked if less than 4 Hit Dice, frightened if more than 4 but less than 9, or shaken if more than 9 but less than 16, unless they succeed at a DC 13 Will save. The effect lasts for 5d6 rounds. An opponent that succeeds on the saving throw is immune to that same river warden's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.

Sonic Bolt (Su): Once every 1d4+1 rounds, a river warden can emit a bolt of sonic energy 60 feet long and 10 feet wide from its mouth. Above water, this bolt does 8d6 damage to all caught in it unless they succeed at a DC 18 Reflex save, in which case they take half damage. Additionally, if they fail the Reflex save, they must make a DC 18 Fortitude save or be deafened for 1d6 minutes.

Underwater, this bolt sends a ripple of force through the water with slightly different effects. The 8d6 damage, DC 18 Reflex save for half is the same. However, if they fail this Reflex save, they must make a DC 18 Fortitude save or be stunned for 1d4 rounds. Additionally, regardless of whether either saving throw is made, all those specifically without a swim speed taking any damage from the bolt are pushed back 10 feet by the ripples, potentially provoking attacks of opportunity from the warden. Those with a swim speed are allowed a DC 18 Reflex save to avoid this particular effect. The save DCs are Constitution-based.

Spell Resistance (Ex): River wardens have a natural spell resistance of 30 as a result of the many wards engraved upon them during their lengthy creation.

Skills: A river warden 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.

Ecology

River wardens are created and typically instructed to defend towns and cities along the edges of lakes, rivers and seas from the larger, more dangerous predators out there. In times of need, they can also be called forth by their creators as defenders against threats on the land. If the creator leaves the community, they will usually assign a proxy that can reinstruct the warden if necessary.

They can be found in the water near ports as mentioned above, as guardians in underwater lairs of aquatic spellcasters, and sometimes as guardians of hidden underwater entrances to castles and the like near a large body of water. They are made with frightful presence to aid them in scaring off lesser threats without having to enter any sort of combat. The sonic bolt was established with a similar purpose in mind -- stun and push away potential foes, giving those foes a chance to recover and leave rather than continue the fight (also the justification for the limited damage from a breath weapon type effect).

The crocodilian construct works very well for its purpose. Its tail is constructed specifically to give it extremely good mobility in the water, both in strength and shape. Being made of mithral, it needn't worry about rust or corrosion in general. As a construct, most predators won't regard it as food and will instinctively avoid it rather than fighting with it. The crocodilian form also allows it some capability on land. Lastly, mithral jaws work wonders against the wooden hulls

of ships bent on piracy should its instructions include them. River wardens typically take about 5 months to construct after the raw materials have all been purchased.

Construction

A river warden's body must be sculpted from 1000 pounds of mithral mixed with rare earths and elemental influences. Assembling the body requires a DC 20 Craft (Armorsmithing) check. The crafter must also have at least 5 ranks of Knowledge (nature).

CL 16th; Craft Construct, *fear, geas/quest, limited wish/miracle, polymorph any object, soundburst*, caster must be at least 16th level; Price 160,000 gp; Cost 80,000 gp + 5,600 XP.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This menacing river reptile is actually a construct known as a river warden.
25	They are employed by towns and cities near large bodies of water as a defense against larger aquatic predators.
30	Their very presence causes lesser opponents to flee, or at least weakens their resolve to enter combat.
35	Being made of mithral, they are worth plenty of gold, but the metal also makes them resistant to damage from anything less than a weapon made from adamantine.
40	They can emit a bolt of sonic energy, damaging and deafening those on land, and damaging, stunning and knocking back those in the water.
45	Like many constructs, they are very resistant to spells, although not as much as most golems.
50	If they become flanked, they can actually bring both their bite and tail slap attacks to bear on separate opponents with equal effectiveness.

Notes and Game Balance

Given that this volume has introduced several new underwater dangers, and there are a decent number of them already out there, it made sense that towns and cities built on the shores of lakes, seas and rivers would have developed some form of powerful defense. At least this would be true for those communities that had a powerful enough wizard and/or could afford to have such a defender created. A construct was a perfect approach as it would not sleep and was unaffected by being underwater. Mobility in the water was critical, so the shape of one of the more effective water predators was chosen.

The challenge rating on this one was tough but eventually settled upon as a 13, the same as an iron golem. Using an iron golem as comparison, the river warden has fewer Hit Dice and a lower Strength, but it does have a higher Dexterity and Wisdom, and more importantly, it has an extremely fast swim speed. SR was chosen over spell immunity as it has a higher Armor Class than the golem. Overall, the warden does about half as much average damage unless it can bring its flank attack ability to bear, but the frightful presence was added to balance this out a little and it made plenty of sense given its typical guardian against dangerous predators role. Lastly, a breath weapon type effect was chosen that would be useful and interesting both above and below the water's surface. Although it's not as devastating as the golem's poison, it will help the river warden from taking full attack routines from multiple opponents, extending its life by just that much more.

Sandbar Horror (Aberration)



Scuttling forth are 3 foot diameter, gravel colored crabs. They travel on three sets of sand-hued legs, holding high two menacing claws. Eyestalks tipped with solid black orbs sway back and forth above a mouth of moving mandibles at the creature's front.

General

In general appearance, sandbar horrors appear to be little more than huge crabs. Their central shell is usually shaded to appear as gravel or muddy gravel, and their legs are often tan or dun colored. On rare occasions, some have been seen with bright red shells. Each leg is somewhat flanged to aid in their use for swimming, and ends in a sharp claw well-suited to burrowing, grasping and climbing. The front claws are much larger than the leg claws and are used to tear food apart. These front claws are held high when they attack or are threatened.

The eyestalks are about 10 inches long and capable of movement independent of each other. The shell along them is fairly supple and has many small joints allowing motion in all directions, including curling tight to the shell of the body if in danger of being harmed. The final part of the sandbar horror is its mouth, comprised of a complex set of mandibles capable of separating flesh from bones easily as it eats. The females have an additional part to this complex mouth, that being an ovipositor positioned to deposit fertilized eggs into the open wounds of anything they are biting.

Sandbar horrors are typically between 2-1/2 and 3-1/2 feet in diameter, stand about 2 feet high and weigh between 40 and 50 pounds. Females are about the same size, but are just slightly heavier.

Sandbar horrors speak a modified version of Aquan, communicating through clicks, scratches, body movements and eyestalk twitches. Those speaking normal Auran can communicate with them with difficulty.

Combat

The tactics of sandbar horrors will vary slightly depending on the season, but are organized and primarily aimed at capturing prey with a minimum of harm to themselves. They wait below the water's surface with just eyestalks above and wait for prey to come along. Being carnivorous, they will target any creature that comes near the water's edge although most of the time animals end up being their primary source of food. Half of the group will focus on dazing the prey while the other half clamber up and slay it. Then it is dragged back to the water and devoured.

Humanoids however, are a slightly different matter. When humanoids are spotted on the water's edge, the sandbar horror group will split into thirds. One third will focus on dazing the primary target and any immediate threats near that target. Usually the healthiest looking humanoid of the bunch is chosen as the target. If it is during the spring or summer, the second third of the group will be females with fertilized eggs. They will target the dazed humanoid and seek to bite and lay eggs in it, while the remaining third of the group fends off any other humanoids nearby and seeks to take down one or two for a meal. Once eggs are laid, they will back off from that particular humanoid and let them go.

Similar tactics will be used against humanoids in boats, with the attacking groups using their climb speeds to ascend the sides of boats and ships quickly. Often to set up the ambush, they will use their burrowing skills to create sand and mud bars in unexpected places

Sandbar Horror

Small Aberration

- Hit Dice:** 3d8+6 (19 hp)
Initiative: +3
Speed: 30 ft. (4 squares), burrow 10 ft. climb 10 ft., swim 20 ft.
Armor Class: 19 (+1 size, +3 Dex, +5 natural) touch 14, flat-footed 16
Base Atk/Grapple: +2/-3
Attack: Claw +6 melee (1d4-1)
Full Attack: 2 Claws +6 melee (1d4-1) and bite +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Daze, implant, pyrokinesis
Special Qualities: Darkvision 60 ft., eyestalks
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 8, Dex 17, Con 14, Int 11, Wis 12, Cha 10
Skills: Climb +11, Hide +9, Listen +7, Spot +11, Swim +11
Feats: Multiattack, Weapon Finesse
Environment: Temperate and warm aquatic
Organization: Solitary, pair, nest (3-6) or hive (6-20)
Challenge Rating: 2
Treasure: None
Alignment: Usually lawful evil
Advancement: 4-7 HD (Small); 8-9 HD (Medium)
Level Adjustment: --

Sandbar Horror...Continued

causing watercraft to run aground. If the watercraft isn't coming close enough to get stuck, they may try to *daze* the humanoid steering it to force a grounding.

Pyrokinesis will sometimes be utilized to either set humanoids' clothing on fire, or their watercraft on fire. If clothing is targeted, it is in hope that their prey will come to them to douse the fire. If it's a watercraft, hopefully it will become grounded in the confusion of trying to douse it, or maybe prey will jump into the water as it sinks. Either way they gain the advantage they seek. In the case of a sinking vessel, they may even rescue the humanoid unfortunate enough to be implanted with eggs as they require a live host to hatch.

Daze (Sp): A sandbar horror can attempt to *daze* an opponent at will. This is similar in all respects to the spell except that it has a medium (130 feet) instead of close range. It uses this power as a 3rd level caster. It is a mind-affecting effect requiring a DC 10 Will save to avoid. The save DC is Charisma-based.

Eyestalks (Ex): The sandbar horror's eyestalks allow it to see danger approaching it from all sides equally well. As a result, it cannot be flanked, and gains a +4 racial bonus on all Spot checks.

Implant (Ex): Female sandbar horrors possess an ovipositor positioned in their jaws, enabling them to implant 4d6 fertilized eggs into any wound they make on a successful bite attack. Implantation can be avoided by a DC 14 Reflex save when the bite occurs. Eggs and larvae can be slain by the application of a *remove disease* spell within 2 weeks of the bite, before the larvae enter their final stage. See the Ecology section for full reproduction progression. The save DC is Dexterity-based.

Pyrokinesis (Su): At will and as a full-round action, a sandbar horror can generate a flame the equivalent of a single candle or tindertwig. Two concentrating together can generate a torch flame, four together a small campfire, eight together a large campfire, and sixteen together a bonfire. Fires generated in this fashion require fuel to be sustained. Damage from the fires listed in order is 1, 1d3, 1d6, 2d6 and 3d6. If objects on or in possession of an individual are targeted, a DC 12 Reflex save is allowed to avoid the effect entirely. The save DC is Wisdom-based. This ability can be used at medium range (130 feet).

Skills: A sandbar horror has a +8 racial bonus on Climb checks and can always choose to take a 10, even if rushed or threatened. They also gain a +2 racial bonus on all Hide checks due to coloration.

It uses its Dexterity modifier instead of its Strength modifier for Climb and Swim 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 a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ecology

The origin of sandbar horrors has never been discerned, but the prevailing theory is that they are a form of deep ocean crustaceans that developed intellect and slowly adapted to fresh water. They can be found in any source of fresh water, although they primarily nest in rivers and lakes, especially in some proximity to humanoid traffic. Salt water cousins, perhaps ancestors of a sort, have also been found along some coastlines. Their intent is to have access to passing humanoids for food and reproduction, but not to be too close to settlements that might direct attacks against them. They avoid the grolna vaal, but the

kwall, terravis and vissalia are more than fair game. They will also work as servants of shiaga.

They are carnivores and will eat most flesh and blood creatures. Humanoids are their favorite however and they have developed tactics to help them be successful hunting them. Part of the reason they favor humanoids is for their reproductive value, while the rest is a matter of taste. They find a humanoid brain acquired from a victim, especially one that died in pain and fear, is the greatest delicacy.

They do not have a society beyond any given nest or hive. Groups too close to each other will fight until one or the other is driven away. Individual nests or hives have a specific social order within them defined by strength and combat. This order is defined once a year just prior to mating season, and also any time the alpha horror is slain by a foe. They will never willingly turn on one another within the same nest or hive. They work toward common goals of food and reproduction, utilizing tactics that have worked for generations and following the lead of the alpha. As nests and hives do not generally associate outside of themselves, their numbers eventually dwindle. When they are less than three, they wander, eating whatever they find and can overpower themselves. They may even cleave unto other more powerful creatures as sort of a surrogate nest.

Reproduction happens in the spring and summer months. The social order is restructured within the nest or hive and then the strongest male fertilizes the eggs of the females. The females typically number 1/3 of the total number of sandbar horrors in a nest or hive. Once the eggs are fertilized, each female can implant up to 3 creatures with her eggs. They will hatch from any sort of living host, but only humanoids offer close to a 100% hatching for the 4d6 eggs. Other hosts are at about a 40% hatching rate.

Four to five days after the implantation, larvae hatch from the eggs and burrow through the victim's flesh from the wound site to its chest. They anesthetize the flesh with secretions as they burrow, so after a bout of severe itching at the wound site, the victim feels only mild discomfort as if they ate something that did not agree with them. Once in the chest, they continue to feed and grow for another week or so and then transform into the adult form of the sandbar horror, just of much smaller size. While growing, they instinctively target non-critical tissue and portions of organs rather than entire organs. The damage done is often expressed as a referred pain in the host's shoulders or back.

Once transformed, they begin to burrow their way out, tearing a huge hole in the host's chest. The host normally dies at this point unless serious healing (*heal* or regenerative spell of similar power) is levied. 4d6 young sandbar horrors emerge, and if there is no immediate threat, they will devour the host. When finished eating, or if a threat is present, they will quickly move toward the nearest water source to set up a new and distinct nest or hive, relying upon instinctual knowledge passed on genetically to survive. Usually the weakest 1/6 of young sandbar horrors will not make it past burrowing from the victim, and will be eaten as well if there is time. The young have 1 Hit Die and are size Tiny for approximately 1 month when they will have grown near to full size, molting thrice during this growth spurt.

They can live up to 150 years if they are fortunate, and they will continue to grow very slowly in size over that time. Due to attrition, sandbar horrors of great age and size are almost always solitary or paired up with another powerful creature of a different race.

Sandbar Horror...Continued

Sawtails (Plant)

Notes and Game Balance

This creature developed out of the thought of moving sandbars interfering with river travel and commerce. At first an ooze was considered, but there are 2 oozes in this volume. Next more of a crayfish was envisioned, but the chuul covered that ground. Instead, a low CR crab creature that burrows through earth and hunts people evolved to utilize tactics and cooperate with others of its kind to handle larger threats.

A CR of 2 was settled upon after a comparison to chokers and skum. Compared to the choker and skum, it has a higher Armor Class and is weaker and more intelligent. At an average damage of 4.5 over three attacks, it is much weaker attack-wise than the choker at 10 damage over 2 attacks (not counting if the choker takes an extra attack with its quickness action) and even more so against the skum. Instead, it has a couple of minor spell effects that come into play primarily with tactics and in a group. These spell effects, plus egg implantation and eyestalks make this a moderate CR 2, especially if it can lead in with tactics to give it a combat advantage.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
10	The 3 foot crab before you is called a sandbar horror.
15	They create sandbars for watercraft to get stuck on, and then they climb up and attack in a mass.
20	They have the ability to cloud the minds of others and stop them from acting.
25	They are able to create small fires out of nothing, and the more that work together, the larger the fire they can create. More than a few boats have sunk this way.
30	Their bite can also deliver a cluster of eggs into the wound, which will later burrow into a victim's chest and eat them from the inside, bursting forth when hatching.
35	The young hatch within 2 weeks, but they can be destroyed by a <i>remove disease</i> spell before hatching.
40	They stay tied to one nest or hive, and as attrition causes their numbers to dwindle, the remaining few often wander and join up with other powerful beings.

What at first appeared to be cattails covering squelching marshy ground now appear to be more than just simple plants. They sway of their own accord and their broad leaves have become edged and rigid and slice back and forth through the air.

Sawtails

Medium Plant

- Hit Dice:** 2d8+4 (13 hp)
- Initiative:** -3
- Speed:** 5 ft. (1 square)
- Armor Class:** 11 (-3 Dex, +4 natural)
touch 7, flat-footed 11
- Base Atk/Grapple:** +1/+2
- Attack:** Slice +2 melee (1d4+1 plus poison)
- Full Attack:** Slice +2 melee (1d4+1 plus poison)
- Space/Reach:** 5 ft./5 ft.
- Special Attacks:** Acid, poison
- Special Qualities:** Damage reduction 5/bludgeoning or slashing, low-light vision, plant traits
- Saves:** Fort +5, Ref -3, Will +0
- Abilities:** Str 12, Dex 4, Con 14, Int 1, Wis 10, Cha 5
- Skills:** Spot +5
- Feats:** Combat Reflexes
- Environment:** Any temperate and warm
- Organization:** Solitary or field (2-30)
- Challenge Rating:** 1/2
- Treasure:** 50% Standard
- Alignment:** Always neutral
- Advancement:** --
- Level Adjustment:** --

General

Sawtails at a glance appear to be regular cattails that one could find in plenty of ordinary marshes. Each plant occupies a roughly 3x3 foot area of marsh, in and among regular cattails. It's not until their dangerous nature is triggered that the difference between them becomes a bit more apparent. They start swaying back and forth, and their long slender leaves become rigid and develop edges. Venom oozes from those edges and an oily acidic enzyme is released from the plant's root cluster and rises up to float on the surface of the water.

Sawtails range between three and eight feet in height and weigh 40 to 50 pounds if their root clusters are included.

Sawtails neither speak nor understand language, but if spoken with magically such as through a *Speak with Plants*, they will be cordial but agitated.

Combat

Sawtails attack by thrashing their blade-like leaves back and forth against anything they detect as prey next to them. Also in response to possible prey, their root clusters begin releasing an acidic enzyme in a five foot radius around them. Their movement is very limited, so they depend on creatures coming to them. Creatures less than Small size are beneath their notice for the most part.

They have an interesting technique to trap prey prior to becoming agitated and attacking however. All of the sawtails in one area are linked by feeler roots which they have a limited form of communication through. Connected sawtails will not become agitated until the first detected creature moves as deep into the field of them as possible. Once the creature is no longer moving further into the field and is instead moving out, all of the sawtails in the field will become agitated requiring the trapped creature to navigate past as many of the thrashing plants as possible. This gives them the greatest chance of killing prey within their field so that the enzymes will break the flesh down and the entire group of them will benefit from the nutrients.

Sawtails...Continued

Sawtails have limited movement, and will generally shift themselves into a pattern around a central area to facilitate their trap. Once agitated, they will remain so for up to 15 minutes after potential prey has been slain or has escaped, possibly shifting locations slowly to ferret out any that might be hiding. Prey can try to escape by straight out fleeing, but the sawtails' Combat Reflexes usually helps it respond more than quickly enough to at least get one more strike in.

Acid (Ex): Agitated sawtails release an oily digestive enzyme into the water and mud around them. This enzyme only breaks down flesh, keeping both the sawtail and its surrounding cattails safe from its acidic effects. Anyone passing within 5 feet of an agitated sawtail must make a DC 13 Reflex save or suffer 1 hit point of acid damage for each round spent in an affected square, plus one additional point of damage the following round, even if they have departed the affected squares. This save DC is Constitution-based.

Damage Reduction (Ex): Sawtails take less damage from piercing weapons due to the woody composition of their stalks. Damage from piecing weapons is reduced by 5 points per hit. Damage from bludgeoning and slashing weapons is as normal.

Plant Traits: Includes low-light vision; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; and breathes and eats, but does not sleep.

Poison (Ex): The sawtails' bladed leaves exude a weakening poison to slow down creatures passing too close to them, eventually weakening them to the point of being unable to move while the acidic enzyme eats them away. Initial damage 1 Strength, secondary damage 1 Strength, DC 13 Fortitude save negates. The save DC is Constitution-based.

Ecology

Sawtails can be found along any fresh water river, pond or lake, and in most marshes. They grow in and among regular cattails thriving in areas of rich mud, and creating areas of rich mud if needed. As a result of their limited movement, they can move to a better region if the one they are in becomes untenable.

They are carnivorous in a sense. The creatures they kill are dissolved by their acidic enzymes to enrich the surrounding mud and feed not only all the sawtails in a field, but also support the growth of the normal cattails. As mentioned before, creatures smaller than size Small are beneath their notice, so a sawtail field can make a great home for Tiny fey, vermin and so forth, as long as they are smart enough to avoid the thrashing blades and acid when something else agitates them. The bones and equipment of anything slain remains in the sawtail field, a lure or possible reward for those risking a search.

Sawtails interact with each other only through feeler roots and only on an instinctual level. They reproduce through the feeler roots as well, generating up to 6 new plants each season along the same root. Once a field of them reaches maximum capacity, usually around 30 active plants, the progenitor of the field will produce a stalk covered by thick brown seeds. These seeds will break free in the autumn and be caught and distributed by the wind.

Those that land in a rich, muddy environment and are not eaten by birds or other small critters, may germinate in the following spring, bringing forth a single sawtail which will then act as the progenitor of an entirely new field of them after several years and a bit of good luck and weather.

All parts of a sawtail have some worth among knowledgeable local peoples. The tops of the woody brown stalks can be soaked in oil to produce smoky, long lasting torches. The root clusters can be collected for their enzyme which is used to clean skulls and bones for ornaments and tools. Lastly, the bladed leaves, when mashed and prepared the right way, can make an alcoholic beverage that numbs lips and weakens imbibers along with getting them tipsy.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This thrashing cattail is known as a sawtail plant.
15	Their leaves are like blades and are envenomed with a poison that causes weakness.
20	Their root clusters emit an oily acidic enzyme when agitated that will eat away at flesh.
25	All of the sawtails in one area are in contact with each other through roots and will wait for prey to get deep into their field before all thrashing at once.
30	Their woody stalks and leaves are naturally resistant to any weapons that deal piercing damage.
35	The thrashing of the leaves allows them to strike at those that pass, up to twice each round, even if they were unaware of the prey before it moved.
40	The entire plant is useful, stalks for torches, root bundles for cleaning gore off of bones and equipment, and the leaves for creating a dangerous alcoholic drink.

Notes and Game Balance

In seeking an interesting low CR plant creature that could live and thrive in a riverbank environment, cattails came immediately to mind. Shambling cattails chasing halflings was an option, but a stealth/trap type plant had a better feel to it, especially one that had sort of a group mind with the others of its kind nearby. Hopefully, the communication and trap layout will make an encounter with them a bit more interesting than just moving back at range and smiting them with ranged weapons. The encounter concept for these creatures entailed characters becoming curious about a skeleton or piece of equipment visible in the cattails and investigating while being worried about being attacked by monsters in the mud or water, but not by the cattails themselves.

In pinning down its CR, a comparison to ghouls was made. Hit points and Hit Dice are higher, although sawtails are a lot slower and do less damage as one might expect from a plant. Paralysis was swapped for poison and acid, and undead traits swapped for plant traits. To help against ranged and reach attacks, DR 5/bludgeoning or slashing was added. Combat Reflexes were chosen as a feat to assist with the trap concept -- creatures trying to run by, even while the sawtail is flat-footed, are still subject to being slashed. Alone, it is a strong CR 1/2, but combined with others of its kind it becomes just a little stronger.

Shiaga (Monstrous Humanoid)



Feats: Blind-Fight, *Combat Casting, Enlarge Spell, Silent Spell

Environment: Any aquatic

Organization: Solitary or pair

Challenge Rating: 10

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: --

General

A shiaga is the sterile female offspring of a medusa and a water naga, more powerful than either of her parents. Her face is finely featured despite being covered in green and blue hued scales. Her eyes are golden and slitted vertically, while her lips are a dark blue, revealing black fangs when she snarls. From atop her head grow dozens of banded snakes in constant motion. These snakes may appear as either blue and black banded sea snakes, or red, yellow and black banded coral snakes.

The water's surface is disturbed ever so slightly, marked only by a brief flash of colored scales moving silently beneath. Then from beneath the water appears a scaled, snake-like female humanoid whose lower half ends in a long serpentine tail rather than legs. Her head is more remarkable still, as it has glowing eyes set below a squirming mass of banded snakes that seem to emerge right from the top of her head where one would expect hair to be.

She has a muscular humanoid torso and arms, also covered in bluish green scales forming striking patterns. Her hands, scaled on the top but not on the bottom, end in four articulated, webbed fingers and a thumb. From the waist down, encompassing about two-thirds of her total length, extends a serpentine body. This lower body is covered in larger, more durable appearing scales forming patterns of deep green and dark blue. From the nape of her neck and fully down the length of her body to the end of her tail sprouts a fin-like rusty red crest extending no more than 6 inches from her body at its longest point. At the end of the tail, this crest becomes a short flat fin about a foot in length.

A shiaga fully extended is about 25 feet long. She typically weighs between 400 and 450 pounds.

A shiaga can speak Aquan, Common, Draconic and Undercommon. Sometimes she will learn additional languages to aid in developing her lair and extending her power base.

Combat

A shiaga tends to use complex and layered tactics. She will learn of threats through her network of allies and thralls long before they reach her. Foes will often unintentionally reach an area staged by her for a primary combat. Creatures working with her will be used to soften foes up while she activates her charming gaze and casts spells to both directly harm enemies as well as to augment her allies. Should her allies be defeated, she will depart the combat to travel to her next staged area for a second round of combat, often with more allies and possibly traps. Losing again, she may retreat to her ambush-laden lair. Should combat be one-on-one, she may stay for a time to abuse a foe, especially ones she has significant advantage over, but when the odds are against her, she departs for better positioning.

She will use her environment to full advantage, using the Enlarge Spell and Silent Spell feats to cast spells at distance and while hidden. Cover and concealment from being submerged while fighting land bound opponents will also be utilized, as will her speed in the water

Shiaga

Large Monstrous Humanoid (Aquatic)

Hit Dice: 10d8+30 (75 hp)

Initiative: +2

Speed: 30 ft. (6 squares), swim 50 ft.

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

Base Atk/Grapple: +10/+17

Attack: Shortspear +12 melee (1d8+4) or dagger +12 melee (1d4+3/19-20) or snakes +12 melee (1d4 plus poison)

Full Attack: Shortspear +12/+7 melee (1d8+4); or dagger +12/+7 melee (1d4+3/19-20) and snakes +7 melee (1d4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Gaze, poison, spells

Special Qualities: Darkvision 60 ft., serpentine

Saves: Fort +6, Ref +9, Will +8

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

Skills: Bluff +6, Concentration +16*, Listen +5, Handle Animal +7, Intimidate +6, Knowledge (arcana) +16, Move Silently +7, Spellcraft +18, Spot +5, Swim +11

since it exceeds the swimming speed of most non-aquatic creatures. She will also use her spells to great effect, targeting *water breathing* characters with *dispel magic*, Small characters and spellcasting characters with *black tentacles*, warrior type characters with any spells requiring a Will save, especially her charming gaze, and so forth.

Gaze (Su): As a result of her mixed lineage, a shiaga can choose between a charming gaze, a petrifying gaze, or no gaze at all.

The charming gaze works as the *charm person* spell with a range of 30 feet. A DC 17 Will save negates this effect. The save DC is Charisma-based. It is a standard action to activate this use.

The petrifying gaze causes foes to turn to stone permanently with a range of 30 feet. A DC 17 Fortitude save negates this effect. The save DC is Charisma-based. It is a standard action to activate this use.

Poison (Ex): The snakes comprising a shiaga's hair are extremely venomous, injecting deadly poison on any bite attack. Injury, Fortitude DC 18, initial damage 1d6 Constitution, secondary damage 1d6 Constitution. The save DC is Constitution-based.

Serpentine (Ex): A shiaga can move into a space only half its width (1 square) at no penalty.

Spells: A shiaga casts spells as a 9th level sorcerer, but tends to avoid fire spells due to her aquatic environment. As a result of searching the depths for water magic during their long years, any given shiaga may have up to 4 unique spells associated with that element. Examples could include a spell version of the psionic power float, a ball causing a sharp increase or decrease of water pressure instead of a fireball, or maybe even an arcing spell to mimic an electric eel. Specific new spells are entirely up to the GM, but it provides a good way to surprise seasoned players.

Typical Sorcerer Spells Known (6/7/7/6/4; save DC 12 + spell level): 0 – *dancing lights, detect magic, ghost sound, light, message, prestidigitation, read magic, touch of fatigue*; 1st – *enlarge person, magic missile, ray of enfeeblement, shocking grasp, ventriloquism*; 2nd – *detect thoughts, eagle's splendor, resist energy, web*; 3rd – *dispel magic, lightning bolt, tongues*; 4th – *black tentacles, charm monster*

***Skills:** A shiaga 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.

Ecology

A shiaga might be found in any aquatic setting, warm or cold, above or below ground, near the surface or far into the depths. Typically she will lair within some proximity of a small humanoid community so as to use it as a source of servants, wealth and food. Her lair can be in sunken ruins, submerged lava tubes, sea caves, tunnels in a river bank, etc. She will improve upon the lair chosen with the aid of her servants and thralls, adding traps, secret passages, holes in the floor and ceiling, basically anything that will grant her an advantage should she be assailed. Servants will be given lairs near the edges, acting as an early warning system. Aquatic animals like eels, sharks, and the like will be trained and placed in the most beneficial places. Enchanted items will likewise be hoarded and used to the greatest benefit for defense and offense.

A shiaga can live to be over 1000 years old if she is crafty enough. If a lair is breached, she will have no problem departing for good and setting up somewhere else. She is infertile and will not breed. She will not associate with any other medusas although she may keep a male water naga lover for a time. As a result of her infertility and the rarity of a union between a medusa and a water naga, it is thought that perhaps most of the shiaga in the world came from only a few pairings of one set of parents.

A shiaga generally will not limit the type of servants she has, as long as they follow her commands without question. Aquatic races such as merfolk, merrow, sahuagin and sandbar horrors make good servants while chuul, giant hellgrammites and giant octopuses can make great guardians. She may also serve or be served by aquatic or semi-aquatic dragons. In some rare cases, a shiaga encounters one of her sisters and they may team up for a time, exacting a terrible toll on the surrounding inhabitants.

In terms of character classes, a shiaga typically advances in dragon disciple, although some choose the path of sorcerer or priestess. One is known to have advanced as a rogue and become a fearsome shadowdancer, while another still has oddly chosen the way of the monk and turned to the path of good. Those advancing as dragon disciple more often than not will have a dragon or several in reasonably close proximity in case they need help with pesky adventurers.

Knowledge Suggestions

DC	Knowledge (nature) check results
20	The serpentine humanoid is known as a shiaga.
25	She has the ability to turn people to stone with her gaze.
30	She has access to and can cast spells like a sorcerer of moderate power.
35	The snakes in her hair are very venomous and are brought to bear on those opting to fight her in close.
40	As her body is serpentine, she can easily swim and crawl through spaces one would expect to be difficult for her.
45	She can change her gaze at will, so that it doesn't harm others, but also so that it can charm anyone that sees her.
50	She is the infertile offspring of a medusa and a water naga, more powerful than either. She is very crafty and combats with her are usually on her terms and planned out ahead before she is even seen.

Notes and Game Balance

The inspiration for the shiaga first came from the need for a powerful and crafty main villain in a subterranean river setting near a dwarven town. The group involved was all seasoned players, so it needed to be something interesting and unexpected. A water naga was being considered, but then a helpful friend suggested a medusa and the concept blossomed.

Establishing the CR for the shiaga was a bit difficult as she overpowers both of her lineages. A spirit naga was close, having the same Armor Class, poison, size, and charming gaze. The spirit naga had better overall abilities, but the shiaga has access to higher level spells, has arms and hands, and an optional petrifying gaze. Given this, she is more on par with a guardian naga at CR 10 despite having less Hit Dice and lower abilities than it does.

Silt Dragon (Dragon)



An enormous reptilian catfish rises from the muck of the bottom, rows of gleaming teeth visible in a wide mouth flanked by wicked looking spines.

Silt Dragon Huge Dragon

Hit Dice:	24d12+264 (420 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), swim 80 ft.
Armor Class:	22 (-2 size, +14 natural) touch 8, flat-footed 22
Base Atk/Grapple:	+24/+41
Attack:	Bite +31 melee (2d8+9) or spines +31 melee (1d8+4 plus poison) or claw +31 melee (2d6+4) or tail strike +31 melee (2d6+13 plus poison)
Full Attack:	Bite +31 melee (2d8+9) and spines +29 melee (1d8+4 plus poison) and 2 claws +29 melee (2d6+4) and tail strike +29 melee (2d6+13 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, frightful presence, improved grab, poison, swallow whole
Special Qualities:	Blindsense 60 ft., damage reduction 15/magic and piercing, darkvision 120 ft., fish mind, low-light vision, spell resistance 25
Saves:	Fort +25, Ref +16, Will +15
Abilities:	Str 28, Dex 10, Con 32, Int 20, Wis 12, Cha 20
Skills:	Bluff +32, Diplomacy +38, Escape Artist +27, Intimidate +34, Knowledge (all 10) +14,

Listen +28, Spot +28, Sense Motive +28,
Swim +35

Feats: Ability Focus (breath), Blind-Fight, Cleave,
Improved Initiative, Improved Sunder,
Leadership, Lightning Reflexes, Multiattack,
Power Attack

Environment: Any aquatic

Organization: Solitary, pair or brood (1-6)

Challenge Rating: 16

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 25-48 HD (Gargantuan);
49-72 HD (Colossal)

Level Adjustment: --

General

A silt dragon resembles a massive reptilian catfish. Its head features wide-set, deep amber eyes, and an enormous mouth with double rows of gleaming teeth within. Black spines flank either side of its mouth extending out laterally, and beneath its mouth trail dozens of lengthy feelers. Grey-black scales beneath a thick layer of slime cover it completely, much darker on the top and much lighter on the bottom. Fins ending in wicked claws extend out from either side, and from its back sprout two wing-like fins. An additional pair of

fins protrudes out from the bottom near the dragon's tail. The tail itself is thick and powerful and has dozens of spines growing from either side of it.

A typical silt dragon measures 18 to 25 feet from mouth to tail with its body girth being two-thirds or more of its length at the thickest point. It weighs between 8,000 and 16,000 pounds.

A silt dragon can speak Abyssal, Aquan, Common, Draconic, Giant and Undercommon.

Combat

A silt dragon employs fairly simple tactics as it has difficulty holding to plans once a battle is joined. It will allow its cohort, followers and dominated thralls to initiate the battle while it sits back and uses its breath weapon. Thralls will be directed to attack enemy spellcasters and anyone appearing to be resistant to its breath weapon first. When it does wade into melee, it uses all options available to it including sundering dangerous enemy weapons, swallowing spellcasters whole and judiciously using power attack while it waits for its breath weapon to recharge. It always seeks to add new thralls when possible.

Blindsense (Ex): A silt dragon's feelers allow it to pinpoint all creatures within 60 ft. although creatures that it cannot see still gain concealment against it.

Breath Weapon (Su): Once every 1d4+1 rounds, a silt dragon can emit a 50 foot cone of magical energy. Any humanoid or monstrous humanoid caught in it must make a DC 29 Will save or become dominated by the silt dragon. This works as per the spell *dominate person* at caster level 24 with the exception that a new saving throw at +2 is allowed only for self-destructive orders. Additionally, anyone dominated gains *water breathing* for the duration of their domination. The save DC is Charisma-based.

Damage Reduction (Ex): As a result of a thick layer of slime coating its body and a draconic heritage, the silt dragon gains damage reduction 15 against all non-piercing and non-magical weapons.

Silt Dragon...Continued

Frightful Presence (Ex): The silt dragon's very presence is unsettling to foes especially when it charges or attacks. Opponents within 90 feet when either occurs must make a DC 27 Will save. On a failure, those with 4 Hit Dice or fewer become panicked for 4d6 rounds, and those with 5 or more Hit Dice become shaken for 4d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than it has and those that succeed on the saving throw are immune to its frightful presence for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Fish Mind (Ex): The silt dragon's mental capacity has evolved in unexpected ways from its lowly piscine beginnings, making it immune to all mind-affecting spells and effects.

Improved Grab (Ex): To use this ability, the silt dragon must hit with its bite or claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its mouth or claw only and not be considered grappled itself.

Poison (Ex): The spines near the silt dragon's mouth and on its tail both contain a poison that decreases the coordination of its foes. Injury, Fortitude DC 33, initial damage 1d6 Dexterity, secondary damage 1d6 Dexterity. The save DC is Constitution-based.

Spell Resistance (Ex): The silt dragon's draconic heritage has granted it a resistance of 25 against spells and spell-like effects.

Swallow Whole (Ex): If a silt dragon begins its turn with an opponent of up to one size smaller than itself held in its mouth, it can attempt a new grapple check. If it succeeds, it swallows them, and they take bite damage. A swallowed creature is considered to be grappled. A swallowed creature takes 2d8+13 bludgeoning damage and 2d6 acid damage from the creature's digestive juices each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 25 points of damage to the gizzard (AC 17). Muscular activity closes the hole after the creature exits; another creature must cut its own way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the dragon's jaws, possibly taking bite damage or being swallowed again. A second grapple or Escape Artist check must be made to avoid the bite damage.

Skills: A silt 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.

Ecology

It is said that the first silt dragon appeared as the result of the intervention of a godlike being of chaos and evil. A village of ancient riverfolk was being slaughtered by a band of raiding orcs and they called out in desperation to any that would hear their prayers. In answer, a huge catfish dwelling near the village was transformed into a silt dragon which then lumbered ashore and smote the orc raiding party, saving them. Chaos and evil being what they are, the dragon then used its breath weapon on the village and took all of them with it into the depths.

A silt dragon can be found in any aquatic environment, although it is much rarer in colder climes. It makes its home in the muddy depths, frequently in partially buried, submerged caverns and ruins. There it is served by its cohort, followers and dominated thralls. The thralls handle most of the physical labor and are used by the dragon as entertainment, food and sources of information. It will also often maintain a guard force of up to a dozen warriors of humanoid,

aquatic humanoid or monstrous humanoid types that have been so thoroughly dominated over the years that they have ceased to be able to think for themselves and now live only to serve the dragon.

When it runs low on thralls, it will make a foray to the surface and dominate the first humanoids it finds, using them to lead it to a village or town near the water's edge. It then comes ashore and uses its breath weapon to dominate the entire town, forcing those dominated to grapple any who resist and try to flee, holding them until they succumb. When the town is controlled, it will have them hand over their valuables to its cohort and followers, and then they all depart for the silt dragon's lair. All that is left behind is an empty town and a mystery. Enchanted items obtained will be given to and used by the dragon's cohorts and followers.

A silt dragon can live for thousands of years. Typically only two will live in an area of about 100 miles, a male and a female, remaining apart except for once every hundred years or so when they mate. A half a dozen eggs will be the product of the mating, hatching after a year. The resulting brood is then driven forth from the area by the adults to seek their own hunting grounds. This brood will remain together for about a dozen years at which point some will be slain by their brood mates and ultimately the lot of them will go their own ways to develop their own lairs, cohorts, followers and thralls.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This massive scaled catfish is called a silt dragon. Its mere presence causes lesser foes to flee or at least be shaken and less capable of combat.
25	It can grab anything it strikes with its bite or claws and those held by its mouth will be swallowed whole.
30	It can breathe forth magical energy that dominates all caught in it. Those dominated then serve the dragon.
35	The spines near its mouth and tail are poisonous and cause those struck to lose coordination and become clumsy.
40	It typically travels with a retinue of followers and dominated thralls that help it deal with any opposition.
45	It has strong resistance to spells and spell-like effects. It is also highly resistant to damage from non-piercing, non-magic weapons.
50	Its fishy intellect resists mind-affecting spells and effects making it entirely immune to them.

Notes and Game Balance

What dwells in slow moving rivers? Catfish. What makes a huge catfish extremely menacing? Making it a dragon. For comparison, a CR 16 old black dragon was used. The silt dragon has fewer Hit Dice, no flight and no crush attack. Instead it has a higher Constitution, Intelligence and Charisma, a high swim speed and poison spines. The silt dragon also has a much weaker Armor Class, no damage from its breath weapon and no additional spell-like abilities. To make up for these however it has improved grab and swallow whole, a dominating breath weapon, an immunity to mind-affecting spells and just slightly better DR and SR. All in all, it appears very close in power. The breath weapon may seem strong at first due to the save, but it can be mostly foiled by even a 1st level spell (*protection from evil*). A forewarned party should have little problem with the dragon, but the fighting and spell power from the dragon's cohorts will make a big difference, especially if a group's carefully planned *magic circle vs. evil* happens to get dispelled. *Antimagic field* could be a problem, but a group using that better be real skilled at swimming!

Snake: Vaal Viper (Animal)

Blue and green scales shimmer as the serpent rises swiftly to the surface, jaws spreading wide to reveal glistening fangs.

Snake: Vaal Viper

Medium Animal

Hit Dice: 3d8+3 (16 hp)
Initiative: +8
Speed: 30 ft. (6 squares), climb 20 ft., swim 20 ft.
Armor Class: 17 (+4 Dex, +3 natural)
 touch 14, flat-footed 13
Base Atk/Grapple: +2/+1
Attack: Bite +6 melee (1d4-1 plus poison)
Full Attack: Bite +6 melee (1d4-1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Fearless, hold breath, scent
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 8, Dex 19, Con 13, Int 1, Wis 12, Cha 2
Skills: Balance +12, Climb +12, Hide +12, Listen +6, Spot +6, Swim +7
Feats: Improved Initiative, Weapon Finesse
Environment: Any temperate or warm aquatic
Organization: Solitary or nest (2-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Medium), 7-9 HD (Large)
Level Adjustment: --

General

The vaal viper is a dark blue-green serpent with grey-black scales forming a pattern of overlapping triangles pointing downwards, running down the center of its back. It has a narrow face and small, dark eyes with tiny grey scales forming a tear-drop pattern just below and behind each eye.

It averages 6 to 7 feet in length with a body thickness of 5 to 6 inches, and weighs roughly 35 pounds.

The vaal viper neither speaks nor understands language, but if spoken to using *Speak with Animals*, it responds in an aggressive and threatening manner.

Combat

A vaal viper uses simple tactics, striking out from cover to bite its opponent repeatedly. It will only focus on one opponent if it perceives that opponent as its greatest threat, but otherwise it will dart from one opponent to the next using its bite attack to incapacitate as many opponents as it can before focusing on whichever one it deems as most suitable for prey. This means it is more likely to concentrate its attacks on any creature at least one size smaller than itself after all other threats have been dealt with.

Fearless (Ex): The vaal viper is immune to fear and fear-based effects, magical or otherwise, and seldom if ever retreats from combat.

Hold Breath (Ex): A vaal viper can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Poison (Ex): A vaal viper's bite contains a mentally debilitating poison that deals Wisdom damage and causes the victim to suffer from delusions. Anyone bitten by a vaal viper must make a DC 12 Fortitude save or take initial damage 1d4 Wisdom, secondary damage 1d4 Wisdom. Failure on either means taking the damage as listed and having to make a second DC 12 Fortitude save or become confused, as per the spell, for 1d4 rounds. This is not a magical effect, but an effect of the poison and therefore not subject to spell resistance. The save DC for both effects is Constitution-based.

Skills: Like all snakes, vaal vipers have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A vaal viper can always choose to take 10 on a Climb check, even if rushed or threatened. Vaal vipers use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A vaal viper 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.

Ecology

A vaal viper, as the name implies, is found primarily along the banks of the River Vaal. It normally hunts by swimming along the river's edge across the surface of the water. It watches for potential prey both above and below the surface, and is quick to strike out at anything that passes within easy reach of its bite attack. It can hold its breath for long periods of time, and often will dive deeper below the water's surface in pursuit of prey. Its poison is mentally debilitating and often leaves an opponent disoriented and confused, making it easy for the viper to strike repeatedly until its opponent is reduced to a catatonic state. The viper can then take its time consuming its prey as like most snakes, it swallows its prey whole and digests it over a long period of time.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This serpent is known as a vaal viper.
15	It is a poisonous viper that dwells along the River Vaal.
20	Its poison damages Wisdom and causes delusions and confusion.
25	It is extremely aggressive and attacks anything it considers a threat or a meal.
30	It can hold its breath for long periods as it hunts both above and below the water.
35	It is immune to fear and almost never retreats from combat.
40	If it strikes and debilitates several opponents, it will focus on those smaller than itself as prey.

Notes and Game Balance

The concept here was for a viper-type serpent unique to the River Vaal and surrounding territories. Using the Medium viper as a base, stats were modified to make the vaal viper a little faster and a little more aggressive, which explains the creature's reluctance to flee danger. Making its poison damage Wisdom instead of Strength or Constitution is what makes it unique. The confusion effect was chosen as both flavor for a side-effect of Wisdom damage, and a reason why damaging Wisdom would be more useful for this viper to take down prey compared to standard poisons that paralyze or damage other abilities. The higher stats and augmented abilities merit a CR 2 compared to the normal CR 1 for a Medium viper.

Snapping Turtle (Animal)

Gray-green bony plates meet at sharp ridges that criss-cross over the ovoid shell of this reptile. Four sharp-clawed flat feet brace the body, as a long neck lifts its sharp-beaked head up to hiss a warning.

Snapping Turtle

Small Animal

Hit Dice: 3d8+6 (19 hp)
Initiative: +2
Speed: 10 ft. (2 squares), swim 40 ft.
Armor Class: 18 (+1 size, +2 Dex, +5 natural)
 touch 13, flat-footed 16
Base Atk/Grapple: +2/-1
Attack: Bite +4 melee (1d6+1)
Full Attack: Bite +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Musk
Special Qualities: Hold breath, low-light vision, shell defense
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 12, Dex 14, Con 15, Int 1, Wis 10, Cha 6
Skills: Hide +6, Listen +5, Spot +5, Swim +9
Feats: Alertness, Combat Reflexes
Environment: Ant temperate or warm aquatic
Organization: Solitary, mated pair, or family (1 adult + 2-4 young)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Small), 7-9 HD (Medium)
Level Adjustment: --

General

A snapping turtle is a Small reptile with four flat feet ending in sharp claws, a thin, whip-like tail as long as its body, and a long neck that stretches out at least half the body's length and features a sharp-edged beak for its jaw. Its most prominent feature is the ovoid shell that completely encases its body, into which it can retract all of its extremities, including its tail, in times of danger. The upper shell is colored in mottled shades of green and gray and often covered in varying types of water-borne algae, while the underside is usually shades of yellow, orange, or red. Smaller scales cover the legs, tail, and head of the creature.

A Small snapping turtle can measure up to 4 feet long from head to tail and usually weighs up to 75 pounds.

A snapping turtle does not speak or understand language, but if spoken to using *Speak with Animals*, it tends to have an aggressive although primarily defensive attitude.

Combat

Unless it is hungry, a snapping turtle is more likely to avoid combat when possible. If attacked, its first defense is a strong musk it emits to warn off potential predators. It then braces itself by spreading its legs out, planting its feet steady on the ground and then striking out with quick snaps of its powerful jaws at anything within reach. It is very unlikely to back down from a fight, turning in place to watch its opponent and

preparing to bite anything that comes within striking range. If out-matched, it will retract its limbs into its shell and trust its shell to defend it.

A snapping turtle encountered in the water will use its bite to the best of its ability, taking advantage of its greater swim speed to pursue prey, or flee a greater threat if need be.

Hold Breath (Ex): A snapping turtle can hold its breath for a number of rounds equal to 6x its Constitution score before it risks drowning.

Musk (Ex): A snapping turtle can emit a strong musk that permeates the air around it. Creatures within a 5 foot radius of the turtle must make a DC 13 Fortitude save or be nauseated for 1d4 rounds. This ability only works when the turtle is not submerged in water, as the water dilutes its effects. The save DC is Constitution-based.

Shell Defense (Ex): If threatened, a snapping turtle can retract all its extremities inside its shell, granting itself cover to its softer parts in the form of a +4 Reflex save bonus on area-effect spells and spell-like effects.

Skills: A snapping turtle has a +8 racial bonus to Swim, and a +4 racial bonus to Hide checks due to the algae that often adorns its shell.

Ecology

The snapping turtle is one of the more common predators of the River Vaal, staking out territory in the shallower regions of the river near muddy banks and away from more civilized areas. Its diet consists primarily of fish, frogs, insects, small mammals, and snakes, but it is not unknown for it to attack other types of prey if hungry, even Small or Tiny humanoids. Most snapping turtles encountered are likely to be Small or smaller animals and more likely to flee humanoids or Large creatures, but some varieties are said to grow to Medium size or even larger. There is at least one instance of a Huge turtle spotted in the swamplands to the southwest of the river valley, but such dire turtles, as they are commonly referred to, have not been spotted in the river region so far.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This reptile is a snapping turtle.
15	It has a sharp bony ridge around the mouth if its beak that grants it its name.
20	Its claws are used primarily for grasping and digging.
25	It can emit a musk-like scent that nauseates opponents, can hold its breath for long intervals.
30	It subsists primarily on fish and small mammals and reptiles, but will attack other prey if hungry enough.
35	It can hold its breath for long periods as it hunts both above and below the water
40	When it retreats into its shell, it gains cover against area of effect spells and effects.

Notes and Game Balance

Inspired mainly by the alligator snapping turtle, the snapping turtle presented here was designed as a viable animal companion to druidic creatures living near large bodies of water, such as the awrie. Its Hit Dice, feats, and suggested stats were based on recorded speculation on the snapping turtle's strength, incredibly long lifespan, and surprising speed with attacks and defense. While legends and tales describe a turtle as being slow on land, they are actually quite fast swimmers; hence the vast difference in land and swim speeds listed above. The CR is about average for an animal of this size with these abilities, as compared to most predators with an average CR 2 and better combat abilities.

Terravis (Humanoid)



- Feats:** Skill Focus (spellcraft)
- Environment:** Any temperate or warm
- Organization:** Triad, coven (4-7 plus 1 3rd level sor/wiz), order (10-20 plus 3 3rd level sor/wiz plus 1 5th level sor/wiz), or conclave (50-100 plus 1 3rd level sor/wiz per 10 adults plus 1 5th level sor/wiz per 20 adults plus 1 9th level sor/wiz)
- Challenge Rating:** 1/2
- Treasure:** Standard
- Alignment:** Usually neutral good
- Advancement:** By character class
- Level Adjustment:** +1

General

A terravis is a tall, slim humanoid similar in appearance to a vissalia, but with scales of red, orange, and gold adorning its body. The scales cover the shoulders and down the back, as well as the abdomen, groin, upper legs and arms. Smaller scales cover the head and neck, leaving the face clear. Rounded ears on either side of its head pass for ears, and a finlike crest rises up from its brow, over its scalp, and down its back in lieu of hair. It has four-fingered hands without any webbing between the fingers, a wide mouth, and smaller eyes ranging in color from sea green to pale blue. Terravis favor loose-fitting clothes of light, gauzy material worn in layers that barely conceal their anatomy. Terravis, unlike vissalia, have no gills and are strictly air-breathers.

A terravis stands roughly 6 feet tall and averages about 170 pounds.

Terravis speak and understand Common and Aquan.

Combat

Terravis rely primarily on their spellcasting abilities and their alluring beauty to win their enemies over. Most of their magics are water-based and combative, making them effective battle mages if pressed to fight, but they are more likely to rely on thralls and hirelings to do their fighting for them. They carry daggers on them at all times in the event their magics prove ineffective, but would be more likely to flee or attempt to talk their way out of a bad situation than engage in melee.

Alluring Beauty (Ex): A terravis is a creature of utter beauty and grace, as a result gaining a +2 racial bonus to all Charisma-based skills and a +2 racial bonus to the DC of all charm-based spells and effects it uses.

Terravis Traits (Ex): Includes low-light vision.

River's Longing (Su): The terravis are cursed by the water gods they abandoned ages ago with a longing for the ways of the deep they left behind when they chose to dwell on land. They can never stray more than 300 yards from the water, whether it is a river, lake, sea, or ocean, lest they grow ill and possibly perish. Those who stray from the water lose 1 point of Constitution for each month they are gone, until they reach 0 Constitution and die. These points return once the terravis return to the water at the rate of one point per week and can not be restored by any magical or mundane means so long as the deities' curse remains.

Spells: Terravis may cast two zero level spells per day as a racial trait. These are chosen from the sorcerer spell list, are at caster level 1, and cannot be changed after being chosen.

Skills: Terravis have a +2 racial bonus on all Knowledge (arcana) and Spellcraft checks as a result of their arcane inclinations.

From across the water can be seen tall, slim humanoids with fin-like crests atop their heads, tiny scales along their bodies glittering in the sun, and long thin arms with four fingers tracing symbols in the air as alien words tumble from lipless mouths.

Terravis, 1st-Level Warrior

Medium Humanoid (Vissalia)

- Hit Dice:** 1d8-1 (3 hp)
- Initiative:** -1
- Speed:** 30 ft. (6 squares)
- Armor Class:** 10 (-1 Dex, +1 natural)
touch 9, flat-footed 10
- Base Atk/Grapple:** +1/+0
- Attack:** Dagger +0 melee (1d4-1) or dagger +0 thrown (1d4-1)
- Full Attack:** Dagger +0 melee (1d4-1) or dagger +0 thrown (1d4-1)
- Space/Reach:** 5 ft./5 ft.
- Special Attacks:** Spells
- Special Qualities:** Alluring beauty, low-light vision, river's longing
- Saves:** Fort +1, Ref -1, Will -1
- Abilities:** Str 9, Dex 8, Con 8, Int 14, Wis 9, Cha 15
- Skills:** Diplomacy +8, Knowledge (arcana) +8, Spellcraft +11, Use Magic Device +8

Terravis as Characters

Terravis worship deities of the land and sky, but also pay token homage to deities of the water in the hopes they may someday atone for their sins and have the curse that afflicts them be lifted. Most terravis favor the sorcerer or wizard class, but many also advance as bards, monks, rogues, or warriors. It is not uncommon for a terravis to choose to follow a path that combines aspects of arcane spellcasting with combat abilities. Divine classes such as cleric, druid, ranger, and paladin are viewed with suspicion and mistrust due to the history of this race. Barbarians are virtually unheard of among them.

Terravis characters possess the following traits:

- -2 Strength, -2 Constitution, +2 Intelligence, +2 Charisma.
- Medium size.
- A terravis's base land speed is 30 feet.
- Low-light vision.
- Racial Skills: +2 racial bonus on Knowledge (arcana) and Spellcraft checks.
- Spells: All terravis have a knack for arcane spellcasting regardless of class. A terravis with a Charisma of at least 10 begins play with the ability to cast any two 0-level spells chosen from the sorcerer spell list once per day each. These spells must be chosen at character creation and cannot be changed afterwards.
- +1 natural armor bonus.
- Special Qualities: Alluring beauty, river's longing.
- Automatic Languages: Aquan, Common.
Bonus Languages: Giant, Kwall, Sylvan
- Favored Class: Sorcerer or Wizard.
- Level Adjustment: +1

The terravis warrior presented here had the following ability scores before racial adjustments: Str 11, Dex 8, Con 10, Int 12, Wis 9, Cha 13

Ecology

What the vissalia are to the water, so are the terravis to the land. A race ingrained with the magic of the waters, the terravis shunned a life beneath the surface in favor of the riches of the world above and using their magics they adapted to the surface world. They live in cities over the water to remind them of who they were, and to draw on the power of the water's magics. Their cities are ports of trade and commerce between land-bound races and underwater races. They actually have an enmity with the vissalia, who scorn them for abandoning the ways of the water, and whom they in turn scorn for both clinging to outdated beliefs and dwelling in sunken ruins of a bygone age.

The terravis delve deeply into the arcane arts and begin to learn magic at an early age, usually around 5 or 6, and spend most of their lifetime striving to master the art. Most terravis are born with spell-casting talent and train as sorcerers, using the magic they learn to supplement all crafts, artisan skills, and even combat capabilities. Some shun this particular lifestyle however, and throw themselves wholly into magical study, training as wizards and specialists in elemental magic. Although rare, there still remains the individual with no talent for magic, or who chooses to shun the ways of his people completely and sets out on the path of a warrior, rogue, or monk, substituting discipline for magic. Some rare terravis even turn to faith and follow the path of the cleric or druid, but most of these are viewed with suspicion and mistrust given the race's dark history.

The terravis share a common lineage with the vissalia and their dark counterparts, the bandalvis, having once been the same people. Believed to be descended from the union of elves and other fey, and the sea-dwelling races of merfolk and tritons, the vissalia longed for a life on the land where they could trade with other races, learn their ways, and more importantly learn their magic. To this end, they worked powerful enchantments upon their children, granting them the ability to walk on land and breathe the air. They then called upon the gods of the land-dwellers to grant their enchanted children the ability to pass this ability along to their progeny. The land gods heard the pleas and granted the vissalia their wish, but at the expense of angering the gods of the seas and rivers which they once called home.

Those of the vissalia who had not been transformed became cursed by their gods to forever long for the land, but to never have it unless they drank of the lifeblood of the land-dwellers. At first, they believed this to be a fair trade, and hunted the land-dwellers who came to the water's edge. It wasn't too long before the vissalia understood the full extent of the curse as they spilled the blood of innocent creatures and in so doing were transformed into terrible monsters ever hungering for warm blood. Thus were the first bandalvis created. The landbound vissalia, having seen the atrocities committed by their waterbound kin, broke all connections with them, taking the name "terravis" for themselves and abandoning the waterways completely.

Unfortunately for the terravis, they too were cursed by the old gods: to forever long for the water, but to never partake of it. No terravis can be separated from the water for any great length of time before they begin to diminish in strength and eventually perish, but neither can they return to the water lest they drown in its dark depths. Terravis can't swim, nor can they ever learn how to as a result of the curse upon them.

Knowledge Suggestions

DC	Knowledge (local) check results
10	This finned humanoid is known as a terravis.
15	It is typically a student of arcane lore and many train as sorcerers or wizards.
20	It has an alluring beauty that influences the reactions of others and makes it harder to resist their enchantments.
25	It knows and can cast a couple of 0 level arcane spells regardless of class or profession due to its upbringing.
30	It can see well in daylight and twilight only.
35	It is physically weak and can never stray too far from water or it will get sick and eventually perish.
40	It is descendant of a cursed race of humanoids, and shares lineage with the bandalvis and vissalia.

Notes and Game Balance

The vissalia were originally conceived to be a variant form of river merfolk, but they needed to be different enough to be their own creature. A number of ideas came to mind, but one that stood out the most was a race that was suffering from an ancient curse. The nature of the curse soon grew out of that, followed by the effects, and eventually the reason for it, which in turn led to the creation of not one, but three races linked together by a common ancestry. Although they have spells and alluring beauty, the curse may make it tough to play a terravis over a long-term campaign, which is why they have only a +1 level adjustment.

Terravis begin play knowing two zero-level spells, but gnomes begin play with a few spell-like abilities themselves and are only a CR 1/2. Terravis are a CR 1 because they also have alluring beauty to bolster skills and spells.

Vissalia (Humanoid)



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A tall, slim creature rises up from the water, appearing human if not for the multi-hued scales across her shoulders, down her back and being the only thing covering her lower body. Slightly canted ears poke out through thick hair in shades of green and blue, and dark eyes seem to bear promise of inhuman beauty and untold pleasure.

Vissalia

Medium Humanoid (Aquatic)(Vissalia)

Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	13 (+3 natural) touch 10, flat-footed 13
Base Atk/Grapple:	+1/+2
Attack:	Trident +2 melee (1d8+1) or dagger +1 ranged (1d4+1)
Full Attack:	Trident +2 melee (1d8+1) or dagger +1 ranged (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	--
Special Qualities:	Alluring beauty, amphibious, bloodlust, breath of life, low-light vision
Saves:	Fort +3, Ref +0, Will +0

Abilities:	Str 12, Dex 10, Con 11, Int 11, Wis 10, Cha 15
Skills:	Hide +2, Listen +5, Move Silently +2, Spot +5, Swim +9
Feats:	Alertness
Environment:	Any temperate or warm aquatic
Organization:	Pod (2-5), school (11-20 plus 2 3rd level sergeants and 1 5th level leader), or shoal (30-50 plus 20% noncombatants plus one 3rd level sergeant per 10 adults, 3 5th level captains, and 1 7th level leader)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

General

A vissalia might be easily mistaken for an aquatic elf half-breed with its slim, graceful frame, narrow facial features, and slightly canted ears. It has webbed hands and toes with tiny, multi-hued scales across the back of its hands and the top of its feet. The scales cover the shoulders and down the back, as well as the abdomen, groin, upper legs and arms. Smaller scales adorn the face along the cheekbones, across the brow, and along the neck. Thick hair in shades of green and blue frames the face in curls and waves that form a mane along the spine to the lower back. A small nose melds into a narrow jaw that juts forward slightly, and large, dark eyes with nictating membranes seem to stare unblinking at whomever they address. Narrow gills grace either side of its throat.

A vissalia stands roughly 6 feet tall and averages about 170 pounds.

Vissalia speak and understand Aquan and Common.

Combat

Vissalia often arm themselves with daggers, tridents, or light cross-bows, but seldom wear armor as it restricts their movement in the water. Most often, the vissalia will attack from the water with ranged spells and weapons, retreating underwater if outmatched.

Alluring Beauty (Ex): A vissalia is a creature of utter beauty and grace and gains a +2 racial bonus to all Charisma-based skills and a +2 racial bonus to the DC of all charm-based spells and effects it uses.

Amphibious (Ex): Vissalia can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Bloodlust (Su): The vissalia are cursed by the dark gods they abandoned and now have the urge to feed on the blood of the living. If a vissalia catches the scent of blood, it must make a DC 6 Will save or succumb to the urge and attempt to drain blood from the source of the scent. Lacking a bite attack, it can only suck blood from an open wound. While under bloodlust it will not hesitate to make such a wound using whatever weapons are handy. The blood must be fresh however, and can only come from a living creature or one just recently slain. A vissalia under the control of the bloodlust will attempt to grapple a wounded creature and establish a hold. The following round, if it succeeds in a pin attempt, it will latch its

mouth over the wound to feed doing 1 point of Constitution damage for each round it maintains the pin and sucks blood from its victim. A vissalia who slays a living creature while under the effects of the bloodlust must make a DC (10 + 1/2 the slain creature's Hit Dice) Fortitude save or die immediately and rise again as a bandalvis in 1d3 rounds. Only a *miracle* or *wish* spell at caster level 15 or above can prevent this if cast before the creature rises as a bandalvis. A vissalia that dies and does not rise as a bandalvis can be raised or resurrected as normal. A vissalia under the control of its bloodlust may make a new save each round to shake of the effect, but at a -4 penalty until it has drained a number of Constitution points equal to half its own Constitution score.

Breath of Life (Su): A vissalia can grant a creature *water breathing* as per the spell with a kiss. The caster level is equal to the vissalia's character level inclusive of its humanoid levels.

Vissalia Traits (Ex): Includes low-light vision.

Vissalia as Characters

A vissalia worships no particular deity openly but pays respectful homage to deities of death and water, hoping to appease these deities and atone for their sins so that their curse may someday be lifted. Many still follow the ways of the arcane arts, but most are warriors and rogues, offering their services as river guides and aiding travelers on the water to atone for their sins, or perhaps to keep prey near at hand should they ever succumb to the bloodlust curse.

Vissalia characters possess the following traits:

- +2 Dexterity, +2 Constitution, +2 Charisma.
- Medium size.
- A vissalia's base land speed is 30 feet. They also have a swim speed of 30 feet.
- Low-light vision.
- Racial Hit Die: A vissalia begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A vissalia's humanoid levels give it skill points equal to 5x (2 + Int modifier). Its class skills are Hide, Listen, Move Silently, Spot, and Swim. A vissalia 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.
- Racial Feats: A vissalia's humanoid levels give it one feat.
- Weapon and Armor Proficiency: Proficient with dagger, crossbow (light and heavy), javelin, long spear, shortspear, spear, and trident.
- +3 natural armor bonus.
- Special Qualities: (see above) Alluring beauty, amphibious, bloodlust, breath of life.
- Automatic Languages: Aquan, Common.
Bonus Languages: Giant, Kwall and Sylvan.
- Favored Class: Fighter
- Level Adjustment: +2

The vissalia presented here had the following ability scores before racial modifiers:

Str 12, Dex 8, Con 9, Int 11, Wis 10, Cha 13

Ecology

Vissalia dwell within the ruins of ancient cities sunken beneath the river, struggling to survive against an ancient curse that continually threatens to turn them into undead. They have a particular enmity for the terravis, kinfolk who abandoned them to the dark waters of a dying realm and a curse they believe stemmed from the foul magics practiced by those kin.

Once the vissalia and terravis were of one race that dwelled in the deep waters of the seas and rivers, but a desire to become part of the realms above led the vissalia's ancestors to involve themselves in forbidden magics, and to forsake the gods they worshipped to gain favor with the gods of the upper realms. The gods of the deep were justly angered by this, and punished the vissalia with the curse of bloodlust. Now they long for the warm blood of the land-dwellers, the smell of it awakening a primal hunger that if not kept in check threatens to consume them by leading them into a frenzy to attack the source of the blood to sate their hunger. This bloodlust can cause a vissalia to forsake its mortality and give itself over to the darker gods, becoming an undead abomination that exists solely to feed upon the living.

A vissalia who can control his bloodlust can live to for about 70-75 years.

Knowledge Suggestions

DC	Knowledge (local) check results
10	This aquatic humanoid is known as a vissalia.
15	It is amphibious, allowing it to breathe both air and water.
20	It has an alluring beauty that influences the reactions of others and makes it harder to resist their enchantments.
25	It can grant the ability to breathe water with only a kiss.
30	It can see well in daylight and twilight only.
35	The smell of blood can drive it into a frenzy in which it will attack the source of the smell to drink the blood.
40	It is descendant of a cursed race of humanoids, and shares lineage with the bandalvis and terravis. If it gives in to its bloodlust, it can turn into the undead bandalvis.

Notes and Game Balance

Originally contrived as a form of river merfolk, the vissalia were given a unique history that led to the creation of three races linked by a common origin. The curse became a plot hook to tie all three together, yet make them each different unto the others. Somewhere along the way, the vissalia become more than just river merfolk, having some abilities based off legends of merfolk, but more based around the nature of the curse that affects the race itself. Although they have several unusual qualities, the CR is low because they have relatively average stats and are not that powerful physically.

Water Strider, Giant (Magical Beast)



Skipping gracefully across the surface of the water comes a large greenish-brown insect, four thin legs extending out from its central body with another pair of legs reaching out almost like forelimbs. Round red orbs are sprouted from the top of its head, and dangerous looking mandibles complete the front of this creature's body.

Water Strider, Giant

Large Magical Beast

General

A giant water strider stands atop the surface of the water, able to skim across it almost effortlessly despite its considerable size. The strider's body is usually only a few feet off of the water's surface, but it can get its body more than 5 feet above the surface if needed. Its long, narrow body ranges in color between brown, greenish-brown and black. Some striders will have thin wings folded along their backs while others do not. These wings are for appearance only and those giant water striders that have them are unable to fly with them.

From out of the central part of the strider's body stem four long legs and two short legs. These legs are covered with a fine fur and end in 'feet' coated with a water repelling substance. The front pair of legs is used to grab and hold prey while the strider bites it and eventually sucks it dry. The middle pair of legs is used for paddling and forward

motion, while the back pair of legs is used for steering and braking. From the strider's head extend two twitching antennae and two round red or black orbs it uses as eyes. The lower part of the head is taken up by a dangerous appearing set of mandibles and a pair of fang-like protrusions.

A typical giant water strider spans a distance of about 15 feet between the furthest points of its legs, although its body is only about 8 feet in length. It weighs between 350 and 450 pounds depending on how thin or thick the individual strider is and whether or not it has wings.

Giant water striders do not speak nor understand any specific language per se, but they are able to communicate with each other in simple fashion through ripple-producing twitches of their legs. Information such as 'danger', 'food', 'submit', etc. are common examples. If spoken to through magical means, they will be generally curious.

Combat

A giant water strider employs very basic combat tactics. Skim up to prey very swiftly, grab it with its two front legs (considered part of the bite attack), bite it, hold it with its mandibles and then flee from anything threatening with prey in hand. As soon as it grabs prey, it will try to depart combat as it is primarily interested in a meal and not a fight. As it is no longer just vermin and now possesses limited intellect, if it is terribly wounded it will more than likely drop its prey to be able to escape at full speed.

In terms of game mechanics, it accomplishes this by using its Improved Initiative and skim speed to get the drop on potential prey. It then bites and uses improved grab to grapple and hold the prey with its mouth. If no other threat is around, it will continue with the grapple doing bite damage until it is able to finish its meal. Otherwise it will either use the move option while grappling or it will pin its prey and then use the move option.

Blindsight (Ex): While on land, a giant water strider can use its antennae to feel the air to notice things it cannot see. It normally does not need to make Spot or Listen checks to pinpoint the location of a creature within 60 feet, provided that it has line of effect to that creature. Any opponent the strider cannot see still has total concealment against it, and the normal miss chance when attacking foes that have concealment still applies. Visibility still affects the movement of a giant water strider as well and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex): The giant water strider gains this ability only when on the water's surface. It applies equally as well above, on, or below the surface of the water. Using its antennae and contact with the water's surface, it maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though it must have line of effect to a creature or object to discern that creature or object. It normally does not need to make Spot or Listen checks to notice creatures within 60 feet.

Improved Grab (Ex): To use this ability, the giant water strider 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its mouth and front legs only and not be considered grappled itself.

Water Strider, Giant...Continued Wolf Strider (Magical Beast)

	Water Strider, Giant Large Magical Beast	Wolf Strider Large Magical Beast
Hit Dice:	5d10+10 (37 hp)	7d10+14 (52 hp)
Initiative:	+7	+7
Speed:	20 ft. (4 squares), swim* 60 ft.	20 ft. (4 squares), swim* 60 ft.
Armor Class:	17 (-1 size, +3 Dex, +5 natural) touch 12, flat-footed 14	17 (-1 size, +3 Dex, +5 natural) touch 12, flat-footed 14
Base Atk/Grapple:	+5/+13	+7/+15
Attack:	Bite +8 melee (2d6+6)	Bite +10 melee (2d6+6 plus poison)
Full Attack:	Bite +8 melee (2d6+6)	Bite +10 melee (2d6+6 plus poison)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Improved grab	Improved grab, incite frenzy, poison, strider empathy
Special Qualities:	Blindsense 60 ft., blindsight 60 ft., darkvision 60 ft., low-light vision, skim	Blindsense 60 ft., blindsight 60 ft., darkvision 60 ft., low-light vision, skim
Saves:	Fort +6, Ref +7, Will +2	Fort +7, Ref +8, Will +5
Abilities:	Str 19, Dex 17, Con 14, Int 2, Wis 13, Cha 8	Str 19, Dex 17, Con 14, Int 10, Wis 13, Cha 12
Skills:	Listen +7, Spot +7	Disguise +10, Handle Animal +10*, Listen +3, Spot +3
Feats:	Alertness, Improved Initiative	Alertness, Improved Initiative, Iron Will
Environment:	Temperate aquatic	Temperate aquatic
Organization:	Solitary, group (2-4) or herd (5-10)	Solitary or pair
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral	Usually neutral evil
Advancement:	5-8 HD (Large), 9-12 HD (Huge)	8-14 HD (Large), 15-21 HD (Huge)
Level Adjustment:	--	--

***Skim (Su):** Unlike its Fine cousin, giant water striders are not able to just stand on the water's surface as a result of their considerable size. Instead, they have a supernatural ability that causes them to do so. They are able to skim across the water's surface with great alacrity. This skimming is represented as their Swim speed in their statistics above instead of an actual ability to swim. They cannot go beneath the surface unless they actively choose to do so, such as when they are grabbing prey swimming below the water. Even in death they will continue to float, for up to 5 hours after they die.

Skills: A giant water strider does not gain the usual +8 racial bonus to Swim as its Swim speed is rather a surface skimming speed.

Ecology

Giant water striders were originally created a millennia ago by the renowned kwall sorcerer Ebulious through a variant of the clerical *giant vermin* spell made permanent. He sought to create a new race of these giant water striders for the kwall to harness as mounts and beasts of burden, enhancing their lifestyle of traveling on waterways. Unfortunately, the new giant water striders lacked intellect and the ability to stay above the water. Enter Kimla, one of the few known kwall wilders of the time. First she manifested the *float* power for Ebulious to study. This he did in short order, making it permanent on his striders as well. Next, the two of them tried an experiment involving *fox's cunning*, *permanency* and a wild surge.

Their experiment worked well, a little too well in fact. The first group of giant water striders with very limited intellect and the ability

to skim across water were created and trained. What they didn't know however, was that as an unexpected result of the wild surge, the first breeding of these creatures yielded a wolf strider in among the rest of them. It proved impossible to train, eventually killing some of its trainers and making other striders unruly before it was slain. At that time it was considered a fluke, and the breeding and training continued, working ever towards slightly more durable and intelligent striders.

Over the many years and many generations of giant water striders, wolf striders would appear now and again, usually breaking free and taking a number of water striders with them in the process. These freed striders reverted back to full predators and bred in the wild producing more normal giant water striders and more wolf striders. The wild giant water striders are listed above. Domesticated ones have the same statistics except that instead of the Improved Initiative feat, they have the Endurance feat.

Wild and domesticated striders can be found in any temperate or warm freshwater aquatic environment, always on the surface of the water. They can also travel on land, but will only do so for short periods of time and usually only to reach other water sources. Wild striders frequently travel together in groups, hunting almost like a pack. Their prey consists of anything living that is smaller than them. Usually they will avoid humanoids as they have learned to fear them to a degree. Their primary food sources are fish, giant insects and the occasional animal that they happen to catch. In lean times however, they will try to eat just about anything they can catch.

Water Strider, Giant...Continued

Wolf Strider...Continued

Conversely, domesticated striders rarely hunt, instead being fed a solid diet of fish and insects by the kwall they serve. Kwall train them to be used as mounts, guards and also as beasts of burden using a custom harness so they can pull barges, boats and rafts through the water. Other river races will occasionally train them as mounts as well. Some examples include human barbarians, lizardmen, nixies, and sometimes even terravis. Training a strider can be accomplished by making the appropriate Handle Animal checks over the standard time required to train an animal for a particular purpose, but the check DC is increased by 5. Giant water striders, both wild and domesticated, consider wolf striders to be their natural leaders. Sometimes this will result in a battle of wills over who a particular strider will obey, its rider/trainer or the wolf strider.

Giant water striders have relatively short lives, reaching maturity six months after being born and then living 15 to 20 years if they are successful hunters, slightly longer if they are domesticated and treated well. In the spring, the females produce an egg sac of two dozen eggs to be fertilized by the males. Once fertilized, about half of the eggs will hatch in the space of a month and a half, with the remainder acting as food for those hatching. They start as size Small, become size Medium after a month of feeding and then settle in at size Large after another two months. Domesticated striders will achieve full size in slightly less time, and far fewer of the young fall prey to predators.

Knowledge Suggestions

DC	Knowledge (arcana) check results
10	This giant insect is actual a magical beast known as a giant water strider.
15	It can magically float on the water's surface, skimming along almost effortlessly.
20	In the wild, it is a fierce hunter, coming upon its prey swiftly and then carrying it off to devour elsewhere.
25	It can be trained and domesticated to be a mount or beast of burden. It usually doesn't attack humanoids.
30	It can see well at twilight, but also in complete darkness. Its antennae also allow it to detect movement nearby.
35	While on water, its ability to detect movement is much stronger than on land, allowing it to sense things above, on and below the water's surface out to 60 feet.
40	The story of their creation is known to the character succeeding at this DC of the Knowledge check.

Notes and Game Balance

This creature was originally conceived of as a way for the kwall to get their barges, boats and rafts back upstream, as well as providing an interesting mount and guard for them. Giant dragonflies were considered, but have already been done a few times in the past. Giant water striders however seemed fairly unique and unexpected. They were converted to magical beasts rather than simply giant vermin to account for animal intellect allowing them to be trained, and for their ability to float on the water as they would normally be too large to do so.

In terms of CR, they were matched against the CR 5 phase spider. Although they have the same Hit Dice and do more damage on a bite attack, the striders have weaker overall abilities, lack the spiders' very deadly poison and most of all, they lack the spiders' *ethereal jaunt* ability. Their improved grab and skim abilities don't even come close in power, hence the lower CR of 4.

Wolf Strider

Large Magical Beast

General

A wolf strider stands atop the surface of the water, able to skim across it almost effortlessly despite its considerable size. Its body is usually only a few feet off of the water's surface, but it can get its body more than 5 feet above the surface if needed. Its long, narrow body ranges in color between brown, greenish-brown and black. Some wolf striders will have thin wings folded along their backs while others do not. These wings are for appearance only and those wolf striders that have them are unable to fly with them.

From out of the central part of the wolf strider's body stem four long legs and two short legs. These legs are covered with a fine fur and end in 'feet' coated with a water repelling substance. The front pair of legs is used to grab and hold prey while the strider bites it, poisons it and eventually sucks it dry. The middle pair of legs is used for paddling and forward motion, while the back pair of legs is use for steering and braking. From the wolf strider's head extend two twitching antennae and two round red or black orbs it uses as eyes. The lower part of the head is taken up by a dangerous appearing set of mandibles and a pair of well-defined fangs.

As they appear almost identical to the giant water strider, they are easily mistaken for them, a perception the wolf strider is all too happy to engender. It will even use its Disguise skill to further its mis-identification, traveling with and acting like any other wild or domesticated giant water strider.

A typical wolf strider spans a distance of about 15 feet between the furthest points of its legs, although its body is only about 8 feet in length. It weighs between 350 and 450 pounds depending on how thin or thick the individual wolf strider is and whether or not it has wings.

Wolf striders do not speak any specific language but they understand Common and Kwall, and can communicate with other wolf striders and giant water striders in simple fashion through ripple-producing twitches of their legs. Information such as 'danger', 'food', 'submit', etc. are common examples. If spoken to through magical means, they will be very demanding and seek to marshal aid in slaying the enslavers of their brethren.

Combat

A wolf strider employs very basic combat tactics when hunting. Skim up to prey very swiftly, grab it with its two front legs (considered part of the bite attack), bite and poison it repeatedly until it stops moving and then eat it. Wolf striders approach combat with dangerous foes with caution, seeking advantageous surroundings, subterfuge (pretending to be a regular giant water strider), and even inciting nearby giant water striders into a frenzy to aid in its purpose.

Against those who have 'enslaved' its less than intelligent brethren, it will use its strider empathy and incite frenzy where possible in an attempt to turn the giant water striders against their masters to gain them their freedom. Resulting meals of dead humanoids are just a welcome benefit, mostly.

Blindsense (Ex): While on land, a wolf strider can use its antennae to feel the air to notice things it cannot see. It normally does not need to make Spot or Listen checks to pinpoint the location of a



Wolf Strider...Continued

creature within 60 feet, provided that it has line of effect to that creature. Any opponent the strider cannot see still has total concealment against it, and the normal miss chance when attacking foes that have concealment still applies. Visibility still affects the movement of a giant water strider as well and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex): The wolf strider gains this ability only when on the water's surface. It applies equally as well above, on, or below the surface of the water. Using its antennae and contact with the water's surface, it maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though it must have line of effect to a creature or object to discern that creature or object. It normally does not need to make Spot or Listen checks to notice creatures within 60 feet.

Improved Grab (Ex): To use this ability, the wolf strider 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its mouth and front legs only and not be considered grappled itself.

Incite Frenzy (Su): A wolf strider can exert a limited control over nearby giant water striders. As a standard action, it can target up to 6 giant water striders within 60 feet of it and cause them to go into a frenzy unless they succeed at a DC 14 Will save. Those currently being influenced by the wolf strider's strider empathy receive a -4 on their saving throw against this. Those striders failing the save go into a frenzy immediately, gaining the modifiers but still being unable to act until their actual initiative count. The save DC is Charisma-based.

A frenzy for a giant water strider is exactly like a barbarian's rage except the strider must attack all non-striders that it can see or sense until the frenzy ends. Each individual strider can only frenzy once per day. In a frenzy, a strider temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the strider's hit points by 10, but these hit points go away at the end of the rage when its Constitution score drops back to normal. A frenzy lasts for 7 rounds. At the end of the frenzy, the strider loses the rage modifiers and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Poison (Ex): When a wolf strider bites an opponent, it injects a poison that weakens its prey so that it is harder for it to struggle against the hold the strider has upon it. Injury, Fortitude DC 15, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.

***Skim (Su):** Unlike its Fine cousin, wolf striders are not able to just stand on the water's surface as a result of their considerable size. Instead, they have a supernatural ability that causes them to do so. They are able to skim across the water's surface with great alacrity. This skimming is represented as their Swim speed in their statistics above instead of an actual ability to swim. They cannot go beneath the surface unless they actively choose to do so, such as when they are grabbing prey swimming below the water. Even in death they will continue to float, for up to 5 hours after they die.

Strider Empathy (Ex): Wolf striders have an empathic link with all of the giant water striders within 200 feet. As a swift action, they can attempt to influence any particular one they are linked with by using a Handle Animal check to 'push' them into performing a trick they do not already know such as attack, defend, guard and so forth. Those that are trained by kwall and others can be directed to do tricks they have been trained for without a Handle Animal check unless the creature's owner/rider/trainer is actively resisting the behavior in which case opposed Handle Animal rolls must be made to see who achieves dominance.

***Skills:** A wolf strider does not gain the usual +8 racial bonus to Swim as its Swim speed is rather a surface skimming speed. They do however gain a +4 racial bonus on any Handle Animal checks involving giant water striders.

Ecology

The origins, standard environments, feeding habits, and lifespan of the wolf strider are pretty much identical to those of the giant water strider. One in every 50 to 100 giant water strider young hatches and becomes a wolf strider instead.

Wolf striders are shepherds of the wild giant water striders, and liberators of those that have been domesticated, for good or ill. They always serve their own interest first however, and they will assure themselves safety and a meal before affording these benefits to any of those it shepherds. Wolf striders have been known to actually eat giant water striders during lean times, and it appears to be accepted without question.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This giant insect is actual a magical beast known as a wolf strider.
20	It can magically float on the waters surface, skimming along almost effortlessly.
25	It is a fierce hunter, coming upon its prey swiftly and weakening them with its poisonous bite as it grabs them.
30	It can influence giant water striders to act as it requests and can even incite them into a blood frenzy.
35	It can see well at twilight, but also in complete darkness. Its antennae also allow it to detect movement around it.
40	While on water, its ability to detect movement is much stronger than on land, allowing it to sense things above, on and below the water's surface out to 60 feet.
45	The story of their creation is known to the character succeeding at this DC of the Knowledge check.

Notes and Game Balance

The concept of an intelligent and slightly evil water strider looking over its dim cousins had plenty of appeal and adventure possibility, so it was included and developed. The CR was again based on a comparison with the phase spider. The wolf strider has better Hit Dice and comparable abilities, although its poison is not as strong. Its incite frenzy and strider empathy require the presence of giant water striders to be effective, and still do not compare well against the spider's ethereal jaunt. In the end, its additional hit dice push it into a CR 6, although perhaps on the weaker side.

Whiptail Snapper (Magical Beast)

Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 9-12 HD (Large);
 13-24 HD (Huge)
Level Adjustment: --

General

A whiptail snapper appears to be a grey-shelled turtle at first glance, roughly 8 feet in diameter, but with a snake's head and jaw capable of grasping and swallowing prey whole. Two barbed, prehensile tails roughly twice the body's length can grasp an opponent, allowing the creature to drag its victim to someplace else to be devoured slowly. It has rows of teeth like a shark's to grind its food while it eats. Various slime and small plants often adorn the creature's shell, making it appear to be a large rock jutting out of the water or sitting alongside the river.

The whiptail snapper's forelegs are great flippers that fan out alongside its body, while the rear legs are stout and round, and end in sharp claws to enable it to move itself along the ground more effectively when out of the water.

A whiptail snapper has an oval-shaped shell measuring 8 to 9 feet in diameter from front to back, and a neck that can stretch out as far as 5 feet from the shell. Its tails are from 15 to 20 feet in length and can reach out to 20 feet from the shell. The creature weighs anywhere from 850 to 900 pounds.

The whiptail snapper neither speaks nor understand language. If spoken to magically, it will tend to be self-important and a bit condescending to those it is speaking to.

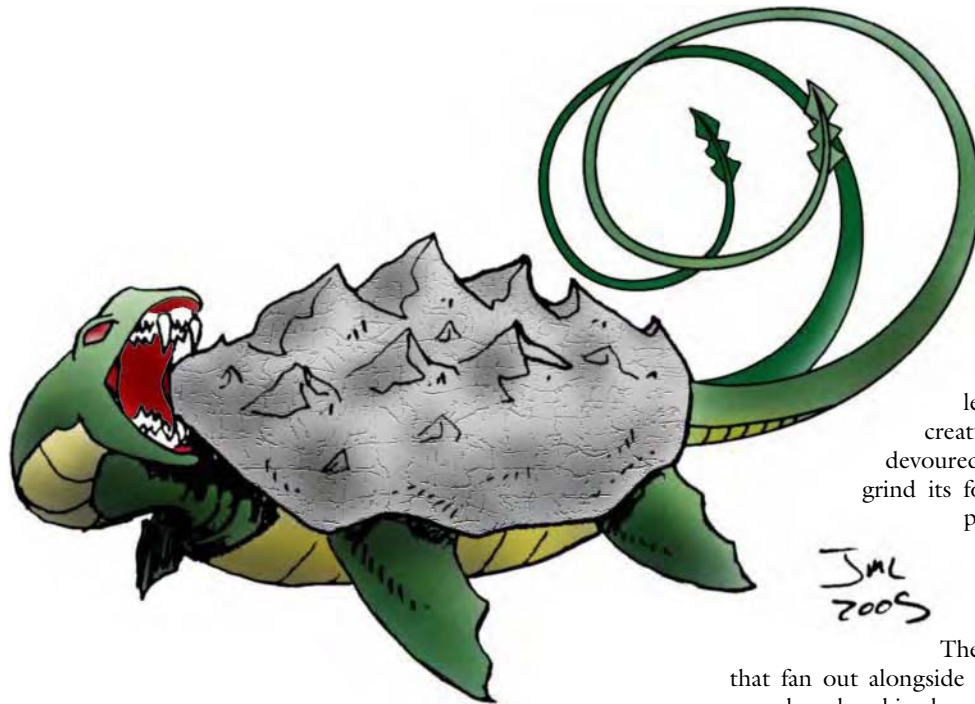
Combat

A whiptail snapper attacks by lashing about with its two tails, grabbing and ensnaring nearby prey, and then drawing its catch in towards its mouth. Anything unfortunate enough to be bitten stands a chance of being swallowed whole. The beast's tails are strong enough to constrict around an opponent while it attacks other opponents with its bite. A whiptail snapper attacking land-bound creatures will attempt to drag its opponents into the water and drown them, using its tails to keep them under the water.

Constrict (Ex): A whiptail snapper that has established a hold on an opponent with either tail can crush them for 1d8+7 points of bludgeoning damage each round after making a successful grapple check. This is in addition to the normal damage for a tail attack in the grapple.

Damage Reduction (Ex): A whiptail snapper's shell is as hard as stone, granting it damage reduction 5 against slashing and piercing weapons. Bludgeoning weapons ignore this type of damage reduction.

Improved Grab (Ex): If a whiptail snapper hits with a tail or bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This works



What appears to be a large, grey stone jutting up from the water is identified as actually being a large shell when a great, serpentine head rises before it. Jaws part wide, revealing rows of sharp teeth, and two whip-like tendrils lash out from behind the creature.

Whiptail Snapper

Large Magical Beast (Aquatic)

- Hit Dice:** 8d10+40 (84 hp)
- Initiative:** +4
- Speed:** 10 ft. (2 squares), swim 50 ft.
- Armor Class:** 19 (-1 size, +10 natural)
touch 9, flat-footed 19
- Base Atk/Grapple:** +8/+17
- Attack:** Tail +13 melee (1d8+5)
- Full Attack:** 2 tails +13 melee (1d8+5) and bite +7 melee (2d6+2)
- Space/Reach:** 10 ft./10 ft. (20 ft. with tail)
- Special Attacks:** Improved grab, swallow whole, tail whip
- Special Qualities:** Constrict (1d8+7), damage reduction 5/bludgeoning, darkvision 60 ft, low-light vision
- Saves:** Fort +11, Ref +6, Will +3
- Abilities:** Str 21, Dex 11, Con 21, Int 4, Wis 12, Cha 10
- Skills:** Hide -2*, Listen +6, Spot +7, Swim +15
- Feats:** Alertness, Improved Initiative, Weapon Focus (tail)
- Environment:** Temperate aquatic
- Organization:** Solitary

Whiptail Snapper...Continued

only against opponents at least one size category smaller than itself. The whiptail snapper has the option to conduct the grapple normally, or simply use its tail or mouth to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself. It does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. Each successful grapple check it makes during successive rounds automatically deals tail or bite damage in accordance with the initial attack, and may allow the creature to constrict if with a tail, or swallow whole if with a bite.

Swallow Whole (Ex): If a whiptail snapper begins its turn with an opponent of up to one size smaller than itself held in its mouth, it can attempt a new grapple check. If it succeeds, it swallows them, and they take bite damage. A swallowed creature is considered to be grappled. A swallowed creature takes 2d8+7 bludgeoning damage and 2d6 acid damage from the creature's digestive juices each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 20 points of damage to the gizzard (AC 15). Muscular activity closes the hole after the creature exits; another creature must cut its own way out. The whiptail snapper's damage reduction does not count against attacks made by a swallowed creature attempting to cut its way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the beast's jaws, possibly taking bite damage or being swallowed again. A second grapple or Escape Artist check must be made to avoid the bite damage.

Tail Whip (Ex): The whiptail snapper's prehensile tails give it extended reach, allowing it to make attacks out to 20 feet. If it hits with a tail attack, it can attempt to start a grapple as per improved grab. If it succeeds on a grapple check at -20, it does tail and constrict damage and can make a bite attack against that opponent at +4 to hit. If instead it succeeds on a normal grapple check, it can use its bite instead of its tail as a natural weapon to attack normally in the grapple at no penalty. In either case, constriction damage still applies.

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

A whiptail snapper also has a +8 bonus to Hide checks when at least partially submerged due to its shell's coloration and camouflage.

Ecology

Whiptail snappers are kin to turtles and tortoises, amphibious reptilian creatures with a rounded shell that surrounds the body, into which they can retract any and all limbs and appendages. They differ from turtles by having a head more like a serpent's or moray eel's, being able to temporarily dislocate their jaws and swallow prey whole. Rows of teeth in concentric circles ring their jaws and upper throats, allowing them to slowly grind and chew as they devour their prey, similar to sharks. The most unusual feature is the twin tails that protrude from the rear of the creature, snaking out to grasp and hold anything nearby.

A whiptail snapper subsists on any food it can comfortably swallow and has no particular diet that it adheres to. It eats mainly fish and small waterborne mammals because that's what it finds, but will not

hesitate to attack larger prey if the opportunity arises, making no distinction between animals, humanoids, or even dragons. It is secure in its shell's ability to defend itself and will often retreat into its shell if faced with a serious threat, lashing out with its tails to ward off attackers.

Whiptail snappers are solitary creatures, usually only meeting with others of their kind when it's time to mate. Within 2-3 months after mating, the female will seek to lay her eggs along the riverbank, within roughly 20-30 feet of the water. She digs a hole in the ground using her rear legs, then lays a clutch of 5-10 eggs, burying them in the soft earth. She then leaves them unattended and makes her way back to the water, most likely never to encounter the young even after they hatch. The eggs eventually hatch in 4-6 weeks, and the young whiptail snappers dig themselves out of the ground and begin the slow crawl to the water.

A newly hatched whiptail snapper measures only 6-12 inches long and can easily fall prey to predators as it has yet to grow its tails. One that makes it to the water however, can find plenty of fish and flora to feed upon and will quickly grow over the next few months to about half of its adult size. By that time it will have grown its tails out to their full length as well. A young whiptail snapper reaches maturity at around 5 years, and can live for over 250 years. The eldest is reputed to be almost 350 years old, with a shell measuring roughly 20 feet long.

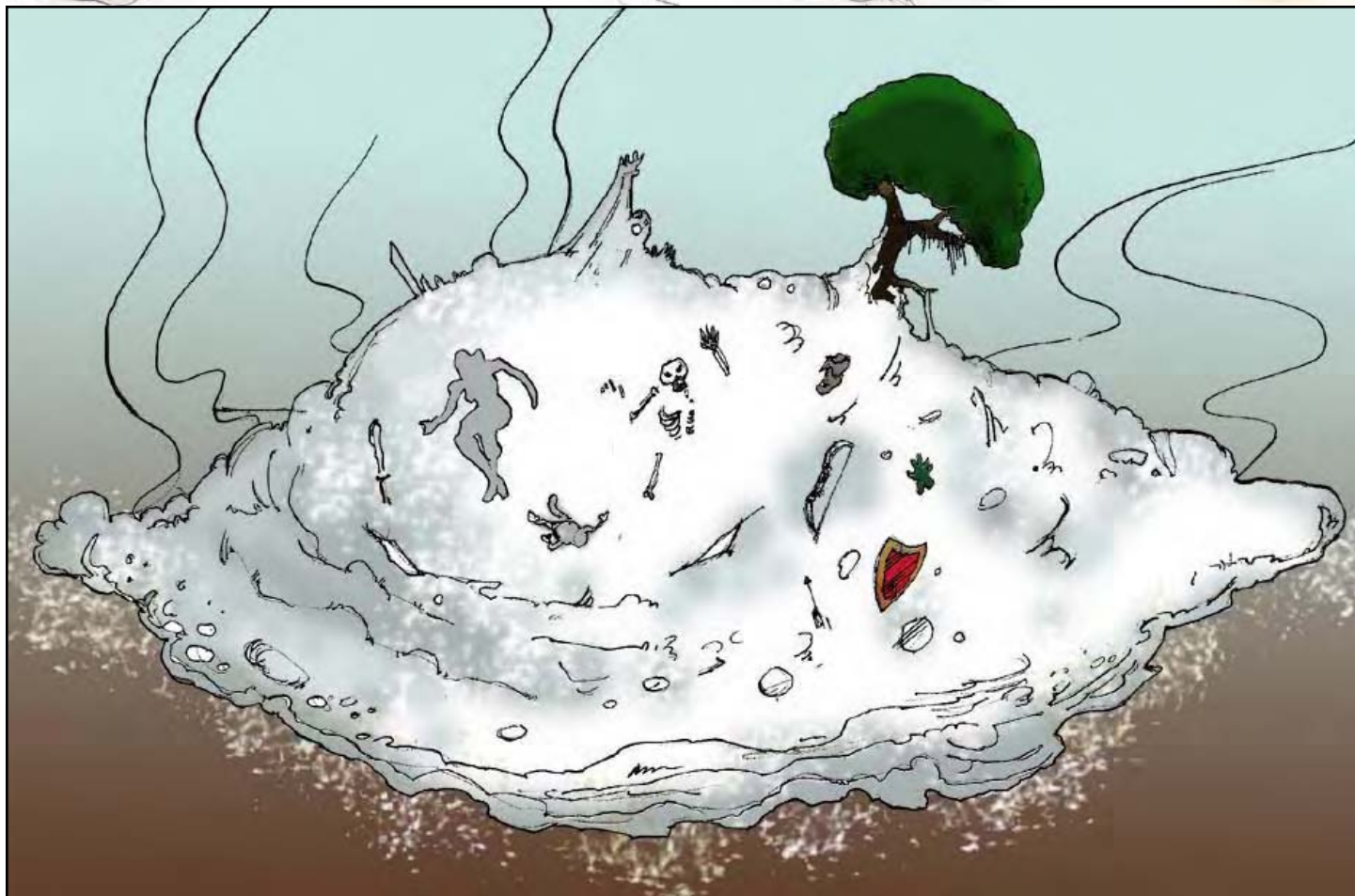
Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This turtle-like creature is a magical beast called a whiptail snapper, noted for its dangerous twin tails.
20	It is amphibious, so although found primarily in the water, it can pursue prey that it sees on land.
25	Its tails have a 20 foot reach and can be used to grapple its prey allowing it to then bring its bite to bear.
30	If either of its twin tails strike and grapple, they can constrict for greater injury.
35	Its oversized jaw allows it to swallow prey whole.
40	It is resistant to slashing and piercing weapons, but bludgeoning weapons still do full damage.
45	It is generally solitary, meeting others to mate. Females lay their eggs usually with 20 to 30 feet of the river's edge.

Notes and Game Balance

This creature was inspired mostly by turtles and similar reptiles, but altered to make a more interesting encounter for travelers on or around the river. Turtles can be dangerous enough to begin with at large sizes, especially snapping turtles which get their name from the serrated edges along their mouths. These resemble teeth and can cut through flesh and fish scales, but are still easily avoided if you can stay out of the creature's reach. The ability to swallow whole was based on creatures like the behir, purple worm, nightcrawler, and tarasque, which each use the same damage for being swallowed modified by strength. Unlike these creatures, the whiptail snapper also has the ability to grab prey with its tails to make its bite attack more effective. Adding damage reduction to all this makes this a tough creature to defeat, but a 7th level party should be well equipped with magic and strong enough weapons to get around this.

White Foam (Ooze)



Floating atop the water is a patch of white foam, the sort that might be found near river rapids.

White Foam

Medium Ooze (Aquatic)

- Hit Dice:** 3d10+15 (31 hp)
- Initiative:** -5
- Speed:** 5 ft. (2 squares), swim 5 ft.
- Armor Class:** 5 (-5 Dex)
touch 5, flat-footed 5
- Base Atk/Grapple:** +2/+2
- Attack:** Touch +2 melee (1d6 acid plus paralysis)
- Full Attack:** Touch +2 melee (1d6 acid plus paralysis)
- Space/Reach:** 5 ft./5 ft.
- Special Attacks:** Acid, paralysis
- Special Qualities:** Camouflage, immunity to weapon damage, ooze traits
- Saves:** Fort +6, Ref -4, Will -4
- Abilities:** Str 10, Dex 1, Con 21, Int --, Wis 1, Cha 1
- Skills:** Swim +8
- Feats:** --
- Environment:** Temperate aquatic

- Organization:** Solitary
- Challenge Rating:** 3
- Treasure:** None
- Alignment:** Always neutral
- Advancement:** 4-6 HD (Medium); 7-9 HD (Large)
- Level Adjustment:** --

General

The white foam ooze appears as normal foam that one would find in the rapids of a river. It's frothy and white and floats lightly upon the water, in fact almost completely indistinguishable from water foam.

White foam occupies roughly a 5x5 foot square on top of the water's surface and weighs almost nothing.

White foam neither speaks nor understands language.

Combat

The white foam's preferred method of attack is to lie passively on the water's surface waiting for prey to enter its square. It will willingly allow other creatures to pass through its square in hopes of attaining food through its paralysis ability. The foam however is not beyond striking at prey nearby. Once a creature is struck and paralyzed, the foam will move over it and use its acid to fully digest it.

White Foam...Continued

Acid (Ex): The white foam secretes acid. This is used as a weapon and also in digestion of prey. The acid is strong enough to eat through metal armor. Any creature struck by the foam takes 1d6 points of acid damage. Any weapons striking the foam also take this damage. If a creature enters the area occupied by the foam, the creature takes 1d6 points of acid damage per round for the time it is covered in foam. There is no save for the continuous damage.

The acid secreted by the white foam can be cleaned off of a Medium sized creature through five rounds of washing in clean water or by applying five uses of the *prestidigitation* spell. During the cleansing period the victim will continue to take acid damage at the normal rate.

Camouflage (Ex): Due to its remarkable similarity to normal white foam, characters must make a DC 20 Spot check to notice that it is something actually alive. A Knowledge (dungeoneering) check is further required to gain any additional information about it.

Immunity to Weapon Damage (Ex): Being an ooze made of foam, it is entirely immune to weapon damage, although it will still take the energy damage from any weapons possessing it (flaming, cold, etc.).

Ooze Traits: Includes blind (immune to gaze attacks, illusions, visual effects and sight-based attack forms); immune to mind-affecting effects; immune to poison, sleep effects, paralysis, polymorph and stunning; not subject to critical hits or flanking; eats and breathes but does not sleep.

Paralysis (Ex): Those who come into contact with the white foam, by either attack or occupying the same square as the creature, may be overcome by paralysis. The affected creature must succeed at a DC 16 Fortitude save or become paralyzed for 1d4+1 rounds. Not only does this make it an easy target for the white foam, but it also presents the distinct possibility of drowning. The save DC is Constitution-based.

Skills: White foam 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.

Ecology

This creature appears as a white foam similar to the foam found in heavy water flows. The big difference is that this white foam is a predator. It is a cousin to the dungeon dwelling green slime. The creature's resemblance to green slime leads to speculation that it is actually a form of green slime that has adapted to an aquatic environment. Given that slimes are underground dwellers and most caves and caverns are carved by water it seems to be a reasonable assumption. Whereas green slime lives on decay in caverns and pits, the white foam survives and thrives in the outdoors along rivers and shorelines.

White foam floats on the water top and covers any creature that it flows over. It quickly begins dissolving that creature with acids. Fish and animals attracted to the sounds of the flowing water form the typical diet of the white foam. Any creature consumed by white

foam is utterly destroyed and adds slightly to its mass. A Medium sized creature will add 5% to the mass of the white foam. Once it has consumed enough prey to grow beyond Large size, it divides into several creatures each Medium sized. A white foam that is allowed to continue its growth can destroy a river's ecosystem before too long.

Luckily, a white foam that wanders into real rapids can be easily disrupted. Water flowing at greater than a few miles per hour will break it up into smaller sections thus killing it. Given the creature's slow swim speed, this is a major threat to it. Likewise a white foam needs to be constantly in contact with a large amount of water. If it leaves the water for any reason, it takes 1d6 points of damage per round until it enters the water once more.

Given its preference in food, the white foam can typically be found in rivers and streams. It can also be found on the shoreline of seas and oceans particularly in the area around a river's outlet to the sea.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
15	This foam is not natural - it is actually an ooze creature known as white foam.
20	The foam is acidic and can eat through metal just as easily as flesh.
25	The foam is also paralytic, rendering its prey immobile while it dissolves it with acid.
30	Being of foamy consistency, it is entirely immune to damage from weapons.
35	It is extremely slow moving, preferring to feed on creatures blundering into it rather than actively hunting.
40	As it floats on top of the water, it is possible to get through the space it occupies without taking acid damage by swimming below it and avoiding its attack.
45	Those dissolved by white foam are unrecoverable by anything less than a <i>true resurrection</i> or <i>wish</i> spell.

Notes and Game Balance

The inspiration for the creature comes directly from the oozes and slimes. Combining them with the river environment gives them a nice adaptation. Likewise the creature seems like a good trap animal for rivers, something well adapted for finding prey in a fantasy setting.

The CR is set at three, although the creature has the paralysis, acid damage, and physical attack damage reduction abilities. This is a formidable foe for a third level party. They would definitely exhaust their energy attack spells. Fifth level parties would find little challenge as a couple *fireballs* or *call lightning* spells and the foam would be blasted. Also given the creature's speed, most parties can retreat to safety after an initial confrontation and return properly equipped to handle it. All but the most overburdened PCs can outpace the creature and still cast spells. Likewise a clever party should be able to rescue a paralyzed comrade with ease.

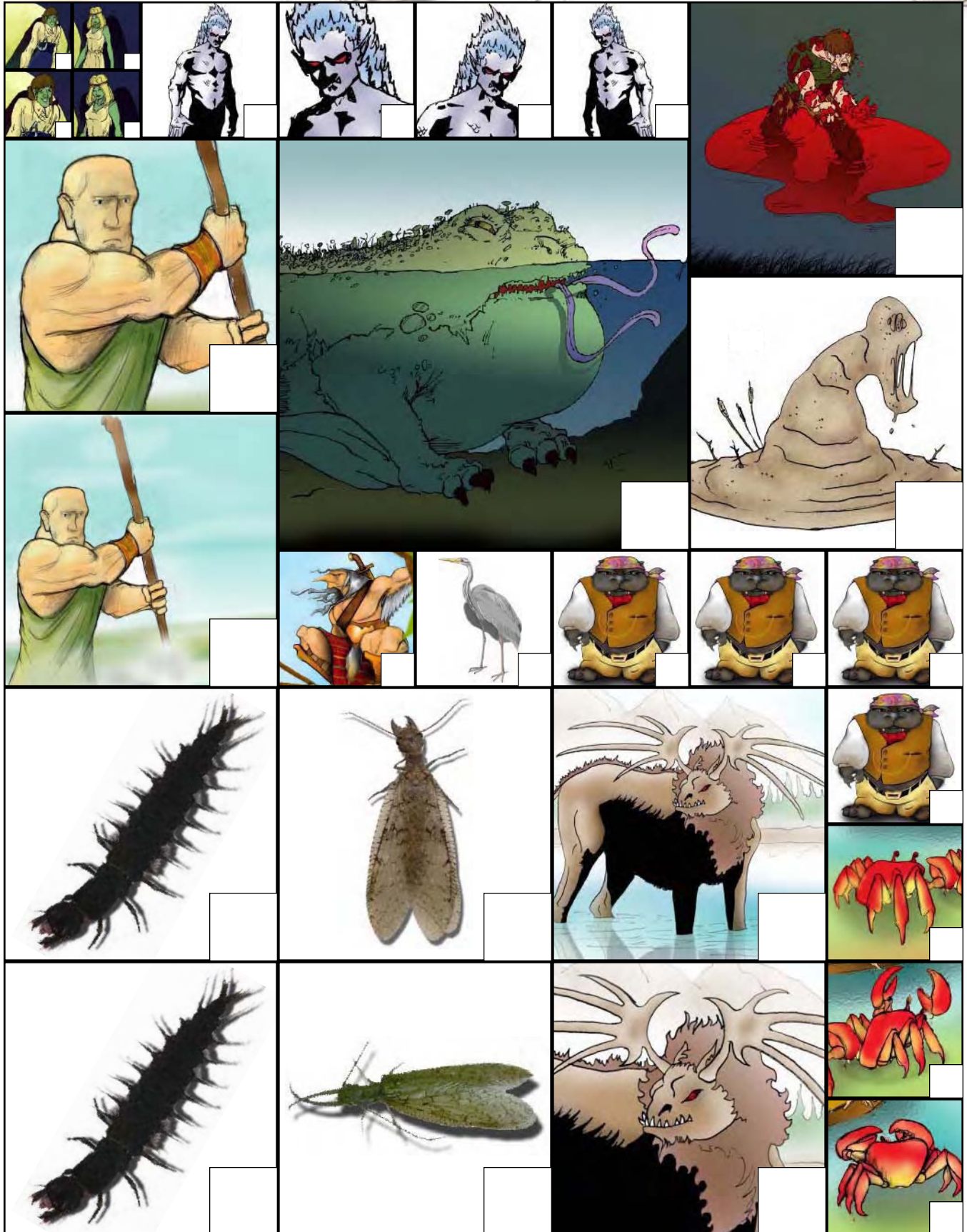
Creatures Tables – CR and Type

Name	CR
Sawtail	1/2
Terravis	1/2
Snapping Turtle	1
Vissalia	1
Dobsonfly, Giant	2
Kwall	2
Sandbar Horror	2
Vaal Viper.....	2
Awrie	3
Bandalvis	3
Heron Hunter	3
White Foam	3
Water Strider	4
Devil Sand	4
Hellgrammite, Giant.....	5
Osprey, Giant	5
Herrenel.....	6
Wolf Strider	6
Blood Fountain Swarm.....	7
Whiptail Snapper	8
Grolna Vaal.....	9
Shiaga	10
Duckweed Lurker	11
River Warden.....	13
Silt Dragon	16



























Monsters by Type and Subtype
Animal: Osprey - Giant, Snapping Turtle, Vaal Viper
Aberration: Duckweed Lurker, Sandbar Horror
Aquatic: Bandalvis, Hellgrammite - Giant, Sandbar Horror, Shiaga, Silt Dragon, Vissalia, Whiptail Snapper, White Foam
Construct: River Warden
Dragon: Silt Dragon
Fey: Awrie
Giant: Grolna Vaal
Humanoid: Kwall, Terravis, Vissalia
Magical Beast: Heron Hunter, Herrenel, Water Strider, Wolf Strider, Whiptail Snapper
Monstrous Humanoid: Shiaga
Ooze: Devil Sand, White Foam
Plant: Sawtail
Swarm: Blood Fountain Swarm
Undead: Bandalvis, Blood Fountain Swarm
Vermin: Dobsonfly - Giant, Hellgrammite - Giant

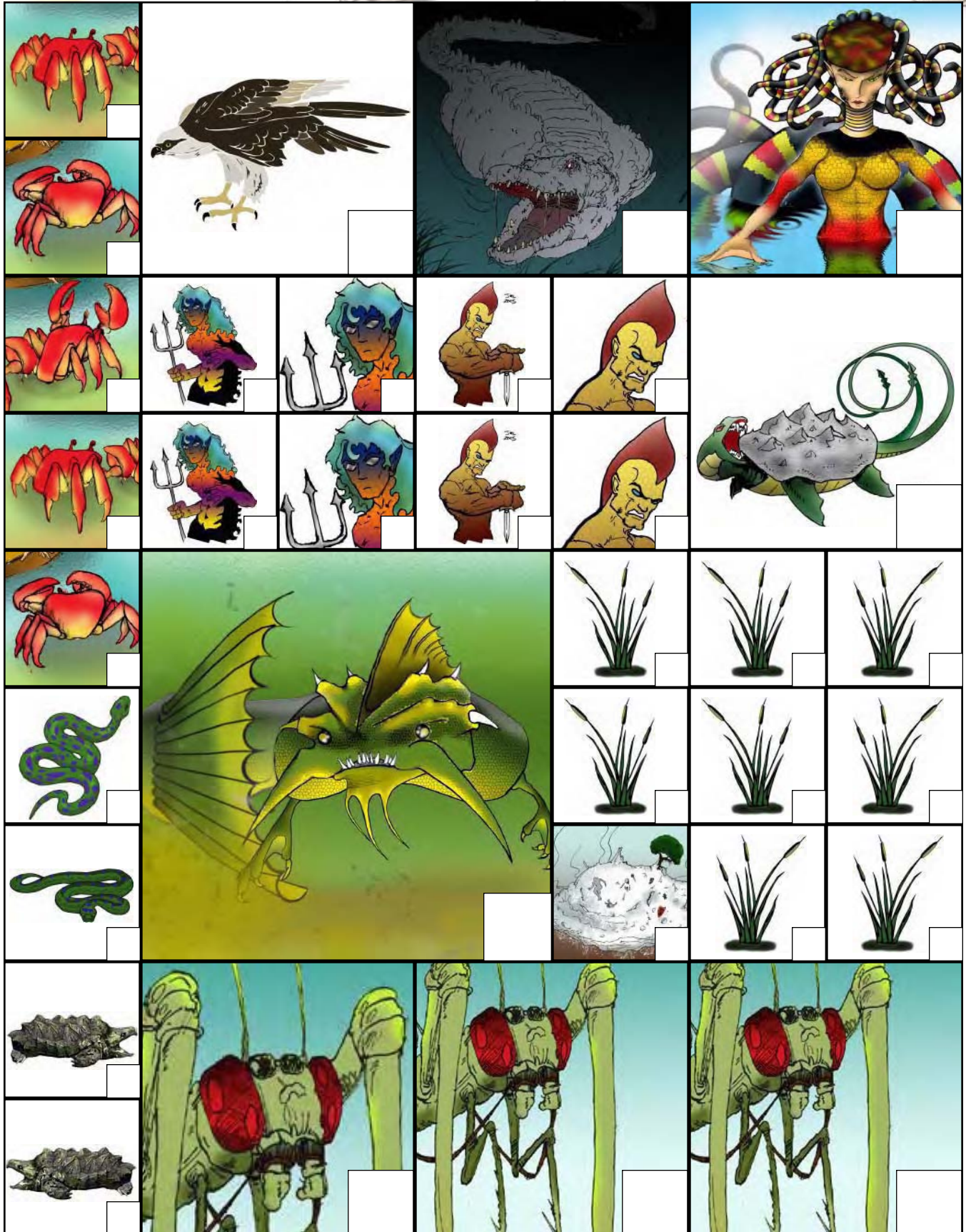
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Blood Fountain Swarm	Robert Lajoie	GS - Mike McMenemey
Devil Sand	Bill Salloway	GS - Jeffrey LeBoeuf
Dobsonfly, Giant	Robert Lajoie	
Duckweed Lurker	Robert Lajoie	GS - Mike McMenemey
Grolna Vaal	Robert Lajoie	GS - Allen Kerswell
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Herrenel	Jim E. Vilandre	GS - Jeffrey LeBoeuf
Heron Hunter	Bill Salloway	GS - Allen Kerswell
Kwall	Robert Lajoie	GS - Allen Kerswell
Osprey, Giant	Robert Lajoie	
River Warden	Robert Lajoie	GS - Mike McMenemey
Sandbar Horror	Robert Lajoie	GS - Allen Kerswell
Sawtail	Robert Lajoie	
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Whiptail Snapper	Jim E. Vilandre	GS - Jeffrey LeBoeuf
White Foam	James Gonyea	GS - Mike McMenemey
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Counters | Backs

 <p>Blood Fountain Swarm</p>	 <p>Bandalvis</p>	 <p>Bandalvis</p>	 <p>Bandalvis</p>	 <p>Bandalvis</p>	 <p>Awric</p>	 <p>Awric</p>
 <p>Devil Sand</p>	 <p>Duckweed Lurker</p>			 <p>Grolna Vaal</p>		
 <p>Kwall</p>	 <p>Kwall</p>	 <p>Kwall</p>	 <p>Heron Hunter</p>	 <p>Heron Hunter</p>	 <p>Grolna Vaal</p>	
 <p>Kwall</p>	 <p>Herrenel</p>		 <p>Female Giant Dobsonfly</p>		 <p>Giant Hellgrammite</p>	
 <p>Sandbar Horror</p>	 <p>Herrenel</p>		 <p>Male Giant Dobsonfly</p>		 <p>Giant Hellgrammite</p>	
 <p>Sandbar Horror</p>	 <p>Sandbar Horror</p>					



Counters II Backs

 <p>Shiaga</p>	 <p>River Warden</p>	 <p>Giant Osprey</p>	 <p>Sandbar Horror</p>		
 <p>Whiptail Snapper</p>	 <p>Terravis</p>	 <p>Terravis</p>	 <p>Vissalia</p>	 <p>Vissalia</p>	 <p>Sandbar Horror</p>
 <p>Sawtail</p>	 <p>Sawtail</p>	 <p>Sawtail</p>	 <p>Silt Dragon</p>	 <p>Sandbar Horror</p>	
 <p>Sawtail</p>	 <p>Sawtail</p>	 <p>Sawtail</p>		 <p>Vaal Viper</p>	
 <p>Sawtail</p>	 <p>Sawtail</p>	 <p>White Foam</p>		 <p>Vaal Viper</p>	
 <p>Giant Water Strider</p>	 <p>Giant Water Strider</p>	 <p>Wolf Strider</p>	 <p>Snapping Turtle</p>		
			 <p>Snapping Turtle</p>		

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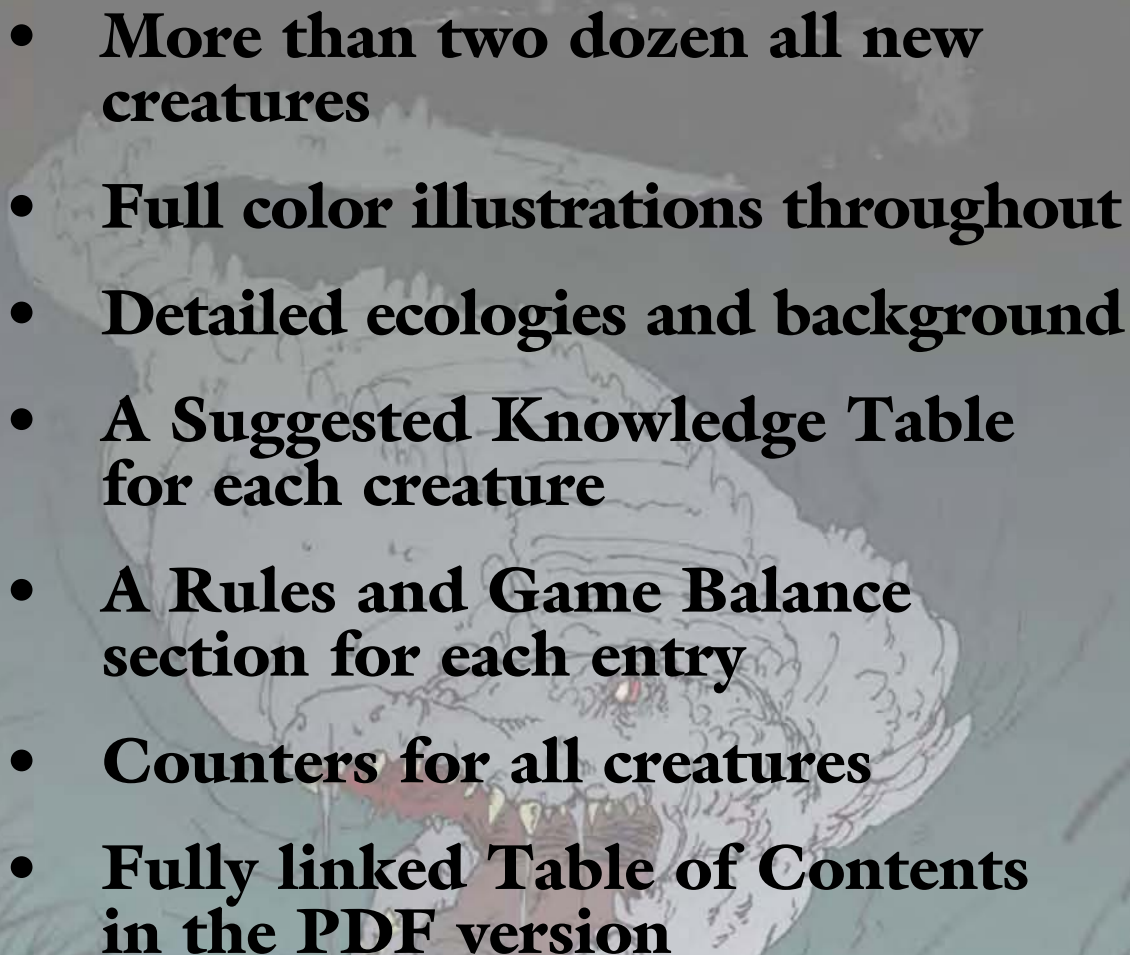
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EVIL CRITTERS



Volume 5

Interlopers from the Blasted Realm

A Creature Compendium



An Open Gaming Content Sourcebook

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

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Interlopers from the Blasted Realm

Welcome to the Fifth Volume in the E.N. Critters series of Open Gaming Content Sourcebooks – Interlopers from the Blasted Realm. The E.N. Critters series as a whole is a set of theme-based creature books with the theme/setting information secondary to the creatures and used mainly as a focus to design them around as well as to provide GMs with additional background, species interaction and general environmental descriptions. The creatures are fairly well detailed, while the environmentally based themes have been left intentionally vague in many places to allow the GM more leeway to modify and drop them into their own campaign if so desired. It is our hope that these creatures and themes will spark creative and enjoyable game sessions.

Thanks again for investing in our ongoing project. We are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size even in color. The layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. Additionally, the page layout has been set specifically with booklet printing in mind – if all pages are printed in order, two-sided and then put together as a booklet in a binder, when the booklet is opened and wherever possible, critter entries start on a left hand page and end on a right hand one, allowing ease of reference without page flipping. In an effort to continually improve our product, we welcome and request your suggestions and comments.

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If you have any other questions, comments, errata, or simply would like to get onto our emailing list for any news and bonus material, please contact us at: beardeddragonpublications@gmail.com.

Volume 5 has the standard features – full color illustrations, detailed theme information, suggested knowledge tables and counter sheets. The knowledge tables are designed to aid GMs in determining what characters know about a particular creature on a successful Knowledge check. These tables start at a DC of 10, 15, 20 or perhaps higher based on the rarity of the creature. Instead of using the formula of a DC 10 +creature Hit Dice (+5 per extra fact) in the SRD, we chose to go with a more standardized presentation, increasing the starting DC only when it felt proper based on each specific creature. Feel free to use these tables as you see fit – they are just suggestions after all.

In addition, counters (front and back) for all critters in this volume have been included after the statistics pages. The counter pages are set up to be printed two-sided on cardstock, although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard. You will want to make sure that you print those pages from the PDF without any page scaling or else they will probably be smaller than the standard 1 inch square grid size. While this is minor for the small and medium counters, it is much more noticeable for the larger ones.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. We have intentionally tried to span many monster types as well as challenge ratings. As mentioned before, each volume has a primary theme that the creatures are developed around. In this case, the concept is for outsiders native to a plane of chaos and evil known as the Blasted Realm.

The Blasted Realm

Physical Features: Infinite darkness interrupted by destructive explosions of fire, home to unimaginable demonic terrors and horrors, a place filled with despair and rage, the Blasted Realm is a destination that few adventurers would seek out intentionally. A demi-plane, the Blasted Realm is a pocket dimension positioned between a vast plane inhabited by demons and the Astral Plane. Inter-dimensional barriers block conventional spells used for traveling between the planes, thus, preventing most beings from crossing into and out of the Blasted Realm. For this reason, the very existence of the demi-plane is not widely known among the varied denizens of the multi-verse.

Upon first inspection, the dimension presents itself as a vast void of darkness. There are no stars, yet a subtle scarlet glow pulsates throughout the ether. This provides enough light to provide normal vision. The intensity of the ambient light increases and decreases over time, although there does not appear to be any discernable pattern to these changes. Adventurers who are used to marking the passage of time with the rise and fall of the sun might find this disconcerting. As one's eyes adjust, large rocky land masses can be seen floating throughout the void. These masses greatly vary in size, ranging from 10 to 20 feet in diameter to those that are hundreds of miles across. The surfaces of these land masses generate a mild heat and are warm to the touch. Most of the land masses are barren and desolate, although some of the larger ones do possess vegetation such as lichen and moss as well as forests consisting mostly of vines and spindly trees. None of the flora is green. Instead, the vegetation has a reddish almost blood-like hue to it. There is a breathable atmosphere throughout the dimension, although the air is generally dry and thin.

The laws of gravity work in a peculiar fashion within this plane. In the void, there is no apparent gravity. Movement is similar to that in the Astral Plane, i.e. the result of an individual thinking about moving in a particular direction causes it to happen. This movement for game purposes can be considered like flight with perfect maneuverability, with a maximum speed of 10 feet per point of Intelligence. When one is maneuvering through the Blasted Realm, “up” and “down” are determined solely by the adventurer's personal orientation. Climbs and dives do not change the individual's speed, and there is no minimum speed to avoid a stall. Beings can double move, but their maneuverability drops to average. Beings can also move four times their speed (effectively running), but their maneuverability drops to clumsy. Beings without a listed Intelligence score (such as golems and undead) can move only 10 feet per round. They cannot double move or run. When an individual comes within 60 feet of a land mass that is at least 10 feet in diameter, they begin to experience the effects of gravity in relation to that land mass. They begin to fall unless they have a method of flight. Once on the ground, they can stand upon and move normally across its surface. The person's orientation through continues to be relative. For example, when one is standing



Theme Detail: The Blasted Realm

on the ground, the ground is “down”. However, an individual can walk around the actual perimeter of the mass and come to stand on the underside. When standing there, the ground continues to feel like “down” and essentially that adventurer’s orientation has now flipped. The individual does not suffer any penalties for being upside down since from his or her point of view, he or she is still standing upright.

Time functions normally within the Blasted Realm, although as stated earlier, there are no clear demarcations of when a day begins or ends. Spellcasters can renew spells normally, but will have to approximate when the appropriate amount of time has passed before they can pray for their spells or study their spell books again. The Blasted Realm is immense, but finite in size. The demi-plane is evil-aligned. Good characters suffer a -2 penalty on all Charisma-based checks. Magic generally functions normally within the demi-plane, with the exception of spells and magic items that summon creatures to aid the spellcaster. The barriers that isolate this demi-plane from other planes also prevent creatures from being summoned into it. Thus, spells such as monster summoning and magic items such as the *Horn of Valhalla* do not function on this demi-plane. *Summon demon* does work but calls only creatures from within the plane. (Alternate rule: At the game master’s discretion, he or she may choose to have the spells and/or magic items function, but summon a demonic creature indigenous to the Blasted Realm of the equivalent CR instead. This creature will not obey the summoner though, but rather will either flee or attack the summoner directly.)

Soulfire: Being within the Blasted Realm affects the senses of those individuals that enter it. Generally, the demi-plane appears to energize an individual. While the character’s senses do not change in their actual acuity, the individual’s subjective experience is that his or her senses have become sharper. Sounds seem clearer, images more distinct, smells more textured and touch more stimulating. Individuals feel more energized and alive. The Realm also appears to affect a person’s emotional state. Sentient beings become mildly more passionate, and tempers are quicker to flare (something the game master will have to instruct the players to role play appropriately). This affect on an individual’s personality is due to the influence of the soulfire, a malevolent energy force that permeates the very fabric of the Blasted Realm. The soulfire is pervasive, existing everywhere in the Blasted Realm simultaneously. This force is sentient and evil. It has little concern for the inhabitants that dwell within the Blasted Realm. It has one driving goal and that is to expand the boundaries of the Realm and hence its own sphere of influence. The existence of the soulfire is known by many of the inhabitants of the Realm, although few can truly be said to comprehend the true nature or motivation of the force. Indeed, most are unaware even that the energy field is self-aware, believing instead that it is just energy and part of the natural forces that make up this dimension.

Since the soulfire permeates all that exists within the demi-plane, if an individual remains in the Blasted Realm long enough, he or she will begin to be affected by the soulfire as well. At first, this will take the form of influencing the being’s mental state or emotional reactivity. Longer exposure has more profound effects: individuals start to be physically transformed, becoming something more demonic and brutal. In many cases, this also means more powerful. Creatures that are evil are influenced more readily and quickly, while good-aligned individuals remain less affected for longer periods of time. In the end though, every being within the demi-plane succumbs to the effects. This process is slow though. Changes are subtle and gradual. Months and even years might pass before a being begins to be significantly

influenced. Game masters should feel free to have fun with the possibilities that this process represents. Players that choose to adventure within the Blasted Realm for long periods of time can start to exhibit any number of alterations, ranging from the physical (e.g. growing spikes, hoofs, or scales, skin turning red or ashen) to the emotional (e.g. alignment changes, obsessions, delusions).

Most of the changes are not permanent. Anyone that returns to his or her plane of origin will slowly and gradually revert back to his or her normal state, but again this process is slow and will take approximately the same amount of time to dissipate that it took for the changes to have occurred in the first place. Creatures that have been influenced by the soulfire though become in a sense addicted to the energy force. Thus, when leaving the dimension, until the effects have worn off, the individual goes through a withdrawal process marked by intense cravings. The nature of the cravings is dependent on the individual’s plane of origin. Upon returning from the Blasted Realm, beings from the Material Plane crave fresh blood. Consuming the blood of individuals that have souls appears to satiate the craving more effectively, but one can subsist on the blood of lesser animals. One pint of blood from a sentient being per day or four pints of blood from a non-sentient creature per day will satisfy the craving. If the craving is not satisfied, the individual begins to go through withdrawal. Each day, he or she must make a Fortitude save DC 15 +1 per day for each day that the craving is not satisfied. If the individual fails his or her save, he or she will suffer 1d6 of non-permanent ability damage. The specific ability affected is determined by rolling a 1d6 with each number representing one of the six basic character ability scores. The character will recover lost ability points at his natural rate once the craving is satisfied. The withdrawal process lasts for approximately the same amount of time that that person spent in the Blasted Realm itself. Creatures native to the Blasted Realm or creatures that have spent a year or more in the Blasted Realm find themselves craving blood as well, but the blood in question must specifically be that of demons.

Hell Storms: An additional environmental danger of the Blasted Realm is the occurrence of sudden eruptions of molten fire in the ether. These explosions occur randomly and spontaneously, engulfing small areas in brief but cataclysmic firestorms. These events rarely occur on the land masses themselves, although they have been known to occur near enough that the surfaces of many of the land masses show signs of damage from being seared by the intense heat. These eruptions are referred to by the inhabitants of the Blasted Realm as hell storms. Hell storms have a blast diameter of 1d100 feet (rounded to the nearest denomination of 5 feet). Individuals caught within one take 2d6 fire damage/round (DC 18 Fortitude half). A hell storm typically lasts 4d4 rounds. The center of the blast is at the discretion of the game master. Creatures within 20 feet of the blast edge do not take fire damage, but are engulfed in a superheated wind that will dry up any open water and ignite any flammable materials. Beings in an area about to be struck by a hell storm are entitled to a DC 20 Survival check to detect the approaching danger 1 minute before it strikes. Most hell storms are random in occurrence, but there are certain areas of the Blasted Realm that are known to have more frequent occurrences than others, such as the Sea of Fire and the Sea of Flames.

Recent History: While some of the inhabitants of the Blasted Realm are indigenous to the demi-plane, most are creatures that found their way to the Realm and then over time became transformed by the influence of the soulfire. The most significant event in the history of



Theme Detail: Recent History

the Blasted Realm was the arrival of Zuraz'tik and his minions. Zuraz'tik was a lesser demon from the vast plane that the Blasted Realm is situated closest to. For over a millennium, the demons of that dimension have been at war with each other. Struggles for territory, power and domination are commonplace occurrences across the infinite layers of that dimension. Most of these demon lords work tirelessly to increase their armies of demonic warriors in order to extend their influence. Acquisition of territory and power are the ultimate goals for these beings.

While the strongest of these demon lords tend to enjoy a relative sense of security in their hold over their current dominions, thousands of lesser demons are constantly engaged in struggles to elevate themselves among the ranks of demonkind. One such lesser demon was a balor named Zuraz'tik, an Abyssal word meaning "drenched in the blood of lesser foes". He aspired to become a demon lord himself and gathered a formidable force of weaker demons and thralls in order to advance that goal. More patient than a typical demon, he bided his time, waiting for the opportune moment to attempt a siege of a rival demon's stronghold. As the Fates would have it, his opportunity came when the resident lord of that stronghold departed to inspect its holdings on another plane. Zuraz'tik gathered his followers and marched on that stronghold, but upon reaching his destination, he discovered the forces of his rival waiting for him. He had been betrayed by one of his own lieutenants and had fallen right into the rival's trap. A horrendous battle then waged outside the walls of the stronghold. Powerful demonic and arcane energies were released, causing immense devastation and destruction. In the ensuing chaos, Zuraz'tik sought to escape with as many of his followers as he could. Knowing that he would no longer be safe anywhere on this plane, he opened a portal, hoping to escape to another plane. Just as he began to pass through this portal, a mighty blast of mystical energy disrupted his spell and altered his portal's destination.

When Zuraz'tik and his remaining followers awoke, they found themselves in a small pocket plane, foreign and unknown. When he realized what had happened, he burst out in glee. He had discovered his own demi-plane, a place that he hoped was unknown to his enemies, a place where he could lay wait, grow his forces and plan his ultimate return to and conquest of his home plane. He immediately set about exploring his new environment and soon learned that the plane, which he began referring to as the Blasted Realm, was not uninhabited. Various forms of demonic creatures existed across the different land masses, but none seemed to be as strong as Zuraz'tik himself. Bending them to his will, his forces soon began to swell with a menagerie of unusual and never before seen creatures. He built strongholds and an imposing palace on the largest of the land masses that he had discovered. As time progressed, Zuraz'tik began to notice subtle changes that were occurring in the physical appearance of himself and his followers. They were all changing and growing in power. In his mind, he simply characterized it as being reborn. Before long, the changes to his powers and appearance became significant and today, he appears strikingly different than his balor cousins back in his home dimension.

Zuraz'tik continued to grow in power. He conquered large sections of the Blasted Realm, although much of the dimension today remains unexplored and untamed. But even as his dominion increased, he continued to feel dissatisfied. He dreamed of returning to his home plane and reclaiming that which he felt was rightfully his.

Gathering his most powerful followers, he began casting the spells that he believed would open a portal to his home dimension. He sacrificed hundreds of his followers, gathering the soulfire from within their beings to generate the necessary energy. He began to channel the soulfire into creating the portal, but again, something went wrong. The mystical energies became wild and uncontrolled. Something was preventing him from breaching the barriers between the dimensions and the power that he had summoned seemed to be escaping from his control. Soon a rift formed in the dimensional wall, small, but big enough for a few humanoid-sized creatures to pass through. And then, the power dissipated.

Zuraz'tik lay unconscious at the foot of the portal in a coma-like state. His followers were unsure what to do next. From their side, the demons could see a wooded area on the other side of the rift. Myzar'tak, one of Zuraz'tik's original followers, recognized it immediately: it was the Material Plane. Sensing an opportunity, the lieutenant sent a few of Zuraz'tik's warriors through to investigate. As soon as they passed through though they immediately felt that something was wrong. The soulfire that they had become so accustomed to being surrounded by was not present. At first, this seemed only a minor inconvenience, but as time passed the demons began to feel wilder, hungrier, and less in control of themselves. Their bodies were craving the blood of their fellow demons. One by one, the demons gave into their urges and began attacking each other. Realizing that their invasion force was in chaos, the demons quickly retreated back through the rift to recollect themselves and to plan.

At present, the rift between dimensions appears to be stable. The demons are not pouring through en masse due to the narrowness of the opening, but also due to the withdrawal affects of leaving the Blasted Realm. The soulfire though is starting to seep through the rift into the Material Plane and is beginning to infect the surrounding environment around the rift opening, transforming the plants and animals as it did Zuraz'tik and his followers. Zuraz'tik currently is still in a coma-like state, and his followers have returned him to his palace, waiting for him to awaken. However, without their leader to maintain domination, lower ranking demons are beginning to compete for power and fights are starting to break out. Zuraz'tik's first lieutenant, Myzar'tak, also schemes of gaining power. He would prefer to keep Zuraz'tik alive, but in his coma-like state since this allows him to act in Zuraz'tik's stead without being challenged by others. He does not share his leader's obsession with returning to their home, but rather views the Material Plane as full of potential in and of itself.

Creatures/locales: Zuraz'tik's dominion extends across a large section of the Blasted Realm. Despite his efforts though, not all of the known land masses have been brought under his control. In addition, there are large portions of the dimension that remain as yet unexplored and therefore unknown. The number of land masses under Zuraz'tik's dominion number in the hundreds. The majority of these are small masses that are either devoid of life or have only small outposts and garrisons positioned on them. Vegetation is almost unheard of on these floating rocks.

The largest seven land masses though are miles in diameter and include Nazr'dum, Fazr'dum, Kyzar'dum, Hezr'dum, Mezr'dum, Shizr'dum, and Dyzz'dum. Each of these masses is more heavily populated. Cities and strongholds can be found on these as well as mines, forests and farms. While water cannot be found in the Blasted Realm, there is a blood red liquid that does exist, forming pools,

Theme Detail: Critters and Locales

rivers and even small lakes. This liquid appears to resist heat and does not evaporate. Despite its blood-like taste, the substance has the same properties as water and can be consumed by individuals that require water to survive. Each of these land masses is controlled by an overlord demon loyal to Zuraz'tik. This demon functions as a local governor, overseeing slaves and the construction of new fortresses and cities. Each land mass has a variety of demon creatures that has been absorbed into Zuraz'tik's forces.

Nazr'dum is the largest of these land masses, almost 300 miles in diameter, and is the site of Zuraz'tik's personal fortress, the Palace of Glory. Currently, it is here that Zuraz'tik's body is being maintained while he remains in his coma-like state. The palace is located in the City of Angeth, the largest city in Zuraz'tik's dominion. This city is mostly populated by demons, although there are humanoid slaves known as the losian chattel used for menial tasks as well as sport, torture and food. Most of the losian chattel though are housed in a city south of Angeth known as Despair. The two cities are connected by a road known as Losian's Walk, referring to the frequent flow of slaves moving between the two locations. In order to reach the other city, travelers must pass through the Hills of the Forgotten, located south of Angeth, and then cross a bridge spanning a small river. On the other side is the stronghold of Myzar'tak, Zuraz'tik's second-in-command. One of Myzar'tak's duties is to oversee Despair and the slaves within it. While they can be found potentially anywhere on Nazr'dum, a demon known as the ellinal are also found in greater numbers in Despair. The ellinal is a spirit-like creature that inhabits the sacrificed bodies of divine spellcasters. Despair's greater concentration of slaves makes it more likely that a suitable host body would be found there and thus attracts more of this type of demon to this location.

Despair is located just north of a mountain range known as Zuraz'tik's Teeth. Within this range are several mines known collectively as Losian's End. Losian's Walk extends from Despair and continues past these mines and into the mountains. The losian chattel are used as workers in these mines. Though not as efficient as some of the demons would be if they worked in the mines, the demons prefer to let the more expendable and weaker creatures do the work, thus increasing the losian chattel's suffering and hence the demons' enjoyment. Hidden in Zuraz'tik's Teeth is a stronghold/workshop that produces mechanized warriors known as ravagers. The creator of these beings is imprisoned there, forced to create and upgrade the current models. Ravagers themselves can be found in almost any of Zuraz'tik's garrisons and strongholds, but the majority of them are based within this particular structure.

West of Despair is a large body of the reddish liquid known as the Lake of Blood. Three rivers branch off from this lake and flow to other parts of Nazr'dum. The direction of the liquid's flow changes from time to time. Why this occurs is unknown, but its unpredictability has made using the rivers for transport impractical.

West of Angeth is a large wooded area known as the Forest of Dark Dreams. North of the city are the Border Hills and then a large open, desolate area known as the Endless Plains. The plains do possess some areas of vegetation. It is within such areas that large herds of wild zoreeboh are often found. Also, one might encounter packs of a creature known as the endless hunger in the sky above these wide open areas. These demons prey on any creatures they can find, foolish enough to be caught out in the open. At the northern edge of the Endless Plains is another citadel known as the Whispering Stronghold. This outpost contains a garrison of Zuraz'tik's forces.

Since Zuraz'tik fell into his coma-like state, communication with this outpost has become irregular and there are rumors of foul events occurring. North of this outpost is another large wooded area known as the Forest of Nezer. Nezer was a demon in Zuraz'tik's army that Zuraz'tik had chosen to make an example of. Nezer was killed and pieces of his body were attached to many of the trees as a morbid lesson for those that might challenge Zuraz'tik's might in the future. The woods though are known for strange occurrences, and some believe that Nezer's essence has somehow survived and infused itself within the woods. There are rumors as well of renegade losian chattel, hiding in the woods, plotting an uprising against their demon masters.

Wild creatures are found roaming in both of the two great forests. A snake-like creature known as the susunakki, a feral humanoid demon known as the krebzu and the spider-like kumosuchikon are three such examples. A more insidious creature is the parasitic konikkosujji, a diminutive insect-like creature found in the wilder areas of Nazr'dum. One of the stranger creatures found on Nazr'dum is known as the remains of the fallen. This swarm of dead body parts is often found on fields after a great battle has ensued. They can be found anywhere that a battle has taken place.

The void between the land masses is largely empty. The one exception is the presence of wild neglith. These massive creatures roam the voids, traversing great distances to search for food.

Flanking the hundreds of land masses that make up Zuraz'tik's dominion are two large areas of void known as the Sea of Fire and the Sea of Flames. These areas are characterized by intense and frequent hell storm eruptions, making colonization of these areas impractical. No land masses are known to exist in these voids, although there is rumored to be a massive land mass at the center of the Sea of Flames. This land mass though is more legend than real as no living creature in Zuraz'tik's domain can attest to having seen it.

Just outside of Zuraz'tik's dominion are two large land masses known as Reach's End and the Tomb of the Hundred. These two masses are largely mysterious and unexplored. On several occasions, Zuraz'tik has dispatched minions to investigate and seize control of these masses, but in each case, his forces were slain by unknown assailants. Indeed, the Tomb of the Hundred earned its name after one hundred demon warriors that had been sent simply disappeared upon landing on the mass. To this day, no one knows what became of them, although they are believed to be dead. What is not readily known is that each of these land masses houses a secret underground enclave of the argent lords and their mounts, the endless hunger. The argent lords view these land masses as sacred sites and will not allow any creature other than another of their kind to set foot on the masses. The existence of these enclaves is also a carefully guarded secret.

Zuraz'tik's forces consist of a wide variety of demons and creatures. Any of these creatures can potentially be found within Zuraz'tik's strongholds or cities. These creatures include common demons such as dretch, quasits, babau, succubi, vrock, bebiliths, hezrou, retrievers, glabrezus, nalfeshnees, mariliths and balors. There are many creatures though unique to the Blasted Realm. For example, foot soldiers include the formidable kzixintra'il, the shokkutsuju and the luthrex. While not completely loyal to Zuraz'tik, the argent lords often fight for him. When present among his forces, they often serve as field commanders. Above them in the power hierarchy are the battle morth, powerful generals in the armies of Zuraz'tik.



Maps

In addition, Zuraz'tik has various creatures that serve specific purposes. One such creature is the rehl'har. These diminutive beings function as spies and scouts. The mechanized ravagers are also proficient at gathering information, but their primary function is to serve as assassins and as additional foot soldiers. Recently, the ravagers have begun to plot their own take over of the known territories though. It is rumored that there is a supreme ravager orchestrating their efforts, but his actual identity and location are unknown. When Zuraz'tik needs a being capable of devastating attacks on the battle front or when he wants one that relishes torturing slaves, he turns to the massive scarrim, evil creatures of burning flesh. One set of creatures not widely known are the twelve soul slavers swords. These intelligent artifacts serve as body guards for Zuraz'tik as well as information gatherers. Zuraz'tik has kept the true nature of these creatures secret from others, letting others instead believe that they are just magical weapons. The soul slaver swords though have their own agenda and are not completely trustworthy.

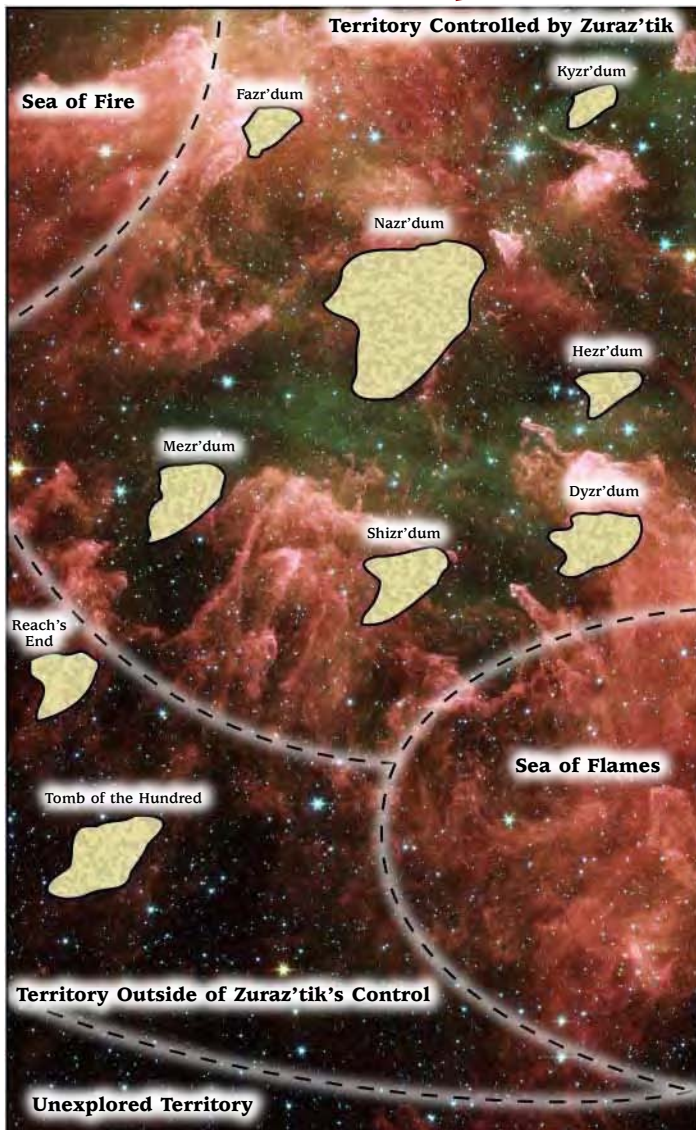
In addition to these creatures, Zuraz'tik's forces include a variety of demonic beasts. Neglith and zoreeboh have both been domesticated and trained as mounts and beasts of burden. The tsuinshitakama are feral creatures sometimes used as guard animals. The endless hunger serve as mounts specifically for the argent lords.

Also note: the location of the tear into the Material Plane on the maps associated with the E.N. Critters 4 volume is marked as the Black Swath just northeast of the Beggar's Teeth mountain range. On the Blasted Realm side, it is on the land mass named Kyzr'dum.

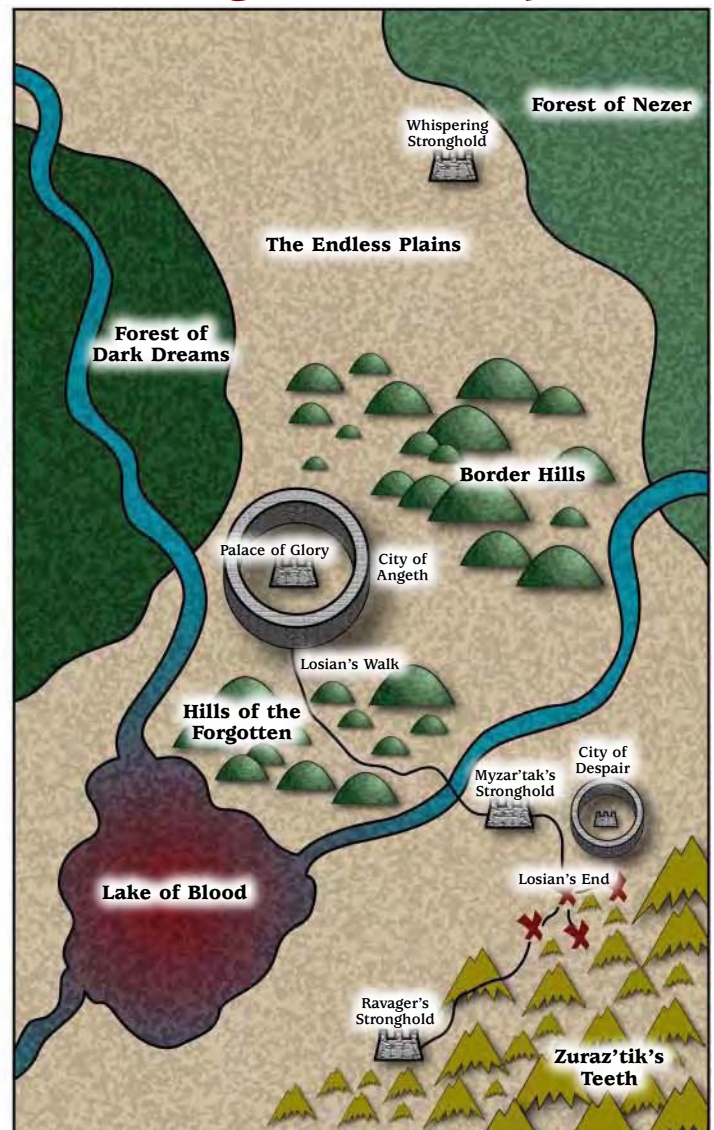
That about covers this volume. Thanks again for your support. Now on to the creatures!

NOTE: Please consult standard sourcebooks for any special attacks or special qualities not detailed herein. Anything non standard or requiring a greater level of detail has been fully worked out under each creature's description. Some abilities, such as blindsight and improved grab, have been detailed out to help make the creature information as stand-alone as possible.

Planar Map



Region Close-Up



Argent Lord (Outsider)

Argent Lord

Medium Outsider (Chaotic, Evil, Extraplanar) [Demon]

Hit Dice:	14d8+70 (133 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	29 (+7 Dex, +2 deflection, +10 natural) touch 19, flat-footed 22
Base Atk/Grapple:	+14/+18
Attack:	Tentacle +21 melee (1d8+4 plus poison) or +1 <i>argent blade</i> +22 melee (1d6+5 plus 2d6/18-20)
Full Attack:	+1 <i>argent blade</i> +20/+15/+10 melee (1d6+5 plus 2d6/18-20) and +1 <i>argent blade</i> +20 melee (1d6+3 plus 2d6/18-20) and 2 tentacles +16 melee (1d8+2 plus poison); or 2 claws +21 melee (1d4+4) and 2 tentacles +16 melee (1d8+2 plus poison)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacles)
Special Attacks:	Poison, spell-like abilities, <i>summon demon</i>
Special Qualities:	Blindsight 60 ft., damage reduction 10/good, darkvision 60 ft., demon traits, fast healing 5, immunity to electricity and poison, <i>nondetection</i> , outsider traits, resistance to acid 10, cold 10 and fire 10, spacial warping, spell resistance 25, spikes, telepathy 100 ft.
Saves:	Fort +14, Ref +16, Will +12
Abilities:	Str 18, Dex 24, Con 20, Int 16, Wis 16, Cha 18
Skills:	Balance +26, Craft (weaponsmithing) +20, Heal +20, Jump +27, Knowledge (the planes) +20, Listen +20, Ride +32, Spellcraft +20 (+22 scrolls), Spot +20, Survival +3 (+5 planes), Tumble +26, Use Magic Device +21 (+23 scrolls)
Feats:	Mounted Combat, Ride-By Attack, Spirited Charge, Two-Weapon Fighting, Weapon Finesse
Environment:	The Blasted Realm
Organization:	Solitary, pair, or raiding party (3-4) One endless hunger per argent lord will be present in any encounter.
Challenge Rating:	14
Treasure:	No coins; 50% goods; double items
Alignment:	Always chaotic evil
Advancement:	15-24 HD (Medium); 25-42 HD (Large)
Level Adjustment:	--

General

Argent lords derive their name in the common speech as a result of the silvery sheen of their skin, especially the smooth skin of their featureless face which has almost a luminous quality about it. In abyssal however, their name translates much closer to "vigilant ones". They roam the skies of the Blasted Realm on their endless hunger mounts, swooping down on unsuspecting prey including losian chattel and zoreeboh.



A muscular humanoid crouches at the ready, the twin tentacles extending from its back swaying in the air, each ending in a glistening morning star-like appendage. Bony spikes protrude from its shoulders and knees, as well as forming a ridge down its back. Antenna-like appendages come out from where one would expect to see ears, and the rest of its face is devoid of feature save for some sort of black pattern or tattoo on the smooth silvery skin.

When serving a stronger power, they are often used as field generals or cavalry forces.

They appear as muscular, silvery grey skinned humanoids with spikes of a darker grey protruding from shoulders, knees, and in a ridge along their spine. Extending from the upper back are two long tentacles ending in poison coated spiked balls similar to morning stars. Hands and feet both end in charcoal colored claws.

They wear little raiment save leather straps to hold their weapons and brace their legs but despite this, no specific male or female characteristics are visible. The weapons these straps hold are two curved blades about 3 feet long, and are strapped either to their upper back just outside the tentacles, or to their lower back, ending just above their hips.

Argent Lord...Continued

Their faces are a smooth, silvery light grey, almost luminous compared to the rest of their bodies. They have no eyes, nose or mouth, just a smooth surface, perhaps with a few small spikes near the tops of their heads. On this surface, every argent lord has a tattoo that not only allows them to be identified by non-lords, but also comprises their individual name among other lords. Other lesser tattoos may be visible elsewhere on their bodies, but in all cases the tattoos will always be deep black in color. Instead of ears, they have two long, light grey antenna-like appendages. These seem to be flexible but move very little, unlike insect antennae that twitch back and forth.

An average argent lord is almost 7 feet tall and weighs 375 pounds. They typically stand only 5 feet high however as they are crouched much of the time, especially when riding their mounts.

Argent lords understand Abyssal, Auran, Celestial and Draconic but speak no language aloud. Their telepathy allows them to communicate with anything within 100 feet that has a language.

Combat

Tactics used by argent lords can be fairly complex. They will remain with their mounts at all times. Should their mount fall, they will immediately use *feather fall* and attempt to summon endless hungers as soon as possible. Failing that, they will concentrate on the weakest opponent first (usually a spellcaster), making certain to slay them before moving on and trusting in their spacial warping to fend off attacks from the stronger melee opponents.

While mounted on endless hungers, they will remain at distance using *magic missiles* and *telekinesis* to assess the strength of their opponents. If they seem very strong, they will try to summon another lord or more endless hungers first, then use *mirror image*, and then target enemies with *greater dispel magics*, especially those flying by magical means. They will use their mounts for cover, and they will also use their Mounted Combat feat to negate any strikes that actually make it through to their mounts.

Next they will engage the enemy using dive actions combined with the Ride-By Attack and Spirited Charge feats, striking with tentacles to poison and weaken the opposition further while their mounts snatch up and eat any foes they can. If injured to more than half of their health, they will fly out of reach, heal, and repeat the process of striking from range before swooping down again.

An argent lord'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.

Blindsight (Ex): Using non-visual senses, invisibility, darkness and most kinds of concealment become irrelevant to an argent lord, though it must have line of effect to a creature or object to discern that creature or object. It usually does not need to make Spot or Listen checks to notice creatures within 60 feet. If both of its antenna-like appendages are severed however, its blindsight is reduced to blindsense. Despite having blindsight and no visible visual organs, an argent lord can still see like a human does.

Damage Reduction (Su): As a result of its demonic heritage, an argent lord ignores the first 10 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; *summon* (Sp); and telepathy 100 ft.

Fast Healing (Ex): An argent lord's demonic metabolism has granted it fast healing 5, allowing it to recover from most wounds quickly. This is especially useful considering the self-damaging nature of their *argent blades*.

Nondetection (Su): An argent lord is continually under an effect similar to a *nondetection* spell.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Poison (Ex): The spiked balls on the end of the argent lord's tentacles are extremely venomous, splashing poison into any wound caused by them. Injury, Fortitude DC 22, initial damage 1d6 Constitution, secondary damage 2d6 Constitution. The save DC is Constitution-based.

Spacial Warping (Su): An argent lord is continuously surrounded by a magical field that warps the space around it. This has three effects. First, it provides a +2 deflection bonus to Armor Class. Second, any ranged weapon attacks against it have a 50% chance to be deflected. This does not include boulders hurled by giants or anything larger however. Third, and most importantly, any melee attacks against it have a 50% chance of instead targeting the attacker. The part of the weapon actually striking the argent lord is dimensionally shifted in space so that the strike hits the attacker in roughly the same spots it would have hit the lord. The same attack roll is used, except that it is applied against the attackers Armor Class, and if it hits, damage is rolled against the attacker as normal. Lastly, when the lord is mounted, this field extends to protect its mount as well.

Spell-Like Abilities (Sp): At will – *align weapon*, *detect magic*, *feather fall*, *greater dispel magic*, *magic missile*, *mirror image* and *telekinesis* (DC 19). Caster level 14th. The save DCs are Charisma-based.

Spell Resistance (Ex): As a result of its demonic heritage, an argent lord has a considerable resistance of 25 against spells and spell-like effects.

Spikes (Ex): The argent lord's shoulder and knee spikes are treated like armor spikes. On a successful grapple check to injure an opponent, it will do 1d4 point of piercing damage in addition to its regular damage caused from the grapple.

Summon Demon (Sp): Twice per day an argent lord can attempt to summon 1d4 endless hungers with a 50% chance of success, or another argent lord with a 25% chance of success. This ability is the equivalent of a 5th-level spell.

Skills: Riding endless hungers from the moment they are born, argent lords gain a +8 on all Ride checks and can always choose to take a 10 on these checks, even if rushed or threatened.

Ecology

Argent lords first appeared on the Blasted Realm concurrently with endless hungers. Some suggest that they may originally have been a combination of doppelgangers and some strange spheroid creature corrupted and combined through the influence of soulfire and in the end producing two creatures sharing a common heritage. They can be found anywhere on the Blasted Realm, but there are two secret enclaves where they meet and train.

Argent Lord...Continued

They do not eat, instead drawing sustenance through the massive quantities of food and drink that the endless hungers consume. Most of the time they travel only with their mount, although occasionally two have joined together for a single purpose. More come together only in three situations - at the enclaves, when serving a more powerful demon, or when answering the summons of other argent lords. Aside from the enclaves they have no real dwellings, instead choosing to roam the skies causing suffering and death to those unlucky enough to cross their paths.

An argent lord is born into the world full size, hatching from one out of about a hundred endless hunger eggs. Upon hatching, it is immediately attended to by the most powerful endless hunger nearby. It instinctually climbs atop the creature and the two of them then *teleport* to an enclave. At the enclave, it is trained and instructed in the most effective ways to combat foes. It is also taught how to create *argent blades* and makes a pair for itself shortly thereafter, returning to the enclave to create new ones as needed. Lastly, when its training is complete, it is given a name and a facial tattoo and becomes known to the larger community of lords and hungers. They do not age, and typically only die in combat.

The two secret enclaves exist within non-descript floating land masses in the Blasted Realm. The exact location is only known to endless hungers which arrive and depart through *greater teleportation*. No actual passageways exist from the enclave interior to the land mass surface. Within each land mass is a sprawling training ground, cold forges for making *argent blades*, and berths where endless hungers can rest, heal and be attended to by their lords when they are grievously wounded.

In terms of interaction with others on the Blasted Realm, argent lords riding endless hungers eat most lesser beings, and sometimes serve more powerful beings. They associate only with themselves unless commanding troops at the behest of those they serve. In that case, they remain above the battlefield striking from a distance and directing troops until their desire for combat becomes too much and they swoop down. As a result, they are powerful but poor commanders especially considering their chaotic nature. They will sometimes be intentionally sent against both archons and demons due to their mobility, their resistance to magic and physical attack and their *argent blades* (counting as silver and magic and aligned as needed using *align weapon*).

Argent Blades: These three foot long, slightly curved blades are made exclusively by argent lords through a magical process called cold forging. The silvery metal they are constructed of is found throughout the rock of their secret enclaves. The blades themselves are treated as scimitars for damage and crit range, but count as light weapons. They are also treated as weapons made from silver, but do not take the damage penalty. They are considered an exotic weapon for anyone except an argent lord that tries to use them. The enchantment upon them counts as +1 and vicious -- they cause an extra 2d6 damage per hit, but the wielder takes 1d6 damage per hit as well. Luckily, the lords fast healing helps to offset this, and they treat the pain they take as a way to generate battlelust. Market value on a single *argent blade* is 8,605 gold pieces.

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This silvery, faceless humanoid is an outsider called an argent lord.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
35	It is always found with its mount, an endless hunger, and it has considerable skill at mounted combat.
40	It is highly resistant to spells as well as to weapons that are not good-aligned. It also heals very rapidly.
45	It has an aura that warps space around it, deflecting missiles and actually causing weapons used against it to strike their wielders.
50	The blades it carries are specially made only by argent lords. They cause great wounds to their enemies, but also injure the wielder.

Notes and Game Balance

The concept for the argent lord stemmed from interest in a combination of rider and mount that were both demons and that worked closely together due to some shared heritage. The shared abilities give them almost a ranger or paladin-like feel in terms of their mounts. Battle commanders and cavalry were also needed for the overall theme, so they fit in quite well. They also give the GM the option to test how mounted combat can be combined effectively with flight to make for a very interesting combat - one that usually requires thought and planning from players instead of straight up hack and slash.

They are comparable to nalfeshnee demons in terms of CR, but are a bit more defensive in nature spell-wise. They have the same Hit Dice, but the argent lord is weaker and faster. The nalfeshnee have much higher mental statistics making their spell-like abilities that much harder to resist. The lords get *feather fall* instead of flying, and blindsight & *detect magic* instead of *true seeing*. Conversely though, they have a much higher damage output considering the poison tentacles and iterative attacks with *argent blades* (though the blades harm them too). Their offensive spell power is significantly weaker, but their aura, fast healing and damage output more than make up for their deficiencies here. Due to this, they rank as a strong CR 14.



Battle Morgoth (Outsider)**Battle Morgoth****Large Outsider (Chaotic, Evil, Extraplanar) [Demon]**

Hit Dice: 18d8+144 (225 hp)

Initiative: +7

Speed: 30 ft. in breastplate (6 squares); base speed 40 ft.

Armor Class: 34 (-1 size, +3 Dex, +17 natural, +5 breastplate), touch 12, flat-footed 31

Base Atk/Grapple: +18/+32

Attack: Battle axe +28 melee (2d6+10) or slam +27 melee (1d6+10)

Full Attack: Battle axe +24/+19/+14/+9 melee (2d6+10) and battle axe +24/+19/+14 melee (2d6+5) and bite +22 melee (1d8+5) and tail slap +22 melee (1d8+5); or 2 slams +27 melee (1d6+10) and bite +22 melee (1d8+5) and tail slap +22 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, spell-like abilities, stunning attack, *summon demon*, trip

Special Qualities: Damage reduction 10/good and cold iron, darkvision 60 ft., demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10 and fire 10, spell resistance 24, telepathy 100 ft.

Saves: Fort +19, Ref +18, Will +14

Abilities: Str 30, Dex 25, Con 27, Int 16, Wis 16, Cha 22

Skills: Balance +17, Bluff +25, Climb +26, Concentration +23, Diplomacy +10, Disguise +6 (+8 acting), Hide +11, Intimidate +28, Jump +25, Listen +24, Move Silently +22, Sense Motive +22, Spellcraft +17, Spot +24, Survival +21

Feats: Cleave, Great Cleave, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (battle axe)

Environment: The Blasted Realm

Organization: Solitary or troupe (1 battle morgoth plus 2-5 tsuinshitakama)

Challenge Rating: 17

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic evil

Advancement: 19-30 HD (Large); 31-54 HD (Huge)

Level Adjustment: --

General

A battle morgoth is a terror to behold; a bipedal draconic demon with a heavy, muscular build and blue-black scales covering its body and usually splattered with blood. Deep set yellow eyes glare out from above a short muzzle filled with rows of sharp teeth, and a long, heavy tail slashes through the air behind it as it charges into battle.



Like some crazed giant lizardman, an armor-clad draconic creature strides forward wielding twin battle axes in its clawed fists. A short muzzle full of jagged teeth and a powerful tail complete the horrible sight.

It wears a breastplate of blackened steel and a helm with numerous horns curving inward to protect most of its face. In its clawed hands it wields two Large battle axes with bad intention.

It stands roughly 10 feet tall and weighs around 4,000 pounds.

A battle morgoth speaks Abyssal, Common, Draconic, and Infernal. Its telepathy allows it to communicate with anything within 100 feet that has a language.

Combat

A battle morgoth uses simple tactics to deal with its opponents, trusting brute strength and weapon prowess to easily beat down everything in its path. If it has the opportunity to do so, it will use any and all of its spell-like abilities to empower itself first, bullying any available lesser demons into taking on its opponents first so it can

Battle Morgoth...Continued

judge their abilities and how best to counter them. It will often save its breath attack for when it is accosted by multiple opponents, or as a quick way to finish off persistent foes.

A battle morgoth'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.

Breath Weapon (Su): Once every 1d4 rounds, a battle morgoth can breathe a cone of fire; 60-ft. cone, damage 9d8 fire, DC 27 Reflex save for half. The save DC is Constitution-based.

Damage Reduction (Su): As a result of its demonic nature, a battle morgoth ignores the first 10 points of weapon damage it receives from any weapon that is not both good-aligned and forged from cold iron.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; *summon* (Sp); and telepathy 100 ft.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Spell-Like Abilities (Sp): At will – *align weapon*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *magic weapon*, *shield*, *true strike*. Caster level 18th.

Spell Resistance (Ex): As a result of its demonic nature, a battle morgoth has a resistance of 24 against spells and spell-like effects.

Stunning Attack (Ex): Any creature struck by a battle morgoth's weapon or slam attack must make a DC 29 Fortitude save or be stunned for 1 round. Constructs, oozes, undead, and creatures immune to critical hits cannot be affected by this ability. The save DC is Strength-based.

Summon Demon (Sp): Once per day, a battle morgoth can attempt to summon 2-5 tsuinshitakama with a 50% chance of success, or one battle morgoth with a 20% chance of success. This ability is the equivalent of an 8th level spell.

Trip (Ex): A battle morgoth that hits with a tail slap can attempt to trip the opponent (+14 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the battle morgoth.

Ecology

Battle morgoths were bred for the purpose of leading Zuraz'tik's minions into battle and destroying as many foes as possible. Forces were sent to distant land masses to capture the eggs of dragons, and through powerful magic and the mutating effects of soulfire, the hatchlings within were mutated into terrible demonic creatures. These creatures have some of the characteristics of their draconic parentage, but are completely loyal to Zuraz'tik and his cause. As intelligent creatures, battle morgoths are capable of using a variety of tactics to engage and overcome their opponents, frequently using lesser minions to soften up foes before engaging them themselves. However, nothing excites a battle morgoth more than the thrill of combat and the killing that accompanies it, so it is never long before they themselves enter the fray.

Only certain types of dragon eggs will produce battle morgoths, primarily those of dragons on one particular land mass, so there are not very many of these creatures in existence at this time. Unfortunately, a battle morgoth is very hard to defeat in combat and can live indefinitely as it does not need food or rest to survive.

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This otherworldly draconic creature is an outsider called a battle morgoth.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
35	It can stun opponents anytime it hits them with a slam or weapon attack, and can use its tail to trip them.
40	It is highly resistant to spells as well as to weapons that are not both good-aligned and forged of cold iron.
45	It has many spell-like abilities including <i>greater dispel magic</i> , <i>greater teleport</i> , <i>shield</i> and <i>true strike</i> .
50	It was bred from the soulfire exposed eggs of a chaotic evil dragons to serve as a warleader in the demon armies.

Notes and Game Balance

These were envisioned as creatures that functioned as Zuraz'tik's war generals, the next tier after Myzar'tak in the command chain. They are killing machines, being akin to balors and mariliths, but given draconic appearances and characteristics to give them a choice between numerous natural attacks and being able to wield multiple weapons with plenty of iterative attacks. The general idea was for a powerful creature with various combative abilities and this was achieved by mingling demonic aspects with those of dragons, both of which can be individually powerful opponents for any party.

The battle morgoth gets its array of natural attacks from its draconic heritage, and dragons as they grow in size can have up to 8 natural attacks: bite, 2 claws, 2 wings, tail slap, crush, and tail sweep. The battle morgoth gets 2 slams (as while it does have claws, they aren't strong enough in themselves to do damage), a bite attack, and a tail slap that combines aspects of a dragon's tail attacks by doing damage and giving the battle morgoth the chance to trip an opponent. It also has a breath attack like a dragon at 9 dice of damage, which is comparable to a Large dragon. Its demonic heritage, however, makes it much stronger than a Large dragon.

The battle morgoth is almost equal in abilities, attacks, and damage to a marilith which is a CR 17, but has a few more Hit Dice. It has a breath weapon attack instead of improved grab/constrict/sleeper hold of the marilith, but has stunning attacks with its weapons and trip attacks with its tail to make it a bit closer. It is similar in power in terms of summoning help, but is a fair bit weaker in spell-like ability power and lacks *true seeing*. Overall, the battle morgoth seems to measure up as a weak to moderate CR 17.



Ellinal (Outsider)**Ellinal [Inherent Demon]
Outsider (Chaotic, Evil, Extraplanar)****General**

Ellinals are demonic spirits that have been drawn to the sacrifice of a humanoid or giant possessing divine spellcasting ability. When the sacrifice is complete, they inhabit the body and infuse it with their demonic essence and power. They then wreak as much havoc as they can until the body is ultimately destroyed and they are forced out to await another opportunity.

Regardless of whether the ellinal inhabits a humanoid or giant body, the transformation is the same. The arms twist backward so that the palms as opposed to the fingers are forward when it walks. The nails on the fingers and toes grow longer and blacken and the skin on the hands thickens into calluses. The overall musculature of the body increases as it is demonically strengthened.

The vertebrae of the neck dissolve and the head dangles uselessly below the body, mouth agape, glazed eyes staring sightlessly and tangled hair occasionally brushing the ground. A mouth full of jagged teeth forms vertically from the upper chest to about where the adam's apple would be if the body was male. The opening of this mouth leads directly to a cavity behind the breastbone created by the internal organs being sucked downward. Alternately, this mouth can form on the nether regions of the body in which case the opening leads directly into the bladder cavity. These mouths are capable of attack and speech, albeit speech made from wet organs squishing together.

The chest tears open from the bottom of the sternum to just above the pubic region, forcing the ribs open and outward and releasing eight tentacles that have formed from the body's intestines. As the tentacles are released, internal organs from the upper chest are sucked down and exposed in the tear. This hole constantly oozes blood and black intestinal goodness, leaving a trail wherever the ellinal goes.

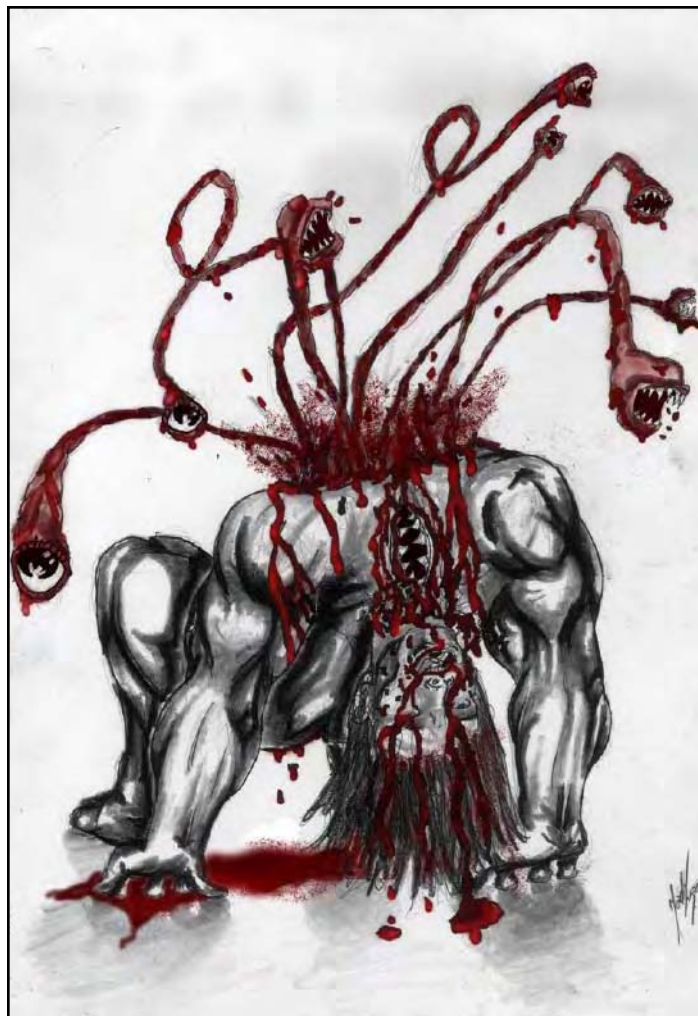
On the ends of six of the bloody greyish tentacles are small biting mouths, all which are capable of independent attacks and speech. The other two end in large blue-black inhuman eyeballs. All of these tentacles can reach out to 10 feet (15 feet for Large bodies) from the creature. The tentacles are in constant movement whether the ellinal is attacking or not.

An ellinal's height and weight depend entirely upon the body they inhabit, ranging from medium and large humanoids to large giants. As an average, one can assume 6 feet tall and 200 pounds for Medium size and 12 feet tall and 1500 pounds for Large size.

An ellinal speaks Abyssal only, but it understands Draconic as well. Its telepathy allows it to communicate with anything within 100 feet that has a language should it so choose.

Combat

Ellinals are able to use complex tactics but seldom do so as their desire for mayhem and the spilling of blood usually comes first. As they cast about with their fear gaze, they will try and get within 5 feet of an opponent so that they can gain the attack of opportunity when that opponent flees. If there are multiple opponents, they will focus all attacks on one opponent at a time targeting the weakest



This terrible creature appears to be a humanoid on all fours but with its arms twisted backwards and its neck broken and hanging limply. At the base of the neck, a mouth filled with sharp teeth has opened up. Worse still, the humanoid's chest appears to have burst open exposing broken ribs and eight tentacles formed from intestines. Six of these end in small babbling mouths while the remaining two support inhuman eyes.

appearing first. This serves two purposes. First, if all of the opponents flee, it is more likely to kill the weakest one before they get away. Second, if they are a cohesive group, they will waste time and resources trying to save their comrade instead of attacking the ellinal, allowing it additional time to attack the next weakest member.

If its opponents all escape or flee, it will track down either the weakest one, or the one that went in a direction the furthest away from all the others, increasing the likelihood that it will find its quarry alone and easily overpowered (especially since panicked creatures drop whatever they were holding). Ellinals are also not above disposing of weapons and items dropped by fleeing enemies to stop them from being used against it later. It will break what it can, like wands, and toss other items into pools of water, mud, down cliffs, etc. - basically anywhere they would be difficult to retrieve.

Ellinal...Continued

	Ellinal – Medium Body Outsider (Chaotic, Evil, Extraplanar)	Ellinal – Large Body Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	9d8+45 (85 hp)	12d8+84 (138 hp)
Initiative:	+2	+1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Atk/Grapple:	+9/+14	+12/+25
Attack:	Tentacle bite +15 melee (1d4+5)	Tentacle bite +21 melee (1d6+9)
Full Attack:	6 tentacle bites +15 melee (1d4+5) and bite +9 melee (1d6+2)	6 tentacle bites +21 melee (1d6+9) and bite +15 melee (1d8+4)
Space/Reach:	5 ft./5 ft. (10 ft. tentacles)	10 ft./10 ft. (15 ft. tentacles)
Special Attacks:	Disease, fear gaze, <i>summon demon</i>	Disease, fear gaze, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., demon traits, fast healing 1, immunity to cold, electricity and poison, outsider traits, scent, spell resistance 15, telepathy 100 ft.	Damage reduction 5/cold iron or good, darkvision 60 ft., demon traits, fast healing 1, immunity to cold, electricity and poison, outsider traits, scent, spell resistance 15, telepathy 100 ft.
Saves:	Fort +11, Ref +8, Will +8	Fort +15, Ref +9, Will +12
Abilities:	Str 21, Dex 15, Con 20, Int 13, Wis 14, Cha 18	Str 29, Dex 13, Con 24, Int 13, Wis 14, Cha 18
Skills:	Bluff +9, Diplomacy +6, Disguise +4 (+6 acting), Hide +14, Intimidate +18*, Jump +12, Knowledge (the planes) +13, Listen +14, Move Silently +14, Spellcraft +7 (+9 scrolls), Spot +18, Survival +8 (+10 planes), Use Magic Device +16 (+18 scrolls)	Balance +13, Bluff +9, Climb +21, Diplomacy +6, Disguise +4 (+6 acting), Hide +9, Intimidate +18*, Jump +23, Knowledge (the planes) +13, Listen +14, Move Silently +13, Spellcraft +7 (+9 scrolls), Spot +18, Survival +8 (+10 planes), Use Magic Device +16 (+18 scrolls)
Feats:	Ability Focus (fear gaze), Blind-Fight, Track, Weapon Focus (tentacle)	Ability Focus (fear gaze), Blind-Fight, Iron Will, Track, Weapon Focus (tentacle)
Environment:	The Blasted Realm	The Blasted Realm
Organization:	Solitary	Solitary
Challenge Rating:	8	10
Treasure:	None	None
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	--	--
Level Adjustment:	--	--

Other possible tactics include using Blind Fight against groups employing concealment magic to counter its fear gaze, and summoning in tsuinshitakamas if there is a large group of enemies for it to contend with. In terms of the disease it spreads, this is viewed as a happy side effect against those that escape it. Having to wait a day for the disease to weaken its prey is just far too long for it to use it as an effective combat tool considering its impatient nature.

Should enemies decide to cut off any of the intestinal tentacles, by making a sunder attempt for example, a new one will be fashioned from the remaining intestines and emerge from the chest on the ellinal's next turn as a free action. It is not effectively limited in terms of how many new tentacles it can produce as it usually has plenty of intestine to work with. No more than six biting mouth tentacles and two eye tentacles will ever be present however.

An ellinal'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.

Damage Reduction (Su): As a result of the ellinal's demonic nature infused into the body it inhabits, it is able to ignore only the first 5 points of weapon damage it receives from any weapon that is not either good-aligned or forged from cold iron.

Demon Traits: Includes immunity to cold, electricity and poison; *summon* (Sp); and telepathy 100 feet. An ellinal does not have the usual resistances as in dwelling within a sacrificed body it becomes susceptible to fire and acid, but completely immune to cold. It also does not gain any spell-like abilities common to other demons.

Disease (Ex): Anything bitten by any of the ellinal's bite attacks may contract the demon fever disease. Demon fever – bite, Fortitude DC 19 (DC 23 for Large body ellinal), incubation period 1 day, damage 1d6 Con. The save DC is Constitution-based. Each day after the first, on a failed save, an afflicted creature must immediately succeed on a DC 18 Fortitude save or take 1 point of Constitution drain. Two successful saving throws in a row indicate that the disease has been fought off and no more damage is taken.



Ellinal...Continued

Fast Healing (Ex): As a result of the demonic metabolism infused into the sacrificed body, the ellinal regains hit points at the rate of 1 hit point per round.

Fear Gaze (Su): Those meeting the gaze of the ellinal must succeed at a DC 20 Will save (DC 22 for a Large body ellinal) or become panicked for 1d6 rounds. This gaze is effective out to 30 feet and stems from the two eyeballs on the ends on intestinal stalks. The save DC is Charisma-based.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Scent (Ex): The ellinal can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the ellinal pinpoints the source's location. It can also track an opponent using scent by either making a DC 10 Wisdom check or Survival check for a fresh trail. When tracking an opponent in this manner, the ellinal will swing the dangling head back and forth close to the ground, travel for a distance and then repeat the process, using the demonically augmented olfactory senses remaining in the original creature's head.

Spell Resistance (Ex): As a result of the ellinal's demonic nature infused into the body it inhabits, it has a resistance of only 15 against spells and spell-like effects.

Summon Demon (Sp): Twice per day, an ellinal can attempt to summon 1-2 tsuinshinakama with a 35% chance of success. This ability is the equivalent of an 4th level spell.

***Skills:** When an ellinal enters combat, it will constantly babble in Abyssal about the terrible things it wishes to do to its opponents, both verbally and telepathically. This grants it a +4 to all Intimidate checks as long as it can be heard physically or mentally, regardless of whether the listener understands the language. They also gain a +4 to all Spot checks from having eyes at the end of long tentacles.

Ecology

Ellinals are the demonic ghosts of a lost group of pilgrims, long exposed to the soulfire of the Blasted Realm. The pilgrims were a few dozen divine spellcasters devoted to the god of healing and were *plane shifting* to a higher realm when their high priest was slain and the shift went awry, stranding them in the Blasted Realm. Now they wander around as spirits in both the Blasted Realm and the Ethereal Plane, just waiting for a divine spellcaster to be sacrificed so that they can inhabit the sacrificed body and cause death and mayhem for as long as that body exists.

They are sustained by the soulfire as spirits, but once they inhabit a corpse, their sustenance is replaced by a need for blood, and lots of it. As they can only inhabit the body of a sacrificed divine spellcaster, their opportunities are somewhat limited. Luckily, the scope of the word sacrifice is a bit broad, and evil spellcasters slain on or near their altars could certainly qualify. Sometimes they are even able to sneak in when an evil caster is sacrificing a person for a different reason if that caster was sloppy with their ritual.

They can also be summoned intentionally if the right ritual is used and the body is properly prepared. Preparation involves sacrificing a divine spellcaster by slicing open their chest, invoking the ellinal's name in Abyssal and then anointing the dead but warm body with unholy water. They will serve those that summon them in a limited fashion as long as their need for blood and chaos is met. Powerful demons will sometimes capture and prepare a number of giantish shamans, sacrificing them on the eve of a great battle to summon forth a squad of ellinal to drive forth the opposing foot troops in terror.

One ellinal in particular is different from the rest, a leader of sorts. It is less chaotic than its brethren, and has on a few occasions subjugated creatures accidentally summoning it in an effort to call forth its entire pilgrimage onto the Material Plane. It has thus far been stopped 3 times from this course, but remains undaunted. The end result if it succeeds is unknown but is expected to be terrible indeed.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This twisted wreck of a humanoid body with flailing intestinal tentacles is an outsider called an ellinal.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
30	The intestinal tentacles ending in eyeballs produce a gaze attack that causes enemies to flee in terror.
35	It is fairly resistant to spells as well as to weapons that are either not good-aligned or cold iron. It also heals fairly rapidly.
40	It can track by scent, pursuing those that flee from it so it can attack and devour them one at a time.
45	Anyone bitten by any of its gory mouths may contract a wasting disease known as demon fever. It weakens a person's health at first but then causes permanent damage.

Notes and Game Balance

This demon was originally conceived and developed for a late night game session where the intent was to horrify and disgust the players. It worked well on both counts, being one of several demons serving an evil wizard in a tower. Aside from that, a demon that inhabits the body of a sacrificed person can be useful and entertaining. Consider the slaughter of an evil cleric in his evil temple...its the perfect time to have an ellinal show up. Even better was the way it was introduced in the aforementioned game session -- an NPC priestess that the party knew fairly well was captured and sacrificed so that they then had to contend with an ellinal using her body.

This demon was compared roughly to a vrock to develop a baseline for its CR. The Medium sized ellinal has fewer Hit Dice, a lower Armor Class, weaker ability scores, similar demon traits, similar damage output, weaker DR and weaker SR. Its disease matches up with the vrock's spores and its fear gaze is better than the stunning screech, but it lacks spell-like abilities, instead getting fast healing 1 and scent. As a result, the Medium sized ellinal is set at 8, one CR lower than the vrock. The Large ellinal is similar to the Medium ellinal in many respects, but has more Hit Dice and stronger ability scores than the vrock, and doubles the average damage output, hence the CR one higher than the vrock at 10.

Endless Hunger (Outsider)

Endless Hunger

Huge Outsider (Chaotic, Evil, Extraplanar) [Demon]

Hit Dice:	12d8+84 (138 hp)
Initiative:	+6
Speed:	Fly 80 ft. (perfect) (16 squares)
Armor Class:	22 (-2 size, +2 Dex, +12 natural) touch 10, flat-footed 20
Base Atk/Grapple:	+12/+30
Attack:	Bite +20 melee (2d8+15)
Full Attack:	Bite +20 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict (2d8+15), improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Blindsight 60 ft., damage reduction 10/good, darkvision 60 ft., demon traits, evasion, immunity to electricity and poison, <i>nondetection</i> , resistance to acid 10, cold 10 and fire 10, spell resistance 20, outsider traits, telepathy 100 ft.
Saves:	Fort +15, Ref +10, Will +10
Abilities:	Str 30, Dex 15, Con 24, Int 8, Wis 14, Cha 17
Skills:	Bluff +18, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +17, Intimidate +22, Knowledge (geography) +14, Knowledge (the planes) +14, Listen +9, Ride +3, Sense Motive +17, Spot +9, Survival +2 (+4 avoid hazard/lost and on other planes), Use Rope +2 (+4 with bindings)
Feats:	Ability Focus (confusion), Flyby Attack, Improved Initiative, Mounted Combat, Power Attack
Environment:	The Blasted Realm
Organization:	Solitary, pair, raiding party (3-4), or pack (5-12)
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment:	--

General

Endless hungers roam the skies of the Blasted Realm, feeding on any and all creatures that they either recognize as weaker than them, or don't recognize at all. When encountered in small numbers, they are usually with argent lord riders. When left to their own devices, they are beings of hunger incarnate, eating everything they can find with no apparent limit. As a result, a few of these creatures can devastate a region in no time.

They appear as Huge-sized ovoids covered in a leathery reptilian hide ranging in color from grayish-green to dark grey, although some of the largest ones have become a deep crimson. The main feature of this ovoid is its enormous mouth full of malformed teeth. Endless hungers have no ears, eyes or nose, but they see, hear and smell just fine. What's more, they possess blindsight so that little within 60 feet passes beneath their notice. Their teeth can grow larger than 3 feet in length and their tongue more than 10 feet in length. The tongue is prehensile and covered in small sharp barbs that help to hold prey.



Flying swiftly through the air is a massive ovoid behemoth, its front side taken up entirely by an enormous maw. No eyes nor ears are visible, just a horrible set of malformed teeth from which a deep red tongue extends covered in barbs and dripping saliva.

Typical endless hungers are roughly 15 to 16 feet long and 10 to 12 feet in diameter, weighing in the range of 10,000 pounds.

Endless hungers understand Abyssal but speak no language aloud. Their telepathy allows them to communicate with anything within 100 feet that has a language.

Combat

Unless directed by argent lord riders, endless hunger tactics are generally simple and depend upon the size of prey. Regardless of prey size, *confusion* is first used to weaken any possible opposition. Next, prey of Huge size or larger is attacked using a diving Flyby Attack. Prey of Large size is attacked with a diving charge, but if on the round following the attack the improved grab is successful, the hunger will use its grapple check to move the grapple directly upward and continue the combat in the air where it will have the advantage. Prey that breaks free of the grapple plummets and can be attacked again if it survives the fall. For prey Medium sized or smaller, the same process is used but the hunger will take a -10 on the grapple so as not to be grappled itself. It will use Power Attack against prey it is familiar with and knows that it can strike easily.

Endless Hunger...Continued

One example is the zoreboh with an Armor Class of 18. On a diving charge, the hunger's attack bonus becomes +23 (+2 charge and +1 height advantage) so they would devote at least +6 to the Power Attack feat against them.

When mounted by argent lords, they will typically follow as they are directed. They have the Mounted Combat feat to allow them to properly work together with their riders, and they will use the argent lord's Ride-By Attack instead of their own Flyby Attack. Also, since they know that they share the lord's spacial warping and that the lord can negate attacks against them with considerable success, they become overconfident in battle, and rightfully so.

An endless hunger'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.

Blindsight (Ex): Using non-visual senses, invisibility, darkness and most kinds of concealment become irrelevant to an endless hunger, though it must have line of effect to a creature or object to discern that creature or object. It usually does not need to make Spot or Listen checks to notice creatures within 60 feet.

Constrict (Ex): An endless hunger that has established a hold on an opponent with its bite can crush them for 2d8+15 points of bludgeoning and piercing damage using its barbed tongue each round after making a successful grapple check. This is in addition to the normal damage for a bite attack in the grapple.

Damage Reduction (Su): As a result of its demonic heritage, an endless hunger ignores the first 10 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; *summon* (Sp); and telepathy 100 feet. Also note that the endless hunger's demonic flight is an (Ex) ability.

Evasion (Su): An endless hunger can avoid even magical and unusual attacks with supernatural agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. It does not gain this benefit if helpless. It does however extend this ability to its rider.

Improved Grab (Ex): To use this ability, the endless hunger 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -10 on its grapple check to hold an opponent with its tongue/bite only and not be considered grappled itself. Normally this would be a -20 penalty, but its prehensile barbed tongue reduces the penalty to the -10.

Nondetection (Su): An endless hunger is continually under an effect similar to a *nondetection* spell.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Spell-Like Abilities (Sp): At will – *confusion* (DC 19) and *greater teleport* (self plus 50 pounds of objects plus their rider if applicable). Caster level 12th. The save DC is Charisma-based.

Spell Resistance (Ex): As a result of its demonic heritage, an endless hunger has a resistance of 20 against spells and spell-like effects.

Summon Demon (Sp): Twice per day an endless hunger can attempt to summon 1d3 endless hungers to its aid with a 30% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Endless hungers gain a +2 on all Intimidate checks as a result of their fearsome appearance (not to mention usually having part of some creature or other hanging from between their teeth).

Ecology

Endless hungers are found roaming the skies of the Blasted Realm in packs, seeking creatures to prey upon at all times. They are also frequently encountered singularly or in smaller groups when they carry argent lord riders. They are only encountered in great numbers in the two hidden enclaves they share with the argent lords. Only the endless hungers know the true locations of these places as they must be teleported into to reach them.

Wild endless hungers generally have a pack mentality, similar to wild dogs, swooping in and picking off smaller prey, and ganging up on larger prey to tear it into pieces. Losian chattel and zoreboh are favorites of theirs. They do not breed like normal. It appears instead that once they have gorged themselves sufficiently, they will lay a clutch of 3 eggs on a barren floating landmass, and after a month or so the eggs will hatch. Those that survive hunt alone, join packs or serve argent lords. They will never willingly serve as mounts to other demons, but can be dominated into doing so. They will also never willingly attack argent lords, although other endless hungers are fair game if prey is scarce and such aerial battles can be awesome to witness.

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This fearsome flying ovoid is an outsider called an endless hunger.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
35	It is usually found with its rider, an argent lord, and is considerably skilled at skirmish and grapple tactics.
40	It is highly resistant to spells as well as to weapons that are not good-aligned. It also can dodge area affect spells.
45	The barbs on its tongue help to hold prey in place and it will frequently grab prey and fly off with it to devour it while airborne.
50	It has the ability to magically sow <i>confusion</i> among prey and potential enemies. It can also <i>teleport</i> at will and take its rider with it.

Notes and Game Balance

The concept for the endless hunger is tied closely to the argent lord, with their particular role being the mount side of the combination. Again similar to a ranger's animal companion mount or a paladin's summonable mount, the option to have some shared abilities works quite well. Giving them a life outside of being mounts was also necessary though to allow for encounters with wild ones, as well as the possibility that others may acquire them as mounts.

In terms of demons, they are somewhat comparable to vrocks. They have two more Hit Die, and are much stronger but a bit less intelligent than vrocks. The vrocks average damage output on a full attack is almost double what the endless hunger can do, but the difference is made up in the improved grab, constriction and skirmishing tactics. The vrocks are also slightly stronger in terms of spell-like abilities, but the hungers instead gain evasion, blindsight and a slightly better spell resistance. Ultimately, compared to vrocks, endless hungers are a solid CR 9.

Konikkosuji (Outsider)

Konikkosuji [One who pulls the strings]

Diminutive Outsider (Chaotic, Evil, Extraplanar, Psionic)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+9
Speed:	10 ft. (2 squares), fly 60 ft. (perfect)
Armor Class:	20 (+4 size, +5 Dex, +1 natural), touch 19, flat-footed 15
Base Atk/Grapple:	+3/-13
Attack:	Claw +12 melee (1d2-4 plus disable)
Full Attack:	4 claws +12 melee (1d2-4 plus disable)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Attach, disabling touch, domination, twisting
Special Qualities:	All-around vision, damage reduction 5/bludgeoning or good, outsider traits
Saves:	Fort +4, Ref +8, Will +6
Abilities:	Str 3, Dex 21, Con 12, Int 12, Wis 16, Cha 18
Skills:	Concentration +7, Diplomacy +6, Escape Artist +11, Heal +9, Hide +23, Intimidate +10, Listen +9, Move Silently +11, Sense Motive +9, Spot +13, Use Rope +5 (+7 with bindings)
Feats:	Ability Focus (dominate), Improved Initiative, Weapon Finesse ^B
Environment:	The Blasted Realm
Organization:	Solitary, nest (2-4), hive (5-10), or union (1 plus 1 twisted creature)
Challenge Rating:	3
Treasure:	None or as per host
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	--

General

A konikkosuji is a winged parasite with a disc-shaped body measuring roughly 6 inches in diameter. It has six barbed legs spaced around its body, and four sharp pincers on its underside. It has a hard but flexible shell made of numerous tiny plates that cover its back, and a softer, flexible underside where its mouth and sensory organs are. Six tiny eyestalks ring its body granting it all-around vision, and four thin, gossamer wings protrude from the center of its back.

A konikkosuji weighs only about 1 pound. It cannot speak but can communicate telepathically with its host creature and understands Abyssal and Common.

Combat

A konikkosuji attacks by using the barbs on its legs to attach itself to the body of its victim. It secretes a mind-numbing poison through those barbs that weakens the mind of its prey and makes it easier to control. It then attempts to sink its fangs into its potential host and subsequently dominate it. If successful, the konikkosuji uses its fangs to inject a soulfire-infused venom into the host that twists the host's body into a demonic form more suitable to the parasite's needs. The host then becomes a conduit for the konikkosuji to feed off the intellect of other creatures.



A tiny, winged creature no bigger than a hand's width flits silently through the air, six barbed legs flexing and tensing around its disc-shaped body. Four pincers are visible beneath it glistening with a dark fluid.

While it is being grappled with, the konikkosuji can be targeted as normal, but once it has dominated a creature, it becomes markedly more difficult to strike. The dominated creature always positions the parasite out of harms way, granting a +4 cover bonus to the parasite's AC. Any attacks that miss as a result of this cover bonus are instead applied against the dominated creature. Alternately, if the dominated creature can be grappled and successfully pinned, a disarm action can be used to attempt to remove the parasite, but the dominated creature gets a +4 bonus on its roll to resist this attempt.

All-Around Vision (Ex): A konikkosuji's many eyes give it a +4 racial bonus on Spot checks, and it cannot be flanked. Also, as a result of their added range of vision, they have a -4 on saves against gaze attacks.

Attach (Ex): If a konikkosuji hits with 2 or more claw attacks, it immediately sinks its claws into its opponent and attaches itself. An attached konikkosuji is effectively grappling its prey and loses its Dexterity bonus to AC. It can be struck with a weapon or grappled itself. To remove an attached konikkosuji through grappling, the opponent must achieve a pin against it. The konikkosuji has a +4 racial bonus to this check due to the barbs on its legs.



Konikkosuji...Continued

Damage Reduction (Su): Due to its hard, soulfire enhanced shell, a konikkosuji has damage reduction from non-bludgeoning weapons. This damage reduction can be bypassed not only by bludgeoning weapons but also by good-aligned weapons due to its supernatural nature.

Disabling Touch (Su): The touch of a konikkosuji can cause an opponent to act as if disabled. This is similar in effect to the *disable* psionic power with the following exceptions: it has a range of touch and occurs automatically whenever the konikkosuji successfully strikes a target with a claw attack; it has a duration of 1d4 minutes; it can affect any creature regardless of Hit Dice, but creatures with greater than 4 HD get a +4 bonus to their saving throw; a DC 15 Will save negates the effect entirely. A creature dominated by the konikkosuji is immune to this effect. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Domination (Su): A konikkosuji that begins a round attached to a creature automatically bites that creature and injects soulfire-based venom into it. A DC 17 Will save is then required to resist the konikkosuji's attempt to control that opponent's mind. If the saving throw is successful but the parasite is not removed before its next turn, a new saving throw will need to be made. This will be repeated until either the creature is dominated or the parasite is removed. This ability works like the *dominate* psionic power with the following exceptions: It can be used to dominate any animal, fey, giant, humanoid, magical beast, or monstrous humanoid; a konikkosuji can only dominate a single creature at any time; the konikkosuji must remain in contact with its host to maintain domination over it.

While it remains in contact with a dominated creature, it is considered to be concentrating to maintain the *dominate* effect and if it takes any damage during this time, it must make a Concentration check DC 10 + damage dealt. If it fails this check, the dominated creature is freed, but unless the parasite is immediately slain or removed, the creature will need to make a new DC 17 Will save on the parasite's next turn to avoid being dominated again. The save DC is Charisma-based.

Outsider Traits (Ex): Includes darkvision 60 ft. and does not need to eat or sleep.

Twisting (Su): A konikkosuji that has dominated a host creature can use its fangs to infuse the host creature with soulfire well in excess of the dominating venom, causing the host creature to mutate. The host creature gains the twisted creature template, located further in this volume. The host creature may make a DC 15 Fortitude save to resist this change, but if successful, the saving throw must be repeated once every minute the parasite is attached. This twisting lasts as long as the konikkosuji master is attached. If the host is freed, it will return to normal over the course of a week, losing the actual template changes after 3 days, and losing the changes to physical appearance at the end of the week. The save DC is Charisma-based.

Ecology

The konikkosuji is an evil outsider from a chaotic plane that exists mainly to feed on the intellect of sentient races. It bears close resemblance to a diminutive tick or other parasite, and behaves in a manner similar to one by seeking out a host creature and attaching itself to feed. However, instead of feeding on the host, it takes over

the host's body, transforms it into something suitable for its own needs, and then sets about seeking other prey to feed upon.

The host creature becomes a conduit for the konikkosuji's own feeding, using its abilities to drain another creature's intellect and feed it to the konikkosuji by channeling vital fluids and memories through its own body. The process that involves changing the host creature's physical body can be repeated on a new host if the konikkosuji so desires, or if the host creature dies prematurely, but more often the parasite will use its own abilities to keep the host creature alive as long as possible. The konikkosuji can even learn how to master its abilities by taking levels of psionic classes. Any physical talents it learns it can channel through its host to use, but the host loses this ability if the two creatures ever become separated.

As outsiders, konikkosuji do not normally breed, and their origin is mostly unknown, but there is speculation they may have evolved from parasitic arachnids that somehow were brought back into the Blasted Realm ages ago and have managed to survive to this day.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This parasitic insectoid is actually an outsider called a konikkosuji.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It can leave a creature feeling disabled with a touch.
30	It attaches itself to a creature using its claws and then bites that creature and injects a dominating venom.
35	Once it dominates a host creature, it transforms the host into something more suitable to its need by altering its physical appearance and abilities.
40	It actually has a limited resistance to damage from any weapons that are not either bludgeoning or good-aligned.
45	Once it has chosen and transformed its host, it takes great steps to keep the host creature alive, including studying psionic arts that could help.

Notes and Game Balance

This creature was inspired mainly by the idea of a demon-like creature that can create other demons, and how it might possibly do so. One notion was a parasite that somehow infused its host with energy, a theme that seems to be common in a lot of science fiction and fantasy movies and books. Trying to put that concept into game-play wasn't easy as there really wasn't anything to compare it to, so one option actually became two creatures by introducing a template with this creature.

Together, the two creatures make for a strong opponent, but the konikkosuji becomes almost totally dependent upon its host to accomplish much. Combine that with the fact that being so small and weak makes it hard for this creature to ever win a grapple and you have a creature that, despite its psionic abilities, doesn't merit a very high CR without its host. The balance is its disabling touch ability may give it a chance to attach itself by denying the host a chance to resist the grapple, and the relatively high save DC may be hard for low-level characters to overcome.



Krebzu (Outsider)

Krebzu

Medium Outsider (Chaotic, Evil, Extraplanar) [Demon]

Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Atk/Grapple:	+6/+8
Attack:	Bite +9 melee (1d6+3 plus 1d6 electricity)
Full Attack:	Bite +9 melee (1d6+3 plus 1d6 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Electricity, improved grab, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10 and fire 10, telepathy 100 ft.
Saves:	Fort +8, Ref +6, Will +4
Abilities:	Str 15, Dex 13, Con 16, Int 6, Wis 8, Cha 11
Skills:	Balance +3, Climb +15, Hide +10, Jump +23, Move Silently +10, Survival +8, Tumble +14
Feats:	Acrobatic, Track, Weapon Focus (bite)
Environment:	The Blasted Realm
Organization:	Solitary, pair, or pack (3-10)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Medium); 13-18 (Large)
Level Adjustment:	--

General

Krebzus are cruel and sadistic demons that travel in packs, chasing down any creatures they come across. They are completely self-serving. They can only be cowed out of fear and only so long as the inspiration is constant. On their own, krebzus are no better than a pack of wild dogs.

A krebzu is generally humanoid in appearance. If it could stand upright, it would be just under 6 feet tall. It weighs around 180 pounds. A krebzu is lean and muscular with rough skin in varying shades of gray. It has four claw-like limbs that are primarily used for movement. It is incapable of walking upright. The only hair a krebzu can grow is a thin patch of dark hair on its chin that is usually grown long.

Krebzu understand Abyssal but cannot speak. Their telepathy allows them to communicate with anything within 100 feet that has a language.

Combat

A krebzu is a dangerous foe due primarily to its electrically charged body. It both electrifies a krebzu's bite and harms would-be attackers. A pack of krebzus will try to form a tight circle around a foe, creating a veritable wall of charged bodies.



This humanoid-like creature crawls around on all fours more like a beast than a person. Its thick skin is drab gray and almost completely hairless. The only visible hair is a thin, black goatee over a foot long, that sprouts from a grinning mockery of a human head. What appear to be several bulbous wounds protrude from its back, and electrical energy crackles between them.

Once a krebzu has detected prey, it will not let up unless its life is seriously threatened. It will often follow a trail past any chance of catching its quarry and only deter when other prey presents itself. It enjoys catching its prey above anything else, and exacts great satisfaction from killing.

A krebzu's claws are strong and help it climb and jump, but they are useless for fine manipulation. They also make poor weapons. If a krebzu attacks with its claws, treat it as an unarmed strike for a creature of its size.



Krebzu...Continued

An krebzu'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.

Damage Reduction (Su): As a result of its demonic nature, a krebzu ignores the first 5 points of weapon damage it receives from any weapon that is not either good-aligned or forged from cold iron.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; *summon* (Sp); and telepathy 100 ft.

Electricity (Su): A krebzu's body generates electricity. Its bite deals an additional 1d6 points of electricity damage. Any creature that strikes a krebzu with a natural attack or a metal weapon also takes this damage.

Improved Grab (Ex): To use this ability, a krebzu 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its bite only and not be considered grappled itself. A grappled opponent automatically takes 1d6 points of electricity damage each round.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Summon Demon (Sp): Once per day a krebzu can attempt to summon 1d6 dretches or another krebzu with a 45% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: A krebzu has a +4 racial bonus on Climb and Jump checks due to its strong, claw-like limbs.

Ecology

Packs of krebzus roam the land masses of the Blasted Realm like the packs of dogs they resemble. All attempts to control them have failed. They are wild and reckless, living only for the killing of other creatures. They are sometimes used as ground troops/fodder by more powerful demons in large battles, but never in any sort of organized fashion. It is usually more along the lines of dropping a few packs in near an enemy encampment, waiting for the packs to be decimated and then bringing the main demon force to bear on the remaining chaos.

Packs are tentatively led by the strongest krebzu, but only for so long as it can maintain dominance. The title of alpha krebzu shifts constantly as the creatures fight amongst themselves. Even the members of a pack shift in and out as packs meet up and fight one another. Usually these confrontations end with two completely new packs being formed.

Their hair is a sign of strength and age among them, as those with the longest goatees are also those that have survived the longest either through strength or cunning. Cutting off a krebzu's goatee is a guaranteed way to send the creature into a killing rage directed against the one who did the cutting. Should that being be too powerful, its rage is then vented on anything else nearby. The killing rage does not change the statistics of the krebzu, but rather just means that it will ignore its own survival to kill those around it.

Krebzus have no permanent dwelling, but will dig burrows wherever they find soft earth. Otherwise they roam great distances, taking down whatever prey they find as a pack. Reproduction is a bizarre affair. Once a krebzu reaches a certain age (with corresponding goatee length), it spontaneously starts arcing from its back. This electrical output gets stronger and stronger until finally it all focuses on a central spike on its back and that spike gets ejected from its body with a loud bang. Since it is immune to electricity, the krebzu is unharmed, but a new krebzu immediately begins forming from the ejected spike and attains full size within a week. At this point it has all the abilities of an adult, but only has peach fuzz instead of an actual goatee.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This crouching animalistic humanoid is an outsider called a krebzu.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
30	It is a primitive and wild demon and is usually found travelling in packs.
35	Electricity courses through its body, damaging both those it bites and those that strike it.
40	Smaller opponents need to be careful when fighting krebzus as they are skilled at grabbing and grappling smaller foes.
45	Cutting off a krebzu's goatee will cause the beast to fly into a rage and attempt to kill the person responsible, or failing that, anyone else nearby.

Notes and Game Balance

This creature came from the artist's original drawing. This pdf involved only one artist, and during the process of creating it, the artist turned in additional concept art and this was one of those pictures.

The statistics above resemble a slightly stronger, demonic variation of a hell hound. The breath weapon is the most prominent change. It had to be dropped in exchange for a demon's natural abilities and resistances. Other changes were made across the board, and the krebzu stands unique.



Kumosuchikon (Outsider)

Kumosuchikon

[Soul Stealing Spider Demon]

Large Outsider

(Chaotic, Evil, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+9
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	20 (-1 size, +5 Dex, +6 natural), touch 14, flat-footed 15
Base Atk/Grapple:	+6/+13
Attack:	Bite +9 melee (1d8+4 plus poison)
Full Attack:	Bite +9 melee (1d8+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blood drain, poison, siphon soul, spell-like abilities, web of fatigue
Special Qualities:	All-around vision, damage reduction 5/good, darkvision 60 ft., demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10 and fire 10, telepathy 100 ft., tremorsense 60 ft.
Saves:	Fort +7, Ref +10, Will +5
Abilities:	Str 17, Dex 21, Con 15, Int 8, Wis 10, Cha 15
Skills:	Balance +14, Climb +22, Hide +10*, Jump +12, Listen +9, Move Silently +14*, Spot +13
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (bite)
Environment:	The Blasted Realm
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	--

General

A kumosuchikon resembles a monstrous white spider with a broad head, large pincers, and a skull-like pattern along the underside of its abdomen. Bulbous white eyes flank its skull just above the pincers, milky in appearance despite the numerous tiny facets that glimmer along their surface. A tough carapace like boiled leather encompasses its body and its legs are made of bone segments with rubbery cartilage at each joint protected by sharp barbs. The kumosuchikon is completely hairless except for numerous feelers just inside its jaws to help it feed. A slick, silvery sheen coats its body, giving it a ghostly appearance.



A ghostly white spider bigger than a man is tall spews forth a mass of gray strands from its maw. Gray fibers cling and constrict, draining stamina, and a hungry fire glimmers in multi-faceted eyes.

A typical kumosuchikon measures roughly 8 feet in diameter for its body alone and its legs measure about 10 to 12 feet long. Because of the bone of its legs, it is heavier than normal spiders of its size, weighing around 180 to 200 pounds although still moving as silently as its brethren do.

A kumosuchikon speaks Abyssal, Common and Infernal although it seldom chooses to speak except to intimidate its opponents. Its telepathy allows it to communicate with anything within 100 feet that has a language.

Combat

A kumosuchikon is an intelligent hunter, using its spell-like abilities and webs to weaken and ensnare opponents before closing in for the kill. It is perfectly content to build its webs and wait for potential prey to come stumbling in, but is not hesitant to go hunting in the event prey is unavailable or a long time in coming. Against a solo opponent, a kumosuchikon is somewhat reckless, believing itself to be superior until its opponent can prove otherwise. Against a large party however, it will rely mostly on its webs and spell-like abilities to disable as many opponents as it can before attacking.

All-Around Vision (Ex): A kumosuchikon's multi-faceted eyes give it a +4 racial bonus on Spot checks, and it cannot be flanked. Also, as a result of their added range of vision, they have a -4 on saves against gaze attacks.

Blood Drain (Ex): A kumosuchikon can suck blood from a living victim with its bite by making a successful grapple check. Once a hold has been established, it can attempt to pin a foe. If it succeeds at the pin attempt, it automatically drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.



Kumosuchikon...Continued

Damage Reduction (Su): As a result of its demonic nature, a kumosuchikon ignores the first 5 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits (Ex): Includes immunity to electricity and poison; resistance to acid 10, cold 10, and fire 10; telepathy 100 ft.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Poison (Ex): A kumosuchikon has a poisonous bite. Initial damage paralysis 2d4 minutes, secondary damage none; Fortitude DC 15 negates. The save DC is Constitution-based.

Siphon Soul (Su): A kumosuchikon that drains an opponent down to a Constitution of 0 or below can attempt to consume its soul. The opponent may make a DC 15 Fortitude save to negate this effect. A kumosuchikon that successfully drains an opponent's soul gains 5 temporary hit points per Hit Die of the creature thus drained, but loses these bonus hit points after one hour as the soulfire consumes the soul. The victim is thereafter unable to be raised, reincarnated, resurrected, or brought back from the dead by any other means short of a *wish*. The save DC is Constitution-based.

Spell-like Abilities (Sp): At will – *expeditious retreat*; 3/day – *blur*, *darkness*, *mage armor*. Caster level 6th.

Tremorsense (Ex): A kumosuchikon can detect and pinpoint any creature or object within 60 feet of it that is in contact with the ground. For creatures or objects in within its webs while it is currently in contact with the same webs, there is no range limit.

Web of Fatigue (Su): Any creature that becomes entangled in the web of a kumosuchikon becomes fatigued as if affected by a *touch of fatigue* spell. A DC 15 Will save negates this effect. The save DC is Charisma-based.

A kumosuchikon can throw a web eight times per 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 up to one size category larger than itself. An entangled creature can escape with a successful DC 15 Escape Artist check or burst it with a DC 19 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

A kumosuchikon can create sheets of sticky webbing up to 60 feet square. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst 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 12 hit points and damage reduction 5/-. A kumosuchikon can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: A kumosuchikon has a +8 racial bonus on Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened. A kumosuchikon uses either its Strength or Dexterity modifier for Climb checks, whichever is higher. A kumosuchikon has a +8 racial bonus on Hide and Move Silently checks when using its web.

Ecology

A kumosuchikon is a monstrous spider touched by the soulfire and twisted into a demon with a desire for living souls but never being able to satisfy its hunger. The web it weaves can drain an opponent's strength, leaving them fatigued and helpless while the beast draws its web in close and drains their blood and eventually their soul. A soul drained in this manner, however, merely passes through the kumosuchikon, briefly granting it vitality as it does so, but eventually being consumed by the soulfire itself. In effect, the kumosuchikon acts as a channel to feed the soulfire's own hunger.

Kumosuchikon are territorial predators that view others of their kind as rivals and very rarely cooperate with each other unless under the command of a greater power. If two kumosuchikon meet, they are just as likely to attack each other as they are anything else in the area until one is slain or retreats from the area. A kumosuchikon usually claims everything within 300 feet of its web as its hunting grounds, and will drive other predators away from this area unless keeping those predators nearby means an increased chance that it will soon have more prey to feed upon. It is not uncommon for a kumosuchikon to develop a symbiotic relationship with another creature that can provide easy access to prey, often using these creatures to drive prey towards its web, then casting out the bodies of its victims as reward after it has taken its fill of blood and souls.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This monstrous white spider is actually an outsider called a kumosuchikon.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, and telepathy.
30	It is resistant to weapons that are not good-aligned. It can also sense any opponents within 60 feet or in its web.
35	It has some spell-like abilities and its webs can fatigue those creatures entangled in them.
40	Not only does its bite paralyze its prey, but it also allows the beast to drain the blood and health directly from its living victims.
45	Worse still, when the victim has been drained completely, it will devour their soul and grow stronger for a time. Without a soul, the victim cannot be brought back to life.

Notes and Game Balance

Spiders feature prominently in fantasy as well as reality as something feared by many people. It seemed only natural then to include some sort of spider-type monster in a volume about demons, and then enhance everything about them that people seem to fear. Spiders feed on blood, hence the blood drain. Allowing these creatures to also feed on souls ties them into this volume better, and makes them nice minions for an entity that prefers to act behind the scenes rather than risk exposing itself.

A standard Large monstrous spider is 4 Hit Dice and CR 2. As an outsider, the kumosuchikon has numerous traits that make it harder to kill and higher ability scores and Hit Dice, meriting at least a CR 5 as if a template were applied. Giving it spell-like abilities, blood drain, and a soul-stealing ability bring it up to a CR 6.

Kzixintrra'il (Outsider)

Kzixintrra'il [Demon]

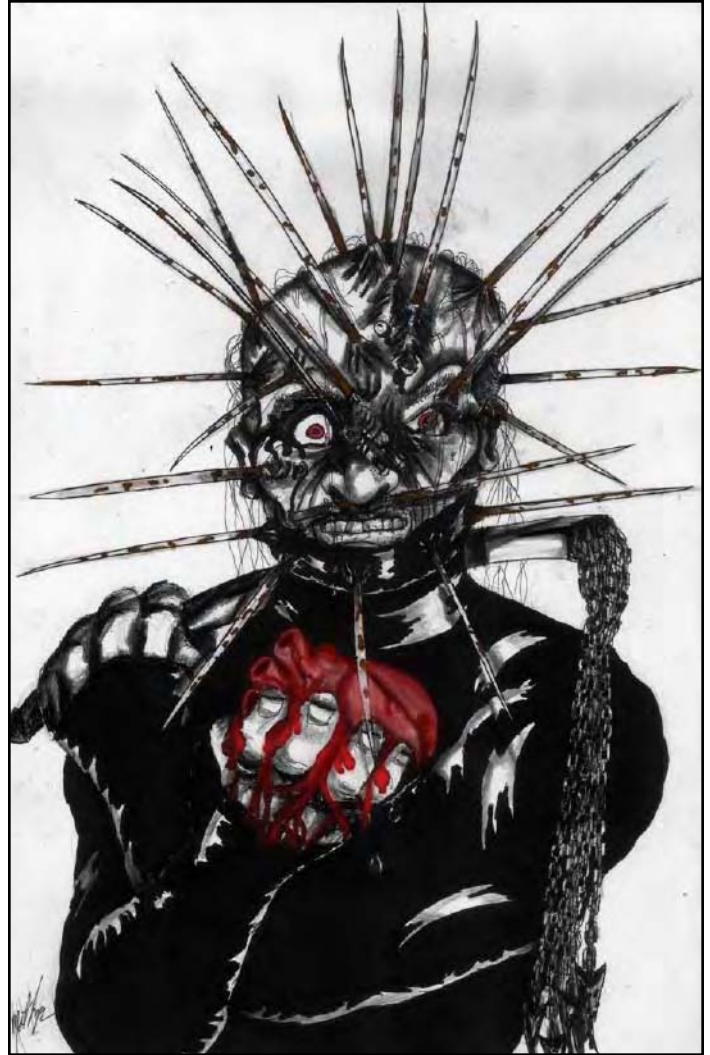
Medium Outsider (Chaotic, Evil, Extraplanar, Psionic)

Hit Dice:	15d8+60 (127 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	24 (+3 Dex, +9 natural, +2 leather) touch 13, flat-footed 21
Base Atk/Grapple:	+15/+19
Attack:	Spiked chain +19 melee (2d4+6)
Full Attack:	Spiked chain +19/+14/+9 melee (2d4+6)
Space/Reach:	5 ft./5 ft. (10 ft. with spiked chain)
Special Attacks:	Psi-like abilities, psi-blast
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., demon traits, immunity to electricity, fire and poison, outsider traits, power resistance 26, resistance to acid 10 and cold 10, spell resistance 26, telepathy 100 ft.
Saves:	Fort +13, Ref +12, Will +13
Abilities:	Str 19, Dex 16, Con 18, Int 17, Wis 19, Cha 22
Skills:	Autohypnosis +24, Bluff +24, Concentration +22, Diplomacy +10, Disguise +6 (+8 acting), Escape Artist +21, Intimidate +26, Knowledge (arcana) +21, Knowledge (psionics) +23, Knowledge (the planes) +21, Psicraft +23, Sense Motive +22, Spellcraft +23, Survival +4 (+6 planes), Use Rope +3 (+5 with bindings)
Feats:	Combat Expertise, Combat Manifestation, Dodge, Improved Disarm, Improved Initiative, Improved Trip
Environment:	The Blasted Realm
Organization:	Solitary, pair, or gang (3-6)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	--

General

Kzixintrra'ills are powerful demons with natural psionic powers. They are cruel and sadistic, and acutely aware of their superiority to other creatures. Few of these creatures exist due to the ritual necessary for their creation. Those that do exist bring fear and pain wherever they go.

A kzixintrra'il stands between 6 and 6-1/2 feet tall and weighs around 175 pounds. It can be male or female, but is always hairless. It dresses in leather that looks tight enough to suffocate the creature. It usually carries a spiked chain that, when not in use, is wrapped around the creature's body. The most disconcerting aspect of a kzixintrra'il's appearance is the number of iron spikes that pass through its skull. These not only serve to inspire fear in its enemies, but also serve as the focus for its psionic abilities.



This creature looks to be a tall human male dressed completely in impossibly tight leather armor and carrying a spiked chain. Its pale, hairless skull has several spikes of iron, each a foot long and an inch wide, passing completely through it with no discernable pattern.

A kzixintrra'il generally speaks Abyssal, Celestial, Common and Draconic, and can communicate telepathically with any creature that speaks a language within 100 feet.

Combat

Kzixintrra'ills are intelligent and resourceful combatants. They tend to stay outside of melee range and use *ego whip* and *mindwipe* on their opponents, especially spellcasters. Foes that come too close risk provoking attacks of opportunity from the spiked chains. Kzixintrra'ills rely heavily on their spell and power resistance combined with their psi-blast ability for protection, but are intelligent enough to retreat when it's not working. When encountered on the Blasted Realm, they generally deal with interlopers with a tactical *psionic dismissal*.

Kzixintra'il...Continued

A kzixintra'il'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.

Damage Reduction (Su): As a result of its demonic transformation, a kzixintra'il ignores the first 10 points of weapon damage it receives from any weapon that is not either good-aligned or forged from cold iron.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10; and telepathy 100 feet. Instead of resistance to fire 10, it has immunity to fire. Kzixintra'ills have no summoning ability.

Outsider Traits (Ex): Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Power Resistance (Ex): For those campaigns where psionics are treated as separate and distinct from spells, a kzixintra'il has a resistance of 26 against psionic powers.

Psi-Like Abilities (Ps): At will – *body adjustment* (6d12*), *ego whip* (4d4 Charisma damage, DC 24*), *psionic levitate*; 3/day – *mindwipe* (4 negative levels, DC 21*), *psionic freedom of movement*, *telekinetic thrust* (500 pound weight limit, DC 19*); 1/day – *mass cloud mind* (DC 22), *psionic dismissal* (DC 20), *psionic plane shift* (self plus 50 pounds). Effective manifester level 15th. The save DCs are Charisma-based.

* Includes augmentation for the kzixintra'il's manifester level.

Psi-Blast (Su): Whenever a kzixintra'il successfully blocks a power or spell with its power or spell resistance, the energy used to create the blocked spell is absorbed. On the kzixintra'il's next turn it can release this energy as a standard action. The energy explodes in a 30 foot radius centered on the kzixintra'il. All other creatures in the area must succeed on a DC 23 Will save or take 1d6 points of damage per level of the absorbed power or spell and be stunned for 1 round. A successful save halves the damage and negates the stun effect. A kzixintra'il can only release the energy from one power or spell each round, and any energy not released is lost one round after being absorbed. The save DC is Charisma-based.

Spell Resistance (Ex): As a result of its demonic nature, a kzixintra'il has a resistance of 26 against spells and spell-like effects.

Ecology

Kzixintra'ills are created from the souls of the psionically gifted that, once condemned to the demonic planes, are transformed into demons themselves. The transformation is unpleasant, and the supplicant is nothing resembling its former self. Each spike is hammered through a specific point in the brain. This leaves most kzixintra'ills more than a little bit insane.

In addition to focusing psionic energy, the spikes have a profound effect on the personality of a kzixintra'il. The spikes pass through several pain/pleasure zones of the brain. As a result, the line between the two is incredibly blurred, and a kzixintra'il displays sadomasochistic

tendencies. It wears leather that is as tight as possible, so that every movement causes some level of discomfort. When not in combat, a kzixintra'il wraps its spiked chain closely around its body, causing numerous superficial lacerations. In combat, it is likely to lose itself in the give and take of wounds. Occasionally it will attack an (unimportant) ally after its foes have been dispatched, just to keep the euphoric state that giving and receiving pain brings it.

Kzixintra'ills accompany demonic task forces, as a sort of special mission team. They are ideal for eliminating enemy spell-casters, and some also serve as bodyguards for demonic sorcerers.

If left to its own devices, a kzixintra'il will spend most of its time torturing anything it can capture. The torture is dragged out for as long as possible, and includes a vast array of techniques. It is not looking for anything during this process except personal enjoyment. The process covers a variety of sensations; going from intense pain to physical pleasure (a personal favorite of the kzixintra'il is producing physical pleasure as it causes the greatest duress in its victims).

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This spike-headed, leather bound freak is an outsider called a kzixintra'il.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to electricity, fire and poison, resistance to other elements, and can speak telepathically.
35	It is highly resistant to spells and psionics as well as to weapons that are not either good-aligned or cold iron.
40	It can convert the energy from spells and psionics blocked by its resistance into a blast of energy.
45	It has access to a fair number of psionic powers including those that can heal, damage Charisma, bestow negative levels, dismiss summoned creatures and shift planes.
50	It sometimes accompanies demonic task forces, as a sort of special operative ideal for eliminating enemy spellcasters and summoned demonic allies.

Notes and Game Balance

Kzixintra'ills were designed as a psionically powerful demon. The difficulty came in not making just a creature with psion abilities. The spikes as a psionic focus came first, and then changed into a sort of energy harvester.

The creature is balanced against an aboleth with wizard levels because they have similar abilities. The psi-like abilities of the kzixintra'il match up well against the aboleth's spells. The enslave ability is balanced well against the psi-blast, but since the psi-blast doesn't completely take a PC out of the fight, the kzixintra'il was allowed full demonic resistances but no summoning.

Losian Chattel (Humanoid)

Losian Chattel

Medium Humanoid (Extraplanar)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+1 size, +1 natural) touch 11, flat-footed 12
Base Atk/Grapple:	+1/+3
Attack:	Knife +3 melee (1d3+2)
Full Attack:	Knife +3 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	--
Special Qualities:	Tremorsense 30 ft., cringe, damage reduction 1/-, empathic link
Saves:	Fort +5, Ref +0, Will +1
Abilities:	Str 15, Dex 10, Con 15, Int 8, Wis 13, Cha 8
Skills:	Hide +8, Move Silently +4, Survival +2
Feats:	Stealthy
Environment:	The Blasted Realm
Organization:	Solitary, pair, gang (3-20) or herd (21-200)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

General

Losian chattel are the result of humans trapped on the Blasted Realm, bred as livestock and corrupted by soulfire over generations. They have a slave mentality, although some still dream of freedom and have begun to build a few hidden communities of those that managed to escape.

Losian chattel are dressed in tattered and bloodied cloth, usually bits handed down over generations as they are recovered from the remains of chattel recently eaten. They are missing ears, eyes, nose and teeth and those locations have all been crudely sewn shut. Blood constantly oozes from the sewn up areas, indeed from all of the plentiful minor injuries visible on their bodies. In addition, the tips of their fingers have been reduced to raw meat and are missing fingernails.

A losian chattel stands between 5 and 5-1/2 feet tall and weighs 120 to 160 pounds with females being slightly smaller than males.

Losian chattel speak no language aloud. They can communicate with each other through a combination of tapping, touching and empathic communication. It is a distinct form of language unique to their race in the Blasted Realm. More intelligent chattel may speak Abyssal or Draconic, having learned it from their demonic masters.

Combat

Losian chattel have no tactics, only an instinctual ferocity to stay alive. Their blood-stained prison shanks made from sharp stone will be used against any non-chattel that try to touch them as they expect to be eaten at any moment. Communication with them is impossible except through telepathy, which works for their demon overlords, but makes it difficult for characters.



A filthy human dressed in tattered clothing and strips of bloodied cloth steps forth in a half crouch. It wields a crude, blood-stained stone knife and numerous small cuts and sores bleed from its body. Its ears, eyes, nose and teeth are missing and the places they should have been sewn up crudely, but still ooze blood.

Cringe (Ex): Losian chattel have long since learned the art of appearing (and being) small so as to be passed over when the masters are hungry. This grants them a +1 size bonus to Armor Class and a +4 size bonus to Hide, as if they were size Small instead of Medium.

Damage Reduction (Ex): As a result of being imbued with soulfire and living in constant misery, losian chattel have achieved a blanket resistance to damage of 1 point.

Empathic Link (Su): Losian chattel have an empathic link with others of their race and can transmit and receive very basic feelings and shapes. This combined with tremorsense has allowed them to create a semi-complex language.

Losian Chattel...Continued

Tremorsense (Ex): Losian chattel are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground out to a range of 30 feet.

Losian Chattel as Characters

Most losian chattel have no choice to progress in any class, instead being eaten before learning enough. Those crafty enough to stay alive sometimes choose to progress as rogues as this lends itself to their continued survival. Those that are either very lucky, or somehow escape may become warriors, fighters and the occasional sorcerer. Druids, monks, paladins, rangers and wizards are all unheard of as they generally require more formalized training than the other classes. Clerics and shamans are rare as well and typically follow demon lords as gods, though some still cling to the gods of the earth and martyrs. As they are largely unable to have an ordered society, experts are also very rare.

Losian Chattel characters possess the following traits:

- +4 Strength, +4 Constitution, -2 Intelligence, +2 Wisdom, -2 Charisma.
- Space/Reach: 5 feet/5 feet.
- A losian chattel's base land speed is 30 feet.
- Tremorsense 30 ft.
- Racial Hit Dice: A losian chattel begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fortitude +3, Reflex +0, and Will +0.
- Racial Skills: A losian chattel's humanoid levels give it skill points equal to 5 X (2 + Int modifier). Its class skills are Hide, Move Silently and Survival. A losian chattel has a +4 racial bonus on all Hide checks from its cringe ability.
- Racial Feats: A losian chattel's humanoid levels give it one feat.
- +1 natural armor bonus.
- Special Qualities (see above): cringe, damage reduction 1/- and empathic link.
- Automatic Languages: Losian Chattel
Bonus Languages: Abyssal and Draconic.
- Favored Class: Rogue.
- Level Adjustment: +2

The losian chattel presented here had the following ability scores before racial adjustments: Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Ecology

Losian chattel are primarily found in large pens either at the Palace of Glory, Myzar'tak's Stronghold or the mines at Losian's End. Some have escaped and live free hidden in a place known as the Forest of Nezer. They can be found in most of the places the demons of the realm congregate.

They have no dwellings, instead wandering their pens in small huddled groups. They survive both on the energy of the soulfire and a protein slop poured into the mud of the pens, made from boiled down bits of zoreeboh, insects and chattel. This they eat by pressing themselves face down into the slime and slowly sucking the tiniest bits through their sewn up mouths. Those in the mines are generally fed a little better so they can work longer.

The males are allowed to mate with specific breeding females chained to demonic devices that channel soulfire and allow them to come to term within a week and be ready to produce again just a day beyond that. The soulfire influenced children grow to full size and mature within a month and are now ready to breed, work or be eaten.

Shokkutsuju's are staffed at every breeding pen to make sure that immediately after birthing, the children have their ears, eyes, nose and teeth removed and sewn up (with the excess parts being sent out as delicacies to higher demons). Breeding females are immediately chained into their respective machines. Breeding males are released into the pens, while non-breeding males are immediately gelded to sweeten their taste during later consumption. A more recent development is the damaging of fingers by running them across rough rocks until the fingertips are rendered properly senseless. This started as a result of the demon masters noticing that the chattel were communicating through tapping. The chattel still do, but now they are much more secretive about it and use other parts for sensing instead.

The life of a losian chattel is a harsh one. Constant punishment and hard labor from their demon masters, always with the knowledge that they will become food sooner or later, usually sooner. Those outside the pens are always at risk from being eaten by negligith or endless hungers, neither of which they can sense coming which makes them all the more feared. Pain is constant and wounds never heal fully, and once made will continue to ooze blood slowly. Older chattel can generally be identified by the number of oozing wounds they have.

Knowledge Suggestions

DC	Knowledge (local) check results
15	This battered and bloodied creature dressed in rags is a humanoid called a losian chattel.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a savage and instinctual combatant, striking out to avoid being eaten.
30	Its ears, eyes, nose and teeth are removed and sewn up when they are small but the wounds never stop oozing blood. Even their fingers are intentionally damaged.
35	They can communicate with each other through a combination of tapping, touching and empathy. This is accomplished through tremorsense and a mental link.
40	They have a minor resistance to all forms of weapon damage. They can also make themselves appear smaller than they actually are.
45	They are used as livestock and laborers by the demons in the Blasted Realm, and are forced to remain primitive by removal of most of their sense organs.

Notes and Game Balance

This particular race was developed as a food and labor source for the demons as they needed someone to be on the bottom of the food chain to torment. They also provide a race that is not aggressively out to eat or maim player characters in a decidedly evil realm. In terms of CR, they were compared to gnolls, being weaker mainly in arms and armor. With just the prison shank, they may qualify as a CR 1/2, but having 2 Hit Dice secured them as a fairly weak CR 1. The +2 level adjustment stems from tremorsense, minor DR and unbalanced ability bonuses for the most part.

Luthrex (Magical Beast)

Luthrex

Medium Magical Beast (Extraplanar)

Hit Dice:	10d10+30 (85 hp)
Initiative:	+11
Speed:	40 ft. (8 squares)
Armor Class:	23 (+7 Dex, +6 natural) touch 17, flat-footed 16
Base Atk/Grapple:	+10/+14
Attack:	Claw +17 melee (1d8+4)
Full Attack:	2 claws +17 melee (1d8+4) and bite +12 (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dispelling touch
Special Qualities:	Aura, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, magical instability, scent
Saves:	Fort +10, Ref +16, Will +5
Abilities:	Str 18, Dex 24, Con 16, Int 6, Wis 14, Cha 10
Skills:	Listen +11, Spot +10
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse
Environment:	The Blasted Realm
Organization:	Solitary, pair, or pack (2-20)
Challenge Rating:	10
Treasure:	Standard; no magic
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment:	--

General

So far as anyone can tell, luthrexes are natives of the Blasted Realm. They wander in packs across its continents, hunting any prey they can in the rocks and alien vegetation. Zuraz'tik and his hordes of demons have gained control of many packs, but some still roam wild. Worse still, several luthrexes have made their way through the planar rip and now feast on the inhabitants of the material plane.

A luthrex is a walking pocket of unstable magic. It looks just like a werewolf, and most adventurers mistake it as such. The average luthrex is six feet tall and weighs 200 pounds. Its muscular body is usually covered in mangy brown or gray fur.

All luthrexes speak their own language.

Combat

Luthrexes are savage and primitive combatants, usually attacking head-on and relying only upon their significant natural defenses for protection. Since most of the luthrexes' special abilities occur automatically, they simply concentrate on bringing down their foes.

A luthrex attacks with its formidable natural weapons, clawing and biting at its prey. A pack of luthrexes will attack as such. A pack will attempt to take down almost anything. In fact, larger creatures are seen only as more inviting prey.



This creature has all the appearances of a wolf, but walks upright like a human.

A luthrex is intelligent enough to take away the possessions of the fallen. The arrival of the demon horde has given value to the burdens that other creatures carry with them. Sometimes a luthrex will carry an enemy's dropped weapon into combat. Though it almost never learns to wield any weapon properly, if it has one it will usually attack with it. This is primarily because they have learned that smarter, stronger creatures always use them, and they do not want to appear stupid or weak. Most adventurers will agree that the sight of a wolf bearing down on them with a scythe is quite unnerving. (If a weapon is in a luthrex's treasure, the luthrex will use it as a primary attack instead of a claw, albeit with a -4 penalty for non-proficiency.)

Aura (Su): A luthrex radiates an aura of magic. If a creature with less than half as many Hit Dice as a Luthrex views its magical aura, that creature is stunned for one round.



Luthrex...Continued

Damage Reduction (Su): As a result of the magical energy infused in a luthrex, it ignores the first 5 points of weapon damage it receives from any weapon that is not forged from cold iron.

Dispelling Touch (Su): Any creature dealt damage by a luthrex is affected by an effect identical to a targeted *dispel magic*. Caster level 10th. In addition, any magic item that strikes the luthrex automatically has all of its magical properties suppressed for 1d4 rounds.

Magical Instability (Su): If a luthrex is in the area of effect or is the target of any spell or spell-like ability that allows for spell resistance, the spell or ability automatically fails. Instead an explosion of magical energy occurs centered on that luthrex and all creatures within a 20 foot radius take damage equal to 3d6 plus the level of the spell (DC 18 Reflex save for half damage). The save DC is Constitution-based.

In addition a second luthrex is created. It is completely identical to the original and has the same hit points as the original. Once created, additional luthrexes are permanent and independent creatures.

This effect is a supernatural ability and follows all the standard rules. However, duplicate luthrexes, once created, are creatures of their own right and not just effects. A duplicate luthrex can move about freely in an antimagic field, for example.

Scent (Ex): The luthrex can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the luthrex pinpoints the source's location.

Ecology

The soulfire that permeates the Blasted Realm has had an impact on the evolution of the plane's inhabitants. One result is the magically unstable luthrex. Packs of these creatures roam the land masses of this pocket plane, living like tribes of predators. Most are completely unaware of their unique abilities.

As a result of their unique ability, some of the powerful demons of the blasted realm will seed their enemy encampments with one or two, trusting that there will soon be plenty of them wreaking havoc.

The packs of luthrexes originally roamed the Blasted Realm as primitive predators. Then Zuraz'tik and his army came. This changed the way most luthrexes lived. At first they treated the demons as more creatures to hunt. The demons' lack of knowledge of these creatures created an incredible number of them. As the population swelled, the more intelligent demons tried to find new ways of dealing with them and now relations between the two groups are almost peaceful. Packs of luthrexes still almost always try to take down relatively weak demon patrols, and patrols of demons won't hesitate to slay a lone luthrex, but most encounters between luthrexes and demons are more sociable. Packs of luthrexes can trade the spoils of

their kills (be they demonic or otherwise) to the demons, and most demon encampments keep a servile luthrex as a guard against enemy spellcasters.

The origin of luthrexes is a mystery. They keep nothing resembling a recorded history. They do have stories and songs, but these are more often about hunts and battles, or explaining things they don't understand, rather than any sort of history. The demon lord Zuraz'tik is especially interested in their origin because of his discovery of soulfire. He wants to know if their powers were always there, or if they evolved from the soulfire. He has worked long and hard to harness the power of soulfire, and he can see the great potential for demon hordes with the multiplication abilities of the luthrex. Although his spellcasters have spent days casting cantrips at the creatures, he longs for more powerful creatures.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This wolf-like humanoid creature is actually a magical beast called a luthrex.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a savage and primitive combatant, and generally is found living as a pack or tribe of predators.
35	Most magical spells or spell-like abilities used against a luthrex result in a 20 foot radius explosion instead of their desired effect.
40	In addition to the explosion, a new luthrex, identical to the original one, is created.
45	A luthrex is actually a pocket of unstable magical energy and anyone detecting its magical aura can become stunned.
50	Anyone damaged by a luthrex is also affected as if targeted by a <i>dispel magic</i> . In addition, magical items striking them have their powers suspended for a short time.

Notes and Game Balance

This creature was difficult to balance because of its ability to multiply mid-battle. Its ability scores are in the moderate to low range for CR 10's, but its resistances are high. Most parties will only lob one or two spells before they realize the result, and the fact that the luthrex is also hurt in the blast (and duplicates have identical hit points), should help to balance out the abilities. The luthrex's abilities are similar to a golem's or ooze's but should not be overpowering. Remember to only award XP for the original luthrexes encountered.

Myzar'tak (Outsider)

Myzar'tak

Large Outsider (Chaotic, Evil, Extraplanar) [Demon]

Hit Dice:	20d8+180 (270 hp)
Initiative:	+11
Speed:	50 ft. (10 squares), fly 60 ft. (good)
Armor Class:	32 (-1 size, +7 Dex, +16 natural), touch 16, flat-footed 25
Base Atk/Grapple:	+20/+34
Attack:	+1 keen, <i>thundering halberd</i> +30 melee (2d8+16/19-20)
Full Attack:	+1 keen <i>thundering halberd</i> +30/+25/+20/+15 melee (2d8+16/19-20)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Scream, sneak attack +10d6, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60 ft., demon traits, immunity to electricity and poison, outsider traits, resistance to acid 20, cold 20 and fire 20, spell resistance 30, telepathy 100 ft., <i>true seeing</i>
Saves:	Fort +21, Ref +19, Will +19
Abilities:	Str 30, Dex 24, Con 28, Int 28, Wis 25, Cha 29
Skills:	Balance +9, Bluff +32, Concentration +32, Diplomacy +36, Disguise +9 (+11 acting), Gather Information +32, Hide +26, Intimidate +34, Jump +43, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (the planes) +32, Listen +30, Move Silently +30, Sense Motive +30, Spellcraft +34 (+36 scrolls), Spot +30, Survival +7 (+9 planes), Tumble +32, Use Magic Device +32 (+34 scrolls)
Feats:	Combat Expertise, Dodge, Improved Feint, Improved Initiative, Improved Trip, Mobility, Spring Attack
Environment:	The Blasted Realm
Organization:	Solitary
Challenge Rating:	19
Treasure:	Standard plus +1 keen, <i>thundering halberd</i>
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	--

General

Myzar'tak is the lieutenant of the demonic horde residing in the Blasted Realm. Due to the current status of Zuraz'tik, he currently has command of every demon there.

Myzar'tak stands 14 feet tall and weighs 3,000 pounds. His tattooed body looks to be carved from muscle, though his movements are surprisingly graceful. His overall bearing exudes confidence, and despite obviously being a demon, his appearance has been described as "noble".



Ahead stands a 14 foot tall powerfully built demonic figure of oddly regal bearing. Its body is covered in deep red runes, and small spikes protrude at various points all over its body. Its eyes are the same red as its runes and are set under a vertically ridged brow. Three thick strips of black hair adorn the top of the head, and a thick black beard bound into five braids grows from its expansive jawline.

Myzar'tak can communicate telepathically with any creature that can speak a language within 100 feet. He also speaks Common, Abyssal, Celestial, Draconic, Giant, and Infernal.

Combat

Myzar'tak enjoys combat as much as any demon, but he has learned to gain a greater enjoyment from it by toying with potential foes. Most encounters with Myzar'tak begin with him introducing himself as a potential ally. He usually portrays himself as helpful, but not overeager. He has several cover stories prepared, and will play up any role to the hilt. He feels the greatest satisfaction in the universe is revealing himself to the fools that trust him, right before he kills them.



Myzar'tak...Continued

Myzar'tak begins most battles with his scream ability, or using his ranged spell-like abilities. He will use Spring Attacks to taunt melee attackers, and try to group them together for another scream. Foes without the ability to fly are targets for trip attacks (at +18), and he will feint in combat against single foes to make use of his sneak attack ability.

Myzar'tak's natural weapons, as well as any weapons he wields are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Damage Reduction (Su): As a result of his demonic status, Myzar'tak ignores the first 15 points of weapon damage he receives from any weapon that is not both good-aligned and forged from cold iron.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 20, cold 20 and fire 20; *summon* (Sp); and telepathy 100 feet. Myzar'tak's resistances are double that of most demons due to his status and power.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Scream (Su): As a standard action once every 1d4 rounds, Myzar'tak can let out a cacophonous roar that produces an effect identical to *greater shout* (Save DC 29). Caster level 20th. The save DC is Charisma-based.

Sneak Attack (Ex): Myzar'tak can make a sneak attack just like a rogue, dealing an additional 10d6 points of damage when his opponent is denied its Dexterity bonus, or Myzar'tak is flanking an opponent.

Spell Resistance (Ex): As a result of his demonic status, Myzar'tak has a strong resistance of 30 against spells and spell-like effects.

Spell-like Abilities: At will – *blasphemy* (DC 26), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *incendiary cloud* (DC 27), *prismatic spray* (DC 26); 1/day – *nondetection* (DC 22). Caster level 20th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day Myzar'tak can automatically summon 4d8 dretches, 1d3 argent lords with their endless hunger mounts, or one marilith or scarrim. This ability is the equivalent of a 9th-level spell.

True Seeing (Su): Myzar'tak has a continuous *true seeing* ability, as the spell (caster level 20th).

Ecology

Myzar'tak is currently the ruler of the Blasted Realm, and he is doing everything in his power to keep it that way. He only has the support of the legions of demons so long as they believe Zuraz'tik is coming back. He knows and understands this simple fact. He is loathe to have Zuraz'tik wake up, for he would lose his authority, and he cannot kill Zuraz'tik because he would then likely have to deal with a large scale coup.

Instead he does what he can to keep Zuraz'tik in a coma, and leads the demons to believe a recovery is imminent. In the meantime Myzar'tak is a petty ruler, and reminds those beneath him of their

places constantly. He spends most of the time in the fortress, maintaining a farce that he is working towards Zuraz'tik's goals.

He knows that eventually he must take some action, either slay Zuraz'tik, or wake him up. For now though, procrastination is the easiest course of action. Should Zuraz'tik wake up on his own, and learn of Myzar'tak's actions, Myzar'tak may begin wishing he simply dealt with a revolt.

Occasionally, if word gets to him of planar interlopers, he amuses himself by gaining their trust and betraying them. His favorite ruse currently is to assist a party when they are overwhelmed by an attack he's called down. In this manner he gets to play his game, and send any competition into a trap.

It is not unlikely even for him to set up a mock battle between a group of adventurers he has chosen to ally with against a force of lesser demons, underplaying his own abilities in order to gauge their strengths as well as learn some of their weaknesses. He may occasionally choose to reward the strongest or most able warrior in a group a gift in the form of a soul slaver sword, passing it off as an enchanted greatsword designed to slay demons. He keeps at least 2 soul slaver swords within his stronghold for purposes such as this, and the swords cooperate for the time being, at least while they believe he is potentially very powerful himself. This may change should Zuraz'tik awaken.

Knowledge Suggestions

DC	Knowledge (the planes) check results
25	This large demonic humanoid of strangely regal bearing is an outsider called Myzar'tak.
30	He is native to a plane of chaos and evil known as the Blasted Realm.
35	He is a demon and as such he has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help him.
40	He is able to emit a powerful scream a few times every minute to damage, stun and deafen foes.
45	He is highly resistant to spells as well as to weapons that are not both good-aligned and forged from cold iron.
50	He is skilled at striking opponents at their weak spots causing grievous wounds. He also can create burning clouds, dispel enemy magic and fire rays of colored power.
55	He is the second in command of all of the demon hordes dwelling on the Blasted Realm. The demon lord of the Realm is in a coma, leaving Myzar'tak in charge.

Notes and Game Balance

Myzar'tak came up through background design for this pdf. He is designed as a unique creature comparable to the classic demon lords. For your game though, he may just be one of another class of demons. The primary CR comparison for this creature was the balor. The balor's damage capabilities and vorpal sword, as well as differing spell-like abilities, edged out Myzar'tak, hence the CR of 19.

Neglith (Magical Beast)

Neglith

Gargantuan Magical Beast (Extraplanar)

Hit Dice:	14d10+98 (175 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 20 ft. , fly 80 ft. (average)
Armor Class:	22 (-4 size, +1 Dex, +15 natural) touch 7, flat-footed 21
Base Atk/Grapple:	+14/+36
Attack:	Bite +21 melee (2d8+15)
Full Attack:	Bite +21 melee (2d8+15)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Snatch, swallow whole
Special Qualities:	Blindsight 240 ft., resistance to acid 10 and fire 10
Saves:	Fort +16, Ref +10, Will +5
Abilities:	Str 30, Dex 13, Con 25, Int 4, Wis 12, Cha 8
Skills:	Listen +18
Feats:	Flyby Attack, Hover, Power Attack, Weapon Focus (bite), Wingover
Environment:	The Blasted Realm
Organization:	Solitary, mating pair, mother with 2-7 younglings
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	15-28 HD (Gargantuan); 29-42 HD (Colossal)
Level Adjustment:	--

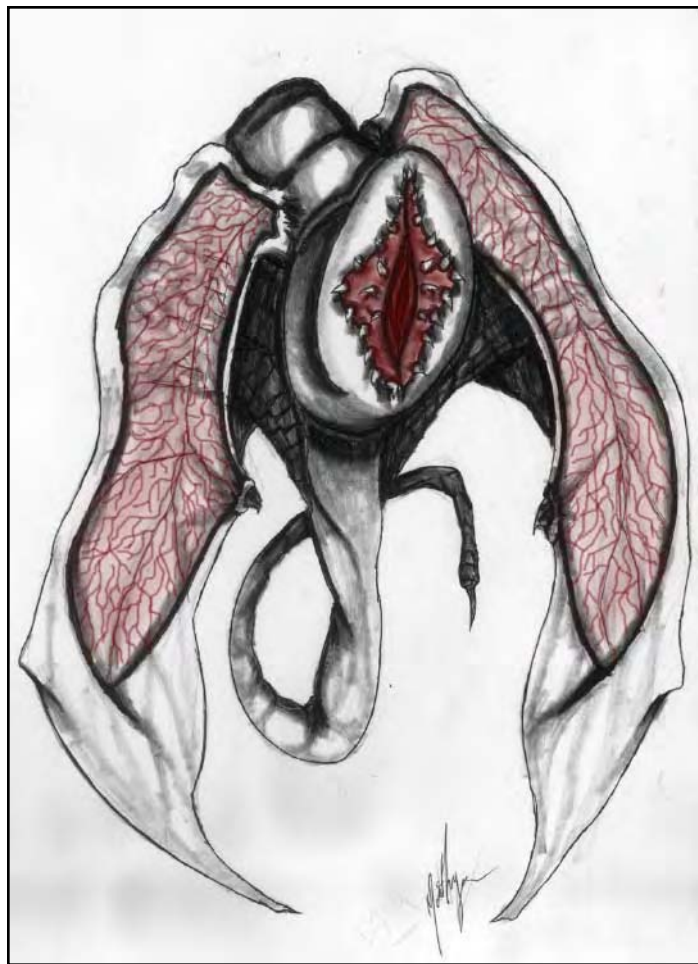
General

Distantly-related to purple worms, the neglith are massive creatures that wander the expanse of the Blasted Realm, flying from land mass to land mass. They are scavengers by nature, and will attempt to consume any organic material that they come across.

Their massive bodies begin at one end with a gaping vertical maw ringed by several rows of large, razor-like teeth. This mouth is just over 20 feet in height and opens directly into the neglith's expansive gullet where it digests everything it manages to gulp down. Behind the maw extends a long and tubular body covered in plates of dark purple chitin. The diameter of its body is widest at the mouth and slowly tapers until it reaches the tip of its tail. Despite the plating, its hide is somewhat flexible and the neglith will appear distended after large meals.

Sprouting from its back are huge membranous wings similar to those of a bat, but elongated. They are a darker shade of purple than the body on the top, and lighter on the underside. Visible through much of these wings are deep red veins that almost seem to pulse with every downbeat.

The body of a mature neglith is 5 feet in diameter and 40 feet long, with wing spans reaching as wide as 80 feet. They weigh approximately 30,000 pounds.



This creature looks like a massive worm with huge bat-like wings. Its surface is covered with plates of dark purple, chitinous armor. Its maw is filled with large razor-like teeth.

Neglith neither speak nor understand language, although they will respond to commands if trained.

Combat

The neglith is a fearsome opponent. Typically, the creature will dive towards potential prey, bite and initiate a snatch maneuver if the prey is small enough. Otherwise it will make several Flyby Attacks combined with Power Attack to devastate prey before landing to collect its meal. It may also use its Hover feat to stir up debris if its opponents are on the ground. This creature is not brave, and if it is taking severe injuries, it will retreat. If it can do so with at least one of its prey trapped in its maw, it will do so.

Blindsight (Ex): Using non-visual senses, invisibility, darkness and most kinds of concealment become irrelevant to a neglith, though it must have line of effect to a creature or object to discern that creature or object. It usually does not need to make Spot or Listen checks to notice creatures within 240 feet.

Neglith...Continued

Swallow Whole (Ex): If a neglith begins its turn with an opponent of up to one size smaller than itself held in its mouth, it can attempt a new grapple check. If it succeeds, it swallows them, and they take bite damage. A swallowed creature is considered to be grappled. They also take 2d8+15 bludgeoning damage and 2d6 acid damage from the creature's digestive juices each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 20 points of damage to the gizzard (AC 17). Muscular activity closes the hole after the creature exits; another creature must cut its own way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the neglith's jaws, possibly taking bite damage or being swallowed again. A second grapple or Escape Artist check must be made to avoid the bite damage.

Snatch (Ex): The neglith can choose to start a grapple when it hits with its bite attack, as though it had the improved grab special attack. If it gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite damage. The neglith can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If it flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Ecology

Wild neglith roam the expanse of the Blasted Realm in search of food. They will burrow into land masses and create cavernous lairs when they need to rest or reproduce. Generally, these creatures are solitary, although occasionally they will pair with another of its species in order to mate. Male negliths will dig a tunnel into soft earth and loose stone, using their wings to widen the tunnel as they twist through the ground. They continue to burrow until they come upon a natural cavern underground. The size of the cavern is irrelevant as the male neglith will widen it by tearing at the walls and ground with its teeth, carrying the dirt out of the cavern in its mouth until it has a space underground large enough for a mate and itself.

It then sets out to find a suitable female using a series of strange, piercing cries to draw her to its berth. Upon her arrival the female follows the male into its cave and they couple for days until the female is impregnated. The male then departs to hunt for food which it will dump into the cave to feed her while she rests and prepares to lay her eggs. The female lays her eggs within a week after mating and they hatch within 3 weeks after being laid. Males will typically abandon the females though and leave them to nurture their young until the young are mature enough to survive on their own. Younglings are generally helpless as they do not develop their full set of teeth and armor plating until maturity.

One strange facet of the neglith is its ability to find large land masses. Its blindsight extends only 240 feet, and yet these creatures are also able to find masses of land well beyond that range. It is believed by some of the inhabitants of the Blasted Realm that the neglith have some other form of sense that orients them to the general direction of large masses, but this as yet has not been proven.

Some neglith have been captured by the demon inhabitants and trained as mounts. Due to their limited number, only demons of great stature will have one available to them. Zuraz'tik himself often awards his generals with a neglith from his own stables as a reward for loyalty. Training takes approximately six weeks and requires a DC 30 Handle Animal check. Riding a neglith requires an exotic saddle. A neglith can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Neglith eggs and young cannot be bought on the open market, but can fetch upwards of 50,000 gp on the black market. A light load for a neglith is up to 520 lbs., a medium load is 521-1040 lbs., and a heavy load is 1041-1560 lbs. Neglith breathe, eat and sleep.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This immense flying worm is a magical beast called a neglith.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It attacks by flying by its prey, snatching them up with its bite, and then swallowing them down.
30	Prey that resists can just as easily be thrown from its mouth while it is it flying, causing potentially lethal wounds from the fall.
35	It has a natural resistance against acid and fire.
40	Despite not having any eyes, it is able to see up to a few hundred feet away using an ability called blindsight that focuses on smells, sounds and vibrations.
45	It is valued as a flying mount by the inhabitants of the Blasted Realm, and many of the more powerful demons will ride them into battle.

Notes and Game Balance

While inspired by the purple worm, this creature differs in its attack strategies. While having less Strength and fewer Hit Dice, the creature has flight and more Dexterity. Further, instead of attempting to just swallow its opponents, the neglith can use a snatch maneuver, to fling those that resist. Also, purple worms have tremorsense, while this creature has blindsight. The blindsight ability seemed more appropriate given the creature's tendency to be in flight more than on or under the ground. The blindsight was extended to 240 feet since it could fly 80 feet and such a creature would need to know what was beyond its flight range. The creature was awarded a CR 11 as it still appears overall to be approximately commensurate with a purple worm in terms of its abilities and overall difficulty to combat but the lower Hit Dice and lack of poison downgrade it.



Ravager (Construct)

Ravager

Medium Construct (Evil, Extraplanar, Lawful)

Hit Dice:	12d10+20 (86 hp)
Initiative:	+1
Speed:	30 ft. in spiked banded mail (6 squares); base speed 40 ft.
Armor Class:	27 (+1 Dex, +10 natural, +6 banded spiked armor), touch 11, flat-footed 26
Base Atk/Grapple:	+9/+18
Attack:	+2 <i>bastard sword</i> +16 melee (1d10+9) or +1 <i>spiked chain</i> +15 melee (2d4+8)
Full Attack:	+2 <i>bastard sword</i> +16/+11 (1d10+9) or +1 <i>spiked chain</i> +15/+10 (2d4+8)
Space/Reach:	5 ft./5 ft. (10 ft. with spiked chain)
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/good, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +4, Ref +5, Will +7
Abilities:	Str 20, Dex 13, Con --, Int 13, Wis 17, Cha 16
Skills:	Bluff +15, Diplomacy +5, Disguise +15 (+12 acting), Gather Information +15, Intimidate +5, Listen +8, Search +5, Spot +8, Survival +0 (+2 following tracks)
Feats:	Combat Expertise, Dodge, Improved Grapple ^B , Mobility, Spring Attack, Whirlwind Attack
Environment:	The Blasted Realm
Organization:	Solitary
Challenge Rating:	9
Treasure:	None except its weapons
Alignment:	Always lawful evil
Advancement:	13-21 HD (Medium); 22-36 HD (Large)
Level Adjustment:	--

General

An inevitable is a mechanized warrior, created by natives of a lawful neutral plane to enforce the laws of that land. These beings are lawful by nature and view any chaotic behavior amongst their kind as a form of insanity. They value consistency and order. As such, the design for their inevitable warriors has not been modified or altered for several centuries.

Ravagers are 7 feet tall and weigh 350 lbs. They speak Common, Abyssal, Celestial, and Infernal. They will also know one bonus language related to their first assignment.

Combat

Ravagers are designed for two purposes: to combat groups of opponents and to assassinate specific targets. They have a choice of two weapons, their spiked chain and their bastard sword. When employing either, the weapon extends from sockets in the creature's arm and can then be wielded two-handed. The ravager will tend to use the bastard sword as it imparts greater damage, but in situations where a disarm or trip attack is warranted or when having the 10 feet reach allows for a greater number of opponents to be struck with the Whirlwind feat, the ravager will use its spiked chain. It prefers to use its *haste* ability at the outset of a conflict, but under certain circumstances, may choose to hold it in reserve.



This creature is hidden beneath heavy crimson armor covered with jagged spikes. Mechanical parts can be seen where one would expect to see flesh. Its eyes are glowing sickly green. A long spiked chain dangles from one arm, while a gleaming blade as long as a bastard sword extends out from the other arm.

Because the ravager's weapons are attached to its body, it cannot choose to drop its weapons to avoid a counter trip. Similarly, it cannot be disarmed by other creatures, although its weapons can be sundered. Its armor is covered with sharp spikes. If the ravager engages in a grapple or is grappled by others, it will use these armor spikes to impart damage. A ravager is patient and directed in its actions. When assigned a target, it will often use its Disguise skill and *disguise self* ability to infiltrate the target's company to learn as much as it can about the target's capabilities and those of the target's companions/guards. If the ravager has a surprise round, it may attempt to use its *hold person* ability first if it feels that it has a reasonable chance of success and then its *fear* ability to put any others at a disadvantage.

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Ravager...Continued

Damage Reduction (Su): Ravagers ignore the first 10 points of weapon damage they receive from any weapon that is not good-aligned. Normal inevitables have damage reduction requiring chaotic-aligned weapons to bypass, but the influence of soulfire has changed this instead to requiring good-aligned weapons to bypass.

Fast Healing (Ex): A ravager heals 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by good weapons heals at the normal rate.

Spell-like Abilities: At will – *disguise self*, *dispel magic*, *locate creature*, *fear* (DC 17), *hold person* (DC 16), *tongues*, *true seeing*; 1/day – *haste*, *hold monster* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Spell Resistance (Ex): Like other inevitables, ravagers have a considerable resistance against spells and spell-like effects, in this case 22.

Skills: Ravagers have a +2 racial bonus on Bluff, Disguise and Gather Information checks. Ravagers also gain one bonus language to assist them with their initial assignments.

Ecology

Recently, when one of the creators of the inevitables, a brilliant, but unorthodox being, was discovered experimenting with the design of the inevitables, several of the mechanized warriors were dispatched “to correct” this aberration. Fleeing his home, this being took his designs for the new inevitable and left the plane of his birth. Knowing that his brethren would not cease hunting for him, he continued to stay on the move, searching for a suitable place where he could hide and continue his research.

In his efforts to avoid capture, this being sought out a plane characterized by severe chaos, an environment he hoped would dissuade any of his brethren from following him to. Once there though, he soon found the plane too dangerous and unpredictable. The natural laws of the universe that he had been familiar with did not seem to apply in this plane. His experiments produced wildly unpredictable results that defied logic. Frustrated, he decided to leave the plane. But similar to others, his *plane shift* spell was suddenly seized by the chaos of the realm. A wild storm of mystical energy suddenly erupted around him, enveloping him in its grasp. When he awoke, he found himself trapped in the Blasted Realm, captured by demons loyal to Zuraz'tik. The renegade creator of inevitables was brought before the demon ruler for his judgment. Sensing the opportunity that this being represented, Zuraz'tik allowed the creator to live in exchange for creating an army of inevitables that would follow his commands. The results of this partnership were the ravagers.

The ravagers in the Blasted Realm were designed as assassins for Zuraz'tik's use. He wanted a powerful creature that could hunt down deserters or specific targets and eliminate them without the need for committing large numbers of troops. Ravagers are purposeful creatures, efficient and focused. They were initially programmed to protect Zuraz'tik, and eliminate those that represented a threat to him. Due to their time in the Blasted Realm however, their programming has begun to be subtly influenced by the soulfire. While still dedicated to protecting Zuraz'tik, they are beginning to have thoughts and agendas of their own. They have begun to act independently, all the while making sure that any action they take is not in conflict with their prime directive. Some ravagers though have even begun using strained logic to get around this constraint.

Initially, these creatures were loyal to Zuraz'tik. Since their birth though, as with all beings in the Blasted Realm, they have begun to change, becoming corrupted by the dark forces of the Blasted Realm itself. They still obey their basic programming, but have taken on more sadistic qualities.

Ravagers are perceived by others as being identical to each other (with the exception of the bonus language that they acquire). Indeed, Zuraz'tik and his followers have viewed these creatures as mere objects, weapons that are mass produced in a factory. Their intelligence and capacity for self-direction have been largely underestimated by the demons. Indeed, unknown to all (but the ravagers and their creator) is the existence of a supreme ravager, one more advanced than its brethren. This creature was constructed by the ravager creator as a second generation ravager, one that might aid the creator in his bid to escape Zuraz'tik's control. Upon becoming self-aware though, this advanced ravager developed its own agenda and is now working behind the scenes to orchestrate a ravager coupe. Its location is currently unknown.

The ravagers acknowledge kinship with each other, but view all other creatures as mere objects. The only other beings that they view as true equals are other inevitables, and these they perceive as enemies since all other inevitables would try to destroy them on sight. The ravagers are aware that a being from another plane created them. While reluctant to injure this being, they do not view him in a reverent manner. Rather, they see him as a tool, a being that possesses knowledge that might help them evolve in the future. Ravagers are intelligent creatures, capable of thinking, learning and remembering.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This mechanical appearing warrior is a construct known as a ravager. It is also a form of inevitable.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	As a construct, it is immune to mind-affecting effects, poison, disease, stunning, critical hits, non-lethal damage and many more of the danger affecting living things.
35	It attacks using either an enchanted bastard sword or an enchanted spiked chain, both of which are attached to them and are accessible mechanically.
40	It is resistant to damage from weapons that are not good aligned. Damage it does take from non-good-aligned weapons is healed very rapidly.
45	It is highly resistant to spells and spell-like effects, and has its own array of spell-like effects it can use against foes including <i>haste</i> , <i>hold person</i> and <i>fear</i> .
50	Ravagers serve as assassins and soldiers in Zuraz'tik's armies. They have considerable skill and magical ability to allow them to disguise themselves and infiltrate enemy ranks.

Notes and Game Balance

The ravagers were initially intended to be about as powerful as the zelekut. Overall hit points, AC and resistances are fairly commensurate. The zelekut has fewer Hit Dice, slightly more powerful spell-like abilities, and slightly higher damage output if the electricity on its spiked chain is counted in. This places the ravager at about the same CR of 9 due to its increased caster level and slightly elevated SR.

The hope for this creature is that it would provide both a challenging combat encounter as well as interesting role playing situations. Its ability to disguise itself and infiltrate offers the game master options to increase the drama of the story line e.g. a faithful guide that has accompanied the party for a few adventures suddenly transforms into an armored hunger and begins attacking party members.

Rehl'har (Outsider)

Rehl'har [Demon]

Fine Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	2d8 (9 hp)
Initiative:	+5
Speed:	5 ft. (1 square), fly 20 ft. (good)
Armor Class:	26 (+8 size, +5 Dex, +3 natural) touch 23, flat-footed 21
Base Atk/Grapple:	+2/-19
Attack:	Blade +5 melee (blinding plus poison)
Full Attack:	Blades +1/+1/+1/+1 melee (blinding plus poison)
Space/Reach:	1/2 ft./0 ft.
Special Attacks:	Blinding, poison, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 5/good, darkvision 60 ft., demon traits, immunity to electricity and poison, resistance acid 10, cold 10 and fire 10, <i>non-detection</i> , outsider traits, spell resistance 5, telepathy 100 ft.
Saves:	Fort +3, Ref +8, Will +4
Abilities:	Str 1, Dex 20, Con 10, Int 16, Wis 12, Cha 14
Skills:	Escape Artist +10, Gather Information +4, Hide +26, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (the planes) +8, Listen +6, Move Silently +18, Search +8, Spellcraft +10, Spot +6, Survival +1 (+3 avoid hazard/lost, following tracks and on other planes), Use Rope +5 (+7 with bindings)
Feats:	Two-Weapon Fighting
Environment:	The Blasted Realm
Organization:	Solitary, or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3-4 HD (Diminutive); 5-6 HD (Tiny)
Level Adjustment:	--

General

With their muscular torsos and round heads, rehl'har appear almost humanoid despite their size, but that is where the similarity ends. Their heads are bald except for a mohawk of blood-stained hair extending like a mane midway down their backs. Their nose is flattened as is their brow, although in the case of the latter, it is angled such that it almost forms a vee at the bridge of the nose, giving them a constant appearance of anger or intensity. Their lips peel back into an ill-intentioned grin stretching almost to their pointed ears, formed from their overly wide mouth. Perhaps the most disturbing facet of their visage is their eyes - large ovals of white pierced by pupils of utter black in the shape of triangles pointing downward.

Light grey wings of thin leathery skin sprout from their backs, unfurling fully when flying, but wrapping around them like a cloak when they land.



This miniature creature has the upper body of a feral humanoid, while its lower half consists of five legs all ending in huge single claws instead of feet. Grey leathery wings flow around it like a cloak and a strange skirt of blood red hair grows out from its waist.

Marking the transition of torso into a quintrepedal lower half is a bizarre layer of thick, dark red hair. It grows into a skirt around the legs and extending to about halfway down them. As a result of the wind from its wings as it flies, this skirt is constantly in motion and almost appears to be undulating. Below the skirt are five thick legs grown out from a central point, each ending in a thick single claw where one would instead expect feet. The legs move together well, producing a scuttling effect when it walks. More importantly, the claws can dig into or curl around whatever it lands on providing it with a stable perch in most cases.

Typical rehl'har are the size of large insects, about an inch tall and weighing no more than a few ounces.

Rehl'har speak Abyssal, Celestial, Common and Draconic. Their telepathy allows them to communicate with anything within 100 feet that has a language.



Rehl'har...Continued

Combat

Rehl'har do not usually get involved in combat if they can help it, but if pressed or if summoned by others to help, they can aid in a number of ways. Attacking under the curtain of *greater invisibility*, to get in close, they will weaken and blind enemies with their poisoned pendulum blades. Should they be helping other demons, enemy spellcasters will be likely be targeted first and *silenced* in addition to weakened and blinded. As their size inhibits them from killing most enemies effectively, opponents that are weakened into immobility are safe from the rehl'har directly. Instead, it finds the closest demon or other creature and leads it back telepathically to do its killing for it.

Their pendulum blades count as exotic weapons for any except rehl'har. They are one handed weapons similar of a sort to two-bladed swords. Rehl'har have the ability to wield one with each hand, effectively allowing them four strikes each round, albeit with a -4 to each attack due to using two one handed weapons even with the Two-Weapon Fighting feat. Due to the typical size of the weapon, they are only worth a couple of gold coins more as an oddity than anything else. The poison they coat the blades with is exuded from glands in their legs. It is sticky and remains potent through many successful strikes.

Blinding (Ex): A rehl'har bladed attacks always target the eyes of their enemy first. On a successful melee strike, their opponent must make a DC 16 Reflex save or lose sight in one eye. These strikes will continue until the opponent is completely blinded, regardless of how many eyes they have. Loss of sight in half an opponent's eyes will give them a -2 on all attack rolls. The blindness is not permanent, and sight is restored after a week's time as the eyes recover. The save DC is Dexterity-based.

Damage Reduction (Su): As a result of the rehl'har's demonic nature, it is able to ignore only the first 5 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; *summon* (Sp); and telepathy 100 feet.

Nondetection (Su): A rehl'har is continually under an effect similar to a *nondetection* spell.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Poison (Ex): The rehl'har coats the blades it uses with a weakening poison. Injury, Fortitude DC 11, initial damage 1d2 Strength, secondary damage 1d2 Strength. The save DC is Constitution-based. Although the rehl'har's blade attack is not powerful enough to cause actual hit point damage, a successful melee strike is sufficient to qualify as injury for poison delivery.

Spell-like Abilities (Sp): At will – *greater invisibility*, *prestidigitation* and *silence* (DC 14). Caster level 2nd. The save DC is Charisma-based.

Spell Resistance (Ex): Despite the rehl'har's tiny stature, its demonic heritage at least grants it a resistance of 5 against spells and spell-like effects.

Summon Demon (Sp): Once per day, a rehl'har can attempt to summon either another rehl'har or a dretch with a 35% chance of success. This ability is the equivalent of an 1st level spell.

Skills: Rehl'har have a +8 racial bonus to Move Silently checks as a result of their small stature and the decades of breeding to produce

better demonic scouts and spies. Also note, that although they do not have a specific racial Balance bonus, as a result of their size, they can perch on places and things far smaller and thinner than full sized folk before having to make a Balance check.

Ecology

Rehl'har have been bred through centuries to be consummate scouts and spies. They can be found throughout the Blasted Realm, but are always in service to some demon or other. Some wizards have even found a way to claim them as familiars much like quasits. Typically the only time they are encountered in pairs or larger groups is when one summons others in for help. They subsist on small quantities of blood and don't effectively age. Those growing in size lose some of their edge for scouting and occasionally act as treasure guardians.

Their size and skills make them perfect scouts. With *invisibility*, *silence* and a size of Fine combined, they can infiltrate most places with ease. Their two biggest foils however are blindsight and being grappled, but they are skilled in identifying foes dangerous in these regards and try hard to avoid them. Also, they have been trained in several knowledge skills and in spellcraft so as to be able to discern related information such as the location and movement of a pack of luthrexes as well as a catalogue of spells used against them. All manner of useful information is relayed back to their masters.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This miniscule winged humanoid-like creature is an outsider called a rehl'har.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, telepathy, and can summon other demons to help it.
30	It not only has a degree of resistance to spells, but it also resists damage from non good-aligned weapons.
35	It has the ability to become invisible and silent at will making it the perfect spy and scout.
40	If it enters combat, it always goes for the eyes to blind its opponent first while slowly weakening it with poison.
45	If it can immobilize its opponent with poison, it will then seek out any nearby creatures and lead them back to finish off its helpless foe.

Notes and Game Balance

This creature is another that was inspired entirely by the artwork. The concept of a demon of Fine size was fairly unique, and it led to figuring out exactly what it could do to affect creatures of Medium size. Being so small, it was perfect for the role of a scout or spy and was positioned to take complete advantage of its size. Additionally, due to its limited ability to injure larger opponents, it was given spell-like abilities to help it remain undetected and to escape if discovered.

For CR, it was compared against the quasit. The rehl'har has one less Hit Die, but overall better ability scores and a much better Armor Class (mostly from its size). They share most demon traits with the quasit getting fast healing to make up for those it lacks. The quasit's poison is more effective and they can actually hurt opponents, but the rehl'har has blinding attacks and slightly stronger spell-like abilities. As a result of this comparison, the rehl'har seems to be a weak CR 3.

Remains of the Fallen (Undead)

Remains of the Fallen

Tiny Undead (Chaotic, Extraplanar, Evil, Swarm)

Hit Dice:	10d12+3 (68 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	22 (+2 size, +3 Dex, +7 natural) touch 15, flat-footed 19
Base Atk/Grapple:	+5/--
Attack:	Swarm (2d6 plus disease)
Full Attack:	Swarm (2d6 plus disease)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Disease, distraction, wounding
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., fast healing, hive mind, resistance to fire 10, swarm traits, turn immunity, undead traits, weapon resistance
Saves:	Fort +3, Ref +6, Will +8
Abilities:	Str 4, Dex 17, Con --, Int 8, Wis 13, Cha 14
Skills:	Bluff +10, Hide +11, Intimidate +17, Listen +13, Move Silently +9, Spot +13
Feats:	Alertness, Improved Initiative, Persuasive, Toughness
Environment:	The Blasted Realm
Organization:	Solitary, congregation (2-5) or flood (6-12)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	--
Level Adjustment:	--

General

The remains of the fallen swarm is a mass of moving body parts ranging in size from Fine to Tiny, each seemingly animated and moving of its own accord. The different parts are controlled by a central intelligence and are therefore coordinated. This terrible swarm roams its the Blasted Realm, thirsting for blood and seeking any creature that will satisfy its cravings. It can be found both above and below ground and its ability to pass through small spaces can make it a difficult foe to escape from.

The remains of the fallen swarm speaks Common and Abyssal. When it chooses to speak, all of the heads within its mass complete enough to be able to still speak will talk in unison, although for effect, it can also choose to have each head vocalize independently.

Combat

A remains of the fallen swarm seeks to surround and attack any living prey it encounters. The swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move. The swarm is intelligent although not especially clever. It will try to Intimidate opponents and then move in to attack.

A remains of the fallen instinctively targets creatures with souls before soulless creatures such as golems, animals and outsiders. If there are no targets with souls, then the swarm will attack any other creature that it is aware of. The remains of the fallen tends to ignore constructs and other undead unless it is attacked by them first.



A mound of rotting legs, hands and heads from a variety of humanoid species claws its way across the ground. Twisting and flailing, the disparate body parts somehow appear to be moving in concert with each other as if within the ever shifting chaos some organizing force is directing the mass. The eyes of the various heads move in perfect unison, a chilling malevolence emanating from within.

Damage Reduction (Su): As a result of the remains of the fallen swarm's soulfire origin, it is able to ignore the first 10 points of weapon damage it receives from any weapon that is not good-aligned, making them even that much harder to dispatch.

Disease (Ex): Any creature injured by the remains of the fallen swarm may contract a wasting disease. Wasting disease – injury, DC 17 Fortitude, incubation period 1d3 days, drain 1d3 Strength and 1d3 Constitution. The save DC is Charisma-based. Each day after the first, on a failed save, an afflicted creature must immediately succeed on a DC 17 Fortitude save or take an additional 1d3 points of Strength and Constitution drain. Two successful saving throws in a row indicate that the disease has been fought off and no more drain is taken. The drain can be restored through the use of *greater restoration*, *lesser restoration* and *restoration* as it will not heal normally.

Remains of the Fallen...Continued

Distraction (Ex): Any living creature that begins its turn with a remains of the fallen swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Fast Healing (Ex): A remains of the fallen swarm heals 2 points of damage each round so long as it has at least 1 hit point.

Hive Mind (Ex): Any remains of the fallen with at least 1 hit point per Hit Die (or 10 hit points for a standard remains of the fallen swarm) forms a hive mind, giving it an Intelligence of 8. When a remains of the fallen is reduced below this hit point threshold, it becomes mindless.

Resistance to Fire (Ex): As a result of constantly being covered in blood a gelatinous film comprised of all manner of gore, the remains of the fallen swarm ignores the first 10 points of damage from any fire-based source.

Swarm Traits: Includes moving through enemy squares unimpeded but provoking attacks of opportunity, moving through small holes and cracks, not subject to critical hits or flanking, cannot be staggered or reduced to a dying state from damage, cannot be tripped or grappled or bull rushed, immune to all spells and effects that target a specific number of creatures, takes +50% damage from area of effect spells, susceptible to high winds, swarm attack damaging all in occupied squares, they have no threatened area and get no attacks of opportunity.

Turn Immunity (Ex): As noted under the swarm traits, a remains of the fallen swarm is immune to effects that target a specific number of individuals. This includes turning attempts. It is broken out here as a separate listing to draw attention to this immunity seeing as the swarm consists of undead body parts and turning is a probable character response.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Weapon Resistance (Ex): As a result of being comprised of so many Fine to Tiny pieces of bodies, the remains of the fallen swarm takes only half damage from any piercing or slashing weapons. Bludgeoning weapons however are still able to do full damage by pulverizing the body parts instead of cutting them into smaller moving pieces.

Wounding (Ex): Any living creature damaged by a remains of the fallen continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding 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: Remains of the fallen typically have several heads counted among its parts. The extra sets of eyes and ears grant the swarm a +2 racial bonus to Listen and Spot checks.

Ecology

This swarm is native to the Blasted Realm. It is formed from the aftermath of any great conflict that has left bodies strewn across the battle field. Drawn to the psychic and emotional turmoil of such a conflict, the soulfire that permeates this realm coalesces within the remains of the various combatants, re-animates the individual body parts and then gathers them into a collective mass. This mass then develops a hive-like mind and begins to act independently. The

swarm is an expression of the fury of the battle and therefore seeks out further conflict. It will attack any living being in an attempt to destroy it.

As such, the remains of the fallen swarm cannot be bargained with, tamed or brought into service. It seeks only to kill the living. It should be noted though that this creature is not a berserker. If stealth or deception will likely gain it a tactical advantage, it will try these strategies before launching an attack. Remains of the fallen swarms are viewed even by the demon inhabitants of this realm as a pest and are typically exterminated when discovered. It is rumored though that Zuraz'tik keeps a few of them in his lair to torture prisoners with. Remains of the fallen do not breathe, eat or sleep. They do not reproduce or have a sense of community, although several swarms may gather together, sensing a racial affinity for each other.

While a large battle could potentially break out anywhere, most of the conflicts in the Blasted Realm have taken place in open territory. One swarm may form for every 30 bodies left on the field. Swarms tends to form within 24 hours of the conflict's cessation. Once formed, these swarms will head off in whatever direction they believe will mostly likely lead them to a populated area. Rarely do they remain near the battle field that generated them for long. Thus, one might encounter a freshly formed swarm near a battle site, or on a path in the wilderness as it heads towards a populated area or even in a dark alley within a dense city.

Knowledge Suggestions

DC	Knowledge (religion) check results
20	This horrible collection of miscellaneous body parts is an undead swarm called the remains of the fallen.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is undead and as such it has immunity to mind-affecting effects, critical hits, disease, poison and a host of other dangers normally able to affect living things.
35	It is a swarm as well and not only takes half damage from slashing and piercing weapons, but also is immune to affects that target individuals including being turned.
40	It has the ability to rapidly heal any damage it takes, but if injured sufficiently, its intellect fails and it becomes mindless and easier to escape.
45	Anyone injured by this swarm may become infected with a wasting disease that weakens one's strength and health. This damage can only be restored magically.
50	This swarm is essentially soulfire taking shape as the rage of the great many that have fallen in the countless battles across the Blasted Realm.

Notes and Game Balance

This creature was designed to force a party to use up resources such as spells, charges on wands and potions. The wounding ability, as well as the disease ability are not in and of themselves decisive, but instead an inconvenience. The creature has several resistances and can heal, albeit at a slow rate. Characters may waste resources determining what exactly will most effectively harm this creature. Also, by granting the undead creature Intelligence and high Bluff and Intimidate modifiers, it allows the game master an opportunity to role play what could be an interesting if not creepy encounter. The creature was awarded a CR 8. This was based on a comparison with the hellwasp swarm, which appears to be similar in its abilities and overall difficulty to combat.

Scarrim (Outsider)

Scarrim [Demon]

Huge Outsider (Chaotic, Extraplanar, Evil, Fire)

Hit Dice:	18d8+144 (225 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	30 (-2 size, +2 Dex, +20 natural) touch 10, flat-footed 28
Base Atk/Grapple:	+18/+37
Attack:	Slam +28 (2d6+11 plus 2d8 fire)
Full Attack:	2 slams +28 (2d6+11 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn, explosion, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron and good, darkvision 60 ft., demon traits, immunity to fire and poison, outsider traits, resistance to acid 10 and electricity 10, spell resistance 25, telepathy 100 ft., <i>true seeing</i> , vulnerability to cold
Saves:	Fort +19, Ref +13, Will +15
Abilities:	Str 33, Dex 14, Con 27, Int 14, Wis 18, Cha 20
Skills:	Bluff +26, Climb +32, Concentration +29, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +28, Jump +32, Knowledge (the planes) +23, Listen +35, Sense Motive +25, Spellcraft +23, Spot +35, Survival +4 (+6 planes)
Feats:	Alertness, Cleave, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (slam)
Environment:	The Blasted Realm
Organization:	Solitary or gang (2-4)
Challenge Rating:	17
Treasure:	Standard; no flammables
Alignment:	Always chaotic evil
Advancement:	19-28 HD (Huge); 29-54 HD (Gargantuan)
Level Adjustment:	--

General

Scarrims roam the Blasted Realm and other demonic planes, inflicting their whim on the unfortunate souls condemned there. They are natural bullies and tend to put a hurt on any creatures weaker than themselves. Scarrims have no higher goals or desires than to be stronger than others, and for others to know it.

A scarrim is a demonic creature whose immense body is fused with the destructive power of fire. A scarrim is usually 25 to 30 feet tall and weighs 10 tons. Its body is heavily muscled and often stooped. Its skin is black and flaky, like char, and the glowing veins across its body pulse in time with its breathing. The area around a scarrim is unbearably warm.



Intense heat radiates from this hulking monstrosity. Roughly 25 feet tall and man-shaped, its crusty skin is charcoal black. Pulsing veins of bright red run across its body, alternately glowing brightly and fading to almost black.

A scarrim speaks Abyssal, Celestial, and Draconic, and can communicate telepathically with any creature within 100 feet that has a language.

Combat

A scarrim uses its spell-like abilities from a distance for as long as possible, but prefers melee combat. It focuses attacks primarily on warriors, and doesn't hesitate to use Power Attack.

Whenever it can affect multiple foes, a scarrim uses its explosion ability, Bull Rushing foes if it will provide better positioning. When fighting particularly tough foes, or those that seem unaffected by its fire damage, it will use its *summon demon* ability to summon a few shokkutsuju or another scarrim before retreating.

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

Scarrim...Continued

Burn (Ex): A scarrim's slam attack deals bludgeoning damage plus fire damage from the intense heat it radiates. Those hit by a scarrim's slam attack also must succeed on a DC 27 Reflex save or catch on fire for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting the scarrim with natural weapons or unarmed attacks take fire damage as though hit by the scarrim's attack, and also catch on fire unless they succeed on a DC 27 Reflex save.

Damage Reduction (Su): As a result of its demonic nature, a scarrim ignores the first 10 points of weapon damage it receives from any weapon that is not both good-aligned and forged from cold iron.

Demon Traits: Includes immunity to poison; resistance to acid 10; and telepathy 100 feet. Instead of the usual immunity to electricity, it has resistance to electricity 10. Instead of resistance to cold 10 and fire 10, it has cold vulnerability and fire immunity (both from having the fire subtype).

Explosion (Su): As a standard action a scarrim can extend a blast of flame out from its body every 1d4 rounds. All creatures in a 20 foot radius take 10d6 fire damage. A DC 27 Reflex save halves the damage. A grappled foe receives no saving throw. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a scarrim must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its hand only and not be considered grappled itself. A grappled opponent automatically takes 2d8 points of fire damage each round and must also make a DC 27 Reflex save each round or catch on fire.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Spell-Like Abilities (Sp): At will – *haste*, *teleport* (self plus 50 pounds of objects only), *scorching ray*, *unholy aura* (DC 23), *wall of fire*; 1/day – *meteor swarm* (DC 24). Caster level 18th. The save DCs are Charisma-based.

Spell Resistance (Ex): As a result of its demonic nature, a scarrim has a resistance of 25 against spells and spell-like effects.

Summon Demon (Sp): Once per day, a scarrim can automatically summon 1-4 shokkutsuju or 1 scarrim. This ability is the equivalent of an 9th level spell.

True Seeing (Su): Scarrims have a continuous *true seeing* ability, as the spell (caster level 18th).

Skills: Scarrims have a +8 racial bonus on Spot and Listen checks.

Ecology

Scarrims are demons made of flesh consumed by flame. Although this state of existence causes no real damage, they are constantly in a state of heightened pain. As a result, they are an angry race that seems to only find enjoyment when personally hurting something else.

Scarrims often serve as tormentors of the damned on demonic planes. They will occasionally use serrated iron scythes to produce horrible, jagged, burning gashes during their tormenting of the damned. Unfortunately, painful, jagged, tormenting scythes make for very poor weapons in combat so they always opt for their slam attacks.

They are occasionally put in charge of units in demonic armies. Their enjoyment of inflicting suffering “hands on” makes them ideal for these roles. They make excellent taskmasters, so long as they believe they are in charge. They resent being beneath others. A scarrim underling is a dangerous beast. Most demon lords find it easier not to deal with them at all. They are intelligent enough to know when another demon is stronger, but they are also smart enough to find away around it. The only way to control scarrims is to let them think they are in control. Zuraz'tik did this by “bribing” them. He gave them what they wanted, and when he put them into his army, he made every position seem to be the most important. Myzar'tak, Zuraz'tik's lieutenant, continues this practice. However, he is losing control of more of them at an increasing rate because the scarrims think he is weaker than Zuraz'tik.

Knowledge Suggestions

DC	Knowledge (the planes) check results
25	This hulking mass of charred flesh is an outsider called a scarrim.
30	It is native to a plane of chaos and evil known as the Blasted Realm.
35	It is a demon and as such it has immunity to poison, resistance to other elements, telepathy, and can summon other demons to help it.
40	It is a creature borne of fire, and it is immune to all fire-based attacks. It is however, vulnerable to cold.
45	It can create an explosion of flame out from its body a few times every minute, injuring those even 20 feet away.
50	It is highly resistant to spells and spell-like effects. It is also resistant to damage caused by any weapon that is not both good-aligned and forged from cold iron.
55	It has many spell-like abilities, including <i>teleportation</i> , <i>true seeing</i> , <i>walls of fire</i> and even a <i>meteor swarm</i> .

Notes and Game Balance

This creature was balanced against a demon of similar CR, the marilith. The marilith has better ability scores and more attacks per round than a scarrim, but the scarrim has more Hit Dice and more offensive spell-like abilities, and its fewer attacks deal more damage individually. The explosion ability is also stronger than the marilith's constrict ability. The potential to seriously injure multiple foes at will makes it decidedly tougher. The reason the CR did not go higher is that most of its special abilities are fire-based and can be easily identified and protected against.

Shokkutsuju (Outsider)

Shokkutsuju [Spellweaver Demon]

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	9d8+36 (76 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	21 (+3 Dex, +8 natural) touch 13, flat-footed 18
Base Atk/Grapple:	+9/+13
Attack:	Dagger +12 (1d4)
Full Attack:	6 daggers +10 (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Babble, multiweave, power of three, spells
Special Qualities:	All-around vision, damage reduction 10/ cold iron or good, grapple bonus, immunity to electricity and poison, item use, outsider traits, resistance to acid 10, cold 10 and fire 10, spell resistance 20, telepathy 100 ft.
Saves:	Fort +10, Ref +9, Will +7
Abilities:	Str 10, Dex 17, Con 19, Int 16, Wis 12, Cha 22
Skills:	Balance +9, Concentration +19, Diplomacy +8, Gather Information +8, Knowledge (all 11 - includes psionics) +12, Listen +9, Search +3 (+5 secret doors), Spellcraft +17, Spot +9, Survival +1 (+3 avoid hazard/lost, above and below ground and on other planes)
Feats:	Combat Casting, Improved Initiative, Spell Focus (evocation), Multiweapon Fighting ^B , Weapon Finesse
Environment:	The Blasted Realm
Organization:	Solitary, pair or triad
Challenge Rating:	13
Treasure:	Standard plus 50% magical items
Alignment:	Always chaotic evil
Advancement:	10-18 (Medium); 19-27 (Large)
Level Adjustment:	--

General

A shokkutsuju is a bloated monstrosity vaguely resembling a spider with six humanoid legs supporting a heavy body and six skeletal limbs spaced around where a waistline would be. Six eyes form a circle around its hairless head, sitting above three fanged mouths that constantly whisper to each other in sibilant hisses. Primarily a spellcaster, the shokkutsuju can weave and cast multiple spells, up to three at a time, attack up to three opponents at once, or even combat one or two different opponents while weaving spells without any distractions.

A shokkutsuju commonly carries up to six daggers strapped to its arms for easy reach, and any number of low-level wands, scrolls, and potions.

A typical shokkutsuju stands around 6 feet tall and weighs around 500 pounds. Skin color varies from one to the next, but it is usually between shades of red, blue, and black. Clothing is hard to come by for its awkward frame, and any jewelry or clothing it does wear usually has magical properties, or serves as spell foci and places to store other items.

A shokkutsuju speaks Abyssal, Common, Draconic, and Infernal and can communicate telepathically with any creature within 100 feet that has a language.



Six bony hands on withered limbs weave gracefully through the air, fire flashing along fingertips that trace intricate patterns while multi-faceted eyes watch gleefully.

Combat

A shokkutsuju attacks by hurling offensive magic at its foes with one or two aspects, while empowering itself with defensive magics cast by its remaining aspects. It then wades into battle using touch spells, lashing out with daggers, and firing off wands everywhere. It is a somewhat reckless creature, trusting in its defensive spells and abilities to protect it while it wades into battle, but it will retreat at the first sign that the battle is going against it.

All-around Vision (Ex): A shokkutsuju cannot be flanked and has a +6 racial bonus to Spot checks. It also receives a -4 penalty to saving throws against gaze attacks.

Babble (Sp): The three aspects of the shokkutsuju constantly chatter and whisper to each other in a ceaseless babble of unintelligible languages. Anyone within a 60-foot spread of the creature hearing this must make a DC 20 Will save or be *confused* as per the spell. Anyone who succeeds at this save is immune to this effect for that particular shokkutsuju for the next 24 hours. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Damage Reduction (Su): As a result of its demonic nature, a shokkutsuju ignores the first 10 points of weapon damage it receives from any weapon that is not either good-aligned or forged from cold iron.

Demon Traits (Ex): Includes immunity to electricity and poison; resistance to acid 10, cold 10, and fire 10; and telepathy 100 feet. It does not gain *summon demon* like many other demons do.

Shokkutsuju...Continued

Grapple Bonus (Ex): A shokkutsuju's multiple limbs grant it a +4 bonus to grapple checks.

Item Use (Ex): A shokkutsuju may use up to 6 wands or similar spell-trigger items in a round as long as each item may be worn or held by only one hand. For each hand that is preoccupied, the number of total items the shokkutsuju may use is reduced by one. A shokkutsuju must still have at least one hand free to cast spells for each spell it casts. An aspect still cannot activate spell-trigger items while casting, although the remaining aspects may do so without interfering with the spellcasting aspect.

Multiweave (Ex): The three aspects of the shokkutsuju may act independently of each other for purposes of spellcasting, allowing each aspect to cast a spell simultaneously with regards to each other. Each aspect must make a DC (15 + spell level) Concentration check to successfully cast a spell while another aspect is casting. Failure indicates the spell is not cast but the slot is still used up for the day as if the spell had been cast successfully.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Power of Three (Su): A shokkutsuju can augment the spellcaster level of any of its aspects by pooling its resources. For each aspect that refrains from taking any action other than concentrating, a spellcasting aspect can increase its effective caster level by 3. For example, if one aspect spends a round concentrating, it can increase the effective caster level of either remaining aspect by 3. If two aspects spend the round concentrating, the remaining aspect can increase its effective caster level by 6. This ability can be maintained each round for as long as the aspects remain concentrating. If an aspect's concentration is broken, the effect ends immediately with regards to that aspect.

Spell Resistance (Ex): As a result of its strongly magical and demonic nature, a shokkutsuju has a resistance of 20 against spells and spell-like effects.

Spellcasting (Sp): A shokkutsuju casts spells as a level 9 sorcerer, but with 3 times the allotted spell slots per day for purposes of spellcasting. Spells known remains as per level 9 sorcerer. Typical spells known include (18/20/20/19/13; save DC 16 + spell level): 0-level – *acid splash*, *daze* (DC 16), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 16); 1st-level – *chill touch* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd-level – *ghoul touch* (DC 18), *protection from arrows*, *resist energy*, *scorching ray*; 3rd-level – *fireball* (DC 20), *lightning bolt* (DC 20), *vampiric touch*; 4th-level – *dimension door*, *stoneskin*.

Skills: A shokkutsuju's three aspects share a telepathic link that grants it a +4 racial bonus to all Concentration checks. It also has a +6 racial bonus to all Spot checks due to its all-around vision, and +6 to Balance checks due to its multiple legs.

Ecology

A shokkutsuju is a single entity made up of three separate aspects united into one body and sharing a mind between them. The first of its kind came about purely by accident, when three spellcasting demons used their magics to explore a bizarre new realm while standing close together. The backlash of magic joined the demons together into a single entity, but they retained their spellcasting abilities. The end result was a creature with three separate aspects that share a linked mind, being able to empower each other and tap into greater spell resources. Since then, efforts have been made to recreate the incident and build a force of these creatures as a vanguard to the demon armies. While most of these efforts have met with varied results, ranging from mindless abominations good only as living shields to smoldering mounds of dead flesh, some experiments have met with enough success that at least a dozen shokkutsuju may now exist, with the possibility of more coming into being.

Fortunately, shokkutsuju are rendered genderless by their transformation and are incapable of breeding. Unfortunately, the demons have discovered that humanoid spellcasters make the best subjects for this transformation and will go out of their way to capture such to press them into their ranks. Regardless of whether the subjects are willing or not to undergo the transformation into a shokkutsuju, the change is a mind-shattering experience that leaves the creature confused, disoriented, and easily controlled by the demons that made it.

It may be possible for a spellcaster to retain some of its intellect after becoming an aspect of a shokkutsuju, but sharing its mind with the other aspects means it will eventually lose its own identity. Only a *miracle* or *wish* cast by a level 15 or higher caster can undo the transformation, and the spellcaster must make a DC 20 Will save to retain its own mind. The save DC increases by 2 for every 24 hours the spellcaster remains trapped in the form of the shokkutsuju. A failed save means that only a second carefully worded *miracle* or *wish* by a level 15 or higher caster can restore the spellcaster's mind. A spellcaster slain in the form of a shokkutsuju can not be recovered, however, unless greater magic is used first to restore the creature to life, followed next by the magic necessary to separate the three aspects.

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This many limbed horror is an outsider called a shokkutsuju.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to poison, resistance to other elements, and telepathy.
35	Its three mouths constantly babble possibly causing anyone within 60 feet of them to become confused.
40	It is resistant to spells and weapon damage if not caused by a good-aligned or cold iron weapon.
45	It is a powerful spellcaster, able to do any combination of casting, item use or attacks between its three aspects.
50	If they choose to all focus on one aspect casting a spell instead of using all three aspects to attack or cast spells separately, the one spell cast will be of much greater power.

Notes and Game Balance

Many demons and devils have spellcasting abilities, although most of them treat these abilities as spell-like abilities rather than true spellcasting. The concept here was for a demon with true spellcasting abilities, but more than just applying sorcerer or wizard levels to an existing demon or devil. The power of three being a common notion in a lot of fantasy, it was decided to make this particular creature into a triad, literally and figuratively, to give it the spellcasting capabilities of three spellcasters working together as one. After visualization of what the creature might look like, the rest fell into place, from what exactly it could do physically, to how it would be able to cast multiple spells successfully, to how such a creature would come into existence in the first place. Treating it as three separate entities sharing one body seemed the best approach, allowing it to act as three separate beings. Linking those entities into one being allows them to share their spells and augment each other.

On average, a demon or devil with spellcasting abilities and Hit Dice equivalent to the shokkutsuju would be about a CR 8-10 and would typically do more damage in physical combat. The shokkutsuju does only about 15 points of damage on average with its daggers, but makes up for that with its greater number of spells, babble effect, triple spellcasting and exceptional item use, meriting a higher CR than those other demons or devils, putting it roughly around CR 13.

Soul Slaver Sword (Construct)

Soul Slaver Sword

Medium Construct (Evil, Extraplanar, Lawful)

Hit Dice:	12d10+20 (86 hp)
Initiative:	+8
Speed:	Fly 40 ft. (perfect) (8 squares); 30 ft. land speed if wielded by an animated corpse
Armor Class:	26 (+4 Dex, +12 natural), touch 14, flat-footed 22
Base Atk/Grapple:	+9/+12
Attack:	+3 <i>adamantine greatsword</i> +15 melee (2d6+7 plus 1d6 energy; 17-20/x2)
Full Attack:	+3 <i>adamantine greatsword</i> +15/+10 melee (2d6+7 plus 1d6 energy; 17-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy type, spell-like abilities
Special Qualities:	Animate corpse, construct traits, damage reduction 10/adamantine or good, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20, telepathy 100 ft.
Saves:	Fort +4, Ref +8, Will +10
Abilities:	Str 16, Dex 18, Con --, Int 21, Wis 22, Cha 19
Skills:	Bluff +22, Concentration +11, Diplomacy +8, Disguise +4 (+6 acting), Hide +14, Intimidate +20, Knowledge (the planes) +15, Listen +16, Move Silently +14, Search +15, Sense Motive +20, Spot +16, Survival +6 (+8 following tracks and on other planes)
Feats:	Combat Reflexes, Improved Critical, Improved Initiative, Improved Sunder, Power Attack
Environment:	The Blasted Realm
Organization:	Solitary or set (2-12)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	--
Level Adjustment:	--

General

There are only twelve soul slaver swords known to exist. Malicious constructs, the swords seek power and influence over those around them. Fearful that they might be destroyed, the swords often try to hide their true nature as a way of protecting themselves from potentially stronger opponents.

Soul slaver swords appear as ancient, adamantite greatswords of slightly larger proportions than usual, 7 to 7-1/2 feet long and weighing between 12 and 14 pounds.

The swords are telepathic and can communicate with any creature that has a language within 100 feet should it so choose.

Combat

A soul slaver sword's primary strategy is to convince its opponents that it is nothing more than a magical sword. It typically animates a corpse to give the appearance that it is being wielded by that corpse, when in fact it is fighting on its own initiative. The sword will try different energy types during combat until it finds one that appears



This creature resembles an ancient and powerful greatsword, ornate and arcane looking. It is wielded by a humanoid figure, which moves without expression or affect.

to hurt its target. If confronted with an opponent with a weapon of its own, the sword may attempt to sunder that weapon in order to nullify that opponent as a threat especially considering that it gets a +4 on the attempt from the Improved Sunder feat and ignores hardness less than 20. The sword also will make use of its *hold person* ability as a strategy during combat. If the corpse is destroyed, the soul slaver sword will pretend to be inanimate. When it feels that the time is right, the sword will then attempt to *dominate* its opponent in order to affect an escape. The sword will then kill that individual when they are alone and animate the corpse as a replacement for the corpse it had lost. If the group it has infiltrated becomes heavily damaged, it may attempt a *dominate* then, using its bearer to slay all of his/her friends and then releasing the bearer from *dominate* to enjoy slaying them.

It should be emphasized that the sword can move and fight on its own given its supernatural ability to fly. While the sword prefers to conceal its true nature, should it be discovered, the sword will not hesitate to engage in battle without any corpse attached to it. For the purposes of damage calculation, the sword is treated as if it were being wielded two-handed.

Soul Slaver Sword...Continued

Animate Corpse (Su): Soul slaver swords are able to animate one humanoid creature at will as a free action. They can only animate one creature in total at any particular time, but the animation lasts as long as the soul slaver sword chooses to maintain it. The animated corpse has no will of its own and follows the sword's instructions without resistance. Soul slaver swords use these corpses as camouflage in order to conceal their true identity. The animated corpse is not an undead creature as it does not act on its own or contribute to attack bonuses or strength-related damage. The animated corpse is treated as an object being wielded by the sword rather than as a creature in its own right. The soul slaver sword is able to reinforce and strengthen the durability of the host corpse, giving it a hardness of 10 and 50 hit points.

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Damage Reduction (Su): As a result of its magical origin, a soul slaver sword ignores the first 10 points of weapon damage it receives from any weapon that is not either adamantine or good-aligned.

Energy Type (Su): Soul slaver swords are able to generate and alternate between six different forms of energy as a free action. They can only generate one type of energy at any given time, but they can maintain that type indefinitely. The six types are acid, cold, fire, lightning, sonic and unholy.

Fast Healing (Ex): A soul slaver sword heals 5 points of damage each round as long as it has at least 1 hit point.

Spell Resistance (Ex): As a result of its strongly magical nature, a soul slaver sword has a resistance of 20 against spells and spell-like effects.

Spell-like Abilities: 5/day – *dispel magic*, *hold person* (DC 17); 3/day – **dominate person* (DC 19), *legend lore*. Caster level 12th. The save DCs are Charisma-based.

*Soul slaver swords can only dominate one individual at a time. They must be in physical contact with their target in order to affect them.

Skills: Soul slaver sword's telepathic abilities grant it a +4 racial bonus to Bluff, Intimidate and Sense Motive rolls.

Ecology

Soul slaver swords are the creation of a mad necromancer that tried to make a creature that could serve as both a body guard and an information gatherer. Obsessed with control, the necromancer gave his creation the ability to assert its will over others, which ultimately led to his downfall when the swords turned on their creator. His corpse in the end served as the first animated body to be manipulated by the swords. The swords are power hungry. They can work collectively to achieve their goals, but are also at times encountered individually. The swords are cowardly and will retreat if they believe their existence is threatened.

In recent years, the swords have been in the employ of Zuraz'tik. He has used the swords much in the way that the necromancer has originally intended, as his personal body guards and information gatherers. The swords have agreed to this arrangement, largely because they do not feel powerful enough to defeat Zuraz'tik on their own. The creatures are cunning though, and if presented with a plausible way to defeat the demon lord, their loyalty could be bought. The swords have no sense of honor, and would turn on their new benefactors as soon as it became advantageous.

Since Zuraz'tik fell into a coma, the whereabouts of all of the swords remain mostly speculation at this time as they have a tendency to change ownership frequently in their lust for power. Two of the swords

have been seen in the Palace of Glory, presumably continuing to guard Zuraz'tik, in the event that he should awaken and reassert his control of his dominion. Five of the swords have been observed to be in the possession of Myzar'tak. Aware of Myzar'tak's ambitions, the swords have been positioning themselves to join his efforts to gain power if it appears that he might be successful. Should Zuraz'tik return however, they will also be in a position to claim that they were just spying on Myzar'tak on Zuraz'tik's behalf. Myzar'tak has two of the swords with him, but has already given the other three as "gifts" to three of his followers, allowing him to spy on them and continually assess their loyalty.

One of these swords is in the hands of a succubus named Aynodyne, who commands one of Myzar'tak's larger forces. Rumors speculate she is also his lover, and that she holds her power only through him and the sword he gifted her with, but those who speak such rumors quickly sate the blade's thirst for blood. Another of these swords is in the possession of a scarrim named Bel'gazdian, one of Myzar'tak's enforcers. The third is in the hands of a balor named Kelraz'tik. Kelraz'tik is rumored to be a bastard child of Myzar'tak, but if this is the case, Myzar'tak has as yet not publicly acknowledged the relationship. All three of these demons though are loyal to Zuraz'tik and will obey Myzar'tak only as long as they believe he remains loyal to Zuraz'tik. Myzar'tak hopes to slowly win their support though to his cause.

The whereabouts of the remaining five swords are currently unknown to anyone except the other swords as each of the twelve swords is fully aware of the location of its brethren. Presumably though they are in the possession of other rival demon lords that the swords view as having the potential to seize power.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This ancient adamantine greatsword is actually a construct known as a soul slaver sword.
25	It is only found in a plane of chaos and evil known as the Blasted Realm.
30	As a construct, it is immune to mind-affecting effects, poison, disease, stunning, critical hits, non-lethal damage and many more of the danger affecting living things.
35	It has spell-like abilities that allow it to dominate the wills of others as well as gather information about them.
40	It is strongly resistant to spells, and weapon damage if not caused by an adamantine or good-aligned weapon.
45	It can switch between the five energy types and unholy damage at will to augment the melee damage it does.
50	There are 12 of these swords known to be in existence and the location of another one beyond this one is known.

Notes and Game Balance

The soul slaver sword was conceived to provide an encounter in which the appropriate target is misleading. The intention is that party members will mistakenly attack the corpse and then carry the soul slaver sword off as a prize, thus allowing the sword to infiltrate and gather information about the party. Then when it is ready, the sword will attempt to escape, preferably with one of the party members dominated, providing more intrigue and plot possibilities for the party. The game master could even mislead the party members into believing that the dominated party member was actually acting on his own initiative, creating more mystery and questions. The swords each have personalities that could potentially allow the game master a great deal of role playing enjoyment. The challenge rating for this monster is 11. This was determined largely by a comparison of its abilities against a stone golems.

Susunakki (Outsider)

Susunakki [Snake Nest Demon]

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	12d8+60 (114 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Atk/Grapple:	+12/+22
Attack:	12 bites +15 melee (1d4+2 plus poison)
Full Attack:	12 bites +15 melee (1d4+2 plus poison) and 6 tentacles +9 melee (1d4+1)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict (2d4+3), engulf, improved grab, poison
Special Qualities:	Amorphous, damage reduction 5/good, darkvision 60 ft., demon traits, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, outsider traits, scent, telepathy 100 ft.
Saves:	Fort +13, Ref +11, Will +9
Abilities:	Str 15, Dex 17, Con 21, Int 6, Wis 12, Cha 6
Skills:	Balance +18, Climb +25, Hide +14, Listen +22, Spot +22, Swim +25
Feats:	Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse, Weapon Focus (bite)
Environment:	The Blasted Realm
Organization:	Solitary
Challenge Rating:	12
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	13-24 HD (Large), 25-36 HD (Huge)
Level Adjustment:	--

General

A susunakki resembles a nest of vipers twining around each other as they slither across the ground. It is in fact one creature with a central body from which sprouts 12 serpentine heads and 6 tentacles that drag its body across the ground. The heads vary in color from pale to dark green, getting darker along the body to a near-black hue, with crimson scales forming two thin parallel lines down the back separated by a band of white. The body is amorphous, and the tentacles and heads constantly sink into it only to reappear elsewhere.

A susunakki measures roughly 10 to 12 feet in length, although the central mass only measures roughly 8 feet in diameter. It weighs only about 350 pounds.

A susunakki can speak Common and Draconic, although the sound of numerous heads speaking and whispering in sibilant voices may not be recognizable as language. Anyone attempting to understand it must succeed at a DC 15 Listen check to do so. Also, should it so choose, it can communicate telepathically with any creature within 100 feet that has a language.

Combat

A susunakki attacks by biting with its numerous heads and attempting to poison its opponent so it can close and attempt to engulf them. If it can hit with a tentacle, it can attempt to grapple its opponent and



Numerous large serpents intertwine and slither over and around each other as they slide ever nearer.

establish a hold. A susunakki that manages to establish a hold can constrict its opponent rather than bite, leaving its bite attacks to deal with other opponents. A susunakki never retreats from combat unless it is clearly outmatched, mainly if it realizes its attacks are having little to no effect on its opponents, or if it has been severely injured and still remains outnumbered.

A susunakki can attack with all of its heads at no penalty, even if it moves or charges during the round. It can be killed either by severing all of its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon specifically targeting a head. Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a susunakki's heads from any position in which they could strike at the susunakki itself, because its heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a head when the creature bites at them. Each head has 1/12 of the susunakki's total hit points. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A susunakki can no longer attack with a severed head but takes no other penalties.

Susunakki...Continued

Each time a head is severed, a new head will grow from the stump in 1d4 rounds. To prevent a severed head from growing back, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new head appears. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the susunakki's body. It will not die from losing its heads until all of its heads have been cut off and the stumps seared by fire or acid.

Its body can be slain just like any other creature's. Any attack that is not (or cannot be) an attempt to sunder a head affects the body instead. Targeted magical effects cannot sever a head (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Amorphous (Ex): A susunakki is not subject to critical hits. It cannot be flanked.

Constrict (Ex): A susunakki that successfully engulfs its opponent automatically deals 2d4+3 bludgeoning damage that round and each round thereafter. This is an exception to the normal rules for constriction.

Damage Reduction (Su): As a result of its soulfire-based demonic nature, a susunakki ignores the first 5 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; and telepathy 100 feet. A susunakki is unable to summon in other demons to help it.

Engulf (Ex): A Large susunakki can attempt to engulf one Medium sized or smaller creature at a time. The opponent must succeed at a DC 18 Reflex save or fall prone and become engulfed. The following round the susunakki may constrict its opponent. An engulfed creature cannot attack the susunakki from within, but may attempt to free itself with a successful grapple check. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a susunakki must hit 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 can attempt to engulf its opponent on the following round. A susunakki that engulfs its opponent is not considered grappled and may continue to use all its attacks as normal. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its bite or tentacle only and not be considered grappled itself. A susunakki has a +4 bonus to grapple checks due to its numerous heads and tentacles.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Poison (Ex): Damage 1d4 points of Strength and 1d4 points of Constitution; secondary damage 1d4 points of Strength and 1d4 points of Constitution; DC 21 Fortitude save negates. The save DC is Constitution-based.

Scent (Ex): A susunakki can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the susunakki pinpoints the source's location. It can identify familiar odors just as humans do familiar sights.

Skills: A susunakki has a +4 racial bonus on Listen and Spot checks due to its multiple heads and scent ability. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and a +8 racial bonus on Climb checks. It can always choose to take 10 on a

Climb or Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ecology

A susunakki is created when soulfire mixes with strong magic to infect a nest of serpent eggs, causing them to meld together and hatch prematurely as one creature. The result is an amorphous entity never quite fully developed, resembling several serpents bound together. It is a rare occurrence for such a thing to hatch, and few are currently in existence, but there are powerful sorcerers who have learned how to tap into the magic of the soulfire to attempt to create more of these monstrosities.

A susunakki is a cunning creature that knows how to use its natural weapons effectively, attempting to grapple and engulf an opponent so it can keep the rest of its attacks available to deal with multiple foes. It exists primarily to feed and has no particular diet other than a preference for live prey. It consumes its prey much as a snake does, unhinging its jaws to swallow helpless prey whole, which is a slow process and often leaves that head occupied and unable to attack anything that might attack it. Fortunately for it, it only needs one head to feed at any given time so the rest can continue the attack, making it difficult to retrieve an ally should one become unfortunate enough to be its next meal.

Susunakki lack the means to breed and are believed to be genderless, so they are unable to reproduce by normal means. However, they are believed to be capable of living a natural lifespan of roughly 70 to 80 years, and can continue to grow to Huge proportions in that time.

Knowledge Suggestions

DC	Knowledge (the planes) check results
20	This mass of writhing serpents is actually an outsider called a susunakki.
25	It is native to a plane of chaos and evil known as the Blasted Realm.
30	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, and telepathy.
35	If it strikes with a tentacle, it can pull its enemy within its mass of coils, engulf and finally constrict them.
40	It can attack with all 12 heads at once, and all of them are highly poisonous. The poison weakens health and strength.
45	It is resistant to damage from any weapons that are not good-aligned. In addition, as a result of being a mass of shifting snakes and tentacles, it is immune to critical hits and being flanked.
50	If any of its heads are severed, acid or fire must be applied to the stump swiftly to stop the head from regrowing.

Notes and Game Balance

The concept for this came from imagining how alien magic could affect natural creatures in the environment, and what type of creature might be created. This could explain the origin of hydras, but making a poisonous hydra would not be suitably unique. Instead, several aspects of the hydra were combined with aspects of amorphous creatures, most notably the gibbering moulder, to give it the ability to engulf its opponent and still retain its attacks. It also stays true to its origin by retaining the constriction, poison, and scent ability of snakes, although some modification had to be done for the constrict to work since normally constrictors don't use poison, and vipers don't constrict. Giving the susunakki both makes it a tough creature, especially since it can regrow heads like a hydra. This is why it can only regrow one head at a time. Reducing the damage of its bites only offsets the poison damage and adding the tentacle and constrict damage makes this creature a tough CR 11.

Tsuinshitakama (Outsider)

Tsuinshitakama [Twin-Tongue Demon]

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	19 (+4 Dex, +5 natural), touch 14, flat-footed 15
Base Atk/Grapple:	+5/+12
Attack:	Tongue whip +8 melee (1d6+3)
Full Attack:	2 tongue whips +8 melee (1d6+3) and 2 claws +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft. (15 ft. with tongue)
Special Attacks:	Rend, trip
Special Qualities:	Damage reduction 5/bludgeoning and good, demon traits, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, outsider traits, scent, telepathy 100 ft.
Saves:	Fort +6, Ref +8, Will +4
Abilities:	Str 17, Dex 19, Con 15, Int 6, Wis 10, Cha 3
Skills:	Balance +13, Climb +10, Hide +9, Jump +14, Listen +5, Move Silently +8, Spot +5, Survival +4*, Swim +8, Tumble +11
Feats:	Alertness, Track
Environment:	The Blasted Realm
Organization:	Solitary, gang (2-4), or pack (5-10)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	--

General

A tsuinshitakama is a tall, thin creature with elongated limbs ending in long-fingered hands with extended claws. It has a skeletal frame that is visible through its blackened flesh, looking like a fire-burned corpse and running on all fours like an animal. It has two long tongues capable of grasping and tripping up prey, and can reach an opponent up to 15 feet away.

A Medium sized tsuinshitakama measures roughly 6 feet from head to toe, but often moves on all fours. It can choose to walk upright if it so desires, balancing itself on its large rear hands. It weighs less than 150 pounds. A Large tsuinshitakama usually measures up to 12 feet in length and weighs up to 750 pounds.

A tsuinshitakama speaks Abyssal and Common, but rarely chooses to do so unless it might intimidate its opponents. Its telepathy allows it to communicate with anything within 100 feet that has a language.

Combat

A tsuinshitakama attacks by charging and lashing out with its tongues to ensnare and trip up its opponent. If it succeeds in tripping its opponent, it will attempt to attack with its claws and rend them. It is intelligent enough to use stealth and to approach enemies with caution, using its tongue whips to trip up opponents before engaging



A tall and gangly skeletal creature with blackened flesh creeps along the ground on four long-fingered hands, claws tearing into stone and two long, whip-like tongues tasting the air and flicking back and forth over its face and body.

them or to keep them prone. It will retreat if sorely pressed or outnumbered. Often it may pursue its prey for a while using its scent ability and Track feat to follow them while waiting for an opportunity in its favor, such as its prey settling down for the night.

Damage Reduction (Su): Due to its tough hide and demonic nature, a tsuinshitakama ignores the first 5 points of damage it receives from weapons that are not both bludgeoning and good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; and telepathy 100 feet. Tsuinshitakama's are unable to summon help like many of their demonic cousins can.

Tsuinshitakama...Continued

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Rend (Ex): If a tsuinshitakama hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+4 points of damage.

Scent (Ex): The tsuinshitakama can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, the tsuinshitakama pinpoints the source's location. It can identify familiar odors just as humans do familiar sights.

Trip (Ex): A tsuinshitakama that hits with a tongue whip 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 tsuinshitakama. A tsuinshitakama can make a tongue whip attack as part of a charge.

***Skills:** A tsuinshitakama has a +2 racial bonus to Balance and Climb checks due to its four hands, and a +4 racial bonus when tracking by scent. It also gains a +4 bonus to grapple checks for having 4 hands.

Ecology

The tsuinshitakama was created to serve primarily as a somewhat intelligent hound, using humanoids as a genetic stock mixed with demons and modifying them considerably. The tongues were designed to make it easier to catch and trip prey and can lash out at an opponent up to 15 feet away from it. This enables it to close quicker with an opponent and attempt to grab them with all of its claws. Once it has a hold with its claws, it can quickly rend flesh from bone and literally tear its opponent apart.

A tsuinshitakama consumes anything it kills unless ordered otherwise by a more powerful master, and it has no particular qualms about what it kills. It is a bloodthirsty creature that enjoys the hunt as much as it does the feeding, and has an almost insatiable appetite. It often moves on all fours and its four limbs more closely resemble powerful arms with large hands at the end instead of feet. These hands give it better balance and enable it to grasp and hold objects easier, granting it better climbing skills to pursue its prey.

A tsuinshitakama is not bred but created by powerful magics known only to greater demons, and often they will use the bodies of strong humanoids captured in battle or taken in raids into humanoid realms. They are incapable of breeding, and in fact are made sexless by the magics that twisted them into tsuinshitakama. However they do not need to breed as those same magics also grant them an extended natural lifespan of more than 200 years as long as they remain well-fed. A tsuinshitakama can go without solid food for a number of days equal to its Constitution, but eventually must eat due to its once-humanoid nature or start taking subdual damage from hunger. It does not need to sleep, however, and is capable of tracking prey for days on end if need be.

Most tsuinshitakama are made from Medium sized humanoids, but some are made from Large stock to produce a more powerful demon. The demons that create these creatures, often the work of shokkutsuju or more powerful casters, prefer Medium humanoids as they tend to be easier to control. Humanoids are also more easily located as sometimes they stumble into the Blasted Realm by accident. Recently, the offspring of losian chattel that appear to be strong enough to survive the transformation are dragged off to the towers and keeps of their demon lords and subjected to the rituals used to create tsuinshitakama. To the demons, being selected from chattel for this purpose is an honor. To the chattel, there are worse fates than being someone else's dinner after all.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This hunched humanoid bearing whip-like tongues is an outsider called a tsuinshitakama.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, and telepathy.
30	It can strike out with its tongues at creatures up to 15 feet away, inflicting damage and tripping up opponents.
35	It is resistant to weapons that are not both bludgeoning and good-aligned.
40	It has an acute sense of smell and is able to track down those that flee from it with ease.
45	Powerful demons create them by transforming captive humanoids using powerful magics known only to themselves and those they teach such magics to.

Notes and Game Balance

When this setting was introduced, some suggestions were given as to what types of demons might be found in such a setting. This included the concept that some of these demons might not come from the original plane like the others, but instead be creatures found in the material plane that were somehow transformed into demons. This led to two separate concepts; one that evolved into a template to apply to other creatures (and consequently to the demon that created the template), and the other was one that only just happened to come from being something else. The tsuinshitakama is its own creature, and while it uses humanoids as its base in a conceptual vein, it should be noted that a creature turned into one is not meant to be anything more than the demon it becomes. The GM would have to decide whether or not a character transformed into a tsuinshitakama can be recovered, but it is recommended that restoring such a character should involve the use of a carefully worded *miracle* or *wish*.

The tsuinshitakama was designed mostly as a hunter and killer, so it was given numerous abilities common to predatory creatures, most noticeably great cats and wolves. A CR 5 would have been suitable for the damage it can inflict, which amounts to an average of 29 points in a round if it hits with everything and includes rend. A 5th level fighter at full average hit points would still be able to survive this. This compares reasonably to a troll as CR 5. The tsuinshitakama has more attacks but less damage output and fewer Hit Dice but a higher Armor Class. It also has DR and demon traits whereas the troll has regeneration. This seems to put it at a strong CR 5 or weak 6. 6 was chosen to give players a small break.

Twisted Creature (Template)

A twisted creature, also called a hiboukachi, is created when a konikkosuji attaches itself to a host creature and infuses the host with soulfire. This transforms the host into a demon-like creature under the konikkosuji's control, mutating flesh into tough leathery hide and twisting nails and even the tongue into dangerous weapons. The host creature becomes a conduit for bodily fluids drained from its victims to feed its parasitic master.

Sample Twisted Creature

This example uses a dryad as the base creature.

A scaly hide the color and texture of cured leather covers the body of this female creature, her muscles constantly shifting beneath her skin. Elven facial features are marred by a feral hunger in her eyes, and a long, thin tongue flicks out from between rows of sharp teeth to lick teasingly at the blood still dripping from her claws.

Twisted Dryad

Medium Aberration (Augmented Fey)

Hit Dice: 4d8+8 (26 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Atk/Grapple: +2/+5
Attack: Dagger +6 melee (1d4+3) or masterwork longbow +7 ranged (1d8/x3)
Full Attack: Dagger +6 melee (1d4+3) and claw +6 melee (1d6+3) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, intellect drain, spell-like abilities
Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., dominated, low-light vision, tree dependent, wild empathy
Saves: Fort +5, Ref +8, Will +5
Abilities: Str 16, Dex 19, Con 15, Int 12, Wis 13, Cha 16
Skills: Escape Artist +11, Handle Animal +10, Hide +11, Knowledge (nature) +10, Listen +8, Move Silently +11, Ride +6, Spot +8, Survival +8 (+10 aboveground), Use Rope +4 (+6 with bindings)
Feats: Great Fortitude, Weapon Finesse
Environment: The Blasted Realm and temperate forests
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: --

General

A twisted dryad's facial features are much like a female elf's, though her flesh has twisted into a rough, scaly hide with veins and muscles constantly writhing beneath the surface. Her nails have lengthened into sharp claws, and a long, thin tongue licks across her teeth and lips.

Solitary creatures to begin with, twisted dryads are shunned by their dryad kin and good-aligned creatures in general.

Twisted dryads speak Common, Elven, and Sylvan.

Combat

A twisted dryad prefers to close with her opponent using either stealth or subterfuge, and then attempts to start a grapple. If successful, she tries to pierce her opponent's brain and begin to feed on their intellect. If she is outmatched, she will retreat using her spell-like abilities, claws, and any weapons at her disposal to escape combat.

Dominated (Su): A twisted dryad is immune to all mind-affecting spells and spell-like effects unless those effects can also affect its konikkosuji master.

Improved Grab (Ex): To use this ability, a twisted dryad must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its claw only and not be considered grappled itself.

Intellect Drain (Ex): If a twisted dryad begins its turn grappling an opponent, it may attempt to use its tongue to pierce its opponent's brain with a successful grapple check. If the piercing is successful, the twisted dryad drains 1 point of Intelligence and 1 point of Wisdom for each round it maintains the grapple.

Spell-Like Abilities: At will – *entangle* (DC 12), *spek with plants, tree shape*; 3/day – *charm person* (DC 12), *deep slumber* (DC 14), *tree stride*; 1/day – *suggestion* (DC 14). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): A twisted dryad remains mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. If she does, she may become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

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

Skills: Although acquiring the twisted template drops the base creature's Intelligence by 2, this drop only affects skills gained after the template is acquired as ranks previously acquired cannot be unlearned.



Twisted...Continued

Creating a Twisted Creature

"Twisted creature" is an acquired template that can be added to any corporeal animal, fey, giant, humanoid, magical beast, or monstrous humanoid (hereafter referred to as the base creature).

Intense pain contorts the face of this creature as limbs spasm and flex with muscle, and skin darkens to ruddy scales. Nails lengthen into claws and lips part in a feral snarl, a long tongue flicking out to lick across widening jaws.

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

Size and Type: The creature's type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonus, base saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d8s.

Speed: If the base creature can fly, it retains this ability, but its maneuverability rating drops to clumsy.

Armor Class: A twisted creature's natural armor class improves by 3 over that of the base creature.

Attack: A twisted creature retains all the attacks of the base creature and also gains a claw attack if it did not already have any natural weapons. If the base creature can wield weapons, the twisted creature retains this ability. A twisted creature fighting without weapons uses either its claw attack or its primary natural weapons (if it has any). A twisted creature with a weapon uses either its claw attack or a weapon as it desires.

Full Attack: A twisted creature fighting without weapons uses either its claw attack or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon along with a claw attack or other natural weapon as a natural secondary weapon.

Damage: A twisted creature gains a claw attack if it did not already have one. If the base creature does not already have this attack form, use the appropriate damage value from the following table according to the twisted creature's size. A creature that has other kinds of natural weapons retains its old damage values or uses the appropriate values from the following table, whichever is better.

Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A twisted creature retains all the special attacks of the base creature. The use of psionics, spell-casting, and spell-like abilities may be limited if the twisted creature no longer meets the ability score requirements to use those abilities. It also gains the special attacks listed below:

Improved Grab (Ex): To use this ability, a twisted creature must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its claw only and not be considered grappled itself.

Intellect Drain (Ex): If a twisted creature begins its turn grappling an opponent, it may attempt to use its tongue to pierce its opponent's brain with a successful grapple check. If the piercing is successful, the twisted dryad drains 1 point of Intelligence and 1 point of Wisdom for each round it maintains the grapple.

Special Qualities: A twisted creature retains all the special qualities of the base creature and gains those described below:

Darkvision (Ex): A twisted creature gains darkvision 60 feet as part of its transformation into an aberration.

Dominated (Su): A twisted creature that is dominated by a konikkosuji is immune to all mind-affecting spells and spell-like effects unless those effects can also affect the konikkosuji itself.

Abilities: Adjust from the base creature as follows: Strength +6, Constitution +4, Intelligence -2, Wisdom -2, and Charisma -2.

Skills: As base creature.

Feats: As base creature.

Environment: As base creature.

Organization: Solitary* (see below)

Challenge Rating: As base creature +1.

Treasure: As base creature.

Alignment: Always chaotic evil.

Advancement: By character class or as base creature.

Level Adjustment: Same as the base creature +2.

*A twisted creature always plays host to a parasitic creature called a konikkosuji unless the two are somehow separated.

Ecology

A twisted creature comes into being when a konikkosuji seeks out a suitable host to attach itself to and use as a weapon to feed on the intellect of other creatures. Also called a hiboukachi, meaning "fire-blood twisted", the twisted creature becomes the host and is transformed by an infusion of soulfire from the fangs of the konikkosuji. Skin toughens and muscles surge with strength, making it easier for the twisted creature to grapple prey so it can feed. Its tongue lengthens and narrows into a point that is sharp enough to pierce the skull of a grappled opponent and sink into its brain, allowing the twisted creature to drain its victim's Intelligence and Wisdom. This in turn feeds the konikkosuji, as it itself remains attached to the host creature throughout the feeding process. A twisted one gains

Twisted...Continued

no benefit itself from this feeding, however, and often sates its own hunger by consuming the body of any creature whose intellect has been completely drained.

A twisted creature retains some memory of what it was before being changed by its master. However, as long as it remains under the control of the konikkosuji it plays host to, it can only use those abilities the parasite allows it to use. The two creatures share a mind link for as long as they remain in contact with each other, and the konikkosuji has full control over the twisted creature's actions. A twisted creature reverts back to the base creature after one week if freed from its konikkosuji master, losing the twisted creature template and all abilities granted by it.

A twisted creature lives only as long as the natural lifespan of the creature it once was, unless slain beforehand.

Notes and Game Balance

Using the fiendish creature template as a base, the twisted creature was built into something more suitable as a host creature through which the parasitic konikkosuji could gain sustenance. The host would have to be made tougher and given special attacks and abilities to act as an appropriate conduit for the parasite to feed through, but lose something in the process to remain under the parasite's control. Raising physical stats but lowering mental stats was the easiest solution, especially since lowering the mental stats also makes it harder for the twisted to break free of its master's control.

Zoreeboh (Magical Beast)

Making the twisted an aberration seemed more suitable than making it an outsider because it retains most of the abilities of its former type despite being augmented, and doesn't gain any of the supernatural abilities more common to outsiders. Likewise, a +2 level adjustment and increase to the challenge rating matches that of a fiendish creature, which does gain supernatural abilities. Using a dryad for the sample creature was just a perverse interest in turning an inherently good creature into an unwilling vessel of evil.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
15	This creature is an aberration known as a hiboukachi, but more commonly known as a twisted creature.
20	It is a creature that has been changed from what it once was, but still retains the abilities of its former type.
25	It has enhanced strength and constitution, and can attack with claws in addition to its normal attack modes.
30	It can also pierce a creature's mind with its tongue and feed on the intellect of its victim.
35	It is immune to mind-affecting spells and spell-like abilities.
40	It retains any vulnerabilities or weaknesses it had before its transformation.
45	It is the host creature to a outsider called a konikkosuji, a insect-like parasite that attaches itself to the host and gives it its enhanced strength and abilities.

Zoreeboh

General

Zoreeboh are huge omnivores that have learned to adapt to the harsh conditions of the Blasted Realm. While generally peaceful by nature, when threatened, they transform into fierce combatants, capable of delivering devastating blows. They have also been trained to make terrible war mounts for demonic cavalry units.

A zoreeboh appear as a powerfully built elephant with a number of variations most likely due to exposure to the plane and soulfire. Its dark gray hide is extremely coarse and hairless, with plenty of patches that have been blackened but uninjured from the fiery dangers of the Blasted Realm. Pronounced red veins can be seen throughout the hide. Its tree trunk legs end in wide oval feet on which can be seen four close-set toes ending in claws dulled from the rough terrain they traverse.

Its ears are smaller than an elephants, but still oversized. Its mouth is full of thick flat teeth common to large herbivores, but its spiky trunk ends in a small ring of sharp teeth belying its omnivorous nature. Its eyes are a deep shade of red, and look out from underneath a brow ridged with spikes. A ridge of similar but larger spikes runs from the top of its forehead to about a third of the way down its back. The creature's body finished with a relatively small whip-like tail that splits into two near the end, each tipped with a one long spike extending from a fleshy knot covered in tiny spikes.

A typical specimen is approximately 25 feet long, 12 feet wide and 14 feet high and weighs approximately 14,000 pounds.

An average zoreeboh has just slightly more intelligent than an animal, and while they do not speak nor understand language, they do have a limited form of communication through subsonics and vibration much like normal elephants.

Combat

The zoreeboh are direct assault creatures. They have a variety of attacks (i.e. gore, trample, slam and stamp) in their arsenal and will use the full range against enemies foolish enough to attack them. They will make use of their Awesome Blow and Power Attack feats to both enhance the effectiveness of their attacks and to keep their foe at a distance. Awesome Blow works especially well against those foes with only 5 feet of reach as it requires them to repeatedly close with the zoreeboh to attack, provoking attacks of opportunity as they do so. If the opponent is slow to rise after being knocked prone, or there are multiple defenders present, the prone opponent will be trampled and gored as a followup, and then struck with another Awesome Blow as they attempt to stand or crawl away.

If surrounded by multiple opponents, the zoreeboh can use its slam and stamp multi-attack in order to strike multiple targets or trample its way through its opponents' line. Improved Bull Rush may be used as an escape method should the situation become dire.



Zoreeboh...Continued

If in a herd or family unit, they will form a rough cordon around the young and infirm when threatened. Enemies that break through the cordon will be forced back out through the use of Awesome Blow and Improved Bull Rush. Another standard tactic when attacked is to trumpet and stamp to communicate the danger to other groups of zoreeboh up to a few miles away. This warning usually brings the local guardian zoreeboh to investigate and aid those in danger, but sometimes it is too late. Even those trained as beasts of war still exhibit this warning behavior as it is so ingrained.

Resistance to Fire (Ex): Through constant exposure to the heat and hellstorms of the Blasted Realm, zoreeboh ignore the first 15 points of damage they receive from fire-based attacks.

Trample (Ex): As a full-round action, a zoreeboh can move up to twice its speed and trample opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling zoreeboh's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling zoreeboh moves over all the squares it occupies. If only some of its space is covered, the target can make an attack of opportunity against the zoreeboh at a -4 penalty.

A trample attack deals 2d6+18 points of bludgeoning damage. Trampled opponents can attempt attacks of opportunity at a -4 penalty. If they do not make this attack, they can instead attempt a DC 27 Reflex save to take half damage. A zoreeboh can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.

True Seeing (Su): Zoreeboh have developed a continuous *true seeing* ability as a result of both the soulfire and having to frequently defend themselves from demons using invisibility, illusions, shapeshifting and shrouds of darkness. This functions as per the spell *true seeing* (caster level 11th).

Ecology

Zoreeboh are massive magical creatures indigenous to the Blasted Realm. They tend to prefer plains and lightly forested areas where they can graze. They have adapted to the heat and sudden eruptions typical of the dimension by developing a strong resistance to fire. Wild zoreeboh are peaceful herbivores. Given the relative scarcity of vegetation in the Blasted Realm, the zoreeboh are able to digest and store organic material in their tissues, allowing them to go without feeding for over a week. Due to their size, they are generally ignored by other predators, with the exceptions being the endless hungers and the negligith. Predators from the air such as these are their biggest danger as they are relatively ineffective at defending against them. Since these predators target stragglers and small groups, by the time the guardian zoreeboh arrives it is usually too late and one or more have been taken from the herd. The endless hungers are especially bad as they can be relentless, fully justifying their name. Some zoreeboh have been captured and domesticated by the forces of Zuraz'tik and subsequently used as mounts in battle and as beasts of burden.



This massive creature is similar in appearance to an elephant, but with thicker tusks and a coarser-looking dark grey hide. Pronounced red veins can be seen running all along its hide. Its legs appear wider and more muscular than that of a typical elephant.

A zoreeboh that has been captured and trained for battle is markedly different in attitude than its wilder kin. While the zoreeboh are generally docile by nature, demons can be cruel and capricious trainers, using any number of terrible implements to beat their lessons into the creatures. At best, a zoreeboh quickly learns its lessons and readily complies with its masters. At worst, the creature becomes a terror itself, rampaging in a fit of pain-driven madness as it launches itself into battle in a berserker rage. A guardian zoreeboh can try to protect it and possibly reverse the damage done if freed of its demon masters, but a raging zoreeboh will often fight to the death and can't be saved.

Training takes approximately eight weeks and is difficult due to their slightly higher than animal intellect. A zoreeboh can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Zoreeboh young cannot be bought

Zoreeboh...Continued

Guardian Zoreeboh (Outsider)

	Zoreeboh Huge Magical Beast (Extraplanar)	Zoreeboh, Guardian Huge Outsider (Extraplanar, Psionic)
Hit Dice:	11d10+55 (115 hp)	16d8+80 (152 hp)
Initiative:	+1	+1
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17	18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Atk/Grapple:	+11/+31	+16/+36
Attack:	Gore +21 melee (2d8+18)	Gore +26 melee (2d8+18)
Full Attack:	Slam +21 melee (2d6+12) and 2 stamps +16 melee (2d6+6); or gore +21 melee (2d8+18)	Slam +26 melee (2d6+12) and 2 stamps +21 melee (2d6+6); or gore +26 melee (2d8+18)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Trample 2d6+18	Psi-like abilities, trample 2d6+18,
Special Qualities:	Darkvision 60 ft., low-light vision, resistance to fire 15, <i>true seeing</i>	Darkvision 60 ft., low-light vision, outsider traits, resistance to fire 20, <i>true seeing</i>
Saves:	Fort +12, Ref +8, Will +7	Fort +15, Ref +11, Will +14
Abilities:	Str 35, Dex 12, Con 21, Int 3, Wis 14, Cha 7	Str 35, Dex 12, Con 21, Int 16, Wis 14, Cha 16
Skills:	Listen +9, Spot +9	Bluff +22, Concentration +24, Diplomacy +26, Disguise +22 (+24 acting), Gather Information +24, Intimidate +5, Knowledge (geography) +22, Knowledge (local) +22, Knowledge (the planes) +22, Listen +21, Sense Motive +21, Spot +21, Survival +2 (+4 avoid hazard/lost and on other planes)
Feats:	Awesome Blow, Improved Bull Rush, Iron Will, Power Attack	Awesome Blow, Hostile Mind, Improved Bull Rush, Iron Will, Power Attack, Psionic Endowment
Environment:	The Blasted Realm	The Blasted Realm
Organization:	Solitary, family (2-5) or herd (6-30)	Solitary or council (2-8)
Challenge Rating:	8	11
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	12-20 HD (Huge); 21-33 HD (Gargantuan)	17-30 HD (Huge); 31-48 HD (Gargantuan)
Level Adjustment:	--	--

on the open market, but can fetch upwards of 10,000 gp on the black market. A light load for a zoreeboh is up to 6,384 lbs., a medium load is 6,385-12,792 lbs., and a heavy load is 12,793-19,200 lbs.

Zoreeboh eat, sleep and breathe.

Notes and Game Balance

The zoreeboh were meant to provide characters with a medium strength creature that could be a moderate challenge in its own right, but could also serve to bolster the overall threat of another creature when used as a mount. They also serve as the solid middle of their food chain, eating the sparse vegetation and small ground critters and in turn providing meals for the larger, more dangerous predators out there. Though inspired by the elephant, its CR is one higher than that of an elephant due to its enhanced abilities.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This massive elephantine creature is a magical beast called a zoreeboh.
20	It is native to a plane of chaos and evil known as the Blasted Realm.
25	In combat, it will knock opponents prone and then trample and gore them.
30	It can warn other zoreeboh of danger miles away using subsonics and vibration.
35	It is strongly resistant to fire.
40	It can always perceive its surroundings accurately i.e. it has the <i>true seeing</i> ability.
45	It is rumored that there are two varieties of zoreeboh, one more intelligent than the other and endowed with psionic abilities.



Guardian Zoreeboh...Continued

Guardian Zoreeboh

General

A guardian zoreeboh is an evolved version of the regular zoreeboh, crossing the line from magical beast into outsider through the miracle of its psionic development. It appears identical to a regular zoreeboh save for perhaps a glint of intellect in its gaze.

A typical specimen is approximately 25 feet long, 12 feet wide and 14 feet high and weighs approximately 14,000 pounds.

Guardian zoreeboh speak Abyssal, Common, Draconic, and Infernal. In addition, they can communicate with other zoreeboh both through their normal method of subsonics and vibration, and through *mindlink*.

Combat

Guardian zoreeboh prefer to avoid combat, but will make use of their psi-like abilities if threatened. *Recall agony* and *recall death* will be used to great effectiveness on attackers, with *cloud mind*, *false sensory input* and *modify memory* being used to make sure attackers that flee have little real knowledge of what they were up against. Enemies beaten into unconsciousness will sometimes not be slain, instead having their memories changed to indicate that they were bested by entirely different creatures. This can even cause two groups of foes in the same region as the zoreeboh to focus on each other instead of the herd. If its psionic powers are ineffective, it will still not hesitate to defend the herd using standard zoreeboh tactics.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Psi-like Abilities: At will – *mindlink* (up to 15 additional targets)*, *read thoughts* (DC 15); 3/day – *false sensory input* (DC 16, up to 5 additional targets)*, *recall agony* (15d6, DC 21)*; 1/day – *mass cloud mind* (DC 19), *mind probe* (DC 18), *modify memory* (DC 17); 1/week – *recall death* (DC 21). Manifest level 16th. The save DCs are Charisma-based. When first encountered, a guardian zoreeboh is always considered to be psionically focused.

* Includes augmentation for the guardian zoreeboh's manifest level.

Resistance to Fire (Ex): Through constant exposure to the heat and hellstorms of the Blasted Realm, guardian zoreeboh ignore the first 20 points of damage they receive from fire-based attacks.

Trample (Ex): As a full-round action, a guardian zoreeboh can move up to twice its speed and trample opponents at least one size category smaller than itself. It merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling guardian zoreeboh's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling guardian zoreeboh moves over all the squares it occupies. If only some of its space is covered, the target can make an attack of opportunity against the zoreeboh at a –4 penalty.

A trample attack deals 2d6+18 points of bludgeoning damage. Trampled opponents can attempt attacks of opportunity at a –4 penalty. If they do not make this attack, they can instead attempt a DC 30 Reflex save to take half damage. A guardian zoreeboh can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. The save DC is Strength-based.

True Seeing (Su): Guardian zoreeboh have developed a continuous *true seeing* ability as a result of both the soulfire and having to frequently defend themselves from demons using invisibility, illusions, shapeshifting and shrouds of darkness. This functions as per the spell *true seeing* (caster level 16th).

Ecology

In every herd, there is one zoreeboh that is remarkably different from its brethren. This creature is known as a guardian zoreeboh, and is typically female. This creature possesses far superior intelligence and psionic abilities in addition to the zoreeboh's natural abilities. These creatures rule the herd and protect the less evolved zoreeboh from threats. The existence of the guardians though is a closely guarded secret. Guardian zoreeboh captured by the demons will pretend to be no more evolved than the other zoreeboh. These creatures abhor the enslavement of their kind and plot to free them from the control of the demons. The guardians' greatest strength though lies in their anonymity, and they will go to great lengths to prevent the demons from learning of their existence.

Knowledge Suggestions

DC	Knowledge (the planes) check results
25	This massive elephantine creature is an outsider called a guardian zoreeboh.
30	It is native to a plane of chaos and evil known as the Blasted Realm.
35	It can hear normal zoreeboh in danger miles away using subsonics and vibration and will travel to their aid as soon as it can.
40	It can attack like regular zoreeboh, trampling and goring foes, but it typically uses its psionic powers instead.
45	It is strongly resistant to fire.
50	It can always perceive its surroundings accurately i.e. it has the <i>true seeing</i> ability.
55	Its psionics powers include the ability to read the minds of others and change what they actually remember as well as causing them to remember agony and even death.

Notes and Game Balance

The guardian zoreeboh was intended to be a more challenging encounter. Its psionic abilities and greater HD make it a more difficult opponent. The save DCs though are not that high for an eleventh level character and thus, the psionics should not make the creature overpowering. The one exception is the save DC for the *recall death*, but the creature can only use this ability once per week to one creature, and given its relatively peaceful nature, it would not likely use it unless it was trapped and could not escape using the *cloud mind* ability.



Zuraz'tik (Outsider)

Zuraz'tik [Demon Lord of the Blasted Realm]

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	28d8+280 (406 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	40 (-1 size, +8 Dex, +4 insight, +19 natural), touch 21, flat-footed 32
Base Atk/Grapple:	+28/+46
Attack:	+3 vorpal greatsword +45 melee (3d6+26/17-20)
Full Attack:	+3 vorpal greatsword +45/+40/+35/+30 melee (3d6+26/17-20); or 2 slams +41 melee (1d10+14 plus 6d6 fire plus energy drain)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Energy drain, flaming body, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 20/cold iron and good, darkvision 60 ft., demon traits, fast healing 10, immunity to electricity, fire and poison, outsider traits, resistance to acid 20 and cold 20, spell resistance 35, telepathy 100', <i>true seeing</i>
Saves:	Fort +26, Ref +24, Will +23
Abilities:	Str 39, Dex 27, Con 31, Int 26, Wis 24, Cha 28
Skills:	Balance +10, Bluff +40, Concentration +41, Diplomacy +44, Disguise +9 (+11 acting), Gather Information +11, Hide +35, Intimidate +42, Jump +16, Knowledge (arcana) +39, Knowledge (local) +39, Knowledge (the planes) +39, Listen +38, Move Silently +39, Search +39, Sense Motive +38, Spellcraft +41 (+43 scrolls), Spot +38, Survival +7 (+9 following tracks and on other planes), Tumble +39, Use Magic Device +40 (+42 scrolls)
Feats:	Cleave, Combat Reflexes, Empower Spell-like Ability (wall of fire), Improved Critical, Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-like Ability (telekinesis), Weapon Focus (greatsword), Weapon Specialization (greatsword)
Environment:	The Blasted Realm
Organization:	Solitary
Challenge Rating:	22
Treasure:	Quadruple Standard plus a +3 Large-sized vorpal greatsword
Alignment:	Always chaotic evil
Advancement:	--
Level Adjustment:	--

Standing 15 feet tall, this massive horned creature possesses huge bat-like wings. Though similar to a balor in appearance, his head is larger with a more pronounced brow ridge. Fire dances across his dark red skin and spikes spread across his arms and shoulders. Scars in the shape of demonic symbols can be seen covering his chest and back. His clawed hands grip a wickedly sharp greatsword, covered in ancient runes and gems. While he is dressed spartanly, his clothes appear to be of the highest quality.

General

Zuraz'tik, lord of the Blasted Realm, is a ferocious being. Once a typical balor, his time in the Blasted Realm and his continuous exposure to the soulfire have transformed him into a powerful demon lord with additional powers and abilities.

Convinced of his own greatness, Zuraz'tik believes that he has been cheated out of his rightful destiny. He is obsessed with escaping the Blasted Realm and returning to his native plane as a conqueror. He lusts for more power. Though once a more patient creature, his exposure to the soulfire has caused him to become more impulsive in his efforts to extend his own sphere of influence. Paranoid and selfish, he is prone to fits of rage. Despite these tantrums, he is also quite cunning and is fond of malicious schemes that humiliate and defeat would-be opponents.

Zuraz'tik stands 15 feet tall and weighs approximately 4,800 pounds.

Zuraz'tik can communicate telepathically with any creature that can speak a language within 100 feet. He is also able to cast *tongues* on himself at will and therefore can understand any language. When not utilizing *tongues*, he is still fluent in Abyssal, Celestial, Common, Draconic, Giant, Ignan, Infernal, Orcish and Undercommon

Combat

Zuraz'tik has numerous options when engaging in battle. While he enjoys using his greatsword, he will first keep his distance and use his spell-like abilities to improve his strategic position. For example, *blasphemy*, *insanity*, *power word stun*, *telekinesis* and *unholy aura* could each be used to weaken or disorganize his opponents. If disarmed or facing an opponent that he would like to weaken and then toy with, Zuraz'tik may choose to use his slam attack and the accompanying burn and energy drain. Furthermore, he could choose to grapple an opponent, doing automatic fire damage to that being each round. When he wishes to bestow a particularly cruel and horrific death upon a being, either for revenge or in order to make a pointed example for others, he will use his *implosion* ability. Zuraz'tik is a coward at heart, and if the battle appears to be going against him, he will flee.

Damage Reduction (Su): As a result of his demonic heritage, Zuraz'tik ignores the first 20 points of weapon damage he receives from any weapon that is not both good-aligned and forged from cold iron.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 20 and cold 20; *summon demon* (Sp); and telepathy 100 ft. Due to his status and power, Zuraz'tik's resistances are double that of most demon and he is immune to fire.

Zuraz'tik...Continued

Energy Drain (Su): Any creature hit by Zuraz'tik's slam attack gains 1d4 negative levels. He gains 5 temporary hit points for each negative level he bestows on an opponent. These temporary hit points last for a maximum of 1 hour. If a negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at DC 33 Fortitude save to remove it. One such save must be made for each negative level an opponent has gained. Failure means the opponent's level (or Hit Dice) is reduced by one. The save DC is Charisma-based.

Fast Healing (Ex): Zuraz'tik regains lost hit points at a rate of 10 points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow Zuraz'tik to regrow or reattach lost body parts.

Flaming Body (Su): Zuraz'tik's body is wreathed in flame. Anyone grappling him, or struck by his slam attack takes 6d6 points of fire damage in addition to the normal damage done. Creatures striking him with natural weapons or an unarmed attack also receives this damage. Those damaged by the flames must also succeed on a DC 34 Reflex save or catch on fire for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep, but does need to breathe.

Spell-like Abilities: At will – *blasphemy* (DC 26), *detect good*, *detect law*, *detect thoughts*, *dominate monster* (DC 28), *greater dispel magic*, *greater teleport*, *insanity* (DC 26), *power word stun*, *telekinesis* (DC 24), *tongues (self only)*, *unholy aura* (DC 27), *wall of fire* (DC 23); 1/day – *fire storm* (DC 27), *implosion* (DC 28), *shapechange*. Caster level 28th. The save DCs are Charisma-based.

Spell Resistance (Ex): As a result of his demonic heritage, Zuraz'tik has a powerful resistance of 35 against spells and spell-like effects.

Summon Demon (Sp): Twice per day, Zuraz'tik can automatically summon 1d4 argent lords with their endless hunger mounts, or 1d2 scarrim or 1d2 battle morgoths.

True Seeing (Su): Zuraz'tik has a continuous *true seeing* ability, as the spell (caster level 28th.)

Ecology

Zuraz'tik is a relatively young demon, having existed only a few centuries. He has always viewed himself as separate from others, superior and destined for greatness. He cares for no-one but himself, but learned at an early age the value of strategic alliances. He is not trustworthy so he assumes that his "allies" are equally deceptive. As a result, he tends to have his followers watched by other followers and plans for potential betrayals both real and imagined. A good example of this is his use of the soul slaver swords.

Zuraz'tik dwells in a great fortress called the Palace of Glory. The structure is filled with statues of himself and base reliefs depicting his "exploits". What these images lack in accuracy, they make up for in sadistic creativity. He cares nothing for worship though and has done little to promote or cultivate this possibility among his slaves and followers.

Currently, Zuraz'tik is in a coma. Seeking to expand his sphere of influence beyond the Blasted Realm, he attempted to channel soul-fire using the magic and ritual he had researched over the years while trapped in this plane. It was enough to tear a small hole in the fabric of the plane, but the backlash knocked him into an unconscious state that he has yet to recover from. His body has been returned to the Palace of Glory, where he lays under heavy guard. Myzar'tak, his second in command, has gone to great lengths to keep him alive, but also works to keep him in this coma-like state. While Zuraz'tik is in a coma, Myzar'tak retains rule of the realm. If the demon lord were to perish, the current power structure would be thrown into chaos and Myzar'tak would have to contend with several rivals seeking to fill the power void. When Zuraz'tik might regain consciousness is unknown.

Knowledge Suggestions

DC	Knowledge (the planes) check results
30	This massive horned giant is actually an outsider called Zuraz'tik.
35	He is native to a plane of chaos and evil known as the Blasted Realm where he rules supreme
40	He is a demon lord and as such he has improved demonic traits. These include immunity to electricity, fire and poison, a stronger resistance to acid and cold, telepathy, and summoning in other powerful demons to aid himself.
45	His body is wreathed in flame causing terrible burns to those he grapples or strikes with his fists. In addition, anyone striking him with natural weapons or unarmed attacks will likewise be burned. Anyone burned may also catch on fire.
50	He is resistant to weapons that are not both good-aligned and forged from cold iron. He also has a very strong resistance to spells and spell-effects.
55	He heals extremely rapidly, but can also draw health from those he strikes in combat as his touch drains their life force directly.
60	He has a wide variety of devastating spell-like abilities at his disposal including <i>fire storm</i> , <i>implosion</i> , <i>insanity</i> , <i>telekinesis</i> and <i>wall of fire</i> . He can also <i>shapechange</i> into whatever creature would be most efficient to combat the enemy he is currently fighting

Notes and Game Balance

Zuraz'tik was envisioned as a balor that had been enhanced and made more powerful by his time in the Blasted Realm. The balor thus served as the initial template. Death throes and the whip were removed and replaced with a greatsword, an energy drain ability, additional spell-like abilities and fast healing. Also, feats were modified to reflect the different choice of weapons. The intention was to make Zuraz'tik a CR 22 creature. His spell resistance and the save DCs are such that an opponent of 22nd level would have roughly an even chance of defeating them. The one exception is the energy drain, whose DC might be harder for a character of 22nd level to beat.

Editor's Note: No illustration has been provided for this demon as originally he was going to be left vague since he is in a coma. Stats were developed by the writer however and are included here to present a more complete rendering of the plane and theme.

Creature Tables - CR, Type and Credits

Name	CR
Losian Chattel	1
Konikkosuji	3
Rehl'har	3
Krebzu	4
Twisted Dryad	4
Kumosuchikon	6
Tsuinshitakama	6
Ellinal - Medium	8
Remains of the Fallen	8
Zoreeboh	8
Endless Hunger	9
Ravager	9
Ellinal - Large	10
Luthrex	10
Neglith	11
Soul Slaver Sword	11
Zoreeboh, Guardian	11
Kzixintr'a'il	12
Susunakki	12
Shokkutsuju.....	13
Argent Lord	14
Battle Morgoth	17
Scarrim	17
Myzar'tak	19
Zuraz'tik	22

Monsters by Type, Subtype and Category (Demon)
Aberration: Twisted Dryad
Chaotic: All demons listed plus Konikkosuji and Remains of the Fallen
Construct: Ravager, Soul Slayer Sword
Demon: Argent Lord, Battle Morgoth, Ellinal, Endless Hunger, Krebzu, Kumosuchikon, Kzixintr'a'il, Myzar'tak, Rehl'har, Scarrim, Shokkutsuju, Susunakki, Tsuinshitakama and Zuraz'tik.
Evil: All demons listed plus Konikkosuji, Ravager, Remains of the Fallen and Soul Slaver Sword
Extraplanar: All
Fey: Twisted Dryad
Fire: Scarrim
Humanoid: Losian Chattel
Lawful: Ravager, Soul Slayer Sword
Magical Beast: Luthrex, Neglith, Zoreeboh
Outsider: All demons listed plus Konikkosuji and Guardian Zoreeboh
Psionic: Kzixintr'a'il, Guardian Zoreeboh
Swarm: Remains of the Fallen
Template: Twisted
Undead: Remains of the Fallen

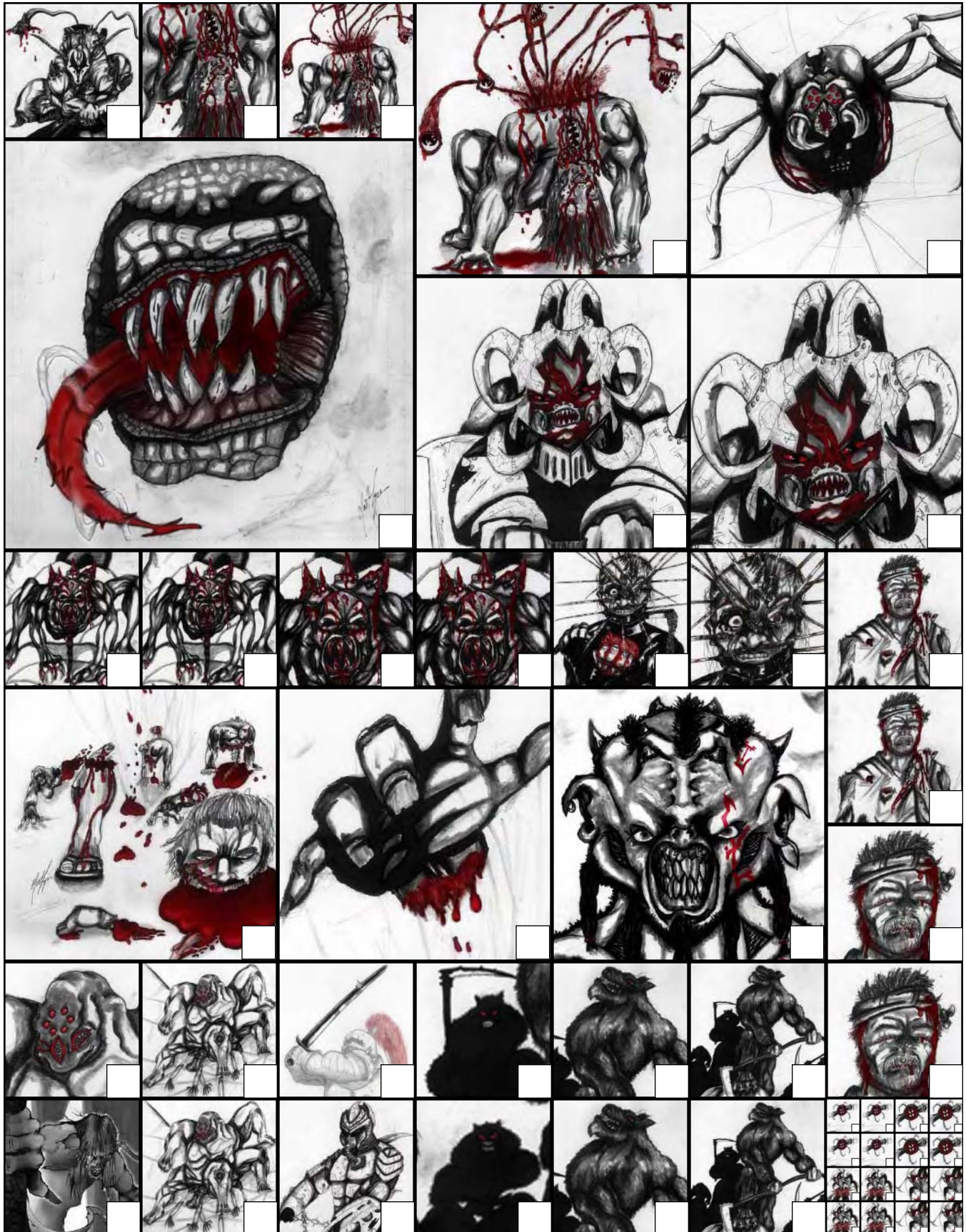
Individual Credits		
Name	Writer	Artist/Illustrator
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Battle Morgoth	Jim E. Vilandre	GS - Matthew Lyons
Ellinal	Robert Lajoie	GS - Matthew Lyons
Endless Hunger	Robert Lajoie	GS - Matthew Lyons
Konikosuji	Jim E. Vilandre	GS - Matthew Lyons
Krebzu	Joshua Courtney	GS - Matthew Lyons
Kumosuchikon	Jim E. Vilandre	GS - Matthew Lyons
Kzixintr'a'il	Joshua Courtney	GS - Matthew Lyons
Losian Chattel	Robert Lajoie	GS - Matthew Lyons
Luthrex	Joshua Courtney	GS - Matthew Lyons
Myzar'tak	Joshua Courtney	GS - Matthew Lyons
Neglith	Bill Salloway	GS - Matthew Lyons
Ravager	Bill Salloway	GS - Matthew Lyons
Rehl'har	Robert Lajoie	GS - Matthew Lyons
Remains of the Fallen	Bill Salloway	GS - Matthew Lyons
Scarrim	Joshua Courtney	GS - Matthew Lyons
Shokkutsuju	Jim E. Vilandre	GS - Matthew Lyons
Soul Slaver Sword	Bill Salloway	GS - Matthew Lyons
Susunakki	Jim E. Vilandre	GS - Matthew Lyons
Tsuinshitakama	Jim E. Vilandre	GS - Matthew Lyons
Twisted Template	Jim E. Vilandre	
Zoreeboh	Bill Salloway	GS - Matthew Lyons
Zuraz'tik	Bill Salloway	
Borders		GS - Matthew Lyons
Cover art		GS - Matthew Lyons
Intro & Map	Bill Salloway	GS - Jeffrey LeBoeuf

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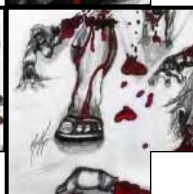
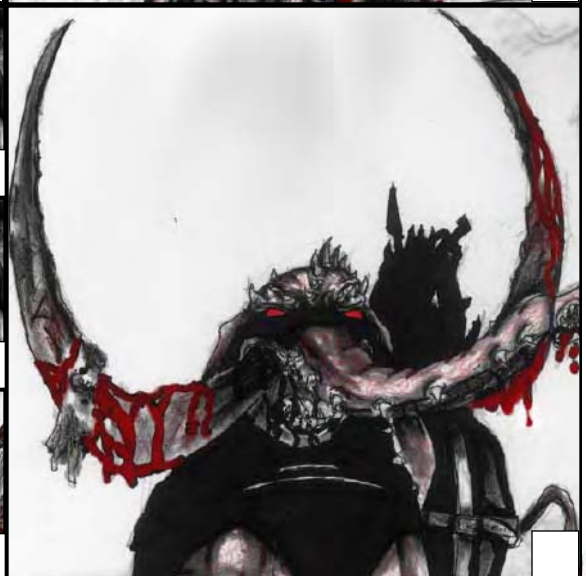
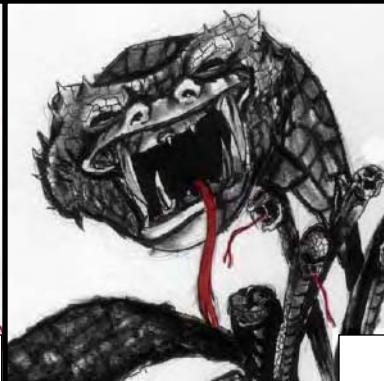
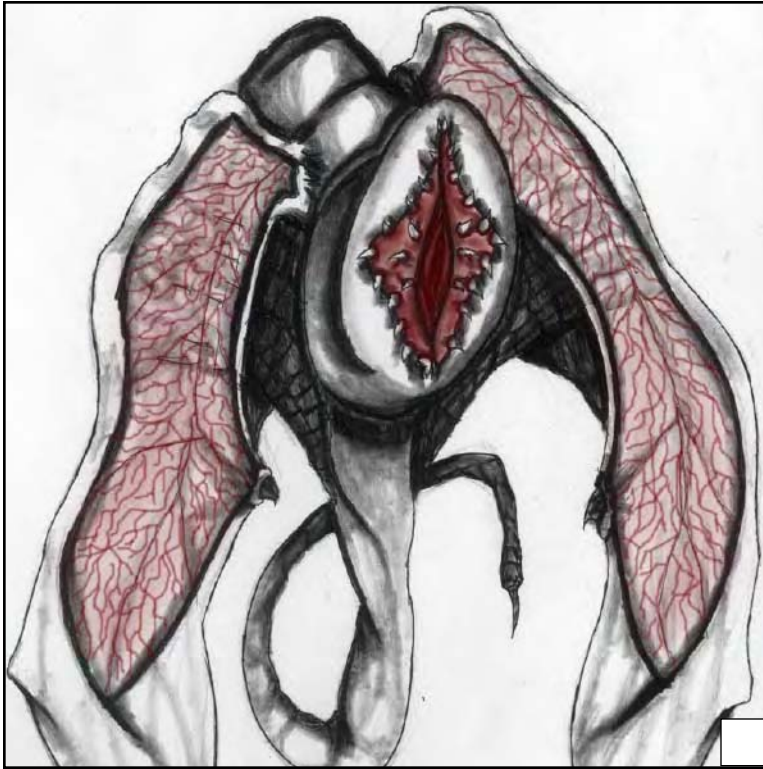
Counters I



Counters I Backs

 Kumosuchikon		 Ellinal		 Ellinal	 Ellinal	 Argent Lord
 Battle Morgoth		 Battle Morgoth		 Endless Hunger		
 Losian Chattel	 Kzixintr'a'il	 Kzixintr'a'il	 Krebzu			
 Losian Chattel	 Myzar'tak		 Remains of the Fallen		 Remains of the Fallen	
 Losian Chattel	 Luthrex	 Luthrex	 Luthrex	 Soul Slaver Sword	 Shokkutsuju	 Shokkutsuju
 Losian Chattel	 Luthrex	 Luthrex	 Luthrex	 Ravager	 Shokkutsuju	 Twisted Dryad

Counters II



Counters II Backs



Scarrim



Neglith



Zoreboh



Susunakki



Susunakki



Guardian Zoreboh



Tsuinshitakama



Tsuinshitakama



Tsuinshitakama



Tsuinshitakama



Kumosuchikon



Remains Adjustable Block



Remains Adjustable Block



Remains Adjustable Block



Remains Adjustable Block

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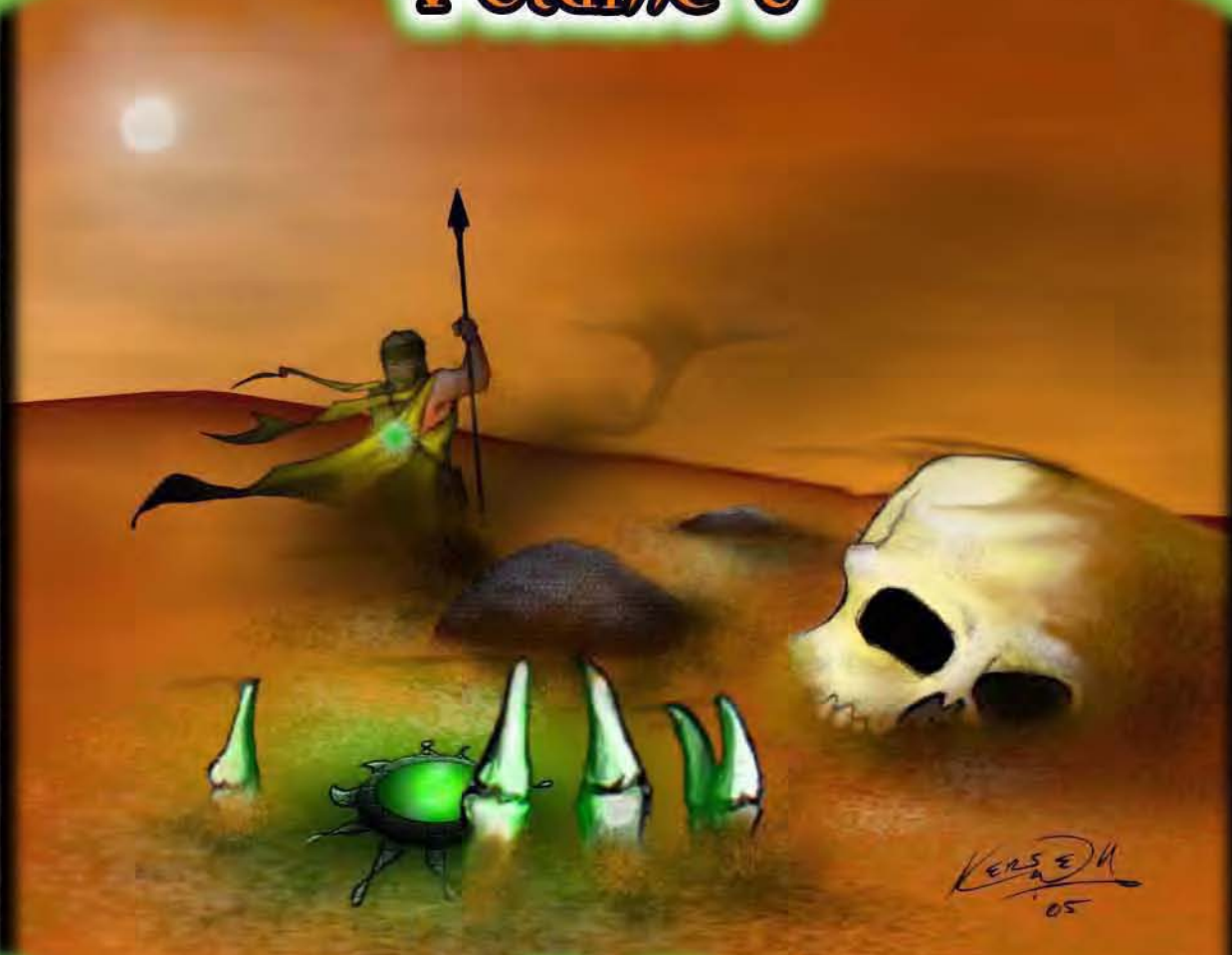
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EN. CRITTERS

Volume 6



Berk's Wasteland

A Creature Compendium



An Open Gaming Content Sourcebook

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

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Berk's Wasteland

Welcome to the Sixth Volume in the E.N. Critters series of Open Gaming Content Sourcebooks – Berk's Wasteland. The E.N. Critters series as a whole is a set of theme-based creature books with the theme/setting information secondary to the creatures and used mainly as a focus to design them around as well as to provide GMs with additional background, species interaction and general environmental descriptions. The creatures are fairly well detailed, while the environmentally based themes have been left intentionally vague in many places to allow the GM more leeway to modify and drop them into their own campaign if so desired. It is our hope that these creatures and themes will spark creative and enjoyable game sessions.

Thanks again for investing in our ongoing project. We are dedicated to bringing you the highest quality product possible. The game material provided within these pages has been developed with consistency, usability and overall game balance in mind. The artwork is customized to try and maintain quality while also minimizing file size even in color. The layout has been adjusted to allow for printing from a wide variety of both color and black & white home printers, as well as for two-sided printing and three hole punching if desired. Additionally, the page layout has been set specifically with booklet printing in mind – if all pages are printed in order, two-sided and then put together as a booklet in a binder, when the booklet is opened and wherever possible, critter entries start on a left hand page and end on a right hand one, allowing ease of reference without page flipping. In an effort to continually improve our product, we welcome and request your suggestions and comments. Also, as errors are found and improvements are made, revised versions of the products will automatically be available for you to download without additional charge.

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Volume 6 has the standard features – full color illustrations, detailed theme information, suggested knowledge tables and counter sheets. The knowledge tables are designed to aid GMs in determining what characters know about a particular creature on a successful Knowledge check. These tables start at a DC of 10, 15, 20 or perhaps higher based on the rarity of the creature. Instead of using the formula of a DC 10 +creature Hit Dice (+5 per extra fact) in the SRD, we chose to go with a more standardized presentation, increasing the starting DC only when it felt proper based on each specific creature. Feel free to use these tables as you see fit – they are just suggestions after all.

In addition, counters (front and back) for all critters in this volume have been included after the statistics pages. The counter pages are set up to be printed two-sided on cardstock, although you may just as easily print them out on two sheets of paper and glue them to the front and back of even thicker cardboard. You will want to make sure that you print those pages from the PDF without any page scaling or else they will probably be smaller than the standard 1 inch square grid size. While this is minor for the small and medium counters, it is much more noticeable for the larger ones.

Not all critters have illustrations due to production limitations. For those critters without illustration, stock art counters have been provided to make sure that you have at least something to represent that particular critter when it is encountered. While the volume could be limited to just those critters with illustrations, we thought it better to have more critters than less, and chose the ones more familiar (such as those based on real animals and plants) to be included without them.

The E.N. Critters series is designed to bring a considerable array of new creatures into any campaign setting. We have intentionally tried to span many monster types as well as challenge ratings. As mentioned before, each volume has a primary theme that the creatures are developed around. In this case, the concept is for creatures dwelling in and around a place known as Berk's Wasteland, an arid zone of desert and hills bordered to the west by steep mountains. The primary climate range is for warm deserts and hills, although other possible environments are represented in many creatures.

Berk's Wasteland is an arid desert region about 200 miles across and close to the same distance north to south. It sits in the southeastern corner of the world's eastern continent. It is bordered by the Azurothian Peaks to the west, Berk's Salvation and the Pale Jungle to the south, the Helvenin Sea to the east and both the Layered Hills and Lord Hollowmane's Range to the north. It is a harsh environment, a veritable sea of sand, parched earth, scrub brush and cacti, with an occasional oasis and hidden canyon mixed in. A few small ranges of mountains also exist within its confines as does a region of mesas and a plain of ash belched forth from Mount In'tagla War'n in the Azurothian Peaks. Dead in the center of the wasteland is an expanding zone of fine dark sand known as the Sea of Umber.

The wasteland gets its name not from an intrepid explorer as one might expect, but rather from the type of person likely to try and enter it seeking anything other than death. A berk is defined as a stupid or foolish person, one easily misled, rather fitting considering the environment's lethality. Despite the harshness of conditions however, many creatures and plants still find a way to eke out a living here. Insects, normal and giant, thrive here as do several types of snakes and small ground mammals. Oases form islands of vitality in the sea of sand, around which many species gather. Many also thrive along Berk's Salvation, a thick band of semi-arid land supporting a range of vegetation from thick trees where it borders the Pale Jungle, to scattered scrub where it finally fades into the desert.

The more interesting creatures dwelling within the wasteland are detailed in this volume, but there are plenty of other creatures that call it home. The next few pages are first focused on the creatures in this volume and where they dwell within Berk's Wasteland. After the creatures have been placed, the various geographic regions in and around the wasteland are detailed. Regardless of whether you use the provided environment, it is our hope that these details will at least provide you with a great many ideas and adventure hooks. In terms of the geographic regions, it should be noted that although only one tomb shows up on the map itself, there are countless tombs and ruins scattered throughout the wasteland alternately being buried and exposed by the shifting sands. Also, regions not within or adjacent to the wasteland are not detailed, but rather provided just as a point of reference in the overall continent used for the E.N. Critters series.

Theme Detail: Critters

Dwelling primarily in the Ashen Plain and the Salamander's Tail, **ashen drakes** can also be found in any of the mountains and hills in and bordering the wasteland. They are drawn to areas of active vulcanism however, and any new activity in an area is likely to draw forth any of them living nearby enough to notice. A dozen packs currently live and lair in the Ashen Plain, venturing forth into the desert and especially into the Layered Hills for food, occasionally running afoul of the drake packs living and hunting there. Normal animals along with hobgoblins and fastlings make up much of their diet, although sometimes they will gang up on a jaklyn or two. They intentionally avoid the local sphinxes though as the larger predators seem to have developed a taste for the smaller drakes. Occasionally they will flame grumbleweeds for entertainment.

Several families of ashen drakes dwell along the wasteland side of the Azurothian Peaks, preying on animals, berk's harbingers and the occasional jaklyn among other mountain dwellers. The Cliffs of Woe are steadfastly avoided however, due to the concentration of carrion sphinxes dwelling there. Two other groups of ashen drakes should be noted. A strong pack of them dwell in the Salamander's Tail, often following the red dragon there and picking up scraps. When not doing that, they spend time harassing the local giants until boulders start flying through the air. This pack also seems to have some connection to the noble party of salamanders there. The other group is a family of drakes that dwells in the Bleaks and travels with Gewlig the grit that also lives there. They often stay with him or the brass dragon there and even participate in some of the pranks.

Berk's harbingers are another prevalent species in this wasteland. Not only do they clean up excess carrion, but they also form an important part of the food chain for quite a number of the region's aerial predators. Many harbinger nests can be found among the Azurothian Peaks, the Layered Hills and Berk's Salvation, with by far the greatest concentration of them nesting in Flatrock Mesa. Those in the Layered Hills and Berk's Salvation feed on humanoids almost exclusively, but due to their frequent contact with their prey, they are also the most likely to team up with those same humanoids for larger kills.

A full cloud of them dwell in the Cacti Forest, largely protected from most predators (aside from each other) by the sand hags, thorn giants and cactallions living in the same region. They occasionally kill one of the fastlings living there, but more often than not they have to fly out over the hills or desert in search of a meal. Just south, a couple of flocks make their home in the heights of the cacti pillars, frequently aggravating the grit living there with plenty of droppings. In return, the grit often organizes slightly less than friendly pranks for them. The last place of note for the harbingers is the Canyon of Spires, where a cloud of them make their homes in the largely inaccessible rock formations. Unlike harbingers in other locations, the ones here have actually come to some level of truce with the carrion sphinxes also living here, and both prey on the huge population of giant lizards thriving along the greenery and pools of water at the canyon's base.

Being creatures of Air and Earth, both the **bombilli** and **bombillo** are at home in most areas of Berk's Wasteland as well as the surrounding hills and mountains. Of particular interest, packs of them have been noted at the Canyon of Gargoyles and the Legion of Holes. In the Canyon of Gargoyles, it is extremely difficult to pick them out among the thousands of goblin-like rock formations, unless one happens to see a bombilli being tossed. In the Legion of Holes, they seem to be in constant movement through the many perfect tunnels there.

Once a year, bombilli and bombillo from all over Berk's Wasteland gather at the Bombillo Pit for their grand contest. This has become quite the event to see, luring some humanoids out of Berk's Salvation every year, though many of them fall prey to expectant predators. The bombilli and bombillo have few creatures that they worry about, however the one they fear is considerable. With their ability to break down most materials and to track by long range vibration, mica cetaceans pose quite a threat. Luckily, they still remain relatively rare outside the Sea of Umber.

Wandering about the wastes appearing as small whirlwinds, **boneswirls** are a constant if not somewhat rare, hazard. They have no natural predators, but since they hate life and attack most creatures they see, they tend to tangle with most of the wasteland's inhabitants at one time or another. Luckily for them, as they are always flying, they needn't worry about the mica cetaceans. There are four main areas associated with boneswirls, those being the two places they are created and the two places they tend to end up.

To the west, a powerful djinn necromancer dwells within the Cliffs of Woe and is constantly creating boneswirls out of carrion sphinx and harbinger bones. Once created, they typically move south past the Bleached Pit where the vermilion creepers aid them somewhat by leaving small piles of bones out for them. They are, however, blocked from accessing any of the larger prized bones used to make the tunnels in the pit. From there, they head further south to the Tomb of the Betrayer where they strike at the colossus there, sometimes being smashed to bits and sometimes fleeing. Those that flee often wander into Flatrock Mesa or down to Berk's Salvation.

To the north, a crafty scorpienne necromancer has a hidden lair within the Bleaks. There he creates boneswirls out of bat bones and random skulls brought to him by his phase spider servants. Once created, he sets them free to spread death wherever they might like. Often they find the grit and ashen drakes also living in the Bleaks and fall victim to a standard plan that those foes have -- the grit channels the boneswirls' movements using its power over wind while the ashen drakes harass them. Once they pursue the ashen drakes, they are lead to the Cracked Expanse and then clouds of ash are generated to cover the drakes' escape. The relocated boneswirl then wanders the expanse at length, sometimes spilling out into the Cacti Forest, Island Oasis or Layered Hills. Those heading toward the first two are often destroyed swiftly by the inhabitants of both places.

The largest breeding ground for **cactallions** is quite appropriately the Cacti Forest but they don't generally stay there for long, instead only returning there to bud. The thorn giants in the forest have actually taken a few as pets and trained a few as guards. The fastlings in the area have become wise to their ways and don't generally fall prey to their hunting tactics though. The best source of prey for them in the Cacti Forest is actually the harbingers. They have learned to kill an animal and then leave the corpse to attract the harbingers, thus guaranteeing a larger meal when a harbinger or two comes to feast on the body. Unfortunately, some of the harbingers are becoming wise to this trick.

The largest feeding ground for cactallions is along the border of Berk's Salvation, where they will even hunt in fairly close proximity to other cactallions if the prey is plentiful enough. One other place of note for these creatures is Gressha's Oasis, where the sand hag Gressha actively feeds and trains a small number of them to act as guards around the outskirts of the oasis. Among those in her service, one has even grown to Gargantuan size. Like the bombilli, although they have almost no predators, they still have to watch out for mica cetaceans.



While not the most numerous predators in the wasteland nor the most powerful, **carrion sphinxes** still rest high in the food chain. Their ability to fly allows them to avoid many ground-based predators, leaving their main dangers to come from other sphinxes and desert dragons. They eat any creatures that they are able to kill, most notably ashen drakes, fastlings, grits and jaklyns. Much of their diet comes from harbingers they catch on the wing, although they sometimes tangle with hoodoo gargoyles and they will always go out of their way to harass any grits they find.

At Flatrock Mesa, there are a few flocks of carrion sphinxes that thrive on the sheer concentration of harbingers nesting in the area. These flocks have gained considerably in size and strength due to the availability of food and only fight with each other infrequently. This does not hold true for carrion sphinxes not part of established flocks in the area. If they are not local, they are slain or at least driven off with considerable fervor in an effort to protect the abundant food supply.

Flocks of carrion sphinxes also inhabit the Layered Hills and the edges of Berk's Salvation closest to the desert. They manage fairly well there, preying on both harbingers and humanoids alike. The flocks local to the Mosquito Hills have a slightly different diet, mostly targeting stirges and the occasional colony spider*, but the availability of gynosphinxes in the area keeps them from moving too far away. The last place of note for these creatures is the Canyon of Spires. As mentioned before, the couple of flocks living there have developed a truce of sorts with the harbingers sharing the canyon as they both prey on the plentiful giant lizard population.

In all of Berk's Wasteland, only two **desert colossi** are known to exist. The first stands carved out of the highest and northernmost mountain in the Salamander's Tail, a testament to all that remains of an ancient civilization. The colossus looks out over the wasteland into the Sea of Umber from across the Oasis of Fire. Its commands and instructions have been long lost in antiquity, although some claim that it was constructed by the silica omal when they were still human. Others claim that it guards a vast dwarven treasure horde deep within the mountain it is carved from.

The other colossus stands eternal watch over the Tomb of the Betrayer to make certain that the djinn lich imprisoned therein is never set free. It occasionally has to contend with boneswirls from the necromancer living in the Cliffs of Woe, but they generally pose little threat. This colossus is fairly new compared to the Salamander's Tail one being only two centuries old and as a result, its commands have not been entirely lost. Instead, they have been hidden and protected in a temple of the sun god located in Berk's Salvation. Like the nomadic humans living there, the temple moves frequently with its wards intact.

The second of the two most notable types of undead in the wasteland are the **desiccated**. They roam at night seeking victims to drink the fluids from. The major source of them is the Vanishing Oasis. On nights when the moon is visible, so are the oasis and the desiccated that pour forth from it. It is thought that the original desiccated dwells somewhere within, but none have returned to confirm or deny it. Every time the oasis appears, more desiccated are released into the wasteland when they fail to make it back before sunrise. Many of the nomad groups in Berk's Salvation know enough to avoid the oasis and surrounding area on moonlit nights, but folks new to the area are in considerable peril.



Theme Detail: Critters

A pack of desiccated also consistently hangs around the Tomb of the Betrayer as a result of the lingering influence of the djinn lich trapped within. This pack will actively assist anyone or anything attempting to open the tomb. This includes boneswirls trying to take on the colossus, so the pack seems to be replaced with some frequency. Several packs also roam the Mosquito Hills, occasionally ending up in Berk's Salvation or Sharkbite Bay to drink the fluids of nomads and halfings alike.

Gangs and tribes of **fastlings** can be found almost anywhere in the wasteland where there is at least a small amount of food and water to survive on. They have learned excellent survival skills for the area, including how to recognize a hiding cactallion, how to tell when a mica cetacean is near and even how to trap grumbleweeds and make a meal from them. This has served them well in both the Cacti Forest and Layered Hills where several tribes of them live.

Two particular gangs of fastlings are of note. One gang calling themselves QuickStrike has advanced as fighters and now leads a rather large band of hobgoblins in the Layered Hills. They are particularly dangerous as they have obtained the Two-Weapon Fighting, Dodge, Mobility, Spring Attack and Weapon Finesse feats, making them terrible opponents to try to fight physically. The second gang calls themselves the SandDancers and has formed their own wandering thieves guild based on a prestige class of the same name that they created. On the gang's ultimate agenda is to loot both the legendary dwarven tomb of the Salamander's Tail and the Tomb of the Betrayer.

Grits in the wasteland can generally be found anywhere that meets two specific criteria. The location must be away from where other humanoids live and might bother it, and there also must be a fair amount of animals in the area, especially reptiles. Five of the grits in the area are worth mentioning. The first has recently moved in around the edges of Far Oasis and seeks to ascertain what the sand hag living there intends. The second lives on the northern end of the Canyon of Spires, looking after the giant lizards to some degree while avoiding most other contact. The third has settled in the region of Cacti Pillars and has actually made a home inside one of the immense plants that grows nearby a brass dragon's lair.

The fourth travels about the Cracked Expanse, expanding its knowledge of Elemental Earth and spending a good deal of time with the local basilisks, having learned magic to protect itself from their gaze. The basilisks serve a secondary purpose as well, that being visitor control. The fifth and final grit, Gewlig, lives in the Bleaks with his small entourage of ashen drakes and defends against the occasional boneswirl and playing tricks on the thorn giants as opportunities present themselves.

One of two notable intelligent plant creatures living in this region are the **grumbleweeds**, although they are not much smarter than animals. They wander to and fro as the wind blows, seeking prey where they can find it. The main areas they can be found however are at the edges of Berk's Salvation and the Layered Hills where they typically can be mistaken for natural plants, can find prey, and can spread seeds that will germinate. Their predators are minimal, mica cetaceans and fastlings being among the few that actually go out of their way to hunt them. Some can be trained, and in fact the thorn giants of the Cacti Forest and the sand hag in Gressha's Oasis have done just that and made guards and pets of them.



Theme Detail: Critters

Hoodoo gargoyles first emerged from the Canyon of the Hoodoos many decades ago and a few wings of them still call it home, flying out from there at night to seek prey around the edges of the Layered Hills. Those still living there are of the strongest kind, having reached full Hit Dice and maximum size from solid living. This type of gargoyle lives and hunts across the sands as long as there is some formation of stone within flying distance for them to return to.

After emerging from the canyon, the wings of gargoyles on the move sought out familiar terrain, settling in the Azurothian Peaks, the Layered Hills and Flatrock Mesa. In the peaks, they found a sanctuary of sorts as the terrain is too rugged for most non-winged creatures. The wings in the Layered Hills constantly compete for meals with sphinxes, ashen drakes and harbingers but luckily there are plenty of humanoids and jaklyns to go around. If food is a little scarce, harbingers will do quite nicely. Another place of struggle is Flatrock Mesa where the two wings of gargoyles there are battle hardened after years of fighting with the carrion sphinxes over harbinger prey. Usually the sphinxes are dominant, but the gargoyles are steadfast enough to maintain a foothold in the area.

Dangerous packs of **jaklyn** are another prevalent wasteland hazard to consider before any journey through the region. They will eat all of the available prey in an area and then move on to the next hunting ground. Plenty of packs of them thrive in both the Layered Hills and Berk's Salvation thanks to the availability of food and water. As a result of these packs being so successful, often a couple of jaklyns in any given pack will have grown to Large size. Although they are skilled pack hunters in general, they still fall prey to stronger predators from the air and below the ground, like hoodoo gargoyles, mica cuttlefish and mica cetaceans. However, the predator responsible for killing the most jaklyns by far is the carrion sphinx.

Two packs of jaklyns live in the Cracked Expanse, barely managing to scratch out subsistence living. They are constantly beset by boneswirls out of the Bleaks, mica cetaceans out from the Sea of Umber, xorn from below the parched earth and a couple of basilisks that call the expanse their home. As a result, they maintain a fairly close proximity to each other and will come running if aid is necessary. The basilisk hunting grounds are actively avoided, but there are still plenty of jaklyn statues from before they learned of the danger. The one other pack of jaklyn worth mentioning lives in the Mosquito Hills and has craftily adapted to surviving there by careful selection of hunting grounds. Close but not too close to the basilisk lairs in case carrion sphinxes attack and close but not too close to the colony spiders* in case the desiccated packs attack. This pack also has a permanent lair in an old dwarven fort built into the stone of a hillside, keeping them protected from the mica cetaceans while they rest.

At the very top of the food chain in Berk's Wasteland are the **mica cetaceans**, swimming beneath the sand and earth and breaking down anything they identify as food. Thankfully, there are only several dozen living throughout the earth and sand of the wasteland, with the majority swimming through the sand in the Sea of Umber and feeding on both rare earths and mica fish created by the silica omal. A few can be found at any time swimming around the edges of both the Mosquito Hills and the Cracked Expanse looking for meals, especially basilisks. Several work the edges of Berk's Wasteland, keeping the numbers of grumbleweeds in check as well. A few also can be found along the shores of the Helvenin Sea where it is said they listen for and respond to the calls of the creatures they used to be.

Hunting primarily at night, the **mica cuttlefish** are the other creation of the silica omal and are another hidden danger of the region. They, unlike the mica cetaceans, have considerably increased their numbers to the point where there are several hundred of the beasts staking out territory. A good number of them live in the Sea of Umber, eat the mica fish there and occasionally seeking a meal at the surface. Those that have left the Sea of Umber have generally ended up along the edges of the desert area in search of larger prey. To the north they stake out areas along the Layered Hills while to the south they are along Berk's Salvation and to the east they comb the beaches of the Helvenin Sea.

There are three mica cuttlefish that have veered from their normal behavior patterns. A pair of them has developed advanced tactics involving using the fear pattern of one to panic prey down a predetermined route and into the waiting tentacles of the other. They have been terrorizing the northern halfling communities at the edge of the Mosquito Hills for a few months now. The third cuttlefish operates alone and has grown to massive size. It hunts primarily in the Sea of Umber, but instead of feeding on fish and avoiding the silica omal, it feeds on both other cuttlefish and the silica omal. Attempts to slay it have thus far met with failure. The creature is so wily and elusive that it is thought that it has either mutated into something more than just a mica cuttlefish or that it is working with some unknown being.

Three **sand hags** are rumored to dwell within Berk's Wasteland, and the rumors are in fact true. One lives at Gressha's Oasis, another at Far Oasis and the third within the Cacti Forest. They keep in touch with each other, occasionally coming together in a covey to perform rituals. The sand hag at Gressha's Oasis is a 12th level druid and has set up appropriate defenses using her druidical magic. She will often watch the oasis in the guise of an animal and will strike interlopers using magic from afar before joining with her trained cactallion and grumbleweed minions to expel them. If a difficult fight is expected, her giant viper companion will join in as well.

The sand hag at Far Oasis is actually a 10th level sorceress focused on spells that target individuals and that don't harm the oasis. She has a vulture as a familiar and a charmed roc as a pet and guardian. The roc often flies north to the Layered Hills and brings back meals of humanoids for her. The third and final sand hag that lives in the Cacti Forest is a 9th level ranger. She has about a dozen fastlings that serve her, as well as a couple of cactallions she keeps fed and trained. She has a shaky truce with the thorn giants in the area and kills harbingers and feeds them to the cactallions any chance she gets.

One of the creatures most dreaded by the humanoid villagers living in the Layered Hills and especially in Berk's Salvation is the **scorpienne**. It is a creature that parents scare their children with intentionally, more to keep them aware of the danger than to frighten them into behaving. This is due to the scorpienne's ability to pass as a human, infiltrating a community and then opening it up to slaughter and pillage from the inside. As a result of these incursions, many villagers around Berk's Wasteland are very cautious and suspicious of strangers. What makes it worse is that despite this caution, villages continue to be taken. Of the scores of scorpiennes native to the region, the colonies in Berk's Salvation, Flatrock Mesa and the Mosquito Hills as well as the solitary necromancer in the Bleaks and the pair of monks wandering as mercenaries are all worth exploring further.



The colony of scorpienne in Berk's Salvation is called the Shadow Crosses to those in the know. They are led by a 5/5 fighter/rogue named Jingo and have been leaving a swath of destruction behind them as they travel across the land targeting poorly defended villages. This has been causing quite a stir among locals and some requests for aid have been issued. Lately though, the Shadow Crosses have begun to target stronger villages and forts, and it is said their ranks now include fastlings, hobgoblins and humans.

The colony in Flatrock Mesa has kept a low profile and is largely left alone, although they have had more than a few tussles with hoodoo gargoyles and carrion sphinxes. They manage just fine eating critters attracted by the leftover carrion from the harbingers and sphinxes though, and occasionally they even grab a harbinger or some harbinger eggs. They have become curious about the colossus to the south and are planning to send a couple members out to investigate further.

The colony in the Mosquito Hills is new to the area and has been learning quickly that the hills pose many dangers even to those such as themselves. Their colony is at minimum size currently, having lost members on the way to the hills to the mica cetaceans, and then a few more to basilisks once they ventured into them. They are currently lairing just south of a major colony spider* web, using it as a buffer against other dangers. The spiders don't seem to have taken much of an interest in their encampment, although a conflict with the jaklyns hunting nearby is soon likely.

In the Bleaks, a lone scorpienne has become masterful in the arts of necromancy, frequently creating boneswirls and other undead for the sheer enjoyment of it. He is a 15th level wizard with half a dozen phase spiders he reared from eggs acting as his personal guards. He could easily take control of the entire Bleaks region, but luckily for the grit, ashen drakes and thorn giants living there, he chooses instead to remain aloof from such things and to expand his knowledge by creating undead to set loose in the wastes.

The last scorpienes of note are a pair of 6th level monks, wandering the wastes and selling their skills to any willing to pay their price. Infiltration, assassination, strike team command and more all fall within their purview. They are very certain of their skills and superiority and will come across as very arrogant. Their last job involved the slaughter of a mature red dragon that decided to lair too near a warlord's base of operations in the Layered Hills. This has not gone unnoticed by the other red dragons in the regions however, notably the old one in the Salamander's Tail and the ancient one in the Azurothian Peaks.

The most secretive race in the region is the **silica omal**, content to spend most of their time beneath the sands of the Sea of Umber. Occasionally they will venture forth to the Helvenin Sea for specimens, or to the Layered Hills or Berk's Salvation to trade with a few specific and lucky merchants for very rare and very specific items. For the most part however, they dwell in their cities and villages below the sands surrounded by spheres of air trapped and recycled in psionic bubbles. Their ultimate goal is to convert the entire region into sand of very fine quality and to populate it with all manner of creatures modified to thrive in that environment. The ultimate purpose is to create a literal sea of sand teeming with life. This they do at the behest of their earthen demigod that dwells deep beneath their cities where the sand in the Sea of Umber meets solid rock. One day, it all will be a creation of their own doing through the beneficial hand of their god.



Theme Detail: Critters

The psionic generators creating the bubbles around their cities as well as processing and converting the sand are powered by batteries of living omal psions that voluntarily gave their lives for the greater cause. Their city of Isaka is the center for all of their psionic research, while its sister city Keska is the center for religious learning and development. There are also two dozen forts / research stations placed around the edges of the Sea of Umber where the races they have introduced into the environment are monitored. These stations are also a primary contact point for the non-processed sand to be psionically transferred back to the main cities to be converted and then transported back.

Thorn giants are another force to be reckoned with in the wastes as they tend to be nomadic and also tend to take whatever they want from anyone they come across. Everything is theirs by right of their strength. Tents of the giants visible in the distance are usually a sign that local inhabitants should move on quickly, or at the very least seek hiding until the giants have passed. One small tribe of thorn giants lives in the Bleaks in relative ease aside from the occasional wyvern requiring a boulder or two to be hurled. The only problem they have is the abundance of undead in the area. The creatures are easy to smash, but the giants would like to find where they are coming from and put a stop to it.

Another tribe is located in the Cacti Forest. They have a shaky truce with the sand hag there, and instead of dire lions, many of them have taken on cactallions as odd but appropriate pets. Frequently they will make forays into the Layered Hills for loot and a change of pace. The last tribe of note lives in the Salamander's Tail and is frequently at war with the fire giants and salamanders also living there. As a result, many in the tribe have levels in barbarian, warrior and even ranger. The old red dragon used to be a worry, but they have since paid it off and continue with a monthly tribute of wealth and captives.

Perhaps the worst creature native to Berk's Wasteland that a person could come across is the **vermillion creeper**. Granted, the mica cetacean is more dangerous in terms of just turning a person into base elements and devouring them, but the creepers are powerful, malicious and love to cause suffering. Although there are only two places where these creatures lair, they are found all over the wasteland and even well beyond. Although they do not have *teleport*, they do have *dimension door* at will, which will bounce them along at 880 feet every round, or a mile in just over half a minute. This means that they can traverse the entire region in about 2 hour's time.

When the group of eight in the Bleached Pit are not busy performing tasks for their demon lord, they actively hunt for trophies, bringing the bodies of their conquests back to the Bleached Pit where the flesh is eaten, used for mortar, or left at the pit edge to attract possible other trophies. The bones are interred into the floor, walls, and ceilings of the twisted maze they have created from all of their victims. One of their favorite pastimes involves boneswirls. Once one is sighted, they will often follow it at a distance hoping it finds intelligent victims. If it does, the creepers will draw close and use their debone ability to weaken the victim, gaining pure bliss from the look of horror on the victim's face when their missing bone is caught up by the boneswirl. The other group of creepers has just moved into the Salamander's Tail, having split from the Bleached Pit group and no longer taking commands from the demonlord. Instead, they are building their own trophy lair, occasionally slaying giants, salamanders and anything else that crosses their path.



Theme Detail: Locations

That will about wrap up the overview of the critters in this volume, their general locations in and bordering Berk's Wasteland, and their general relationships with each other at this current time. The next couple of pages are devoted to adding a bit more detail to the geographic locations mentioned with each creature and noted on the map. There will be some duplication of information presented as the creatures inhabiting a specific area are key components to its description, but for the most part the information is meant to add more of a historical and structural perspective. The details of these actual regions will be left somewhat vague for now as they may be detailed at length in future supplements.

The **Ashen Plain** extends a considerable distance into Berk's Wasteland from the base of Mount In'tagla War'n. It is aptly named as it is a wide swath of the wasteland thick with ash and chunks of volcanic rock from the intermittent volcanic activity of the mountain above. Some areas are rocky and solid, while others are deep crevices filled with ash where any misstep could find a person buried deep in the choking particles. Only one creature regularly calls this home, that being the ashen drake, although even they have to venture forth in search of food and water.

The **Azurothian Peaks** are a mountain range extending from the Andelenian Forest deep into the Pale Jungle and separating the River Vaal from Berk's Wasteland west to east. They are also home to the only active volcano in the region, Mount In'tagla War'n. Along the side bordering Berk's Wasteland, they are home to several families of ashen drakes, plenty of berk's harbingers, a number of wings of hoodoo gargoyles and an ancient red dragon.

Berk's Salvation is a band of fertile earth existing between the wasteland's southern border and the Pale Jungle. It ranges from fairly verdant and thick at the boundary of the jungle, to closer to an area of low scrub brush at the boundary of the wasteland. Many communities of desert peoples live here and the nomads of the wasteland often travel into the jungle a short distance to replenish their supplies. Many creatures of the wasteland find themselves in this region at one time or another, whether seeking food, water or perhaps even loot. Some creatures of the jungle have also been seen in this area, most notably a couple couatls, a jungle drake* and the baya tumbili*.

The **Bleached Pit** is a chasm of bones south of the Cliffs of Woe along the Azurothian Peaks. It is a terrible place occupied only by vermilion creepers. They have collected decade's worth of bones as trophies and have woven them into an elaborate maze spanning the entire chasm, with an entrance marked by the massive skull of a jungle drake*. At the edges of the chasm are piles of small bones, left there by the creepers specifically for any boneswirls that might happen by to provide them entertainment.

The **Bleaks** are a small range of mountains on the northern side of the Sea of Umber. In fact, they are the reason the land around them has not been converted to the same fine sand as in the rest of the sea. It is likely that in a decade or two, the entire range of the Bleaks will be swallowed up by the ever expanding Sea of Umber. Despite these mountains being very hot and dry, they still provide shelter for a number of different creatures including swarms of bats, several wyverns and quite a few thorn giants. A grit named Gewlig with his pack of ashen drakes and a scorpianne necromancer with his phase spider minions also dwell here.

The **Bombillo Pit** is a huge bowl-shaped depression in the center of the southern sands that serves as the once a year location for the grand contest of the bombilli and bombillo from all over Berk's Wasteland. No matter what time of year it is, some bombilli and bombillo can always be found here as well as the occasional traveler seeking to visit the great arena of dust. Just north of the pit, a brass dragon makes its home and serves as a protector of sorts for those in the region for peaceful purposes.

The **Cacti Forest** is a region of dozens of different varieties of cacti, located just southwest of Lord Hollowmane's Range. The plants range from ground cover to massive tree-like cacti capable of being hollowed out and providing shelter for even human-sized occupants. This forest is inhabited by plenty of harbingers, fastlings and thorn giants. Although not too many cactallion live here, many of them come here to bud so they still may be frequently encountered. Of specific note living here is a 9th level ranger sand hag, her band of fastlings and her pair of trained cactallions.

The **Cacti Pillars** comprise an area of several square miles north of the Legion of Holes and east of the Sea of Umber. As the name suggests, the region is occupied by huge cacti, up to 50 feet wide and several hundred feet tall. The area is visible from a considerable distance and provides shelter for travelers and creatures alike. Here on a more permanent basis are hundreds of harbingers, a grit and a brass dragon. Frequently aggravated by the harbingers, the grit takes out his frustration on travelers and the brass dragon enjoys the pranks immensely.

The **Canyon of Gargoyles** lies south of the Ashen Plain and east of the Cliffs of Woe. It is about 2 miles long, half a mile wide and about a thousand feet deep. Covering the walls and base of the canyon are statues carved out of the living rock to resemble gargoyles of all sizes and shapes. Oddly, no gargoyles live here. Instead, bombilli and bombillo enjoy this place and practice jumping from statue to statue. There are also a small number of xorn that remain in the area, although their intent is unknown.

The **Canyon of Hoodoos** is northeast of the Ashen Plain and just south of the Layered Hills. It is 7 miles long, 2 miles wide and half a mile deep in places. It gets its name from the thousands of stone pillars, worn by erosion to where they resemble people, faces and creatures (similar to the way those things can be seen in clouds). Hoodoo gargoyles first appeared in and around this canyon, and the strongest of them live here still.

The **Canyon of Spires** sits approximately midway between the Ashen Plain and the Sea of Umber. It is 10 miles long, a mile and a half wide and up to 500 feet deep. Within the canyon is a maze of stone spires, appearing as a complex pattern with a dizzying effect from above. It is home to a cloud of harbingers, a couple flocks of carrion sphinxes, a grit and a very large colony of giant lizards. Unlike in other regions, the harbingers and carrion sphinxes aren't at odds. Instead, they both prey on the giant lizards and occasionally tangle with the grit as he tries to protect the lizards in the northern end of the canyon.

The **City of Isaka** is located under the shifting sands in the eastern end of the Sea of Umber. It is secured in a psionically supported bubble of oxygen and is populated almost exclusively by the silica omal. This city is their center for psionics, psionic research and creating new life forms. A massive psionic generator rests in the center of the city, processing and refining coarse sand and earth sent to it from the research forts near the eastern edges of the Sea of Umber.

Theme Detail: Locations

The **City of Keska** is located under the shifting sands in the western end of the Sea of Umber. It too is secured in a psionically supported bubble of oxygen and is populated exclusively by the silica omal. This city is their center for religion, divine studies and contact with their deity that dwells beneath the Sea of Umber. This city also has a massive psionic generator in the center of the city, processing and refining coarse sand and earth sent to it from the research forts near the western edges of the Sea of Umber. Next to the generator is a grand temple of 50 earthen tiers in a reverse pyramid layout with the final level actually being in physical contact with their demigod.

The **Cliffs of Woe** are located on the edge of the Azurothian Peaks south of the Ashen Plain and just north of the Bleached Pit. They are so named as a result of their pale bluish-grey coloring, which if viewed from a distance, appears to be a body of water below a backdrop of the Azurothian Peaks. This has led plenty of lost travelers to the cliffs with the promise of life sustaining water only to find death by dehydration or predators. As a result of this and the carrion sphinxes living in the cliffs, there are plenty of bleached bones scattered about the region. Deep within the base of one of the cliffs lives a djinn necromancer intent on eventually freeing the djinn lich trapped in the Tomb of the Betrayer. To this end, it continually creates boneswirls from the bones of the kills of carrion sphinxes and the bones of sphinxes themselves. The boneswirls are set free to assault the desert colossus that guards the tomb. Since the djinn necromancer and the djinn lich have plenty of time, the necromancer feels no pressure to step up his attacks, content to whittle the colossus down little by little. The carrion sphinxes here recognize the necromancer and leave it well enough alone so they don't have to worry about boneswirls coming to kill them.

The **Cracked Expanse** is a wide region of hard, cracked earth existing between the Sea of Umber and the Layered Hills. Small bushes and cacti grow out of the cracks, and water can be found for those creatures that can burrow, or that know what deep cracks to look in. Existing within the expanse are a few colonies of basilisks, a couple packs of jaklyn and a number of xorn. The basilisks thrive while the jaklyn eke out an existence and the xorn typically remain below the surface of the ground. Also found here are boneswirls created by the scorpion necromancer in the Bleaks and led here by the grit and ashen drakes from those same mountains. Should any of the inhabitants leave the hard cracked earth of the expanse, they risk encountering the mica cetaceans wandering around the edges looking for meals. This is especially true for the basilisks as the cetaceans seem to have a fondness for eating them.

Far Oasis is approximately midway between the Canyon of Gargoyles and Flatrock Mesa and represents a traveler's best chance at water in that region of the wasteland. It is a well tended oasis, and appears very inviting. Unfortunately, a 10th level sorceress sand hag lives here with her vulture familiar and charmed roc, repelling all intruders. She is focused on spells that target individuals and minds, especially enchantments, in an effort to keep the oasis from damage.

Flatrock Mesa is an area comprised of several flat-topped mountains in the southwestern region of the wasteland. While the terrain between the mountains actually provides some shade and plant life, the mountains themselves are quite rugged. Many colonies of harbingers live and nest in the cliff faces, forming a solid food supply for the more powerful carrion sphinxes that also live here. Two wings of

battle hardened hoodoo gargoyles also live in this region, fighting hard to maintain their foothold against harbingers and carrion sphinxes alike. Lastly, although they cannot fly, a colony of scorpionie have found the lower reaches of the mountains quite habitable and their ability to shift into a large form has largely kept them off of the carrion sphinx's menu.

Gressha's Oasis is the second oasis in the wasteland protected by a sand hag. It is located just south of the Cacti Forest and tends to be overlooked by many travelers as a result of its proximity to both the Cacti Forest and the Cacti Pillars. Since it is tended and protected by Gressha the 12th level druid sand hag, this oasis is thriving, with all of the plant life far in excess of the size one would expect in a desert. Aside from the druidic magic in place to help defend the oasis, she also has several trained cactallions that have territories staked out beyond its edges. Those that manage to elude the cactallions then have to contend with her grumbleweed minions which constantly roll in and out of the oasis's borders.

The **Helvenin Sea** borders Berk's Wasteland on the eastern side where desert sand falls away into the cerulean waters. Few ships sail this stretch of water as the only thing south of the wasteland is the Pale Jungle, and the destinations there are few. The shores of the sea are occasionally traveled by both silica omal seeking additional specimens for conversion to the desert sea, and the mica cetaceans relaxing to the sound of the surf and communicating with their water-based cousins.

The **Island Oasis** sits at the western end of the Cracked Expanse, tempting those that make the arduous trek across it. This oasis has the greatest amount of water compared to the rest, so much so that the center of it is a fairly large swamp. The source of all this water is a magical decanter buried at the center ages ago. The edges of the oasis are fairly lush and are bordered by thick trees. Although it is not protected by a sand hag, its inhabitants make this just as dangerous a place if not slightly more so. Dwelling and lording over the swamp is an old black dragon, more than happy to eat anything that happens to get too close. Around the edges of the swamp, but mostly among the thick trees dwells a colony of basilisks that migrated from the Cracked Expanse. As a result, many statues of unlucky travelers and creatures grace the eastern edge of the oasis.

Like Berk's Salvation, the **Layered Hills** are teeming with life. They border Berk's Wasteland along its northern edge until they merge into Lord Hollowmane's Range. They gain their name from the many different shades of tan, orange and red visible in the hills in layers. Manifold creatures and humanoids make their homes in these hills making up a fairly complex food chain. Near the bottom are the fastlings, grumbleweeds, halflings, harbingers and hobgoblins. Slightly higher are ashen drakes, hoodoo gargoyles and jaklyn. At the top sit behirs, carrion sphinxes, copper dragons and sphinxes. While there are plenty of the creatures at the bottom and middle of the food chain, there are only a few of them at the top. There are primarily two flocks of carrion sphinxes here with a number of individual ones flying about. There are also a few dozen other types of sphinxes in residence. Only 2 behirs dwell throughout the entire region of hills, one to the east and one to the west. Lastly, the copper dragons stem from one family, 2 mature parents and 6 young adults, all living in the same lair for now.

Theme Detail: Locations

The **Legion of Holes** is due east of the Sea of Umber and comprises a section of hard earth about a mile wide and three miles long. That section of earth is riddled with holes and interconnecting tunnels very similar to lava tubes. The tunnels are almost completely circular and have a thick hardened crust keeping them supported in the hard earth. The makers of the tunnels have long since vanished, or so it would seem. Now they are inhabited by bombilli and bombillo as well as xorn. During the day, cool air blows through the tunnels making a light whining noise. At night, the airflow becomes warm and makes more of a howling noise. The air blows up from somewhere deep underground and smells of the ocean, but where exactly is unknown. The xorn and bombillo may know, but they aren't talking. Some conjecture that it leads to an immense underground sea.

Lord Hollowmane's Range is comprised of a number of small mountains bordering the upper northeast corner of Berk's Wasteland. Few make this range their home, and almost all that do have wings. Wyverns, rocs and other avians nest here and primarily fly out over the Helvenin Sea for food, although some do circle down to the wasteland on occasion. Aside from the winged inhabitants, there are quite a few thorn giants and a demon warlock that live here. Most of the thorn giant tribes here range the border where the mountains meet the wastelands, Cacti Forest and Helvenin Sea. The range actually gets its name from a demon warlock named Lord Argent Hollowmane who has a massive keep here deep in the center of the range. He claims to be the 553rd ascendant to the throne of a very powerful demon lord although this has neither been proven nor denied.

The **Mosquito Hills** are located in the southeastern corner of Berk's Wasteland, surrounding Sharkbite Bay. Their name is a bit of a misnomer though as few mosquitoes are there but hordes of stirges instead. The hills are an interesting intersection of many different creatures. Mica cetaceans swim around the edges watching for meals, especially of basilisks from the several colonies there. A pack of jaklyn actively avoids most other creatures in the hills while seeking any meals they can find. A colony of scorpionne has moved in recently and is getting the lay of the land. Sphinxes, including carrion sphinxes, are plentiful. Phase spiders are fairly numerous as are colony spiders*, both thriving on the hordes of stirges. Lastly, there are a couple dozen halfling shires in the hills right along the bay, seemingly protected from threats further in the hills by boundaries of colony spider* webs, almost as if they have something worked out with them.

Mount In'tagla War'n, also known as Raging Mountain is the largest of the active peaks (and is also the focus of E.N. Critters #8: Rumble in the Earth) and looms menacingly above it. Its name loosely translates to 'growling earth'.

The **Oasis of Flame** is located just north of the Salamander's Tail and under the ever watchful eye of the desert colossus carved into the northernmost mountain of that range. A plume of smoke from the flaming pools at its center marks the location of this oasis from a distance, but it is anything but refreshing. A dozen large burning pools are scattered about the center of this oasis with its outer edges ringed by blackened trees and thick flame resistant brush. The water in the pools is boiling and sulphurous but once it cools off, it ultimately is drinkable. This is the permanent home to only two types of creatures, fire giants and salamanders. The fire giants have a permanent hunting lodge here along the edge of one of the pools.

The lodge houses 10 fire giants led by a 6th level fire giant ranger, as well as their pack of hunting dogs (12 hellhounds). They will make raids out into the wastes for food and treasure, finding themselves near Berk's Salvation more often than not as the prey is more plentiful there. The cluster of salamanders moves in and out of the pools, but generally stays to the north of the oasis in pits below the tangle of brush. They have an unsteady truce with the fire giants, mostly because the giants don't know that their true numbers are so small. There are 5 average salamanders and 3 flamebrothers here.

The **Pale Jungle** exists beyond Berk's Salvation to the south and is home to a myriad of creatures and peoples. Rumors of lost cities and ancient treasures abound regarding the place. It gains its name from the curiously pale coloration of a certain central section of the jungle, although the reason behind this lack of color is not known for certain. Detailed information on this region is presented in E.N. Critters #1: Ruins of the Pale Jungle.

The **Salamander's Tail** is a small range of mountains in the central southern part of Berk's Wasteland. It is a semi-volcanic range, occasionally belching forth smoke and ash, but most of the time the earth remains fairly quiet. A desert colossus is carved from the north face of the northernmost mountain in the range and rests in eternal vigil over the Oasis of Fire. It was made by an ancient civilization and unfortunately its commands and instructions have been lost. It has activated a number of times in recent years, although the triggering events are unknown.

Another lair that can be found in this range is that of an old red dragon that often finds its way over to the Mosquito Hills and Sharkbite Bay for meals. It is frequently accompanied by a hunting pack of ashen drakes more than willing to partake of the more powerful dragon's scraps. While the dragon's lair is to the northern end, the southern end belongs to a fair number of fire giants. They have established an enclave here and regularly deal with the red dragon. Thorn giants also wander these mountains, but they keep to the lower reaches and the borders between the mountains and the desert.

The last of the primary creatures living in this range is a noble party of noble salamanders complete with additional clusters of average salamanders and flamebrothers. They spend most of their time inside the semi-active volcanic areas so they have little dealing with the other creatures of the area. Oddly, they do seem to have some sort of connection with the ashen drakes of the region, although perhaps it is just a friendly exchange of tactical information.

The **Sea of Umber** is a region of dark sand in the center of Berk's Wasteland. The sand is extremely fine as a result of the specific psionic processes of the silica omal. Anyone trying to walk across the surface is only able to move at half speed. Swimming within these sands are the silica omal and their creations, as mandated by their earthen demigod that dwells beneath the deepest part of the sea. Their creations currently include the mica cetaceans, the mica cuttlefish and half a dozen kinds of mica fish. The sea is slowly spreading as more and more of the sand and earth around the edges is converted. The silica omal have 2 great cities in the sea beneath the shifting sands, as well as numerous villages, all in air bubbles supported by great psionic generators. Below the sand around the edges of the sea are several research forts, each acting also as a guard station and a psionic portal to transfer non-converted sand and earth to the central cities.

Theme Detail: Locations

Map

Sharkbite Bay is part of the Helvenin Sea that touches the southeastern part of Berk's Wasteland surrounded by the Mosquito Hills. This bay is teeming with several breeds of sharks and is rumored to be the home of a rare breed of shapeshifting sharks. Despite this, it is also a phenomenal fishing ground, a fact which the halflings and winged predators of the Mosquito Hills profit from daily. The waters in the bay are a deep azure and clear all the way to the sea floor, even in the deeper waters, making it appear much shallower than it actually is.

The **Tomb of the Betrayer** is a magically protected stone tomb among two small hills. Standing guard directly over the sealed entrance is a desert colossus, slaying all those that try to enter. Trapped within the tomb is a djinn lich, in fact the very djinn that created the first boneswirl. It is not only physically sealed within the tomb, but magically as well, and its influence beyond the walls is limited to an ongoing summons to bring undead to the area, especially desiccated. The occasional boneswirl coming down from the Cliffs of Woe attacks the colossus, often with all other nearby undead joining in, but thus far their attempts have always failed miserably.

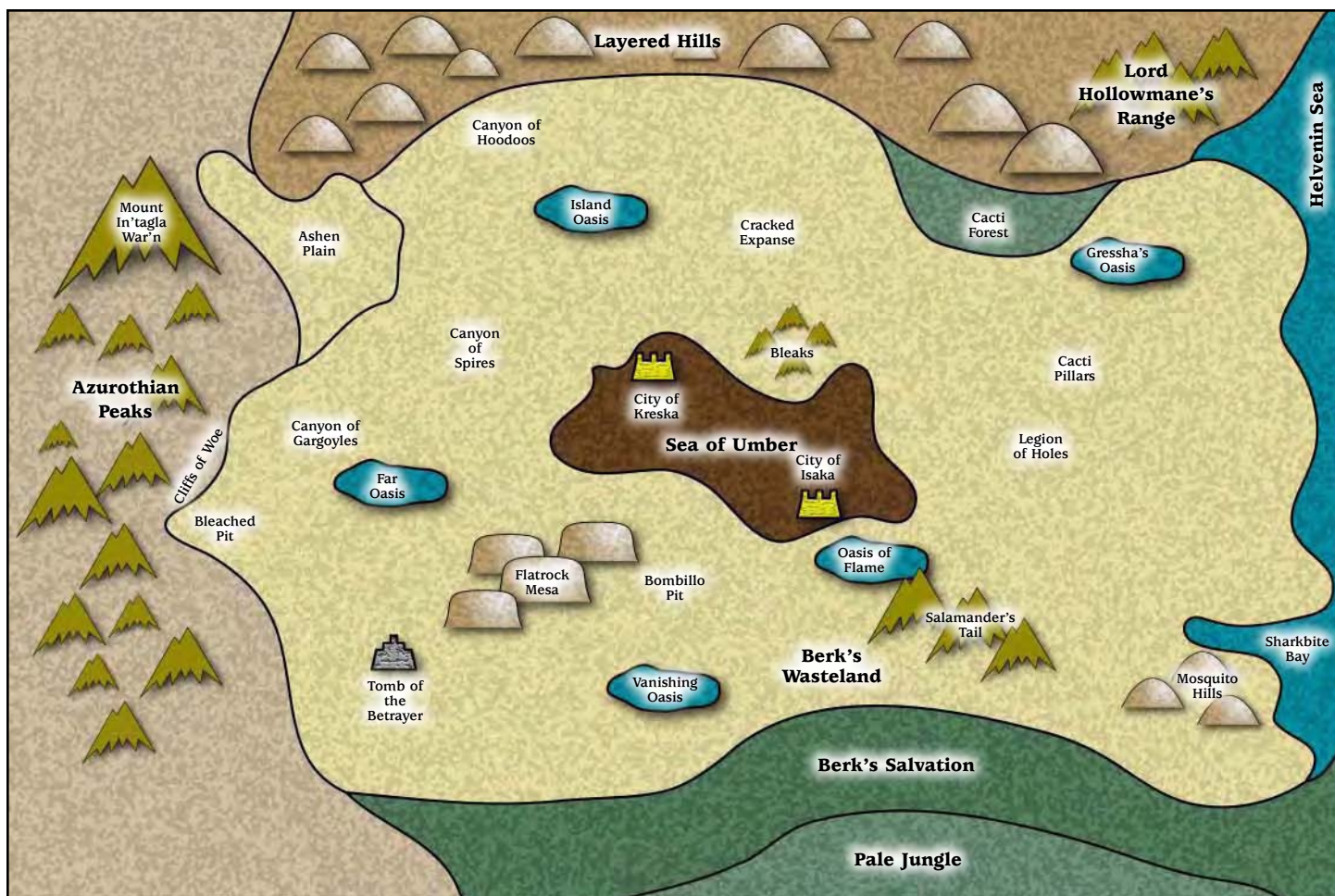
The **Vanishing Oasis**, when present, appears in an area southeast of Flatrock Mesa, about half the distance from there to Berk's Salvation, although never exactly in the same location. It cannot be found during the day as it only exists on this plane when the sun is down and moonlight illuminates the desert.

When it does appear, it is about half a mile in diameter with a deep pool in the center surrounded by thick vines and unhealthy looking scrub brush. As soon as it manifests on the Material Plane, scores of desiccated pour forth and scour the surrounding area for victims in an effort to slake their thirst. They do this through the night, returning before the first rays of sun strike the sands and the oasis vanishes once again. Those that have ranged too far afield or perhaps were too reluctant to leave a victim become trapped in the desert. Often those trapped are drawn to the west and to the Tomb of the Betrayer.

* Indicates creature from E.N. Critters #1: Ruins of the Pale Jungle.

That about covers this volume. Thanks again for your support. Now on to the creatures!

NOTE: Please consult standard sourcebooks for any special attacks or special qualities not detailed herein. Anything non standard or requiring a greater level of detail has been fully worked out under each creature's description. Some abilities, such as blindsight and improved grab, have been detailed out to help make the creature information as stand-alone as possible.



Scale is approximately 35 miles to the inch.

Ashen Drake (Dragon)

Ashen Drake

Small Dragon

Hit Dice:	6d12+6 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 60 ft. (poor)
Armor Class:	20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17
Base Atk/Grapple:	+6/+4
Attack:	Bite +9 melee (1d6+2)
Full Attack:	Bite +9 melee (1d6+2) and 2 claws +7 melee (1d4+1) and tail slash +7 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, wounding
Special Qualities:	Blindsense, darkvision 60 ft., dragon traits, fire resistance 10, low-light vision
Saves:	Fort +6, Ref +8, Will +6
Abilities:	Str 14, Dex 17, Con 13, Int 9, Wis 12, Cha 11
Skills:	Balance +9, Escape Artist +12, Hide +16*, Listen +4, Move Silently +12, Search +5, Spot +4, Survival +1 (+3 following tracks), Use Rope +3 (+5 with bindings)
Feats:	Flyby Attack, Improved Initiative, Multiattack
Environment:	Temperate or warm desert, hills or mountains
Organization:	Solitary, pair, family (3-5) or hunting pack (6-12)
Challenge Rating:	5
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful neutral
Advancement:	7-15 HD (Small); 16-18 HD (Medium)
Level Adjustment:	+5

General

Small but powerful lizards, ashen drakes are serious predators to contend with in harsh desert and mountainous environments. Only a few feet long from nose to tail, they appear much less threatening than they actually are. Their scales are a mosaic of light and dark grey, with those on their backs being predominantly dark grey and those on their bellies being predominantly light grey.

Their heads are caiman-like but with a snout of about half the length. Twin horns rise up from the very tip of the snout, black like their teeth. Their eyes are slate grey and they have no discernable ears. Wings extend from behind the shoulders of their front limbs, dark grey skin stretched thin over a flexible bone framework. The far end of their bodies dwindles to a thin tail ending in a very hard, very sharp, spade-like bony tip.

Typical ashen drakes measure about 2 to 2-1/2 feet long and weigh a solid 12 to 14 pounds. The females tend toward the upper end of this range and are usually the fiercer predators. As a result of their typical environment where food can be scarce, they usually will not grow longer than 4 feet.

Ashen drakes speak only Draconic. They tend to be very aggressive in speech and mannerisms with those they choose to converse with.



A small winged reptile alights on a large chunk of broken rock nearby, bobbing its head up and down slightly and then letting out a small shriek, revealing a mouth filled with pointed black teeth and a dark red tongue and palate. It appears to be protected by a layer of smudgy grey colored scales. Small claws cling to the stone as its tail whips back and forth against the rock, the spade-like tip scritchng across the stone in an unsettling manner.

Combat

Despite their average intellect, ashen drakes have developed plenty of tactics to successfully hunt prey. They work very well together due to their lawful nature, especially in small groups with defined hierarchies. A typical concerted attack involves the leading drake using its *ashen cloud*, while the rest of the group circles around and attacks the flanks and rear of the prey using their blindsense to navigate the cloud without issue.

Very small or weak prey will be assaulted primarily with physical attacks and breath weapons. The drakes are not particularly mindful of their fellow hunters when breathing due to their innate fire resistance and immunity to the blinding effect of their breath. Larger landbound prey (such as animals and some magical beasts of lesser intellect) will be attacked from the air. *Flare* and *ghost sound* may be used to flush the target out of hiding. The drakes then utilize a coordinated breath weapon attack by all of the attacking drakes using the Flyby Attack feat, weakening and most likely blinding the prey. This is then followed up by additional Flyby Attacks using their tail attacks to wound and bleed the prey until it drops.

Ashen Drake...Continued

Intelligent or tactical prey will be approached using *ashen cloud* followed by coordinated breathe weapon attacks and tail strikes, but the drakes will break from combat if the prey seems beyond them.

Blindsense (Ex): An ashen drake's phenomenal senses allow it to pinpoint all creatures within 60 feet although creatures that it cannot see still gain concealment against it.

Breath Weapon (Su): Once every 1d4+1 rounds, an ashen drake can emit a 20 foot cone of superheated ash. Any creature caught in this cone takes 2d6 points of fire damage and is permanently blinded. If a DC 14 Reflex save is made, the creature takes half damage and avoids being blinded. Other ashen drakes will be injured by this breath weapon if the damage exceeds their fire resistance, but they are immune to the blinding effect. The save DC is Constitution-based.

Dragon Traits: Includes darkvision 60 ft; immunity to magical sleep effects and paralysis; and low-light vision.

Fire Resistance (Ex): Ashen drakes have adapted well to dwelling in dangerously hot environments, whether in deserts or in regions of ashfall from active volcanoes. As a result, they ignore the first 10 points of damage from any fire-based source.

Spell-Like Abilities (Sp): At will – *flare, ghost sound*; 3/day – *ash cloud**. Caster level 6th.

**Ash cloud* is exactly the same as *obscuring mist* except for its description - a cloud of fine ash instead of mist.

Wounding (Ex): Each wound caused by the ashen drake's spade-like tail will continue to bleed for 10 rounds after the initial damage unless either healed magically or tended to with a DC 10 Heal check. Each round of bleeding causes an additional point of damage. Magical curing that fully heals a victim will also stop the bleeding of all wounds caused by tail strikes.

Skills: In regions of dark earth and stone as well as in areas of ash (including their *ash cloud* spell-like ability), ashen drakes gain a +4 racial bonus to Hide checks.

Ecology

Ashen drakes are reputed to share bloodlines with both red and black dragons, although nothing has ever been confirmed. They are found in some of the harshest conditions - burning deserts and the slopes of active volcanoes. Their preferred environment is within the ash fields following a volcanic eruption as their fire resistance protects them for the most part and finding abandoned treasure from less hearty inhabitants is easy.

These drakes hunt at all times of the day, being able to utilize flight and their spell-like abilities to aid in hunting. Often the leaders of a particular pack will perch on a high spot and watch for possible prey, directing the rest of the pack before joining in. They are primarily carnivorous, subsisting on insects and small critters when larger fare is not available. Their Escape Artist skill allows them to enter the dens of small animals to retrieve the bodies after they've filled the chambers with hot ash. They are also skilled at searching through ash fields for victims still bearing any form of nutrition.

They lair in small caves and crags when in the mountains, or in hollows next to any large solid objects when within the desert. Their society is rigidly structured both within the family unit and in hunting packs.

A leader, either male or female, is in charge and is supported by the next most powerful drake. The lesser drakes all know their positions within the group and act in a coordinated fashion when hunting.

Ashen drakes live from 150 to 200 years in age as long as they avoid larger predators and adventurers. They mate for life and will produce 5 to 10 clutches of half a dozen eggs each over their breeding years. These eggs are laid in the warmest spot available that can be tolerated by their fire resistance. They hatch after 6-8 months depending on the temperature. Most of the young survive into maturity at a dozen years as they are well looked after by their parents as well as others in the hunting pack. During those first dozen years, pack hunting tactics as well as pack organization are reinforced repeatedly.

Ashen drakes view most other creatures as either prey, or creatures to be avoided. They can be bribed with treasure, and they can be talked to if Draconic is known and the initiator shows proper deference to their draconic heritage. They only actively pursue intelligent prey if other food sources are not around.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This winged reptile is a dragon called an Ashen Drake.
20	It can breathe forth a cone of superheated ash that not only damages foes, but also blinds them permanently.
25	It has a reasonable resistance to fire damage as evinced in its environment and breath weapon.
30	Wounds caused by its spade-like tail continue to bleed after the initial strike unless bandaged or cured.
35	It can generate a cloud of ash that is difficult to see through, but it is mostly unhindered by this cloud itself.
40	Its keen senses allow it to perceive enemies within 60 feet without having to see them.
45	It is an organized creature that exists within a specific hierarchy of its pack. It can be spoken to in Draconic and can also usually be bribed with treasure.

Notes and Game Balance

The concept for the ashen drake was developed out of the need for a niche predator living in the Ashen Plains and surrounding environs. Elementals and rodents were considered, but dragons seemed to have a greater versatility, especially considering that flight, breath weapon and blindsense are some fairly common dragon abilities.

The challenge rating is based on a comparison against a very young black dragon. The drakes have fewer Hit Dice and weaker flight, but slightly higher ability scores and 1 additional attack help to keep it balanced. Their breath weapon does less damage, but has a powerful side effect although the save DC is weak. The drakes have a 10 point fire resistance instead of immunity and lack the dragon's ability to swim and breathe water. Instead they have a few spell-like abilities and a wounding attack that play well into their hunting styles. This places them at a strong CR 4 or weak CR 5, but due to the blinding effect, 5 was chosen as characters then have access to *remove blindness*. LA is set at +5 due to non-balanced ability modifiers, natural armor, flight, breath weapon, etc.

Berk's Harbinger (Magical Beast)

Berk's Harbinger

Medium Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), fly 60 ft. (average)
Armor Class:	18 (+2 Dex, +2 natural, +4 shield), touch 12, flat-footed 16
Base Atk/Grapple:	+4/+6
Attack:	Talon +6 melee (1d4+2)
Full Attack:	2 talons +6 melee (1d4+2) and bite +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	End misery, eviscerating blow
Special Qualities:	Darkvision 60 ft., death sight, deflective aura, immunity to disease
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 17, Int 6, Wis 13, Cha 12
Skills:	Listen +3, Spot +14
Feats:	Alertness, Power Attack
Environment:	Any temperate or warm desert, hills or mountains
Organization:	Solitary, pair, flock (3-6) or cloud (7-50)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	--

General

Berk's harbingers are an unwelcome sight to any who travel desolate places. It is well known that their arrival usually precedes death. As tall as men, their wingspan reaches as much as 15 feet across when aloft, casting quite the grim shadow over the terrain below. Sharp eyed and sharp beaked, they have been known to follow the sick, injured and dying for great distances before closing in to feast upon their victim's failing flesh. From a distance, they may be mistaken for normal vultures.

Their bodies are covered in dark grey feathers with some of a lighter grey mixed in. The lighter feathers are not readily apparent until they take flight at which point those feathers form a rough V pattern pointing in the direction of their head when viewed from above. This pattern is not visible from below; rather it is more of a uniform dark grey lending the creatures a spectral appearance. Their heads are covered with slightly wrinkled, featherless skin above dark grey eyes and deep black beaks. Their beaks match the color of their claws, in sharp contrast to the lighter grey of their feet. Perhaps the only patch of color on their entire body appears when they open their beaks to bite or feed, revealing a dark red, almost purple mouth and throat.

These avians stand roughly 6 feet tall and can weigh as much as 80 pounds. Males and females have the same size ranges, although the males will appear larger during mating season due to plumage. They also often appear much more imposing than their size would suggest as a result of puffing up their feathers somewhat when presented with a credible threat.

Standing near 6 feet tall with dark grey feathers covering its body except for head and talons, this avian has an aura of menace about it. Its head is featherless with a dangerous hooked beak and dark grey eyes that almost appear to be glowing.

Berk's harbingers understand but cannot speak Common. They are able to communicate with others of their race in a limited fashion through instinctual and non-verbal means.

Combat

A harbinger will typically wait until its victim(s) is sufficiently close to death before hazarding a direct physical attack. Using its death sight, it can tell exactly when this is. It will then use its eviscerating blow or its end misery ability at the end of a dive to finish off the victim (depending on if it is helpless or still moving). It will pursue humanoid for days and even weeks waiting for the perfect opportunity to strike. If it fails to make the kill, it will fly off, circle around, and try it again if conditions are still favorable, expecting that eviscerated opponents will weaken quickly.

Its deflective aura makes it particularly difficult to handle as it can just fly out of reach from most attackers, trusting in that aura to block all ranged attacks. As its death sight allows it to accurately gauge health, it may utilize its Power Attack feat when attacking to increase its chance of success, especially against prone victims since the bonus to hit a prone victim will offset a 4 point Power Attack. With a full 4 point Power Attack using an eviscerating blow, it will do 2d4+12 damage on a successful hit, allowing it to consider attacking only slightly injured foes.

Death Sight (Su): Using supernatural powers, a harbinger can determine the health of any creature it can see. It can see whether a potential victim is dead, diseased, dying, healthy or injured, and how bad off that victim is hit point-wise. This allows the harbinger to effectively assess if the kill will be easy or if it should wait a little longer. It can still be tricked by spells that fake the appearance of death however.

Deflective Aura (Su): Magically resistant against ranged weapons, a harbinger is a difficult foe to tackle. It has a supernatural aura with 3 effects. The first effect acts like the Deflect Arrows feat - the first ranged attack in any given round is automatically deflected. The second effect acts like a continuous *protection from arrows* spell, granting it DR 10/magic against all ranged weapons. The final effect is that of a continuous *shield* spell, giving it a shield bonus to Armor Class as well as blocking any *magic missile* spells targeting it.

End Misery (Ex): A harbinger is a swift killer once its prey has become helpless. It can perform a coup de grace as a standard action instead of a full round action, but it still provokes an attack of opportunity in doing so.

Eviscerating Blow (Ex): A harbinger making a charge attack while moving does double damage with its talons on a successful hit. Worse still, the target must make a DC 14 Fortitude save or have their innards torn open and take 1 point of Constitution damage. The save DC is Strength-based.

Immunity to Disease (Ex): As a result of feeding off of the dead, diseased and dying, a harbinger has developed an immunity to all normal diseases. Magical diseases still affect it normally however.

Skills: Berk's harbingers have a racial bonus of +4 to their Spot skill as they are always on the lookout for easy prey.

Berk's Harbinger...Continued

Ecology

Berk's harbingers are appropriately named after Berk's Wasteland, the vast desert and wasteland where they first appeared. Their creation is unknown, but natives around Mount In'tagla War'n seem to feel that they are somehow connected to that volcano. Regardless of their origins, they have now spread out quite a distance and can be found in most warm and temperate deserts, hills and mountains, although they are usually only found in larger numbers near the deserts. There have also been stories of vast colonies of these creatures found in the cliffs of the Azurothian Peaks that border Berk's Wasteland.

The harbingers are primarily scavengers and always seem to be hungry. They prize the meat of humanoids over all else and will shadow small groups for days and weeks waiting for the right time to strike. They will depend on their deflective aura to block any attempts to hinder their pursuit. They are carnivores and their special attacks of end misery and eviscerating blow work perfectly toward securing food without much risk. Unless a healthy victim appears particularly weak, they will not attack until an injury becomes apparent to their death sense.

Once a kill is secured and there are no apparent nearby threats, they will land and begin devouring the victim starting with the innards as those typically contain the best nutrition for them. Their heads are much less likely to become begrimed in gore when plunged inside the victim to grab organs due to the noticeable lack of feathers upon them. They will defend their kills but only briefly as they avoid direct fights, instead taking wing and returning once the threat is gone. They are also known to follow other predators and even to act in combination with some intelligent ones. A good example of this is with worgs - they wait until the worg injures and trips an opponent and then they perform an eviscerating blow with full Power Attack on the prone victim, sharing in the feast if they slay it.

When operating with others of its kind, the strongest gets the best kills and the best meat. They generally have no coordinated attack, instead all acting individually and attacking as opportunities present themselves. Usually only a few are encountered at a time, but there are colonies of up to 50 living in certain cliffs and presenting an extreme hazard for all creatures living nearby, especially humanoids.

The toughest and craftiest harbingers live for about 50 to 60 years. Usually they perish well before that as a result of hungry, more powerful predators like carrion sphinxes and desert dwelling dragons, although their most frequent cause of death is actually from other harbingers. If one becomes too injured either while taking down prey, escaping a predator or while fighting over the choicest bits of a meal, the other harbingers can immediately see the weakness through their death sense. Unless all nearby harbingers are bloated from feasting, the injured bird becomes a quick and easy target.

Mating season is in the spring, with 8-12 eggs being produced from each successful mating and those hatching after a couple months. The eggs are left untended in the nest site during the day. Harbingers rely upon the warmth of the sun to keep the eggs viable, and the remoteness of their nests either in the cliffs or colonies to keep the eggs safe. If food is even moderately scarce however, eggs and hatchlings will be eaten. This creates a self-imposed limit on their numbers in a certain region. Should these eggs be obtained, they are worth up to 25 gold coins each on the open market as harbingers make useful guards and perhaps even better mounts for Small evil humanoids.

As mentioned before, they sometimes join with other intelligent predators to increase their chances of a meal. Land-based predators are a good choice as they can be followed and aided with the least danger to the harbingers. Another notable but infrequent combination is in working with small, evil humanoids like goblins. The goblins scout out settlements of other humanoids and then are allowed to ride the harbingers to the best locations for ambush, such as on rooftops. Once battle is joined and defenders seek to climb up and remove the attackers, they swoop in and knock the defenders from their precarious positions. This works out well regardless of who wins as the harbingers will just as happily eat slain goblins as they will villagers.

They understand Common and use this to their advantage when stalking humanoids. Villages along Berk's Salvation are well aware of the danger they present and have developed a few ways to drive them off or kill them, usually involving flaming missiles. Villagers are always watchful for them, and if seen, an alarm is raised and the young, old and infirm are all moved to safer locations before any attempts to drive them off are made.

Knowledge Suggestions

DC	Knowledge (arcana) check results
10	This man-sized, grey-feathered avian is a magical beast called Berk's harbinger.
15	It can dive down from above and use its talons to tear open a person's innards.
20	It is difficult to strike with ranged weapons, with some being deflected while others just not injuring it unless they are enchanted.
25	It can dive down from above and outright slay a helpless foe at the end of its dive.
30	It can see the health of all creatures, and waits to attack until the victims it follows are fairly injured.
35	It is immune to <i>magic missiles</i> as well as to all normal diseases.
40	It prizes the flesh of humanoids most of all and will follow them for days or weeks, just waiting for the perfect time to strike for a swift kill.

Notes and Game Balance

What would a desert/wasteland environment be without a vulture? Since normal vultures are a tad boring, one with supernatural powers to bring alive the superstitions seemed that much better. No illustration is provided for this creature entry as they appear as normal grey vultures for the most part.

In terms of challenge rating, the harbinger was matched against a gargoyle. Although the harbinger has slightly fewer hit points, it has a slightly better Armor Class. Ability scores are close and single attack damage matches, but the gargoyle has a slight edge on full attacks. The gargoyle has damage reduction 10/magic against all weapons, whereas the harbinger has the damage reduction only against ranged weapons, but the deflective aura adds a few extra benefits. Overall, in a straight up fight the harbinger is weaker, but if it utilizes its flight and special attacks, it becomes just a little stronger. This sets it at a solid challenge rating of 4, especially since it has the potential to drop or outright kill a character injured in another battle.

Bombilli (Elemental)

General

Elemental creatures of air and earth combined through magic, bombilli dwell on both planes, typically where the two planes meet. On the Material Plane, bombilli resemble Small earth elementals but are slightly leaner in appearance and move with uncommon grace and speed. They are usually found in desert regions where the elements of earth and air are found in abundance.

The bombilli are smaller versions of the bombillo, but still make a lethal encounter in large numbers. Angering a combination of bombilli and bombillo can make for dreadful consequences due to the brutally efficient tactics they have developed with each other.

Average bombilli are approximately 4 feet tall and weigh about 70 pounds. They resemble elementals in all respects except that they appear less dense and have swift graceful movements.

Bombilli speak both Auran and Terran.

Combat

A bombilli's racial connection to the Elemental Plane of Air allows it to manipulate the air around it. Through this, it is able to jump great heights and distances and to take advantage of a bombillo's size and strength by letting itself be thrown into combat as if it were a ranged weapon itself. If a bombillo is present, this is the preferred method of attack since it allows the bombilli to close with its opponents quickly and still attack, denying the opponents the opportunity to strike effectively with ranged weapons. In the event no bombillo are present, however, the bombilli will throw rocks with the same efficiency as using a sling, targeting spellcasters and archers first as it closes within striking range of its leap attack.

Bombilli Toss Attack (Ex): A bombilli that has been successfully tossed by a bombillo can perform a leaping charge attack against an opponent in any square adjacent to the square targeted by the toss. It receives a +2 bonus to damage from this attack. It cannot make this attack if the toss fails to hit the targeted square.

Elemental Traits: Includes darkvision 60 ft; immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; does not need to eat, sleep, or breathe.

Leaping Charge (Ex): A bombilli can make an immediate melee attack at the end of a successful Jump or toss attack, gaining a +4 bonus on the attack roll and suffering a -2 to penalty to Armor Class. This attack is treated as a charge and it cannot move before or after the Jump. It must Jump at least 10 feet in a straight line, including straight up, in order to perform a leaping charge. Movement in this way provokes attacks of opportunity as normal.

Rock throwing (Ex): Using its ability to manipulate the air around it, a bombilli can throw small rocks with range and damage as if it were using a sling.

Skills: A bombilli has a +8 racial bonus on Jump checks due to its ability to manipulate air.



This small creature moves with grace and speed uncommon for its size. Its rocky exterior is vaguely humanoid in shape and appears to be made of the earth itself.

Ecology

Bombilli dwell on the Elemental Planes of Air and Earth and are naturally curious and social creatures. They typically will seek out each other as well as their bigger brothers, the bombillo. Bombillo seem to tolerate the bombilli despite their contrary disposition. Usually, only one bombillo will be found amongst a community of bombilli.

Mentally speaking, the bombilli are like children compared to the bombillo. They are highly energetic, curious, playful, and very trusting of strangers, particularly when encountering creatures not normally found in the inner planes. They are mostly curious about humanoids and will tend to engage them with games. Unfortunately, play time to the bombilli means playing catch with thrown stones and bouts of wrestling that most humanoids mistakenly perceive as attacks against them. Eventually combat is initiated in earnest as the humanoids invariably attack back, but the bombilli still perceive this as a greater game and usually play to win. Eventually, as they age, bombilli gain a greater understanding of their environment and the creatures therein. Many become disheartened by the experience and become jaded, eventually choosing to disassociate themselves with humanoids and other beings in general and stick primarily with their own kind. Bombillo by nature are more parental to bombilli, seeing in them something of what they used to be like, and are very protective of them. Should a bombillo be nearby when bombilli are attacked, it will not hesitate to come to the bombilli's aid.

Bombilli...Continued

Bombillo (Elemental)

	Bombilli Small Elemental (Air, Earth, Extraplanar)	Bombillo Large Elemental (Air, Earth, Extraplanar)
Hit Dice:	2d8 (9 hp)	8d8+24 (60 hp)
Initiative:	+6	+8
Speed:	30 ft. (6 squares)	50 ft. (10 squares)
Armor Class:	20 (+1 size, +2 Dex, +7 natural), touch 13, flat-footed 18	23 (-1 size, +4 Dex, +10 natural), touch 13, flat-footed 19
Base Atk/Grapple:	+1/+0	+6/+17
Attack:	Slam +5 melee (1d6+4) or rock +4 ranged (1d3+3)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4) or rock +4 ranged (1d3+3)	2 slams +12 melee (2d8+7)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Bombilli toss attack, leaping charge, rock throwing	Bombilli toss, leaping charge, sand spray, sand trip
Special Qualities:	Darkvision 60 ft., elemental traits	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +3, Ref +5, Will +0	Fort +9, Ref +10, Will +2
Abilities:	Str 17, Dex 15, Con 11, Int 6, Wis 11, Cha 11	Str 25, Dex 18, Con 16, Int 8, Wis 11, Cha 11
Skills:	Balance +4, Jump +13, Tumble +7	Balance +6, Jump +29, Tumble+11
Feats:	Improved Initiative	Combat Reflexes, Improved Initiative, Power Attack
Environment:	Elemental Plane of Air or Earth	Elemental Plane of Air or Earth
Organization:	Solitary, pair, gang (3-5) or pack (6-10 plus 1 bombillo)	Solitary, or pack (1 plus 6-10 bombilli)
Challenge Rating:	1	5
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	3 HD (Small); 4-6 HD (Medium)	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	--	--

On the Material Plane, a bombilli will instinctively seek out the desert in search of more of its kin. Due to its social nature, it will sometimes befriend groups of humanoids that share its affinity with the earth or air. It may occasionally be found amongst groups of dwarves or parryns* and even kobolds. It will also befriend druids of any race. Once a bombilli befriends another, it is fiercely loyal and willing to risk its own life to protect its friends, especially bombillos. This is in contrast to the bombillo who have no compunction against tossing the willing bombilli at approaching attackers.

A bombillo may be summoned with a *summon monster II* or *summon nature's ally I* spell. This counts as both an air and earth spell.

* Information on parryns can be found in Volume 1 of the E.N. Critters Line.

Notes and Game Balance

A bombilli is based on the standard Small earth elemental. Its Constitution was lowered and Dexterity raised to represent the influence of its air-based heritage. The earth mastery and push special abilities were swapped for faster movement and enhanced jumping abilities.

While increasing its Dexterity improved its AC, reducing its Constitution reduced its hit points. Swapping its special abilities for movement and a charge ability (which also reduces AC) lowered the

power level of this creature slightly so a ranged rock throwing attack was added. The CR remains the same.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This vaguely humanoid rock-like creature is an elemental called a bombilli.
20	They can deliver crushing blows with their leaping attacks and can hurl small rocks great distances.
25	Their rocky hide makes them tough to injure and their skill at jumping and tumbling makes them difficult targets.
30	If traveling with larger brethren, they can be tossed to make a leaping attack over a few hundred feet away.
35	As elementals, they are immune to poison, paralysis, critical hits and stunning.
40	They sometimes befriend those close to the elements of Air or Earth and they speak Auran and Terran.
45	They are creatures of both the elements of Air and Earth combined and are native to where those planes meet.

Bombillo...Continued

General

Elemental creatures of air and earth combined through magic, bombillo dwell on both planes, typically where the two planes meet. On the Material Plane, bombillo resemble Large earth elementals but are slightly leaner in appearance and move with uncommon grace and speed. They are usually found in desert regions where the elements of earth and air are found in abundance.

Larger versions of the bombillo, the bombillo are surly loners, usually only found associating with bombillo unless summoned. Occasionally two or more bombillo may be encountered together, but such an occurrence is extremely rare unless there are a likewise larger number of bombillo present as well.

Typical bombillo are approximately 16 feet tall and weigh about 5000 pounds. They resemble elementals in all respects except that they appear less dense and have swift graceful movements.

Bombillo speak both Auran and Terran.

Combat

A bombillo is a powerful adversary when encountered in the desert, where it can utilize all of its abilities. Its racial connection to the Elemental Plane of Air allows it to manipulate the air around it has developed unique attacks to utilize this.

When encountering a large group of opponents, it will use its sand spray ability to knock down and possibly blind as many opponents as it can before engaging in melee combat. It then proceeds to wade into melee battering with its fists. It will use its leaping charge to close quickly, usually going after spellcasters first as it is intelligent enough to recognize them as the greatest threat. It understands that most weapons have difficulty penetrating its rocky hide, but that magic can overcome that defense.

If any bombillo are present, a bombillo will work with them using toss attack to get the bombillo into close combat and hopefully weaken opponents as it gives itself a chance to close as well.

Bombillo Toss (Ex): Using its great strength combined with its ability to manipulate air, a bombillo can toss a bombillo of at least two sizes smaller up to 5 range increments of 20 feet each. This counts as a full round action. To use this ability, it must target an unoccupied square (Armor Class 5). If it misses the target, roll 1d8 to determine the misdirection of the throw, with 1 being straight back and 2 through 8 counting clockwise around the target square. Then, count a number of squares in the indicated direction equal to the range increment of the throw. If the bombillo lands in an occupied square, it falls prone when its movement completes.

Damage Reduction (Ex): A bombillo's rocky hide allows it to ignore the first 5 points of damage from any weapon.

Elemental Traits: Includes darkvision 60 ft; immune to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; does not need to eat, sleep, or breathe.

Leaping charge (Ex): A bombillo can make an immediate melee attack at the end of a successful Jump, gaining a +4 bonus on the attack roll and suffering a -2 to penalty to Armor Class. This attack is treated as a charge and it cannot move before or after the Jump. It must Jump at least 10 feet in a straight line, including straight up, in order to perform a leaping charge. Movement in this way provokes attacks of opportunity as normal.

Sand Spray (Su): As a standard action, a bombillo standing on sand can manipulate the air around it to propel the sand at an opponent.



This large rocky creature moves with grace and speed uncommon for its size. Its rocky exterior is vaguely humanoid in shape and appears to be made of the earth itself.

This is a ranged touch attack and dealing 3d6 points of bludgeoning damage. Also, unless a DC 14 Fortitude save is made, the target is temporarily blinded for 1d4 rounds. The save DC is Charisma-based.

Sand Trip (Su): As a standard action, a bombillo can make a trip attempt against an opponent standing on sand up to 15 feet away. It manipulates the air around its opponent to pull the ground out from under it. This is treated as a normal trip attempt. Because the bombillo does not physically touch its opponent, it cannot be tripped in return on a failed trip attempt.

Skills: A bombillo have a +8 racial bonus on Jump checks due to its air manipulation ability.

Ecology

Bombillo dwell naturally on the Plane of Air and Earth. Unlike the bombillo, they are solemn and surly loners. They shun all contact with others except their smaller brothers, the bombillo. Usually, only one bombillo will be found amongst a community of bombillo.

On the Material Plane, the bombillo will instinctively seek out the desert. The bombillo seem to prefer the desert climate due to the abundance of its natural elements. While bombillo will seek them out, bombillo do little to seek out other creatures. Lone bombillo on the Material Plane will typically lair in a natural cave or on a mountain close to its desert home. Once another creature other than a bombillo enters its home, the bombillo usually attacks with relentless intensity. The bombillo willingly toss any available bombillo at approaching attackers.



Bombillo are the advanced stage of bombilli. Only 1 in 20 bombilli manage to advance to this stage however, as a large part of growing up comes from the social interaction with creatures of other races. Bombilli who reside on the Inner Planes usually never mature to this stage, so that encounters with bombillo on the Planes of Earth or Air are very rare unless one is encountered with a group of bombilli. On the Material Plane however, any group of 6 or more bombilli will have a bombillo amongst them. In this case, the bombillo most likely fills a parental or guardian niche, acting as a defender of the bombilli and attacking any creature it perceives as a threat to their safety. This does not prevent the bombillo from using its toss attack ability unless doing so is likely to endanger the bombilli unnecessarily. The bombillo is not intelligent enough to recognize a seriously dangerous opponent such as a dragon as being immune or otherwise resistant to its attacks and may engage it in combat using standard tactics, including the toss attack. Once it becomes apparent standard tactics are ineffective, it may initiate a retreat, holding back its opponent long enough to give the bombilli a chance to escape. In this manner, a bombillo acting in concert with a group of bombilli is recognized as the group leader.

Should the leader fall, the surviving bombilli will choose a new leader amongst themselves. At this time, the bombilli gather in a loose circle around the chosen one and perform a unique ritual where they call upon the strength of the earth and the power of the wind. At least 5 bombilli other than the one chosen to be the new leader must participate in this ritual. Together they channel the energy through themselves and focus it upon the chosen one, imbuing it with a part of their own life force. Over the next several hours, the chosen leader draws upon the energy of its brethren, gaining size and power until it reaches the stage of bombillo. As part of its transformation, it calls upon the knowledge gained from its travels as well as that gained by its brethren. The knowledge and power together give the bombillo a sense of maturity and it assumes its role as leader. The entire ritual takes 24 hours to complete, and any interruptions means the process must begin anew. The remaining bombilli are considered fatigued for the next 12 hours after completing this ritual. Not all bombillo reach maturity this way; some are able to do so naturally over time without the need for any rituals, but this usually takes at least 50 to 60 years.

Being purely elemental beings, bombilli and bombillo have no natural lifespan and only die either in combat, or simply because they get tired of existing. When a bombillo reaches a point where it has grown too tired to live, it returns to the place of its birth and there creates a Small, roughly humanoid-shaped body of stone from the surrounding rocks. For the next 24 hours, it sits in silent meditation beside the body and channels a part of its own life force into it. At the end of the ritual, the bombillo must make a DC 15 Will save. If successful, the body animates and a new bombilli is born. Whether the save succeeds



Bombillo...Continued

or fails, however, the bombillo itself dies, its body crumbling into dust. A bombillo performing this ritual at a junction of the Elemental Planes of Air and Earth gets a +4 circumstance bonus to this save. The newly born bombilli has no memories of its parent bombillo and will instinctively seek out others of its kind to learn how to use its abilities. Many newborn bombilli are drawn to the Pit during the great fights to join with their brethren and compete in the events.

Once per year, several bombillo and bombilli will gather together in the desert, at a place dubbed the Pit by travelers, for a grand contest. During this period, usually at the height of summer, the barrier between the Elemental Planes of Air and Earth weaken and creatures from both planes are able to cross over into the prime material plane for a brief period to participate in or observe this contest. For roughly 4 to 5 days, the ground shakes and loud explosions can be heard as numerous creatures from the surrounding region and nearby inner planes compete in an olympic-style event of athletics, pit-fighting, and wrestling. Travelers fortunate enough to view this event often mistake it for some major pitched battle, but in truth, there is very little intentionally lethal damage. This does not prevent scavengers such as berk's harbingers, carrion sphinxes, or packs of jaklyns from lingering nearby, however, as the occasional accident still occurs, and mortal creatures are more likely to suffer serious injuries should they choose to participate in the event. Anyone who chooses may enter this event, providing they refrain from using lethal damage competing. A mortal creature competing against the bombillo will earn grudging respect; winning the event will earn them a place of honor amongst bombillo and bombilli alike.

A bombillo may be summoned with a *summon monster VI* or *summon nature's ally V* spell. This counts as both an air and earth spell.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This vaguely humanoid rock-like creature is an elemental called a bombillo.
20	They can deliver crushing blows with their leaping attacks and can hurl sand to injure opponents.
25	Their rocky hide makes them resistant to all weapons and their skill at jumping and tumbling makes them difficult targets.
30	If traveling with smaller brethren, they can toss them over a few hundred feet away for their leaping attacks.
35	As elementals, they are immune to poison, paralysis, critical hits and stunning.
40	They can trip opponents standing on sand from up to 15 feet away by causing the sand to move under them.
45	They are creatures of both the elements of Air and Earth combined and are native to where those Planes meet.

Notes and Game Balance

A bombillo is based on the standard Large earth elemental. Its ability scores were modified by lowering its Con and increasing its Dex to bring it closer to the air elemental. Its earth mastery and push special abilities were swapped for faster movement and enhanced jumping abilities. Swapping its special abilities for movement and an AC reducing charge ability lowers the power level of this creature slightly so it was given the ranged sand trip and sand spray attacks. The CR remains the same.



Boneswirl (Undead)

Boneswirl

Medium Undead (Air)

Hit Dice:	8d12 (52 hp)
Initiative:	+5
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	19 (+5 Dex, +4 natural), touch 15, flat-footed 14
Base Atk/Grapple:	+4/+6
Attack:	Slam +9 melee (1d8+3)
Full Attack:	Slam +9 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Debris, <i>lightning bolt</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., undead traits, +2 turn resistance
Saves:	Fort +2, Ref +7, Will +8
Abilities:	Str 15, Dex 20, Con --, Int 6, Wis 15, Cha 16
Skills:	Listen +13, Spot +13
Feats:	Dodge, Mobility, Weapon Finesse
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-19 HD (Medium), 20-24 HD (Large)
Level Adjustment:	--

General

A boneswirl is an undead creature animated through strong elemental magic, taking the form of a whirlwind composed mostly of bones. A skull is suspended in the center of the maelstrom, completely unaffected by the winds raging around it. The skull is always perfectly still, slowly rotating to face its enemies with its permanent grin.

A typical boneswirl is a cone between four and five feet high. It flies around as if weightless, but the pile of bones it is comprised of weighs about 30 pounds.

A boneswirl almost never speaks, but it can speak Common. Its voice always sounds hollow and devoid of any emotion, but the pitch is constantly rising and falling. At one point the voice can be a shrill screech and then immediately drop to a low, guttural moan.

Combat

Generally, a boneswirl flies around the desert looking for living creatures to torment. Its hatred for the living knows no bounds, and though a boneswirl primarily attacks intelligent creatures, it will go out of its way to kill anything it can.

A boneswirl attacks by pummeling its foes with the bones flying around it. Because the bones are mostly broken shards, its slam attacks deal both bludgeoning and piercing damage.

In combat a boneswirl shows no discretion, often flying right into the center of a group of foes and using its lightning bolt indiscriminately. Not a particularly bright combatant, it targets whichever creature is hurting it the most and only flees when its hit points are precariously low and it is greatly outnumbered.



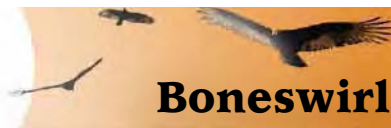
A dust devil moves quickly across the sandy ground, kicking up a trail of dust. Just visible through the swirling debris, a skull floats perfectly in the eye of the vortex. Broken and smashed bones tumble around in the cloud of sand surrounding the skull.

Every time it kills, the slain creature is destroyed as flesh is flayed from the bones by the swirling sands and the skeleton shattered. The pieces of bone remaining join with the boneswirl's other fragments. This grants it 5 hit points per Hit Die of the creature slain up to its normal maximum total. Extra hit points gained this way are lost.

Damage Reduction (Su): As a result of its elemental heritage, the boneswirl ignores the first 5 points of damage from any weapon that is not enchanted.

Debris (Ex): The vortex of a boneswirl generates a cloud of dust and debris. As long as the boneswirl is touching the ground it gains concealment against all ranged attacks. Also any creature within five feet of it must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Strength-based.

Lightning Bolt (Su): As a standard action, once every 1d4 rounds, a boneswirl can fire a bolt of lightning in a 60 foot line. Each creature in the area takes 8d6 points of electricity damage unless it makes a DC 17 Reflex save for half damage. This ability otherwise works exactly like the *lightning bolt* spell. The save DC is Charisma-based.



Turn Resistance (Ex): A boneswirl is resistant to being affected by clerics and paladins. When resolving a turn, rebuke, command, or bolster attempt, add 2 to the creature's Hit Dice total.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Boneswirls were originally created by evil djinn that had taken up residence on the material plane, away from their inherently good brethren. Djinn necromancers used the bodies of humanoids to make more powerful and mobile undead guardians. Eventually the good djinn caught on, and more than a few boneswirls were bereft of controllers.

Not only do rogue boneswirls now wander the deserts, but they are now showing up in unexpected places. Adventurers both good-hearted and malign took to exploring the ruined djinn castles and discovered the research done there. Thus the secret of creating boneswirls, though not commonplace, can be found or bought among the burning sands.

The ritual of creating a boneswirl is long and complicated, as with creating many greater undead, but the process is a bit different. The primary difference is that minor air elementals are bound to the bones that comprise a boneswirl. They keep the whirlwind in motion. The elementals are twisted and perverted in the binding, but they are also part of the boneswirl's new identity. Their insanity is a large part of what drives a boneswirl to kill everything it can.

A boneswirl is typically created from the bones of a single humanoid creature, though it is possible to create one from any creature with a skeleton. The visage of a standard boneswirl is disturbing enough, but one created with the skull of a dragon or a mindflayer can send opponents fleeing into the desert without even attacking. No matter what creature it was originally made from, it retains no memory of its past life. It knows only an intense feeling of loss and pain. This is its primary drive for hunting down and killing living creatures.

At creation a boneswirl is a single skeleton. As it engages and slays its victims some of the bones may break or shatter. Oddly enough the magic that binds a boneswirl also gradually increases its size and strength. When a boneswirl kills a creature, oftentimes survivors of the attack find the corpse missing a few bones, and occasionally missing all bones. This is because they are picked up and bound to the whirlwind encompassing the boneswirl. (Unless the GM chooses otherwise, this should have no effect on raising a character. It can add flavor to an encounter with a boneswirl though. When the PC's come across de-boned corpses it can generate a lot more emotion during a later fight with the boneswirl.)

A boneswirl can be created through use of the *create undead* spell by a 15th-17th level caster (though characters should be made to research the ritual first).

Boneswirls, even though they are capable of surviving forever due to their undead state, seldom survive longer than a few years as a result of being broken down by the harsh environment in which they are found. They must slay and assimilate the bones of the slain to continue survival. Boneswirls under the control of evil priests have little to fear, but free boneswirls on a bloody rampage across the burning deserts are another story.

One of two fates awaits an uncontrolled boneswirl. First, the boneswirl could find a region rich with vertebrates to slay and could offset the environmental breakdown with a constant supply of new bones. As it kills and grows it becomes stronger, gaining in hit points and power until it is finally destroyed by something more powerful. The other fate is much more common, and even those boneswirls in the previous category eventually succumb to it. Creatures attempting to defend themselves from the boneswirl's reckless attacks leave it injured enough that the next victim or environmental hazard easily brings it down.

Knowledge Suggestions

DC	Knowledge (religion) check results
15	This man-sized vortex of dust and bones is an undead creature called a boneswirl.
20	The bones and debris swirling around it not only provides it concealment, but also blinds its attackers.
25	Being undead, it is immune to mind affecting effects, stunning, poison, disease, critical hits and more.
30	It can generate a bolt of lightning every couple of rounds wreaking terrible damage on its foes.
35	It is resistant to weapons that are not enchanted. It is also able to resist being turned or rebuked.
40	It is native to warm deserts where it was first created by evil djinn. Also, it regains health from its victim's bones.
45	It can be created through the use of a <i>create undead</i> spell by a caster of 15th level or higher. The exact process for this is known by the character making this check.

Notes and Game Balance

The initial concept here was to create an undead creature that wasn't the typical walking corpse or ghostly apparition. However, an undead creature does somehow need to be tied to an actual dead creature. Considering the variety of skulls available in a fantasy campaign, they seemed like a decent starting point, instead of just a flying skull, one surrounded by a whirlwind of bones.

The boneswirl is a high CR 5, being only slightly stronger than the standard mummy. They both have eight Hit Dice and a single attack, and their ability scores are comparable. The mummy's damage reduction is slightly better, and mummy rot gives the mummy greater long-term potential. However, the boneswirl is much more mobile, is capable of inflicting heavy damage on multiple foes at once, and though a mummy's despair is more debilitating, the debris ability requires continuous saving throws and helps defensively.



Cactallion (Plant)

Cactallion

Huge Plant

Hit Dice:	20d8+200 (290 hp)
Initiative:	-1
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 27
Base Atk/Grapple:	+15/+35
Attack:	Bite +26 melee (2d6+12 plus 1d12/19-20)
Full Attack:	Bite +26 melee (2d6+12 plus 1d12/19-20) and 2 claws +23 (1d8+6 plus 1d12)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, needles, swallow whole
Special Qualities:	Cacti, low-light vision, plant traits, resistance to cold 20 and fire 20, tremorsense 60 ft.
Saves:	Fort +22, Ref +5, Will +9
Abilities:	Str 34, Dex 9, Con 31, Int 6, Wis 12, Cha 11
Skills:	Listen +24
Feats:	Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	11
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	21-40 HD (Huge); 41-60 HD (Gargantuan)
Level Adjustment:	--



The sand beneath the serene cactus patch shifts suddenly. With a deep roar, a great cat-like creature quickly digs its way out of the sand with powerful claws. Its hide is that of a cactus, completely covered with long thin needles and the aforementioned cactus patch grows from its back. Its large head has no eyes or nose, but is instead dominated by a gaping toothless maw.

Combat

A cactallion usually begins an encounter buried in the sand. This is its preferred method of attracting prey. It waits for large animals or humanoids to get close and then attacks. It fights primarily for food and usually tries to devour as many creatures as possible. However, it won't hesitate to flee from foes that hurt it significantly, overrunning them if it must. An exception to this is that if it has missed more than a few meals, it is more likely to fight to the death than to run.

Cacti (Ex): The buds growing from a cactallion's back so closely resemble ordinary cacti that so long as the rest of its body is completely hidden a character must make a DC 30 Knowledge (nature) check to identify them for what they are.

Improved Grab (Ex): To use this ability, a cactallion 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its bite only and not be considered grappled itself.

Needles (Ex): Needles cover a cactallion's body and pose a threat to anything that gets too close. A cactallion deals an additional 1d12 points of piercing damage with its natural attacks and with successful grapple checks. An opponent that strikes a cactallion with natural weapons will also take this damage unless it makes a DC 19 Reflex save. Opponents that have been swallowed are not subject to this damage. The save DC is Dexterity-based.

Cactallion...Continued

Plant Traits: Includes low-light vision; immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; and breathes and eats, but does not sleep.

Resistances (Ex): A cactallion is resistant to extreme temperatures, so much so that it ignores the first 20 points of damage from any cold- or fire-based attack.

Swallow Whole (Ex): If a cactallion begins its turn with an opponent of up to one size smaller than itself held in its mouth, it can attempt a new grapple check. If it succeeds, it swallows them, and they take bite damage. A swallowed creature is considered to be grappled. A swallowed creature takes 2d8+12 points of bludgeoning damage and an additional 10 points of acid damage from the creature's digestive juices each round.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 30 points of damage to the gizzard (AC 20). Muscular activity closes the hole after the creature exits; another creature must cut its own way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the cactallion's jaws, possibly taking bite damage or being swallowed again. A second grapple or Escape Artist check must be made to avoid the bite damage. A Huge cactallion's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Tremorsense (Ex): A cactallion is very sensitive to vibrations in the ground and can automatically pinpoint the location of anything in contact with the ground within 60 feet.

Ecology

Cactallions are predatory creatures that prefer warm, dry environments. They are solitary creatures that reproduce by budding. Once every 10 years the growths on a cactallion's back break off and form a new cactallion. This new creature immediately goes off on its own in search of territory away from that of its parent. They generally choose sandy locations within a few miles of a well-trafficked area. They instinctually know to bury themselves in the sand and wait for prey to come along. If no prey is attracted within a few days, they often relocate. They can survive for almost a month without meat, but will eventually die without the nutrients it provides.

That is essentially the life of a cactallion. Attempts by druids and the like to communicate with cactallions have revealed them to accept this fact and they desire nothing more than a meal today. Evil druids sometimes use magic to control cactallions, although as long as the meals are frequent, magic isn't always necessary.

A cactallion's body is made of incredibly tough fiber. It is several inches thick and protects the cactallion well, and so long as the cactallion is living it is surprisingly flexible. A few hours after the creature's death however, its hide becomes dry and brittle, breaking easily. Also hours after the cactallion's death, all the moisture from its body pools into the cacti on its back, so any creature that waits around can potentially harvest over 20 gallons of water from the corpse.

Though stories abound on the origin of cactallions, none are held as truth. Popular myths as to their creation touch on evil druids that have lost control of their monstrous experiments. The most well known story concerning the creation of cactallions is actually a fable extolling the folly of the lazy.

It concerns a mighty lion that ruled the entire plain. The lion was proud and strong and had no contenders to his rule. The lion eventually grew content with his own superiority. He began to spend his days sleeping in the warm sun, and feasting on the gifts of the other animals. Slowly the lion began to think this was how his kingdom was run, and he never put another thought to it. In time the other animals, without any rule, began to deplete the resources of the once beautiful plain. Whenever an animal grew the nerve to bring mention of this to the lion, he simply ate it and went back to sleep. As the lion slept, the plants were all eaten, the lesser animals were eaten, and so on. One day the lion woke very hungry and not immediately finding food, he looked out upon his kingdom. All of the plants were gone, as were the other animals. Sand extended for miles beneath the blazing sun. As the lion looked about in confusion, the goddess of nature, who had crowned him approached. The lazy lion licked his lips for finally his dinner was here, or so he thought. In her anger and disappointment with the lion, the goddess cursed him. For his sloth she planted him the ground and left him to rule the desert.

Knowledge Suggestions

DC	Knowledge (nature) check results
20	This vicious cactus-like beast is a plant creature called a cactallion.
25	Its body is covered in needles, causing greater damage whenever it strikes prey and whenever prey strikes it.
30	Being a plant, it is immune to mind-affecting effects, poison, stunning and critical hits.
35	It can grab and swallow prey whole using its enormous mouth.
40	It is very resistant to all but the strongest sources of fire and cold.
45	It can sense anything moving upon the earth up to 60 feet from itself and sees its prey in this manner.
50	They survive on a diet of meat and sunlight. Once they die, the water stored in their body pools into the cacti on their back and can be harvested after an hour.

Notes and Game Balance

The cactallion was an attempt to make the environment itself even more hostile. Cacti are one of the most common desert plant-life, and everyone knows they may hold water, so PC's are likely to approach them. By hiding the monstrous part of the creature underground, it allows a GM to ambush a party, even in the open vastness of a desert.

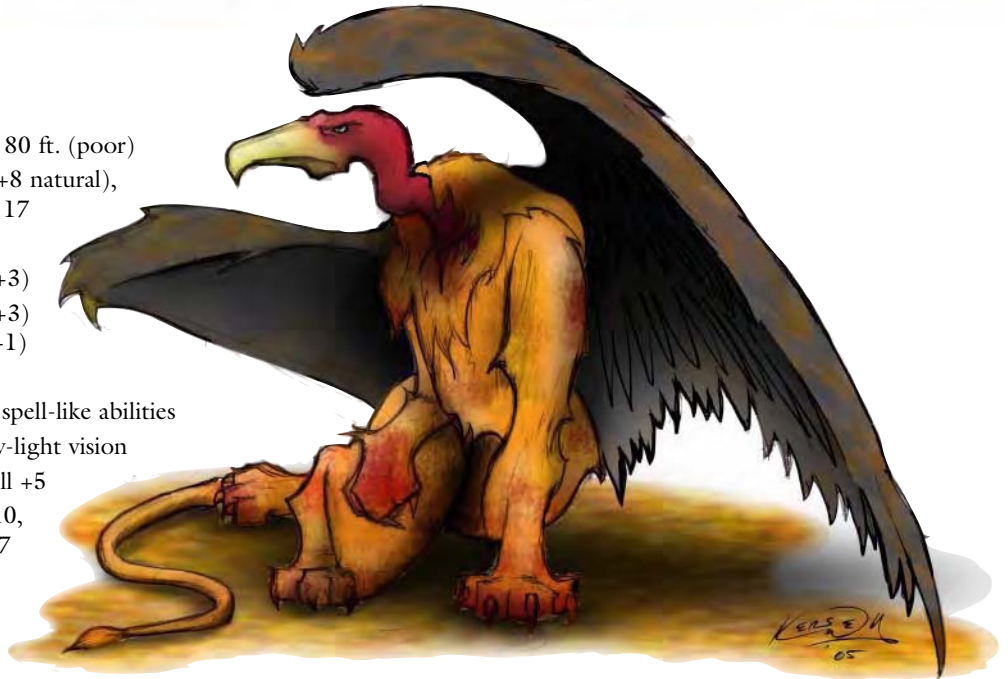
The cactallion can be compared against a twelve-headed pyrohydra. The hydra may seem stronger, but that is due to it being designed to reward certain feats and tactics. The cactallion has more Hit Dice, but lacks fast healing 22 which can be worth more than the 100 hit point lead. With 3 attacks, even at a greater bonus, the cactallion may seem outclassed, until a fighter sunders the hydra's heads and reduces the attacks. The cactallion's swallow whole and needles make up for the breath weapon, and the plant traits and energy resistances combined with more feats should match well against a hydra growing extra heads.

Carrion Sphinx (Magical Beast)

Carrion Sphinx

Large Magical Beast

Hit Dice:	9d10 (49 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 80 ft. (poor)
Armor Class:	21 (-1 size, +4 Dex, +8 natural), touch 13, flat-footed 17
Base Atk/Grapple:	+9/+16
Attack:	Bite +11 melee (1d8+3)
Full Attack:	Bite +11 melee (1d8+3) and 2 claws +6 (1d6+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+1, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +10, Will +5
Abilities:	Str 17, Dex 18, Con 10, Int 16, Wis 15, Cha 17
Skills:	Hide +12, Intimidate +15, Listen +16, Move Silently +16, Spot +20
Feats:	Alertness, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)
Environment:	Warm deserts
Organization:	Solitary, pair or flock (3-8)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	10-14 HD (Large); 15-27 HD (Huge)
Level Adjustment:	+5 (cohort)



This creature is bigger than a horse and has a tawny lion body, with the wings and head of a vulture.

General

Carrion sphinxes are rare evil sphinxes. They are always male and are always in search of a gynosphinx. They spend most of their time monitoring their territory for intruders to harass.

A carrion sphinx has a lion body like other sphinxes, but unlike the others it has a vulture's wings and head. A typical carrion sphinx is about 10 feet long and weighs about 800 pounds.

A carrion sphinx speaks Sphinx, Common, and Draconic.

Combat

A carrion sphinx is a natural coward, and like one of its component creatures, it prefers to let its prey succumb to other perils. If this doesn't happen naturally, it will use its spell-like abilities to help things along. It will only openly attack once its victory is assured.

A carrion sphinx is almost always invisible or otherwise hiding when approaching other creatures. The intended prey is quietly followed and sized up. The carrion sphinx can be very patient and usually waits for the elements to do most of its work. Multiple creatures often find themselves targeted by a *mind fog*, followed by *suggestion* or *confusion*, until the group is overcome by infighting.

If forced to fight, a carrion sphinx continues to use its spell-like abilities to separate its foes and then pounces and disengages. It continues this until it can either bring down the opponent, or until it can find the opportunity to flee.

In order to finish off foes a carrion sphinx typically uses its wings to quickly charge into combat. This can help it gain a quick advantage over foes that had been previously distracted by their addled allies. Beginning with a flying charge also helps to catch foes unaware. A carrion sphinx engaged in melee will generally stay on the ground, only taking flight again to disengage.

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

Rake (Ex): A carrion sphinx that pounces onto a creature can make two rake attacks with its hind legs. Attack bonus +11 melee, damage 1d6+1. It can also bring its rake attacks to bear in a grapple. However, it must begin its turn grappling to use its rake – it can't begin a grapple and rake in the same turn. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

Spell-Like Abilities: At will – *deathwatch*, *invisibility*; 3/day – *confusion* (DC 19), *sanctuary* (DC 14), *suggestion* (DC 18); 1/day – *dominate person* (DC 20), *mass suggestion* (DC 21), *mind fog* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Skills: A carrion sphinx's sharp eyesight grants it a +4 racial bonus on all Spot checks.

Carrion Sphinx...Continued

Ecology

Carrion sphinxes are like the crazy inbred cousins that other sphinxes never talk about. Most other sphinxes find them more detestable than even hieracosphinxes. The only reason a gynosphinx would even mate with one is due to magical compulsion, which incidentally they have plenty of.

Carrion sphinxes often flock together, usually out of convenience because territory is difficult to keep when alone. They lair in hidden desert caves. These are usually smaller ones that stronger creatures won't use and that usually have an escape route. Carrion sphinxes relocate often, as bigger, stronger creatures drive them out.

Carrion sphinxes are sly and devious creatures, especially among their own kind. The creatures usually lair together for safety, but a flock of carrion sphinxes will have so many cliques and alliances that some royal courts would be ashamed. The creatures are smart enough and remorseless enough to say or do anything, so long as they think they would benefit.

The leadership of any given flock is almost always under dispute. The strongest or richest carrion sphinx is never guaranteed anything. An ally lasts only so long as he thinks he is gaining in the deal. A carrion sphinx's spell-like abilities only add to the drama, and if a gynosphinx is introduced to the flock, then the creatures actually have something to fight over.

The only leaders that ever gain a secure hold on that title are usually those few carrion sphinxes in which the demon blood runs strong. Either as the result of a direct mating between a vrock and a gynosphinx, or just a chance showing of strong demon blood, a half-fiend carrion sphinx is born. With their enhanced abilities, these creatures are usually strong-willed enough to cow a flock of carrion sphinxes.

A carrion sphinx's diet consists of any and all meat. As long as the body isn't completely rotted, this sphinx will eat it. It particularly enjoys intelligent prey though as the chaos and mistrust it breeds is its favorite past time. Intelligent creatures also usually carry treasure. Although its actual use for the treasure is questionable, the sphinx sees it as more of a status symbol (and it helps to pay off those dangerous blue dragons).

Carrion sphinxes actually trace their origins to a magically coerced hieracosphinx. A victim of demons summoned to this plane, the hieracosphinx was forced to breed with vulture demons. Over the centuries the outsider bloodline has been diluted and the carrion sphinxes have become creatures of this plane.

A gynosphinx captured by carrion sphinxes is kept under compulsion for as long as possible, usually until she is killed at random by one of them. During this time her only purpose is breeding and she is kept safely hidden in the lair. Generally the carrion sphinxes treasure their bride, treating her like a queen (by their standards).

An impregnated gynosphinx will lay a clutch of one to three eggs. These hatch in just a few months and are usually separated from the mother fairly quickly. The young are essentially neglected. They are left to themselves in the lair. The only attention a carrion sphinx pays to them is to keep them away from the mother; this is to prevent any connection that might help the gynosphinx break the compulsion. Many young die from neglect. The only time they eat is if a kill is brought to lair and they can pick at it, or if the young kill and eat each other. A young carrion sphinx that survives will reach maturity in two years. Though a captured gynosphinx may lay dozens of eggs during her stay, only the strongest from the first or second clutch will usually survive to maturity as it feeds on its brothers and sisters. If multiple carrion sphinxes are born with some frequency usually none survive.

Knowledge Suggestions

DC	Knowledge (arcana) check results
10	This vulture / lion crossbreed is a magical beast called a carrion sphinx.
15	It has four powerful claws, with its hind ones being able to be brought to bear when it pounces or grapples.
20	It can turn itself invisible as well as convince others that it is not a threat through its spell-like abilities.
25	Other spell like abilities it has are geared toward clouding, confusing and controlling the minds of prey.
30	It has the ability to gauge the health of potential prey allowing it to target the weak and sickly.
35	It is cowardly, preferring to let other creatures and its harsh environment wear down prey before attacking.
40	A strong show of force or a large amount of coin, can be enough to get rid of the creature. However, it is not to be trusted and will probably go invisible or hide while it follows any that escape.

Notes and Game Balance

The base idea of a sphinx based on a vulture had the capacity to be pretty interesting and fit well with the desert theme. Most of the creatures I've worked on have been purely confrontational. Muscle, stealth, or magic, or even diplomatic encounters, they were all based on players versus the monster. However, this one is designed not to be seen, while it inspires the PC's to kill each other.

The carrion sphinx fits in easily with the other sphinxes, but it has spell-like abilities that make it completely unique. Its combat abilities were downplayed in order to justify it having plenty of offensive spell capabilities. A balance was struck and the carrion sphinx proves less dangerous than an androsphinx, but is a closer match with a gynosphinx.



Desert Colossus (Construct)

Desert Colossus

Colossal Construct

Hit Dice:	32d10+80 (256 hp)
Initiative:	-4
Speed:	20 ft. (4 squares)
Armor Class:	13 (-8 size, -4 Dex, +15 natural), touch -2, flat-footed 13
Base Atk/Grapple:	+24/+56
Attack:	Slam +32 melee (4d6+16) or blast of the infidel +12 ranged touch
Full Attack:	2 slams +32 melee (4d6+16) or blast of the infidel +12 ranged touch
Space/Reach:	30 ft./30 ft.
Special Attacks:	Blast of the infidel, constrict, improved grab
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, sight of the eagle
Saves:	Fort +10, Ref +6, Will +10
Abilities:	Str 42, Dex 2, Con --, Int --, Wis 10, Cha 1
Skills:	Spot +16
Feats:	--
Environment:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement:	--
Level Adjustment:	--

General

Sculpted from the side of a mountain, the desert colossus can be seen from miles away. It typically serves as a silent sentinel over a sacred treasure, temple or civilization, ever watchful for trespassers. Its beauty inspires many travelers to wonder what lies beyond, though few who know its true power are brave enough to approach it.

A desert colossus is usually carved in the likeness of a legendary ruler or heroic figure adorned in ceremonial attire as befitting the race that made it. Sometimes it may be made in the likeness of a deity and acts as a shrine to that deity as well, where followers may come before it and make offerings to it. A traveler may be able to use this to his advantage to gain passage past the colossus by making an appropriate offering with a DC 30 Knowledge (history) or (religion) check as appropriate, assuming that the colossus was given commands to recognize and accept them.



An awe-inspiring colossus stands ahead, seemingly carved from the mountain itself. It is masterfully carved to resemble an ancient king or elder of great respect with its right hand outstretched as if in a warning not to proceed.

A desert colossus stands roughly 65 feet tall and weighs approximately 125 tons.

A desert colossus neither speaks nor understands language outside of the commands established when it was created.

Combat

The desert colossus is incapable of any strategy or tactics. It is emotionless in combat and cannot be provoked. It can be commanded if its creator or designated controller is within 60 feet and the colossus can see and hear them. If uncommanded, it usually follows its last instruction to the best of its ability. If attacked however, it returns the attack.

Blast of the Infidel (Su): A desert colossus's eyes can produce four different magical rays with a range of 280 feet. Each round, it can fire one ray as a standard action. A particular ray is usable only once every 4 rounds.

The four eye effects are:

Acid:	Deals 12d6 points of acid damage to the target.
Cold:	Deals 12d6 points of cold damage to the target.
Electricity:	Deals 12d6 points of electricity damage to the target.
Fire:	Deals 12d6 points of fire damage to the target.

A DC 21 Reflex save can be made for 1/2 damage against any of the rays. The save DC is Charisma-based.

Desert Colossus...Continued

Constrict (Ex): A desert colossus that has established a hold on an opponent with a fist can crush them for 4d6+16 points of bludgeoning damage each round after making a successful grapple check. This is in addition to the normal damage for a successful grapple check.

Construct Traits: Includes darkvision 60 ft.; low-light vision; immune to all mind-affecting effects; immune to poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; cannot heal damage on its own; immune to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion and energy drain; immune to effects requiring a Fortitude save unless it also affects objects; does not eat, sleep or breathe.

Damage Reduction (Ex): As a result of stonework construction, a desert colossus ignores the first 10 points of damage from any weapon not made from adamantine.

Improved Grab (Ex): To use this ability, a desert colossus must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its fist and can constrict. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its fist only and not be considered grappled itself.

Immunity to Magic (Ex): A desert colossus is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below:

A *transmute rock to mud* spell slows a desert colossus (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the desert colossus's structure but negates its damage reduction and immunity to magic for 1 full round.

Sight of the Eagle (Su): A desert colossus is a vigilant guardian. It gains a +16 enhancement bonus on Spot checks as a result of its purposeful construction.

Ecology

A desert colossus is a mindless construct and does not eat, breath or sleep. Despite these facts, its presence can impact a region in drastic ways. The motivation behind the creation of a desert colossus can make it a scourge or a miracle for a community.

The creation of one is usually the result of a massive public works project. Orchestrated by a wealthy ruler, the work is overseen and directed by the master crafter. It does nothing without orders from its creator and follows instructions explicitly. The desert colossus's creator can order the colossus to obey the commands of another person. That person can in turn place the colossus under someone else's control, and so on. Once created, the control of the colossus is usually transferred to the ruler and is passed down from generation to generation. Since the colossus's creator can always resume control over his creation by commanding it to obey him alone, the creator is usually the ruler himself or a close loyal ally of the ruler. In some cases, the creator is quietly assassinated after control of the colossus has been transferred.

A benevolent ruler may use the colossus to protect and defend its lands, or use it to perform near impossible feats of construction or demolition. A malevolent ruler may use the colossus to oppress and subjugate or to conquer and pillage other lands.

A desert colossus that has outlived the empire that built and commanded it for centuries will always follow its last instruction to the best of its ability. Sometimes that command may be to guard a great treasure or a poorly defended region of the city. Sometimes a colossus may be instructed only to let pass those who utter a phrase or display a proper idol of some kind. Pass phrases and idols may be passed down in obscure lore as a civilization evolves and forgets its past.

Construction

A desert colossus's body is usually chiseled from a mountainside or a single block of hard stone weighing at least 130 tons and at least 65 feet tall. Assembling the body requires a DC 30 Craft (sculpting) check or a DC 30 Craft (stonemasonry) check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *cone of cold*, *chain lightning*, *acid fog*, *delayed blast fireball*, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

Knowledge Suggestions

DC	Knowledge (arcana) check results
20	This mountain sized figure is not just a statue, but is actually a construct called a desert colossus.
25	It can smash enemies with its huge fists, or it can just grab them and squeeze them until they perish.
30	As a construct, it is immune to poison, stunning, disease, energy drain, ability damage, critical hits and much more.
35	It can produce four different rays from its eyes ranging from acid, to cold, to fire and even electricity.
40	It is fairly resistant to damage from any weapon that is not fashioned from adamantine.
45	It is immune to all spells and spell-like abilities that allow for spell resistance, making it a very difficult foe.
50	A <i>transmute rock to mud</i> spell slows it down while a <i>transmute mud to rock</i> spell heals it. A <i>stone to flesh</i> spell negates its damage reduction and immunity to magic for one round.

Notes and Game Balance

The desert colossus was designed as a construct similar in power levels to a Colossal animated object or a stone golem at a larger scale. Since the original concept was of a simplistic stone guardian of Colossal size, it was developed with both animated objects and golems in mind.

A colossal animated object's CR is 10. The addition of the ray attacks, improved wisdom and spot modifiers, and its magic immunities were profound enough to raise the CR to a fair degree. When compared to the powers, abilities and damage output of stone golems, it sits between the normal and greater versions at about a strong 13 or weak 14. A weak 14 was chosen to give players a break against an opponent immune to most magic.

Desiccated (Undead)

Desiccated

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Atk/Grapple:	+2/+6
Attack:	Claw +6 melee (1d6+4 plus heatstroke)
Full Attack:	2 claws +6 melee (1d6+4 plus heatstroke)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Absorb moisture, create spawn, heatstroke
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str 18, Dex 15, Con -, Int 15, Wis 13, Cha 14
Skills:	Climb +11, Hide +9, Jump +11, Listen +8, Move Silently +9, Spot +8
Feats:	Power Attack, Toughness
Environment:	Warm deserts
Organization:	Solitary, pair or pack (3-10)
Challenge Rating:	3
Treasure:	None
Alignment:	Chaotic evil
Advancement:	5-12 HD (Medium)
Level Adjustment:	--

General

A desiccated is an intelligent undead creature that has had all the moisture drained from its body. It spends its wretched existence trying to drain the moisture from living creatures, for just a brief respite from the pain.

Its skin is brown and leathery and it has sharp claws and teeth. The spark of unlife that fuels the desiccated is evident in its bright red pupils.

A desiccated is about 5 feet tall and weighs less than 100 pounds.

A desiccated understands, but does not speak the languages it spoke in life (usually Common). All it can manage now for speech is a dry rasping noise.

Combat

A desiccated will attack almost any living creature on sight, usually from a hiding spot if possible. Only creatures at least Large size are safe from a lone desiccated, though few creatures are safe from a pack of them. All creature types are targets, but only humanoids can turn into desiccated.

Desiccated use pack tactics whenever possible, although even when acting alone a desiccated uses hit and run tactics. Creatures that appear weak or stragglers are usually the first to find themselves with heatstroke. Eventually, when enough creatures are fatigued or exhausted, the desiccated will attack in force, draining the moisture from the weakened bodies of their victims.



This creature appears to be the corpse of a humanoid. The brown leathery husk seems to be completely dehydrated. Its dead hands now curl into vicious claws and the skin around its mouth is stretched back to reveal jagged teeth. The red pupils of its eyes dart around with a manic fervor.

A group of desiccated will usually attempt to surround a party without being seen. If there are any advance scouts or stragglers within the party, they become primary targets for the desiccated and will be eliminated with as much stealth as possible so as not to alert the rest of the party. Lacking those (either because they are dead or never in the party), the desiccated will often send in one of their number to attack quickly and then flee. Its main purpose is to separate a party, but if it can kill a creature in the process, then all the better. Then the remaining desiccated can either attack creatures that follow, or any that stay behind, whichever appears weaker. They gang up on single creatures, trying to bring down one creature at a time. The desiccated will flee if things go poorly for them, and even then try to lead pursuers to a location more advantageous for the desiccated.

Desiccated...Continued

Absorb Moisture (Ex): A desiccated can suck the moisture from a living victim with its mouth by making a successful grapple check. If it pins the foe it drains moisture, dealing 1d3 points of Constitution drain each round the pin is maintained. On each successful attack, the desiccated gains 5 temporary hit points.

Create Spawn (Su): A humanoid slain by a desiccated's absorb moisture ability rises as a desiccated 1d4 days later.

Heatstroke (Su): Living creatures hit by any of a desiccated's natural attacks must succeed on a DC 14 Fortitude save or take 1d6 points of nonlethal damage and become fatigued. A fatigued creature that fails the save becomes exhausted. This damage cannot be recovered until the creature gets cooled off (reaches shade, survives until night-fall, gets doused in water, is targeted by an *endure elements* spell, and so forth). A creature with protection from fire or the target of an *endure elements* spell is immune to this ability. The save DC is Charisma-based.

Undead Traits: Includes darkvision 60 ft.; immune to all mind affecting effects, poison, sleep effects, paralysis, stunning, disease and death effects; not subject to critical hits, non-lethal damage, ability drain, energy drain, fatigue and exhaustion; immune to any effect that requires a Fortitude save unless it also affects objects; destroyed at zero hit points.

Ecology

Desiccated lair in deserted ruins within 2 or 3 days travel of an active settlement. They usually group in small packs and terrorize travelers. They prefer to attack when their targets are at least a day or so away from any sort of safety, and attacks usually occur at the hottest part of the day.

Desiccated society is generally a group of 5 or 6 of them squatting in a destitute building. Most of the time is spent laying around or scabbling for rats. The moisture of living creatures is the only thing that they desire. It is like a drug to them and they are like junkies.

Unlike junkies though, when significant prey is detected the desiccated become a working unit. Unless they haven't fed in a long time, they can be patient and cunning. They desire the moisture so much that unless entirely desperate they won't risk it escaping through recklessness or foolishness.

When a desiccated kills a humanoid creature with its absorb moisture ability, that creature undergoes a slow transformation during which every last drop of moisture is lost from its body. Water, blood, and other bodily fluids completely evaporate, organs turn to dust, and the skin becomes a dried out husk. Once complete, negative energy animates and gives sentience to the corpse. Even though the new creature retains some small semblance of its former self, bits and pieces of memories and thoughts, it is now overcome with an incredible and unquenchable thirst. The energy that created the desiccated continues to work and the creature continually feels the moisture being sucked from it.

The first thing a newly created desiccated does is search for water. Within an hour the only thing it knows is the thirst. Whether from an oasis or water bearing plant life, water does nothing to satiate the thirst a desiccated feels. Eventually the creature will come across something living, perhaps a lizard or rat. In desperation the desiccated will kill it and try to drink the fluids therein. Only then will it find relief. Just for an instant, for about 5 seconds, the desiccated will be immersed in a sudden state of euphoria that can only be matched by the immediate crash. Now in addition to the thirst, a desiccated knows one other thing: the cure.

Evil priests have not yet discovered an alternate means to create the desiccated, but they are fond of using their powers over negative energy to control them. Unless one has the assurances of divine or magical control, it is very dangerous to ally with the desiccated. The only other allies they might have would be carrion feeders, though even they keep their distance.

Knowledge Suggestions

DC	Knowledge (religion) check results
10	This still-moving dehydrated husk of a person is an undead called a desiccated.
15	Not only will its claws injure a person, but they can also cause them to become fatigued and even exhausted.
20	Being undead, it is immune to mind affecting effects, stunning, poison, disease, critical hits and more.
25	If it can pin a foe in a grapple, it will start sucking the moisture right from their body quickly draining their health from them.
30	Those slain by having all of their moisture sucked out will rise as desiccated themselves within four days time.
35	An <i>endure elements</i> spell will protect a person from this creature's power of fatigue and exhaustion.
40	Moisture from living beings is like a drug to it, a fact that potentially can be used tactically against them.

Notes and Game Balance

The desiccated were inspired by movies in which a victim's life energy is drained from them, causing them to subsequently shrivel up and deteriorate within a matter of seconds. The vision for the desiccated was a creature that resembled a ghoul, but whose touch drains moisture and water from individuals rather than paralyzing them, causing their victims to shrivel and become desiccated corpses. The GM is encouraged to play up the dramatic elements as party members are struck by the creature and experience its attack.

They fit in between the ghoul and ghastr as far as power level and challenge rating. Although the Constitution drain, exhaustion, and spawn abilities can be powerful, they match up well against the paralysis, ghoul fever, stench, and turn resistance of the ghastr. Because of the potential lethality of being helpless and the low DC of the heatstroke ability the desiccated is actually weaker than a ghastr, but not by much, making them a weak CR 3.

Fastling (Humanoid)

Fastling

Small Humanoid (Goblinoid)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+10
Speed:	90 ft. (18 squares)
Armor Class:	18 (+1 size, +6 Dex, +1 natural), touch 17, flat-footed 12
Base Atk/Grapple:	+1/-3
Attack:	Morningstar +4 melee (1d6)
Full Attack:	Morningstar +4/+4/+4 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Adrenal speed
Special Qualities:	<i>Blur</i> , darkvision 60 ft., wounded
Saves:	Fort +4, Ref +6, Will -1
Abilities:	Str 10, Dex 22, Con 13, Int 11, Wis 8, Cha 7
Skills:	Heal +1, Hide +11, Jump +24, Listen +1, Move Silently +7, Spot +1, Survival +1, Swim +4
Feats:	Improved Initiative
Environment:	Temperate and warm desert and plains
Organization:	Solitary, pair, gang (3-9), or tribe (10-50 plus 100% noncombatants, plus 1 3rd level [fighter] sergeant)
Challenge Rating:	2
Treasure:	50% standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+4

General

Fastlings are extremely quick moving goblinoids native to wastelands. Their eyes vary little in color, being red or orange. Their tough, weathered skin is always some shade of yellow, usually one of the darker hues. They live and move at ridiculous speeds and as a result are much more dangerous than their normal goblin cousins. They have adapted to be hard to hit and very effective in combat. This is due not just to their high Dexterity and Small size, but also to an inherent blurring effect that accompanies them when they move or attack.

Fastlings rarely wear much in the way of clothing besides loincloths, unless they travel to cooler climates. This is rare however, as they much prefer the warm deserts that they have adapted to.

They are typically 3 to 3-1/2 feet tall and weigh 40 to 45 pounds.

Fastlings speak Common and Goblin, however speaking with them is a challenge due to the speed they operate at and most find it very annoying to do. Bonus languages for high Intelligence will depend on the region they are in but frequently include Draconic and Orc.



A small yellow humanoid wielding a morning star appears just ahead, moving so fast as to be a blur of color.

Combat

Fastlings prefer to attack from ambush, relying on their speed and extra attacks to deal with their prey/opponents quickly. If they are able to get the drop on a foe, the chances are good that they will be able to swing 4 times before their foe can even swing once! Their preferred weapon is the goblin-sized morningstar.

They will usually shy away from attacking obviously powerful groups. Heavy armor by itself will not deter them from an attack, but heavily armored foes accompanied by apparent spellcasters, and/or with a liberal supply of apparent magical items, will give them pause.

Adrenal Speed (Su): Fastlings live and move at such a magically accelerated rate that they gain a couple considerable benefits from it. They gain a +2 on all attack rolls as opponents are all moving in slow motion to them. Also their speed is triple that of normal goblins and they gain a blur effect as noted below. Lastly, on any round they take a full attack action, they gain two additional attacks at their full attack bonus.

Blur (Su): Fastlings operate as if under the constant effect of a *blur* spell as a result of magically living and moving so swiftly. This gives any melee or ranged attack against them a 20% miss chance. Since it is based on movement, this effect does not apply when they are flat-footed or helpless.

Wounded (Ex): One negative aspect of living at such a speed appears when they are wounded. A fastling takes 2 additional points of bleeding damage from any injury that pierces their skin.

Skills: Again, as a result of their ridiculous speed, fastling gain a +4 bonus on Swim checks. Since they live in deserts and plains however, this is an unlikely benefit for them.

Fastling...Continued

Fastlings as Characters

Most fastlings advance as rogues or warriors, although a precious few have developed some degree of sorcerous talents. The paths of shaman and barbarian are also possible but infrequent. Few choose any of the paths requiring more rigorous training -- surviving in the wastelands is more than rigorous enough. There are however, known to be two fastling druids wielding considerable power over the desert environment. As can be expected, any fastlings with character levels in combat focused classes are that much more deadly with the additional attacks in a full attack round -- consider even a 1st level fastling fighter with Two-Weapon Fighting, Weapon Finesse and a pair of light weapons. The wounded drawback may give players some pause however.

Fastling characters possess the following traits:

- +12 Dexterity, +2 Constitution, -2 Wisdom, and -4 Charisma.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty to grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Space/Reach: 5 feet/5 feet.
- A fastling's base land speed is an incredible 90 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A fastling begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fortitude +3, Reflex +0, and Will +0.
- Racial Skills: A fastling's humanoid levels give it skill points equal to 5 X (2 + Int modifier). Its class skills are Heal, Hide, Listen, Move Silently, Spot, Swim and Survival. A fastling has a +4 racial bonus on all Swim checks due to its ridiculous speed.
- Racial Feats: A fastling's humanoid levels give it one feat.
- +1 natural armor bonus.
- Special Attacks (see above): Adrenal speed.
- Special Qualities (see above): *Blur*, wounded.
- Automatic Languages: Common, Goblin.
Bonus Languages: Draconic, Orc.
- Favored Class: Rogue.
- Level Adjustment: +4

Ecology

Fastlings were originally a tribe of normal goblins who were forced to relocate to Berk's Wasteland because of population pressure and poor choices in allies. They set themselves up in whatever caves and other protected areas they could find, as building was difficult in the desert. The tribe was doing rather poorly when a chaotic wizard came across them and decided that what they needed to survive was magical experimentation.

Accepting 'volunteers', he experimented on them at length and eventually found a way to augment them magically in a permanent fashion that could be passed down from generation to generation. When his work was done he moved on, although there was considerable question as far as where he moved on to as the failures from his experiments bore him considerable ill will.

Fastlings are nomadic, wandering the wastes constantly in search of food in fairly small groups. It is rare for more than fifty of them to be found together at any one time due to the scarcity, and ferocity, of the food (and water) supplies to be found in their chosen home.

In cooler climes with safer and more plentiful food sources, they are more likely to settle down and form communities. However, even there, their ability to deplete the local fauna in fairly short order causes them to remain at least semi-nomadic.

As a result of the fastlings accelerated metabolism they live very short lives with an age of 20 considered to be extremely old among their kind. By the same token, they reach sexual maturity in 3-4 years and pregnancy only lasts 2-3 months. Children learn fast as expected, and are taught Survival and Healing as core skills.

Fastling society is still very much like that of normal goblins, except that they are even more of a problem for any neighbors they may encounter. They will ally themselves with humanoids, monstrous humanoids and giants that show considerable power and the ability to provide both sustenance and protection. Even in this case, relations are strained due to the difference in speed of living and speech.

Knowledge Suggestions

DC	Knowledge (local) check results
10	This goblin-like blurry creature is a humanoid called a fastling.
15	It moves at an incredible speed, allowing it to strike foes multiple times in a round.
20	Due to its size and speed, it is difficult to hit and the blurriness around it makes some strikes miss instead of hitting. When it is hit though, it bleeds a lot.
25	It can jump much further than expected due to its speed.
30	If it stops moving entirely, it stops being blurry and is much easier to strike.
35	It lives in small nomadic groups among the deserts and wastelands of the south.
40	They originated through magical experimentation, but still act like regular goblins in many respects, including allying with more powerful humanoids and giants.

Notes and Game Balance

The concept behind these creatures was to make a small, fast, multi-hitting goblinoid. A goblinoid was chosen to keep the damage low, as well as to lull the characters into thinking that they had little to worry about. However, as their CR started to climb it became obvious that they needed to be harder to hit than regular goblins, especially as the climate made it unlikely that they'd be wearing even the leather armor of their better known cousins. A high Dexterity helped, but adding the blur effect gave them the really unusual look and a miss chance that was desired. Not to mention making the player characters wonder what was going on.

In terms of CR comparison, the sahuagin were used as a benchmark. Fastlings have the same HD, a better AC, a weaker base attack but the same overall attack bonus and an average damage of 10.5 compared to the sahuagin's 11 or 12.5. They have similar ability scores but with a big focus on Dexterity, and lack of a penalty on additional attacks matches mostly with the sahuagin bonus Multiattack feat. Lastly, 90 ft. speed, *blur* and wounded can be compared against the swim speed of 60 ft., blindsense, blood frenzy, light blindness, rake, and water dependency of the sahuagin. Overall, like the sahuagin, they seem to be a very strong CR 2, but the 2HD and the physical drawback makes it tough for them to become a weak CR 3.

Grit (Fey)

Grit

Small Fey

Hit Dice:	8d6+16 (44 hp)
Initiative:	+9
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13
Base Atk/Grapple:	+4/+0
Attack:	Quarterstaff +5 melee (1d4)
Full Attack:	Quarterstaff +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, low-light vision, spell resistance 20, wild empathy
Saves:	Fort +4, Ref +11, Will +7
Abilities:	Str 10, Dex 20, Con 15, Int 19, Wis 13, Cha 20
Skills:	Concentration +13, Diplomacy +7, Escape Artist +16, Handle Animal +16 (+20 involving reptiles), Hide +20, Listen +14, Move Silently +16, Ride +18 (+22 involving reptiles), Sense Motive +6, Spellcraft +15, Spot +14, Survival +7, Use Rope +5 (+7 with bindings)
Feats:	Alertness, Combat Casting, Improved Initiative
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+7

General

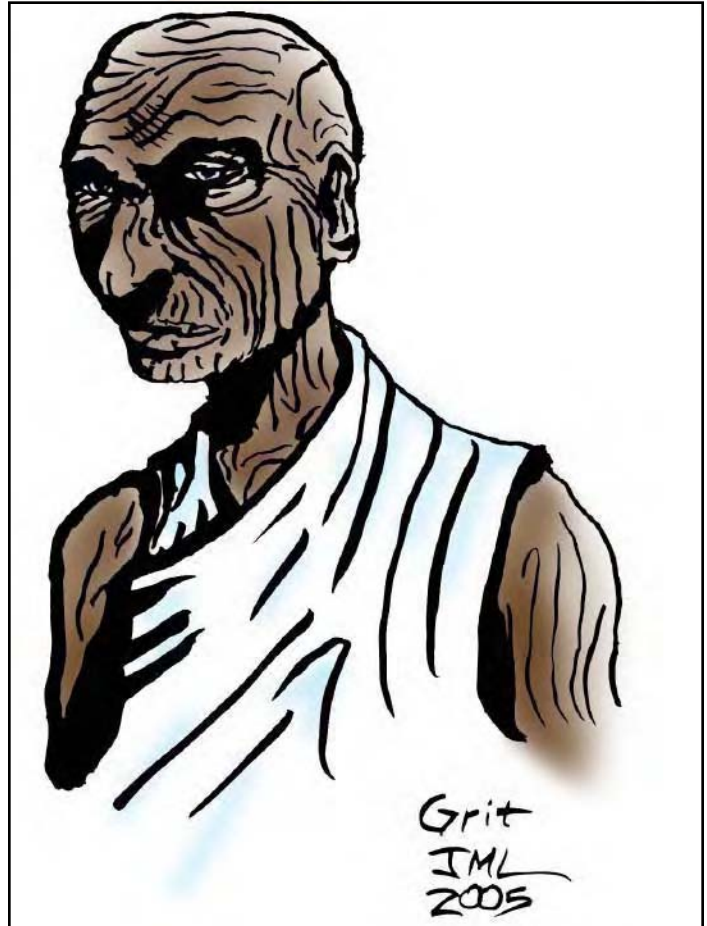
A grit is a strange, desert dwelling fey. It prefers to live alone, but has a great affinity to animals, especially reptiles. Like most fey, it finds pranks endlessly amusing and uses its innate abilities to poke fun at others.

A grit always appears as a small wrinkled man. Its skin is so wrinkled that all grits resemble very old humans. Its leathery skin is nut brown and completely hairless. A grit typically dresses in light cloth wraps that it can layer as necessity warrants and that are colors that will blend well with its environment. It stands around 3 feet tall and weighs about 30 pounds.

Grits speak Common, Draconic, Dwarven, Gnome and Sylvan.

Combat

A grit generally disdains combat, but it greatly enjoys harassing strangers, which, if the grit can be found, can quickly turn into combat. A grit's favorite game involves using *reverse gravity* to create geysers of sand, confusing and frustrating those attempting to cross the desert.



This being is a very small, wrinkly, brown-skinned man. His body is completely hairless and he is dressed in loose fitting, sand-colored wraps.

A grit often befriends the animals of the desert, especially lizards and other reptiles. If a grit feels greatly threatened, he may have these creatures fight with him. A grit will even ride Medium or larger lizards into combat, should the threat warrant it. If forced into melee, it typically wields a quarter staff enchanted with *shillelagh*.

When a grit uses *reverse gravity* on the open sand dunes of the desert, in addition to the obvious effects it also causes an amusing (at least to the grit) side affect. The loose sand goes spiraling skyward, akin to a geyser. Creatures within the sand geyser gain concealment due to poor visibility. A grit uses this to hide from and disorient foes. A party of travelers that gets turned around and flipped upside down and then released can end up traveling several miles before they realize they have gone the wrong way.

Damage Reduction (Ex): A grit's fey nature allows it to ignore the first 10 points of damage from any weapon not forged from cold iron.

Spell-Like Abilities: At will – *charm animal* (DC 16), *create water*, *gust of wind* (DC 17), *meld into stone*, *reverse gravity* (DC 23), *shillelagh*, *speak with animals*; 3/day – *dispel magic*, *wind wall* (DC 18); 1/day – *foresight*, *whirlwind* (DC 23). Caster level 10th. The save DCs are Charisma-based.



Spell Resistance (Ex): A grit's magical attunement grants it a resistance of 20 against spells and spell-like abilities.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a grit has a +4 racial bonus on this check when dealing with reptiles. It also gains a +2 synergy bonus on the check from having more than 5 ranks of Handle Animal.

Skills: A grit has a +4 racial bonus on Handle Animal and Ride checks when dealing with reptiles.

Ecology

Grits are happy and mischievous fey. They dwell in sandy caves, usually near reliable water sources and wait for travelers to approach. Their humor is usually good-natured, and they try not to harm anyone that doesn't deserve it, but few actually see it that way. In fact, if someone can get over being the target of their pranks, grits are usually happy to talk to strangers.

Though they prefer to live alone, grits enjoy company. Most grits share their dwellings with a lizard or two. Intelligent creatures easily grow irritated with grits and their pranks and choose to let them live as hermits. Even other grits find each other annoying, oddly enough. The only intelligent creatures that seem to have any great tolerance for grits are brass dragons, which for some strange reason find grits hilarious.

Grits are most comfortable in hot, dry environments. They prefer to dwell in sandy caves that they furnish to be quite comfortable. Some grits claim that they used to live in lush forests ages ago, claiming that overpopulation drove them out. They just couldn't stand being bothered by so many creatures, so gradually their race migrated to less and less populated areas. Eventually they were living in the desert, and it suited them fully. Though grits may have once lived in forests amongst other fey, the cause of their departure could be disputed considering that very few neighbors would be willing to tolerate these pranksters living next door.

Grits have many would be predators, all mostly victims of their pranks. Even if a grit is friendly and willing to talk, few other creatures are after being flung dozens of feet into the air. Because of their animal empathy, grits have little to fear from animals, but since any intelligent creature is a target for a joke it becomes a potential predator.

In particular, carrion sphinxes despise grits. The sphinxes deem themselves vastly superior to the irritating grits who often place the sphinxes at the sore end of a joke. Sadly for the grits, carrion sphinxes usually end up laughing last. Although the sphinx's ability to fly is limited it is usually enough to bypass the grit's *reverse gravity* ability, and they are big enough to dismiss some of the grit's air-based spells while on the ground. However, this doesn't stop grits from pushing their bounds and playing their jokes. A grit's favorite joke, and the carrion sphinx's least, is freeing a captured gynosphinx.

When a grit encounters another grit it usually starts off friendly enough. The grits exchange pleasantries and then usually go into divulging their recent pranks. Though it is generally a friendly exchange, it can quickly become an argument as each grit tries to one-up the other. This then leads to boasts and threats as the two grits challenge each other to a battle of pranks. These never end well, or even have a winner. The pranks just keep going until the grits both just walk away, or one can't walk.



Grit...Continued

Grits are perfectly adapted to a locale few creatures can withstand. They require less than half of the water that creatures of similar size do. Their skin only sunburns after hours of exposure, and their spell-like abilities allow for some interesting manipulation of the environment, such as never having to walk on burning sand thanks to a carefully crafted *reverse gravity*.

Grits are always male; there are no females. Some sages speculate that grits don't reproduce. They claim there is a fixed number of grits that spawned at the whim of some nature deity. Others claim that grits are a desert evolution of pixies. While their personalities are similar, this theory doesn't have a lot of supporters. The only known causes of death for grits are injury and disease.

Knowledge Suggestions

DC	Knowledge (nature) check results
15	This short, wrinkled old man is actually a fey called a grit.
20	Its spell-like abilities include control over wind and water, melding into stone and dispelling magic.
25	Like a number of other fey, it is fairly resistant to damage from weapons that are not forged of cold iron.
30	It has an affinity to animals, especially reptiles and may be aided in combat by those it befriends.
35	It is highly resistant to spells and spell-like effects.
40	Its most powerful magic includes reversing gravity as well as creating an extremely powerful cyclone of air.
45	Similar to other fey, it is fond of pranks and if a person can put up with the hassle long enough, it is actually quite happy to talk to them.

Notes and Game Balance

Grits are an attempt to deviate from the standard elf-like fey. Their reverse gravity ability was one that doesn't show up a lot in game, and it worked well to create sand geysers.

A grit's CR is balanced against that of a nymph. It's high because of the ability to use a high level spell at will, as well as daily uses of other high level spells. Although it lacks the gaze attacks of a nymph, a grit's overall statistics in combination with its spell-like abilities qualify it to a higher CR.

The +7 level adjustment is derived from offset ability bonus, DR, SR, and spell-like abilities. A 15th level character would have access to spells or items that could grant most of these abilities. The lack of Hit Dice and their benefits should balance the high level spells a grit has access to at will.



Grumbleweed (Plant)

Grumbleweed

Small Plant

Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Atk/Grapple:	+1/+2
Attack:	Slam +3 melee (1d2+1)
Full Attack:	Slam +3 melee (1d2+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, improved grab
Special Qualities:	Damage reduction 5/bludgeoning or slashing, desert adaptation, plant traits, tremorsense 60 ft., wind sensitivity
Saves:	Fort +3, Ref +2, Will -1
Abilities:	Str 13, Dex 14, Con 11, Int 3, Wis 8, Cha 4
Skills:	Listen +1, Move Silently +3, Spot +1
Feats:	Run
Environment:	Temperate and warm desert and plains
Organization:	Solitary, pair, cluster (3-6) or thicket (7-15)
Challenge Rating:	1
Treasure:	None
Alignment:	Neutral
Advancement:	3-6 HD (Medium)
Level Adjustment:	--

General

Grumbleweeds are plant creatures that resemble actual tumbleweeds except for the many small hollow thorns that cover them. They move by compressing and expanding parts of their body, which gives them a rolling gait similar to that of a real tumbleweed. Also like tumbleweeds, they are affected by wind and will be blown along with it if it is strong enough. They have no eyes, sensing movement through vibration in response to the low murmuring sound they make, which is incidentally where they get their name. Luckily, a moderate wind is often enough to conceal their murmuring.

A typical grumbleweed weighs a mere 15-20 pounds normally and is about 3 feet in diameter.

Grumbleweeds neither speak nor understand language. Should someone communicate with them magically, they tend to be very noncommittal.

Combat

Grumbleweeds are opportunistic feeders. Their primary method of attack is to roll up into their prey and become enmeshed with it in a grapple. Their unassuming appearance is a great help in this, as they can often attack with surprise and achieve a grapple before their prey knows enough to react.

As a result of their limited intelligence, they will attack anything they can sense moving. If they are unable to extract any blood after several rounds of attacks, it is not unusual for them to break off such an attack as they think they've latched onto something that obviously can't provide sustenance.

Rolling along the ground is a three foot diameter ball of thorny brush, non-descript aside from a low rumbling which could just be the wind that is blowing it around.

They frequently attack with the wind at their back, rolling along with it until they sense vibrations and then veering off to pursue those vibrations. Another common tactic for them when in a group is to all roll up and attack the heaviest vibration. Once a target is identified as having blood, they will not stop until it is fully drained or they are just about dead. They are able to store considerably more blood from their prey in their bodies than might be obvious, so it can be a messy and gruesome process to hack apart those who have fed well.

Blood Drain (Ex): A grumbleweed that establishes a hold on its prey through a grapple automatically causes 1 point of Constitution damage in addition to the normal damage it causes from the grapple. As it holds and pierces its victims in a grapple, it drains their blood through its thorns.

Damage Reduction (Ex): A grumbleweed takes less damage from piercing weapons due to the woody latticework composition of its sphere. Damage from piercing weapons is reduced by 5 points per hit. Damage from bludgeoning and slashing weapons is as normal.

Desert Adaptation (Ex): A grumbleweed is so well adapted to its harsh environment that it suffers no harm from being in a hot or cold environment. It can exist without difficulty in temperatures between -50 and 140 degrees F. This adaptation provides it no protection from fire or cold damage.

Improved Grab (Ex): To use this ability, a grumbleweed must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. It can choose to take a -20 on its grapple check to hold an opponent with its thorny branches only and not be considered grappled itself.

Please note: A grumbleweed is able to use its improved grab ability against an opponent of any size.

Plant Traits: Includes immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits; and breathes and eats, but does not sleep. A grumbleweed does not get low-light vision as it has no sensory organs for sight.

Tremorsense (Ex): A grumbleweed is sensitive to vibrations in the earth and can automatically pinpoint the location of anything that is in contact with the ground out to 60 feet from it. It achieves this by making a low murmuring sound and picking up the vibrational reflections in the ground caused by it. As a result, it is rendered completely blind in a *silence* spell, and is likewise blinded for 1 round following any sonic based attack form (like *sound burst*).

Wind Sensitivity (Ex): As a result of being basically little more than a sphere of brush, a grumbleweed is affected by wind more than many creatures. It counts as if it were two sizes smaller than it actually is when determining the effects of wind against it. In addition, if it is moving with the wind it gains 5 feet to its speed, and loses 5 feet of speed when moving against the wind.

Skills: As a result of its lattice structure, a grumbleweed is adept at sticking to and grappling with prey. This grants it a +4 racial bonus on all grapple checks.

Grumbleweed...Continued

Ecology

Grumbleweeds have been around in Berk's Wasteland and the nearby plains for as long as anyone can remember. Many times they can be found in and among regular tumbleweeds, making them that much more difficult to spot unless one knows enough to listen for the low murmuring they make, but usually by the time it can be heard it is too late. While perhaps not the only plant creatures in the desert, they are certainly one of the most common and most widespread, showing up wherever the wind takes them.

Some have been found further north in more temperate climes, but those seem to have become denser and slightly less affected by wind. Those in the deserts tend to have thinner lattices with smaller thorns, while those of the plains are sturdier with much larger thorns. Regardless of where they are found, they are all carnivorous to the extent that they survive on the blood of living creatures.

Grumbleweeds are nomadic hunters, but are opportunistic feeders. They roam the deserts and scrub plains in a constant search for food animals to drain blood from for their continued survival. The blood is stored in their mostly hollow bodies and the nutrients are slowly absorbed over a few weeks. This can double their normal weight if they are able to drain a full load of blood.

Typical prey creatures include snakes, lizards and birds of all types, although they make no distinction for type or size of prey creatures, attacking giants, humanoids and animals alike. If it moves, it is a potential prey creature. If it doesn't produce blood after a minute or so of trying, it generally is considered not a prey creature and the grumbleweed moves on. If several are traveling together and a prey creature is found to contain blood, the pitch of the grumbling varies slightly and other nearby grumbleweeds also attack that prey creature until it is fully drained. They typically target the potential prey creature with the largest vibrational reflection to their grumbling.

These creatures rarely travel alone, but have little social structure. In a hostile environment such as the wastes, there is safety in numbers. They can communicate in a very base fashion with each other through their grumbling, but it is typically limited to either identifying a blood source, or a threat. Since they will attempt to prey on creatures of any size, the pitch for a threat is seldom made.

They are consummate wanderers, generally allowing themselves to move in groups being pushed along by the wind, but usually within 60 feet of each other so they can keep note of where others of their kind are. Their clusters and thickets can grow or shrink in number depending on the availability of food and other grumbleweeds in an area. It has been suggested that perhaps there is much more to their relationship with each other, further perpetuated by rumors of vast gatherings of these creatures deep in the desert, but nothing has ever been confirmed.

Grumbleweeds are thought to live only for a few years, although it can be quite a difficult task to tell one apart from another except in the case of an obvious size difference. Reproduction and growth is a fairly easy process. A matured grumbleweed that succeeds in filling itself with blood will produce several dozen seeds as it absorbs the blood. These get scattered as it wanders with the wind, and if the conditions are right, the seeds germinate and take hold. Within a span of 6 months, the grumbleweeds will grow from a small plant resembling a desert weed, to a thick lattice of brush, eventually breaking free from a strong enough wind and then seeking out blood.

In terms of interaction with other creatures in the desert or plains, they almost always react by trying to drain blood. There are two notable exceptions to this in Berk's Wasteland. The first has to do with those of a druidic nature that can speak to plant life. Instead of trying to drain them, grumbleweeds sometimes try to stay with them for reasons unknown. It is not unheard of for dozens of the creatures to wander near an oasis guarded by a sand hag druid for such a reason. The second exception has to do with their main predator, the mica cetacean. As a result of the cetacean's tremorsense, it can detect their movements at distance. Once it is close enough for them to detect it, they seem to recognize it at some level and all grumbleweeds in the group will scatter in random directions to avoid the massive predator, joining back together later if lucky enough to not be eaten.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This tangle of blown brush is actually a plant creature called a grumbleweed.
15	If it successfully strikes with its brushy tangle, it clings and attempts to entangle its prey in a grapple.
20	Being a lattice of brush, it is affected greatly by wind, slowing it down, speeding it up or blowing it away.
25	Those caught in the grumbleweed's tangles risk being drained of blood as they wrestle with it.
30	It is resistant to damage from piercing weapons, although bludgeoning and slashing weapons work fine.
35	It tracks prey by vibrations in the ground. Magic that blocks sound or causes loud sound can confuse it.
40	It has very little intelligence, so if it grapples with an opponent and is unable to draw blood to feed on, it will likely move on shortly of its own accord.

Notes and Game Balance

The concept for these creatures was to have an innocuous looking opponent for a low level party that could get close to them and attack without their even being aware of the danger, despite it being right out in plain sight. On the other hand, it wouldn't do if they were too powerful, as increased Constitution damage could easily kill a party member under such circumstances. Thus they are fairly easy to fight off once the party is aware of them, but they are likely to shake the party up and have them jumping at shadows. Then again, the encounter may require some finessing by the GM as players sometimes expect to be attacked from the unlikely. In that case, a description around a cow in a field or a large, creepy but normal tree might be in order.

In terms of challenge rating, the CR of 1 was decided after a comparison to a ghoul. They have the same Hit Dice, Armor Class, base attack, grapple and size. The grumbleweed has plant traits instead of undead traits, and the ability to improved grab a creature of any size instead of paralysis. The ghoul does much more damage overall in combat, but the Constitution damage the grumbleweed can do allows it to compare a little closer, especially if you add in the limited damage reduction. Overall abilities on the grumbleweed are weaker also, qualifying it a rating of a weak CR 1 when compared to the ghoul.



Hoodoo Gargoyle (Monstrous Humanoid)

Hoodoo Gargoyle

Medium Monstrous Humanoid (Earth)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), fly 80 ft. (average)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Atk/Grapple:	+5/+8
Attack:	Tail disarm +12 or tail club +8 melee (1d6+3)
Full Attack:	Tail disarm +12 and 2 claws +3 melee (1d6+1) and bite +3 melee (1d6+1); or tail club +8 melee (1d6+3) and 2 claws +3 melee (1d6+1) and bite +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft. (10 ft. with tail)
Special Attacks:	Tail disarm, unnerving screech
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., spell resistance 10
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 16, Dex 16, Con 14, Int 13, Wis 11, Cha 7
Skills:	Balance +7, Hide +10*, Listen +7, Move Silently +8, Spot +7
Feats:	Flyby Attack, Hover
Environment:	Any warm desert, hills or mountains
Organization:	Solitary, pair or wing (3-12)
Challenge Rating:	5
Treasure:	50% coins; standard goods; double items
Alignment:	Usually chaotic evil
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	+5

General

Hoodoo gargoyles are a slightly smaller version of their stony cousins, adapted somewhat to life near the southern desert known as Berk's Wasteland. They appear as winged humanoids, medium brown to tan in color and with skin like weathered earth in appearance and texture. They have claws larger than would be expected for the size of their bodies, both on hands and feet. Their tails are long and prehensile, often grasping one weapon or another but most frequently holding wooden clubs. They wear no raiment upon their sexless bodies and are completely hairless.

The faces of these gargoyles are fairly horrible to behold – fanged mouth, broken nose and white eyes below a heavy brow set with two small bent horns. The stony fangs between which their dark brown, forked tongues rest make a dangerous weapon, unlike the bent horns atop their heads which cannot be used effectively for combat.

Typical hoodoo gargoyles stand about 4-1/2 feet tall when fully upright, although they are usually crouched when not flying. Their wingspan is roughly 8-9 feet across, although they can fold their wings close to their back so as not to hamper movement in small spaces. Being creatures of earth and very dense, they weigh between 200 and 250 pounds.



A man-like creature takes to the sky, its dark brown leathery wings fully extended and carrying it aloft with heavy downbeats. Its tail slowly swings back and forth, the end of it appearing to actually be holding a club of some sort.

Hoodoo gargoyles speak Common and Terran. Those of exceptional intellect sometimes learn Draconic, Dwarven or Auran.

Combat

Hoodoo gargoyles are territorial and opportunistic combatants. They do not work well with each other, instead operating individually in any given combat, feasting on victims and carrying off spoils and bodies before helping other gargoyles. Combat is usually initiated with the attacking gargoyles screeching and then pursuing and striking any creatures that flee.

This is especially effective against humanoids as they will flee at 4x their typical speed of 30 feet, reaching a total distance of 120 feet. Charging up to 160 feet while flying, the gargoyles will pursue the fleeing victim and attack them at the end of the charge. The victim then continues fleeing, provokes an attack of opportunity and then the flying charge is repeated on the gargoyles next turn.

Depending on the strength of their opponent, they may utilize Flyby Attacks to reach with their tail weapons or they may Hover above the opponent and fully attack them physically with a height advantage. Grab attempts will be made against all Small and Medium sized enemy weapons once they have been brought to bear. Those recognizably magical in nature will be pursued with fervor, both as a treasured item as well as in self-preservation.

Hoodoo Gargoyle...Continued

Damage Reduction (Ex): Less powerful than the resistance of their larger cousins, hoodoo gargoyles ignore only the first 5 points of weapon damage they receive from any weapon that is not enchanted.

Spell Resistance (Ex): Hoodoo gargoyles have developed a minor spell resistance of 10 from the enchanted valley where they originally spread from.

Tail Disarm (Ex): Using their prehensile tails, hoodoo gargoyles not only can wield weapons, but can also grab weapons from others. They are treated as having the Improved Disarm feat only when grabbing weapons with their tails, and their tails are treated as if armed when making the disarm attempt. The grab attempt does not provoke an attack of opportunity.

In addition, they are considered to be proficient in any weapon they grab and can use both one and two handed weapons without penalty. They treat double weapons as simply a single weapon of the appropriate type. Tail weapon damage changes based on the weapon grabbed and all weapon bonuses apply (masterwork, magical, etc.).

Unnerving Screech (Su): Hoodoo gargoyles can emit a sharp screech causing those within 30 feet to become frightened for 1d4 rounds if they fail a DC 10 Will save. Even those succeeding at the Will save are shaken for 1 round, but any creatures with 6 or more Hit Dice are immune to this effect. This is a mind affecting fear effect. The save DC is Charisma-based. Other hoodoo gargoyles are immune to this effect.

***Skills:** Like their larger cousins, hoodoo gargoyles have a racial bonus of +2 to all Hide, Listen and Spot checks. Their racial bonus to Hide checks increases to +8 when they are concealed against a background of stone or sand.

Ecology

Hoodoo gargoyles first emerged in a place known as the Valley of Hoodoos in the northwest of a vast southern desert called Berk's Wasteland. Although smaller than and not as durable as normal gargoyles, they have evolved to be faster, smarter, stronger and slightly resistant to magic. Very comfortable in warm, dry climates and needing almost no water to survive, they typically only dwell in warm deserts, hills and mountains. They have however, spread far and wide from the valley of their origin.

These gargoyles feed on any non-gargoyle that crosses their path. The more the creature can be tortured and mutilated before being eaten the better. They will hunt on occasion but usually not too far from their chosen territory. They will often perch on the highest stone around, blending with it and watching for prey. The Valley of Hoodoos is perfect for their habitation as it is full of earthen spires.

They have a very limited society and rarely join together in groups of more than 12 unless it is time to breed. They are very territorial and each gargoyle has a lair it protects from others, fending them off as far out as several hundred feet from the actual location. They create a wing when hunting, acting as guards for others or when a combat occurs at one of their lairs. Once the combat is heard (often their unnerving screech serving as an alarm), all nearby gargoyles will fly over to investigate, less to help their comrade than to seek out easy food and spoils. If one with a desirable lair location becomes very wounded, it may be slain by others to acquire that lair. Lair owners often have many weapons scattered about them, spoils from past combats.

These gargoyles do not breed in any normal sense. Rather, on the new moon near midsummer, those within 20 miles of each other will gather together and cast their essence upon earth and stone closely connected to the Elemental Plane of Earth. From this ritual, 1 new hoodoo gargoyle will be borne of the earth per 4 hoodoo gargoyles involved in the ritual. The newly borne gargoyles contain complete racial memories and no maturing process is needed.

Hoodoo gargoyles see most others as creatures to eat and torture for fun. Normal gargoyles are not immediately attacked unless a territory encroachment occurs. By the same token, scuffles between hoodoo gargoyles are frequently over territory but are seldom fatal. Sometimes they can be convinced by powerful beings to act as guards or servants, but only if both a connection to Earth and plenty of victims are present.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This winged man-like creature is a monstrous humanoid called a hoodoo gargoyle.
15	It has an unnerving screech that can cause the weak and the weak minded to flee.
20	It is a creature of the earth with stone-like skin that grants it resistance to damage from non-magical weapons.
25	It can use its prehensile tail not only to wield weapons, but also to grab weapons from foes that threaten it.
30	It actually has a resistance to spells and spell-like abilities although the resistance is not very strong.
35	It is a disorganized combatant, eating victims and flying off with spoils rather than aiding other gargoyles.
40	It speaks Common and Terran and occasionally serves strong masters that provide both a connection to Earth and plenty of easy victims for them to torture.

Notes and Game Balance

The concept behind these gargoyles stemmed originally from two places - monkeys with prehensile tails and the desire to use a player's particularly powerful weapon against them. An added benefit is that disarming a character based solely around their primary weapon forces the player to come up with alternate tactics to fight the creature, or to depend on 'secondary' combat characters to use magic or ranged weapons to help them out.

A CR of 5 was targeted specifically for a couple reasons. Characters are more likely to have enchanted weapons they depend on at that level and higher, and 3 hoodoo gargoyles can be sent against an 8th level party for an even fight, not to mention one that might require characters of that level to think outside of the box. Compared to CR 4 gargoyles, they have one more Hit Die and are slightly stronger, faster and much more intelligent. They have DR 5 and SR 10 instead of DR 10, a weak but repeatable fear effect instead of freeze, weaker attacks in not having the Multiattack Feat, but stronger in potential damage output and skirmishing tactics. This sets them at a weak CR 5. Level adjustment stems primarily from damage reduction, disarm, flight, natural armor, and unbalanced ability modifiers.



Jaklyn (Magical Beast)

Jaklyn

Medium Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Atk/Grapple:	+6/+11
Attack:	2 bites +11 melee (1d6+7 plus 1d6 fire)
Full Attack:	2 bites +11 melee (1d6+7 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fiery bite, mocking laugh, trip
Special Qualities:	Darkvision 60 ft., twin minds, resistance to fire 10, scent
Saves:	Fort +8, Ref +7, Will +2
Abilities:	Str 20, Dex 15, Con 16, Int 6, Wis 11, Cha 10
Skills:	Hide +4, Listen +3, Move Silently +4, Search +2, Spot +3, Survival +1*
Feats:	Dodge, Mobility, Spring Attack, Track ^B
Environment:	Warm desert
Organization:	Solitary, mated pair, den (3-5) or pack (6-10)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	--



A large, reddish-brown canine appears over the crest of the dunes, two heads locking eyes with its prey as twin jaws part in a mocking laugh.

avoiding counterattacks. If hunting as a pack, jaklyns will attempt to surround a group from a small distance, using the sand dunes and rocks as cover, then close in using their mocking laugh ability to weaken morale and unsettle the group.

If they believe they have the upper hand, the pack will close using spring attack and flanking maneuvers to strike and attempt to trip up their opponents. They will usually go after whomever they perceive as the strongest opponent first, ganging up on them if need be, believing the rest of the group should be easy prey once the leader has been taken down.

Jaklyns have a malicious side and will often toy with weaker opponents before making the kill, but will retreat from battle if they are severely overmatched. Should the alpha jaklyn be slain, the rest will immediately retreat from battle at the first opportunity.

Fiery Bite (Su): As a result of its hellhound ancestry, a jaklyn deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Mocking Laugh (Su): A jaklyn can emit an eerie bark of mocking laughter that induces fear within a 30 foot radius burst of itself. Creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. A DC 13 Will save negates this effect. This is a sonic mind-affecting fear effect. A creature that successfully saves cannot be affected again by the same jaklyn's mocking laugh for 24 hours. The save DC is Charisma-based. A bard's countersong ability allows creatures that fail to save to attempt a new Will save.

General

A jaklyn resembles a two-headed cross between a hyena and a jackal. It has red-brown fur along its flanks and hindquarters, lighter red along its chest and stomach, and light brown to yellow covering both necks and faces. A short mane of blood-red fur runs down the back starting from the top of each head just above the eyes, merging at the base of each neck, and ending about midway down its back. Numerous small, black spots decorate each muzzle and each jaw sports a set of teeth that seem almost too large for its mouths.

A jaklyn stands about 4-1/2 feet high at the shoulder, measures roughly 5-1/2 feet from nose to tail and weighs about 180 pounds. Males are about 20 pounds heavier than females.

A jaklyn understands but does not speak Common and Infernal. If spoken to by magical means, a jaklyn will seem arrogant, self-confident, and condescending.

Combat

A jaklyn attacks by first using its mocking laugh to weaken morale and panic weaker creatures. If it can send its prey into flight, the jaklyn will attempt to corner it where it can't fight back effectively. Otherwise, it will use its spring attack to leap in, make a bite attack with each head and retreat in an attempt to trip up its opponent while

Jaklyn...Continued

Resistance to Fire (Ex): As a result of its hellhound ancestry, a jaklyn ignores the first 10 points of damage it receives from any fire-based source.

Scent (Ex): A jaklyn can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When it detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. It can take a move action to note the direction of the scent. Whenever it comes within 5 feet of the source, a jaklyn pinpoints the source's location. It can also track an opponent using scent by either making a DC 10 Wisdom check or Survival check for a fresh trail.

Trip (Ex): A jaklyn that hits with its bite attack can attempt to trip its opponent (+5 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the jaklyn.

Twin Minds (Ex): A jaklyn's two heads can attack independently of each other, allowing it to attack two different opponents simultaneously as long as they are within 5 feet of each other. It can use its mocking laugh ability with one head and still make a single bite attack with its other head.

Skills: *A jaklyn gets a +4 bonus to Survival checks when tracking by scent. A jaklyn's two heads give it a +2 racial bonus on Listen, Search and Spot checks.

Ecology

Jaklyns thrive in warm, desert climates as their outsider heritage allows them to tolerate extreme heat with little difficulty, and their predatory instincts lead them to sufficient wild game that they can easily overpower. Carnivores by nature, they hunt anything they believe they can bring down quickly and effectively, usually hunting small desert game such as rodents, lizards and flightless birds. Larger prey such as humanoids is a choice meal, but usually requires a pack to hunt since most humanoids have the ability to fight back.

Jaklyns have learned to be wary of humanoids and their weapons, and are intelligent enough to recognize magic as a dangerous force to be reckoned with. As a result, they will usually watch such beings from a distance to gauge their effective strength. Most often, when they hunt intelligent beings, jaklyns will wait for a more appropriate time to strike such as when facing a single opponent, or when their opponents show obvious signs of weakness such as fatigue or injury. The alpha decides whether or not to attack, although jaklyns are temperamental enough to launch into combat immediately if attacked themselves.

Jaklyns are the result of a union between hellhounds and natural predators such as hyenas and jackals. However, since hellhounds normally have similar physical characteristics to true canines, sages speculate the jaklyn being a two-headed creature indicates its true heritage might be attributed to a legendary greater hellhound said to have three heads and be used by demon and devil princes to guard their keeps in other planes.

Regardless of its origin, the jaklyn is capable of breeding with others of its kind as well as with both jackals and hyenas, the results of such unions always producing one or two jaklyn pups. Jaklyns do not tolerate other species as part of their pack however, and should a hyena or jackal be taken as a mate, it will be tolerated only for as long as there are pups to tend to. They are then driven out by other members of the pack once the pups reach a year old.

Beginning at the age of 3 months, a jaklyn pup learns how to hunt and develops its mocking laugh ability to terrorize and incapacitate prey. Adults take turns teaching and guarding the pups, and each member of a pack acts to protect the pups from potential predators until they reach adulthood at around 3 years of age. Upon reaching adulthood, a jaklyn may choose to remain with its pack or set off on its own in search of a mate. Whether existing as part of a pack or hunting on its own, a jaklyn can live for around 55 years, and can potentially grow to Large size within that time.

A jaklyn pup can be raised as a formidable watch hound or hunting hound with a DC 25 Handle Animal check, but such a check must be made at least once a week, and the pup must be no more than 3 months old when training begins. Since this is also the time it begins to develop its mocking laugh ability, training the pup means the handler must make a DC 10 Will save at least once a day to overcome the fear effect. Individuals with enough wealth to do so often hire special trainers with some bardic abilities who are more readily able to resist the jaklyn's fear effect. A jaklyn pup can fetch as much as 700 gp on the market, twice that for a trained pup at least a year old.

Jaklyns are semi-social creatures accustomed to hunting in packs led by an alpha male and an alpha female, but only one alpha of either gender may be tolerated in a pack. Rival alphas will either be killed outright or driven off by the existing alpha, unless the rival alpha slays the existing alpha first and assumes control of the pack.

Knowledge Suggestions

DC	Knowledge (arcana) check results
10	This two-headed dog-like beast is a magical beast called a jaklyn.
15	It can laugh or bite with either head, and its barking laugh instills fear in its weak minded opponents.
20	It is a very mobile foe, able to bound in and out of reach, biting and tripping foes as it does so.
25	The bite from either head also burns victims as it strikes.
30	It is reasonably resistant to damage from any fire-based source be it magical or mundane.
35	It has a strong sense of smell, allowing it to pinpoint enemies close to it as well as to track those that flee.
40	It is cowardly and will run from battle if it thinks it is outmatched. Packs of them are much bolder and usually split in two to attack prey from flanking positions.

Notes and Game Balance

The original concept came from taking a desert predator, the jackal, and giving it unusual characteristics that fit the territory. Fire-based attacks are used for hellhounds, and seemed to fit the theme, so the jaklyn was given a fiery bite and resistance to fire. To avoid making this simply a two-headed hellhound, the hyena's barking laugh was added and given a supernatural fear-based effect. Feats were chosen to give the jaklyn hit-and-run combat abilities, which works well with the ability to trip foes.

Compared to a hellhound at 4 Hit Dice and CR 3, the jaklyn is far superior in having two bite attacks, more Hit Dice, and stronger ability scores. The nessian warhound, however, is physically superior to the jaklyn and has 12 Hit Dice and a CR 9. The jaklyn loses fire breath in favor of its mocking laugh and gets an extra bite attack, so merits a strong CR 4.



Mica Cetacean (Aberration)

Mica Cetacean

Gargantuan Aberration (Earth)

Hit Dice:	16d8+128 (200 hp)
Initiative:	-1
Speed:	Burrow* 20 ft. (4 squares)
Armor Class:	17 (-4 size, -1 Dex, +12 natural), touch 5, flat-footed 17
Base Atk/Grapple:	+12/+36
Attack:	Swallow +20 (0)
Full Attack:	Swallow +20 (0)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Destructive harmonics, swallow whole
Special Qualities:	Damage reduction 10/piercing, immunities, sandswim, spell turning, tremorsense 240 ft.
Saves:	Fort +13, Ref +4, Will +10
Abilities:	Str 34, Dex 9, Con 26, Int 6, Wis 11, Cha 13
Skills:	Listen +19
Feats:	Ability Focus (destructive harmonics), Diehard, Endurance, Improved Bull Rush, Improved Overrun, Power Attack
Environment:	Warm desert
Organization:	Solitary, mated pair or pod (3-6)
Challenge Rating:	14
Treasure:	No coins; triple goods (gems only); no items
Alignment:	Usually neutral
Advancement:	17-32 HD (Gargantuan); 33-48 HD (Colossal)
Level Adjustment:	--

General

Mica cetaceans, also known as desert whales, are rare creatures usually found in vast deserts. They swim through sand as if it were water, sometimes feeding upon those who tread upon its surface. Their bodies are reminiscent of blue whales covered in a rough rock-like hide. This hide is a uniform dark orange and glints in the sun from the manifold silicates and gemstones embedded in it.

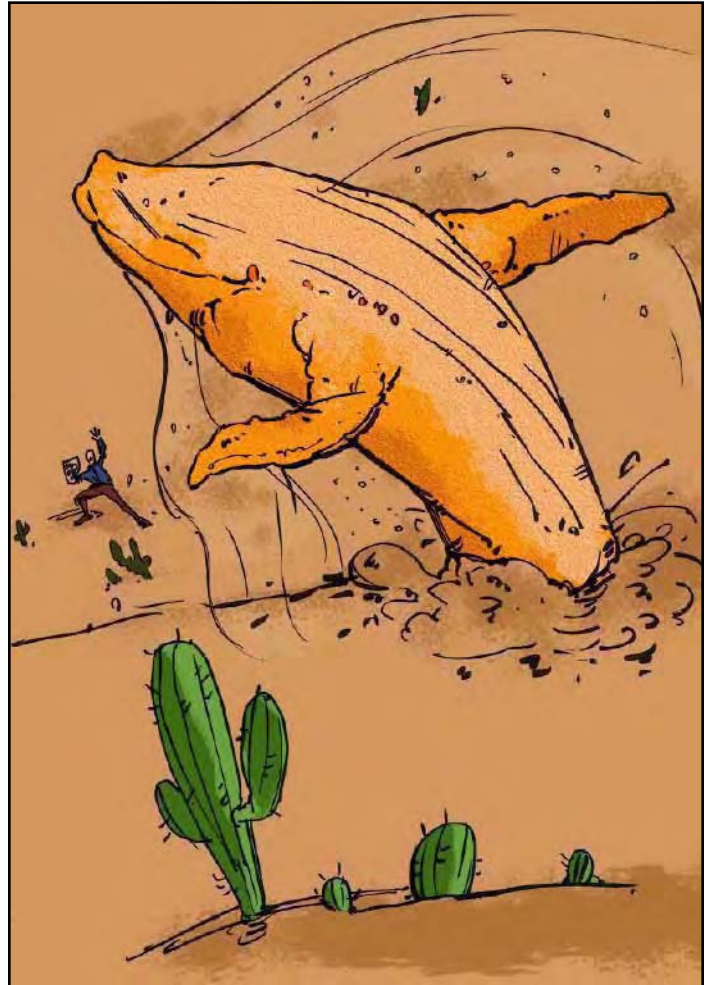
Great fins extend from either side of massive bodies which end in enormous fluked tails. Neither eyes nor ears are in evidence on their heads, although their huge mouths are open impressively wide most of the time as they 'swim'. Within these great mouths is a thick but porous filter that shifts from near the mouth's opening to deep within the throat depending on the coarseness of sand they swim through as well as the sand's nutrient density.

Creatures of massive bulk and proportion, mica cetaceans can reach 42 feet in length and weigh up to 8 tons.

Mica cetaceans understand but do not speak Terran. They can communicate with each other in semi-complex fashion through deep vibration over vast distances, akin to elephants. Should they be spoken to through magical means, they are generally quite affable.

Combat

A mica cetacean's tactics are generally straightforward as its primary intent is to feed. Upon sensing movement of small or larger prey, it 'swims' to the surface of the ground and bellows forth its destructive harmonics to hopefully break down flesh and bone into its base forms to then be filtered and devoured. Most lesser creatures will be broken down utterly and devoured. Those that are not broken down by the initial blast are swallowed whole and broken down inside the



A massive whale-like creature with dark orange, faceted hide breaches through the sand and crashes back down into it, leaving no trace beyond a small cloud of dust to mark its passing.

beast. Injuring it externally automatically provokes the use of the destructive harmonics against the attacker, which is again followed up by swallowing the opposition whole.

Its tactics change and become much more organized when trained for war by the silica omal. Destructive harmonics will be used repeatedly to devastating effect, with those enemies displaying magical power intentionally being swallowed whole first.

Damage Reduction (Ex): The silicates and gemstones embedded in a mica cetacean's hide turn aside blades and bludgeoning weapons alike, allowing it to ignore the first 10 points of damage from any weapon not causing piercing damage.

Destructive Harmonics (Su): A mica cetacean can bellow forth an immense blast of sound and vibration causing 12d6 points of sonic damage in a 60 foot cone. In addition, 10% of the sonic damage taken is applied against all of the injured creatures gear, ignoring hardness. A successful DC 21 Reflex save results in half damage to the creature affected and no damage to that creature's gear. This save DC is Charisma-based.

Immunities (Ex): Lacking visual organs, a mica cetacean is immune to gaze attacks, visual effects, illusions and other attack forms that

Mica Cetacean...Continued

rely on sight. It also lacks auditory organs, but since its entire skin is sensitive to vibration, it is still affected by sonic attacks and effects. It detects sound using its skin and is able to 'hear' things beyond its tremorsense range using its considerable Listen skill.

***Sandswim (Ex):** A mica cetacean has the odd ability to swim through dirt and sand. Swimming through dirt is represented by the burrow speed listed above, however it moves considerably faster through sand. It cannot move through stone. Swimming through coarse sand increases its burrow speed to 40 feet, while swimming through fine sand increases it further to 80 feet.

Spell Turning (Su): The silicates and gemstones embedded in a mica cetacean's hide have combined in an unexpected way with its internal harmonics, causing spells and spell-like effects targeting it to be reflected back upon the caster. This ability functions just like the spell *spell turning*, and will reflect the first 16 spell levels that target the creature each day.

Swallow Whole (Ex): If a mica cetacean succeeds in making a touch attack against an opponent of up to one size smaller than itself, it can attempt a grapple check. If it succeeds, it swallows them the very same round. A swallowed creature is considered to be grappled and is stuck against the cetacean's internal sand filter. They immediately take 2d8+18 points of bludgeoning damage from being slammed by the constant flow of sand through the creature. They also take 3d6 points of sonic damage as the cetacean's internal harmonics continue to break down materials in its body. Lastly, unless a DC 21 Fortitude save is made, 10% of the sonic damage taken is applied against all of the swallowed creature's gear, ignoring hardness. It is in this manner that the mica cetacean breaks down anything it swallows and extracts anything offering nourishment to it. The save DC is Charisma-based.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon by inflicting at least 25 points of damage to the gizzard (AC 16). Damage reduction is not applicable against attacks from the inside. Muscular activity closes the hole after the creature exits; another creature must cut its own way out. A swallowed creature can try to escape with a successful grapple or Escape Artist check, but must escape through the cetacean's mouth, possibly being swallowed again. A second grapple or Escape Artist check must be made to avoid this.

A Gargantuan mica cetacean's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive or smaller opponents.

Tremorsense 240 ft. (Ex): A mica cetacean is sensitive to vibrations in the earth and can automatically pinpoint the location of anything that is in contact with the ground out to 240 feet distant.

Ecology

Mica cetaceans are a creation of a race called the silica omal. They are the product of an infusion of elemental earth into natural cetaceans after many years of experimentation. They dwell primarily in Berk's Wasteland and especially the Sea of Umber, but they have begun to appear in other warm deserts. Some have even appeared in plains further north, although thankfully this seems to be a rare occurrence.

They feed upon organics and rare earths. Sand passes not just along but also through their bodies, filtered through a thick but porous membrane that separates out anything that might provide nourishment. This membrane also filters for oxygen, allowing them to remain below the earth's surface for hours before needing to surface. Larger prey is broken down by their disruptive harmonics until it is small enough to be absorbed. In deep areas of rare earth, they sometimes feed for weeks, using their harmonics to slowly break down any stone around it. As a side effect of their internal harmonics, sand that passes

through them becomes refined even further, making it easier to 'swim' through and expanding the silica omals' influence.

They have neither permanent dwelling nor any structured society. They travel in small groups called pods, although they are generally in communication with at least one other pod over great distances using deep vibration. Should a second pod be close enough, they will try and come to the aid of another pod in trouble.

Absolute age has not been determined for these creatures, although early research has suggested a lifespan of a century or longer. They breed like other natural whales, mating and producing 1 calf through a live birth process. The main limiter to their procreation is that they only seem to be able to copulate and bear young in the finest of sand. As the silica omal are expanding their lands with extremely fine sand, it is possible that this limitation was created intentionally by them.

They view most other creatures as prey. They will sometimes serve as guards or intelligent mounts to creatures with ties to the earth. This is especially true for their creators, the silica omal. Others they have been seen with include dragons, druids and even xorn.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
15	This massive, deep orange whale-like creature is an aberration called a mica cetacean or 'sand whale'.
20	It can bellow forth an immense cone of sound and vibration damaging both flesh and equipment.
25	It can 'swim' through earth and sand, but not stone. The finer the substance, the faster it can move.
30	It swallows prey whole, trapping them against a fleshy filter inside itself and pummeling them with sand and sound.
35	Its hide is embedded with silicates and gemstones, blocking some damage from non-piercing weapons as well as reflecting some spells back at their casters.
40	Lacking eyes, it senses vibrations and pinpoints prey touching the ground. It is also immune to visual effects.
45	It is a creation of natural animal and the element of earth by the hand of a race called the silica omal. It has sometimes been used as a guard and mount.

Notes and Game Balance

This creature stemmed from the sandswim ability first considered for the silica omal. Since that race is actively changing their environment to better suit them, it only made sense that they would introduce other creatures to aid them. Whales felt like a solid alternate to the somewhat overused desert worm concept.

In terms of CR, this creature is similar in strength to a frost worm, but similar in powers to a destrechan. It has more Hit Dice, a higher Strength and a higher Constitution than the frost worm. It doesn't have a directly damaging melee attack, instead swallowing prey whole but doing more damage on average once the prey is swallowed. Being able to use its sonic cone every round is much stronger than the frost worm's breath, but it lacks the worm's death throes. The worm has its trill, but the cetacean has DR and spell turning. Overall, the cetacean qualifies as a medium CR 14 when compared to the CR 12 frost worm, especially considering the equipment damaging aspect of its harmonics and that its attacks are sonic-based.

Mica Cuttlefish (Aberration)

Mica Cuttlefish

Medium Aberration [Earth]

Hit Dice:	8d8+32 (68 hp)
Initiative:	+3
Speed:	Burrow* 40 ft. (8 squares), fly 5 ft. (poor)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Atk/Grapple:	+6/+10
Attack:	Dagger +10 melee (1d4+4)
Full Attack:	2 daggers +8 melee (1d4+4) and 8 arms +8 melee (1d2+2) and bite +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, skin patterning
Special Qualities:	Buoyancy, damage reduction 5/piercing, darkvision 60 ft., dust spume, tremorsense 60 ft., sandswim, spell turning
Saves:	Fort +6, Ref +5, Will +7
Abilities:	Str 18, Dex 16, Con 18, Int 9, Wis 13, Cha 15
Skills:	Hide +7*, Listen +3, Move Silently +4, Spot +3, Use Magic Device +4
Feats:	Ability Focus (skin patterning), Multiattack, Two-Weapon Fighting
Environment:	Warm desert
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	Standard coins; triple goods (gems only); standard items
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adjustment:	--

General

Mica cuttlefish are one of the top predators in many warm deserts, swimming through sand and laying in wait just below the surface to grab prey as it passes by unaware. Anything that fights back has to contend with a tough hide, confusing disturbing visual color patterns and reflection of many offensive magical powers that it might use.

The creature has an ovoid body with an undulating muscular fin around its midline that it uses for steering and some propulsion. At one end of its body it has 8 suckered arms and a beak, much like an octopus. In addition to these arms, it has two prehensile tentacles that are often kept in a pouch under its eyes. The eyes themselves are disturbingly human-like aside from a membrane that covers and protects them from sand. Their hide, aside from being awash with shifting patterns of color, is also embedded with minerals and gemstones.



A cluster of brilliant blue faceted tentacles lined with suckers bursts from the sand followed by an ovoid body of shifting patterns of color.

Seemingly out of place, but usually somewhat hidden from view, is a small chitinous harness attached to the two lowest arms and extending underneath the creature and tight to its body. Here it stores items of value and weapons. It will usually use 2 crude crystal daggers with its two tentacles, but it also may utilize potions, wands and other enchanted items.

A typical mica cuttlefish is 10 feet long from tentacle tip to tail, and weighs a hefty 350 pounds.

Mica cuttlefish speak a very raspy Terran, but they also have their own language consisting of complex color patterning displays.

Combat

Primary tactics for a mica cuttlefish are geared around obtaining prey. They swim through the sand seeking vibrations, moving to an intercepting location when it finds something worth tracking, and then bursting forth through the sand once the target gets close enough. Small sized targets are frequently grabbed and pulled under the sand to be devoured. Targets with hard shells are attacked with beak and daggers while held by the creature's arms.

Any prey that fights back usually elicits a skin pattern response to neutralize some of the threat the prey presents. Prey presenting a considerable challenge will be subjected to different patterns over a few rounds followed by a dust spume. Then the cuttlefish can swim through the sand and target individual and hopefully somewhat incapacitated

Mica Cuttlefish...Continued

targets. As a last resort to escape a more powerful foe, it can flee quickly into the sand after using a dust spume to cover its tracks.

Buoyancy (Ex): As a full round action, a mica cuttlefish can produce gas to fill an internal chamber in its body and grant it buoyancy. This has little effect under the sand aside from making any vertical movement a little easier. Above the sand, it allows the creature to fly very slowly as it processes air through its body instead of sand.

Damage Reduction (Ex): The silicates and gemstones embedded in a mica cuttlefish's hide turn aside blades and bludgeoning weapons alike, allowing it to ignore the first 5 points of damage from any weapon not causing piercing damage.

Dust Spume (Ex): As a standard action, a mica cuttlefish can create a cloud of fine dust particles. It typically uses this as a defense against surface creatures, much as a squid uses ink. Treat this effect as an *obscuring mist* spell from an 8th level caster, but with the concealment coming from fine dust particles.

Improved Grab (Ex): To use this ability, a mica cuttlefish must hit with its arm 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. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its arm only and not be considered grappled itself.

Sandswim (Ex): A mica cuttlefish has the odd ability to swim through sand. Swimming through coarse sand is represented by the burrow speed listed above, however it moves considerably faster through fine sand, doubling its burrow speed to 80 feet. It cannot move through dirt or stone.

***Skin Patterning (Ex):** As a standard action, a mica cuttlefish can change the patterns of color on its skin and reflected through the gemstones and minerals embedded in its hide. Only one pattern can be active at any given time. The pattern should be treated as a gaze attack for determining if a person is looking at it. Averting and closing eyes are the easiest ways to avoid it. The four patterns are as follows:

Blindness: Those seeing this pattern must succeed on a DC 18 Will save or become blinded for 1d4 rounds.

Camouflage: The mica cuttlefish gains a +8 bonus to Hide checks.

Confusion: Those seeing this pattern must succeed on a DC 18 Will save or become confused as per the spell *confusion* for 1d4 rounds.

Fear: Those seeing this pattern must succeed on a DC 18 Will save or become panicked for 1d4 rounds.

This is a mind-affecting effect, fear-based for the fear effect. The save DC is Charisma-based. Other mica cuttlefish are immune to this effect.

Spell Turning (Ex): The silicates and gemstones embedded in a mica cuttlefish's hide have combined in an unexpected way with its skin patterning ability, causing spells and spell-like effects targeting it to be reflected back upon the caster. This ability functions just like the spell *spell turning*, and will reflect the first 8 spell levels that target the creature each day.

Tremorsense 60 ft. (Ex): A mica cuttlefish is sensitive to vibrations in the earth and can automatically pinpoint the location of anything that is in contact with the ground out to 60 feet distant.

Ecology

Mica cuttlefish are a creation of a race called the silica omal. They are the product of an infusion of elemental earth into natural cuttlefish after many years of experimentation. Many were employed as guards and mounts for the omal, but inevitably some got loose and ended up thriving in the wild. They propel themselves through the sand much

like if they were in water - sand is spewed through channels in its body. They can also filter oxygen while doing so, being able to remain below the sands for an hour or two at a time.

They hunt mostly in the evening and at night when surface dwellers are more active, preferring humanoids and scorpions for prey, but anything living will do. Another main diet staple is the several forms of mica fish the silica omal have created.

They are very territorial, only allowing one other of the opposite sex near them most of the time. When there are two, they sometimes develop more complex hunting techniques involving one flushing out prey and causing it to flee towards the other with skin patterns.

They have short life spans, usually only 5-6 years. They are mature after 5-6 months and breed only twice a year. A pair will fly hundreds of feet above the sands to mate. A few dozen eggs are produced as a result and these are secreted in a safe place. The young disperse quickly after hatching.

They may work with other creatures that can speak Terran and that offer a constant source of food and the occasional magic item. They fear the mica cetaceans and will often fly upwards from the sands to avoid them. To the wise, the sight of flying cuttlefish often means a greater danger from below.

Knowledge Suggestions

DC	Knowledge (dungeoneering) check results
15	This ten foot long squid-like creature swimming in the sand is called a mica cuttlefish.
20	It can change the patterns on its skin to cause those seeing them to flee, attack others or even go blind.
25	It can 'swim' through earth and sand, but not dirt or stone. The finer the substance, the faster it can move.
30	It can pinpoint anything around it touching the ground through the vibrations made.
35	Its hide is embedded with silicates and gemstones, blocking some damage from non-piercing weapons as well as reflecting some spells back at their casters.
40	It can generate a gas within itself to make itself buoyant and actually even fly very slowly through the air.
45	It is a creation of natural animal and the element of earth by the hand of a race called the silica omal. It has sometimes been used as a guard and mount.

Notes and Game Balance

This creature also stemmed from the sandswim ability first considered for the silica omal. Since that race is actively changing their environment to better suit them, it only made sense that they would introduce other creatures to aid them. Octopi and squid were considered but cuttlefish were slightly more exotic, so they stuck.

In terms of CR, it was compared against a giant octopus. Hit Dice and Armor Class matched, but then things grew divergent. Number of attacks is roughly the same but average damage is at least 15 points less. Improved grab matches, but with the cuttlefish being size Medium, it is a lot less effective. Jet could roughly be equated to buoyancy, ink cloud to dust spume and constrict to DR and spell turning swapping offense for defense, but the cuttlefish still has skin patterning which is fairly powerful. This sets it at a reasonable CR 8. Level adjustment was considered, but its limited mobility made it a very weak choice for a character race.

Sand Hag (Monstrous Humanoid)

Sand Hag

Medium Monstrous Humanoid

Hit Dice:	9d8+9 (49 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Atk/Grapple:	+9/+13
Attack:	Claw +13 melee (1d6+4)
Full Attack:	2 claws +13 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Regeneration 5, spell-like abilities
Special Qualities:	Darkvision 90 ft., spell resistance 18
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14
Skills:	Concentration +7, Hide +9, Knowledge (nature) +7, Listen +11, Spot +11, Survival +1 (+3 aboveground)
Feats:	Alertness, Blind-Fight, Combat Casting, Great Fortitude
Environment:	Warm deserts
Organization:	Solitary, or covey (3 hags of any kind)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	--

General

Sand hags are vicious protectors of desert oasis. While they have formed a twisted, nurturing relationship with the land, their hearts remain as black as their sister hags, and their cruelty to interlopers is just as wicked.

A sand hag typically wears loose-fitting, worn and tattered robes and shifts of a dull gray and dun color. She seldom carries any weapons, relying mostly on her natural weaponry and spells to protect herself.

A sand hag is roughly between 5 1/2 to 6 feet tall, but typically moves with a slight hunch that makes her look about 6 or 7 inches shorter than she actually is. She usually weighs no more than 100 pounds, appearing to be a frail and withered old crone.

A sand hag typically speaks and understands Common and Giant, although some might also know Sylvan.

Combat

Sand hags prefer to ambush unsuspecting prey. It is not unusual for a sand hag to use its *tree shape* ability to spy on a party and wait for them to rest or pitch camp before attacking during the night, extinguishing light sources with its *quench* ability before targeting the closest guard or sleeping person. A desperate sand hag may use its *obscuring mist* to cover its escape, or to gain an advantage using its Blind-Fight feat.

Regeneration (Su): Fire and acid deal normal damage to a sand hag. If a sand hag loses a limb or body part, the lost portion regrows in 3d6



This creature looks like a very old female human, its dark skin cracked and peeling and almost resembling tree bark. Its long amber hair is dry and tangled and its hands end in large, sharp claws.

minutes. She can reattach the severed member instantly by holding it to the stump. She also heals 5 points of non-lethal damage per round.

Spell Resistance (Ex): Sand hags, like all other hags, have a natural resistance to spells and spell-like abilities. Their specific resistance is a moderate 18.

Spell-Like Abilities (Sp): At will – *create water*, *entangle* (DC 13), *tree shape*, *obscuring mist*, *magic fang*, *pass without trace*, *plant growth*, *quench* (DC 15). Caster level 9th. The save DC is Charisma-based.

Ecology

Sand hags typically lair in desert oases. In a symbiotic relationship with the land, they prey on travelers lured there for water while fiercely protecting the area at the same time. They tend to the careful natural balance that sustains a desert oasis and allows it to flourish.

It is thought that the sand hag has evolved from typical green hags to survive in the harsh desert environment. They will occasionally form coveys amongst themselves when it suits their purposes, but never with the other kinds of hags that do not share their affinity for nature. Due to the fact that most oases do not have enough natural resources to support large groups of creatures for long, the sand hag prefers to live and hunt alone.

Sand Hag...Continued

Sand hags can live approximately 300 years. Since all sand hags are female, they seek out and mate with trolls. This may occur only once or twice during their entire life time. In preparation for mating, they find out a suitable oasis, perhaps miles from their own lair, and stockpile carrion there. They gestate for only one week. The sand hags then give birth at the "nest" oasis and leave the infant to fend for itself. The infant grows to adulthood in one week and begins hunting instinctually.

Sand hags are carnivores and will eat any creature to survive. It prefers the smaller races of halflings and gnomes over other humanoids. They prefer fresh meat, but will dine on carrion if necessary.

Sand hags sometimes become fearsome druids. These powerful hags are called "druhbirrim". One encounter with a druhbirrim is detailed in the journal of the legendary traveler, Zartanion. Zartanion was a loremaster and battle-mage that wandered the lands of Berk's Wasteland for many years.

"...the man in charge of our expedition was named Tyronious. He was an ambitious cleric of the church of fire and was charged with finding their sacred lost city of bronze. New information about a desert colossus hidden in the western mountain passes had reached the church. They believed it marked the entrance to the city and promised Tyronious new status amongst the church if he could recover the city and claim it before infidels could loot it.

I was hired to guide his team through the desert wastes. I warned Tyronious of the danger of relying on natural oases and to bring our own provisions, however his arrogance prevailed and he refused. He knew he could use spells to conjure water if needed and had employed a skilled hunter to accompany us. He knew the extra provisions might slow us down, and decided he could not risk it.

We faced many hardships in the weeks to come, but were in fact making speedy progress. On the third day of the 3rd week, we were ambushed by a wing of hoodoo gargoyles. We suffered many casualties including our hunter, Balefire. Provisions and spells exhausted, and weeks from peaceful civilization, we made for the nearest oasis. I had been there 3 years earlier and had not encountered any dangers, but I warned the remaining travelers to remain wary.

We did not reach the oasis until nightfall. The temperatures had plummeted and the wounded could barely keep up. The oasis was slightly larger than before and had clearly flourished. We drank from its cool waters and admired its beautiful flowers. Perhaps if Balefire had survived, his skill with tracks and hunting might have warned us about what we would soon face.

Tyronious ordered the men to gather wood for a fire. When they could not find deadwood, they began hacking at the trees. The men of the fire church knew how to burn even living wood into large fires. I warned them to stop... that at the very least, the fire might bring predators or brigands. He refused to heed me, saying that the wounded needed fire both to warm their limbs and their hearts. The fire god had provided this sanctuary and they must honor him with their ritualistic bonfire.

Madness! Tyronious's judgement was being clouded by arrogance and greed. As he raised his blade against one of the trees, we were horrified as it suddenly transformed into a large bear, the likes of which none of us had ever seen. Before any of us could react, the bear eviscerated Tyronious. Some of the men fled, but many more were struck down by the bear, its white fur stained red with blood.

Emmet of the Frozen Waste, a mercenary from afar, recognized the creature and rallied us to form a defensive wedge to fight the beast. This tactic worked remarkably well. Sirius, the monk, fought and dodged from the apex of the wedge, while Emmet attacked from the second tier using his flourishing glaive attacks. I fought beside Emmet, hurling my last remaining spells at the bear. Just as things started to turn in our favor, the bear transformed again. This time, I knew what it was. A druhbirrim. If only I had been more suspicious of the oasis and its new growth, we might have better prepared!

Spells exhausted, I drew my wand and used it to cast enlarge on Sirius first, then myself. I was no use without spells and I knew any hit I made would have to do as much damage as possible. Using my staff as a double weapon, I maneuvered in to flank the hag. Emmet managed to trip it and Sirius and I took advantage of its weakened posture. Together, we managed to finally defeat the hag. Much of our party was dead, including our reckless leader, Tyronious. We searched the area extensively, before allowing the men who fled to return to the oasis and make camp.

It was during this search that Sirius, Emmet and I came across the druhbirrim's lair. Inside, we found many scrolls and potions. We also discovered a powerful magical scimitar. I now believe that we must have entered the hag's territory undetected. The hag must have barely had time to use its treeshape ability to hide as we entered the spring. It is this fact that saved our lives. Had the druhbirrim had warning of our arrival and proper time to prepare and study us, we may never have survived.

With no hope left of reaching the colossus, the next day we began the long arduous trek back to the city..."

Knowledge Suggestions

DC	Knowledge (nature) check results
20	This wizened old woman is actually a monstrous humanoid called a sand hag, native to warm deserts.
25	It has druidic powers enabling it to entangle its foes as well as shifting in and out of a tree form to gain surprise.
30	It takes no lethal damage from most weapons, as well as from cold and electricity. It heals this rapidly.
35	Flame and acid will injure it; in fact they are required in any attempt to slay the creature.
40	It has a moderate natural resistance to spells and spell-like abilities, making it a tougher opponent.
45	Other druidic abilities it has allow it to put out fire, raise a mist and help all the plants in the area grow.
50	It lives and lairs in oases, nurturing them with its druidic abilities and guarding them fiercely against any interlopers. Those advancing as druids are called druhbirrim.

Notes and Game Balance

The hag presented here is a hag variant with power levels similar to that of the green hag. The sand hag's spell-like abilities are druidic spells of equivalent level. Regeneration seems slightly more powerful than weakness and mimicry combined, but not enough to increase its CR. The sand hag is an extremely defensive combatant, so we offset that fact by increasing the claw damage and adding *magic fang* to its spell-like abilities. The goal was to create a hag that seemed more druidic in nature, with deep ties to its lair.

Scorpienne (Magical Beast)

Scorpienne

Magical Beast (Shapechanger)

General

A scorpienne is a powerful creature with the ability to change its shape from that of a bestial half-man/half-scorpion, to the shape of any human it desires. These creatures use this ability for infiltrating desert communities, completely stripping them of anything of value and slaughtering all of the inhabitants.

In its monstrous form, a scorpienne is over 12 feet tall and weighs in the vicinity of 3,000 pounds. In human form, a scorpienne can alter its appearance to be male, female, short, tall, thin, heavyset, etc., as long as it remains Medium size.

A scorpienne speaks Common and can communicate with scorpions. Some learn to speak Draconic and possibly the languages of nearby desert humanoids.

Combat

Scorpiennes favor ambushes and surprise attacks. They are usually bigger and stronger than their opponents and use it to their advantage. Creatures fighting them are pushed and thrown around. Stronger foes find themselves the focus of a scorpienne's seven attacks. Anything that survives all these attacks in conjunction with this creature's deadly poison is usually enough to make a scorpienne retreat.

Alternate Form (Su): A scorpienne can assume the form of a human as though using the *polymorph* spell on itself, though it does not regain hit points for changing form. It does not assume the ability scores of a human, but those listed instead.

Changing form is a standard action. A slain scorpienne reverts to its monstrous form, although it remains dead. Separated body parts retain their human form, however. Any equipment worn by the scorpienne when it changes form melds into the new form, becoming useless until it changes back or dies, at which point the equipment is expelled. *A scorpienne has a +10 on Disguise checks when using this ability to create a disguise. A *true seeing* or similar spell reveals the scorpienne in its natural form.

Note: The scorpienne carries 2 Medium sized short swords when in human form and 4 Large sized short swords when in monstrous form. When it shifts, the current ones get absorbed and the appropriately sized ones pop out.

Constrict (Ex): A scorpienne that has established a hold on an opponent with a claw can crush them for 2d6+8 points of bludgeoning damage each round after making a successful grapple check. This is in addition to the normal damage for a successful grapple check.

Improved Grab (Ex): To use this ability, a scorpienne must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its claw and can constrict. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its claw only and not be considered grappled itself.

Poison (Ex): A scorpienne in monstrous form has a poisonous sting. Injury, Fortitude DC 19, initial and secondary damage 1d4 Con. The save DC is Constitution-based.



The frightened human suddenly laughs. Then his clothes seem to melt away as his body expands. His skin turns to glossy black chitin, his arms become giant pincer claws and four smaller claws grow out of his abdomen. His legs grow into sturdy three-toed claws and a long segmented tail grows out from its lower back with a stinger curling up over its small rounded head.

†Scorpion Empathy (Ex): A scorpienne can communicate with scorpions and monstrous scorpions and gains a +4 racial bonus on Charisma-based checks against scorpions and monstrous scorpions.

Skills: A scorpienne in monstrous form has a +8 racial bonus on Jump checks due to its powerful legs.

Feats: A scorpienne is very adept at attacking with multiple limbs. In monstrous form it gains Multiattack as a bonus feat. In human form it gains Two-Weapon Fighting as a bonus feat.

Ecology

Legend has it that scorpiennes are the result of a curse a nomadic priestess placed upon the band of thieves that killed her caravan. The nomads had rescued the thieves from the desert, sharing their meager supplies with the vagabonds. During the night, the men killed the caravan guards and rounded up the rest of the nomads. After they took all the supplies and valuables, the thieves set fire to a wagon with the remaining nomads tied up inside. While others screamed for help, the priestess called down a curse on the thieves. The words she spat out damned them and their bloodline to forever walk the earth as scorpions.

Scorpienne...Continued

	Scorpienne, Monstrous Form Large Magical Beast (Shapechanger)	Scorpienne, Human Form Medium Magical Beast (Shapechanger)
Hit Dice:	12d10+36 (102 hp)	12d10+12 (78 hp)
Initiative:	+1	+2
Speed:	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22	18 (+2 Dex, +3 natural, +3 studded leather armor), touch 12, flat-footed 16
Base Atk/Grapple:	+12/+24	+12/+15
Attack:	Claw +20 melee (2d6+8)	Short sword +15 melee (1d6+3)
Full Attack:	2 claws +20 melee (2d6+8), 4 short swords +17 melee (1d8+4), and sting +14 melee (2d4+4 plus poison)	Short sword +13/+8/+3 melee (1d6+3) and short sword +13 melee (1d6+1)
Space/Reach:	10 ft./10 ft.	5 ft./5 ft.
Special Attacks:	Constrict 2d6+8, improved grab, poison	--
Special Qualities:	Alternate form, darkvision 60 ft., low-light vision, scorpion empathy	Alternate form, darkvision 60 ft., low-light vision, scorpion empathy
Saves:	Fort +11, Ref +9, Will +5	Fort +9, Ref +10, Will +5
Abilities:	Str 27, Dex 13, Con 17, Int 14, Wis 12, Cha 16	Str 17, Dex 15, Con 13, Int 14, Wis 12, Cha 16
Skills:	Bluff +18 [†] , Diplomacy +5 [†] , Disguise +18* [†] (+20 acting), Intimidate +20 [†] , Jump +35	Bluff +18 [†] , Diplomacy +5 [†] , Disguise +18* [†] (+20 acting), Intimidate +20 [†] , Jump +18
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Multiweapon Fighting ^B , Weapon Focus (claw)	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Two-Weapon Fighting ^B , Weapon Focus (claw)
Environment:	Warm deserts	Warm deserts
Organization:	Solitary, pair, or colony (3-7 plus 1d6 Large monstrous scorpions)	Solitary, pair, or colony (3-7 plus 1d6 Large monstrous scorpions)
Challenge Rating:	9	9
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	--	--

There is no proof supporting this legend, but scorpiennes do seem to take their existence as a curse. They are typically born from a union between a disguised scorpienne and an unsuspecting human female. The child is born a monster, and if not killed immediately, can sometimes follow rumor and lore to a colony of scorpiennes. They reach maturity at the age of 10, and rarely live past 20. They are bitter and angry, are almost always predators, and derive their only joy in life through the misery of others.

Notes and Game Balance

The original conception for the scorpienne was for a vermin based lycanthrope. In development it became apparent that a monstrous vermin form is not a benefit because a 3 foot long scorpion is always a threat as opposed to a benign animal form, which can seem innocent. So it was dropped and instead the creature blends as a human and is naturally a monster.

As far as the CR goes, the creature only gains a disguise from its alternate form, so it's pretty much a straight combat creature. It has a lot of attacks, but not as many as an 11 headed hydra. The hydra has fast healing, but the scorpienne has a moderate poison. Even though the hydra appears stronger, it's supposed to reward non-conventional tactics. If the alternate form is played up enough, the scorpienne can be just as rewarding of an encounter.

Knowledge Suggestions

DC	Knowledge (arcana) check results
15	This humanoid turned scorpion is a shape-shifting magical beast called a scorpienne.
20	In scorpion form it has multiple claws, some of which can manipulate weapons, and a poisonous tail sting.
25	In human form, it can appear as any type of human, male or female, light or dark skinned, tall, short, thin, etc.
30	In scorpion form, anyone struck by its claw attacks may be grabbed by that claw and squeezed to death in it.
35	It is a skilled infiltrator, trained to Bluff, Disguise and Intimidate to get where it wants.
40	They live in colonies in the desert and sometime target a village to infiltrate, slay and loot.
45	They breed by duping human females to mate with them while in their humanoid forms, the resulting child always being a scorpienne.

Silica Omal (Humanoid)

Silica Omal

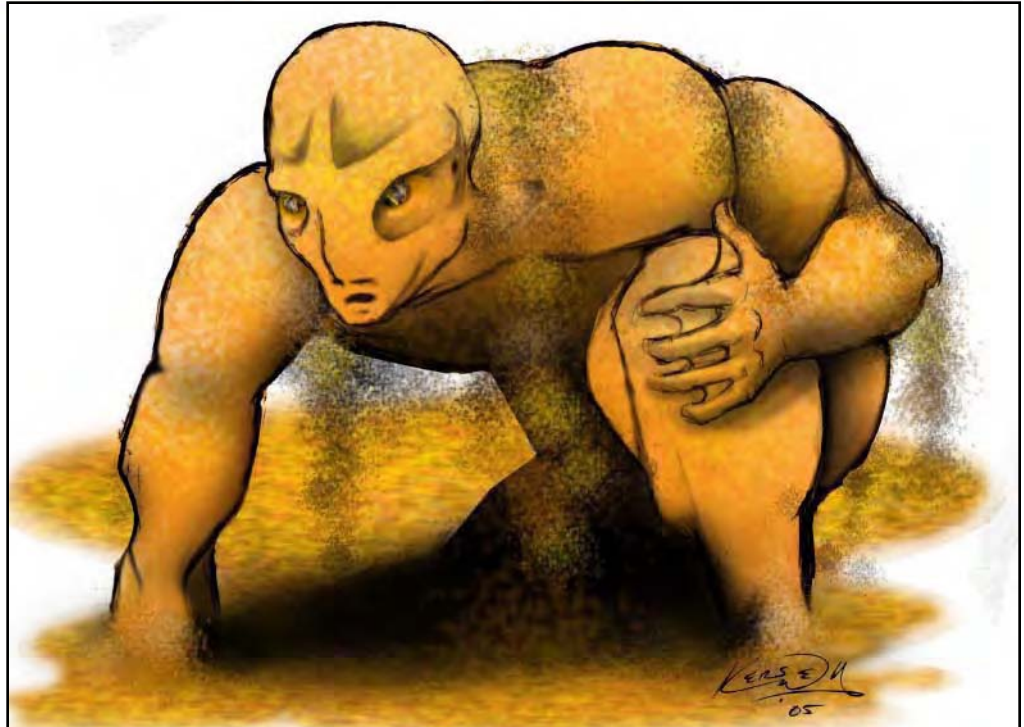
Medium Monstrous Humanoid [Earth]

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	30 ft. (8 squares), burrow* 30 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Atk/Grapple:	+2/+3
Attack:	Dagger +3 melee (1d4+1)
Full Attack:	Dagger +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Control sand
Special Qualities:	Darkvision 60 ft., sandswim, tremorsense 60 ft.
Saves:	Fort +3, Ref +3, Will +4
Abilities:	Str 12, Dex 11, Con 16, Int 17, Wis 12, Cha 9
Skills:	Handle Animal +0, Knowledge (arcana) +8, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (nature) +8, Knowledge (psionics) +8, Psicraft +10, Ride +1, Spellcraft +6, Survival +1 (+3 aboveground)
Feats:	Endurance
Environment:	Warm desert
Organization:	Solitary, pair, squad (3-10), band (10-100 plus 1-2 mica cetaceans plus 1-4 mica cuttlefish or colony (100-500 plus 5-10 mica cetaceans plus 10-20 mica cuttlefish)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class (usually psionic)
Level Adjustment:	+3

General

The silica omal are a race of earth-based humanoids that have the ability to swim through sand. They have been slowly psionically converting their desert environment to their own liking, and have modified a number of other creatures to populate this new 'land'.

They appear as hairless humanoids with skin made of shifting sand. Hands and feet are slightly webbed. Their heads are human-like in shape, but lacking a defined nose and with deep set eyes and a pronounced cranial ridge. Eyes are moist and organic and have a membrane that comes down over them when sandswimming. The membrane also covers ears, nose and mouth, although the ones for nose and mouth are specialized to filter out minute quantities of oxygen, allowing them to remain below the surface for up to an hour before seeking new air.



Standing at all of four and a half feet tall, this creature appears to be a small, unimposing human but with sand for skin. It wears no raiment, nor does it have any features that appear to require covering. It has no hair, but moist organic eyes are visible, as are holes presumably for mouth, ears and nose.

Typical silica omal stand 4-1/2 feet tall and weigh 140 pounds, with females of the race being around 3-4 inches shorter and up to 20 pounds lighter.

Omal speak Common, Draconic, Ignan and Terran. They are very technical and diplomatic speakers.

Combat

Silica omal avoid melee combat if at all possible, using their control sand ability to slow and confuse opponents while they hurl sand lances at them from distance. If combat is imminent, they will control sand into armor as a first action. If injured, they will seek to escape by creating a cloud of sand and then diving under the surface. Those with psionic powers may continue to psionically assault the enemy from below the ground using tremorsense to track them.

Control Sand (Su): A silica omal can psionically control sand to 5 different important effects, usable at will as a standard action:

Armor: A layer of the surrounding sand is pulled to cover much of the omal's skin, granting it an armor bonus to Armor Class of +4. This effect last for 10 minutes and can be dispelled at will.

Firm: Sand in a 10x10x10 foot cube becomes firm for 1d4 rounds. Any creatures sunk into the sand in the area of effect must make a DC 10 Reflex save or be entangled and unable to move from their square until the duration ends or they succeed on a DC 20 Strength check as a full round action. Those not sunk can travel across the top of the firmed sand as if walking on hard earth or stone. This ability also hinders the progress of burrowing creatures as if the affected area was stone. The save DC is Charisma-based.

Silica Omal...Continued

Lance: Sand can be formed into a spear-like shape and thrown from the omal's square as a ranged attack at +2, doing 1d8 points of bludgeoning damage on a successful strike. The range increment is 30 feet. As this counts as a ranged attack, it does provoke an attack of opportunity.

Obscure: Sand swirls into the air within a 20 foot radius obscuring vision. Treat as an *obscuring mist* spell except with sand. Caster level 2 for duration. This is often used to gain an advantage against foes as the omal can use tremorsense instead of normal vision.

Sink: Sand becomes fine and thin in a 20x20 foot square for 1d4 rounds, causing those in the area of effect to sink waist deep into the sand unless they succeed at a DC 10 Reflex save. Those sunk have their speed cut in half for the duration or until they reach the edge of the affected area and make a DC 10 Climb check to pull themselves out. The save DC is Charisma-based.

Sandswim (Ex): A silica omal has the odd ability to swim through sand. Swimming through coarse sand is represented by the burrow speed listed above, however it moves faster through fine sand, increasing its burrow speed to 40 feet. It cannot move through dirt or stone.

Tremorsense 60 ft. (Ex): A silica omal is sensitive to vibrations in the earth and can automatically pinpoint the location of anything that is in contact with the ground out to 60 feet distant.

Silica Omal as Characters

Almost all silica omal progress in psionic classes, exploiting their natural talents, with psion being the one most chosen. Frequently they will multi-class to fill needed roles, such as cleric, wizard, artisan, fighter, etc. They are especially attracted to those classes requiring intense training and order, including druid, monk and so forth.

Silica Omal characters possess the following traits:

- +2 Strength, +6 Constitution, +6 Intelligence, +2 Wisdom, -2 Charisma.
- Space/Reach: 5 feet/5 feet.
- A silica omal's base land speed is 30 feet. Its base burrow speed is 30 feet (40 feet in fine sand).
- Darkvision 60 ft. and tremorsense 60 ft.
- Racial Hit Dice: A silica omal begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fortitude +0, Reflex +3, and Will +3.
- Racial Skills: A silica omal's monstrous humanoid levels give it skill points equal to 5 X (2 + Int modifier). Its class skills are Handle Animal, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Knowledge (psionics), Psicraft, Ride, Spellcraft and Survival.
- Racial Feats: A silica omal's monstrous humanoid levels give it one feat.
- +2 natural armor bonus.
- Special Attacks (see above): Control sand.
- Special Qualities (see above): Sandswim and tremorsense 60 ft.
- Automatic Languages: Common and Terran
Bonus Languages: Draconic and Ignan.
- Favored Class: Psion (or wizard if non-psionic setting).
- Level Adjustment: +3

The silica omal presented here had the following ability scores before racial adjustments: Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Ecology

The silica omal are the remains of an ancient human desert civilization that discovered artifacts deep beneath the shifting sands. By digging

even deeper, they managed to awaken an elder god beneath the desert. Now awake, it desired servants and turned them into what they are now.

Silica omal generally don't need to hunt for food - they grow it in their cities and villages under the desert sands. Their typical diet includes a mix of animals, vegetables and fungus, but in a pinch, they can also survive on rare earths.

They have a few cities and many towns and villages beneath the shifting sands of the Sea of UMBER, and it is they who are responsible for the slowly spreading fine sands of that region. They have employed powerful psionics to create 'generators' at the center of their cities which create fine sand easy to swim through. The generators also create subtle currents, moving the sands around and bringing in earth and sand that has not yet been transformed. The cities are in bubbles of air held by psionic barriers from a bank of 'citizens' that have given their lives to act as living batteries to keep the cities safe. Towns and villages have smaller generators, usually only requiring one or two people to keep them active. In addition to sand conversion, they have begun to modify living creatures from the sea to the east to populate their environment. They have already created half a dozen types of normal mica fish as well as the cetacean and cuttlefish. Each transforms differently however, limiting the usefulness of a template.

They live and reproduce as their human ancestors did, although the infusion of elemental earth has extended their lives to twice that of humans. They are misanthropic by nature, preferring their own company to any other and defending their borders fiercely. One exception however, is for individuals displaying psionic ability. These they will take the time to talk to, and frequently even welcome into their homes.

Knowledge Suggestions

DC	Knowledge (nature) check results
10	This monstrous humanoid of sand is a member of a desert race called the silica omal.
15	It can control sand to form a missile in the shape of a lance that can strike up to 150 feet away.
20	Not only can it swim through sand like it was water, but it can turn sand into protective armor for itself.
25	It can also control sand to become thin so enemies sink in it, and then make it firm to trap them.
30	It can launch a cloud of sand into the air that makes it difficult to see anything not right next to a person.
35	Like many burrowing creatures, it can sense vibration in the ground and knows exactly where everything is.
40	They are transforming the desert into a sea of fine sand and modifying creatures to live in it like an ocean.

Notes and Game Balance

The silica omal were inspired by the concept of a literal sea of sand, and what if creatures lived in and could swim about in it like water. Given that they could, a race was needed to be the progenitor of other species, so it made sense to make a humanoidish race to be responsible. They could actively continue to create new races, and to expand their environment since fine sand is the easiest to pass through.

Compared against azers, the silica omal are combat weak but have the control sand ability to make up for it. This combined with sandswim and tremorsense make them a weak CR 2. The level adjustment stems primarily from unbalanced ability bonuses, natural armor, control sand and tremorsense.

Thorn Giant (Giant)

Thorn Giant

Large Giant

Hit Dice:	14d8+70 (133 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22
Base Atk/Grapple:	+10/+22
Attack:	Slam +18 melee (2d6+8) or rock +11 ranged (2d8+8)
Full Attack:	2 slams +18 melee (2d6+8) or rock +11 ranged (2d8+8)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rock throwing, wounding
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +14, Ref +5, Will +7
Abilities:	Str 27, Dex 12, Con 21, Int 10, Wis 12, Cha 11
Skills:	Climb +16, Jump +18, Listen +9, Spot +9, Survival +7
Feats:	Awesome Blow, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Any desert or plains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding party (6-9 plus 2-4 dire lions) or tribe (21-30 plus 35% noncombatants and 8-12 dire lions)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

General

Thorn giants are extremely violent and ill tempered creatures. They survive largely through hunting and raiding.

Male thorn giants are bald while females have dark hair. They tend to wear their hair short, but some have been known to let it grow longer. The skin of a male thorn giant is ebony in color while the skin of the female tends to be slightly lighter in shade. Male thorn giants are on average 12 feet tall and weigh approximately 2,000 pounds. Females on average are slightly shorter and lighter. Both male and female thorn giants have amber colored eyes.

Thorn giants wear simple and loose-fitting clothing. This usually is limited to a tunic belted at the waist and sandals or bare feet. Occasionally some will wear a shirt and trousers, although these sorts of clothes are quickly torn apart by their thorny bodies unless specially made. The thorn giant's bag typically contains 2d4 throwing rocks, 1d4+4 mundane items, and the giant's personal wealth. Everything in a thorn giant's bag is typically battered, dirty and well worn.

Thorn giants speak Common and Giant.

Combat

If a thorn giant is aware of an opponent as it approaches, it will try to strike the opponent with hurled rocks at a distance in an initial effort to weaken the opponent. If unable to strike at a distance, it



This hairless giant is dark skinned and bald headed. Its body is covered with large curved spikes, although there are no such spikes on its head. The creature is wearing sleeveless, loose-fitting clothes that allow its spikes to be exposed. At its side is a large leather bag.

will charge forward and engage its opponent in melee. Bestial in nature, it does not employ sophisticated battle tactics, but rather prefers to strike its opponents with its slam attack (i.e. its fists) and then initiate a grapple. Because of the spikes on its arms, the thorn giant's slam attack does both bludgeoning and piercing damage.

If the thorn giant initiates a grapple, its spikes increase the damage from the grapple by 1d8 points of piercing damage. It is considered naturally proficient with its spikes, so it does not receive the -4 penalty on grapple checks for using the spikes. If it feels it needs to make a retreat, or if there is a ledge or wall nearby, it may choose to use its Awesome Blow feat to either injure its opponent or put some distance between them.

Improved Grab (Ex): To use this ability, a thorn giant must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its fist. It can only use this ability against foes of one size category less than it or smaller. It can also choose to take a -20 on its grapple check to hold an opponent with its fist only and not be considered grappled itself.

Thorn Giant...Continued

Rock Catching (Ex): Once per round, a thorn giant that would normally be hit by a rock or similar projectile can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The thorn giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Thorn giants receive a +1 racial bonus on attack rolls when throwing rocks. The creature can hurl a rock weighing up to 50 pounds up to five range increments. The range increment is 120 feet for a thorn giant's thrown rocks.

Wounding (Ex): When a thorn giant strikes an opponent with its slam attack, some of its spikes break off and lodge themselves in the opponent's flesh. Any living creature damaged by a thorn giant in this way continues to bleed, losing 1 additional hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a curative spell or some other healing magic.

Skills: Thorn giants gain a +2 racial bonus to Climb checks. Thorn giants are able to use their body's spikes to gain an improved perch on climbing surfaces.

Thorn Giants as Characters

Most thorn giants advance as barbarians and warriors, although some choose the path of shamans to be closer to their gods and pets. Fighters and rogues are other less frequent paths, and those classes requiring lengthy training and study are all but unheard of.

Thorn giant characters possess the following traits:

- +16 Strength, +2 Dexterity, +10 Constitution, +2 Wisdom.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A thorn giant's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A thorn giant begins with fourteen levels of giant, which provide 14d8 Hit Dice, a base attack bonus of +10, and base saving throw bonuses of Fortitude +9, Reflex +4, and Will +4.
- Racial Skills: A thorn giant's giant levels give it skill points equal to 17 X (2 + Int modifier). Its class skills are Climb, Jump, Listen, Spot, and Survival. It also has a +2 racial bonus on all Climb checks.
- Racial Feats: A thorn giant's giant levels give it five feats.
- +13 natural armor bonus.
- Special Attacks (see above): improved grab, rock throwing, wounding.
- Special Qualities (see above): rock catching.
- Automatic Languages: Common, Giant.
Bonus Languages: Goblin and Orc.
- Favored Class: Barbarian.
- Level Adjustment: +4

Ecology

Thorn giants are nomadic creatures of the desert, although they can also be found roaming on grassy plains. They have no industry and engage in little trade. They believe that they have a right to whatever they desire and will not hesitate to take anything they choose from any travelers or communities that they should happen upon in their wanderings. They live in large hide tents. They have developed few

crafts, and tend to eat their food raw. Thorn giants are cruel creatures, even to each other. They do not routinely keep slaves since most humanoids would not typically survive the regular beatings that they would likely inflict. Any humanoids captured typically end up being served as part of the evening meal.

A tribe of thorn giants is typically ruled by one alpha male known as the "Tunjar". This being will have the largest tent and a greater number of females at his disposal. The Tunjar's word is law. Since the thorn giants are illiterate, no records are kept, and there is little if any oral tradition. As such, the law tends to be whatever the Tunjar says it is at any given moment. The laws of the tribe change often as does the individual holding the title of Tunjar as struggles for control are frequent and sudden. A party attempting to form a trading alliance with a tribe of thorn giants might find themselves having to renegotiate with a different individual with each visit.

The only creatures towards which the thorn giants have been known to show any tenderness are their pet dire lions. They appear to have a fondness for these creatures, much in the way a human child might adore a pet dog or hamster. While a thorn giant might casually beat his woman or child, he would never strike a dire lion in anger.

Thorn giants have a primitive religion devoted to a god of the moon. While there are no wizards or clerics found among them, a few shamans have been observed in the larger tribes wielding magic that helps the tribe survive in the desert.

Knowledge Suggestions

DC	Knowledge (nature) check results
15	This twelve foot tall spike covered humanoid is a giant known as a thorn giant, native to deserts and plains.
20	Like many other giants, it can throw boulders great distances, even as far as 600 feet away.
25	In addition to rock throwing, it also has rock catching, and can grab boulders targeting it if aware of them.
30	It is skilled at grabbing creatures smaller than itself and attempts to grapple anything it hits with its fists.
35	The spikes that cover it not only cause more injury to those it slams, but they also break off and keep wounds caused by them to remain open and bleeding.
40	They are ruled by a leader known as a "Tunjar" that sets all the laws of a tribe until a new one takes over.
45	It prizes its pet dire lion more than family, so woe to those striking its lion before killing it.

Notes and Game Balance

The thorn giants were envisioned as bestial giants that possess a vicious grapple attack. Due to their thorns, grappling not only imparts additional damage to the giant's victim, but also hinders other characters' attempts to join the grapple in an effort to free their companion. This form of giant was inspired by a player that this author games with that each week consistently demonstrates the effectiveness of the grapple maneuver.

The thorn giant is a CR 8 creature, as it was felt that this creature was approximately as strong as a stone giant. While slightly weaker in terms of the armor class and the damage that it inflicts, this is balanced by its improved grab and wounding abilities.

Vermillion Creeper (Outsider)

Vermillion Creeper

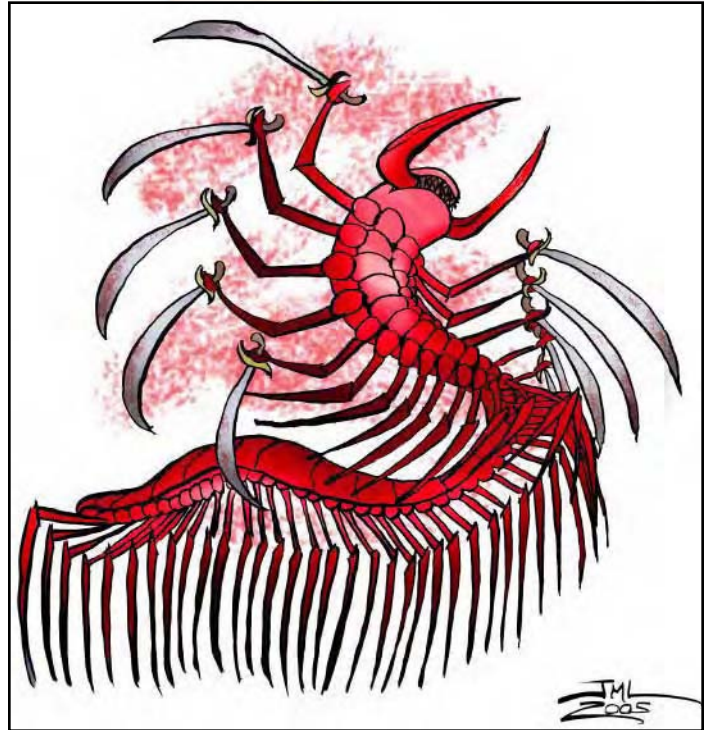
Large Outsider [Chaotic, Demon, Evil, Extraplanar]

Hit Dice:	11d8+33 (82 hp)
Initiative:	+9
Speed:	60 ft. (12 squares), climb 20 ft.
Armor Class:	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Atk/Grapple:	+11/+19
Attack:	Primary masterwork scimitar +16 melee (1d8+4/15-20) or bite +14 melee (1d8+4 plus poison)
Full Attack:	Primary masterwork scimitar +12/+7/+2 melee (1d8+4/15-20) and 9 masterwork scimitars +12 melee (1d8+2/15-20) and bite +9 melee (1d8+2 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Manipulate flesh, poison, spell-like abilities
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10 and fire 10, spell resistance 17, telepathy 100 ft.
Saves:	Fort +10, Ref +12, Will +8
Abilities:	Str 19, Dex 20, Con 16, Int 12, Wis 13, Cha 15
Skills:	Balance +13, Climb +13, Heal +15, Hide +15, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (nature) +15, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +15, Spot +15, Survival +1 (+3 aboveground, other planes and underground)
Feats:	Improved Critical (scimitar), Improved Initiative, Multi-Weapon Fighting, Weapon Focus (scimitar)
Environment:	Any chaotic evil aligned plane
Organization:	Solitary, gang (2-6) or nest (7-12)
Challenge Rating:	11
Treasure:	Standard coins; standard goods; double items
Alignment:	Always chaotic evil
Advancement:	9-20 HD (Large); 21-24 HD (Huge)
Level Adjustment:	--

General

Vermillion creepers are a fairly militant and focused race of demons. Their regular goals are to deal tremendous amounts of damage against all foes and take trophies from those that are worthy. Although they are usually only found on chaotic evil aligned planes, they sometimes find their way to the Material Plane through being summoned or through a planar gate. The latter is the case of those dwelling in the Bleached Pit and surrounding regions in Berk's Wasteland.

These demons appear as thick, brilliant red centipedes larger than men, with a multitude of thin legs. The top 10 legs actually end in claws capable of fine manipulation, used primarily for wielding their



A ten foot long, three foot thick, brilliant red centipede crawls forth, antennae feeling the air. Then unexpectedly, almost half of it rears up and ten of its legs grasp and draw forth blades as its faceted eyes look forth coldly.

scimitars and preparing trophies. Their mouths are flanked by large, poisonous pincers, and their many faceted eyes sparkle like rubies.

Typical vermilion creepers are about ten feet in length, with their segmented bodies being about three feet thick. Not counting their ever present weapons and potential trophies, they weigh around 500 to 600 pounds.

Vermilion creepers speak Abyssal. Their telepathy allows them to communicate with anything within 100 feet that has a language.

Combat

These demons are crafty foes that will adapt to the type of foe that they face. Common tactics vary by type, number and power of potential enemies. Typical pre-combat power-ups include *shocking grasp* to be used with their bite attacks and *freedom of movement* in case they happen to need it. If they decide to jump into melee, they typically do so by *dimension dooring* close to gain surprise and then expecting that they will go first with a full attack considering their initiative modifier.

Individual weak opponents will typically be overwhelmed with weapon attacks or simply flayed alive for sport. Strong individuals will likely have a limb or two deboned first to weaken them before the creeper closes with scimitars. Should an individual ever be rendered helpless by their poison bite, that victim is in for a slow death by deboning and flaying in as slow a process as possible to prolong the suffering.

Weak groups will be *webbed*, then burned with *scorching rays*, and then *webbed* again and so forth to savor the screams of the burning, especially since they aren't worth trophies. Strong groups require the greatest finesse. Often the encounter will start with *webs* generated

Vermillion Creeper...Continued

over as wide an area as possible. Next, a target enemy in the webs will be flayed or deboned, followed by a *dimension door* right next to them, using *freedom of movement* to ignore *web* effects. With the target enemy weakened and entangled, the creepers will unleash their full melee attack on them until they are ribbons. They will often stop a moment to collect trophies before moving on to the next enemy.

Damage Reduction (Su): As a result of its demonic heritage, a vermillion creeper ignores the first 10 points of weapon damage it receives from any weapon that is not good-aligned.

Demon Traits: Includes immunity to electricity and poison; resistance to acid 10, cold 10 and fire 10; and telepathy 100 feet. Vermillion creepers are unable to summon other demons.

Outsider Traits: Includes darkvision 60 ft.; does not need to eat or sleep but does need to breathe.

Manipulate Flesh (Su): Skilled in gathering their grisly trophies, vermillion creepers have learned the art of magically manipulating flesh. This manifests itself in two different forms, deboning and flaying. On dead creatures, it works automatically and is very useful in creating the trophies they value so highly. On living creatures within 60 feet however, as a standard action, the effects are as follows:

Debone: A living target failing a DC 17 Fortitude save loses the use of an extremity (typically an arm, leg or wing) and takes 5d6 damage as the bones within are pulled through the flesh to drop on the ground in the square the target occupies. Even if the save is made, the victim takes 2d6 damage. The use of the appendage can be regained through the application of a *heal* spell or healing magic of similar strength. Loss of the use of a leg decreases a victim's speed by one-half.

Flay: A living target failing a DC 17 Fortitude save loses the top several layers of their skin, taking 5d6 points of regular damage, 1d4 points of Charisma damage, and suffers a -2 penalty on all attack rolls, saves and skill checks from the pain. The penalties and Charisma damage cannot be removed until the target is fully healed with at least one application of healing magic. No effect occurs on a successful save.

The save DCs are Charisma-based. It is thought that this ability once was a form of *telekinesis* that they have refined over millennia.

Poison (Ex): The vermillion creeper's bite delivers a potent poison, profoundly affecting a victim's coordination and movement. Injury, Fortitude DC 18, initial damage 1d6 Dexterity, secondary damage 2d6 Dexterity. The save DC is Constitution-based.

Spell Resistance (Ex): As a result of its demonic heritage, a vermillion creeper has a solid resistance of 17 against spells and spell-like effects.

Spell-Like Abilities (Sp): At will – *align weapon*, *detect magic*, *dimension door*, *freedom of movement*, *scorching ray* (3 rays), *shocking grasp* (5d6) and *web* (DC 14). Caster level 11th. The save DCs are Charisma-based.

Skills: Vermillion creepers gain a +8 racial bonus to Balance and Climb checks as a result of their many limbs. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. They can also take 10 on Climb checks, even if threatened or distracted

Ecology

Vermillion creepers typically remain on their home planes of chaos, serving as death squads for more powerful demons. Sometimes they are sent on missions to the Material Plane to wipe out individuals or cults that have failed the demon lords they serve. If set free on the Material Plane, they tend to gravitate toward hot climates, especially deserts, mountains and sometimes jungles.

As they do not need to eat on the Material Plane, they simply seek to hunt down their targets, and gain as much enjoyment as possible in doing so, sometimes causing plenty of collateral damage in the process. Those that are without mission seek to continuously build on their trophy collection. Those that have been very successful are often armed with magical scimitars instead of just masterwork.

If they choose to develop a lair, it typically will be someplace inaccessible except by climbing or *dimension door*. The lair will be littered with decaying trophies of flesh and bone, sometimes sewn together to create elaborate wall and floor coverings. In a group, there will always be a struggle for dominance unless one is far above the rest in power.

They do not serve others well due to their chaotic nature, but they seem to work well enough with each other, except perhaps when deciding who gets the trophy from a mutual kill. Most other creatures are seen as either potential trophies or things to torture and slay for fun.

Knowledge Suggestions

DC	Knowledge (the planes) check results
15	This massive crimson centipede is actually a demonic outsider called a vermillion creeper.
20	The virulent poison from its bite targets a victim's muscle coordination and ability to move.
25	It is a demon and as such it has immunity to electricity and poison, resistance to other elements, and telepathy.
30	It has plenty of spell-like abilities including creating webs, charging itself with electricity, firing rays of fire and even appearing right next to a person before attacking.
35	It is resistant to weapons that are not good-aligned as well as to spells and spell-like effects.
40	It can manipulate flesh to strip the skin from a person or even to pull bones out while they still live.
45	It is typically employed with others of its kind as a death squad. When not actively seeking targets, it may lair in a place accessible by climbing or <i>dimension door</i> only.

Notes and Game Balance

The concept behind the vermillion creepers stemmed from developing out a centipede based creature with multiple attacks and some magical abilities to dwell in the Bleached Pit in Berk's Wasteland. As the powers were considered, it became obvious that it needed to be more than a magical beast. Due to the darker nature of some of their abilities, outsider/demon was chosen over aberration. Examination was made of both monstrous centipedes and marilith demons during creation.

In terms of CR, it was compared against a hezrou. The creeper matches well in Armor Class and special qualities, and although it has more Hit Dice, it has fewer HP than the hezrou. In terms of sheer melee damage output, the creeper has the advantage, but the hezrou has the edge in spell-like abilities and the ability to summon other demons. Manipulate flesh and poison exceed the hezrou's stench and improved grab placing the creeper at a strong CR 11. Manipulate flesh may seem like a harsh power at first, but even a party of 9th level characters likely has access to the *heal* spell. The number of attacks and critical hit range is probably the toughest hurdle to overcome, but a high Armor Class can easily fix that.

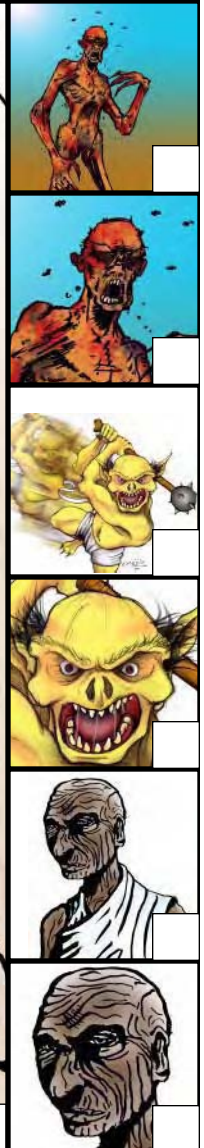
Creature Tables - CR, Type and Credits

Name	CR
Bombilli	1
Grumbleweed	1
Fastling.....	2
Silica Omal	2
Desiccated	3
Berk's Harbinger	4
Jaklyn	4
Ashen Drake.....	5
Bombillo	5
Boneswirl	5
Hoodoo Gargoyle.....	5
Sand Hag	5
Mica Cuttlefish	7
Carrion Sphinx	8
Grit	8
Thorn Giant	8
Scorpienne	9
Cactallion	11
Vermillion Creeper	11
Desert Colossus.....	14
Mica Cetacean	14

Monsters by Type and Subtype	
Air: Bombilli, Bombillo, Boneswirl	
Aberration: Mica Cetacean, Mica Cuttlefish	
Chaotic: Vermillion Creeper	
Construct: Desert Colossus	
Demon: Vermillion Creeper	
Dragon: Ashen Drake	
Earth: Bombilli, Bombillo, Hoodoo Gargoyle, Mica Cetacean, Mica Cuttlefish, Silica Omal	
Elemental: Bombilli, Bombillo	
Evil: Vermillion Creeper	
Extraplanar: Bombilli, Bombillo, Vermillion Creeper	
Fey: Grit	
Giant: Thorn Giant	
Goblinoid: Fastling	
Humanoid: Fastling	
Magical Beast: Berk's Harbinger, Carrion Sphinx, Jaklyn, Scorpienne, Silica Omal	
Monstrous Humanoid: Hoodoo Gargoyle, Sand Hag	
Outsider: Vermillion Creeper	
Plant: Cactallion, Grumbleweed	
Shapechanger: Scorpienne	
Undead: Boneswirl, Desiccated	

Individual Credits		
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Cactallion	Joshua Courtney	GS - Mike McMenemey
Carrion Sphinx	Joshua Courtney	GS - Allen Kerswell
Desert Colossus	Jeffrey LeBoeuf	GS - Jeffrey LeBoeuf
Desiccated	Joshua Courtney	GS - Mike McMenemey
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Grit	Joshua Courtney	GS - Jeffrey LeBoeuf
Grumbleweed	Ed LaPrade / Robert Lajoie	
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Mica Cuttlefish	Robert Lajoie	GS - Jeffrey LeBoeuf
Sand Hag	Jeffrey LeBoeuf	GS - Jeffrey LeBoeuf
Scorpienne	Joshua Courtney	GS - Mike McMenemey
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Counters I Backs



Cactallion



Bombilli



Bombilli



Ashen Drake



Ashen Drake



Bombillo



Bombillo



Desiccated



Desiccated



Fastling



Fastling



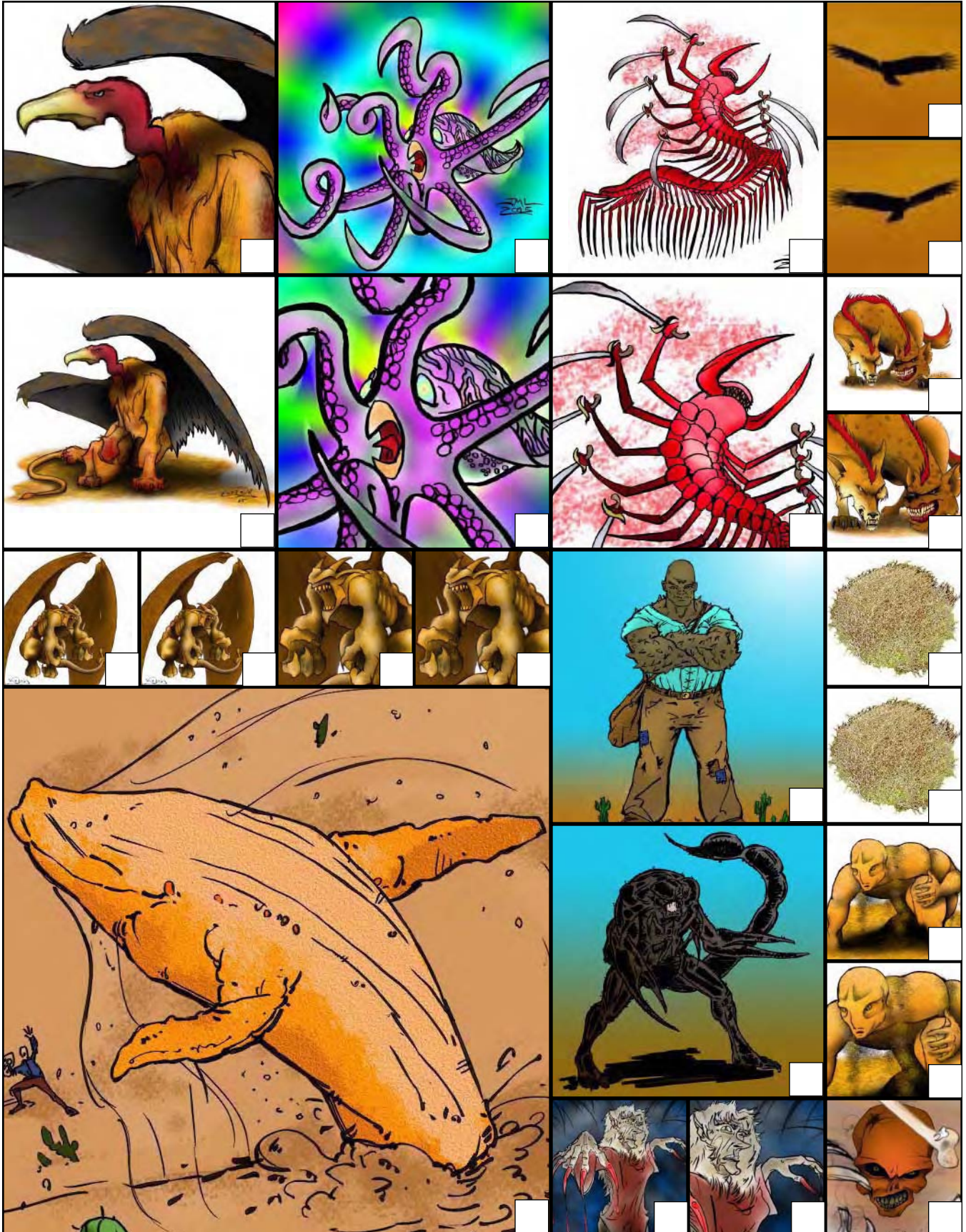
Grit



























Grit



Desert Colossus



Counters II Backs

 Berk's Harbinger	 Vermillion Creeper	 Mica Cuttlefish	 Carrion Sphinx
 Berk's Harbinger			
 Jaklyn	 Vermillion Creeper	 Mica Cuttlefish	 Carrion Sphinx
 Jaklyn			
 Grumbleweed	 Thorn Giant	 Hoodoo Gargoyle	
 Grumbleweed		 Hoodoo Gargoyle	
 Silica Omal	 Scorpienne	 Hoodoo Gargoyle	
 Silica Omal		 Hoodoo Gargoyle	
 Boneswirl	 Sand Hag	 Mica Cetacean	
	 Sand Hag		

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