Book of Beasts

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by Robert J. Hall

Book of Beasts

A bestiary of creatures, real or fictitious.

5th Edition

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Monster Listings

The following lists summarize the monsters presented in this publication.

Type (and Subtype)

Aberration: arachnæ, chrone, dancing weave, eye mass, gremlin, kulmander, maw, mercurial mimic, midden shambler, nemesis, nieon, nuthril, ogatsu, overseer, rifter, shaggy stalker, shnoz, silver floater, sryag, tordori, wumpus, xenic, zyloek.
Animal: arsinoitherium, baluchitherium, canis dirus, carcharodon megalodon, cave lion, chimpanzee, deinosuchus, diplodocus, dire bull, duck-billed platypus, electric eel, fox, giant beaver, giant ground sloth, gigantopithecus, glyptodon, hippopotamus, iguanodon, irish elk, lynx, otter, portuguese man-o-war, mesophant, ram, smilodon, stegasaurus, tagard, terror crane, vevul, wooly mammoth.
Construct: beowolf, cybercube, droid, druther, dynad construct, living sword, mekanoid, microbot swarm, scarecrow guardian, skinrug guardian, verge kraken, wandering eye, wulgaru.
Dragon: gray dragon, pyre wyrm, rust fiend, sea serpent, two-headed mutant adult red dragon.
Elemental (Air): air primal, glashans, sand lord, smoke snake, spinar.
Elemental (Cold): cricklangal, sharod.
Elemental (Earth): cinderling, earth primal, eldraal, garnamond, hoodoo, mugwumpkin, rock roach, sand lord.
Elemental (Electricity): ciberial.
Elemental (Fire): cinderling, eldraal, fire primal, flame enzine, plasma dog, smoke snake, tempest swarm.
Elemental (Water): mugwumpkin, sharod, water primal.
Fey: batling, brownie, butterfae, elder spirit dire wolf, ellyon, fire sprite, gravesprite, hodekin, night sprite, sea nymph, squll, tree shadow, tunnel troll.
Giant: cyclopes, rust giant, sea giant, two-headed mutant hill giant, two-headed mutant ogre.
Humanoid: ape man, bendith y mamau, bogoil, ebony orc, firedeep goblin, ghorig, gravidon, khryg, LGM, neanderthal, nubling, nulyani, pigmy orc, shadow elf, skald, swamp orc, trig, vugoo, xusc.
Magical Beast: arcanis watcher, assassin bug, astral frigate, ayan, batreng, cellar dweller, chimerical hydra, chupacabra, dræcock bird, ephemeral, fetid, giant horned dragon toad, gryphon, karkadann, lenk, megazoid, merocorn, nepalope, simurgh, spider worg, spine worm, stone groll, tarridin viper, thorned star serpent, thunder bird, worm mass.
Monstrous Humanoid: boarog, bole, half-arachnid, half-medusa, hiend, lesser hag, makva, manta-kine, ollorog, poludnica, reen, thark, thrug.
Ooze: ethereal slime, grid dust, ihchoide, murkdeep, phleg, sand slime, sentinel slime, tar fiend.
Outsider: babooten, elemental whippet, half-incarnate, incarnate, jadrow, shadow reeve, targ.
Outsider (Air): blazing terror, sonic nightmare.
Outsider (Chaotic): coursar, shabat, valdeen, virikas swarm, wendigo.
Outsider (Cold): blazing terror, wendigo.
Outsider (Earth): dominad, scallion, thermic elemental.
Outsider (Evil): archfiend, rataga, virikas swarm, wendigo, werefiend, wolfling (lampblack).
Outsider (Fire): rat (vulcan).
Outsider (Good): coursar, diva ray, flare archon, jadeoin archon, lasa, regalent archon, sidræ archon.
Outsider (Lawful): diva ray, flare archon, iecorn, jadeoin archon, j'ghul, rataga, regalent archon, sidræ archon, thodic.
Plant: acantha, bluum, carnivorous ginkgosa, death shrieker, green jack, seant, shrevebush, tanglevine swarm, yurghoul root.
Undead: bale warder, campen de la muerte, cravedead, crypt-cursed, dread, draug, fleshbound vampire, ghost swarm, half-lich, hameh, hauntling, manes, mortslayer, necrotic brain, phage zombie, skeleton swarm, slime ghoul, umbra.
Vermin: assassin bug swarm, eolascian, giant crustacean, giant soldier termite, giant tiger beetle, gloom fly, golden spitting scarab, heart-eater, hopper, psi fly swarm.

Challenge Rating

1/6: flame enzine, vugoo.
1/4: batreng, duck-billed platypus, gloom fly, portuguese man-o-war, ram.
1/3: fox, lynx, otter, stone groll.
1/2: ape man, bendith y mamau, chimpanzee, cinderling, firedeep goblin, gremlin, gravesprite, gryphon, khryg, neanderthal, nulyani, pigmy orc, vulcan rat, xusc.
1: arcanis watcher, bogoil, chupacabra, death shrieker, droid, ebony orc, electric eel, eolascian scout, ephemeral, eye mass, fire sprite, giant beaver, gloom fly swarm, hordling, human phage zombie, kulmander, manta-kine, nieon, nubling, ostrich, shabat, shadow elf, silver floater, skeleton swarm, smoke snake, spine worm, sryag, tree shadow, trig,

umbra.
2: batling, boarog, bole, canis dirus, diva ray, eldraal, ellyon, ghorig, giant soldier termite, glashans, greater lizardfolk, green jack, hiend, hopper, ihchoide, lampblack wolfing, manes, merocorn, necrotic brain, night sprite, plasma dog, psi fly swarm, slime ghoul, sonic nightmare, tanglevine swarm, terror crane, vevul, wulgaru, xenic.
3: babooten, bluum, dire stirge, giant tiger beetle, glyptodon, hameh, hippopotamus, jadeoin archon, mesophant, mortslayer, mugwumpkin, reen, sand slime, targ, tarridin viper, thark, thorned star serpent, tunnel troll, valdeen.
4: blazing terror, coursar, cravedead, draug, garnamond, golden spitting scarab, hauntling, irish elk, living sword, microbot swarm, nepalope, nuthril, rifter, sand lord, scarecrow guardian, sharod, shrevebush, spinar, tagard, tordori, two-headed mutant ogre, wandering eye.
5: air primal, beowolf, butterfae, cave lion, centacornus, ciberial, cricklangal, dire bull, dominad, earth primal, eolascian swarm, fire primal, giant crustacean, gigantopithecus, karkadann, midden shambler, phleg, rock roach, rust fiend, seant, shnoz, simurgh, smilodon, tempest swarm, thodic, water primal.
6: ayan, carnivorous ginkgosa, cellar dweller, cyclopes, dræcock bird, druther, ethereal slime, lasa, makva, ollorog, tar fiend, virikas swarm, worm mass, yurghoul root, 5-headed chimerical hydra.
7: acantha, arsinoitherium, assassin bug swarm, giant horned dragon toad, grid dust, hoodoo, iguanodon, j'ghul, lenk, lupusfiend, ogatsu, poludnica, regalent archon, sea nymph, shadow reeve, stegasaurus, wumpus, zyloek, 6-headed chimerical hydra.
8: dynad construct, iecorn, maw, pyre wyrm, rataga, rock lizard, thrug, two-headed mutant hill giant, woolly mammoth, 7-headed chimerical hydra.
9: astral frigate, carcharodon megalodon, deinosuchus, diplodocus, eolascian queen, flare archon, giant ground sloth, LGM, mercurial mimic, scallion, sidræ archon, thunder bird, wendigo, 8-headed chimerical hydra.
10: rust giant, 9-headed chimrical hydra.
11: dancing weaver, elder spirit dire wolf, 10-headed chimerical hydra.
12: baluchitherium, jadrow, shaggy stalker, verge kraken, 11-headed chimerical hydra.
13: murkdeep, sea giant, squll, 12-headed chaos hydra.
14: bale warder, elemental whippet.
15: cybercube.
16: megazoid, two-headed mutant adult red dragon
18: ghost swarm
19: sentinel slime.
20: campen de la muerte, fetid tyrannosaurus, overseer.
21: archlumine ghaele.
23: sea serpent
24: archfiend horned devil.
42: nemesis.

Environment

Any: babooten, beowolf, campen de la muerte, cybercube, droid, druther, gremlin, grid dust, hameh, hauntling, LGM, living sword, makva, manes, megazoid, mekanoid snake, mercurial mimic, microbot swarm, mortslayer, necrotic brain, nemesis, nuthril, overseer, phage zombie, rifter, scarecrow guardian, shabat, skeleton swarm, tordori, veil, wandering eye.
Cold Aquatic: bluum, draug, sea dragon.
Cold Forest: khryg, night sprite, wendigo.
Cold Hills: rock roach, xenic.
Cold Plains: arachnæ, cave lion, eolascian, hiend, ichiode, irish elk, sharod, thrug, woolly mammoth.
Cold Marshes: Slime ghoul.
Cold Mountains: half-arachnid troll.
Graveyard: gravesprite.
Plane (Astral): astral frigate.
Plane (Chaotic Evil): virikas.
Plane (Chaotic Good): archlumine ghaele, coursar.
Plane (Chaotic Neutral): ephemeral, valdeen.
Plane (Domain of Dreams): figmentary dire wolf.
Plane (Elemental, Air): air primal, glashans, sonic nightmare.
Plane (Elemental, Cold): blazing terror.
Plane (Elemental, Earth): earth primal, eldraal, garnamond, hoodoo, rust giant, scallion, spinar, thermic elemental.
Plane (Elemental, Fire): cinderling, fire primal, flame enzine, plasma dog, pyre wyrm, smoke snake, tempest swarm, vulcan rat.
Plane (Elemental, Water): cricklangal, water primal.
Plane (Ethereal): ethereal slime.
Plane (Evil): assassin bug swarm, lampblack wolfling, targ.
Plane (Lawful Evil): archfiend horned devil, rataga.
Plane (Lawful Good): diva ray, flare archon, regalent archon, sidræ archon.
Plane (Lawful Neutral): iecorn, j'ghul, thodic.
Plane (Negative Energy): bale warder.
Plane (Neutral Good): incarnate giant owl, lasa.

Plane (Neutral Evil): jadrow.
Plane (Shadow): shadow reeve.
Space: phleg.
Temperate Aquatic: giant crustacean, jadeoin aquatic, sea giant, sea nymph, seant, thorned star serpent.
Temperate Desert: ciberial.
Temperate Forests: ayan, boarog, butterfae, ellylon, elder spirit dire wolf, giant beaver, gray dragon, green jack, gryphon, lenk, lupusfiend, lynx, psi fly swarm, nieon, replicant elf, sryag, tanglevine swarm, tarridin forest, thunder bird, tree shadow, yurghoul root.
Temperate Hills: batling, bendith y mamau, dancing weaver, elemental whippet, hodekin, two-headed mutant hill giant, two-headed mutant ogre, two-headed mutant orc.
Temperate Marshes: bogoil, chimerical hydra, duck-billed platypus, glyptodon, greater lizardfolk, sentinel slime, swamp orc, two-headed mutant huge viper snake, xusc.
Temperate Mountains: centacornus, ebony orc, half-incarnate bugbear, nepalope, spider worg.
Temperate Plains: brownie, canis dirus, dire bull, fox, ghorig, hund, midden shambler, mesophant, nubling, nulyani, ram, shrevebush, smilodon, terror crane, trig.
Underground: bole, carnivorous ginkgosa, cellar dweller, challatyr, cravedead, death shrieker, dread human commoner zombie, firedeep goblin, ghost swarm, gloom fly, golden spitting scarab, kulmander, maw, murkdeep, neanderthal, ogatsu, pigmy orc, poludnica, reen, rust fiend, sand slime, skald, shaggy stalker, shnoz, spine worm, stone groll, tunnel troll, umbra, vugoo, worm mass, wumpus, zyloek.
Vacuum: Verge kraken.
Warm Aquatic: carcharodon megalodon, electric eel, merocorn, portuguese man-o-war.
Warm Desert: acantha, dominad, hordling, fire sprite, hopper, karkadann, manta-kine, sand lord, tar fiend, thark.
Warm Forests: ape man, baluchitherium, batreng, chimpanzee, diplodocus, dire stirge, giant ground sloth, gigantopithecus, iguanodon, shadow elf, silver floater, simurgh, squll, stegasaurus, wulgaru.
Warm Hills: cyclopes, rock lizard.
Warm Marshes: arsinoitherium, deinosuchus, eye mass, giant horned dragon toad, iguanodon (duck bill), gravidon.
Warm Mountains: two-headed mutant adult red dragon.
Warm Plains: arcanis watcher, chrone, chupacabra, dræcock bird, dynad construct, fetid tyrannosaurus, giant soldier termite, giant tiger beetle, hippopotamus, mugwumpkin, ostrich, tagard, vevul.

Introduction

Welcome to the fifth edition of the Book of Beasts, a bestiary of creatures for use in role-playing games. The written material in this work is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a. See the copyright at the end of this book for more information.

This new edition includes a variety of new monsters; some descriptive text with each monster for introduction to the players; more details on the Gaol Plane setting, and expanded Summon Monster tables that include more lawful and chaotic neutral-aligned monsters.

I'd like to extend a gracious thanks to the following authors for their excellent contributions.

- **David E. Brooks Jr. —** Babooten, Death Shrieker, Rust Fiend, Wumpus.
- **Steve Clark —** Diplodocus, Iguanodon, Stegasaurus.
- **Monte Cook —** Challatyr.
- **Dominique Crouzet —** Cravedead, Crypt-cursed.
- **Eric Davis —** Ayan, Hameh.
- **Ashley H. —** Heart-eater.
- **T. Dane Haggard**[1] **—** Manes, Mugwumpkin, Tar Ooze.
- **Robert H. Nichols —** Dire Stirge, Gravesprite, Gryphon, Rock Lizard.
- **Sean K. Reynolds —** Fleshbound Vampire, Half-Medusa, Thermic Elemental, Two-Headed Mutant.
- **Paul M. Stefko —** Half-Lich.
- ***Netbook of Witches*** **team**[2] **—** Batlings, Butterfae, Druther, Lesser Hag, Makva, Poludnica, Scarecrow Guardian, Sea Nymph.

The marvelous cover illustration is copyright © 2001 by Igino and permission was graciously granted for use in this non-commercial publication. I'd also like to thank the following artists for their wonderful illustrations:

- **Daniel Brannan —** Druther and Lesser Hag.
- **Dominique Crouzet —** Cravedead and LGM.
- **T. Dane Haggard and Jean Paul Torres —** Mugwumpkin.
- **Eric Lofgren —** Boarog and Sryag.

The animal images are from out-of-copyright books. The remaining sketches and other creature depictions are by yours truly.

Proper use of this material requires access to the Core Rulebook III v3.5, or the System Reference Document version 3.5. If you find an issue with any of these creatures, or would like to contribute a unique monster write-up or nice illustration for the next edition of this book, please send me an e-mail message.

At present there are no plans for additional expansions of this volume. Any further content would appear in a new book. However some day I would like to produce a version of this book that contains many more illustrations of the monsters. Good art is difficult to obtain, however, particularly for a non-commercial work such as this.

I hope you enjoy the creatures described herein and find a use for them in your own campaign. While the creatures are covered by the OGL, if you do decide to use any of these creatures in another publication then some form of notification would be greatly appreciated.

Bob Hall,
November 21, 2005

1 http://d20forge.com/ — "Halifax", #446.
2 Liber Mysterium — The Netbook of Witches and Warlocks.

Monster Descriptions

This chapter is taken verbatim from the System Reference Document version 3.5. See the legal information at the end of this publication.

Reading the Entries

Each monster description is organized in the same general format, as outlined below.

Statistics Block

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an

attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1–1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any

bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a -8 penalty on skill checks that defy its natural tendencies.

In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (^{B}). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Treasure

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

Descriptive Text

The description of each creature starts with a few lines describing the first impressions a player might gain upon viewing the monster. This is followed by a more detailed description of the creature's appearance, habits, personality, nature, and culture. The typical combat tactics are detailed where appropriate, and the unique special attacks and special qualities are described. For intelligent creatures that can gain classes, the character qualities and modifiers are also listed.

Advanced Benefits

The advanced benefits show the additional enhancements that are gained by a creature when it is advanced by a number of Hit Dice beyond the typical creature statistics. These abilities are added to the normal benefits that occur when a creature is advanced. The extra benefits can increase the CR above the typical progression rate.

Fantasy Creatures

These creatures are suitable for use in most fantasy campaigns that allow the use of magic.

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Arcanis Watcher

Author: Robert J. Hall.
Small Magical Beast
Hit Dice: 1d10+2 (8 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple: +1/-1
Attack: Bite +4 melee (1d6+3)
Full Attack: Bite +4 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: True sight, darkvision 60 ft., low-light vision, scent
Saves: Fort +4, Ref +3, Will +2
Abilities: Str 14, Dex 13, Con 15, Int 4, Wis 14, Cha 7
Skills: Jump +3, Listen +11, Spot +11, Survival +7*
Feats: Alertness
Environment: Warm plains
Organization: Solitary or pack (5–10)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Small); 5–8 HD (Medium)
Level Adjustment: —

This lean creature has dog-like features; a shaggy, multi-hued fur coat; oversized hind legs, and a long, thick tail. It appears keenly observant, with dark, glittering eyes, pointed, twitching ears, and a lengthy snout.

These peculiar creatures were bred by wizards to serve as magical watchdogs. Physically they combine the lower body and tail of a wallaby with the head, neck, and front paws of a wild dog. Their shaggy, mottled fur coat is a mixture of patchy black, brown, yellow, and white markings.

The senses of these creatures are exceptionally keen, being at least the equal of the most successful predatory animals. In addition, they are capable of detecting beings that would normally be concealed by magical means or by their ethereal state.

The arcanis watchers originally served as faithful pets and guardians in the towers of their wizard creators, but in time they were also sold to wealthy merchants and became more widespread.

Intended to serve as domesticated beasts, arcanis watchers generally do not reproduce well in the wilderness and will only thrive in a civilized environment. They breed as marsupials, with the female carrying a single infant in her pouch.

Combat

The arcanis watcher is a faithful and courageous guardian who defends its master with a potent bite. When it becomes aware of a threat it will issue a deep growl then begin barking loudly, often summoning more powerful guardians as a result.

True Sight (Su): This ability is identical with *true seeing* (caster level 10th) except that it constant and has personal range.

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

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, arcanis watchers also gain the following special benefits.

- 2–7 HD — The racial bonuses to Spot and Listen checks increase to +6.
- 4+ HD — +2 bonus on saving throws against all mind-affecting effects.

- 6+ HD — Gain **Alarm (Su):** An arcanis watcher receives a mental alarm each time a creature of Tiny or larger size approaches within a 20-foot-radius, in a manner identical to the *alarm* spell. This is a constant ability and can not be dispelled or suppressed.
- 8 HD — The racial bonuses to Spot and Listen checks increase to +8.

Archfiend

Author: Robert J. Hall.

Existence on the dimensional planes of evil is brutal in the extreme, and none can command there who are not utterly ruthless. The most malicious of these villainous beings rise above the rank and file to find positions of power. These superior representatives of their ilk are rewarded with potent abilities granted by the masters of their plane, allowing these chosen ones to dominate their lessors.

The archfiend is an evil-aligned outsider that has demonstrated the type of dominant traits which please their heinous masters. They have committed countless acts of villainy to achieve their infamous status, and have become the very embodiment of pure and unrepentant evil. Their superior abilities are sufficient to give all but the most powerful of rivals cause for fear. Archfiends always possess an obedient following of lesser creatures to serve their bidding.

Sample Archfiend

This example uses a horned devil that has been advanced to 21 HD as the base creature.

Thorzeghazul
Archfiend Horned Devil (Cornugon)
Huge Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 21d8+189 (283 hp)
Initiative: +12
Speed: 20 ft. (4 squares), fly 50 ft. (average)
Armor Class: 39 (-2 size, +8 Dex, +19 natural, +4 deflection), touch 20, flat-footed 31
Base Attack/Grapple: +21/+41
Attack: *+2 huge unholy spiked chain* +34 (2d6+14 plus stun) or claw +31 melee (2d6+12) or tail +31 (2d6+6 plus infernal wound)
Full Attack: *+2 huge unholy spiked chain* +34/+29/+24/+19 (2d6+20 plus stun) and bite +29 (2d8+6) and tail +29 (2d6+6 plus infernal wound); or 2 claws +31 melee (2d6+12) and bite +29 (2d8+6) and tail +29 (2d6+6 plus infernal wound)
Space/Reach: 15 ft./15 ft. (20 ft. with spiked chain)
Special Attacks: Aura of despair, fear aura, infernal wound, spell-like abilities, stun, *summon devil*
Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 31, telepathy 100 ft., detect good, greater scrying 5/day, plane shift, true name
Saves: Fort +21, Ref +22, Will +16
Abilities: Str 35, Dex 27, Con 29, Int 16, Wis 18, Cha 26
Skills: Bluff +30, Climb +41, Concentration +32, Diplomacy +16, Disguise +12 (+6 acting), Hide +30, Intimidate +34, Knowledge (planes) +15, Listen +28, Move Silently +30, Search +27, Sense Motive +24, Speak Language +4, Spot +28, Survival +4 (+6 following tracks)
Feats: Cleave, Improved Sunder, Improved Initiative, Iron Will, Leadership[B], Multiattack, Power Attack, Weapon Focus (spiked chain)
Environment: A lawful evil-aligned plane
Organization: Pair (with cohort), or mob (with cohort and 20–40 followers)
Challenge Rating: 24
Treasure: Standard coins; double goods; standard items
Alignment: Lawful evil
Advancement: By character class
Level Adjustment: —

This towering creature presents a fearsome aspect, with a massive, powerful frame as big as a giant, and a vaguely humanoid form covered in scales. It possesses bat-like wings and a slashing, serpentine tail. The form is surrounded by an unsettling, shadowy nimbus.

Thornzeghazul is an awe-inspiring figure, standing over 16 feet tall and weighing about 5,000 pounds. His monstrous, intimidating form is constantly surrounded by a dark nimbus in which unsettling figures and shapes seem to shift and move about. A glance at his hard, penetrating gaze can send even the toughest, most battle-hardened veteran into the depths of utmost despair.

Thornzeghazul speaks abyssal, celestial, draconic, infernal, orcish, and undercommon. His cohort is a cauchemar nightmare.

Gear: *+2 huge unholy spiked chain, dagger of venom, +1 ring of greater energy resistance (electricity), cloak of etherealness, earth elemental*

gem, amulet of proof against detection and location, 3 potions of cure serious wounds, 2 potions of haste.

Combat

Thornzeghazul is a bold, fearless fighter. He has never been known to retreat, even against overwhelming odds. He relishes fighting with his wicked spiked chains, usually singling out the enemy leader to shred and destroy.

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

Spell-Like Abilities: At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only), *persistent image*. 3/day—*fireball* (DC 21), *lightning bolt* (DC 21). 1/day—*acid fog* (DC 24), *confusion* (DC 22), *finger of death* (DC 25), *hold monster* (DC 23), *maze*. Caster level 21st. The save DCs are Charisma-based.

Aura of Despair (Su): Thornzeghazul is constantly shrouded in a blood-red, infernal aura of evil. Creatures of less than 10 HD in a 60-foot radius that look at the archfiend must succeed on a DC 22 Will save or be affected as though by a *crushing despair* spell (caster level 21st.) A creature that successfully saves cannot be affected again by the same archfiend's aura for 24 hours.

Detect Good (Sp): At will, Thornzeghazul can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Greater Scrying (Su): Thornzeghazul can use a *greater scrying* ability, as the spell, four times per day.

Plane Shift (Su): This ability affects only Thornzeghazul and it can be used once per day. It is otherwise identical to the spell (caster level 21st.)

Fear Aura (Su): Thornzeghazul can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 28 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever Thornzeghazul hits with a spiked chain attack, the opponent must succeed on a DC 32 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage Thornzeghazul deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 29 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by Thornzeghazul's tail must succeed on a DC 29 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

***Summon Devil* (Sp):** Once per day Thornzeghazul can attempt to summon 2d10 lemures or 1d6 bearded devils with a 70% chance of success; 1d6 barbed devils with a 55% chance of success, or a horned devil with a 40% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): Thornzeghazul takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

True Name (Su): Thornzeghazul has a true name which holds special power over the creature. An archfiend is unable to resist a spell or spell-like effect cast by a creature that knows the true name of the archfiend, and the DC for any Will save against the spell is increased by +10. The greater power that bestowed the archfiend template upon Thornzeghazul always knows his true name.

Creating an Archfiend

"Archfiend" is an acquired template that can be added to any evil-aligned outsider that has advanced by more than 5 Hit Dice (referred to hereafter as the base creature).

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

Size and Type: The creature's type and size are unchanged. Do not recalculate Hit Dice or base attack bonus.

Armor Class: The creature gains a +1 deflection bonus to AC per five Hit Dice (maximum +5 at 25 HD) or the deflection bonus of the base creature, whichever it is better.

Special Attacks: An archfiend has all the special attacks of the base creature and gains those described below.

Spell-Like Abilities: An archfiend with an Intelligence or Wisdom score of 8 or higher has a

choice of spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; an archfiend with 10 HD can use *bestow curse, confusion,* and *hold monster*. An ability is usable once per day. Use the caster level for the spell-like abilities of the the base creature, or the creature's Hit Dice, whichever is greater. The save DCs are Charisma-based.

HD	Abilities
6–7	*Confusion*
8	*Bestow curse*
9–10	*Hold monster*
11	*Private sanctum*
12–13	*Eyebite*
14	*Acid fog*
15–16	*Finger of death*
17	*Power word blind*
18–19	*Discern location*
20	*Maze*
21–22	*Destruction*
23	*Time stop*
24–25	*Fear, chain lightning*
26	*Contagion, symbol of weakness*
27–28	*Baleful polymorph, insanity*
29	*Magic jar, demand*
30–31	*Circle of death, horrid wilting*
32+	*Disintegrate, dominate monster*

Improved Summoning (Sp): If the base creature has a chance to summon evil outsiders as a spell-like ability, the chance for success improves by +20%.

Special Qualities: An archfiend has all the special qualities of the base creature and gains those described below.

Aura of Despair (Su): Archfiends are constantly shrouded in a blood-red, infernal aura of evil. Creatures of less than 10 HD in a 60-foot radius that look at the archfiend must succeed on a Will save or be affected as though by a *crushing despair* spell (caster level equal to Hit Dice.) The save DC is equal to 14 + Charisma bonus. A creature that successfully saves cannot be affected again by the same archfiend's aura for 24 hours.

Damage Reduction (Su): If the base creature has damage reduction, increase the amount of reduction by +5. Otherwise the creature gains damage reduction 10/good.

Detect Good (Sp): At will, an archfiend can use *detect good* as a spell-like ability, duplicating the effect of the detect good spell.

Greater Scrying (Su): An archfiend can use a *greater scrying* ability, as the spell, once per day for every five Hit Dice (caster level 14th.)

Plane Shift (Su): This ability affects only the archfiend and it can be used once per day. It is otherwise identical to the spell (caster level equals 14th or the creature's HD, whichever is greater.)

Spell Resistance (Su): Spell resistance equal to creature's HD + 10 (maximum 35) or the spell resistance of the base creature, whichever is better.

True Name (Su): An archfiend has a true name which holds special power over the creature. An archfiend is unable to resist a spell or spell-like effect cast by a creature that knows the true name of the archfiend, and the DC for any Will save against the spell is increased by +10. The greater power that bestowed the archfiend template upon the creature always knows its true name.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Cha +4.

Feats: Gains Leadership as a bonus feat. Otherwise same as the base creature.

Challenge Rating: HD 9 or less, as base creature +2; HD 10–15, as base creature +3; HD 16 or more, as base creature +4.

Advancement: By character class.

Level Adjustment: Same as base creature +7.

Archlumine

Author: Robert J. Hall.

Among the many marvelous inhabitants of the dimensional planes of good, there are those who embody the purest virtues of their kind. These paragons of all that is decent and righteous have excelled in their struggles against evil, and thus have been rewarded with positions of greater responsibility. Such impressive representatives of their type are blessed with significantly improved abilities by a divine patron of the plane, allowing these creatures to pursue their cause with even greater efficacy.

An archlumine is a good-aligned outsider that has attained a remarkable record of achievement while displaying a virtue beyond reproach. They are heroic figures, and many a good-natured creature would willingly sacrifice themselves in order to further the illustrious purpose of the blessed archlumine. The potent powers of an archlumine are the bane of all but the darkest of evil opponents, and they have dedicated their lives to the elimination of all that is vile and despicable. Archlumine always have a loyal following of good creatures to serve and protect their noble lord.

Archlumine Ghaele

This example uses a ghaele that has been advanced to 18 HD as the base creature.

Erichelle Glowhearth
Archlumine Ghaele
Large Outsider (Chaotic, Extraplanar, Good)
Hit Dice: 18d8+54 (135 hp)
Initiative: +7
Speed: 50 ft. (10 squares), fly 150 ft. (perfect)
Armor Class: 29 (-1 size, +3 Dex, +14 natural, +3 deflection), touch 15, flat-footed 26, or
15 (-1 size, +3 Dex, +3 deflection), touch 15, flat-footed 12
Base Attack/Grapple: +18/+30
Attack: *+4 large ghost touch holy greatsword* +30 melee (3d6+17/19–20) or light ray +20 ranged touch (2d12)
Full Attack: *+4 large ghost touch holy greatsword* +30/+25/+20 melee (3d6+17/19–20) or 2 light rays +20 ranged touch (2d12)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, spells, gaze, greater spiritual weapon
Special Qualities: Alternate form, damage reduction 15/evil and cold iron, darkvision 60 ft., detect evil, immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, spell resistance 28, aura of hope, greater arcane sight, tongues, limitations
Saves: Fort +14, Ref +14, Will +15
Abilities: Str 27, Dex 16, Con 17, Int 18, Wis 19, Cha 20
Skills: Concentration +24, Diplomacy +22, Escape Artist +24, Handle Animal +26, Hide +24, Knowledge (any two) +25, Listen +25, Move Silently +24, Ride +24, Sense Motive +25, Spot +25, Use Rope +7 (+9 with bindings)
Feats: Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Leadership[B], Mobility, Spring Attack
Environment: Any chaotic good-aligned plane
Organization: Pair (with cohort), or cadre (with cohort and 20–40 followers)
Challenge Rating: 21
Treasure: No coins; double goods; standard items
Alignment: Chaotic good
Advancement: By character class
Level Adjustment: —

This magnificent being has distinctively elf-like features, and stands erect with a regal grace. She has flesh the hue of ivory; pearly, sparkling eyes, and flowing, dark green hair. She is shrouded in a golden nimbus that radiates with the pureness of true faith.

Erichelle Glowhearth is a living legend among the ghaele, having valiantly defeated untold numbers of evil creatures and slain many of their malevolent masters in combat. She is widely regaled by the bards of her realm, and is the very stuff of legend. Erichelle loves nothing better than to rescue innocent souls from the horror of vile tyranny, but is more than willing to serve as a powerful friend and ally in any significant cause for good.

While usually appearing as a towering humanoid female of striking allure, Erichelle can also take the form of an incorporeal globe of eldritch colors, 8 feet in diameter. In her normal form she stands just over 9 feet tall and weighs about 600 pounds.

Erichelle speaks Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to her *tongues* ability. Her cohort and closest friend is a chaotic good half-brass dragon centaur 14th-level Cleric/3th-level Hierophant named Mynla Tralshien.

Gear: *+4 large ghost touch holy greatsword, rod of enemy detection, gauntlet of rust, ring of animal friendship, 3 potions of cure moderate wounds, 2 potions of haste*. The sword is an intelligent weapon named Solbern the Wraith Reaver (CG, Int 13, Wis 13, Cha 10, empathy, Search +11, cast *major image* 1/day, and 60 ft. vision and hearing.)

Combat

When Erichelle enters combat, she prefer direct confrontation and lethal attacks to more subtle or insidious methods. She usually fights in her humanoid form, wielding an incandescent *+4 large ghost touch holy greatsword.* If Erichelle desires mobility, she assumes her globe form and blasts the enemy with light rays.

Erichelle's natural weapons, as well as any weapons she wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid, charm monster* (DC 19), *color spray* (DC 16), *comprehend languages, continual flame, cure light wounds* (DC 16), *dancing lights, detect evil, detect thoughts* (DC 17), *disguise self, dispel magic, hold monster* (DC 20), *greater invisibility* (self only),

major image (DC 18), *see invisibility, greater teleport* (self plus 50 pounds of objects only); 1/day—*chain lightning* (DC 21), *detect scrying, dimension lock, discern lies, greater command* (DC 20), *heal* (DC 21), *instant summons, prismatic spray* (DC 22), *righteous might, spell turning, symbol of persuasion* (DC 21), *wall of force.* Caster level 18th. The save DCs are Charisma-based.

Spells: While in humanoid form, Erichelle can cast divine spells as a 14th-level cleric. Erichelle has access to the Good and Plant domains. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance, light, resistance, virtue;* 1st—*bless, command, divine favor, entangle*, obscuring mist, sanctuary, shield of faith;* 2nd—*aid*, align weapon, bear's endurance, find traps, lesser restoration, remove paralysis, zone of truth;* 3rd—*daylight, plant growth*, prayer, remove curse, searing light, water breathing;* 4th—*death ward, dismissal, divine power, holy smite*, restoration;* 5th—*dispel evil*, flame strike, raise dead, true seeing;* 6th—*banishment, blade barrier, heal, repel wood*;* 7th—*holy word*, mass cure serious wounds, summon monster VII.*

*Domain spell.

Greater Spiritual Weapon (Sp): Three times per day Erichelle can summon a weapon of pure force. This ability functions as the *spiritual weapon* spell (caster level 18th), except that a weapon remains in existence for 18 minutes and it can be redirected to a new opponent as a free action. This ability is the equivalent of a 4th-level spell.

Aura of Hope (Su): Erichelle is constantly shrouded in a golden, glowing aura of faith. Any allies within a 30-foot radius are affected as though by a *good hope* spell (caster level 18th.) Creatures must succeed on a DC 13 Will save in order to resist this effect. A creature that successfully saves cannot be affected again by the same archlumine's aura for 24 hours. Erichelle is not affected by the aura.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Non-evil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the *fear* effect. The save DCs are Charisma-based.

Light Ray (Ex): Erichelle in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Alternate Form (Su): Erichelle can shift between her humanoid and globe forms as a standard action. In humanoid form, she cannot fly or use her light rays, but she can use her gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, she can fly, use her light rays, and use spell-like abilities, but she cannot cast spells or use her gaze attack. The globe form is incorporeal, and Erichelle has no Strength score while in that form.

Erichelle remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does Erichelle revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of Erichelle. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability,* both with a radius of 20 feet (caster level 18th). (The defensive benefits from the circle are not included in a Erichelle's statistics block.)

Greater Arcane Sight (Su): Erichelle can use a *greater arcane sight* ability, as the spell, three times per day (caster level 14th.)

Detect Evil (Sp): At will, Erichelle can use *detect evil* as a spell-like ability, duplicating the effect of the detect evil spell.

Plane Shift (Su): This ability affects only Erichelle and it can be used once per day. It is otherwise similar to the spell (caster level 18th.)

Tongues (Su): Erichelle can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Limitations: Erichelle will lose her archlumine template if she ever willingly commits an evil act. In addition, she is expected to freely serve the will of her divine patron when called upon to do so, although her patron is understanding about brief diversions for a good purpose.

Creating an Archlumine

"Archlumine" is an acquired template that can be added to any good-aligned outsider that has advanced by more than 5 Hit Dice (referred to hereafter as the base creature).

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

Size and Type: The creature's type and size are

unchanged. Do not recalculate Hit Dice or base attack bonus.

Armor Class: The creature gains a +1 deflection bonus to AC per five Hit Dice (maximum +5 at 25 HD) or the deflection bonus of the base creature, whichever it is better.

Special Attacks: An archlumine has all the special attacks of the base creature and gains those described below.

Spell-Like Abilities: An archlumine with an Intelligence or Wisdom score of 8 or higher has a choice of spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; an archfiend with 10 HD can use *detect scrying, discern lies,* and *greater command*. An ability is usable once per day. Use the caster level for the spell-like abilities of the the base creature, or the creature's Hit Dice, whichever is greater. The save DCs are Charisma-based.

HD	Abilities
6–7	*Detect scrying*
8	*Discern lies*
9–10	*Greater command*
11	R*ighteous might*
12–13	*Heal*
14	*Symbol of persuasion*
15–16	*Instant summons*
17	*Spell turning*
18–19	*Dimension lock*
20	*Mind blank*
21–22	*Etherealness*
23	*Foresight*
24–25	*Stoneskin, animate objects*
26	*Freedom of Movement, banishment*
27–28	*Hold monster, forcecage*
29	*Mark of justice, iron body*
30–31	*Word of recall, sunburst*
32+	*True seeing, astral projection*

Greater Spiritual Weapon (Sp): Three times per day the archlumine can summon a weapon of pure force. This ability functions as the *spiritual weapon* spell (caster level equals HD), except that a weapon remains in existence for 1 minute per HD and it can be redirected to a new opponent as a free action. This ability is the equivalent of a 4th-level spell.

Special Qualities: An archlumine has all the special qualities of the base creature and gains those described below.

Aura of Hope (Su): Archlumine are constantly shrouded in a beautiful glowing aura of goodness. Any allies within a 30-foot radius are affected as though by a *good hope* spell (caster level equal to Hit Dice.) Creatures must succeed on a Will save in order to resist this effect. The save DC is equal to 13 + Charisma bonus. A creature that successfully saves cannot be affected again by the same archlumine's aura for 24 hours.

Damage Reduction (Su): If the base creature has damage reduction, increase the amount of reduction by +5. Otherwise the creature gains damage reduction 10/evil.

Detect Evil (Sp): At will, an archlumine can use *detect evil* as a spell-like ability, duplicating the effect of the detect evil spell.

Greater Arcane Sight (Su): An archlumine can use a *greater arcane sight* ability, as the spell, once per day for every five Hit Dice (caster level 14th.)

Plane Shift (Su): This ability affects only the archlumine and it can be used once per day. It is otherwise identical to the spell (caster level equals 14th or the creature's HD, whichever is greater.)

Spell Resistance (Su): Spell resistance equal to creature's HD + 10 (maximum 35) or the spell resistance of the base creature, whichever is better.

Limitations: An archlumine must be the same alignment as its divine patron and will lose its archlumine template if it ever willingly commits an evil act. In addition, it is expected to freely serve the will of its divine patron when called upon to do so, although most such patrons are understanding about brief diversions for a good purpose.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Con +2, Int +2, Wis +2, Cha +4.

Feats: Gains Leadership as a bonus feat. Otherwise same as the base creature.

Challenge Rating: HD 9 or less, as base creature +2; HD 10–15, as base creature +3; HD 16 or more, as base creature +4.

Advancement: By character class.

Level Adjustment: Same as base creature +7.

Archon

Archons are celestials from a lawful good-aligned plane. Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

Combat

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and run tactics or standing off and engaging a foe with magic before moving into

melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

— Darkvision out to 60 feet and low-light vision.
— *Aura of Menace (Su):* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
— Immunity to electricity and petrification.
— +4 racial bonus on saves against poison.
— *Magic Circle against Evil (Su):* A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)
— *Teleport (Su):* Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
— *Tongues (Su):* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Flare

Author: Robert J. Hall.
Small Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice: 9d8+63 (103 hp)
Initiative: +11
Speed: 20 ft. (4 squares), fly 40 ft. (good)
Armor Class: 22 (+1 size, +7 Dex, +4 deflection), touch 22, flat-footed 15
Base Attack/Grapple: +9/+5
Attack: Searing touch +16 melee (2d6 fire) or slam +16 melee (1d3 plus 2d6 fire)
Full Attack: Searing touch +16/+11 melee (2d6 fire) or 2 slams +16 melee (1d3 plus 2d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Brilliant glow, searing touch, death burst, spell-like abilities
Special Qualities: Aura of menace, darkvision 60 ft., damage reduction 10/evil, immunity to electricity, light, and petrification, resistance to cold 20 and fire 20, magic circle against evil, spell resistance 20, teleport, tongues
Saves: Fort +9, Ref +13, Will +9
Abilities: Str 11, Dex 25, Con 16, Int 14, Wis 17, Cha 19
Skills: Concentration +13, Diplomacy +16, Escape Artist +18, Knowledge (any four) +8, Listen +13, Search +18, Sense Motive +19, Spellcraft +9, Spot +19, Tumble +17
Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse[B]
Environment: Any lawful good-aligned plane.
Organization: Solitary, pair, squad (2–5), or troop (6–10 plus 1–4 lantern archons)
Challenge Rating: 9
Treasure: No coins; double goods; standard items
Alignment: Always lawful good
Advancement: By character class
Level Adjustment: —

This brilliantly-glowing creature is painful to look upon for more than the briefest glimpse. It appears as a small, vaguely humanoid form with no distinct features other than glowing tendrils that waft about.

A flare archon is a hybrid creature combining the traits of radiance with the barely corporeal. They literally glow with the purity of their own good nature. Their body is a simple, humanoid form with just enough structure to allow them to interact with the physical world. They continually radiate tendrils of energy that permit them to effortlessly fly about.

Flare archons are seekers of secrets and bringers of light to dark places. They believe that evil prospers when it is hidden, and that which is innocent and free of evil will always prosper through openness and honesty. A flare archon will aid anybody who is suffering due to acts of evil.

Combat

A flare archon is a fearless opponent who will attack a foe from any distance, employing its radiant powers to best effect. Flare archons focus on the most evil foe first, then deal with other opponents when the leader has been defeated.

Spell-Like Abilities: At will—*continual flame, detect evil, detect secret doors, produce flame, see invisibility*. 3/day—*daylight, mirror image, searing light*. Caster level 9th.

Aura of Menace (Su): Will DC 20.

Brilliant Glow (Ex): The body of a flare archon radiates a blinding light in a 60-ft. radius. Any creature within 10 ft. that employs its sight for any reason must succeed at a DC Fortitude save each round or be blinded for 1d6 minutes. A creature to which sunlight is harmful or unnatural takes 4d6 points of damage (Reflex DC half). The save DCs are Constitution-based.

Searing Touch (Ex): Merely touching or being touched by a flare archon automatically deals 2d6 fire damage. Undead, fungi, mold, oozes, slimes, and any creatures to which sunlight is harmful or unnatural take double damage.

Death Burst (Ex): When a flare archon is slain it comes apart with a searing burst of radiance. This is similar to a *sunburst* spell (caster level 15th).

Skills: Flare archons have +4 on Search, Sense Motive, and Spot checks.

Jadeoin

Author: Robert J. Hall.
Medium Outsider (Aquatic, Archon, Extraplanar, Good, Lawful)
Hit Dice: 5d8 (22 hp)
Initiative: +8
Speed: 20 ft. (4 squares), swim 60 ft.
Armor Class: 19 (+4 Dex, +4 deflection, +1 buckler), touch 18, flat-footed 15
Base Attack/Grapple: +5/+5
Attack: *+1 merciful trident* +6 melee (1d8+1/x3 plus 1d6 nonlethal) or slam +5 melee (1d4)
Full Attack: *+1 merciful trident* +6 melee (1d8+1/x3 plus 1d6 nonlethal) or slam +5 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Righteous gaze, spell-like abilities
Special Qualities: Amphibious, aura of menace, darkvision 60 ft., low-light vision, damage reduction 5/evil, immunity to electricity and petrification, resistance to cold 5, magic circle against evil, spell resistance 15, teleport, tongues
Saves: Fort +4 (+8 against poison), Ref +8, Will +7
Abilities: Str 11, Dex 19, Con 10, Int 13, Wis 16, Cha 17
Skills: Concentration +3, Diplomacy +10, Escape Artist +17, Handle Animal +7, Hide +10, Knowledge (any two) +6, Listen +13, Move Silently +12, Sense Motive +10, Spot +21, Swim +14
Feats: Alertness[B], Blind-Fight, Improved Initiative
Environment: Any lawful good-aligned plane.
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 3
Treasure: No coins; double goods; standard items
Alignment: Always lawful good
Advancement: 6–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: +5

This tall, lean creature resembles a particularly beautiful humanoid with amphibian features. It has a sleek, silvery hide, and a long, finned tail. Its large eyes are very compelling and draw attention away from the body, which seems vaguely ill-defined.

The jadeoin archon is a humanoid-shaped being somewhat taller than a normal human. It has amphibian features, with a sleek, finned tail, shimmering, silvery hide, and possessing a salamander-like, but beautifully featured face. Oddly, the more closely the jadeoin archon is observed, the more nebulous it appears. It has a slightly translucent body whose features are impossible to precisely discern. The wide eyes of the jadeoin archon, however, are clearly visible and sharply defined. It has a riveting, sharp-eyed gaze that seems to penetrate whatever it looks upon.

These aquatic beings are known as the watchers, and are noted for their remarkable powers of perception and observation. They are the underwater eyes and ears of the archons, seeing whatever others would miss. When they speak, their aquatic voice seems disembodied and unworldly, yet possessed of an elegant musical quality. They move through the water with a gliding motion that is deceptively fast and quiet.

Jadeoin archons speak celestial, infernal, draconic, and aquan.

Combat

Jadeoin are the underwater scouts and watchers of the archons, and are rarely called upon to employ their combat skills. They prefer to fight using hit and run attacks, using their uncanny gaze to strike a foe from an unexpected direction. When engaged in melee combat, they will often fight defensively, waiting for a foe to leave an opening or make a mistake.

Righteous Gaze (Su): Those merely looking at the penetrating gaze of a jadeoin archon must succeed on a DC 15 Will check or take a -2 penalty on attack rolls for 1 minute. In addition, as a standard action a jadeoin archon can use a gaze attack to fascinate a single opponent. Anyone the jadeoin archon targets must succeed on a DC 15 Will save or gain its rapt attention and become

fascinated as long as the archon maintains its gaze upon the subject. The save DC is Charisma-based.

Spell-Like Abilities: At will—*dancing lights, detect evil, hypnotism* (DC 14)*, invisibility purge*. 3/day—*daylight, searing light* (DC 16). Caster level 5th. The save DCs are Charisma-based.

Aura of Menace (Su): Will DC 17 negates.

Skills: Jadeoin archons have a +8 racial bonus on Swim checks 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 when swimming. It can use the run action while swimming, provided that it swims in a straight line.

Jadeoin archons also have a +8 racial bonus on Escape Artist and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, jadeoin archons also gain the following special benefits.

- Spell resistance equals creature's HD + 10 (maximum 30).
- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the righteous gaze is equal to 10 + ½ HD + Charisma-modifier.
- The save DC of the aura of menace is equal to 12 + ½ HD + Charisma modifier.
- The caster level of the *magic circle against evil* equals the HD.
- 6+ HD — Add 1/day—*rainbow pattern* to spell-like abilities.
- 7–10 HD — Deflection bonus improves to +5.
- 8+ HD — Add 3/day—*blur* to spell-like abilities.
- 9+ HD — Damage reduction improves to 10/evil.
- 10+ HD — Gain **Improved low-light vision (Ex):** a jadeoin archon can see three times as far as a human can in dim light.
- 11+ HD — Deflection bonus improves to +6.
- 12+ HD — Add 1/day—*true seeing* to spell-like abilities.

Regalent

Author: Robert J. Hall.
Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice: 8d8+24 (60 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 24 (+1 Dex, +9 *+1 full plate armor*, +2 masterwork heavy steel shield, +2 natural), touch 11, flat-footed 23
Base Attack/Grapple: +8/+12
Attack: *+1 longsword* +14 (1d8+5/19–20)
Full Attack: *+1 longsword* +14/+9 (1d8+5/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 18, teleport, tongues, radiance, rust vulnerability
Saves: Fort +9, Ref +7, Will +8
Abilities: Str 19, Dex 13, Con 17, Int 10, Wis 14, Cha 14
Skills: Concentration +12, Diplomacy +13, Handle Animal +15, Heal +12, Jump +15, Knowledge (any two) +9, Ride +14, Sense Motive +8, Spot +12
Feats: Animal Affinity, Combat Expertise, Improved Disarm
Environment: Any lawful good-aligned plane.
Organization: Solitary, pair, or troop (4–9 and 2–4 lantern archons)
Challenge Rating: 7
Treasure: No coins; double goods; standard items
Alignment: Always lawful good
Advancement: 9–15 HD (Medium); 16–21 HD (Large)
Level Adjustment: +5

A tall, well-armed figure stands completely encased in a suit of full plate armor. Blazing beams of white light shine out through every tiny opening in the armor, making it difficult to view the humanoid figure in more detail.

Regalent archons appear as robust humanoid forms that are completely encased in a magnificent suit of full plate armor. Inside is a nebulous being that continually radiates a blazing, pure white light. This illumination shines outward through every seam and joint in the suit. A regalent archon moves with an effortless grace in their heavy armor as if they it been born for that purpose.

A regalent archon is a champion of justice who

defends innocent victims of monstrous evil. They are intimately linked to the armor in which they dwell, and will cease to exist if their armor is ever destroyed.

Regalent archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their *tongues* ability. They talk with a deep, calming voice.

Combat

Regalent archons live for the valor of combat, and enter a fight with a will. They will usually battle heroically until they finish off their foe, or they are slain. However, if an honorable opponent is clearly out-matched, a regelant archon will ask the opponent to yield rather than delivering the final death stroke. They employ a *+1 long sword* and a masterwork heavy steel shield, but often use a masterwork lance when mounted.

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

Spell-Like Abilities: At will—*continual flame, detect evil, status.* (DC 13). 3/day—*daylight, greater magic weapon, phantom steed.* Caster level 8th. Save DCs are Wisdom-based.

Spells: Regalent archons cast divine spells as 8th-level paladins. The save DC are Wisdom-based.

Typical Paladin Spells Prepared (1/1; DC 12 + spell level): 1st—*cure light wounds*; 2nd—*zone of truth* (DC 14).

Aura of Menace (Su): Will DC 18 negates.

Armored Mobility (Su): Regalent archons can move at their base land speed even when wearing medium or heavy armor. A regalent archon never receives an armor check penalty to skill checks due to the armor it is wearing, but it does receive an armor check penalty for using a shield.

Radiance (Su): A regalent archon continually radiates light in a 20-foot radius. This ability is constant and can not be dispelled. This radiance dispels any darkness spell of 3rd level or less. The radiance is temporarily negated by higher level darkness spells so that the prevailing light conditions exist in the overlapping areas of effect.

Rust Vulnerability (Ex): Regalent archons are considered ferrous creatures for the purpose of determining damage from rust. Any rust damage is removed by healing the regalent archon.

Skills: A regalent archon gains a +2 racial bonus on Spot checks. Due to its constant radiance, a regalent archon has a -8 racial modifier to Hide checks against opponents with normal sight or darkvision.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, regalent archons also gain the following special benefits.

- Spell resistance equals creature's HD + 10 (maximum 30).
- The caster level of the spell-like abilities is equal to the Hit Dice.
- Cast spells as a paladin with class level equal to the Hit Dice.
- The save DC of the aura of menace is equal to 12 + ½ HD + Charisma modifier.
- The caster level of the *magic circle against evil* equals the HD.
- 10+ HD — Add 1/day—*searing light* to spell-like abilities.
- 12–17 HD — Armor suit improves to *+2 full plate armor*.
- 14+ HD — Add 1/day—*keen edge* to spell-like abilities.
- 16+ HD — Add 1/day—*air walk* to spell-like abilities.
- 18+ HD — Armor suit improves to *+3 full plate armor*.
- 20+ HD — Add 1/day—*sunbeam* to spell-like abilities.

Sidræ

Author: Robert J. Hall.
Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice: 8d8+16 (52 hp)
Initiative: +8
Speed: fly 60 ft. (perfect) (10 squares)
Armor Class: 17 (+4 Dex, +3 deflection), touch 17, flat-footed 13
Base Attack/Grapple: +8/—
Attack: Incorporeal touch +12 melee (1d6)
Full Attack: Incorporeal touch +12 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., incorporeal traits, magic circle against evil, spell resistance 23, teleport, tongues, elemental aspects
Saves: Fort +8, Ref +10, Will +9
Abilities: Str —, Dex 18, Con 14, Int 15, Wis 16, Cha 17

Skills: Concentration +12, Hide +19, Listen +16, Knowledge (any one) +12, Move Silently +19, Perform +9, Sense Motive +10, Spellcraft +7, Spot +16.
Feats: Alertness, Improved Initiative, Lightning Reflexes
Environment: Any lawful-good aligned plane
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 9
Treasure: None
Alignment: Always lawful good
Advancement: 9–14 HD (Medium); 15–20 HD (Large)
Level Adjustment: +6

This creature is a slender fey with a ghostly, translucent form. She has delicate features, faint gossamer wings, and long white hair that floats in a cloud about her head. Around her a swirling cloud of sparkling motes perform a mesmerizing dance.

In her native form this beautiful celestial appears as a translucent, silvery fey-like spirit with gossamer wings and long, white hair that gently floats in a nimbus around her head. A cloud of sparkling particles constantly surrounds the spirit, dancing and swirling about.

The sidræ archon can choose to become corporeal in any of four different elemental forms, and can use each form once per day. If a form is destroyed, it instantly vanishes in a silvery cloud and the sidræ archon returns to its spirit form unharmed. However, following this transformation, it remains subject to any existing spells or magic that affects an incorporeal being.

An sidræ archon views itself as a caretaker and protector of the innocent. While it strongly favors justice, it will leave the work of pursuing and destroying evil to others. Instead it employs its powers in a defensive role, and is usually called upon to ward a vulnerable location or individual.

Sidræ archon speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

Combat

The sidræ archon fights by closing with a foe and assuming one of its elemental aspects. Normally it will first form an ice aspect, followed by the mist, crystal, and fiery aspects. If the opponent is still not dealt with after the final form is lost, the sidræ archon will attempt to retreat to seek aid.

Any of the sidræ archon's natural weapons are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid, cure moderate wounds, detect magic, dispel magic, neutralize poison, remove disease*, and *see invisibility*. Caster level 12th. These can also be cast in any of the elemental aspect forms (see below.)

Aura of Menace (Su): Will DC 14 negates.

Elemental Aspects (Su): As a standard action, assume any of the following physical forms once per day, or return to its native form. While in a particular form it has the properties listed below.

A sidræ archon remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but when a form is destroyed the sidræ archon automatically returns to its spirit form and recovers any damage suffered while corporeal. A *true seeing* spell or ability reveals both forms simultaneously.

Skills: Sidræ archon gain a +4 racial bonus to Hide checks.

Icy Aspect

This corporeal, elf-like form is made from deep blue ice. It is identical to the spirit sidræ archon except as noted below.

Hit Dice: 8d8+16 (52 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +8/+11
Attack: Slam +11 melee (1d6+3 plus 1d6 cold)
Full Attack: 2 slams +11 melee (1d6+3 plus 1d6 cold)
Special Attacks: Cold, spell-like abilities
Special Qualities: Aura of menace, cold immunity, damage reduction 20/evil and magic, darkvision 60 ft., magic circle against evil, spell resistance 23, teleport, tongues, sidrae forms
Saves: Fort +8, Ref +8, Will +9
Abilities: Str 16, Dex 14, Con 14, Int 15, Wis 16, Cha 17

Cold (Ex): An ice sidræ archon's body is intensely cold, so it's unarmed attacks deal extra cold damage.

Spell-Like Abilities: 1/day—*ice storm* (DC 17) and *wall of ice*. Caster level 12th. The save DCs are Charisma-based.

Mist Aspect

A glowing nymph-like form with four arms and

made from a solid, electrically charged mist. It is identical to the spirit sidræ archon except as noted below.

Hit Dice: 8d8+16 (52 hp)
Initiative: +8
Speed: 50 ft. (10 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple: +8/+9
Attack: Slam +9 melee (1d4+1 plus 1d8 shock)
Full Attack: 2 slams +9 melee (1d4+1 plus 1d8 shock)
Special Attacks: Shock, spell-like abilities
Special Qualities: Aura of menace, electricity and sonic immunity, damage reduction 20/evil and magic, darkvision 60 ft., magic circle against evil, spell resistance 23, teleport, tongues, sidrae forms
Saves: Fort +8, Ref +10, Will +9
Abilities: Str 12, Dex 18, Con 14, Int 15, Wis 16, Cha 17

Shock (Ex): A misty sidræ archon's body is charged with electricity, so it's unarmed attacks deal extra electricity damage.

Spell-Like Abilities: 1/*day*—*chain lightning* (DC 19) and *solid fog*. Caster level 12th.

Crystalline Aspect

This elf-like form has a glistening body made from smooth, translucent gray stone. It is identical to the spirit sidræ archon except as noted below.

Hit Dice: 8d8+16 (52 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 25 (+15 natural), touch 10, flat-footed 25
Base Attack/Grapple: +8/+15
Attack: Claw +15 melee (1d8+7)
Full Attack: 2 claws +15 melee (1d8+7)
Special Attacks: Shock, spell-like abilities
Special Qualities: Aura of menace, acid immunity, damage reduction 20/evil and magic, darkvision 60 ft., magic circle against evil, spell resistance 23, teleport, tongues, sidrae forms
Saves: Fort +8, Ref +6, Will +9
Abilities: Str 24, Dex 10, Con 14, Int 15, Wis 16, Cha 17

Spell-Like Abilities: 1/day—*transmute rock to mud* (DC 18) and *wall of stone*. Caster level 12th.

Fiery Aspect

This fiery humanoid form vaguely resembles a dryad. It is identical to the spirit sidræ archon except as noted below.

Hit Dice: 8d8+16 (52 hp)
Initiative: +7
Speed: 50 ft. (10 squares)
Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple: +8/+12
Attack: Slam +12 melee (1d4+4 plus 1d6 fire)
Full Attack: 2 slams +12 melee (1d4+4 plus 1d6 fire)
Special Attacks: Heat, spell-like abilities
Special Qualities: Aura of menace, fire immunity, damage reduction 20/evil and magic, darkvision 60 ft., magic circle against evil, spell resistance 23, teleport, tongues, sidrae forms
Saves: Fort +8, Ref +13, Will +9
Abilities: Str 18, Dex 16, Con 14, Int 15, Wis 16, Cha 17

Heat (Ex): A fiery sidræ archon's body is intensely hot, so it's unarmed attacks deal extra fire damage.

Spell-Like Abilities: 1/day—*flame strike* (DC 18) and *wall of fire* (DC 17). Caster level 12th.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sidræ archons also gain the following special benefits.

- Spell resistance equals creature's HD + 15 (maximum 30).
- The Hit Dice of all elemental aspects equals the Hit Dice of the sidræ archon.
- The save DC of *aura of menace* is equal to 12 + ½ HD + Charisma modifier.
- The caster level of *magic circle against evil* is equal to the Hit Dice.
- 9+ HD — Add to base spell-like abilities: 1/day—*true seeing*.
- 10+ HD — Add to crystal aspect spell-like abilities: 1/day—*spike stones*.
- 12+ HD — Add to spell-like abilities: 1/day—*cure serious wounds*.
- 13–16 HD — The caster level of all spell-like abilities increases to 14th level.
- 14+ HD — Add to icy aspect spell-like abilities: 1/day—*cone of cold*.
- 16+ HD — Add to mist aspect spell-like abilities: 1/day—*acid fog*. The changes due to size increase apply to all elemental aspects.
- 17+ HD — The caster level of all spell-like abilities equals the Hit Dice.

- 18+ HD — Add to fiery aspect spell-like abilities: 1/day—*fire storm*.
- 20 HD — Add to spell-like abilities: 1/day—*cure critical wounds*.

Astral Frigate

Author: Robert J. Hall.
Huge Magical Beast (Incorporeal)
Hit Dice: 8d10+40 (84 hp)
Initiative: +3
Speed: Fly 180 ft. (36 squares) (poor)
Armor Class: 10 (-2 size, -1 Dex, +3 deflection), touch 10, flat-footed 10
Base Attack/Grapple: +8/—
Attack: Incorporeal touch +5 melee (2d6 fire)
Full Attack: Incorporeal touch +5 melee (2d6 fire)
Space/Reach: 15 ft./10 ft.
Special Attacks: Fly-through, energy burn, breath weapon
Special Qualities: Incorporeal traits, magic sense, immunity to polymorph and petrification
Saves: Fort +11, Ref +5, Will +4
Abilities: Str —, Dex 8, Con 21, Int 3, Wis 14, Cha 17
Skills: Listen +8, Survival +7
Feats: Blind-Fight, Endurance, Improved Initiative
Environment: Astral Plane
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Huge), 13–18 HD (Gargantuan)
Level Adjustment: —

A sleek, gigantic form glides slowly and gracefully through the astral medium, its faint, insubstantial body outlined by a net of glowing silvery lines. It trails a long, feathered tail and has a great, gawking mouth at the end of its neck.

This giant, lumbering creature resembles a huge, four-winged bird with a sleek, sinuous body, long tail feathers and a beak-less, gawking orifice that serves as a mouth. The astral frigate is insubstantial and translucent, but each of the bodily features are limned by silvery traces of energy that glows with a slightly violet hue. It continually glides through the astral medium, consuming morsels of magical energy along its path.

The astral frigate is a solitary creature that spends most of its lengthy life moving through the astral medium, only rarely meeting one of its own kind. When it does so, the hermaphroditic frigates pause briefly to mate. They each lay their eggs in swirling eddies of energy found within the astral plane, and then defend the surrounding territory until the eggs hatch. Once the infants can fly on their own, the frigates return to their itinerant existence.

Combat

As the astral frigate does not readily comprehend the nature of solid matter, it can mistake any magical items a creature is carrying for concentrations of its favorite food stuffs and strike without realizing it is attacking a living being. As the body of this creature is only slightly corporeal in nature, it will pass right through a solid mass, inflicting burning wounds with its energized body.

The astral frigate possesses a breath weapon that it uses to defend itself. This weapon produces wispy, curling vortices of energy that inflict vibrational burning sonic damage in corporeal creatures. If this weapon fails to subdue its attackers, it will seek to escape.

Fly-Through (Ex): The astral frigate can fly through squares occupied by corporeal creatures without impediment, although it provokes an attack of opportunity when it does so. It continually dispels any magic in the spaces it moves through as the *dispel magic* spell (caster level 8th).

Energy Burn (Ex): The mere touch of an astral frigate deals 2d6 fire damage. Creatures hitting an astral frigate with natural weapons or unarmed attacks take fire damage as though hit by the frigate's incorporeal touch attack.

Breath Weapon (Ex): 60-foot cone, once every 1d3 rounds, damage 4d6 sonic, Reflex DC 19 half. The save DC is Constitution-based. For non-corporeal targets this weapon inflicts fire damage.

Magic Sense (Ex): An astral frigates can sense the location and strength of magic auras within 120 feet as the *arcane sight* spell (caster level 8th) and it can use this ability to target attacks.

Astral frigates are otherwise completely blind, and any creatures or objects that do not have magical auras receive total concealment.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, astral frigates also gain the following special benefits.

- The caster level of the fly-through *dispel magic* ability is equal to the Hit Dice.

- The caster level of the magic sense ability is equal to the Hit Dice.
- The save DC of the breath weapon is equal to 10 + ½ HD + Constitution modifier.
- 9–12 HD — The deflection bonus improves to +5.
- 11–14 HD — Energy burn deals 2d8 fire damage.
- 12–13 HD — The breath weapon deals 5d6 sonic damage.
- 13–15 HD — The deflection bonus improves to +7.
- 14–16 HD — The breath weapon deals 6d6 sonic damage.
- 15+ HD — Energy burn deals 3d6 fire damage.
- 16+ HD — The deflection bonus improves to +9.
- 17+ HD — The breath weapon deals 7d6 sonic damage.

Ayan

Author: Eric Davis.
Small Magical Beast
Hit Dice: 6d10+18 (48 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 18 (+1 size, +3 Dexterity, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +6/+5
Attack: Slam +10 melee (1d4+3)
Full Attack: 2 slams +10 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Menacing eyes, finger of death
Special Qualities: Darkvision 60 ft., low-light vision, backward feet, curse resistance
Saves: Fort +8, Ref +8, Will +4
Abilities: Str 16, Con 17, Dex 17, Int 2, Wis 15, Cha 9
Skills: Climb +12, Hide +11*, Jump +11, Move Silently +7
Feats: Dodge, Improved Natural Attack, Mobility
Environment: Temperate forest
Organization: Solitary, pair or clan (3–6)
Challenge Rating: 6
Treasure: No coins; 100% goods (gems only); no items
Alignment: Always neutral
Advancement: 7–11 HD (Medium), 12–15 HD (Large)
Level Adjustment: —

This creature has the body of an ape and the head of a bat, with pointed ears and large, glowing eyes. Their body is covered in a thick coat of coarse brown hair. The feet point backwards, giving it an awkward, unbalanced appearance.

Ayan are curious, ape-like creatures native to southern reaches of the world. While seemingly harmless, they possess mystical powers intimately linked to their long fingers and glowing eyes.

Ayan appear to have the bodies of apes, and the heads of bats, complete with triangular ears and large eyes. Coarse, brown fur covers their bodies. Their feet point backward and the index finger on their right hand is over eight inches long. Their ribs do not extend to the middle of their chests, creating a indentation on their torso.

The most striking feature of the ayan is their glowing eyes. In the night the eyes of the ayan glow so brightly that they give off light equal to a torch in the direction the ayan is facing. They hide this glow at night by tucking their head into their chest indentation.

The mysterious ayan are not afraid of humans, because humans are very afraid of them. Their powers to curse with a glare or a point of their long finger makes them demons in the eyes of the humans. However, the ayan are very curious about humans, sometimes seeking out humans to hex just to see what their reaction to the freakish creature would be. The only reason more humans are not killed by a small population of ayan is that the ayan are not smart enough to track wandering humans back to their villages, due to their unfamiliarity with the humans' forward pointing feet.

The ayans live an animalistic life, almost like bats. They hide in caves during the day and sleep. At night, the ayan awake to hunt for meat which they bring back to the cave. They are not intelligent enough to speak, but they make noises such as screeches and whines.

Combat

Ayan attack by sneaking up on their quarry with their head in their chest pocket. They may attack for food or out of curiosity. They surprise and instill fear in their opponents by using their menacing eyes, and soon, their dreaded curse. Ayan rarely use their slam attacks until they are strengthened by the curse.

During the day, ayan rarely fight, because their eyes are not as strong. They are simply content to scare off their opponents by sitting on a rock or in a

tree and pointing their fingers at them.

Menacing Eyes (Su): The eyes of the ayan burn with a demonic green or yellow light. Anyone locking sight with the creature must succeed on a DC 16 Will save or be filled with a supernatural fear of the ayan's finger of death. This inflicts a -2 morale penalty lasting 24 hours. This ability has a range of 10 feet. The save DC is Constitution-based. A creature that successfully saves is immune to that same ayan's menacing eyes for 24 hours.

Finger of Death (Sp): The ayan's index finger on it's right hand is disproportionally long. When pointed at a living creature, it resonates a necromantic aura that brings about a curse on the opposing creature. The nature of this curse is such that the afflicted creature's death is magically brought on quicker.

Once per round as a standard action, a living creature within line of sight of the ayan can be targeted by the finger of death. This is a spell-like necromantic effect, and the caster level equals the ayan's Hit Dice. The opponent must succeed on a DC 14 Will save or be cursed. The save DC is Charisma-based, and includes a +2 bonus.

For 24 hours, the afflicted creature only receives half affect from any magical healing, and cannot naturally heal damage. (However regeneration operates normally.) It suffers a -2 penalty on all saving throws, and a -4 penalty on saves against death affects. Finally, the creature also suffers 2 extra points of damage from every melee attack that hits it.

Backward Feet (Ex): The ayan's feet seem to be attached on to it's legs backward. All creatures that are unfamiliar with the physiology of the ayan can not track it.

Curse Resistance (Su): Ayan are supernaturally resistant to curses of all kinds. They receive a +4 bonus to saving throws against all enchantment or transmutation spells. They are also immune to the special attacks of other ayan.

Skills: Ayan have a +4 bonus on Climb, Hide, Jump, and Move Silently checks. However, they suffer a -4 penalty on Survival checks to track a creature with feet that point forward due to their unfamiliarity with such anatomy. *They retain their +4 bonus to Hide checks in darkness only while they hide their glowing eyes.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, ayan also gain the following special benefits.

- The save DC of the menacing eyes is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the finger of death is equal to 12 + ½ HD + Charisma modifier.
- 8+ HD — An ayan can choose to take 10 on a Climb check, even if rushed or threatened.
- 10+ HD — The ayan lose the -4 penalty to Survival checks to track a creature wth feet that point forward.
- 13+ HD — The finger of death also reduces regeneration by 5.
- 15+ HD — Creatures that fail their save against the menacing eyes are also shaken for 1d4 minutes.

Babooten

Author: David E. Brooks Jr.
Medium Outsider (Chaotic, Evil)
Hit Dice: 3d8+6 (19 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +3/+5
Attack: Tentacle +5 melee (1d6+2)
Full Attack: 2 tentacles +5 melee (1d6+2)
Space/Reach: 5 ft./5 ft. (10 ft. with tentacles)
Special Attacks: Weakness
Special Qualities: Darkvision 60 ft.
Saves: Fort +5, Ref +6, Will +3
Abilities: Str 14, Dex 16, Con 15, Int 8, Wis 7, Cha 13
Skills: Balance +9, Climb +13, Hide +9, Jump +8, Listen +5, Search +5, Spot +4, Survival +4
Feats: Alertness, Iron Will
Environment: Any
Organization: Solitary, pair or troop (3–24)
Challenge Rating: 3
Treasure: 50% standard
Alignment: Always chaotic evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

This hideous creature has the general form of an oversized baboon, with long, barbed tentacles for arms and odd yellow eyes. It has a mottled coat of putrid-looking purple-gray fur that has blackened flesh showing through in patches.

Babooten are thought to be the creation of a major demon lord, but this is unconfirmed. They appear as

hideous, six-foot tall baboons with long, sinuous, barbed tentacles in lieu of arms. The fur is a putrid, mottled purple-gray covering jet-black flesh and their eyes are a dull, bloodshot yellow. Babooten hate all forms of non-babooten life and often attack simply for the joy of combat.

Babooten speak Abyssal.

Combat

Babooten tend to attack enemies from ambush, using the long reach of their tentacles to keep smaller foes at bay. They prefer to surround their prey to prevent escape if at all possible. Fallen opponents (alive or not) are usually taken away at the first opportunity for immediate consumption.

Weakness (Su): A creature struck by a tentacle must succeed on a DC 12 Fortitude save or be dealt 1d4 points of Strength damage. A successful critical hit by the babooten doubles the amount of Strength damage. The save DC is Charisma-based.

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

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, babooten also gain the following special benefits.

- The save DC of the weakness ability is equal to 10 + ½ HD + Charisma modifier.
- 7+ HD — The reach of the tentacles increase to 15 feet.
- 9 HD — The weakness ability deals 1d6 points of Strength damage.

Batling

Author: The Netbook of Witches team.
Tiny Fey
Hit Dice: 1d6+2 (5 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 40 ft. (perfect)
Armor Class: 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15
Base Attack/Grapple: +0/-11
Attack: Claw +6 melee (1d2–3), or short sword +6 melee (1d3-3/19–20)
Full Attack: 2 claws +6 melee (1d2-3), or short sword +6 melee (1d3-3/19–20)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Hypersonic shriek
Special Qualities: Damage reduction 5/cold iron, blindsense 30 ft., low-light vision, spell resistance 16
Saves: Fort +2, Ref +6, Will +5
Abilities: Str 4, Dex 18, Con 15, Int 10, Wis 16, Cha 15
Skills: Handle Animal +8, Hide +16, Heal +5, Listen +6, Move Silently +8, Spot +6, Sense Motive +5
Feats: Flyby Attack[B], Weapon Finesse
Environment: Temperate hills
Organization: Gang (2–4), band (6–11) or tribe (20–80)
Challenge Rating: 2
Treasure: No coins; 50% goods; 50% items
Alignment: Always chaotic good
Advancement: 1–3 HD (Tiny)
Level Adjustment: +3

This miniscule creature resembles a cross between a fey pixie and a bat. It has a light down coat, bat-like wings, and a pixie-like face with large ears, small eyes, and an upturned nose.

Batlings are a magical crossbreed of pixie and bat. They resemble pixies with bat-like wings and features. Their feet are like those of a bat, with small claws for hanging upside down. The body is pixie-shaped with a short, soft fur covering, and varies in hue from light brown to a deep black. The face of a batling is also pixie-like, but with some bat-like characteristics. They have a sharp teeth and large ears like a bat; smallish eyes, and small, slightly upturned noses.

Like bats, batlings live in dark places, such as caves. They are nocturnal, which only adds to the superstition that surrounds them. Batlings come out at night to socialize and feed. An adult batling can eat 3 to 4 times his own weight a night in flying insects. This helps support their high metabolic rate. Batlings are also found of fruits, especially grapes. They make an extremely potent wine from grapes and a fungus that grows in their caves.

Batlings mate once a year in the spring and the female gives birth to a clutch of two young. They usually mate for life, and keep their lair far from humanoid eyes. Usually they will choose a lair inhabited by regular bats to help keep guard.

A batling stands 1-½ feet tall and weighs about 1 pound. The young batlings reach maturity in seven years. Batlings typically live 40 to 50 years.

Batlings can speak Sylvan. Some also speak Common and Elf. They speak with high-pitched

voices.

Combat

Batlings are are only marginal fighters. They prefer to use their miniscule size and flying ability to avoid confrontations. However they will go to any lengths to protect their homes or their young. Male and female batlings are equally capable in combat. Young batlings are non-combative.

Spell-Like Abilities: 3/day—*speak with animals* (bats only, duration 1 minute). Caster level 1st.

Blindsense (Ex): A batling notices and locates creatures within 30 feet using echo-location. Opponents still have 100% concealment against a creature with blindsense.

Hypersonic Shriek (Ex): Three times per day batlings can let out a powerful shriek in a cone up to 40 feet long. Affected creatures must succeed on a DC 14 Fortitude save or become deafened for 2d6 rounds and be dealt 2d10 points of damage. Creatures that succeed at their save are dealt half damage. The save DC is Charisma-based and includes a +2 racial bonus.

Batling Society

Even though they are a created race, batlings have found a niche in the ecology of the world. Their diet has placed no strain on the local ecology.

Batlings tend not to interact with races other than pixies. This is not out of choice, but necessity. In the past they have been hunted down by other races under the mistaken impression that they are evil.

If batlings have a natural enemy it would be goblins. Goblins capture batlings in suspended steel traps. They gag the captive batlings and enjoy pulling off their wings. Goblins usually eat the males and children but keep the females around as slaves. A particularly ugly breed of bendith y mamau are born to these unfortunate batlings.

Batlings tend to be a very gregarious race that centers on the extended family. They get along well with other fey races, especially pixies and slyphs. However grigs tend to avoid them.

The batlings particularly enjoy being free of encumbrance, and tend not to wear clothing when young or among their own kind. They have also been known to wear light clothing similar to that of other pixies, only drabber and more functional.

Due to their appearance and origin, batlings are often believed to be small demons or at the very least evil. However nothing could be farther from the truth. An insane warlock who was researching new familiar types created the batlings. He believed that by combining the appearance of the bat with the intelligence of a pixie he would have a frightening ally. His experiments were a tremendous success; he created a race that could breed true. However he underestimated the natures of both the pixie and the bat. He produced a race that was both intelligent and good.

Batlings have been the subject of recent debate and experiments by wizards. Batling fur or guano has been used in place of bats in spell components. The spell *wave of mutilation* (q.v.) was discovered in this research.

Batling Characters

Batlings are generally too small to make effective player characters. A batling's favored class is ranger, and occasionally a batling leader is a ranger.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, batlings also gain the following special benefits.

- Spell resistance equals creature's HD + 15 (maximum 25).
- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the hypersonic shriek is equal to 12 + ½ HD + Charisma modifier.
- 1+ HD — Add to spell-like abilities: 1/day—*animal messenger* (bat only).
- 2+ HD — +2 racial bonus on Listen and Spot checks. These bonuses are lost if the blindsense is negated.
- 3 HD — Add to spell-like abilities: 1/day—*summon swarm* (bats only).

Batreng

Author: Robert J. Hall.
Tiny Magical Beast
Hit Dice: ½d10+1 (3 hp)
Initiative: +4
Speed: 20 ft. (4 squares), 40 ft. (perfect)
Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple: +0/-12
Attack: Bite +6 melee (1d3-4)
Full Attack: Bite +6 melee (1d3-4)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Bewildering weave
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +3, Ref +6, Will +0

Abilities: Str 3, Dex 18, Con 13, Int 6, Wis 11, Cha 12
Skills: Balance +5, Hide +13, Listen +5, Sleight of Hand +8, Spot +5
Feats: Weapon Finesse
Environment: Warm forest
Organization: Solitary, gang (2–4), band (6–11) or troop (20–40)
Challenge Rating: ¼
Treasure: 10% coins, 10% goods, no items
Alignment: Always neutral
Advancement: 1–2 HD (Tiny)
Level Adjustment: —

This tiny creature resembles a miniature monkey with dark brown fur, a flat nose, and a pointed jaw. Instead of arms it has a pair of feathered wings that fold neatly around its upper body.

These winged, dark-brown furred creatures are shaped like a tiny monkey. Their facial features are somewhat ape-like, with deep brown eyes, long ears, a flat nose, pointed jaw, and a furry mane. On the ground the batreng moves using a slow, waddling gait. Once they take to the wing, however, they are agile flyers and can swoop and scramble through the heaviest growth.

The batreng possess an intense curiosity and will investigate any unusual sounds or shiny objects. Many a merchant has cursed at a batreng who stole a silver ornament or glassy gem.

Forest-dwelling orcs have been known to domesticate batreng by capturing their young and crippling their wings before they learn to fly. These pathetic specimens lurk around the orc camps, diving for scraps after a meal. They serve as sport for the cruel games of orc infants.

Combat

Batreng are non-predatory creatures and will only bite in self-defense or to drive hunters away from their breeding nests. Families of batreng organize themselves into a traveling formation, with scouts above and to the flanks, and the toughest males positioned in front where they can bewilder any approaching foe. Lone batreng are much more cautious, and rarely leave cover when a predator is nearby.

Bewildering Weave (Sp): A batreng can fly in an unusual weaving pattern as a full-round action, producing a *hypnotic pattern* as the spell (caster level 3rd). This weave can be maintained from round to round, fascinating creatures within a 10-ft.-radius spread. The fascination ends once the batreng ceases to fly in weaving pattern. The batreng is immune to the bewildering weave.

Skills: A batreng gains a +4 racial bonus to Listen, Sleight of Hand, and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, batreng also gain the following special benefits.

- 1+ HD — +2 racial bonus on Balance checks.
- 2 HD — Gain blindsense 20 ft.

Bendith Y Mamau

Author: Robert J. Hall.
Small Humanoid (Goblinoid)
Hit Dice: 1d8-1 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 size, +2 Dex, +2 natural, +1 small wooden shield), touch 12, flat-footed 14
Base Attack/Grapple: +0/-4
Attack: Shortspear +0 melee (1d4)
Full Attack: Shortspear +0 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, memory loss
Special Qualities: Low-light vision, spell resistance 11
Saves: Fort -1, Ref +4, Will +1
Abilities: Str 11, Dex 14, Con 9, Int 10, Wis 13, Cha 10
Skills: Hide +7, Listen +2, Move Silently +4, Perform (sing) +8, Sleight of Hand +7, Spot +2
Feats: Dodge
Environment: Temperate hills
Organization: Solitary, gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +1

A squat, ugly humanoid, this creature has a dour face only a mother could love. It has long, knobby limbs, thick bones and joints, and a coarse gray flesh. Its face has a bulbous nose, thin lips, heavy-set eyebrows, and large, pointed ears.

This particularly ugly breed is a mix of goblin heritage and fey traits. They are squat creatures with heavy, awkward bones, a gray flesh, and thick, curly

reddish-brown hair. Their face is particularly unpleasant to look upon, with pronounced features; a large, bulbous nose; thin, frowning lips, and heavy eyebrows. The ears of the bendith are outsized, with the distinctive pointed tips of fey creatures.

The bendith y mamau are a selfish species who care little for the troubles of others. They envy beauty in all its forms and seek it for their own. Jealousy comes easily to this race. They are also frequently grumpy, but can be patient and slow to anger. Their most redeeming quality is the beautiful music they can produce, an ability undoubtedly a gift of their fey-touched blood. They practice music at every opportunity, striving to achieve new levels of talent yet never quite attaining the ability they desire.

Bendith y mamau speak Common, Goblin, and Sylvan.

Combat

Most bendith y mamau would rather avoid a fight, even one they could win handily, and are not particularly noted for their martial qualities. They will use weapons when necessary, but prefer to fight at a significant advantage. Their spell-like abilities are put to good use when escaping an fight, or surprising a foe.

Spell-Like Abilities: At will—*ghost sound, lullaby* (DC 10). 2/day—*invisibility, ventriloquism.* Caster level 3rd. The save DCs are Charisma-based.

Memory Loss (Su): Bendith y mamau have the unique ability to erase a creature's memories by singing. Starting a memory loss song is a standard action requiring concentration. The song must be targeted at a foe within 90 feet who can hear the music.

The Perform check result for the song is the DC for the affected creature's Will save against the effect. If the saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bendith y mamau continues to play and concentrate. Whether or not the save is successful, that creature can not be affected again by the same bendith y mamau's memory loss song for 24 hours. This is a mind-affecting effect.

The duration of memory lost must be specified before the song is completed, and can be no longer than one full day per round of continuous singing. The subject retains its skills, languages, and class abilities, but forgets everything else learned during that time period until he or she receives memory restoration with *limited wish*, *wish*, or *miracle*.

Skills: Bendith y mamau have a +4 racial bonus on Perform (sing) and Sleight of Hand checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, bendith y mamau also gain the following special benefits.

- Spell resistance equals creature's HD + 10 (maximum 25).
- The caster level of the spell-like abilities equals 3rd, or the class levels, whichever is greater.

Blazing Terror

Author: Robert J. Hall.
Medium Outsider (Cold)
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +3/+4
Attack: Bite +5 melee (1d8+1 plus 2d6 cold)
Full Attack: Bite +5 melee (1d8+1 plus 2d6 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Screech, cold, rage
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, resistance to sonic 10, vulnerability to fire
Saves: Fort +4, Ref +5, Will +3
Abilities: Str 12, Dex 15, Con 12, Int 3, Wis 10, Cha 12
Skills: Hide +3*, Jump +13, Listen +3, Move Silently +6, Spot +4, Survival +2
Feats: Alertness, Weapon Finesse
Environment: Any cold elemental plane
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: 4–6 HD (Medium), 7–9 HD (Large)
Level Adjustment: —

This sleek, feline creature has a flawless white fur coat, lean body, powerful legs with wide, splayed paws, and a stunted, fuzzy tail. Instead of a jaw, it has a long, serrated beak. Blue flames dance up from its body, producing a pale radiance.

These snow-white creatures appear very similar to a giant lynx, but with a long serrated beak. It has a sleek, muscular body, strong legs, and unusually

wide paws that allow it to move readily across loose snow. The tail of a blazing terror is short and covered in a fuzz of crystalline spines. Its eyes are pale with just a hint of light blue, and it has a triangular iris. Otherwise this creature is free of markings, and blends effortlessly into a snow or glacial background.

Combat

The blazing terror prefers a rugged icy environment where it can stealthily approach its prey. It can easily withstand extremely cold temperatures and is unaffected by wind chill. It can communicate simple messages with its own kind in a harsh bark, and hungry groups of blazing terrors occasionally hunt cooperatively to attack small herds. However, they generally prefer solitary nocturnal hunting when plentiful small game becomes available.

In contrast with many denizens of the cold elemental planes, the blazing terror moves with startling speed. It is a ferocious hunter that will relentlessly pursue its prey. However, the blazing terror prefers to leap on its prey from ambush, relying on speed and surprise.

Unlike the great cats, the blazing terror does not use its padded feet in combat. Instead it relies on a razor-sharp beak that is capable of cutting through armor or bone.

A blazing terror cannot consume flesh that is not frozen and so will not generally hunt warm-blooded creatures for food. However, for reasons not fully understood, a blazing terror hates any being from an ice-free environment. Thus it will attack any warm-blooded creatures that are not native to the region, even though it has no desire to consume their flesh.

Screech (Su): Once every 1d3 rounds a blazing terror can emit a stunning screech. All creatures within 15 feet must succeed on a DC 12 Fortitude save or be stunned for 1d3 rounds. The save DC is Charisma-based.

Cold (Ex): The shiny flesh of a blazing terror appears to constantly emit faint blue flames. Merely touching or being touched by a blazing terror automatically deals 2d6 cold damage.

Rage (Ex): The only thing that a blazing terror truly fears is to be trapped with no escape. Such a situation will send it into a berserk rage, and it will attack the nearest opponent until it is no longer trapped, and for 2d6 rounds thereafter. During its rage, it gains +4 Strength, +4 Constitution, and -2 to AC. A blazing terror cannot voluntarily end its rage.

Skills: The leaping ability of a blazing terror gives it a +8 racial bonus to Jump checks. *Their natural coloration grants them a +8 racial bonus on Hide checks in snow and ice.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, blazing terrors also gain the following special benefits.

- The save DC of the screech is equal to 10 + ½ HD + Charisma modifier.
- 5+ HD **— Improved Jump (Ex):** A blazing terror need only move 10 feet in a straight line to get a running start before attempting a jump. If it does not get a running start, the DC for the jump is doubled. A blazing terror can always choose to take 10 on Jump checks, even if distracted or endangered.
- 6–8 HD **—** Darkvision range improves to 90 feet.
- 8+ HD **— Ferocity (Ex):** A blazing terror is such a tenacious opponent that it continues to fight without penalty even when disabled or dying.
- 9 HD **—** Darkvision range improves to 120 feet.

Bogoil

Author: Robert J. Hall.
Medium Humanoid
Hit Dice: 2d8+3 (12 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 9 (-1 Dex), touch 9, flat-footed 9
Base Attack/Grapple: +1/+2
Attack: Bite +2 melee (1d4+1 plus bogoil fever)
Full Attack: Bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Bogoil fever, erupting boils
Special Qualities: Insane
Saves: Fort +3, Ref -1, Will +0
Abilities: Str 12, Dex 9, Con 10, Int 5, Wis 10, Cha 9
Skills: Listen +2, Spot +3
Feats: Toughness
Environment: Temperate marches
Organization: Solitary, bunch (2–5), swarm (5–20), or mob (20–40)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Medium)
Level Adjustment: —

This piteous wretch is a humanoid creature with a sickly, yellowing hide that is partly covered in bloated boils. The mouth is constantly agape and only a few rotted teeth remain. Its beady eyes peer out through mounds of swollen flesh.

These pitiful wretches were once normal humanoid creatures. Now a potent magical disease has transformed them into hideous monstrosities. Their naked bodies are almost completely covered in bloated, sickly yellow boils. Each time they are struck the ruptured boils emit a cloud of noxious gases.

The other bodily gases of a bogoil are equally foul, from rotting breath to their unpleasant flatulence. The gaseous eruptions of the bogoil will wither plants and leave eyes stinging. While unpleasant, these odors can be endured.

The perpetual, sickly condition of these pitiful creatures has driven them mad, and they suffer from frequent bouts of insanity in stressful conditions. Those bitten by this creature may suffer the same disease-like symptoms and eventually turn into a bogoil.

The disease is naturally magic resistant, so the bogoil fever can not be readily cured with a *remove disease* spell. If the disease is cured, however, the bogoil will return to a semblance of its former self after 2d6 months of rest and recuperation.

Combat

The bogoil is insane and will attack without any apparent motivation. They are unable to wield weapons and will resort to biting their foe.

Bogoil Fever (Su): Supernatural disease — bite, Fortitude DC 10, incubation period 1d3 days; damage 1d3 Str and 1d6 Con. The save DC is Charisma-based.

If the Constitution drops below one the victim is transformed into a bogoil and no longer suffers damage from the disease. The disease has magic resistance 15.

Erupting Boils (Ex): Whenever a bogoil takes damage, the resulting ruptured boils emit a cloud of sickening gases. Everybody within a 5-foot radius must succeed at a DC 13 Fortitude save or be nauseated for 1d6+1 rounds. Bogoils are immune to this gas. The save DC is Constitution-based and include a +2 racial modifier.

Insane (Ex): In combat conditions a bogoil suffers from *insanity* as the spell (caster level 14th). This ability is constant and cannot be dispelled.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, bogoils also gain the following special benefits.

- The save DC of the sickening gases from the erupting boils is equal to 12 + ½ HD + Constitution modifier.

Note that the DC and the magic resistance of the bogoil fever do not change with advancement.

Bole

Author: Robert J. Hall.
Small Monstrous Humanoid
Hit Dice: 2d8+9 (18 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 10 ft.
Armor Class: 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15
Base Attack/Grapple: +2/+1
Attack: Bite +6 melee (1d6+3) or stone shard +7 ranged (1d3+3/19–20)
Full Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1) or stone shard +7 ranged (1d3+3/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 120 ft., fall upward, resistance to acid 5 and fire 5, light sensitivity
Saves: Fort +3, Ref +7, Will +1
Abilities: Str 17, Dex 19, Con 17, Int 4, Wis 13, Cha 6
Skills: Climb +8, Hide +9*, Listen +4, Move Silently +9, Spot +4
Feats: Alertness, Toughness[B]
Environment: Underground
Organization: Solitary, gang (2–4), or pack (7–16)
Challenge Rating: 2
Treasure: No coins; double goods; standard items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

A stunted beast hangs effortlessly from the ceiling, its hunch-backed form covered with a hairless, mottled-gray flesh. The creature has four muscular clawed limbs that are bent and ready to spring. It has a large, fang-lined jaw and a tail that moves from side to side in an whip-like manner.

These bestial creatures dwell deep within the bowels of the earth, never coming forth into the

light of the day. Their bodies are stunted and hunch-backed, with powerful bent limbs, heavy claws, a powerful fanged jaw and a whip-like tail. The flesh of the bole is a hairless, mottled grey hue that blends easily into the surrounding rock, making them very difficult to spot.

What makes the bole truly unique, however, is their peculiar defiance of gravity. Whereas most non-flying beings move across the ground, the bole is instead supernaturally drawn toward the ceiling. For them, up is down, the ceiling is their floor. If they were to be drawn toward the ground then released, they would fall upward at the same rate as other objects fall down. This would prove a problem for the creature were it ever to emerge from underground, but some deep instinct keeps a Bole in great fear of traveling to the surface.

Most bole are barely more intelligent than an animal, although they possess a native cunning and an instinctive ability to function as a pack with other members of their tribe. They crawl silently through the underground ways, relying on their stealth and camouflaged forms to hide them from potential foes, and signaling each other with their clicking language.

The bole primarily seek rich sources of metallic ores, which they are capable of consuming with their razor-sharp fangs and powerful jaws. They will often hunt living, intelligent creatures, but only to gain possession of the metal objects they carry. They are particularly fond of certain rare metals such as gold and silver, but will settle for refined iron when available.

A bole is nearly three feet in height and weighs about 90 pounds. All bole speak their own simple language, a rapid clicking tongue that is not readily imitated by other humanoids. A few are able to speak a crude form of undercommon.

Combat

The bole craft well-balanced missile weapons from sharp pieces of rock, which they can hurl with uncanny precision using their powerful arms. Unlike their bodies, the weapons they use fall normally under gravity to strike their targets. When a large cavern is available for an ambush, a bole pack will often loosen and drop heavy rocks from the ceiling upon their foe. They then weigh down their bodies with sacks of chipped rocks in order to gather up the resulting spoils, gradually releasing their load until they float back upward.

Fall Upward (Su): A bole's body is naturally repelled by gravity. This repulsion grants it a permanent *reverse gravity* effect (as the spell) with personal range. This does not affect any objects carried or worn by the bole.

Light Sensitivity (Ex): Boles are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: A bole has a +4 racial bonus on Climb and Move Silently checks. *When hiding in an area of natural rock, a bole gains a +8 racial bonus on Hide checks.

Brownie

Author: Robert J. Hall.
Small Fey
Hit Dice: 1d6 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +0/-6
Attack: Short sword +3 melee (1d4-2/19–20) or short bow +3 ranged (1d4-2/x3)
Full Attack: Short sword +3 melee (1d4-2/19–20) or short bow +3 ranged (1d4-2/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Special arrows
Special Qualities: Damage reduction 5/cold iron, low-light vision, spell resistance 15, greater invisibility, weave weapon, wild empathy
Saves: Fort +0, Ref +4, Will +3
Abilities: Str 7, Dex 15, Con 11, Int 10, Wis 12, Cha 14
Skills: Handle Animal +6, Hide +12, Listen +5, Move Silently +12, Profession (any one) +4, Sense Motive +3, Search +3, Sleight of Hand +5, Spot +5
Feats: Stealthy[B], Weapon Finesse
Environment: Temperate plains
Organization: Solitary, gang (2–4), or band (5–20)
Challenge Rating: 1
Treasure: No coins, 50% goods, 50% items
Alignment: Usually lawful good
Advancement: 2–3 HD (Small)
Level Adjustment: +3

This humanoid creature stands barely half the height of a human. It has brown, wrinkled skin, an odd flat face, and coarse, unkempt hair. Despite its ugly appearance, it bears a charming smile upon its face.

Brownies resemble tiny men about three feet in height, with brown, charmingly wrinkled skin and

shaggy brown hair. They have little flat faces, no finger or toe nails, and pinhole nostrils. They are not particularly attractive creatures, but make up for it with their happy smiles and extroverted nature. Brownies are careless of their appearance, and are oft wont to dress in shabby attire that they ill-maintain.

Combat

While seemingly unarmed, brownies can produce small bows and other weapons that are woven out of magic. Their arrows can be tipped with a toxin that can place even large creatures in a deep sleep. Brownies fight craftily and well, but usually not as skillfully as their elven cousins. They are noted for their ability to drive away the evil Goblin, and to protect the families to which they are attached.

Special Arrows (Ex): Brownies employ arrows that can put a creature to sleep. Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 14 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Greater Invisibility (Su): A brownie remains invisible even when it attacks. This ability is constant, but the brownie can suppress or resume it as a free action.

Weave Weapon (Su): As a normal action a brownie can weave a weapon out of threads of magical energies. The weapon appears in the hands of the brownie and continues to exist while wielded. It strikes as a weapon of type good.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a brownie has a +2 racial bonus on the check.

Brownies as Characters

Brownie characters possess the following racial traits.

— -4 Strength, +6 Dexterity, +4 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 ¾ those of Medium characters.
— A brownie's land speed is 20 feet.
— Low-light vision.
— Spell resistance equal to creature's class levels + 13 (maximum 35).
— +1 racial attack bonus on attack rolls against goblins (including goblins, hobgoblins, and bugbears).
— Skills: Brownies have a +4 racial bonus on Move Silently checks, and a +2 racial bonus on Search, Spot, and Listen checks.
— Racial Feat: Brownies receive Stealthy as a bonus feat.
— +1 natural armor bonus.
— Automatic Languages: Common, Sylvan. Bonus Languages: Dwarven, Elven, Goblin, Gnome.
— Special Attacks (see above): special arrows
— Special Qualities (see above): greater invisibility, weave weapon, wild empathy
— Favored Class: Rogue.
— Level adjustment +3.

Brownie Society

Among the many and varied people of the fey, the brownies are often considered the best-natured and most benevolent. They are the farmers and peasants of the fey, and form tight-knit communities with strong family bonds. The brownies have their own unique brand of honor and courtesy, and will loyally serve their friends and those to whom they have formed an allegiance.

Many brownies will choose to dwell among humans in the countryside and can become quite attached to particular places or deserving families. While doing so, however, they take great care not to be discovered by their hosts. Such brownies can be quite protective, especially toward children or the cheerfully innocent, and will work to hinder goblin mischief and drive away evil fey.

Brownies work at night while people are asleep, and are known to perform any needed chores or serve favors without being asked. However they are quite grateful for any tasty morsels, bowls of creme, or sweet food left as a gift, and their appetite can be immense for such small beings. Brownies will also protect cattle and will perform mischief upon lazy servants.

It is common lore among country folk that brownies have a dislike of money and can become most offended by attempts to hire their services. If offered payment or a gift of a cloak and hood they will most often immediately depart, or may resort to malicious mischief. For the most part this lore is true, especially if the brownie has not attached itself to the household. However for a family that to which a brownie has taken particular favor, such an offense can be forgiven.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, brownies also gain the following special benefits due to Hit Dice advancement.

- Spell resistance equal to creature's class levels + 13 (maximum 30).

- 2+ HD **— Spell-like Abilities:** 1/day—*mending, purify food and drink.* Caster level equals class levels.
- 3 HD **—** A brownie can weave masterwork-quality weapons of type good.

Butterfae

Author: The Netbook of Witches team.
Fine Fey
Hit Dice: ¼ d6+2 (3 hp)
Initiative: +5
Speed: 10 ft. (2 squares), fly 30 ft. (perfect)
Armor Class: 23 (+8 size, +5 Dex), touch 23, flat-footed 18
Base Attack/Grapple: +0/-21
Attack: Slam +3 melee (1d1-5)
Full Attack: Slam +3 melee (1d1-5)
Space/Reach: ½ ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Low-light vision, damage reduction 10/cold iron, spell resistance 15, wilderness voice
Saves: Fort +0, Ref +7, Will +4
Abilities: Str 1, Dex 21, Con 11, Int 10, Wis 14, Cha 18
Skills: Hide +23, Listen +6, Move Silently +9, Spot +6, Search +3, Sense Motive +5, Use Magic Device +8
Feats: Alertness, Dodge[B]
Environment: Temperate forest
Organization: Gang (2–4), band (6–11) or tribe (20–80)
Challenge Rating: 5 (3 with alternate wand)
Treasure: None
Alignment: Always neutral
Advancement: 1–3 HD (Fine)
Level Adjustment: +6

This miniscule creature resembles a very small elf with delicate, humming wings. It has fair, flawless features, silky-clean hair, and the air about its form seems to sparkle as it flutters about.

Distant cousins to pixies, butterfae are among the smallest of fey, rarely reaching 8 inches in height. They also contain some of the greatest affinity to magic of all fey. Like pixies, they enjoy sylvan life and often take their homes deep in forests.

Butterfae vaguely resemble tiny little elves with insect wings. Despite what the name implies, butterfae wings can be of any sort, resembling butterfly wings, moth, or plain gossamer wings.

Upon reaching adulthood, butterfae receive a special wand that provide spell-like abilities. The wand is unique for each butterfae, and if lost they can require up to a full year to replace.

Combat

Butterfae will rarely, if ever, willingly engage in battle. When they do, they will use their spell-like abilities, or seek to flee.

Spell-Like Abilities: The *butterfae wand* has the following spell-like abilities: At will—*animal messenger, calm animals* (DC 15)*, dancing lights, invisibility* (self only), *light*. 3/day—*chill metal* (DC 16)*, heat metal* (DC 16)*, goodberry, entangle* (DC 15)*, magic fang* (DC 15). 1/day—*baleful polymorph* (DC 19)*, summon nature's ally IV*.

Each *butterfae wand* also contains additional spells selected as follows:

- One 1st-level druid spell, or a 0-level cleric, witch, or sorcerer spell, usable once per day.
- One 1st or 2nd-level druid spell, or a 0-level cleric, witch, or sorcerer spell, usable three times per day.
- One 4th-level druid spell, or a 2nd-level cleric, witch, or sorcerer spell, usable once per day.

Caster level 11th. The save DCs are Charisma-based. These wands are useless for anyone other than the butterfae to whom they were given.

Wilderness Voice (Sp): Butterfae can *speak with animals* and *speak with plants* as the spells at will (caster level 5th.)

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, butterfae also gain the following special benefits.

- Spell resistance equal to creature's HD + 15 (maximum 25).
- 1+ HD **—** +2 racial bonus to saving throws against entangling effects.
- 2+ HD **— Harvest Nectar (Ex):** If a butterfae spends a full day harvesting nectar from a field of blossoming wildflowers, it can prepare a dose of sweet potion that provides a +2 alchemical bonus on saving throws against poison for one hour.
- 3 HD **— Detect Dreams (Sp):** Once per day a butterfae can *detect thoughts* of sleeping creatures as the spell (caster level equals HD). The save DC is Charisma-based. The *butterfae wand* is not required to use this ability.

Alternate Wand

If the DM decides that the standard *butterfae wand* is too powerful for this creature, the following slightly modified alternative can be used instead.

Spell-Like Abilities: The butterfae wand has the following spell-like abilities: At will—*animal messenger, calm animals* (DC 15)*, dancing lights, invisibility* (self only), *light*. 3/day—*goodberry, entangle* (DC 15)*, plant growth*. 1/day—*chill metal* (DC 16)*, heat metal* (DC 16). Caster level 8th. The save DCs are Charisma-based.

These wands are useless for anyone other than the butterfae to whom they were given.

Campen de la Muerte

Author: Robert J. Hall.
Large Undead
Hit Dice: 30d12 (195 hp)
Initiative: +9
Speed: Fly 80 ft. (perfect) (16 squares)
Armor Class: 20 (-1 size, +5 Dex, +6 deflection), touch 20, flat-footed 15
Base Attack/Grapple: +15/+19
Attack: Incorporeal touch +19 melee (1d6 cold and death visage)
Full Attack: 4 Incorporeal touches +19 melee (1d6 cold and death visage)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, death visage, soul bind, dread aura, dark soul
Special Qualities: Damage reduction 15/magic, darkvision 60 ft., spell resistance 35, sense resurrection, favored enemy, restoration, immunity to cold, petrification, and polymorph, undead traits, incorporeal traits
Saves: Fort +10, Ref +15, Will +19
Abilities: Str —, Dex 20, Con —, Int 12, Wis 15, Cha 23
Skills: Intimidate +17, Knowledge (religion) +12, Listen +21, Search +8, Sense Motive +12, Spellcraft +17, Spot +21
Feats: Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spell Penetration, Spring Attack
Environment: Any
Organization: Solitary
Challenge Rating: 20
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

You sense an awful presence even before you see it, a horrid portent of agony and fear. A giant, gloomy gray form manifests, cloaked in an aura of dark, flickering shadows. Its almost recognizable face is stretched in a rictus of utmost terror.

It is what you fear the most. It is the eater of souls; the dark place within your mind; the abyss of eternal non-existence. It is the pure champion of death.

Campen de la muerte is always a colorless, insubstantial being that assumes the appearance of the last soul that it consumed. The gloomy gray form is cloaked in an aura of icy black flames that seem to consume all light. Whenever it takes another soul, the campen changes form to match the physical appearance, attire, and equipment of the creature it just slew. But the visage on the face is always stretched in a rictus of abject terror.

The origins of this creature are a mystery, as is its true purpose. However it usually makes an appearance for the purpose of pursuing and slaying a powerful mortal that has been raised from the dead. It is unknown whether the campen is a unique being, or one of many. But it will always appear alone.

The campen de la muerte can speak Common after a fashion, but the voice is a hollow, grating sound that is very unnerving to hear.

Combat

The campen de la muerte strikes by lashing targets with corrupting tendrils of energy. On a successful hit the target is blasted with a multitude of precognitive visions of its own death, causing insanity or nightmares. Merely moving into the presence of the campen de la muerte can cause lesser creatures to grow weak with fear, and physical contact with the icy black flames will inflict cold damage.

The campen de la muerte prefers to focus its attack on its chosen prey, but will slay any others who deliberately block its path. No physical barrier will prevent the campen from passing through, and it is even able to follow its chosen victim across the dimensional planes.

Spell-Like Abilities: At will—*deeper darkness, death knell* (DC 16)*, fear* (DC 18)*, greater dispel magic, halt undead* (DC 17)*, hold monster* (DC 19)*, nondetection* (DC 17)*, ray of enfeeblement* (DC 15); 3/day—*destruction* (DC 21)*, discern location, enervation* (DC 18)*, phantasmal killer*

(DC 18), *plane shift* (DC 21), *undeath to death* (DC 20). Caster level 30th. The Save DCs are Charisma-based.

Death Visage (Su): A campen de la muerte that deals damage with its incorporeal tendrils to a living target inflicts a storm of dire mental visions. The target is consumed with visions of its own death, and is affected as the *insanity* spell (DC 21, caster level 30th). If the save is successful, the target will instead be dazed for a round and will suffer a *nightmare* during their next rest as the spell (DC 19, caster level 30th). This effect is cumulative, lasting for a number of nights equal to the number of successful saves against death visage.

Soul Bind (Su): If a creature is slain by a campen de la muerte, the corpse is automatically affected as though by *soul bind* spell (caster level 30th). The slain creature is not allowed a save, but magic resistance will prevent the effect.

Dread Aura (Su): The aura of the campen de la muerte radiates dread. Creatures of less than 6 HD in a 100-foot radius must succeed on a DC 18 Will save or be affected by *fear* as the spell (caster level 30th).

Dark Soul (Su): Anybody targeting a campen de la muerte with a mind-control or telepathic ability makes direct contact with its dark soul and must succeed on a DC 29 Will save or take 1d6 points of Wisdom damage. The save DC is Charisma-based.

Restoration (Su): When a campen de la muerte is killed, the immediate area must be sanctified with a *hallow* spell or the campen de la muerte will be completely restored to existence within 2d8 days. During this period an overwhelming aura of evil will pervade the area within a 30 ft. radius. Once restored, the campen de la muerte will coalesce out of the shadows in the vicinity.

Sense Resurrection (Su): If a campen de la muerte can view a creature for at least a round, it will automatically sense if that creature has been previously raised from the dead. However it will not sense a reincarnation.

Favored Enemy (Ex): A campen de la muerte gains a favored enemy bonus of +4 against any foe that it senses has been previously raised from the dead.

Cellar Dweller

Author: Robert J. Hall.
Small Magical Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +4/+0
Attack: Claw +2 melee (1d2-2)
Full Attack: 2 claws +2 melee (1d2-2) and bite +0 melee (1d3-2 plus 1d4 Str)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fear aura, blinding gaze, weaken
Special Qualities: Darkvision 60 ft., low-light vision, fast healing 2, shadow stride, resistance to fire 5 and cold 5, immunity to sleep effects, disease, and paralysis, vulnerabilities
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 7, Dex 16, Con 13, Int 9, Wis 11, Cha 12
Skills: Hide +6*, Intimidate +4, Listen +3, Move Silently +6*, Spot +3
Feats: Alertness, Endurance[B], Multiattack
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–12 HD (Small)
Level Adjustment: —

This ugly little creature looks like a short, stout humanoid with dark green flesh and sparkling white pupils. On its face is a look of pure malevolence.

Sometimes called the bone crusher for its eating habits, the hideous cellar dweller is a malevolent being of pure evil. The cellar dweller resembles a very short ogre with olive flesh and sparkling white pupils. It dwells in the dark, cramped spaces in the cellar and under heavy furniture, waiting for an opportunity to slay innocents and spread mayhem.

This wicked creature exists only to torment and consume other beings. It seems to have been created by an evil entity or perhaps a priest, and is incapable of breeding. Indeed it is almost never found in the company of its own kind.

Combat

A cellar dweller has a number of innate magical abilities that make it a dangerous foe, in spite of its

diminutive stature. Staring into the eyes of this creature can cause temporary blindness. The bite of the blackened fangs of this beast will cause a numbing weakness to quickly spread throughout the body.

While it has an all-consuming, bloodthirsty nature, it has no need to consume food and can survive indefinitely in all but the most extreme environments.

Fear Aura (Su): A cellar dweller constantly radiates a 5-foot-radius aura of fear. Any creature in the area must succeed on a DC 13 Will save or be shaken for 1d4 rounds thereafter. A creature that successfully saves cannot be affected again by the cellar dweller's aura for 24 hours. The save DC is Charisma-based.

Blinding Gaze (Su): Blinded for 2d6 rounds, range 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Weaken (Su): The bite of a cellar dweller deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a cellar dweller becomes immobilized and collapses helplessly to the floor.

Shadow Stride (Su): As a move action a cellar dweller can *dimension door* as the spell (caster level 8th) with the limitation that it can only move from one area of deep shadow to another within its line of sight.

Vulnerabilities: The cellar dweller suffers damage from holy water and can be temporarily rendered cowering for 1d4 rounds by a successful turn undead by a cleric. Direct exposure to direct sunlight (not a *daylight* spell) is lethal, as the cellar dweller will be dealt 1d6 points of damage per round of exposure as its flesh bubbles and burns.

Skills: Cellar dwellers have a +2 racial bonus on Hide and Move Silently checks. *In areas of gloom, this bonus improves to +4.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, cellar dwellers also gain the following special benefits.

- The save DC of the fear aura is equal to 10 + ½ HD + Charisma modifier.
- The save DC of the blinding gaze is equal to 10 + ½ HD + Charisma modifier.
- 5–9 HD — +2 racial bonus on saving throws against mind-affecting effects and Shadow type spells and spell-like abilities.
- 6–10 HD — Fast healing improves to 3.
- 7 HD — The radius of the fear aura increases to 10 feet.
- 9+ HD — The bite of a cellar dweller deals 1d8 points of Strength damage to a living foe.
- 10+ HD — +4 racial bonus on saving throws against mind-affecting effects and Shadow type spells and spell-like abilities.
- 11+ HD — Fast healing improves to 4.

Centacornus

Author: Robert J. Hall.
Large Magical Beast
Hit Dice: 6d10+9 (42 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 100 ft. (average)
Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +6/+15
Attack: Scimitar +10 melee (1d8+5/18–20), or gore +10 melee (1d8+5), or composite longbow (+5 Str bonus) +6 ranged (2d6+5/x3)
Full Attack: Scimitar +10 melee (1d8+5/18–20), or gore +10 melee (1d8+5) and 2 hooves +5 melee (1d4+2), or composite longbow (+5 Str bonus) +6 ranged (2d6+5/x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Low-light vision, spell resistance 17, scent
Saves: Fort +8, Ref +6, Will +2
Abilities: Str 21, Dex 13, Con 17, Int 12, Wis 11, Cha 17
Skills: Diplomacy +7, Jump +14, Listen +3, Spot +3, Survival +9*; *either* Craft (weaving) +3 *or* Gather Information +5 *or* Perform (singing or any musical instrument) +5
Feats: Far Shot, Flyby Attack, Point Blank Shot
Environment: Temperate mountains
Organization: Solitary, pair, company (5–8), or troop (8–18 plus 1 leader of 2nd–5th level)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +4

Stretching its beautiful feathered wings, this magnificent creature displays the lower body of a large mountain sheep. Its upper body looks like a particularly noble human covered in white fur. Protruding from the forehead are a pair of curved horns.

This beautiful creature has the lower body of a particularly large and noble mountain sheep; a pair of magnificent wings on its back, and the upper torso, head, and arms of a human. Their entire body is covered in silken white hairs and gray feathers. They sport a pair of impressive, curved ram horns that protrude from the forehead. Male centacorni also have a mane about the face with a long, curly beard.

Centacorni mate for life, building their nest-homes high up on remote, mountainous shelves or grottoes. A mated pair have either 1–2 eggs or 1–2 young in their home.

Centacorni speak Common, Sylvan, and Elven.

Combat

While preferring a peaceful resolution to any conflict, centacorni are always ready to leap into a fray for a suitable cause. They are deadly archers and fearsome mountain fighters. Centacorni typically strike from the skies or atop a rocky outcropping, using their potent archery skills in combination with their spells. Once a foe has been sufficiently weakened, the centacorni will then swoop down for the kill using their well-maintained scimitars to slash at their foes.

Spell-Like Abilities: At will—*endure elements, feather fall, jump, obscuring mist.* 3/day—*fog cloud, gust of wind* (typical save DC 15). 1/day—*sleet storm, wind wall*. Caster level equals 5th, or the centacornus class levels, whichever is greater. The save DC is Charisma-based.

Skills: A centacornus has a +4 racial bonus on Jump and Survival checks. *The Survival bonus becomes +8 when centacorni are predicting the weather.

Centacorni Society

Centacorni prefer to live among almost inaccessible mountainous peaks, and make their homes in grottoes, or on wide mountain shelves. Most centacorni live in small groups close together (no more than a day's travel apart) for companionship and protection. They have well-developed social skills, and often gather together for entertainment and friendship. Some also have close friendships with oreads, a breed of nymph that also dwell on mountains.

Since centacorni are vegetarians, they subsist off alpine growths and the food crops they maintain in remote mountain valleys. They are especially skilled at producing fine wool combed from their own fur or from mountain sheep, and have knowledge of weaving and a number of unique dye methods. They will trade with nearby communities of humanoids, exchanging herbs, cloth, and wool for pottery and manufactured items. Solitary centacorni often offer their services as skilled trackers and guards to merchant caravans passing through their native mountain regions.

Centacorni as Characters

Centacorns leaders are typically rangers or occasionally druids. Centacorni rangers often choose flying creatures or mountain dwelling races as their favored enemy. Centacorni clerics worship the gods of the sky, and normally have access to two of the following domains: Air, Chaos, Good, Sun, and Water.

Centacornus characters possess the following racial traits.

— +10 Strength, +2 Dexterity, +4 Constitution, +6 Charisma.
— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/5 feet.
— A centacornus' base land speed is 60 feet. It also has a fly speed of 120 feet (average).
— Racial Hit Dice: A centacornus begins with six levels of magical beast, which provide 6d10 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, Will +2
— Racial Skills: A centacornus' magical beast levels give it skill points equal to 9 x (2 + Int modifier). Its class skills are Craft (weaving), Diplomacy, Gather Information, Jump, Listen, Perform, Spot, Survival.
— Racial Feats: A centacornus' magical beast levels give it three feats.
— +4 natural armor bonus.
— Natural Weapons: Gore (1d8) and 2 hooves (1d4)
— Special Attacks (see above): Spell-like abilities.
— Special Qualities: Scent, low-light vision, spell resistance equals creature's Hit Dice + 11 (maximum 25).
— +4 racial bonus on Jump and Survival checks. *The Survival bonus becomes +8 when centacorni are predicting the weather.
— Automatic Languages: Sylvan. Bonus Languages: Common, Elven.
— Favored Class: Ranger.
— Level Adjustment: +4.

Challatyr

Author: Monte Cook.
Huge Aberration
Hit Dice: 10d8+60 (105 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 26 (-2 size, +3 Dexterity, +15 natural), touch 11, flat-footed 23
Base Attack/Grapple: +7/+23
Attack: Claws +13 melee (1d6+8 plus poison)
Full Attack: 2 claws +13 melee (1d6+8 plus poison) and bite +11 melee (1d8+4 plus discorporation) and sting +11 melee (1d6+4 and egg implantation)
Space/Reach: 15 ft./10 ft.
Special Attacks: Paralysis poison, discorporation
Special Qualities: Darkvision 60 ft., immunity to poison, paralysis, and enchantment
Saves: Fort +9, Ref +8, Will +8
Abilities: Str 26, Dex 17, Con 22, Int 14, Wis 12, Cha 16
Skills: Balance +11, Climb +15, Listen +15, Move Silently +16, Spot +15
Feats: Alertness, Improved Initiative, Lightning Reflexes, Multiattack
Environment: Underground
Organization: Solitary
Challenge Rating: 10
Treasure: Double standard
Alignment: Usually neutral evil
Advancement: 11–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment: —

Skittering forward, this immense creature looks like a giant brown insect with the stinger of a scorpion and a huge beaked head. It moves about on four segmented legs, while the two arms sport long, wicked-looking spikes. A spiny ridge runs down the middle of its back.

The challatyr is a terrible creature of hatred and malevolence. They hate all other living beings, including other challatyr. Challatyr use their cunning and intelligence to attack and destroy foes-they are not overly destructive, nor are they rash.

Although vaguely arachnid or insectoid in form, the challatyr in truth bears little similarity to any other creature. Ranging from dark brown to a light tan it has four spider-like legs. Its two arms resemble these legs but end in dangerous spikes, which it uses like claws. Its curved body sports an upturned stinger on one end and a huge beaked head on the other. A ridge of spikes runs down its back, and every inch of the creature is covered in a thick, almost chitinous hide.

Challatyr do not eat—their only needs are to implant eggs and destroy other creatures. Challatyr breed asexually, implanting their eggs in other living creatures. The egg grows within the host; eventually the creature hatches and consumes the victim from within, taking all of its host's memories for its own. Once it is hatched, the challatyr grows to maturity in approximately a year.

Challatyr speak the language of their host.

Combat

A challatyr attacks by stabbing at a foe with its claws, poisoning the foe to paralyze it. Then, it chooses whether to discorporate the foe with a bite or implant an egg with its stinger. Only if a foe seems particularly resistant to paralysis will the challatyr use all of its attacks against a single foe, in the hopes that it can either discorporate the creature or just tear it apart with all four attacks. Preferably, it paralyzes all of its foes and then implants one, discorporating all the rest.

Paralysis Poison (Ex): Injury, Fortitude DC 21, paralysis for 1d4+2 minutes. The save DC is Constitution-based.

Discorporation (Su): If a challatyr bites a foe, the creature must make a DC 18 Fortitude save or discorporate and be utterly destroyed. This ability works much like the *disintegrate* spell (caster level 12th) except the victim is utterly gone and can be brought back only by *true resurrection*. Foes making successful saving throws against discorporation suffer no damage (unlike *disintegrate*). The save DC is Charisma-based.

Implant (Ex): If a challatyr hits with its sting attack, it can inject an egg into the opponent's body. The affected creature must succeed at a DC 21 Fortitude save to avoid implantation. The save DC is Constitution-based.

Often the challatyr implants an egg into a paralyzed or otherwise helpless creature (which gets no saving throw). The egg gestates for one week before hatching into a challatyr that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (-10 penalty to all ability scores). A *cure disease* spell rids a victim of the egg, as does a successful Heal check (DC 25) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of

damage to the patient.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, challatyr also gain the following special benefits.

- The save DC of the paralysis poison is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the discorporation is equal to 10 + ½ HD + Charisma modifier.
- The save DC to avoid implantation is equal to 10 + ½ HD + Constitution modifier.
- 15–24 HD — The paralysis poison causes paralysis for 2d6+1 minutes.
- 19+ HD — Land speed increases to 40 feet.
- 22+ HD — Gain climb speed 20 feet.
- 25+ HD — The paralysis poison causes paralysis for 3d6 minutes.
- 29+ HD — Claw damage improves to 2d6.

Chupacabra

Author: Robert J. Hall.
Small Magical Beast
Hit Dice: 2d10+2 (13 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple: +2/-1
Attack: Bite +4 melee (1d4+1 plus calming saliva)
Full Attack: Bite +4 melee (1d4+1 plus calming saliva)
Space/Reach: 5 ft./5 ft.
Special Attacks: Calming saliva
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills: Jump +9, Listen +4, Move Silently +11, Spot +4
Feats: Alertness
Environment: Warm plains
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Small)
Level Adjustment: —

This brown-furred creature has a kangaroo-like body and the head of a giant bat. It has bulging red eyes, a fang-lined jaw, and short, pointed ears.

This creature has a body that resembles a kangaroo with the head of a giant bat. It has powerful rear legs, allowing it to leap considerable distances. The mouth is lined with fangs and its odd red eyes bulge from its sockets. The ears are short and pointed. The short fur of the chupacabra is dark brown in hue.

The chupacabra preys on herd animals and livestock, tearing strips from the flesh and drinking the blood. It rarely kills its prey, preferring instead to drink just enough blood to still leave the creature alive.

Combat

Chupacabra are very stealthy creatures, relying on their darkvision and the ability to move silently to sneak up on its prey at night. It strikes quickly with its sharp fangs, then waits until its saliva works to calm its prey and neutralize the pain. Once the prey is quiet, the chupacabra consumes blood from the wound.

Calming Saliva (Ex): Those bit by the chupacabra must succeed at a DC 13 Fortitude save or be relaxed as by a *calm animals* spell (caster level 2nd). Once the saliva takes effect, the creature will remain calm and allow the chupacabra to drink blood from the wound. The creature will be dealt 1 point of damage per round as long as the chupacabra continues drinking blood. The save DC is Constitution-based and includes a +2 racial modifier.

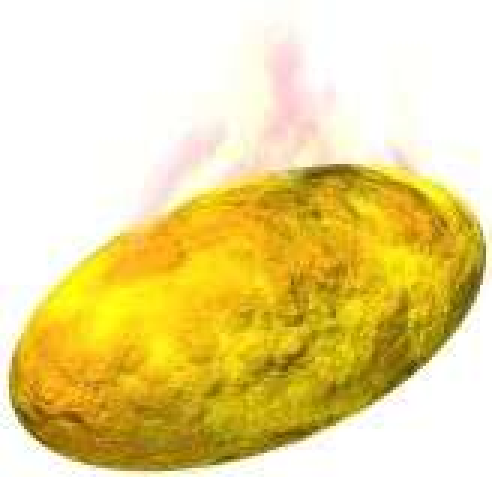
Skills: Chupacabra have a +8 racial bonus on Jump and Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, chupacabra also gain the following special benefits.

- The save DC of the calming saliva is equal to 13 + ½ HD + Constitution modifier. The caster level of the *calm animals* effect equals the Hit Dice.
- 3+ HD — It requires a successful Wisdom check (DC 10 + ½ HD + Constitution modifier) to detect a chupacabra by scent.
- 4+ HD — The chupacabra is able to drink blood at a faster rate from a calmed animal, dealing 2 points of damage per round.

- 5+ HD — The natural armor bonus improves to +4.
- 6 HD — The bite of the chupacabra deals a base 1d6 points of damage.



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Cinderling

Author: Robert J. Hall.
Diminutive Elemental (Earth, Fire)
Hit Dice: ½d8 (2 hp)
Initiative: +3
Speed: Fly 40 ft. (perfect) (8 squares)
Armor Class: 20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17
Base Attack/Grapple: +0/-12
Attack: Slam +7 melee (1d4-2 plus 2 fire)
Full Attack: Slam +7 melee (1d4-2 plus 2 fire)
Space/Reach: 1 ft./0 ft.
Special Attacks: Heat
Special Qualities: Darkvision 60 ft., immunity to fire, vulnerability to cold
Saves: Fort +2, Ref +5, Will -1
Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 8, Cha 2
Skills: Hide +12, Spot +1
Feats: Weapon Finesse
Environment: Elemental Plane of Eire
Organization: Pack (2–8)
Challenge Rating: ½
Treasure: Lump of precious metal
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Flying swiftly about in a chaotic manner are several heavy rocks that glow with a faint orange light. They are roughly egg-shaped, and are similar to ordinary stones.

Native to an elemental plane of earth and fire, these faintly glowing, egg-shaped rocks fly in small packs looking for a warm place to nest. While at rest, they are all but indistinguishable from common stones.

These creatures are the larval stage of a type of magma-elemental creature. They grow to full size by consuming certain minerals. Thus they spend much of their time slowly digging into the sides of rock faces, leaving small divots where they have tunneled. Any sources of copper, silver, and unusually pure silicon will immediately attract their attention.

When not in their native plane, cinderlings are found near active lava tubes, hot springs, and other sources of geologic heat. Naturally, cool water or cold weather conditions can be very uncomfortable to these beings.

Cinderlings are 8–10 inches in length and weigh 15–30 pounds. Smashing apart the cooling, porous corpse of a cinderling will reveal a small lump of precious metal worth 1d4 gp.

Combat

Their small size, combined with a swift, darting flight pattern, makes them difficult to strike. They will drive off anybody who disturbs their nest by ramming into the intruders with their scorching hot bodies.

Heat (Ex): A cinderling's body is intensely hot, so its unarmed attacks deal extra fire damage. Creatures hitting a cinderling with natural weapons or unarmed attacks take fire damage as though hit by the cinderling's attack.

Coursar

Author: Robert J. Hall.
Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice: 4d8+8 (26 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +4/+6
Attack: Hoof +6 melee (1d4+2); or masterwork scimitar +7 melee (1d6+2/18–20); or masterwork long bow (+2 Str bonus) +7 ranged (1d8+2/x3).

Full Attack: Hoof +6 melee (1d4+2); or masterwork scimitar +7 melee (1d6+2/18–20); or masterwork long bow (+2 Str bonus) +7 ranged (1d8+2/x3).
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Change shape, damage reduction 5/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to acid 10, cold 10, and fire 10, scent, spell resistance 15, tongues
Saves: Fort +6, Ref +5, Will +5
Abilities: Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 12
Skills: Balance +5, Concentration +7, Diplomacy +8, Hide +4, Jump +9, Listen +10, Ride +8, Sense Motive +5, Spot +10, Survival +8, Swim +4
Feats: Endurance[B], Run, Weapon Focus (longbow)
Environment: Any chaotic good-aligned plane
Organization: Solitary, pair, or herd (6–10)
Challenge Rating: 4
Treasure: No coins; double goods; standard items
Alignment: Always chaotic good
Advancement: 5–10 HD (Medium); 11–15 HD (Large)
Level Adjustment: —

This beautiful, elegant creature is a tall humanoid with equine features and a sleek coat of white hair. Its legs are distinctly horse-like, and its face has long, drawn-out features, beautiful eyes, and pointed, elf-like ears.

Coursars are tall, lanky humanoids who bear a curious resemblance to a horse, particularly since the lower portions of their legs are equine in form. They have pale blue flesh and long, shiny white hair on their heads, while the entire body below the waist is covered by a sleek coat of short white hair. The face of the coursar is both noble and solemn in countenance, with long, drawn-out features, elf-like ears, and beautiful deep blue or green eyes. The hands are delicate and have unusually lengthy fingers, but are more than capable of wielding weapons quite effectively in combat.

Somehow a coursar always manages to appear sparkling clean, regardless of its trials and tribulations. Even the blood of this race is a pale bluish hue that readily blends against its flesh. Most dress in only light garb, favoring stylish clothes that accents their supple form. Coursars are very social creatures and will freely lend their aid to any cause they deem worthy.

Combat

Coursar fight with dogged determination, but prefer quick strikes using a surprise charge or hit-and-run tactics with ranged weapons. A coursar's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*feather fall, jump, know direction*. 3/day—*fang, longstrider, shield*. 1/day—*cure moderate wounds*. Caster level 4th.

Breath Weapon (Su): 20-foot cone, once every 2d4 rounds, *glitterdust* as the spell (caster level 4th), DC 14 Will negates (blinding only). The save DC is Constitution-based.

Change Shape (Su): A coursar can assume the form of an equine form of Medium or Large size. While in this form the coursar loses its own hoof, scimitar, and longbow attacks, but gains the natural hoof and bite attacks of the form it chooses. For the purposes of this ability, equines include horses, mules, donkeys, camels, and ponies. It does not include elephants.

Tongues (Su): Coursars can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: Coursars have a +4 racial bonus on Listen and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, coursar also gain the following special benefits.

- Spell resistance equal to creature's Hit Dice + 11 (maximum 35).
- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the breath weapon is equal to 10 + ½ HD + Constitution modifier.
- 5+ HD — Add to spell-like abilities: 3/day—*fly, speak with animals.*
- *6+ HD* — Able to change shape into a pegasus. Damage reduction improves to 10/cold iron or evil.
- 7+ HD — Add to spell-like abilities: 1/day—*freedom of movement, greater magic fang*.
- 8+ HD — Add to spell-like abilities: 1/day—*cure serious wounds, dispel magic*.
- 9+ HD — Add to spell-like abilities: 3/day—*dimension door*.

- 10+ HD — Add to spell-like abilities: 1/day—*water walk*.
- 11+ HD — Damage reduction improves to 15/cold iron or evil.
- 12+ HD — Able to change shape into a griffon.
- 13+ HD — Add to spell-like abilities: 1/day—*heal*.
- 14+ HD — Add to spell-like abilities: 1/day—*greater teleport*.
- 15 HD — Add to spell-like abilities: 1/day—*plane shift*.

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Cravedead

Author: Dominique Crouzet.
Medium Undead
Hit Dice: 6d12 (39 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (3d6+4)
Full Attack: Bite +7 melee (3d6+4), 2 claws +2 melee (1d4+2 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, paralysis, swallow whole
Special Qualities: Darkvision 60 ft., damage reduction 10/magic, +2 turn resistance, undead traits
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 18, Dex 12, Con —, Int 10, Wis 10, Cha 13
Skills: Balance +8, Climb +11, Listen +7, Search +7, Spot +8
Feats: Improved Initiative, Improved Natural Attack[2xB] (bite) [3], Multiattack
Environment: Underground
Organization: Solitary
Challenge Rating: 4
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 7–10 HD (Medium); 11–14 HD (Large); 15–18 HD (Huge)
Level Adjustment: —

This foul, hideous creature resembles an ugly humanoid with an immensely large, fanged maw. Its gray, putrid flesh appears both rotted and diseased, and it hangs sagging upon a obese, distended frame.

Cravedead are humanoids who indulged in avarice, greed, and lust of the worst sort during their lives. It was so strong that upon death they would not part from their possessions and obsessive hungers, but remain as undead to pursue their insatiable desires. Now, all they seek is to amass and eat ever more. Despite being rare, these undead are renowned for the vast treasures they are supposed to hoard. However, they are also well known for devouring anyone they can get their hideous mouths upon. Such mouth is their main characteristic: it is filled with sharp fangs and can open to incredibly large proportions. Lastly, the oldest of these undead are said to have grown to huge sizes and repulsive obesity, becoming even larger than ogres.

The only purpose of a cravedead is to eat and amass wealth. Nevertheless, whatever amount of food and creatures he may eat, a cravedead is always hungry. The creature may only be satiated when his stomach has reached its full capacity. However, as such lunches are not assimilated (as living beings) but quickly consumed by the negative energies that burn in his gut, this usually doesn't last for long. Of course, being an undead, a cravedead could go without devouring anything for years without dying either.

Normally, a cravedead begins its unlife wandering everywhere he may find something to eat, which must be either typical humanoid food, or any living creature. However, as much creatures he devours,

he also takes their treasures for himself. A cravedead's greed is so strong that he cannot part from it, even if the treasure is perfectly hidden and protected. These undead always carry their treasure with them, wherever they go. The end result is that a cravedead whose treasure outweighs his carrying capacity, must stay close to it and wait for creatures to come by.

Often, the great treasure of a cravedead will be sufficient to lure victims, but at other times it may oblige him to remain without food for centuries. Note that giving more treasure to a cravedead, so it outweighs his carrying capacity, can be a way of holding him to a certain place and preventing his escape to safety. It is even rumored that some clever necromancer lured a cravedead in such a way that he remained thereafter as a perfect guardian for his treasure room (as well as a convenient way to get rid of unwelcome visitors).

Combat

The only purpose of a cravedead is to eat living beings and steal their possessions. When encountering some potential food, the cravedead will first go to the biggest source of food first. As such, throwing some ration at a cravedead won't distract him from his objective, which is to consume the biggest creature he sees, then go on to the smaller ones. As such, a cravedead would begin to eat a human's horse, then the human, then his halfling compatriot, and then the rations they tried to give him. Now, if the horse was carrying a half-ton of gold, the two adventurers could flee as the undead would remain near his newfound treasure. However, if he could carry it with him, he would pursue them, even if very slowly due to the gold's weight. In any case, as soon as a cravedead has put his hands on someone, he immediately proceeds to eat him…

The natural weapons of a cravedead are treated as magical weapons for the purpose of overcoming damage reduction.

Paralysis (Ex): Those hit by a cravedead's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d6+1 rounds. The save DC is Charisma based.

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

Swallow Whole (Ex): A cravedead can try to swallow a grabbed opponent of a size smaller than itself by making a successful grapple check. Once inside, the opponent takes 2d4 points of crushing damage and gains one negative level per round, from the cravedead's gizzard. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the cravedead gains 5 temporary hit points.

A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A cravedead's interior can hold 1 Small or 4 Tiny or smaller creatures.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, cravedead also gain the following special benefits.

- The save DC of the paralysis is equal to 10 + ½ HD + Charisma modifier.
- The save DC of the Fortitude save to remove a negative level is 10 + ½ HD + Charisma modifier.
- 11–14 HD — A Large cravedead's interior can hold 1 Medium, 2 Small or 8 Tiny or smaller creatures.
- 15–18 HD — A Huge cravedead's interior can hold 1 Large, 2 Medium, or 4 Small or 16 Tiny or smaller creatures.

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Cricklangal

Author: Robert J. Hall.
Large Elemental (Cold)
Hit Dice: 4d8+12 (30 hp)
Initiative: -1
Speed: 20 ft. (4 squares), burrow 10 ft. (ice only)
Armor Class: 12 (-1 size, -1 Dex, +4 natural), touch 8, flat-footed 12
Base Attack/Grapple: +3/+12
Attack: Slam +8 melee (1d8+5 plus 1d4 cold); or ice sheath +2 ranged touch
Full Attack: Slam +8 melee (1d8+5 plus 1d4 cold); or ice sheath +2 ranged touch; or 4 ice shards +2 ranged (1d4 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Ice sheath, ice shards, freezing
Special Qualities: Damage reduction 5/—, darkvision 60 ft., immunity to cold and acid, vulnerability to fire
Saves: Fort +7, Ref +0, Will +1
Abilities: Str 20, Dex 8, Con 17, Int 7, Wis 10, Cha 8
Skills: Climb +13, Spot +4, Survival +6
Feats: Point Blank Shot
Environment: Elemental Plane of Water
Organization: Solitary or team (1 cricklangal and 2–4 ice mephits)
Challenge Rating: 5
Treasure: Ichlar crystal
Alignment: Always neutral
Advancement: 5–7 HD (Large); 8–12 HD (Huge)
Level Adjustment: —

This creature is composed entirely of ice, forming a deep-blue crystalline stand with a multitude of large icicles radiating outward from a common center. As the creature waddles about, it produces a low grinding noise with every movement.

A cricklangal resembles a crystalline stand of deep-blue glacial ice. Icicle-like shards of blue ice project out from the entire surface of its body, forming a spiny covering. There are no arms or legs visible, and it advances across the surface with a clumsy waddle.

The bitterly cold nature of this being draws much of the heat from the surrounding air, instantly freezing liquids and creating a zone of deadly chill that freezes to the bone. Any free moisture nearby is immediately crystallized, including clouds of fog or vapor.

A cricklangal produces a deep ice grinding noise whenever it moves, making it nearly impossible for a cricklangal to sneak up on anyone with normal hearing. It can exist anywhere there is frozen water, although it prefers deep crevasses within glaciers. Cricklangals need little to sustain themselves, other than a very cold environment.

These ice elementals are normally non-aggressive beings, seeking only the crystalline ice on which they graze. They seem to gain whatever nutritional requirements they need to survive from pockets of minerals and gases caught within a glacial flow. The extracted minerals gradually form a beautiful rare crystal in the heart of a cricklangal that can be recovered if the being is slain. These crystals sparkle mysteriously in a rainbow of colors when they are turned about. The beautiful ichlar crystal is very rare, bringing 500gp from a reputable gem dealer.

Combat

Cricklangal attack by freezing their foes in a shell of bitterly cold ice. They can also blast shards of primordial ice at their attackers, although by doing so they wound themselves. When all else fails they will pummel an opponent with their hard, spiked bodies. If the fight goes against them, they will sink their bodies into the nearest large volume of ice and tunnel their way to safety.

They are often hunted by ice-dwelling predators and so have evolved defenses against these attacks. As they view most encroaching intruders as potential threats, they will employ their unique combat abilities to delay or deter attackers until they can slowly and noisily make their way into

safer ice.

Ice Sheath (Ex): Three times a day a cricklangal can blast out dense clouds of frost crystals. On a successful ranged touch attack the cloud coalesces to immobilize a foe in a cocoon of hard ice. The range is 30 feet, and the sheaths are permanent, non-magical, and cannot be dispelled. The sheath has a thickness of 1-½ in.; break DC 15; hardness 6; 8 hp. The bitter cold from the ice sheath inflicts 1d3 hp of freezing damage to the target each round. The save DC of the break is Constitution-based.

Ice Shards (Ex): By contorting portions of its body, a cricklangal can create an explosion of 4 icy shards as a standard action. Each shard can target a separate creature, but all targets must be within 30 feet of each other. This attack has a range multiple of 20 feet. Each time the creature launches a volley of ice shards it is dealt 1d6 points of damage due to the rupturing of its body.

Freezing (Ex): Anybody who comes within reach of the cricklangal takes 1d6 points of cold damage each round. Any vapor in the air within the same radius is instantly frozen and falls to the ground as fine ice powder. This will partly negate magical fogs produced by spells or spell-like effects.

Skills: Cricklangals receive a -4 racial penalty on Listen and Move Silently checks while moving. Within an area covered by a glacier, cricklangals receive a +8 racial bonus on any Hide checks.

Cricklangal Society

The cricklangal is a solitary creature that does not require the company of its own kind or other beings. Only during mating season will they seek each other out. The eggs of a cricklangal resemble a beautiful blue crystal gem that is cold enough to instantly cause frostbite. They are laid in clutches of 3–5 eggs at the base of a deep glacial crevice and are difficult to distinguish from the surrounding ice.

The cricklangal have developed a mutually beneficial arrangement with ice mephits, and the later have partially domesticated the cricklangals. These ice elementals provide an efficient tunneling ability for the mephits, as well as a tough and potent ally. Without intending to the mephits have also selected for improved intelligence and more potent combat abilities among the cricklangal, although they have not yet eliminated out the solitary nature of this creature.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, cricklangal also gain the following special benefits.

- The save DC of the ice sheath is equal to 10 + ½ HD + Constitution modifier, and the number of hit points of the sheath is 2 x HD. The number of ice sheath attacks per day is equal to 1 + ½ Hit Dice.
- 6+ HD — Gain *summon ice mephit* **(Sp):** Once per day a cricklangal can attempt to summon 1d3 ice mephits with a 30% chance of success.
- 7+ HD — The ice shards attack produces 6 shards, but the cricklangal is dealt 1d8 points of damage.
- 8+ HD — Damage reduction improves to 10/—. The burrow speed increases to 20 feet.
- 9+ HD — Anybody who comes within reach of the Cricklangal takes 1d8 points of cold damage each round.
- 10+ HD — The ice shards attack produces 8 shards, but the cricklangal is dealt 1d10 points of damage.
- 11+ HD — The *summon ice mephit* ability can summon 2d4 ice mephits with a 50% chance of success.
- 12+ HD — Anybody who comes within reach of the Cricklangal takes 2d6 points of cold damage each round.

Crypt-Cursed

Author: Dominique Crouzet. (*Sample crypt-cursed creature by editor*).

The crypt-cursed are a rare type of undead who suffer from a deity's curse, inflicted because they plundered a mortuary temple of that god. The nature of this divine curse is such that the victim is initially unaware of their being in a state of un-death, as they retain the same outward appearance as when they were alive. Only gradually does the nature of the curse begin to dawn upon them as they begin to realize that food couldn't satiate their hunger any more and that they can't die normally. The curse can only be lifted when all that was stolen is returned to the temple, and a bloody ceremony performed. Once this is done, the crypt-cursed are restored to their living state.

A crypt-cursed appears exactly as he did when he was still alive. Nonetheless, this is only a powerful illusion affecting all the senses (sight, smell, touch, etc.). Only when looked at with a *true seeing* spell, or when exposed directly to the light of the moon, do these undead really appear for what they are: skeletons and decaying corpses. Of course, noticing that they do not need to breath, eat, or drink, and

that they can withstand a blade through the chest without flinching, may render them suspect to the casual onlooker.

Crypt-cursed creatures have no other motivation than recover the stolen treasure and then perform the ceremony that will lift the curse. They care for nothing else, and until then suffer from a horrible torment (thanks to the curse) which has them starving to death… without being able to satiate themselves nor die from lack of this denied nourishment.

When one steals something that comes from the stolen treasure, he is immediately cursed and gains the crypt-cursed template. The transformation, however, occurs subtly, and nobody, including the victim, ever notices it (unless it happens under the light of the moon, or if someone looks at the victim with a *true seeing* spell). Then, as time passes, the victim becomes more and more thirsty and hungry, as anything he ingests cannot anymore nourish him. Soon, it becomes an unbearable torment, yet the character having become an undead cannot die, and is not hindered by this suffering.

The only way to lift the curse, and return the character to living form, is to bring back all the treasure stolen to the temple, and perform a bloody ceremony in which a living family member of the crypt-cursed creature will drop his blood on the treasure. When this happens, all crypt-cursed undead (wherever they happen to be at that time) will be transformed back again into living beings.

Note that if anyone else again steal something out of the treasure, he will in turn become a crypt-cursed undead.

Sample Crypt-Cursed

This example uses a 5th-level human rogue as the character.

Joshua Redbeard
Crypt-Cursed 5th-Level Human Rogue
Medium Undead
Hit Dice: 5d12 (32 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 Dex, +2 armor, +1 shield), touch 12, flat-footed 13
Base Attack/Grapple: +2/+4
Attack: *+1 hook* +3 melee (1d3+3); or dagger +4 ranged
Full Attack: *+1 hook* +3 melee (1d3+3) and claw +2 melee (1d4+1); or dagger +4 ranged (1d4+2/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +3d6
Special Qualities: Trapfinding, evasion, trap sense +1, uncanny dodge, unshakable curse, cloaked form,detect cursed treasure, damage reduction 10/magic, undead traits
Saves: Fort +2, Ref +7, Will +4
Abilities: Str 14, Dex 15, Con —, Int 12, Wis 13, Cha 11.
Skills: Appraise +4, Bluff +3, Climb +10, Disable Device +7, Intimidate +8, Hide +8, Jump +7, Move Silently +7, Open Lock +, Profession (pirate) +8, Search +6, Tumble +12, Use Rope +6
Feats: Acrobatic, Two-Weapon Defense, Two-Weapon Fighting
Challenge Rating: 6
Alignment: Neutral evil

This mangy-looking man is wearing the worn garb of a poor sailor, with multiple patches sewn into the fabric. He has a scraggly red beard and a balding head with the remaining hair tied back in a tail. One of his hands has been replaced by a wicked-looking polished hook.

Joshua became crypt-cursed while robbing the ruins of an ancient temple on a remote tropical island. Since then he has been completely obsessed with returning the treasure and restoring himself to normal. He has dwelled on the island for nearly fifty years, and none of his living relatives are aware of his where-abouts.

Combat

Joshua is missing his right arm, but wears a superbly-crafted silvered hook attached to the stump, which he wields as a tool and weapon. He favors fighting with two weapons, using both the hook and his natural claw attack. A crypt-cursed's natural weapons are treated as magical weapons for the purpose of overcoming damage reduction.

Possessions: +1 hook (spiked gauntlet), masterwork leather armor, 4 daggers, *+1 cloak of resistance*, potions (*cure moderate wounds, levitate, invisibility*), silk rope, masterwork thieves' tools, 150gp.

Creating a Crypt-Cursed

"Crypt-cursed" is an acquired template that can be added to corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the "base creature").

A crypt-cursed uses all the base creature's

statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtype modifiers except alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). Size is unchanged.

Hit Dice: Increase all Hit Dice to d12s.

Armor Class: Natural armor improves by +2 (this stacks with any natural armor bonus the creature has).

Speed: Winged crypt-cursed can't use their wings to fly. If the base creature flew magically, so can the crypt-cursed. Crypt-cursed have their swim speed reduced by half.

Base Attack Bonus: A crypt-cursed base attack bonus is equal to ½ its Hit Dice.

Attacks: A crypt-cursed retains all natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A crypt-cursed also gains claw attacks.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the crypt-cursed's size. (Use the base creature's claw damage if it is better.)

Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Special Attacks: A crypt-cursed retains all special attacks of the base creature, except for those of type Extraordinary that require life and flesh. These are poison, breath weapon, ink cloud, quills, slime coating, stench, spores, and swallowing whole.

Special Qualities: A crypt-cursed retains all the special qualities of the base creature, except for those of type Extraordinary that require life and flesh. These are adhesive, ink cloud, slippery, fast healing, regeneration, and any that involve eating, sleeping, or breathing. A crypt-cursed gains the special qualities described below.

Unshakable Curse (Su): A crypt-curse can only have its curse lifted, and this template removed, by returning all of the cursed treasure from whence it was stolen. This must be followed by a special ritual requiring the blood of a living family member. Once this ritual is completed the template is removed and the creature is restored to life in its original type. Any experience, levels, and skills gained while a crypt-cursed creature is retained.

Cloaked Form (Su): The crypt-cursed retains the outward appearance of their form prior to the curse. This is a powerful glamer that affects all senses, and behaves as a *veil* spell that can not be disbelieved. However, the true form of the crypt-cursed can always be seen in the light of the moon, or with a *true seeing* spell or ability.

Detect Cursed Treasure (Su): A crypt-cursed has the ability to detect the general direction of any piece of the stolen treasure that resulted in their curse, if it is within one mile of their current location. They gain a +4 bonus to any Search or Spot checks that would result in recovery of some of this treasure.

Damage Reduction (Su): The crypt cursed's body is tough, giving the creature damage reduction 10/magic (if HD 11 or less) or 15/magic (if HD 12 or more). It's natural weapons are treated as magical weapons for the purpose of overcoming damage reduction.

Abilities: A crypt cursed Charisma's decreases by -2, and it has no Constitution score.

Environment: Any, usually the same as the base creature.

Challenge Rating: Same as base creature +1. (minimum 2).

Alignment: Always neutral evil.

Level Adjustment: +2. A crypt cursed can only gain experience while attempting to recover the cursed treasure.

Death Shrieker

Author: David E. Brooks Jr.
Medium Plant
Hit Dice: 2d8+2 (11 hp)
Initiative: -5
Speed: 0 ft.
Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat-footed 8
Base Attack/Grapple: +1/-4
Attack: —
Full Attack: —
Space/Reach: 5 ft./0 ft.
Special Attacks: Death shriek
Special Qualities: Low-light vision, plant traits
Saves: Fort +4, Ref —, Will -4

Abilities: Str —, Dex —, Con 13, Int —, Wis 2, Cha 1
Skills: —
Feats: —
Environment: Underground
Organization: Solitary, patch (2–5) or mixed patch (2–5 death shriekers and 3–5 shriekers and/or violet fungi)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium)
Level Adjustment: —

This looks like a human-sized mushroom with a thick, pale stalk, and a slightly domed cap having a faint bluish tinge and a mottled pattern around the edges.

Death shriekers appear identical to normal shriekers, perhaps with a slight bluish tinge. Individually they are relatively harmless, but stumbling upon a patch of these creatures can be deadly to careless low-level adventurers.

Combat

Death Shriek (Ex): When a light source or movement is detected within 10 feet of a death shrieker, it emits its death shriek for 1d4 rounds. Every round that during this shriek, all creatures within 20 feet take 1d4 points of sonic damage (Fortitude DC 12 save half). The save DC is Constitution-based.

Plants are immune to this effect. Deaf creatures are not immune to this effect, although being within the area of a silence spell does prevent damage. Once a death shrieker has used its death shriek ability it can not do so again for one hour.

Dinosaur

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

Combat

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

Deinosuchus

Author: Robert J. Hall.
Gargantuan Animal
Hit Dice: 15d8+135 (199 hp)
Initiative: +5
Speed: 30 ft. (6 squares), swim 40 ft.
Armor Class: 19 (-4 size, +1 Dex, +12 natural), touch 7, flat-footed 18
Base Attack/Grapple: +11/+35
Attack: Bite +20 melee (2d8+12) or tail slap +19 melee (2d8+12)
Full Attack: Bite +20 melee (2d8+12) or tail slap +19 melee (2d8+12)
Space/Reach: 20 ft./15 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, low-light vision
Saves: Fort +18, Ref +10, Will +6
Abilities: Str 35, Dex 12, Con 24, Int 1, Wis 12, Cha 2
Skills: Hide -5*, Listen +8, Spot +8, Swim +20
Feats: Alerness, Endurance, Great Fortitude, Improved Initiative, Skill Focus (Hide), Weapon Focus (bite)
Environment: Warm marshes
Organization: Solitary
Challenge Rating: 9
Advancement: 16–28 HD (Gargantuan)
Level Adjustment: —

The long, fang-lined jaws of this massive beast gapes open slightly as it stares with unblinking eyes on top of its head. A rough, dark-green hide covers the gigantic body, which gradually tapers down to a powerful-looking tail. The creature rests on four stubby, bent legs, which appear ill-suited for running.

This massive predator was a close relative of the crocodile, and is very similar in form although significantly greater in overall size. It lived during the age of the dinosaurs, and was capable of catching and consuming even huge reptiles. To catch its prey, it lies mostly submerged in rivers with only its eyes and nostrils showing, waiting for game to come within reach.

An adult deinosuchus grew to a length of over 50 feet from nose to tail.

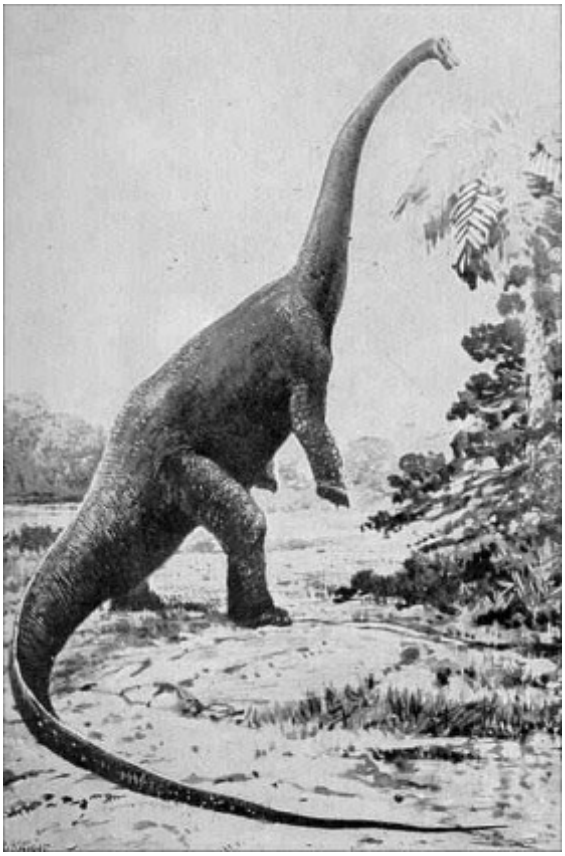
Combat

A deinosuchus prefers to attack from ambush, springing from cover or erupting from a concealing body of water. It grabs its victims with a powerful bite and tears off great swaths of flesh. The massive

tail can be swung in a wide arc to drive off threats.

Improved Grab (Ex): To use this ability, a deinosuchus 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, the deinosuchus establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Skills: *A deinosuchus gains a +4 racial bonus on Hide checks when in the water. Further, a deinosuchus can lie in water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.



Diplodocus

Author: Steve Clark.
Huge Animal
Hit Dice: 16d8+118 (190 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (-2 size, +0 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +12/+30
Attack: Tail slap +20 melee (2d6+15)
Full Attack: Tail slap +20 melee (2d6+15)
Space/Reach: 15 ft./10 ft. (15 ft. with tail)
Special Attacks: Tail sweep, trample 2d10+15
Special Qualities: Low-light vision, oversized tail, scent
Saves: Fort +17, Ref +10, Will +6
Abilities: Str 30, Dex 11, Con 25, Int 1, Wis 13, Cha 10
Skills: Listen +12, Spot +13
Feats: Alertness, Diehard, Endurance, Run, Toughness (2)
Environment: Warm forest
Organization: Solitary or pod (5–20)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment: —

A long neck hefts a tiny head above the treetops. As you approach, the elephantine body comes into view, along with a long whip-like tail which cuts the air in slow, restless arcs.

This sauropod dinosaur reaches lengths of 80 to 100 feet (30m), but the long neck and exaggerated tail account for over 3/4 of that. Thanks to its strong, hollow vertebrae, it weighs only about 10 tons.

Combat

The diplodocus is a peaceful herbivore that spends most of its waking hours foraging or keeping watch for its deadly enemy allosaurus. It is usually dangerous to smaller creatures only when stampeding or when guarding a nesting site. In the latter case, tail sweeps are used to keep small egg-devourers at bay. Though generally slow and laconic, a diplodocus is capable of surprising bursts of speed on open terrain.

Oversized Tail (Ex): A diplodocus has extended reach with its long tail, equivalent to a creature one size category longer than itself.

Tail Sweep (Ex): As a standard action, a diplodocus can execute a tail sweep affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of the creature's space in any direction. This is similar to a dragon's tail sweep. Small-sized creatures within the area take tail damage automatically. Reflex half DC 25. The save DC is Constitution-based. A gargantuan

diplodicus executes a tail-sweep of 40 feet, and can affect medium-sized creatures.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Iguanodon

Author: Steve Clark.
Huge Animal
Hit Dice: 12d8+78 (132 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +9/+26
Attack: Thumb spike +16 melee (1d8+9)
Full Attack: 2 thumb spikes +16 melee (1d8+9)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 2d8+13
Special Qualities: Low-light vision, scent
Saves: Fort +16, Ref +8, Will +5
Abilities: Str 28, Dex 10, Con 23, Int 1, Wis 12, Cha 7
Skills: Hide -6*, Listen +12, Spot +8, Swim +11
Feats: Alertness, Great Fortitude, Skill Focus (Listen), Toughness (2)
Environment: Warm forest (warm marsh for duckbill)
Organization: Solitary or herd (5–8)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

You see a squat, massive herbivore with broad, earthen stripes across its hide. It seems equally comfortable loping on two legs or foraging on all four. A wicked spike projects from the side of each paw.

Iguanodons are adaptable and highly successful dinosaurs that grow roughly 30 ft. long and weigh five or six tons. They stoop low or crawl to browse on ferns and other low-growing plants, but otherwise walk on their hind limbs. With the few changes noted below, iguanodon stats can also be used to represent duckbill dinosaurs.

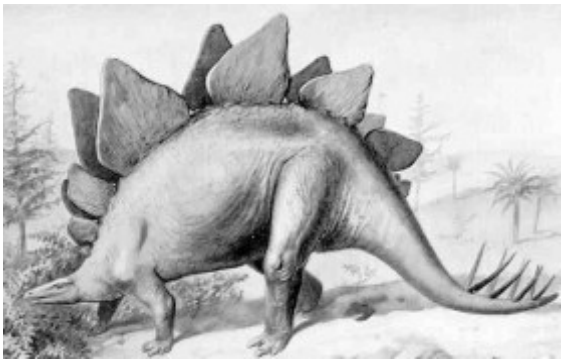
Combat

Iguanodons are generally peaceful herd animals, but are best kept at a distance owing to the readiness with which they defend themselves against perceived threats. An iguanodon uses its "thumb spikes" (which are not actually digits at all) to jab at the head and neck of an opponent.

If you use iguanodon stats to represent a duckbill dinosaur, omit these thumb spike attacks. A duckbill has only one attack; a slam for 1d8+13. Duckbills would rather flee into nearby water from any threat, attempting a panicked slam or trample only if denied this escape.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Skills: *Iguanodons have a +8 racial Hide bonus amongst dense foliage, while duckbills receive a similar bonus in water.



Stegosaurus

Author: Steve Clark.
Huge Animal
Hit Dice: 11d8+72 (121 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +8/+24
Attack: Tail attack +14 melee (2d6+12/19–20)
Full Attack: Tail attack +14 melee (2d6+12/19–20)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 2d12+12
Special Qualities: Low-light vision, scent
Saves: Fort +15, Ref +7, Will +3
Abilities: Str 27, Dex 10, Con 23, Int 1, Wis 10, Cha 7
Skills: Listen +9, Spot +9
Feats: Alertness, Great Fortitude, Improved Critical[b] (tail), Toughness (2)
Environment: Warm forest
Organization: Solitary, pair, or herd (7–16)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 12–22 HD (Huge); 23–33 HD (Gargantuan)
Level Adjustment: —

A great four-legged beast with a relatively small head looks up with a tuft of foliage trapped between its jaws. Two rows of large, diamond-shaped plates project out along its back, and the tail is equipped with a set of formidable spikes. The body increases in size toward the back, which peaks at the massive hind legs.

This herbivore can weigh more than two tons and exceed 30 feet in length. Plates of thin armor guard especially vulnerable areas such as the hips and throat. Its most distinctive features are the tall, triangular plates on its back and the deadly spines at the end of its tail.

Stegosaurs like soft foods like the fruits and fleshy leaves of a lush forest. However, they may be found in more open areas if water is available.

Combat

Stegasaurs are irritable and begin lashing their tails menacingly at any perceived threat. Their brains are notoriously small and a spooked or confused stegasaur may trample smaller creatures recklessly.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

Dire Animal

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

Dire Bull

Author: Robert J. Hall
Huge Animal
Hit Dice: 9d8+36 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (-2 size, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +6/+23
Attack: Gore +13 melee (2d6+13)
Full Attack: Gore +13 melee (2d6+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: Bull rush, trample 1d8+13
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +6, Will +8
Abilities: Str 29, Dex 11, Con 19, Int 2, Wis 10, Cha 6
Skills: Listen +7, Spot +7
Feats: Alertness, Diehard, Endurance, Iron Will
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 11–16 HD (Huge)
Level Adjustment: —

This gigantic, thick-bodied bull towers over even the tallest human. It has massive, powerful shoulders, a pair of huge horns, and red-lined eyes that gleam with malice. A short, coarse fur covers its leathery hide.

The dire bull is highly territorial, and will tolerate no encroachments on its home ground. Creatures approaching its territory will be warned with loud snorts and a stamping of its massive hoof.

In most other respects the dire bull behaves much like common bulls.

In some cultures these powerful and magnificent beasts are worshipped as sacred beings. A dire bull can grow up to 10 feet long and weighs about 5,000 pounds.

Combat

A dire bull will attack using a furious rush, seeking to gore its foe with its heavy horns. It is a powerful, relentless foe that will keep battling until it is no longer able to stand.

Bull rush (Ex): A dire bull that hits with a gore attack can attempt to bull rush its opponent as a free action without provoking an attack of opportunity.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

Dire Stirge

Author: Robert H. Nichols.
Small Magical Beast
Hit Dice: 3d10+6 (23 hp)
Initiative: +5
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13
Base Attack/Grapple: +3/-1 (+11 when attached)
Attack: Touch +10 melee (attach)
Full Attack: Touch +10 melee (attach)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, blood drain, disease
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +5, Ref +8, Will +2
Abilities: Str 11, Dex 21, Con 14, Int 1, Wis 12, Cha 6
Skills: Hide +9, Listen +4, Spot +4
Feats: Alertness, Weapon Finesse[B], Weapon Focus (touch)
Environment: Warm forest
Organization: Clutch (2–4), swarm (5–8), or flock (9–13)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Small), 6–8 HD (Medium)
Level Adjustment: —

This wicked-looking creature resembles a four-winged bat, with a slight body covered in short reddish-brown fur. It has eight slender legs with barbed pincers, and a long, slender proboscis on its nose.

Dire stirges are obscene crosses between bats and mosquitos, with elements of a tick thrown in for good measure. Dire stirges feed off the blood of living creatures, usually dinosaurs, elephants, and other huge creatures it deigns to notice. However, when hungry, adventurers will serve as a delectable substitute for their normal bread and butter.

A dire stirge has four membranous wings that beat like a hummingbird's. It has eight small legs with pincer claws on the end of each one. Their body is covered with short reddish-brown fur, often vermin invested. Most noticeable about the dire stirge though, is the long, needle-sharp proboscis on its face.

A dire stirge is roughly 4 feet long and has a wingspan of 8 feet. It weighs up to 60 pounds.

Combat

Much like its smaller cousin, the dire stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a dire stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached dire stirge is effectively grappling its prey. The dire stirge loses its Dexterity bonus to AC and has an AC of 13. Dire stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above.)

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

Blood Drain (Ex): A dire stirge drains blood, dealing 1d6 points of Constitution damage in any round it begins its turn attached to a victim. Once it has drained 8 points of Constitution, it detaches and flies off to digest the meal. If its victim dies before the dire stirge's appetite has been sated, the dire

stirge detaches and seeks a new target.

Disease (Ex): Filth fever—bite, Fortitude DC 13, incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution. The save DC is Constitution-based.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, dire stirges also gain the following special benefits.

- 6+ HD — The blood drain deals 1d8 points of Constitution damage per round. The dire stirge detaches after it has drained 10 points of Constitution.

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Diva Ray

Author: Robert J. Hall.
Medium Outsider (Good, Lawful)
Hit Dice: 5d8+5 (28 hp)
Initiative: +9
Speed: Fly 240 ft. (good) (48 squares)
Armor Class: 16 (+5 Dex, +1 natural), touch 15, flat-footed 11
Base Attack/Grapple: +5/+4
Attack: Quarterstaff +4 melee (1d6-1); or slam +4 melee (1d4-1)
Full Attack: Quarterstaff +4 melee (1d6-1); or slam +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Accelerated
Special Qualities: Eidetic memory, low-light vision, immunity to sleep, rune resistance
Saves: Fort +5, Ref +9, Will +4
Abilities: Str 9, Dex 21, Con 12, Int 15, Wis 11, Cha 14
Skills: Craft (calligraphy) or Decipher Script +8, Hide +10, Knowledge (history) +13, Knowledge (any one) +11, Listen +4, Move Silently +14, Perform (oratory) +6, Search +7, Spot +2
Feats: Fly-by Attack, Improved Initiative
Environment: Any lawful-good aligned plane
Organization: Solitary, flight (2–4), or flock (6–13)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful good
Advancement: 6–10 HD (Medium)
Level Adjustment: +2

A blurred form moving with remarkable speed flashes across your sight. You catch a glimpse of an elegant winged creature with vaguely humanoid features, but it is moving entirely too rapidly for you to see much detail.

These extra-planar creatures resemble a flying manta ray, with an elf-like head and two slender arms attached at the shoulders underneath their rubbery wings. The back of their wings is a glossy black, while the underside is a mix of orange and brown hues. Their wings are hairless, but the remainder of the body is covered in a light down.

Diva ray live their lives in a furious rush of energy, moving about with great rapidity and expending themselves within the short span of a dozen years. During that time, however, they live what amounts to several human lifetimes. The diva ray is a nervous creature that is in constant motion. They can also fly silently with great speed, and their enhanced metabolism makes them extremely agile.

Diva rays are literate and can speak common, celestial, draconic, and elven.

Combat

Diva rays are capable of wielding weapons and defending themselves, but would prefer to avoid a fight by fleeing the scene. When defending their own kind or an important location, however, they can prove quite courageous and will fight with determined effectiveness. They are proficient with all simple weapons, but prefer bludgeoning weapons such as the club or staff.

Accelerated (Ex): A diva ray exists at a greatly accelerated pace. When they are not relaxing, this ability functions as the *blur* and *haste* spells (caster level 5th). This ability can not be dispelled.

Eidetic memory (Ex): A diva ray can recall with great accuracy anything they have ever witnessed, including the contents of any literature they have read. They gain a +2 competence bonus to any Knowledge skill in which they are trained. (This bonus is factored into the skill modifiers.) They are immune to any effect that would cause them to lose a memory.

Rune Resistance (Su): A diva ray gains a +2 racial bonus on any saving throws against magical effects that are activated by reading.

Diva Ray Society

These beings are innately pacifist, and prefer to spend their time in the pursuit of knowledge and artistic expression. They make excellent servants for any tasks that require high intelligence, and are sometimes used as aids in great libraries on the outer planes. Their ability to recall almost anything they have seen or read allows them to quickly locate a manuscript among an immense collection.

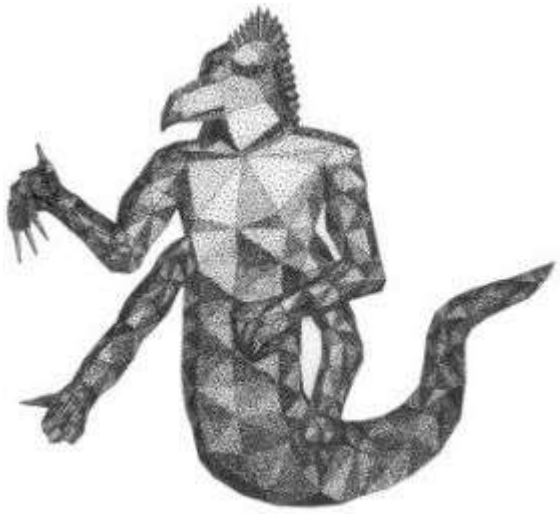
Diva rays typically dwell among the forests, maintaining simple yet elegant homes high among the trees. They are not particularly creative beings, and lack significant artistic abilities. Instead they seek to learn from other intelligent creatures, then pass the knowledge down from generation to generation through their story-telling abilities. Many diva ray communities have verbal histories going back thousands of years, and most have an extensive knowledge of their ancestral kin.

There are said to be an elite race of these beings, known as prima divas, which are non-servile and possess a more formidable array of abilities and lore. These boast exceptional arcane knowledge and exceptional martial skills. Such beings have kept themselves remarkably well hidden among the planes, however, and those who claim to have witnessed their kind are few in numbers.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, diva rays also gain the following special benefits.

- 6+ HD — Gains **Spell-Like Abilities:** 3/day—*detect magic, read magic*. Caster level equals Hit Dice for all spell-like abilities.
- 7+ HD — A diva ray gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The diva ray adds its Hit Dice and Intelligence modifier to the lore check.
- 8+ HD — Add 3/*day*—*comprehend languages* to spell-like abilities.
- 9+ HD — Automatically considered trained in the Decipher Script skill and gains a +2 competence bonus to Decipher Script checks.
- 10 HD — Add 1/day—*true seeing* to spell-like abilities.



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Dominad

Author: Robert J. Hall.
Medium Outsider (Earth)
Hit Dice: 5d8+35 (57 hp)
Initiative: -1
Speed: 30 ft. (6 squares), burrow 10 ft., climb 20 ft.
Armor Class: 25 (-1 Dex, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple: +5/+9
Attack: Claw +10 melee (1d6+4/x3)
Full Attack: 4 claws +10 melee (1d6+4/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., damage reduction 5/—, immunities, sonic vulnerability
Saves: Fort +11, Ref +3, Will +5
Abilities: Str 19, Dex 8, Con 24, Int 10, Wis 13, Cha 14
Skills: Climb +12, Craft (any one) +5, Hide +9, Listen +7, Search +2, Sense Motive +8, Spot +7

Feats: Power Attack, Weapon Focus (claws)
Environment: Warm desert
Organization: Solitary, family (2–4), or pack (5–20 plus 1 3rd-level bond leader per 4 adults and 1 clan leader of 4th–6th level)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 6–9 HD (Medium), 10–12 HD (Large)
Level Adjustment: —

This beautiful, glassy form has a hawk-like, crested head, a powerful humanoid torso with four lean arms, and a serpentine lower body. This creature glistens like a multi-faceted statue made of purest crystal.

These beings are composed entirely of flawless crystal, and they gleam and shimmer whenever a light source illuminates their form. Physically the dominad have the lower body of a serpent. The powerful torso and upper body is somewhat humanoid, with four arms and a row of ridged spines down their backs. The head resembles that of a hawk, with an upright crest and flat sides that form a slight mane.

The physically-tough dominad can dwell in settings that would be dangerous or lethal for most creatures. They do not need to breath, and so can reside underwater or in a pure vacuum. However their preference is for the pristine beauty of rugged desert lands.

These beings live in small family groups or clans, although they can have a complex social network of friends, relatives, and allies. Murdering a dominad is likely to bring down the wrath of its many allies, and these can be very determined foes.

Combat

At the end of each limb a dominad has three claws equipped with razor-sharp talons. It prefers to fight using its natural weapons, although it is able to use simple weapons and shields. Due to the tough, hard body the dominad has little need for armor.

The transparent body of the dominad makes it immune to the effects of spells based on light, but it is vulnerable to magic that uses sonic energy. Upon being slain the dominad loses the life energy that allows it to maintain a diamond form, so it transforms into charcoal and bursts apart into a wispy cloud of black soot.

Immunities (Ex): Immune to poison, acid, disease, death effects, and light spells. Does not need to breathe.

Sonic Vulnerability (Ex): Double damage from sonic energy except on a successful save.

Skills: Dominad have a +4 racial bonus on Climb and Hide checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, dominads also gain the following special benefits.

- 6+ HD — The racial bonus on Climb checks improve to +6.
- 7+ HD — +2 racial bonus on saving throws against light-type effects.
- 8+ HD — The claws of a dominad have a threat range of 19–20.
- 9+ HD — The racial bonus on Climb checks improve to +8.
- 10+ HD — Damage reduction 10/—.
- 11+ HD — +4 racial bonus on saving throws against light-type effects.
- 12 HD — The claws of a dominad have a threat range of 18–20.

Dragon, Gray

Author: Robert J. Hall.
Dragon (Air)
Environment: Temperate mountains
Organization: Wyrmling, very young, and young: solitary or clutch (2–5); juvenile, young adult, adult, mature adult: solitary, pair, or family (1–2 and 2–5 offspring); old, very old, ancient, wyrm, or great wyrm: solitary
Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 13; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
Treasure: 50% coins; quadruple goods; triple items
Alignment: Always neutral
Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 21–22 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 39+ HD
Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

This dull gray-hued dragon has a triangular head, with a double row of horns over its nose and forehead. The neck is unusually long and sleek, with a flare of scales before the chest. Each scale is slightly frayed at the edges, giving the appearance of a fuzzy down. Its body is long and slender, with no wings. The tip of its tail is shaped like an arrow head.

When they are born, the scales of a gray dragon are a light gray hue similar to clouds on a mountain side. The edge of each scale is frayed, giving the dragon the appearance of being covered in a light down. As the dragon ages, the scales become darker, approaching the dull gray of granite. The face and neck remain sleek and smooth like a serpent, while the frills become darker than the body. Their dull coloration, in combination with their ability to conceal themselves, can make gray dragons difficult to locate and track. Due to their stealthy, wingless flying qualities they are sometimes called mist dragons.

Gray dragons are highly artistic by nature, and will spend their contemplative moments composing rhyme and song. They are often taciturn and mysterious creatures, holding themselves aloof from the mundane and ordinary ways of lesser creatures. But in the company of those possessing artistic talent, they can be quite loquacious and forthcoming.

The gray dragons love the solitary expanses of rugged mountains, and will soar for hours in the updrafts listening to the song of the wind. They lair in mountainous grottoes along the sides of windy valleys, usually high up a cliff side that is all but inaccessible to most creatures. They painstaking shape their lair to produce eerie sounds whenever a wind blows, and to reflect daylight across the walls. The cavernous interior of their homes is ideal for amplifying sounds.

Gray dragons are omnivorous by nature, and will eat almost anything to sate their hunger. They can go for weeks without eating, but once hungry they can become ravenous and consume several large beasts at one sitting. They particularly favor wild herd creatures that dwell in the mountain valleys. However they have no compunction against consuming intelligent prey that wander into their hunting territory, sparing only those with artistic qualities or accompanied by artists.

Because they share a common habitat, grey dragons are often mistaken for silver dragons. The two species will peacefully coexist for the most part, with the gray dragon usually deferring to the more powerful silver whenever conflict arises. The gray dragon possesses little of the noble nature of silver dragons, however, having only a selfish desire to gather and horde beauty.

Due to their artistic nature, gray dragons enjoy sublime works of artistic merit, and care less for more mundane treasures such as coins. They become downright greedy when a magnificent and valuable work of art can be obtained.

Occasionally they will seek out a living companion of great beauty, and are often none too particular about how such company is obtained. But they are gracious to their guests, and will see to their every comfort and desire. They also permit visits by creatures of a particularly artistic bent, and are sometimes patrons to bards and fine artists.

Combat

Gray dragons will fight ferociously to protect themselves and their possessions, but otherwise they have little interest in combat. They rely primarily on their command of visual illusions and the winds, battering an opponent into submission from above. They will use their remarkable auditory senses to gain an advantage, stalking foes and using surprise to keep opponents off balance.

Breath Weapon (Su): A gray dragon has one type of breath weapon, a nearly invisible cone of sonic energy.

Blindsense (Ex): A gray dragon can use their keen hearing to notice and locate all foes within 120 feet. Opponents still have 100% concealment against a creature with blindsense.

Sound Imitation (Ex): A juvenile or older gray dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed at a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Spell-Like Abilities: At will—*dancing lights*; 2/day—*invisibility* (juvenile or older), *gaseous form* (adult or older), *greater invisibility* (old or older); 1/day—*mislead* (ancient and older), 1/day—*scintillating pattern* (great wyrm).

Skills: Bluff, Hide, Move Silently, and Perform are considered class skills for gray dragons. *In areas of granite rock, gray dragons gains a +8 bonus to Hide checks.

Mature Adult Gray Dragon: CR 17; Huge dragon (air); HD 24d12+120; hp 276; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 30, touch 8, flat-footed

30; Base Atk +24; Grp +41; Full Atk +31 melee (2d8+9, bite), +26 melee (2d6+4, 2 claws), +26 melee (1d8+4, 2 wings), +26 melee (2d6+4, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ damage reduction 10/magic, darkvision 120 ft., blindsense 120 ft., immunity to sonic, *sleep*, and paralysis, low-light vision, spell resistance 23; AL N; SV Fort +19, Ref +14, Will +17; Str 28, Dex 10, Con 21, Int 20, Wis 17, Cha 22.

Skills and Feats: Bluff +20, Concentration +29, Diplomacy +29, Escape Artist +15, Hide +7*, Intimidate +29, Listen +32, Knowledge (architecture) +25, Move Silently +27, Perform (oratory) +21, Perform (sing) +12, Search +28, Sense Motive +22, Spellcraft +20, Spot +32, Use Magic Device +14; Alertness, Blind-Fight, Enlarge Spell, Flyby Attack, Improved Initiative, Persuasive, Power Attack, Cleave, Wingover.

Breath Weapon (Su): 50-ft. Cone, damage 14d6 sonic, Reflex DC 27 half.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned; grapple bonus +41.

Frightful Presence (Ex): 210-ft. radius, HD 23 or less, Will DC 28 negates.

Sound Imitation (Ex): Can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on DC 28 Will saves to detect the ruse.

Spells: As 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; save DC 16 + spell level): 0—*detect magic, detect poison, light, mage hand, mending, prestidigitation, read magic*; 1st—*alarm, charm person, comprehend languages, magic missile, ray of enfeeblement*; 2nd—*detect thoughts, glitterdust, invisibility*; 3rd—*dispel magic, fireball*.

Spell-Like Abilities: At will—*dancing lights*. 2/day—*invisibility*, *gaseous form*. Caster level 7th.

Skills: *In areas of granite rock, gray dragons gains a +8 bonus to Hide checks.

Gray Dragons by Age

Age	Size	Hit Dice	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	4d12+4 (30)	12	10	13	12	11	14	+4/+1	+6	+5	+4	+4	2d6 (13)	—
Very Young	M	7d12+14 (59)	14	10	15	12	11	16	+7/+9	+9	+7	+5	+5	4d6 (15)	—
Young	M	10d12+20 (85)	16	10	15	14	13	16	+10/+13	+13	+9	+7	+8	6d6 (17)	—
Juvenile	L	13d12+39 (123)	18	10	17	16	13	18	+13/+21	+16	+11	+8	+9	8d6 (19)	—
Young Adult	L	16d12+64 (168)	20	10	19	16	15	20	+16/+25	+20	+14	+10	+12	10d6 (22)	23
Adult	H	20d12+100 (230)	24	10	21	18	15	20	+20/+35	+25	+17	+12	+14	12d6 (25)	25
Mature Adult	H	24d12+120 (276)	28	10	21	20	17	22	+24/+41	+31	+19	+14	+17	14d6 (27)	28
Old	H	27d12+162 (337)	30	10	23	20	17	24	+27/+45	+35	+21	+15	+18	16d6 (29)	30
Very old	H	30d12+180 (375)	32	10	23	22	19	24	+30/+49	+39	+23	+17	+21	18d6 (31)	32
Ancient	G	33d12+231 (445)	34	10	25	24	19	26	+33/+57	+41	+25	+18	+22	20d6 (33)	34
Wyrm	G	36d12+288 (522)	36	10	27	24	21	28	+36/+61	+44	+28	+20	+25	22d6 (36)	37
Great Wyrm	G	38d12+304 (551)	38	10	27	26	21	30	+38/+67	+48	+29	+21	+26	24d6 (37)	39

Gray Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	15 (+1 size, +4 natural) touch 11, flat-footed 15	Immunity to sonic, blindsense 120 ft., *dancing lights*	—	—
Very Young	40 ft., fly 100 ft. (poor)	+0	17 (+7 natural), touch 10, flat-footed 17		—	—
Young	40 ft., fly 150 ft. (poor)	+0	20 (+10 natural), touch 10, flat-footed 20		—	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	22 (-1 size, +13 natural), touch 9, flat-footed 22	*Invisibility*	1st	—
Young Adult	40 ft., fly 150 ft. (poor)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	20
Adult	40 ft., fly 150 ft. (poor)	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	*Gaseous form*	5th	21
Mature Adult	40 ft., fly 150 ft. (poor)	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	23
Old	40 ft., fly 150 ft. (poor)	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	*Greater invisibility*	9th	24
Very Old	40 ft., fly 150 ft. (poor)	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	26
Ancient	40 ft., fly 150 ft. (poor)	+0	37 (-4 size, +31 natural), touch 6, flat-footed 37	*Mislead*	13th	27
Wyrn	40 ft., fly 200 ft. (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	29
Great Wyrm	40 ft., fly 200 ft. (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	*Scintillating pattern*	17th	30

Draug

Author: Robert J. Hall.
Medium Undead
Hit Dice: 7d12 (45 hp)
Initiative: +3
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +3/+10
Attack: Slam +9 melee (1d6+6)
Full Attack: Slam +9 melee (1d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Drown
Special Qualities: Damage reduction 5/good, darkvision 60 ft., resistance to cold 10, undead traits
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 23, Dex 16, Con —, Int 7, Wis 15, Cha 13
Skills: Climb +7, Listen +4, Move Silently +15, Spot +4, Swim +11
Feats: Alertness, Great Fortitude, Weapon Focus (grapple)
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 8–12 HD (Medium)
Level Adjustment: —

This loathsome human corpse has pale blue, sagging flesh, and blackened pits where the eyes once rested. The gums and tongue have turned black and swollen, and the surviving teeth are twisted and cracked into sharp points.

The draug are a type of undead that are created when a cursed or geas'd human is drowned at sea. Upon their untimely death, the necrotic flesh of a draug quickly becomes invested with negative energy and so is unpalatable to the various scavengers and organisms that normally feed upon a decaying corpse. As a result the flesh remains nearly intact, but turns a pallid, pale blue hue that is frigid to the touch. Only the eyes are lost, leaving blackened pits in the face. The gums and tongue turn black and swollen, and the teeth twisted and cracked.

Draug haunt the oceans where they met their demise, seeking other victims to draw beneath the waves. When a ship becomes becalmed at sea, at night the draug will climb aboard and silently stalk each crewman until the ship is left empty. Draug have no interest in consuming the flesh, but savor the final moments as their victim succumbs to the ocean depths.

A draug can only be restored to life by first removing the original curse or geas, then using appropriate spells to resurrect the victim. After they are restored to life they lose any draug-like traits

and regain their previous makeup.

Combat

The draug use no weapons or armor, but they are powerful beings who can overpower an opponent by grabbing hold and drawing the foe beneath the waves to drown. They will maintain their grip until life completely passes from the victim, and draw further strength from the departing life spirit. A draug stills maintains something of it's former tormented intelligence, and will be cautious enough not strike until conditions are suitable.

Despair (Su): At the mere sight of a draug, the viewer must succeed on a DC 14 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot again be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

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

Drown (Su): If a grappled creature is brought below zero hit points while being drowned by a draug, each round thereafter it must succeed on a DC 14 Will save or immediately die. If the save is failed, the draug immediately gains 1d8 points of healing from negative energy. Any hit points gained beyond the amount needed to heal any damage become temporary hit points. This ability is otherwise identical to the *death knell* spell. (Caster level 7th). The save DC is Charisma-based.

Skills: Draug have a +4 racial bonus on Move Silently and Swim checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, draug also gain the following special benefits.

- The save DC of the despair ability is equal to 10 + ½ HD + Charisma modifier.
- The save DC of the drown ability is equal to 10 + ½ HD + Charisma modifier.
- 8+ HD — Gain a +2 racial bonus on Climb and Swim checks.
- 9–10 HD — Gain +1 turn resistance.
- 10+ HD — Gain 2d8 points of healing from negative energy on a successful drown.
- 11+ HD — Gain +2 turn resistance.
- 12 HD — Resistance to cold 15.

Dread

Author: Robert J. Hall.

These horrific undead are solely the creation of evil clerics. The risen being appears in its normal form, but is cloaked in cursed tendrils of negative energy. These tendrils strengthen any undead cohorts in the vicinity, making them more resistant to turn attempts. However the powers of a dread are vulnerable to direct sunlight, and animals are able to sense their unnatural aura. The direct touch of a dread sends a deep sensation of horror coursing through any living being.

Sample Dread

This walking human corpse has pallid, rotting flesh and a mouth stretched in a rictus grin. It is cloaked in eerie dark tendrils of nebulous form that shift and move about in a disturbing manner.

This example uses a human commoner zombie as the base creature.

Dread Human Commoner Zombie
Medium Undead
Hit Dice: 2d12+6 (19 hp)
Initiative: -1
Speed: 30 ft. (6 squares; can't run)
Armor Class: 13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (1d6+1 plus dread touch)
Full Attack: Slam +2 melee (1d6+1 plus dread touch)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dread touch, death throes
Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., desecration, unnatural aura, daylight vulnerability, undead traits
Saves: Fort +0, Ref -1, Will +3
Abilities: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 5
Skills: —
Feats: Toughness (x2)
Environment: Underground
Organization: Gang (1 dread zombie and 1–3 zombies), squad (2–3 dread zombies and 4–7 zombies), or mob (4–6 dread zombies and 8–16 zombies)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: None

Level Adjustment: —

Dark tendrils that radiate a chill, unearthly sensation surround and cloak this fetid, walking corpse. An evil necromancer crafted this dread zombie to stiffen the resistance provided by his undead force.

Dread Touch (Su): Living creatures touched by the dread zombie must succeed at a DC 8 Will save or become shaken. This condition lasts for 2 minutes. The save DC is Charisma-based.

Death Throes (Su): When the dread zombie is reduced to zero hit points or less, its body will spasm wildly for a full round then explode in a burst of negative energy. The explosion deals 2d4 points of damage to any living creatures within 20 feet. Like *inflict* spells, this burst cures undead in the area rather than harming them.

Desecrate (Su): A dread zombie imbues emanates negative energy in a 20-foot radius, as if it had cast *desecrate* in an area without an altar. The dread zombie gains all benefits of the *desecrate* effect it radiates. This ability is constant and is not dispelled by a *consecrate* spell. However a *consecrate* spell will always negate this effect in the area where the two intersect.

The benefits to the dread zombie of the desecrate special ability are factored into the statistics above, with the exception of the -3 profane penalty to turn attempts.

Unnatural Aura (Su): Animals, whether wild and domestic animals, can sense the unnatural presence of the dread zombie at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Vulnerability (Ex): While in direct sunlight (not merely a *daylight* spell) a dread loses all supernatural benefits of this template.

Creating a Dread

"Dread" is an acquired template that can be added to any undead creature with an evil alignment (hereafter referred to as the base creature).

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

Size and Type: Size and type are unchanged.

Armor Class: Natural armor improves by +2 for a corporeal base creature (this stacks with any natural bonus the base creature has). For incorporeal creatures, the deflection bonus is based on the increased Charisma score.

Special Attacks: A dread retains all the creature's special attacks and also gains those described below.

Dread Touch (Su): Living creatures touched by a dread must succeed at a Will save or become shaken. This condition lasts for 1 minute per Hit Dice of the dread creature. The save DC is Charisma-based.

Death Throes (Su): When a dread is reduced to zero hit points or less, its body will spasm wildly for a full round then explode in a burst of negative energy. The explosion deals 1d4 points of damage per HD to any living creatures within 20 feet. Like *inflict* spells, this burst cures undead in the area rather than harming them.

Special Qualities: A dread has all the special qualities of the base creature and also gains those described below.

Desecrate (Su): A dread imbues emanates negative energy in a 20-foot radius, as if it had cast *desecrate* in an area without an altar. The dread gains all benefits of the *desecrate* effect it radiates. This ability is constant and is not dispelled by a *consecrate* spell. However a *consecrate* spell will always negate this effect in the area where the two intersect.

Unnatural Aura (Su): Animals, whether wild and domestic animals, can sense the unnatural presence of a dread at a distance of 60 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Vulnerability (Ex): While in direct sunlight (not merely a *daylight* spell) a dread loses all supernatural benefits of this template.

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

Feats: Dreads gain the Toughness feat as a bonus feat. Otherwise same as the base creature.

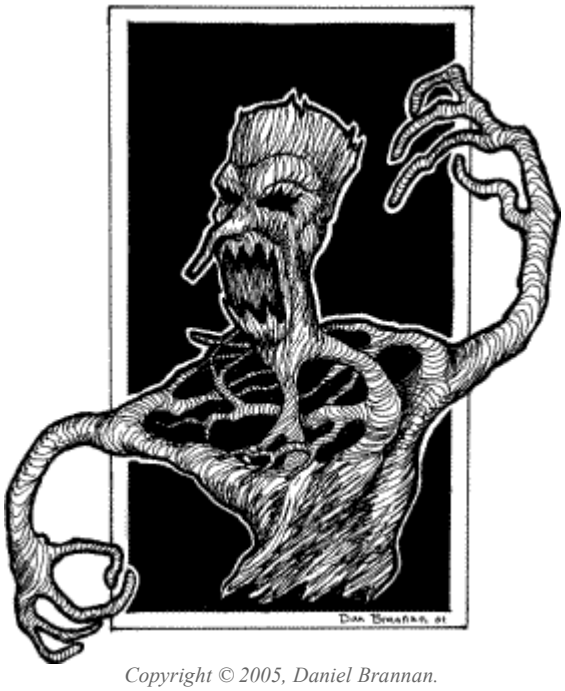
Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Level Adjustment: Same as the base creature +2.

Construction

To create a dread, the caster must first animate or create the base creature using the appropriate necromantic spell. It then requires the *imbue with spell ability, desecrate*, and *doom* spells to form the dread creature. Once created in this manner, the creature immediately becomes uncontrolled. A cleric can then gain control of the dread creature by virtue of his power to command or rebuke undead.



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Druther

Author: The Netbook of Witches team.
Medium Construct
Hit Dice: 9d10+20 (69 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 17 (-1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+11
Attack: Slam +11 melee (2d6+5)
Full Attack: 2 slams +11 melee (2d6+5)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Construct traits, damage reduction 10/magic, darkvision 60 ft., low-light vision, immunities, fire vulnerability
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 20, Dex 9, Con —, Int —, Wis 11, Cha 3
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 10–15 (Large); 15–20 (Huge)
Level Adjustment: —

This bulky stick figure is formed from various pieces of wood bundled together with strips of bark, vine, and other fibrous materials. It moves under its own power, making various creaking sounds as the joints bend and stretch.

A Druther is a type of weaker wood golem that can only be created by a witch. The name comes from an old piece of doggerel often muttered by witches,

"If I really had my druthers,
I'd have my wooden druthers too."

A wooden druther is a corrupt form of "wouldn't I'd rathers", or something the witch doesn't want. So the wooden druther performs tasks that the witch would rather not do herself. The druther can understand simple command phrases of about 15 words each. Typically druthers are used for menial labor or to perform a task that the witch can not do or won't do herself, like killing or scaring an enemy. Often a witch will have a few druthers protecting her home while disguised as trees, requiring a DC 25 Spot check to notice.

A druther cannot communicate at all. Some witches have used woody reeds in the construction of their druthers. When the wind blows across the druther it sounds like a deep bassoon.

Druthers can appear in any form. Usually they are biped and always made of wood. The wood can be carved or a collection of sticks tied together. The appendages need to be attached separately if the druther is to move at all. They can be precisely carved to appear as anything the witch wants, but they typically look like walking bunches of sticks.

Legend has it that there was a witch that had such beautifully carved druthers that they were often mistaken for wood nymphs.

Treants, dryads, and wood nymphs view a druther in the same manner a human views the undead or a flesh golem. Most will attempt to destroy them when they can. Some witches and wizards value the wood from an inanimate druther to use to make magical fires.

Sometimes druthers are referred to as "Drudges", mostly due to their ability to menial work, usually around the home. While a druther may be used to do the witch's dirty work, a drudge will do the witch's dirty laundry. Adventurers have reported of a witch with intricately carved wood drudges as her household staff. A drudge butler was so well made

that they could not tell it was a magical construct at all.

The druther has a great tie to its animating elemental force. But sometimes the druther will break free of the witch's control, but not of its wooden body. These druthers are known as rogues and take out their frustration the only way know, to throw themselves into any combative situation it can.

Combat

A druther is mindless in combat. It instinctively strikes with its wooden fists with almost no regard to what else is going on.

Immunities: A druther is immune to cold and water. Piercing weapons only do 1 point of damage per hit.

Construction

Witches can construct a druther. If the witch has access to a manual of druthers, then she can create a druther from that work. Otherwise a witch may opt to create one from scratch. The witch will need at least 200 pounds of wood, either as sticks, planks or individually carved pieces. She must gather these herself. The witch will need her consecrated witch tools and fine incense. After creating the body for the druther, the witch will have to cast spells, then sprinkle the ashes from the burned incense on the wood.

CL 10th; Craft Construct, *air walk, bless growth, feral spirit, lesser strengthening rite, minor creation*, caster must be at least 10th level; Price 3,600 gp; Cost 2,000 gp + 1,000 XP.

Elder Spirits

Author: Robert J. Hall.

An elder spirit is a divine being that is periodically reborn as a member of the fey. Only by assuming the form of a fey creature can these beings serve the needs for which they are created, and the rebirth of a spirit is always a significant event in the fey realms. They are always reborn into a physical form and their spirit can never be utterly destroyed, regardless of their total age, physical appearance, or the manner of their death.

Each elder spirit represents some particular aspect of nature or the world at large, such as ocean waves, a river, paths, structures, and so forth. But there are likely to be several such spirits for each major aspect of nature. The associations of elder spirits interact with one another, sometimes cooperating and at other times clashing. Stable alliance of spirits often serve specific divine powers that the fey worship as deities.

There are literally thousands of elder spirits among the fey, and few if any of these spirits are truly predominant over the others. Instead most of the elder spirits are more often closely linked to a certain geographic region. Such elder spirits can be found in locations such as a sacred grove or spring, or close to a prominent terrain feature such as a mountain river. These elder spirits can be sought out in person so as to plead for their personal aid. Whether it is granted or not will depend a great deal on the nature of the elder spirit, the personality of the form that they inhabit, and the type of aid needed.

The appearance of an elder spirit is very similar to that of the creature from which it was formed, yet it is also distinctly different. Humanoid elder spirits display animalistic features on their body, and are powerfully built. Non-humanoid elder spirits have a number of faintly humanoid traits, particularly about the facial area. The face of an elder spirit is much more expressive than most wild creatures.

Sample Elder Spirit

This example uses a 12 HD dire wolf as the base creature.

Ferafin Moonstreak
Elder Spirit Dire Wolf
Large Fey (Augmented Animal)
Hit Dice: 12d6+36 (78 hp)
Initiative: +4
Speed: 60 ft. (12 squares)
Armor Class: 21 (-1 size, +4 Dex, +6 natural, +2 deflection), touch 15, flat-footed 17
Base Attack/Grapple: +8/+20
Attack: Bite +16 melee (2d6+12) or touch +7 melee (nature's curse)
Full Attack: Bite +16 melee (2d6+12) or touch +7 melee (nature's curse)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trip, nature's curse, aura of divinity, summon kin, spell-like abilities, spells
Special Qualities: Damage reduction 10/cold iron, fast healing 3, divine nature, improved low-light vision, scent, resistance to fire 10 and cold 10, immunities, aspected, speak with animals and plants, kin empathy, scry sense, spell resistance 27
Saves: Fort +13, Ref +14, Will +12
Abilities: Str 27, Dex 19, Con 17, Int 8, Wis 14, Cha 14

Skills: Concentration +12, Escape Artist +8, Hide +17, Listen +13, Knowledge (nature) +13, Move Silently +14, Spot +13, Survival +25
Feats: Alertness, Cleave, Diehard[B], Endurance[B], Improved Natural Attack[B] (bite), Power Attack, Run, Track[B], Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Neutral

This giant, powerful gray wolf has a face with expressive, almost human features and the drawn ears of an elf. It has a heavy coat of fur with a streak of silver running from the forehead to the tail.

Ferafin is a sylvan forest spirit that guards the deep woods against unnatural powers. He has no fixed home, but wanders a territory over thirty miles in radius. Ferafin is not immediately inimical to most visitors to his forest, and indeed he welcomes those that enjoy its peace and serenity. However he is unrelenting when hunting down invading enemies of the woods. Occasionally he is accompanied on such hunts by wolf and dire wolf allies.

Ferafin speaks Sylvan.

Combat

Ferafin is furious on the attack, employing his speed and power to overwhelm an opponent. Against a powerful foe, however, he will employ his magical abilities until he sees a favorable moment to strike. If cornered, he will fight like a beast possessed, battling until either he is slain or the opponent flees. He has no fear of death, knowing that he will appear again in another form.

Ferafin's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Trip (Ex): When Ferafin hits with a bite attack, he can attempt to trip his opponent (+12 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 Ferafin.

Nature's Curse (Su): Any creature Ferafin hits with his touch attack must succeed on a DC 16 Will save or become permanently cursed. The opponent becomes entangled whenever it moves into or through a space containing plants. This effect is otherwise similar to the *entangle* spell (caster level 12th). This ability is equivalent to a 4th-level spell.

The *curse* bestowed by this spell can not be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell.

Aura of Divinity (Su): A divine aura surrounds Ferafin whenever he fights or gets angry. Each foe within 20 feet must succeed on a DC 18 Will save to resist its effects. Those who fail are shaken for 24 hours and take a -2 penalty on saves against fear effects. A creature that has resisted or broken the effect cannot be affected again by Ferafin's aura for 24 hours.

In addition, all allies within 15 feet of Ferafin gain a +4 moral bonus on saving throws against fear effects while the aura is active.

Summon Kin (Sp): Once per day Ferafin can attempt to summon 1d4+1 dire wolves with a 50% chance of success. This ability is equivalent of a 6th-level spell.

Spell-Like Abilities: 3/day—*detect magic*. 1/day—*call lightning storm* (DC 17), *charm animal* (DC 13), *command plants* (DC 16), *deep slumber* (DC 15), *detect animals or plants, dispel magic, dominate animal* (DC 15), *faerie fire, freedom of movement, hold animal* (DC 14), *pass without trace, resist energy, suggestion* (DC 14), *tree stride*. Caster level 12th. The save DCs are Charisma-based.

Spells: Ferafin can cast divine spells as a 12th-level ranger. The save DCs are Wisdom-based.

Typical Spells Prepared: (2/2/1; DC 12 + spell level): 1st—*entangle* (DC 13), *jump*; 2nd—*barkskin, spike growth* (DC 14); 3rd—*greater magic fang*.

Divine Nature (Su): Ferafin adds his Charisma modifier as a bonus to all his saving throws, and as a deflection bonus to his Armor class. These modifiers are factored into the statistics above. In addition, all allies within 15 feet gain a +4 moral bonus on saving throws against fear effects.

Aspected (Su): Ferafin has a strong attachment to the woods in which he dwells. He is permanently affected by a *geas* to dwell in the proximity of his woods and to protect it from enemies. The *geas* can not be removed except by a deity.

Speak with Animals and Plants (Su): Ferafin can speak with any animal or plant as though using *speak with animals* and *speak with plants* (caster level 6th). This ability is always active.

Scry Sense (Su): While conscious Ferafin immediately becomes aware of any attempt to observe him by means of a divination (scrying) spell or effect. If a Will save to resist the scrying is

successful, Ferafin also gains a visual image of the creature scrying and an approximate sense of its distance and direction.

Improved Low-Light Vision (Ex): Ferafin can see three times as far as a human in dim light.

Immunities (Ex): Ferafin is immune to fear, poison, disease, sleep, paralysis, and polymorph.

Reincarnation (Su): If Ferafin dies and is not raised, within 2d10 years his spirit is reincarnated in the form of another elder spirit. The creature inherits all the memories of his previous lives, although these memories will be more difficult to recall than events from the current life. (Cumulative -2 circumstance penalty to any attempts to recall events from each past life.)

Skills: Ferafin has a +8 racial bonus on Knowledge (nature) and Survival checks. He also has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

Creating an Elder Spirit

"Elder spirit" is an inherited template that can be added to any corporeal animal, fey, giant, humanoid, magical beast, monstrous humanoid, or plant creature (referred to hereafter as the base creature). The base creature must have an Intelligence score; have a size of Diminutive or larger, and be advanced by at least 5 HD or one size category, whichever requires fewer HD.

An elder spirit has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to fey. Do not recalculate base attack bonus. Size is unchanged.

Hit Dice: Reduce all current and future racial Hit Dice by one dice size, to a minimum of d6. Do not change class HD.

Speed: Increase all speed modes of 20 feet or more by +10 feet.

Armor Class: Natural armor improves by +1 per Size category larger than Tiny (this stacks with any natural armor bonus of the base creature).

Attack: Same as the base creature. If the base creature has no natural weapons, the elder spirit gains either a slam, gore, bite, or claw attack.

Full Attack: Same as the base creature. If the base creature has no natural weapons, the elder spirit gains either 2 slams, 1 gore, 1 bite, or 2 claw attacks.

Damage: If the base creature does not have natural weapons, use the damage values in the table below.

Size	Slam Damage	Gore Damage	Bite Damage	Claw Damage
Tiny	1	1d2	1d3	1d2
Small	1d3	1d4	1d4	2d3
Medium	1d4	1d6	1d6	1d4
Large	1d6	1d8	1d8	1d6
Huge	1d8	2d6	2d6	1d8
Gargantuan	2d6	2d8	2d8	2d6
Colossal	2d8	4d6	4d6	2d8

Special Attacks: An elder spirit retains all the special attacks of the base creature and also gains the following special abilities.

Nature's Curse (Su): Any creature an elder spirit hits with her touch attack must succeed on a Will save (DC 10 + 1/2 HD + Charisma modifier) or become permanently cursed. The opponent becomes entangled whenever it moves into or through a space containing plants. This effect is otherwise similar to the *entangle* spell (caster level equals HD).

The *curse* bestowed by this spell can not be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell.

Summon Kin (Sp): Once per day an elder spirit can attempt to summon 1d4+1 of the base creatures with a 20% chance of success + 5% per 2 Hit Dice. This ability is equivalent of a 6th-level spell.

Spell-Like Abilities: An elder spirit with a Wisdom of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative; an elder spirit centaur (4 HD) can use *charm animal* and *pass without trace* as well as *detect magic* 3/day and *faerie fire*. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	*detect magic* 3/day, *faerie fire*
3–4	*charm animal, pass without trace*
5–6	*hold animal, resist energy*
7–8	*dominate animal, suggestion*
9–10	*command plants, freedom of movement*
11–12	*deep slumber, dispel magic*
13–14	*animal growth, commune with nature*
15–16	*antilife shell, freedom of movement*
17–18	*animate plants, dimension door*
19–20	*creeping doom, true seeing*
21–22	*control plants, mass suggestion*
23+	*find the path, heroes' feast*

In addition, elder spirits gain additional bonus spells based on the environment categories of the base creature, as indicated on the table below. Select the abilities from every environment category that applies.

Environment	Abilities
Any	*dimension door, disguise self*
Aquatic	*control water, endure elements*
Deserts	*giant vermin, longstrider* 3/day
Forests	*detect animals or plants, tree stride*
Hills	*soften earth and stone, spike stones*
Marshes	*gaseous form, stinking cloud*
Mountains	*jump* 3/day, *stoneskin*
Plains	*entangle, insect plague*
Underground	*spider climb* 2/day, *meld into stone*
Cold	*chill metal, ice storm*
Temperate	*call lightning* 3/day
Warm	*heat metal, flame strike*

Spells: An elder spirits can cast divine spells as a ranger with class levels equal to her HD + any Ranger spellcasting levels. The save DCs are Wisdom-based.

Special Qualities: An elder spirit retains all the base creature's special qualities and gains those described below.

— Fast healing (see the table below).
— Resistance to cold 10 and fire 10.
— Damage reduction (see the table below).
— An elder spirit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
— Spell resistance equal to creature's HD + 15 (max 40).

Hit Dice	Fast Healing	Damage Reduction
1–6	1	5/cold iron
7–12	3	10/cold iron
13–18	5	15/cold iron
19+	8	20/cold iron

If the creature already has damage reduction, use the value on this table instead.

Divine Nature (Su): An elder spirit adds her Charisma modifier as a bonus to all her saving throws, and as a deflection bonus to her Armor class.

Aura of Divinity (Su): A divine aura surrounds elder spirits that fight or get angry. Each foe within 20 feet must succeed on a Will save (DC equal to 10 + ½ Hit Dice + Charisma modifier) to resist its effects. Those who fail are shaken for 24 hours and take a -2 penalty on saves against fear effects. A creature that has resisted or broken the effect cannot be affected again by that same elder spirit's aura for 24 hours.

In addition, all allies within 15 feet of an elder spirit gain a +5 moral bonus on saving throws against fear effects while the aura is active.

Aspected (Su): An elder spirit has a strong attachment to some element of nature or the world at large. She serves a specific function with respect to this element, and is permanently affected as though by a *geas* to perform this service. The *geas* can not be removed except by a deity. However it often changes to a different form when the elder spirit is reincarnated.

Speak with Animals and Plants (Su): An elder spirit can speak with any animal or plant as though using *speak with animals* and *speak with plants* (caster level 6th). This ability is always active.

Kin Empathy (Su): An elder spirit can communicate and empathize with normal and dire forms of the base creature. This gives them a +4 racial bonus on checks when influencing the creature's attitude.

Scry Sense (Su): A conscious elder spirit immediately becomes aware of any attempt to observe it by means of a divination (scrying) spell or effect. If a Will save to resist the scrying is successful, the elder spirit also gains a visual image of the creature scrying and an approximate sense of its distance and direction.

Low-Light Vision (Ex): An elder spirit can see twice as far as a human in dim light. If the base creature already has a form of low light vision, the range increases by one multiple. Thus if the base

creature can see three times as far as a human in dim lighting, the elder spirit can see four times as far.

Immunities (Ex): An elder spirit is immune to fear, poison, disease, sleep, paralysis, and polymorph.

Reincarnation (Su): If an elder spirit dies and is not raised, within 2d10 years her spirit is reincarnated in the form of another elder spirit. The creature inherits all memories of her previous lives, although these memories will be more difficult to recall than events from the current life. (Cumulative -2 circumstance penalty to any attempts to recall events from each past life.)

Saves: All base save bonuses are equal to +½ HD + 2.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Wis +2, Cha +4. Intelligence is at least 8.

Skills: An elder spirit gains skill points as a fey and has skill points equal to (6 + Int modifier) X (HD + 3). Do not include Hit Dice from class levels in the calculation—the elder spirit gains fey skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. The class skills are Concentration, Escape Artist, Hide, Knowledge (nature), Listen, Move Silently, Search, Spot, Survival, and all skills from the base creature's list. All other skills are cross-class skills.

Elder spirits have a +8 racial bonus on Knowledge (nature) and Survival checks. If the base creature already has a bonus in these skills, they are replaced by these modifiers.

Feats: Elder spirits gain Diehard, Endurance, Run, and Track, assuming the base creature doesn't already have these feats. If the base creature has one or more special attacks, it also gains Ability Focus on one of those attacks. Finally, the elder spirit also gains Improved Natural Attack on a single attack form that does not already have this feat.

Environment: Any, often as base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Double the treasure of the base creature, if any.

Alignment: Change Lawful Good or Chaotic Good to Neutral Good. Change Evil or Chaotic Evil to Neutral Evil. Otherwise the same as the base creature.

Level Adjustment: Same as the base creature +6.

True Spirits

Sometimes elder spirits lead an entirely incorporeal existence, never gaining a physical form until their next reincarnation. In this form they gain the Incorporeal subtype. True nature spirits can not employ their physical attacks against corporeal creatures, but can use their special attacks. The Challenge Rating for a true nature spirit is the same as the base creature +3, and they have no level adjustment.

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Eldraal

Author: Robert J. Hall.
Large Elemental (Earth, Fire)
Hit Dice: 3d8+9 (23 hp)
Initiative: +0
Speed: 20 ft. (4 squares), burrow 10 ft.
Armor Class: 19 (-1 size, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple: +2/+9
Attack: Slam +4 melee (1d8+3 plus 1d8 fire)
Full Attack: 3 slams +4 melee (1d8+3 plus 1d8 fire)
Space/Reach: 10 ft./5 ft.
Special Attacks: Heat

Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold, lava healing, molten
Saves: Fort +6, Ref +3, Will +0
Abilities: Str 16, Dex 10, Con 16, Int 4, Wis 9, Cha 13
Skills: Listen +2, Spot +2
Feats: Cleave, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–7 HD (Large); 8–10 HD (Huge)
Level Adjustment: —

This creature resembles a large protrusion of molten lava. The body lacks distinct features, and it is covered with a layer of cooler gray rock broken by orange veins of glowing magma.

This servant being from the plane of lava is magically created to carry out the whims of its masters. It resembles little more than a big, nearly shapeless blob of molten rock. A typical eldraal is a weak-willed creature and has only a modest intelligence. They are large, bulky, and clumsy creatures who are suited for little more than simple labor. In the prime material plane, however, these creatures can be very dangerous entities due to their magma bodies.

Eldraal lack the will to form deep social connections with others of their kind. Only if an eldraal is set free and left to its own devices for many decades will it begin to form a self-awareness and an ability to interact meaningfully with other creatures.

The eldraal obtain all of their physical needs from contact with lava and prefer to dwell in a large pool of magma. They especially prefer fast flowing lava and will mindlessly frolic in the intense heat when their masters do not command their labor.

The body of this creature constantly radiates a hot red glow, providing heat and illumination in the immediate vicinity. Their molten flesh is hot enough to boil water, and any moisture that strikes will instantly vaporize as steam.

Although they dislike doing so, an eldraal can slowly pass through solid stone. This contact with solid stone causes damage, however, which must be recuperated by resting in a pool of lava. The eldraal will begin to suffer physically in any region where water can condense, and will turn to solid rock when immersed in liquid water. Contact with fog or rain will also cause cold damage.

Combat

The eldraal are raised to perform physical labor for their lava elemental masters and they have no combat training. Nevertheless they do possess the means to defend themselves and they can prove formidable opponents when called upon to fight. They can form up to three limbs from their bodies that can stretch out to strike a foe. In addition to the physical damage caused by these rocky limbs, the impact leaves behind a piece of red-hot rock that continues to burn the struck location. They are able to draw energy directly from surrounding lava and soon regenerate any damage.

Heat (Ex): Merely touching or being touched by an eldraal automatically deals 1d8 fire damage.

Lava Healing (Ex): While in contact with molten rock, an eldraal receives fast healing 2.

Molten (Ex): Their glowing bodies provide normal illumination in a 10-foot-radius. As long as they remain in contact with water; melt their way through solid rock; or are in cold surroundings, an eldraal receives 2 points of damage each round. Contact with cool fog or rain will deal 1 point of damage per round.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, eldraal also gain the following special benefits.

- 5–7 HD — Fast healing 3 while in contact with molten rock.
- 6+ HD — The eldraal can form an additional limb, allowing 4 slam attacks during a full attack.
- 7+ HD — The damage from touching or being touched by an eldraal increases to 2d6.
- 8–10 HD — Fast healing 4 while in contact with molten rock.
- 9+ HD — The burrow speed increases to 15 ft.
- 10 HD — Fast healing 5 while in contact with molten rock.

Elf

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

Elf, Deep

Author: Robert J. Hall.
Deep Elf, 1st-Level Warrior
Medium Humanoid (Aquatic, Elf)
Hit Dice: 1d8
Initiative: +2
Speed: Swim 40 ft. (8 squares)
Armor Class: 13 (+2 Dex, +1 buckler), touch 12, flat-footed 11
Base Attack/Grapple: +1/+0
Attack: Shortspear +3 melee (1d6-1), or light crossbow +3 melee (1d8)
Full Attack: Shortspear +3 melee (1d6-1), or light crossbow +3 melee (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Deep elf traits, resistance to cold 10
Saves: Fort +2, Ref +2, Will +1
Abilities: Str 8, Dex 14, Con 11, Int 9, Wis 13, Cha 8
Skills: Hide +7 (+5 on land), Listen +3, Search +2, Spot +3
Feats: Weapon Finesse
Environment: Temperate aquatic
Organization: Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +1

This slender humanoid is shorter than a human, with a deep blue flesh and a scalp covered in delicate tendrils that sparkle with pale light. Its delicate fingers are webbed and it has outward-turned fins in place of feet.

These denizens of the dark underwater abyss are distant relatives of the aquatic elf race, although they possess a few traits in common with the drow. They are similar to surface elves in general bodily form, while being highly-adapted for life in the deep ocean.

Deep elves lack body hair, but instead have a crest of slender tendrils that admit pleasing patterns of light at the will of the elf. Their flesh is a deep blue hue that gradually turns dark gray with great age. The long, slender fingers of their hands are webbed, and instead of feet they have a curved fin at the end of each leg. Long flaps along their necks and backs serve as gills for them to breathe in the depths.

They have become so accustomed to life in the depths that deep elves can no longer breathe air on the surface. A deep elf would soon die if left stranded on a beach. However their body is adjusted to the massive pressures of the ocean bottom and so they would burst apart if they were suddenly lifted to the surface.

The eyes of a deep elf has become specialized in their native conditions and they are able to use their darkvision at ranges similar to their drow cousins. However they have also developed very sharp hearing and they can listen to even the slightest displacement of water nearby.

Combat

Deep elves are masters of the aquatic environment and they make full use of the three-dimensional space for out-maneuvering their opponents. They coordinate their actions by subtle sounds that are nearly indistinguishable from natural noises.

They prefer hunting with slender thrusting weapons such as spears, and they possess crossbows that are specially designed for underwater use. (Range multiple of 30 feet.)

Deep Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— -2 Strength, +2 Dexterity. These adjustments replace the high elf's ability score adjustments.
— A deep elf has the aquatic subtype.
— A deep elf has a swim speed of 50 feet, and a land speed of 5 feet.
— Gills: Deep elves suffocate whenever they are out of the water. (See the suffocation rules in the Core Rulebook II.)
— Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.
— Resistance to cold 10.
— Spell-Like Abilities: Deep elves can use the following spell-like abilities once per day: *dancing lights, faerie fire, silence*. Caster level equals the deep elf's class level.
— Weapon Proficiency: A deep elf is automatically proficient with the trident, crossbow, and shortspear. This trait replaces the high elf's weapon proficiency.
— Automatic Languages: Common, Elven. Bonus Languages: Aquan, Draconic, and Kuo-toan. This trait replaces the high elf's automatic and bonus languages.

— Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds deep elves for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
— +2 racial bonus on Hide checks while underwater.
— Favored Class: Fighter. This trait replaces the high elf's favored class.
— Level adjustment: +1.

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

Deep Elf Society

By nature the deep elves are secretive and distrustful of strangers, but they lack the malevolent nature of the drow. Instead they personality share traits in common with the svirfneblin of the underground ways, preferring to keep to themselves and avoid contact with other races.

Most deep elves favor dwellings build along underwater scarps, particularly along the edges of deep water rifts. They are masters of underwater nature, and employ many techniques to utilize the flora and fauna for their survival. Their tools are crafted from sharp coral and bone, their elegant garb from the hides of deep water creatures, and they have domesticated several species of deep water animals to serve their purposes.

Deep elves typically live in small clans, although they maintain loose alliances with neighboring groups. They speak a variant of elven that is adapted for their high-pitched speaking voices, although it requires some effort to discern the meaning of their dialect.

Elf, Shadow

Author: Robert J. Hall.
Shadow Elf, 1st-level Warrior
Small Humanoid (Elf)
Hit Dice: 1d8-1 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 14 (+1 size, +2 Dex, +1 light wood shield), touch 13, flat-footed 12
Base Attack/Grapple: +2/-2
Attack: Shortspear +2 melee (1d4) or short bow +3 ranged (1d4/x3)
Full Attack: Shortspear +2 melee (1d4) or short bow +3 ranged (1d4/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Elf traits, shadow elf traits
Saves: Fort +1, Dex +2, Will +2
Abilities: Str 11, Dex 15, Con 9, Int 10, Wis 14, Cha 8
Skills: Climb +1, Hide +3*, Listen +4, Spot +4
Feats: Alertness
Environment: Warm forests
Organization: Solitary, company (2–4) or family troop (6–11)
Challenge Rating: 1
Treasure: No coins, 50% goods, standard items
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +1

A short, slender humanoid with delicate, elven features peers out through shadow-cloaked growth. It has gray flesh, short black hair, large eyes, and a malevolent expression upon its face.

Shadow elves are shorter than typical elves, with smooth gray flesh and a light peach-fuzz of brunette hair on their scalp. Their eyes are unusually large for their size, an adaptation to a life in the shadows. They possess a wicked, threatening disposition and a dire appearance, which is enhanced by various tattoos and mutilations.

Combat

Typically shadow elves will be equipped with simple but artfully-crafted weapons; a leather-reinforced wooden shield, dark attire, and little or no armor. They prefer to attack from ambush, employing their shadow abilities to keep their their opponents off balance. Ranged weapons are fired from cover, with hand weapons used only when finishing off a foe or in self defense. They typically employ spears, short bows, and hand axes as weapons.

Spell-Like Abilities: 1/day—*chill touch* (typical save DC 12), *daze* (typical save DC 11), *hide from animals* (typical save DC 12). Caster level equals the shadow elves' class levels. The save DC is Charisma-based and includes a +2 racial modifier.

Gloom Blur (Su): Within twilight or shadowy illumination, the outline of a shadow elf becomes blurry and vague. This ability is identical to that of the arcane *blur* spell, but the effect ends upon leaving the shadows.

Shadow Slide (Su): *The shadow elf gains a +4 racial bonus on on Hide checks while in shadowy illumination. This bonus is retained whenever a

movement begins and ends in shadows, even if the intervening path is brightly illuminated.

Shadow Elf Society

This diminutive race of elves suffer an eternal curse from an ancient compact with dark powers. As a result they have descended into abject barbarism, living as feral beings in the dark depths of old forests. They are a wilding species at best, with an exotic, ritualized culture and few of the morals or scruples of more civilized races. Even wild elves view this sub-race as depraved and beyond redemption.

Shadow elves live in small troops, constantly on the move in search of easy game or pillage. They wear little in the way of clothing, choosing instead to decorate most of their bodies with various piercings, tattoos, mutilations, and brandings. Most do not wear ornamentation and only travel with the possessions they can carry.

The body decorations of shadow elves bear some relationship with the nature of their heritage, but even they do not fully understand the nature of these elaborate markings. They are known to practice cannibalism when no other food is available, and have no inhibitions against eating other humanoids.

Shadow Elf Characters

Shadow elf leaders tend to be barbarians or adepts. Shadow elf clerics have access to two of the following domains: Chaos, Evil, and Trickery. Shadow elf adepts favor spells that weaken or hinder enemies.

Shadow elves receive the following traits in addition to elf traits, except where noted.

— +2 Wisdom, -2 Charisma.
— Small size.
— A shadow elf's base land speed is 20 ft.
— +2 racial bonus on Move Silently checks.
— Weapon Proficiency: Shadow elves are automatically proficient with spear, short bow, javelin, hand axe, and club.
— Automatic languages: Common, Elven.
— Special Attacks (see above): Spell-like abilities.
— Special Qualities (see above): Gloom blur, shadow slide.
— Favored Class: Barbarian.
— Level Adjustment: +1.

Ellyon

Author: Robert J. Hall.
Fine Fey
Hit Dice: 1/4d6 (1 hp)
Initiative: +5
Speed: 5 ft. (1 square), fly 40 ft. (perfect)
Armor Class: 24 (+8 size, +5 Dex, +1 natural), touch 23, flat-footed 19
Base Attack/Grapple: +0/-21
Attack: Touch +13 melee (suggest)
Full Attack: Touch +13 melee (suggest)
Space/Reach: ½ ft./0 ft.
Special Attacks: Spell-like abilities, suggest
Special Qualities: Damage reduction 5/cold iron, low-light vision, spell resistance 15, glowing nimbus
Saves: Fort +0, Ref +7, Will +3
Abilities: Str 1, Dex 21, Con 11, Int 8, Wis 13, Cha 17
Skills: Concentration +2, Hide +22*, Listen +10, Move Silently +10, Perform (dance) +5, Spot +10
Feats: Dodge[D], Weapon Finesse
Environment: Temperate forests
Organization: Solitary, gang (2–4), band (6–11), tribe (20–80), or gathering (100–2,000)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic good
Advancement: 1–2 HD (Fine)
Level Adjustment: +3

In a blur of light and motion, a miniscule humanoid creature hovers and flutters about in the air. It resembles a very small elf, with gossamer wings, pale flesh, light golden hair, and delicate features.

These miniscule fey closely resemble an unusually small sprite, with a slender, pale humanoid form, light hair, and tiny, fragile wings that move in a blur when they fly. Their voices are high pitched, and will carry only short distances.

Ellylon are carefree creatures that dwell among the wilds, feeding off the nectar of flowers and certain types of fungus and toadstools. They will never eat the flesh of creatures, and are disdainful of the savagery of predators. However they appreciate the cycles of life, and the necessity for some creatures to be the hunted and others the hunter. Thus, while certain birds and creatures may view an ellyon as a tempting morsel of food, these fey will merely dodge the bird's attacks while happily emitting their tinkling laughter.

As they are not strong enough to fly while carrying even a miniscule burden, ellyon wear only the flimsiest of gossamer clothing, and many go entirely nude. They are quite comfortable in wide variety of climactic conditions, but will still take shelter in a tree trunk during the cold days of winter, or enjoy the shade of a plant during the hot summer months.

The ellyon normally radiate a slight nimbus of light, producing a faint glow at night time. During celebrations, thousands of these ellyon gather together at night to perform a beautiful and mesmerizing dance of glowing forms.

An ellyon stands 3 inches in height and weighs less than an ounce. They can speak sylvan. A few also speak elven, gnome, or common.

Combat

Ellylon will avoid combat when possible, hiding under natural cover until the danger passes. If caught in the open, they will take advantage of their spells to escape.

Spell-Like Abilities: 3/day—*faerie fire, flare* (DC 13). 1/day—*dancing lights, invisibility* (self only), *speak with animals*. Caster level 6th. The save DCs are Charisma-based.

Suggest (Sp): Once every 1d4 rounds, an opponent touched by an ellyon must succeed on a DC 15 Will check or be affected as though by a *suggestion* spell (caster level 3rd.) The save DC is Charisma-based.

Glowing Nimbus (Ex): An ellyon emits a glowing nimbus of light that functions as the *faerie fire* spell. This ability is constant, but an ellyon can suppress it at will by maintaining concentration.

Mesmerizing Dance (Su): Whenever a dozen or more ellyon perform a coordinated dance under low lighting conditions, any non-fey within 100 feet who watch the shifting forms for a round must succeed on a DC 15 Will save or be captivated for the duration of the dance. This functions as an *enthrall* spell (caster level 6th). A creature that successfully saves cannot be affected again by the same ellyon dance. The save DC is Charisma-based.

Skills: Ellyon have a +4 racial bonus to Listen and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, ellyon also gain the following special benefits.

- The save DC of the mesmerizing dance is equal to 10 + ½ HD + Charisma modifier.
- Spell resistance equal to creature's HD + 15 (maximum 25).
- 1+ HD — Add 1/day—*reduce person* to spell-like abilities.
- 2+ HD — Add 1/day—*minor image* to spell-like abilities.

Ephemeral

Author: Robert J. Hall.
Ephemeral, 1st-Level Rogue
Medium Outsider (Extraplanar)
Hit Dice: 1d6 (3 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 Dex, +2 leather shirt, +1 light shield), touch 11, flat-footed 13
Base Attack/Grapple: +0/-1
Attack: Nunchaku +1 melee (1d6-1) or light crossbow +1 ranged (1d8/19–20)
Full Attack: Nunchaku +1 melee (1d6-1) or light crossbow +1 ranged (1d8/19–20)
Special Attacks: None
Special Qualities: Damage reduction 5/magic or ghost touch, darkvision 60 ft., partly ethereal, ephemeral physique
Saves: Fort +0, Ref +3, Will -1
Abilities: Str 9, Dex 13, Con 10, Int 12, Wis 8, Cha 11
Skills: Bluff +4, Diplomacy +2, Hide +5, Jump +3, Listen +3, Move Silently +5, Search +3, Spot +3
Feats: Weapon Finesse
Environment: Native chaotic neutral plane
Organization: Solitary, company (2–4), squad (11–20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +2

A humanoid-shaped being appears not quite solid as you can view through its body to the other side. The sounds it makes while moving are oddly hollow and muted.

An ephemeral is a humanoid being that exists partly on the Ethereal Plane. They are semi-transparent in appearance, and look somewhat like a living ghost. However they do exist physically and

can be harmed by material objects.

Ephemerals are native to the planes of raw chaos, but are not as well known as the other inhabitants of those dimensions. They appear in a wide variety of shapes and forms, although they are always humanoid in shape and are able to interbreed with each other.

Combat

Ephemerals are cautious creatures and usually prefer to escape a dangerous situation through guile. They fight with weapons and armor much like other humanoid creatures, although they are not generally aggressive beings.

Partly Ethereal (Ex): An ephemeral can use all of its sense on both the Material Plane and the Ethereal Plane simultaneously. She can interact physically with either plane, switching back and forth as a free action. Items worn or carried solely by an ephemeral for a full round assume the same partly-ethereal condition. These objects are are treated as having the *ghost touch* magical ability for combat purposes. This includes missile weapons and any dropped implements, although all such return to their normal plane at the end of the round.

The partly ethereal condition of the ephemeral provides some protection from attack from both the Material and the Ethereal planes, providing damage reduction 5 except against magic or ghost touch-like abilities. If it is ever forced to appear fully on the Material Plane, it loses this damage reduction and can not interact with the Ethereal Plane.

Ephemeral Physique (Su): When an ephemeral is slain, its body disappears in a swirl of dark mist, and any gear drops to the ground. A dead ephemeral never returns as an undead creature, regardless of the manner of its death, and can not be animated by means of an *animate dead* spell. It can not be restored to life by means of a *raise dead* spell, although it can still be resurrected or reincarnated.

Ephemeral Society

Ephemerals generally dwell in nomadic tribes that wander their native plane struggling to survive. They possess a sophisticated culture and practice a number of arts common to more civilized peoples. Their society closely resembles that of the gypsies, although there are marked differences.

They typically interact peacefully with other denizens of their native plane, although they are always on their guard against the unexpected. They are skilled traders and negotiators, but for the most part only marginally decent craftsmen. They prefer to trade in readily transportable goods, such as gems, and do not deal in bulky raw materials.

Ephemeral Characters

Ephemeral characters possess the following racial traits.

— Medium size.
— An ephemeral's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Feats: An ephemeral gains feats according to its character class.
— Special Qualities: Damage reduction 5/ghost touch, partly ethereal, animation resistance (see above).
— Weapon Proficiency: Nunchaku
— +2 racial bonus on Bluff and Move Silently checks.
— Automatic Languages: Common, native plane. Bonus Languages: Abyssal, Elf, Slaad, Undercommon.
— Favored Class: Rogue.
— Level adjustment: +2.

Figment

Author: Robert J. Hall.

A figment is a dream creature brought into the world of the real. Normally these beings dwell somewhere among the domain of dreams and nightmares, becoming the focus of fantasies for sleeping creatures. However they will occasionally slip into the material realm, whether through a dimensional portal, as a side effect of a character using dream travel, or by some other magical or supernatural means.

When they materialize, figments have a quasi-real existence that lacks the substantial nature of normal creatures. They shift and move about in odd ways, never quite forming a solid body upon which the eyes can rest. Yet they are capable of interacting with reality to a significant degree. Usually when the dream state that brought about the figment ends, however, the figment will fade from existence.

While figments can not inflict lethal wounds, they can still cause severe trauma to their foes and leave them vulnerable to other hazards.

On highly-magical planes or locations, figments can sometimes be sent to clerics or druids as a portent of some dire event that is about to occur. The figment serves as a divinational metaphor of the danger, rather than the actual hazard. For this reason they are often called harbingers.

Sample Figment

A gigantic gray wolf seems to radiate shimmering waves of hazy air from its heavy fur. Its eyes glare with menace and its mouth is drawn back in a threatening snarl.

This example uses a dire wolf as the base creature.

Figmentary Dire Wolf
Large Animal (Extraplanar)
Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 14 (-1 size, +2 Dex, +3 deflection), touch 14, flat-footed 12
Base Attack/Grapple: +4/+15
Attack: Bite +11 melee (1d8+10 non-lethal)
Full Attack: Bite +11 melee (1d8+10 non-lethal)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trip
Special Qualities: Quasi-real, low-light vision, scent
Saves: Fort +6, Ref +7, Will +8
Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills: Hide +0, Listen +7, Move Silently +4*, Spot +7*, Survival +2*
Feats: Alertness, Run, Track, Weapon Focus (bite)
Environment: Domain of Dreams
Organization: Solitary or pack (5–8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–18 HD (Large)
Level Adjustment: —

A beast born of the darkest nightmares, this huge slobbering wolf preys upon those who dream it into existence.

Combat

A figmentary dire wolf hunts alone or in packs, relentlessly running down the prey and then seeking to tear it into shreds with powerful fanged jaws. Due to their partially insubstantial form, however, the bite attacks of this manifestation merely inflict pain and psychological trauma upon the opponent. Figmentary dire wolves will use maneuver and tripping tactics to bring down their prey.

Trip (Ex): A figmentary dire wolf that hits with a bite attack can attempt to trip its opponent (+11 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 dire wolf.

Quasi-Real (Ex): A figmentary dire wolf has a continuous *nondetection* ability as the spell (caster level 6th). In addition, due to its transitory state, a figment creature gains a +2 bonus on all Willpower saving throws but suffers a -2 penalty on all Fortitude saving throws. (These are already factored into the statistics.)

Skills: A figmentary dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent. When not in its native domain of dreams, a figmentary dire wolf receives a +4 circumstance bonus on Move Silently checks and a -2 circumstance penalty on Listen and Spot checks.

Creating a Figment

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

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

Size and Type: The creature gains the extraplanar subtype, but otherwise the creature type is unchanged. Size is unchanged. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.

Armor Class: Change any natural armor bonus to a deflection bonus, and adds this to any existing deflection armor bonus. Otherwise same as the base creature.

Attack: A figment retains all the attacks of the base creature. It does not receive a penalty to its attack bonus for using lethal attacks to inflict non-lethal damage. (See below).

Damage: Any lethal damage inflicted by the attacks of the figment becomes non-lethal damage. Otherwise same as the base creature.

Special Attacks: A figment retains all the special attacks of the base creature. However the effect of these special attacks changes as follows:

- Any damage dealt by a special attack becomes non-lethal damage.
- If an attack by the base creature deals damage to Strength, Dexterity, or Constitution, the figment instead deals damage to Intelligence, Charisma, or Wisdom, respectively. This damage is inflicted by persistent subconscious fears, nightmares, and delusions.

- A petrification special attack of the base creature instead puts the target in a coma-like stupor with an intelligence of zero. This condition can not be removed by a *stone to flesh* spell, but can be remedied by a *remove curse* or *restoration* spell.
- Energy drain attacks draw a portion of the life force into the domain of dreams. If an energy drain attack is sufficient to kill the subject, it instead gains the figment template with its full class levels and Hit Dice. This template can be removed only after the negative levels are lost, using the same means as is used to restore levels from energy drain.

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

Quasi-Real (Ex): A figment creature has a continuous *nondetection* ability as the spell (caster level equal to HD). In addition, due to its transitory state, a figment creature gains a +2 bonus on all Willpower saving throws but suffers a -2 penalty on all Fortitude saving throws.

Skills: Outside their native domain, figments have a +4 circumstance bonus on Move Silently checks and a -2 circumstance penalty on Listen and Spot checks. Otherwise same as the base creature.

Treasure: None.

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Flame Enzine

Author: Robert J. Hall.
Tiny Elemental (Fire)
Hit Dice: 1/4d8 (1 hp)
Initiative: +5
Speed: 50 ft. (10 squares)
Armor Class: 18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
Base Attack/Grapple: +0/-13
Attack: Slam +7 melee (1 plus 1d4 fire)
Full Attack: Slam +7 melee (1 plus 1d4 fire)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Singe, swarm
Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves: Fort +0, Ref +7, Will +1
Abilities: Str 1, Dex 21, Con 10, Int 1, Wis 12, Cha 10
Skills: Hide +14*, Jump +4, Listen +2, Spot +2
Feats: Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Pack (5–9) or swarm (10–100)
Challenge Rating: 1/8
Treasure: None
Alignment: Always neutral
Advancement: 1/6 HD (Small)
Level Adjustment: —

A tiny, hot flame dances rapidly to and fro, its energetic body never standing still for a moment. It has no distinct features and just appears to be an ordinary flame acting of its own volition.

These tiny elemental creatures resemble an

unusually intense, gold and blue flame. They are normally found traveling in a pack, dancing rapidly from place to place and rarely stopping in one spot for more than a second. They have no readily discernible features detectable with normal sight, although beings with darkvision will see three dim spots arranged in a triangle near the base.

Flame enzines are hardy elemental creatures and can live in relatively cool areas that are little favored by other beings from their plane. Although they will never voluntarily leave their home plane, they can be surprisingly at home in cooler locations, such as the prime material plane, save for the unpleasant presence of moisture.

These are relatively long-lived creatures, despite their small size, and are capable of reproducing well into old age. To breed, all they need is a source of readily combustible materials and a dry environment. They reproduce asexually, and have no gender.

The flame enzine can exist for long periods without food, but become ravenous when a combustible material is nearby. They particularly enjoy stirring among the ashes of a fire looking for small kernels of unburned materials to consume. Flame enzines also like to bask in the warmth of an open flame for as long as the fire continues to burn. They have sometimes been known to accompany fire elementals when summoned to the prime material plane.

Combat

When alone, the flame enzine is a meek creature, seeking only to preserve its existence. In larger numbers, however, the enzine become more curious and aggressive, actively searching and poking about their environment. They never initiate combat with significantly larger creatures, even when amongst a pack. If threatened, they will form a shifting, darting mass that makes it difficult to target individuals.

Singe (Ex): A flame enzine's slam attack deals bludgeoning damage plus fire damage from the flame enzine's burning body. Creatures hitting a flame enzine with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack.

Vulnerability to Cold (Ex): Double damage from cold except on a successful save. Due to their unusual resilience to cold, they gain a +2 bonus to this save. They suffer damage from exposure to water, automatically becoming stunned by fog or mist and are completely snuffed out when submerged.

Swarm (Ex): Each group of sixteen flame enzines behaves as a swarm and gains the swarm traits. But in all other respects a swarm can be treated as a single medium fire elemental with 4 HD.

Skills: Due to its agile and wispy nature, a flame enzine gains a +8 bonus to its Jump skill. *In a dark or dimly illuminated area, a flame enzine is as noticeable as a torch and so suffers a -16 penalty to its Hide skill.

Fleshbound Vampire

Author: Sean K. Reynolds. (*Pav's description by editor.*)

Fleshbound vampires are bloodsucking undead creatures possessing superior physical abilities. Although they are undead, they can breed with each other to produce young or infect humanoids by forcing them to ingest vampire blood. Damaged by sunlight, garlic, and silver, vampires are not bound to coffins and lack many of the strange abilities often attributed to supernatural vampires.

Vampires appear just as they did in life, although they are often more pale than their living counterparts and their eyes sometimes have an unnatural glow in firelight. They cast shadows and have reflections in mirrors.

Vampires speak any languages they knew in life.

Sample Fleshbound Vampire

This example uses a 2nd-level human fighter as the base creature.

Pav, Human Male Fleshbound Vampire, 2nd-Level Fighter
Medium-Size Undead
Hit Dice: 2d12+6 (19 hp)
Initiative: +5
Speed: 20 ft. (4 sqaures)
Armor Class: 25 (+7 masterwork half-plate, +2 masterwork large steel shield, +6 natural), touch 10, flat-footed 25
Base Attack/Grapple: +2/+6
Attack: Masterwork longsword +8 melee (1d8+4/19–20); or masterwork mighty (+4) composite longbow +8 ranged (1d8+4/x3)
Full Attack: Masterwork longsword +8 melee (1d8+4/19–20); or masterwork mighty (+4) composite longbow +8 ranged (1d8+4/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, create spawn

Special Qualities: Damage reduction 10/silver, fast healing 5, resistance to cold and electricity 10, slow regeneration, turn resistance +4, darkvision 60 ft., fleshbound vampire weaknesses
Saves: Fort +3, Reflex +7, Will +0.
Abilities: Str 19, Dex 21, Con —, Int 10, Wis 10, Cha 12.
Skills: Handle Animal +6, Hide +6, Jump +2, Listen +8, Move Silently +6, Ride +12, Spot +8
Feats: Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Quick Draw, Toughness (x2), Weapon Focus (longsword).
Challenge Rating: 3
Alignment: Lawful Evil

A gaunt, almost cadaverous man with a pasty complexion is wearing a suit of reinforced chain mail, and he is armed with a long sword and a kite shield. His eyes almost seem to flash in the light.

Pav was born the child of a fleshbound vampire, and so came naturally to his condition. His family dwelled in an abandoned underground safe-house beneath a sprawling city. Since the night his parents were slain by a self-righteous paladin, Pav has earned a living performing various nefarious tasks for a power-hungry member of the city council. He has been well-rewarded for his actions, and now has plans to build up a band of fleshbound vampiric followers. When he is ready, he will seek vengeance against the man who slew his family.

Gear: masterwork longsword, masterwork mighty (+4) composite longbow, 20 arrows, masterwork half-plate, masterwork large steel shield, potions (*inflict moderate wounds, Bull's strength*).

Creating a Fleshbound Vampire

"Fleshbound vampire" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The fleshbound vampire template can be inherited (for natural fleshbound vampires) or acquired (for risen fleshbound vampires).

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus or saves. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

Armor Class: The base creature's natural armor improves by +6.

Special Attacks: A fleshbound vampire retains all the base creature's special attacks and gains those described below.

Blood Drain (Ex): A fleshbound vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of Constitution drain each round the pin is maintained.

Create Spawn (Ex): A humanoid or monstrous humanoid slain by a fleshbound vampire's blood drain attack rises as a fleshbound vampire 1d3 days after its death. These new vampires are not under the control of the fleshbound vampire that created it in any way.

Special Qualities: A fleshbound vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A fleshbound vampire has damage reduction 10/silver.

Fast Healing (Ex): A fleshbound vampire heals 5 points of damage each round so long as it has at least 1 hit point. A fleshbound vampire harmed by silver or magic weapons cannot heal that damage until all of its other damage has been healed, and even then only heals at a rate of 1 point of damage per round.

Slow Regeneration (Ex): Fleshbound vampires can slowly regenerate lost limbs over the course of 1d4 days, but cannot reattach severed limbs.

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

Turn Resistance (Ex): A fleshbound vampire has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +6, Wis +2, Cha +2. As undead creatures, fleshbound vampires have no Constitution score.

Skills: Fleshbound vampires receive a +8 racial bonus on Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

Feats: Fleshbound vampires gain Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Environment: Any, usually same as the base creature.

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 fleshbound vampire spawn).

Challenge Rating: Same as the base creature +1.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +4.

Fleshbound Vampire Weaknesses

Like supernatural vampires, fleshbound vampires have a number of weaknesses.

Garlic: Fleshbound vampires can be killed by garlic. A single clove of garlic crushed onto a weapon allows the weapon to inflict one negative level upon a fleshbound vampire in addition to its normal damage (this is an exception to the rule that undead are immune to negative levels); each application has a limit of one successful strike, in the manner of poisoned weapons. An entire vial of garlic juice injected into or consumed by the vampire inflicts 2d4 negative levels. If the vampire's negative levels ever meet or exceed its actual hit dice, the fleshbound vampire is destroyed.

Sunlight: Fleshbound vampires cannot withstand sunlight. Exposing one to sunlight for a full round causes it to take damage equal to its maximum hit points, killing it instantly. A fleshbound vampire exposed to sunlight for less than a full round loses half its maximum hit points. Cover or concealment reduces the amount of damage by the amount of cover or concealment (so being exposed to sunlight for a full round through nine-tenths cover, such as an arrow slit, means the fleshbound vampire only loses one-tenth of its maximum hit points).

Staking a Fleshbound Vampire's Heart: A fleshbound vampire's heart vulnerable to certain attacks. A wooden stake or a silver weapon thrust into its heart can destroy it instantly (a weapon with a metal blade and wooden shaft, such as a spear, can be used in this manner at a -4 penalty to hit because of the extra force needed to push past the blade). To strike its heart, an opponent must use a full-round action to aim for its heart with a melee weapon (the opponent may use a bow or crossbow if they are adjacent to the vampire).

Making a heart strike draws an attack of opportunity from the defender and from all threatening foes. The attacker then makes an attack roll at -4 (the penalty for using a spear or similar weapon stacks with this penalty); if the attack succeeds, the vampire suffers normal damage and must make a Fortitude save or be destroyed instantly. The save DC is 10 + damage dealt. The attack is not a critical hit, nor does sneak attack damage apply.

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Garnamond

Author: Robert J. Hall.
Large Elemental (Earth)
Hit Dice: 6d8+18 (46 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple: +4/+13
Attack: Slam +9 melee (1d8+5)
Full Attack: 2 slams +9 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, improved grab
Special Qualities: Darkvision 60 ft., elemental traits, fast healing 1
Saves: Fort +9, Ref +2, Will +8
Abilities: Str 21, Dex 10, Con 16, Int 11, Wis 22, Cha 16
Skills: Diplomacy +6, Knowledge (local) +4, Knowledge (any one field) +2, Listen +16, Sense Motive +10, Spot +16
Feats: Alertness, Cleave, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary or pair
Challenge Rating: 4
Treasure: No coins; double goods (gems only); standard items
Alignment: Usually neutral good
Advancement: 7–14 HD (Large); 15–18 HD (Huge)
Level Adjustment: —

What at first glance appears to be a massive cluster of clear quartz crystal is actually a creature with a roughly humanoid form, including two heavy, arm-like limbs. A single gold-hued crystal sits in the center of a head-like bulge.

Originating from the mineral plane, these beings are the ever-patient and resolute guardians of particularly beautiful underground caverns. They rest stoically year after year, warding magnificent rock gardens, beautiful limestone deposits, or other underground wonders.

A garnamond is an almost amorphous being composed entirely of crystal. In their contemplative mode these mineral creatures resemble a large cluster of clear quartz. The sole exception is a single, fist-sized golden gem in the upper part that appears as if it had been cut by a master artisan.

Garnamond move about and manipulate their environment by the rapid growth and shrinkage of their collective crystalline body, reshaping themselves into the appropriate form needed for the current purpose. Thus they can reshape themselves into the crude form of any creature or formation they desire. As they move about and reshape themselves, the collective reforming of the crystals creates a steady and almost-pleasing tinkling sound.

Their crystalline body is normally clear white in hue, save for their large, golden eye. However their color quickly changes with shifts in mood, ranging from an angry red to a blissful deep blue.

Combat

While tolerant and even nonchalant about their sanctum, the garnamond takes its charge very seriously. Those individuals who appear ready to mar the environment or attack the body of the garnamond will be quickly warned away by menacing postures and a crunching growl. Ignoring these warnings will bring down the full wrath of this mineral guardian.

The garnamond is sufficiently intelligent that it can discern which members of a group are threats to the cavern, and which are merely protecting themselves. The later will normally be given an opportunity to withdraw from the conflict, after the violators have been dealt with.

The body of the garnamond is exceptionally hard and resilient, allowing it to withstand all but the most powerful blows. It is also quite powerful and can bludgeon or knock down an opponent with appendages it creates for this purpose. The amorphous body of the garnamond allows it to wrap parts of itself around the limbs or weapons of an opponent, locking them tightly in place. The garnamond is not especially quick or agile, however, and moves with a slow, lumbering gait.

If the normal attacks of the garnamond fail in their purpose, it can resort to more extreme methods. It can sacrifice a portion of its body to produce a breath weapon consisting of many tiny fragments of razor sharp crystal.

Breath Weapon (Ex): 60-foot cone, once per three rounds, 4d6 laceration damage, DC 16 Reflex half. The save DC is Constitution-based. The garnamond takes 3d6 damage whenever it uses its breath weapon.

Improved Grab (Ex): To use this ability, the garnamond must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Garnamond Society

The garnamond is normally kindly and even slightly trusting by nature and does not view intrusions to its home with great suspicion. Indeed they take a distinct pleasure at seeing visitors enjoy the vista of their cavern and will even come to their aid if they are attacked by foul beings. Those who are familiar with a garnamond lair will often stop there during their travels, as they know they will be afforded significant protection while they rest.

Garnamond are capable of speaking after a fashion, although the words sound like the constant crunching of broken glass and can be difficult to understand. They can learn most languages and can master some lore, although it would require a patient teacher since they study at a painfully slow rate. They are extremely long-lived, however, and thus may have accumulated many unusual facts over the centuries.

As their primary duty is to the underground cavern that they ward, a garnamond will not typically be found wandering around in the underdark. However they are not overly zealous about their charge and will allow anybody to enter their domain and marvel at the wonders to be seen.

As it approaches death, the garnamond will shatter itself into many tiny wriggling crystal larvae that scatter into the surrounding rock. These seek a partner crystalline larvae to merge with and form a new garnamond body. The crystalline larvae spawned by a dying garnamond can each merge with a seed from another garnamond to grow into a new adult garnamond within one decade. This new

garnamond retains a portion of the memories of each branch of its ancestry, going back many generations.

Ghorig

Author: Robert J. Hall.
Ghorig, 1st-Level Rogue
Small Humanoid (Goblinoid)
Hit Dice: 1d6 (3 hp)
Initiative: +2
Speed: 30 ft., fly 40 ft. (poor)
Armor Class: 13 (+2 Dex, +1 leather armor), touch 12, flat-footed 11
Base Attack/Grapple: +0/-4
Attack: Dagger +1 melee (1d3/19–20) or dart +2 ranged (1d3)
Full Attack: Dagger +1 melee (1d3/19–20) or dart +2 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6
Special Qualities: Darkvision 60 ft., trapfinding
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 11, Dex 15, Con 10, Int 9, Wis 13, Cha 6
Skills: Balance +6, Climb +2, Hide +11, Listen +8, Move Silently +11, Sleight of Hand +5, Spot +11
Feats: Alertness, Endurance[B]
Environment: Temperate plains
Organization: Solitary or gang (2–5)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +0

This little humanoid has a warty green hide, bristly hair, and a flat, ugly face with a jutting jaw filled with small fangs. Its slender arms form bat-like wings of leathery flesh.

These beasts are winged goblin spies that were created by a cambion ogre magi of great power. They are somewhat shorter than normal goblins, with stiff hairs arranged in a bristle around the ears, and a warty, dark-green hide. Their wings are bat-like, with dark green flaps of skin stretched between the slender fingers.

Ghorig are awkward flyers overall, but capable of soaring and gliding for great distances. Being typically few in number, they are often held in reserve for special missions rather than fighting together as a horde. Their keen night sight makes them especially suited for scouting missions over enemy territory. On the ground, a ghorig can be equipped with a long knife, darts, and a leather vest, cap, and leggings.

Combat

In most respects ghorig are very similar to their goblin cousins. As the scouts of the goblin hordes, ghorig rarely stick around to fight unless the odds are heavily in their favor. They prefer to strike from ambush, and use their flying ability to stay out of harms way.

Skills: Ghorig gain a +4 racial bonus to Move Silently and Spot checks. They gain the Endurance feat as a bonus feat.

Challenge Rating: Ghorig with levels in NPC classes have a CR equal to their character level -1.

Ghorig as Characters

Ghorig characters possess the following racial traits.

— -2 Strength, +4 Dexterity, -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 ¾ those of Medium characters.
— A ghorig's base land speed is 30 feet. It also has a fly speed of 40 feet (poor).
— Darkvision out to 60 feet.
— +4 racial bonus on Move Silently and Spot checks.
— Bonus feat: Endurance.
— Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
— Favored Class: Rogue.
— Level Adjustment: +0.

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

Giant

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Combat

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial

bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium 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.

Cyclopes

Author: Robert J. Hall.
Large Giant
Hit Dice: 12d8+72 (126 hp)
Initiative: -1
Speed: 40 ft. (8 squares)
Armor Class: 20 (-1 size, -1 Dex, +9 natural, +3 natural), touch 8, flat-footed 20
Base Attack/Grapple: +9/+22
Attack: Morningstar +17 melee (2d6+9) or slam +17 melee (1d6+9) or rock +7 ranged (2d6+9)
Full Attack: Morningstar +17/+12 melee (2d6+9) or 2 slams +17 melee (1d6+9) or rock +7 ranged (2d6+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Thunderbolt, resistance to electricity 10, rock throwing
Special Qualities: Rock catching, glowing eye
Saves: Fort +14, Ref +2, Will +4
Abilities: Str 28, Dex 7, Con 22, Int 8, Wis 11, Cha 6
Skills: Climb +10, Jump +10, Listen +4, Spot +4; *either* Craft (stonemasonry) +8 *or* Craft (any one smithing) +8 *or* Profession (any one) +5
Feats: Cleave, Combat Reflexes, Great Cleave, Point Blank Shot, Power Attack
Environment: Warm hills
Organization: Solitary or gang (2–5)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

This giant has a dusky, red-hued flesh, and a large, glowing eye in the center of its elongated face. It has a powerful build and moves in a clumsy manner, waddling from leg to leg.

These powerful giants are distinguished by the single eye in the center of their forehead that emits a light like a burning flame. The hard flesh of a cyclopes is a dark, red-brown hue, with coarse black hair on their head, back, and legs. They wear simple garb made from animal skins, and rarely if ever bathe. Cyclopes are meat eaters who consume flesh raw, and are not particular about what they are eating.

While plodding thinkers that are noted only for their dull wits, they are also quite skilled at working simple metals and building structures. Usually they are solitary creatures, but cyclopes are sometimes recruited by more powerful beings that can harness their unique skills and abilities.

Combat

The cyclopes' preferred weapon is the thunderbolt that they can magically produce in their hands. However their aim is poor due to their lack of depth perception, so they will typically close quickly with an opponent and smash them with a weapon or stomp them into the ground. When fighting with a powerful ally possessing good aim, the cyclopes can produce thunderbolts for the ally to hurl.

Thunderbolt (Sp): Once every three rounds, a cyclopes can produce a bolt of lightning. This can be maintained in the hands for up to a minute or hurled at a target. If an ally is immune to electricity, the thunderbolt can also be handed to that creature, who must then hurl it within a single round before it vanishes. Only a single such thunderbolt can be produced at a time by each cyclopes.

On a successful ranged touch attack the opponent is dealt 6d6 electricity damage by the thunderbolt. Any creatures within 5 feet of the struck target must succeed on a DC 22 Fortitude save or be deafened for 1d6 rounds by the thunderous noise. The range increment of the thunderbolt is 90 feet. The save DC is Constitution-based.

Rock Throwing (Ex): The range increment is 60 feet for a cyclopes' thrown rocks.

Glowing Eye (Ex): The eye of a cyclopes can continually radiate light in a 30-foot cone that is as bright as daylight, and dim light within 30 feet beyond that. Creatures that normally take penalties in bright light also take them from the glowing eye. This glow can be activated or disabled as a free

action by the cyclopes.

Skills: *A cyclopes gains a +4 racial bonus on Craft skills involving metal working or stone masonry.

Second Sight

Some cyclopes possess a special ability known as second sight, which allows them to foresee the future. These cyclopes have Wisdom scores of at least 14 and spell-like abilities, which they use as 7th-level clerics. Three times per day they can use *augury*, and once per day *divination*.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, cyclopes also gain the following special benefits.

- The save DC of the thunderbolt is equal to 10 + ½ HD + Constitution modifier.
- The damage inflicted by the thunderbolt equals 1d6 per 2 HD.

Giant, Sea

Author: Robert J. Hall.
Gargantuan Giant (Aquatic)
Hit Dice: 16d8+96 (168 hp)
Initiative: +1
Speed: Swim 50 ft. (10 squares)
Armor Class: 17 (-4 size, +1 Dex, +10 natural), touch 7, flat-footed 16
Base Attack/Grapple: +12/+33
Attack: Gargantuan shortspear +17 melee (2d8+9); or Gargantuan net +11 melee
Full Attack: Gargantuan shortspear +17/+12/+7 melee (2d8+9); or Gargantuan net +11 melee
Space/Reach: 20 ft./20 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 30 ft., low-light vision, resistance to cold 20
Saves: Fort +16, Ref +6, Will +6
Abilities: Str 28, Dex 12, Con 23, Int 11, Wis 12, Cha 9
Skills: Handle Animal +2, Listen +15*, Move Silently +10, Survival +9
Feats: Cleave, Great Cleave, Improved Overrun, Power Attack, Weapon Focus (net)
Environment: Temperate aquatic
Organization: Solitary, gang (2–5), hunting/raiding party (6–9 plus 1–3 orca whale *or* 2–4 huge shark), or tribe (21–30)
Challenge Rating: 13
Treasure: No coins; double goods; standard items
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: —

This giant has distinctly reptilian features, with a dark green scaly flesh and a long, sleek tail. A spiked dorsal fin runs down the back. Its emerald eyes are slitted like a cats, and it has large, spiny ear lobes that fold back against its head.

This enormous race of seafaring amphibians share a common ancestor with the lizardmen. Some time in the distant past, however, they were changed into the largest of the common giant races. The hands of the sea giants are webbed for swimming, but are still capable of handling weapons and tools fashioned from coral. A spiked dorsal fin peaks at the rib cage, then runs the length of their back to the tail.

The tough, slick, dark-green hide of the sea giant provides considerable protection, and streamlines their movement through the water. Their eyes are slitted vertically much like a cat, and provide excellent vision underwater. They also have small ear openings that sense minute noises from passing fishes and other denizens of the depths.

Sea giants are incapable of standing upright on dry land, partly since they have a shark-like tail, and also because the ocean water supports much of their impressive bulk.

Combat

Sea giants travel in hunting parties to trap and slay large creatures, such as whales or dire sharks. They often gather orcas to join their hunt and round up the prey. Typically, a sea giant hunting party is armed with razor-sharp coral spears, and they employ a large net made from tough shark hide.

As sea giants dwell underwater, they lack the rock throwing and rock catching abilities of most giants.

Spell-Like Abilities: 3/day—*know direction, speak with animals* (aquatic only). 1/day—hide from *animal* (DC 21) Caster level 16th. The save DCs are Charisma-based.

Skills: A sea giant has a +4 racial bonus to Listen checks while their head is underwater. They do not gain this bonus to sounds coming from the air above, and have a -4 penalty to Listen checks when their head is above the water.

Sea Giant Society

The sea giant clans typically reside in clusters of underwater caves, surrounded by delightful gardens

decorated by beautiful coral and many tropical fishes. The clans grow extensive fields of seaweed in the ocean shallows. They have some limited commerce with lizardmen, but usually avoid contact with other surface dwellers. They are greatly feared and hated by other intelligent sea dwellers, which they sometimes enslave to work the farms.

There may be a rare offshoot of the sea giants who inhabit large, freshwater lakes. These are smaller than their sea-going cousins, and are not held in high regard by true sea giants. Even their cultures are quite divergent, with lake giants being said to be far more benevolent and sophisticated than the somewhat brutal sea giants. Most sea giants avoid unsalted water unless necessary, so the two races rarely meet.

Sea Giant Characters

A sea giant's favored class is fighter. Most sea giant leaders are fighters or warriors. Sea giant clerics worship an evil god of the sea and can choose any two of the following domains: evil, law, and water.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sea giants also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.

Ginkgosa, Carnivorous

Author: Robert J. Hall.
Huge Plant
Hit Dice: 8d8+32 (50 hp)
Initiative: +1
Speed: —
Armor Class: 18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+21
Attack: Tentacle +12 melee (1d6+7)
Full Attack: 9 tentacles +12 melee (1d6+7)
Space/Reach: 15 ft./15 ft. (20 ft. with tentacles)
Special Attacks: Improved grab, constrict 1d6+7
Special Qualities: Damage reduction 5/slashing, detect magic, blindsight 40 ft., limited spell resistance 18, plant traits, vulnerability to fire
Saves: Fort +10, Ref +3, Will +2
Abilities: Str 24, Dex 12, Con 19, Int 1, Wis 11, Cha 1
Skills: Listen +11
Feats: Diehard, Endurance, Weapon Focus (tentacle)
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Treasure: Double standard
Alignment: Always neutral
Advancement: 9–15 HD (Huge); 16–21 HD (Gargantuan); 22–30 HD (Colossal)
Level Adjustment: —

A hardy, leaf-less plant with deep red-hued bark has grown and spread into an extensive mass that resembles a giant root system. Many of the thicker branches sprout pale brown cones that are partly enclosed in a basket shell.

The ginkgosa is a vine-like species that has evolved for dwelling underground. The ginkgosa draws all of its energy directly from its pale, bulb-like appendages. These bulbs draw magical energy out of the environment and convert it into nutrition for the plant. The ginkgosa has no need for leaves, but it does grow an extensive network of tough roots and limbs that seek out sources of the minerals it requires. Most of these sources can be found in the surrounding rock, but one variety of ginkgosa has become carnivorous and partially animated in order to capture the required nutrients and sources of magic.

There are several varieties of ginkgosa to be found, but all resemble the branching roots of an old tree. The limbs vary in thickness from slender growths up to branches as thick as a human thigh. They are covered by a tough, red bark that can be difficult to cut. In addition, the limbs are covered in long black thorns that make them unpleasant to grasp without thick gloves.

Here and there the odd, magical bulbs of this plant will appear, while their small, budding seeds can be found erupting from a multitude of locations. The magical bulbs resemble the closed flower heads of artichokes, although they are pale brown in hue and partly enclosed in a hard shell basket.

The ginkgosa can grow in a variety of different conditions underground, emerging out of narrow cracks and resiliently clinging to virtually any stone surface. In some places the plant can smother entire walls in their strong, spiny branches, while in neighboring passages only a few wilted limbs might appear.

The plant propagates itself by growing many small seeds that ripen to form a bland but edible nut. Once ripe the dark brown nut can be consumed and it will provide a modicum of nutrition to the

consumer. However the hard, inner seeds can cause a digestive disorder very similar to diarrhea. As a result the creature will quickly pass the seed through the system and deposits it in a new location. If culled when they first sprout, the young ginkgosa bulbs can also serve as an ingredient in several alchemical formulas, as well as medicinal herbs.

Combat

The carnivorous ginkgosa lies in wait patiently until it senses a source of magic within reach. It then strikes out with its powerful tendrils to grab the target and draw it toward the body. The victim is then constricted by the limbs until life is snuffed out. The plant slowly grows its body around a source of magic until it is completely buried. Those seeking magical treasures captured by a carnivorous ginkgosa will need to chop away at the dense layers of bark and wood surrounding the core.

An opponent can attack a ginkgosa's tentacles with a sunder attack as if they were weapons. Each carnivorous ginkgosa's tentacles has 10 hit points. If the tentacle is currently grabbing an opponent, the ginkgosa takes a -4 penalty on its opposed attack roll to resist the sunder attempt.

If a carnivorous ginkgosa is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attack. The carnivorous ginkgosa regrows severed tentacles in 2d10 days.

Constrict (Ex): A carnivorous ginkgosa deals 1d6+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a carnivorous ginkgosa 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 constrict.

Detect Magic (Ex): A carnivorous ginkgosa can *detect magic* as the spell (caster level 8th) at will as a free action.

Limited Spell Resistance (Ex): A carnivorous ginkgosa has spell resistance equal to its Hit Dice + 10 (maximum 25). However it does not have spell resistance against spells that are from the plant domain or specifically target plants.

Poisonous Bulbs (Ex): Ingested, Fortitude DC 14, initial and secondary damage 1d2 Con. The save DC is Constitution-based with a -4 modifier. On a successful save, a creature is no longer poisoned by ingesting the bulbs. The poison can be neutralized by cooking the bulbs properly.

Glashans

Author: Robert J. Hall.
Large Elemental (Air)
Hit Dice: 2d8 (9 hp)
Initiative: +4
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 13 (-1 size, +4 Dex), touch 13, flat-footed 9
Base Attack/Grapple: +1/+5
Attack: Shocking touch +5 melee (1d6)
Full Attack: Shocking touch +5 melee (1d6)
Space/Reach: 10 ft./10 ft.
Special Attacks: Electrical body, discharge, magnetic control
Special Qualities: Damage reduction 5/—, metal sense 60 ft., darkvision 60 ft., immunity to electricity, resistance to cold 5 and fire 5, elemental traits, plane shift
Saves: Fort +0, Ref +7, Will +1
Abilities: Str —, Dex 18, Con 10, Int 3, Wis 13, Cha 12
Skills: Listen +4, Spot +4
Feats: Weapon Finesse
Environment: Elemental Plane of Air
Organization: Solitary, cluster (2–5), or swarm (6–16)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–5 HD (Large)
Level Adjustment: —

A pale, glowing form dances about excitedly in the air, its chaotic shape constantly changing. The glow varies in hue from a light red to blue and even violet, with odd-shaped pockets of green or yellow appearing closer to the center.

These mysterious elemental beings have only been observed on the prime material plane when dry winds sweep up steep, barren mountain faces. Their magnetic forms dance and cavort across the crags, leaving a trail of singed plants and magnetized iron scraps and stones. They can appear spontaneously out of electrical plasma and remain for several days thereafter. The glashans thrive on social activity with their own species and enjoy creating beautiful electrical aura displays in clustered formations.

The glashans possesses both magnetic and electrical qualities, and prefer to linger in regions

where conditions are ripe for lightning storms. Something about bare-sloped, rugged mountains allow these beings to move easily between the planes and take advantage of heavily charged conditions along the iron-rich rocks. They have few physical requirements, other than a dry and highly charged environment. Glashans have the ability to cross over to the prime material plane for short periods, and are most likely to do so when the air is dry and heavily charged with ozone.

Combat

These beings are so utterly alien to a material world that they do not comprehend the existence of natural life forms. Thus they perceive creatures merely as a random phenomenon and do not purposefully set out to attack them. If some means could be found to communicate with these beings, they can usually be dissuaded from inflicting the damage that they can unintentionally cause.

Like a lightning bolt drawn to a rod, glashans are attracted to sharp metallic objects in the vicinity, such as swords or daggers. They can sense metallic objects from up to 60 feet away, and will move to investigate.

Metal Sense (Ex): Glashans can sense the presence of refined metal within 60 feet. This functions as Blindsense ability against creatures carrying metal objects. Any opponent that the glashans cannot see still has total concealment against the glashans.

Electrical Body (Ex): Creatures hitting a glashans with natural weapons, all-metallic weapons, or unarmed attacks take shock damage as though hit by the glashans' attack. Any electrical spells that strike a glashans will heal the elemental at the rate of 1 point per 2 points of the damage normally inflicted. Devices or spells intended to ward against electricity will also provide protection against damage from a glashans.

Discharge (Ex): If completely immersed in a body of water, a glashans will immediately expend itself in an electrical discharge that inflicts 4d6 points of electrical damage to anything in contact with the same body of water within a 30-ft. radius. A DC 15 Fortitude save will half this damage. The save DC is Constitution-based and includes a +4 racial bonus. The glashans is automatically killed by this discharge.

Magnetic Control (Ex): A glashans are able to manipulate electricity conducting objects using a magnetic flux field that behaves as an *unseen servant* spell (caster level 2nd.)

Plane Shift (Su): This ability affects only the glashans and it can be used once per day. It is otherwise similar to the spell (caster level 9th.)

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, glashans also gain the following special benefits.

- The save DC of the discharge is equal to 14 + ½ HD + Constitution modifier.

Goblin, Firedeep

Author: Robert J. Hall.
Firedeep Goblin, 1st-Level Warrior
Small Humanoid (Goblinoid)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 16 (+1 size, +1 Dex, +2 leather armor, +1 light shield, +1 natural), touch 12, flat-footed 15
Base Attack/Grapple: +1/-4
Attack: Stone club +0 melee (1d4-1); or sharp-edged rock +2 ranged (1d3-1)
Full Attack: Stone club +0 melee (1d4-1); or sharp-edged rock +2 ranged (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., resistance to fire 5, spell-like abilities, light sensitivity
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 8, Dex 12, Con 13, Int 9, Wis 11, Cha 6
Skills: Hide +5, Listen +7, Move Silently +5, Spot +3
Feats: Alertness
Environment: Underground
Organization: Gang (4–9), band (10–80 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-5th level), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 lieutenants of 4th level, 1 leader of 5th-7th level)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +0

This undersized humanoid has pale, glistening white flesh, with a flat face, pointed ears, pale eyes, broad nose, and a wide, fanged mouth. Its hair is a short stubble on top of its scalp. It stands upright but slightly stooped, with gangly arms that dangle almost to the floor.

Deep in the bowels of the earth, where the rock is hot enough to burn the flesh and the groundwater turns to steam, dwells this little known goblinoid race. The firedeep are a forgotten creation of the goblin gods, and are distant cousins to the goblin that dwell upon the surface. These goblins are, however, strikingly different in certain respects.

The rough flesh of the firedeep goblin is an ash-white hue, and the pupils of their eyes are equally pale. Their hair is a short, pale gray stubble that only grows on the back of their heads and down the neck. An odd layer of slime coats the tough skin, protecting the firedeep from the extreme temperatures at these depths. They are normally clothed only in a crude lizard-hide garb that serves as poor armor.

The blood of the firedeep goblin is a blackened ichor that moves of its own accord when torn from the body. This ichor will sting the flesh of any creature it touches, and leaves small boils upon the skin. However this damage is negligible and will quickly heal after a few days.

Because they were created for life in the lower depths these goblin have lost the normal sight of the surface dwellers, and have great difficulty seeing in bright light. Instead they have developed exceptional hearing and very effective darkvision.

Apart from their ability to withstand the withering heat found deep underground, the distinguishing ability of the firedeep goblin is their *stone shaping* power. They are quite adept at this ability and can form stone into shapes and forms that can pass for decent-quality sculpting. They employ this to reshape the stone about their homes into an organic hive of chambers and tunnels that will rapidly bewilder most invaders.

Combat

Due to their innate ability to reshape common rock, firedeep goblins are able to form weapons and bucklers out of stone. These implements are almost as effective as metal and wood. They are adept at reshaping their underground environment and turning narrow tunnels into death traps.

Spell-like Abilities: 1/day—*stone shape*. Caster level 5th or the firedeep goblin's class levels, whichever is greater.

Light Sensitivity (Ex): Firedeep goblins are dazzled in bright sunlight or within radius of a *daylight* spell.

Firedeep Goblin Traits (Ex): Firedeep goblins possess the following racial traits.

— -2 Strength, +2 Dexterity, -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 ¾ those of Medium characters.
— A firedeep goblin's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Resistance to fire 5.
— +1 natural armor bonus.
— Special Qualities (see above): spell-like abilities, light sensitivity.
— Automatic Languages: Undercommon, Goblin. Bonus Languages: Dwarven, Orc, Terran.
— +2 racial bonus on Listen and Move Silently checks.
— Favored Class: Rogue.

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

Firedeep Goblin Society

Although it seems that life in the hot depths should be all but unbearable, the firedeep goblins have fared well in this environment. There are a surprising variety of extreme life forms this deep beneath the earth, and the clans never want for food. Instead much of their spare time is spent warring upon each other, or making the occasional forays into the cooler passages above in search of booty.

The firedeep goblin society is a continual struggle for supremacy, and only the craftiest members of the tribe rise to become leaders and mate with the females. As few other races can survive down here, the firedeep goblins settle for making slaves of the other firedeep goblins captured during raids.

In most other respects the firedeep goblin society is similar to that of other goblins. There are certainly cultural differences, and a greater emphasis on stone working and shaping. But these goblins worship the same gods, and have the same skills and clan organization as their brethren.

Green Jack

Author: Robert J. Hall.
Medium Plant
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +2/+3
Attack: Slam +3 melee (1d4+1)
Full Attack: 2 slams +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., plant traits, vulnerable to fire, tree companion, wild empathy, woodland stride
Saves: Fort +5, Ref +3, Will +4
Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 16, Cha 14
Skills: Climb +2, Hide +8*, Knowledge (nature) +9, Listen +6, Move Silently +7*, Spot +6, Swim +5
Feats: Alertness, Endurance
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–12 HD (Medium)
Level Adjustment: —

A man-like creature rises from the undergrowth, its body covered in a dense cloak of plant leaves. The exposed flesh on its face is a light brown hue, and it has brown, unblinking eyes.

The green jack, or jack of the green, is a primitive spirit of nature with the physical form of a man. It is cloaked with a flesh of oak leaves and has a body made entirely of wood. The green jack dwells alone in the forest, where the trees and other growths are its ward. A single oak among these trees is magically linked to the green jack, and the two share a special bond.

Green jacks speak Common and Sylvan. They rarely seeks company, although they may occasionally associate with elves, druids, rangers, and other guardians of nature.

Combat

The green jack is a reclusive creature that has little desire for combat. He will, however, fight relentlessly to defend his natural ward. He uses his spells and special abilities to confuse or lead astray his foe, only resorting to personal combat when all else has failed.

Spell-Like Abilities: At will—*hide from animal* (DC 13), *speak with plants*; 3/day—*entangle* (DC 13), *goodberry, warp wood* (DC 14); 1/day—*plant growth* (DC 15), *tree shape*. Caster level 6th. The save DCs are Charisma-based.

Tree Companion (Su): A green jack is magically linked to a single oak tree. As long as he remains within 100 feet of this tree, he gains *fast healing* 2. But he is dealt half of all damage inflicted against this same tree, regardless of his current location.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a green jack has a +4 racial bonus on the check.

Woodland Stride (Ex): A green jack may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Skills: Green jacks are naturally buoyant and it has a +4 racial bonus on any Swim check to stay afloat. He also has a +4 racial bonus on Hide, Knowledge (nature) and Move Silently checks. *In areas of heavy undergrowth, the Hide bonus increases to +12.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, green jacks also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the number of Hit Dice, or 6th level, whichever is greater.
- 4–6 HD — Add 1/day—*tree stride* to spell-like abilities.
- 5+ HD — Add 1/day—*wood shape* to spell-like abilities.
- 6–11 HD — Natural armor improves to +8.
- 7–9 HD — Use *tree shape, tree stride* and *wood shape* 3/day.
- 8+ HD — Add 1/day—*plant growth* to spell-like abilities.
- 9+ HD — Add 1/day—*command plants* to spell-like abilities.
- 10+ HD — Use *tree shape, tree stride* and *wood shape* at will.

- 11+ HD — Add 1/day—*wall of thorns* to spell-like abilities.
- 12 HD — Natural armor improves to +9.

Gryphon

Author: Robert H. Nichols.
Tiny Magical Beast
Hit Dice: 2d10+2 (13 hp)
Initiative: +2
Speed: 15 ft. (3 squares), fly 60 ft. (good)
Armor Class: 18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple: +2/-6
Attack: Bite +6 melee (1d3)
Full Attack: Bite +6 melee (1d3) and 2 claws +1 melee (1d2)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 11, Dex 14, Con 13, Int 4, Wis 12, Cha 7
Skills: Hide +15*, Listen +2, Move Silently +3, Spot +4
Feats: Weapon Finesse
Environment: Temperate forests
Organization: Solitary
Challenge Rating: ½
Treasure: 1/10 coins; 1/10 goods; no items
Alignment: Always chaotic good
Advancement: 3–4 HD (Tiny)
Level Adjustment: +1

The front portion of this hybrid creature possesses the head, wings, and legs of a raptor, while the hind quarters are feline in form. It has large furry ears like a cat, and the predatory gleam of a hawk in its eyes.

A gryphon has the head (plus big furry ears), front legs, and wings of a bird of prey, and the rear legs and tail of a lion. This is the description of the most common gryphon, but there are other breeds. A snake-gryphon has the head of a snake, the body of a feline, and the legs of a bird. A lion-gryphon looks for all the world like a lion with bird-like hind legs. Like crows they seem to enjoy owning treasure and 'sparklies', and are understandable irritated at humans who try to steal from their caches. Good-aligned wizards often seek these magical creatures to be their familiar.

Gryphons can communicate, speaking Common as well as Auran.

Combat

The gryphon has a nasty bite, and its claws are razor sharp. but overall a gryphon avoids combat if at all possible.

Skills: Gryphons can vary their skin colorations somewhat, though not as much as a pseudodragon. With this ability, a gryphon gains a +4 racial bonus to Hide checks. *In the deep woodlands, where gryphons make their home, this bonus improves to +8.

Half-Arachnid

Author: Robert J. Hall.

These horrible creatures are a nightmare blend of monstrous spider and a humanoid creature. They have the head, arms, and upper torso of the humanoid, and the body and six legs of a giant arachnid. On their face are the eight black eyes of a spider, with a fanged mouth surrounded by twitching, hairy mandibles. They are typically created by magical means, such as through a permanent curse or a potent ritual. Once formed they often breed true with their own kind.

Sample Half-Arachnid

This fearsome-looking monstrosity has the body and legs of a giant spider, and an upper body with muscular torso, a hideously ugly head, and two ungainly arms ending in powerful clawed hands. It is covered with a chitinous armor that is joined together with a rubbery hide, and its hair is bundled in thick, dirty clumps that seems to constantly writhe about.

This example uses a troll as the base creature.

Ollorog, Half-Arachnid Troll
Large Monstrous Humanoid
Hit Dice: 6d8+30 (57 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 16
Base Attack/Grapple: +6/+16
Attack: Claw +11 melee (1d6+6)
Full Attack: 2 claws +11 melee (1d6+6); bite +6 melee (1d8+3 and paralysis)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+6, cocoon

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 23, Dex 16, Con 21, Int 6, Wis 11, Cha 4
Skills: Climb +12, Listen +5, Spot +8
Feats: Alertness, Iron Will, Track
Environment: Cold mountains
Organization: Solitary, gang (2–4), or mob (6–11)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +6

These ugly creatures are an unnatural blend of a large, monstrous spider and a troll. They normally reside in remote, mountainous areas, but during their mating season they will often rove about as packs in the lowlands.

Ollorogs have the head, arms, and upper torso of a troll, and the body and six legs of a giant spider. On their face are the eight dark eyes of a spider, and they have a fanged mouth surrounded by twitching, hairy mandibles. Their flesh is a mottled light gray hue with a splash of darker green spots down their back and across the abdomen. Ollorogs are slightly shorter than normal trolls, but occupy a 10 ft. diameter area due to their six legs.

All ollorog have a ravenous appetite and are constantly on the hunt for food during the night hours. Because of their limited intellect, they can be easily distracted by some food left behind by fleeing prey.

Combat

Ollorogs prey on any and all creatures, attacking as a swarming group and using their paralyzing bite to subdue foes. They fight primarily with their front claws and a fanged mouth. They can wrap victims in a silk cocoon that is tough enough to hold all but the most powerful foes.

Rend (Ex): If an ollorog hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to an ollorog. If an ollorog loses a limb or body part, the lost portion regrows in 3d6 minutes. Severed members can not be reattached by holding it to the stump.

Paralysis (Ex): Those bitten by an ollorog must succeed at a DC 18 Fortitude save or be paralyzed by a toxin for 1d6+2 minutes.

Cocoon (Ex): When the victim is paralyzed, an ollorog can wrap it in a silk cocoon. Wrapping a paralyzed victim requires a full minute of activity. Once the paralysis wears off, the victim can escape the cocoon with a successful DC 18 Escape Artist check or burst it with a DC 20 Strength check. Both are standard actions.

Ollorog Society

Ollorogs prefer to dwell in the mountainous heights or in the darkness of the subterranean depths. Ordinarily the males travel in small groups of two to four. During their infrequent mating season, however, they will wander the lowlands in larger groups while traversing across to distant mountain habitats. These ollorog males rove the lands in swarming mobs, ravishing the lowlands for any form of prey.

Female ollorog typically form sizable packs with the eldest female serving as their leader. These packs will drive away any males unless they are required for mating purposes. Eligible males battle amongst themselves to determine the dominant male, and the winner mates with the entire pack. Due to their regenerative abilities, these battles can be long, drawn out affairs. But sooner or later each of the males will acknowledge one as superior.

As ollorog are outcasts from their ancestral deities, they worship no god. Instead they follow a form of ancestor worship, a religious belief that provides no shamanistic magical benefits, but does provide some degree of cultural identity.

Creating a Half-Arachnid

"Half-Arachnid" is an inherited template that can be added to any fey, giant, or humanoid creature (hereafter referred to as the base creature).

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

Size and Type: The creature's type changes to monstrous humanoid, and it gains the traits of that creature type. It retains any subtype except those that indicate kind. Size is unchanged.

Hit Dice: Change the dice type to d8. Do not change class HD.

Speed: Tiny or smaller half-arachnids have speed 20 ft. (4 squares) and climb 10 ft. All other half-arachnids have speed 30 ft. (6 squares) and climb 20 ft.

Armor Class: Natural armor is +1 for size medium creatures; +2 for large; +5 for huge; +10

for gargantuan, and +18 for colossal creatures. Use the natural armor rating of the base creature if it is higher. Creatures of size Small or smaller do not receive a natural armor from this template.

Attack: A half-arachnid gains a bite attack. It retains the primary attack method of the base creature.

Full Attack: A half-arachnid uses the normal attack of the base creature. It gains a bite attack that becomes a natural secondary attack, or the primary attack if there is no weapon or other natural attack.

Damage: If the base creature does not have a bite attack, use the damage value in the table below. Otherwise use the value below or the base creature's bite damage value, whichever is greater.

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

Special Attacks: A half-arachnid retains all the creature's special attacks and also gains a paralyzing ability.

Paralyze (Ex): Those bitten must succeed at a Fortitude save or be paralyzed by a toxin for 1d6+2 minutes. The save DC is Constitution-based.

Cocoon (Ex): Due to their merged form, the web silk is insufficiently strong to support the weight of the creature. Instead, when the victim is paralyzed, it is wrapped in a silk cocoon. Wrapping a paralyzed victim requires a full minute of activity.

Once the paralysis wears off, the victim can escape the cocoon with a successful Escape Artist check or burst it with a Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +2 racial bonus.

Special Qualities: In addition to the special qualities of the base creature, it gains tremorsense.

Tremorsense (Ex): A half-arachnid can detect and pinpoint any creature or object within 60 feet in contact with the ground.

Skills: A half-arachnid have a +2 bonus to Spot checks and a +6 racial bonus on Climb checks. Use either Strength or Dexterity for climb checks, whichever is higher.

Abilities: Adjust from the base creature as follows: Dex +2, Con -2, Wis +2, Cha -4.

Challenge Rating: Same as the base creature +1 (minimum 2).

Level Adjustment: Same as the base creature +1.

Half-Incarnate

Author: Robert J. Hall.

The magical nature of incarnates allow them to crossbreed with virtually any creature. Half-incarnates, the offspring of the resulting unions, are perfectly harmonized blends of the two creature's traits. When incarnate beings from the neutral-aligned planes travel to the mortal realms they occasionally become attracted to particularly representative mortals: whether human or ogre, elf or goblin.

The representatives of the neutral planes can appear in a great variety of forms, some of which mortals can find attractive despite their somewhat bestial appearance. Those whom the incarnate find appealing are always neutral and intelligent. The course of the pairing always follows the path that nature intended for their species, whether a brief coupling or a lifetime of caring union.

Whatever the form, a half-incarnate has the pristine, untainted appearance of a natural origin, rather than an abnormal creation of magic. They have certain odd, beastly features that are out of place for a base creature of their kind, but these are healthy additions, and form an elegant, flowing harmony with the whole.

The half-incarnate is the very essence of a primordial, balanced, natural being, and takes an instant dislike of extreme views and unnatural imbalances. They usually find civilized society uncomfortable and often seek an itinerant life of natural solitude, while striving to maintain proper balance in the world.

Sample Half-Incarnate

This is a powerful humanoid that stands 7 feet in height. It has a mottled, pale-green flesh, with a stand of spines across its scalp. The mouth is wide and fang-lined, and it has a stubby nose. A pair of slits resembling gills run down the front of its chest.

This example uses a bugbear as the base creature.

Half-Incarnate 8th-Level Bugbear Rogue
Medium Outsider (Augmented Humanoid, Native)
Hit Dice: 3d8+8d6+33 (74 hp)
Initiative: +8
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 21 (+4 Dex, +4 natural, +2 leather armor), touch 14, flat-footed 17
Base Attack/Grapple: +8/+12
Attack: Trident +14 melee (1d8+4); or javelin +12 ranged (1d6+4)
Full Attack: Trident +13/+8 melee (1d8+4); or javelin +12 ranged (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, sneak attack +4d6
Special Qualities: Darkvision 60 ft., damage reduction 5/magic, resistance to acid 10 and electricity 10, immune to polymorph, spell resistance 13, amphibious, evasion, improved uncanny dodge, trapfinding, trap sense +2
Saves: Fort +6 (+8 vs. poison or disease), Ref +13, Will +6
Abilities: Str 19, Dex 18, Con 17, Int 12, Wis 14, Cha 11
Skills: Bluff +8, Climb +9, Concentration +9, Escape Artist +13, Hide +18, Intimidate +3, Knowledge (local) +3, Listen +16, Move Silently +19, Search +11, Sense Motive +4, Spot +16, Survival +3, Swim +15, Use Magic Device +8
Feats: Alertness, Dodge, Improved Initiative, Mobility, Weapon Focus
Environment: Temperate mountains
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +5

This plane-touched being has physical qualities similar to a bugbear, with a mottled, pale green flesh that grows darker along the neck, spine and tail. The head is hairless and has a narrow mane of short, bristling spines. Forming a V-shape down the front chest is a set of gills. These are normally closed when the creature is on land, making the flesh appear almost seamless.

The gills and a finned tail allow this being to be as at home in the water as it is on land. This being wears specially fitted leather armor that allows it to use its gills and tail underwater.

In spite of its heritage this creature does not possess the evil bearing of the bugbear, and in many ways appears as a magnificent natural being that is completely at home in the wilds.

Combat

The half-incarnate bugbear is a creature of primordial nature that uses the wilds to its advantage. It stalks a foe, then typically strikes when the opponent's guard is down. Against a more powerful foe, the half-incarnate bugbear readies itself with his spell-like abilities, and then makes good use of his ability to smite non-neutral foes.

Smite Imbalanced (Su): Once per day the creature can make a normal melee attack to deal 11 points of extra damage against a fully non-neutral foe.

Spell-Like Abilities: 3/day—*magic fang, greater magic fang*; 1/day—*bull's strength, find the path, freedom of movement, true seeing*. Caster level 11th.

Skills: Half-Incarnate Bugbears have a +4 racial bonus on Move Silently checks.

Creating a Half-Incarnate

"Half-incarnate" is an inherited template that can be added to any corporeal creature with an Intelligence of 4 or more (referred to hereafter as the base creature).

A half-incarnate uses all the base creature's statistics and special abilities except as noted here. Roll on the following table to determine the additional physical traits of the half-incarnate that is added to the base creature.

1d100	Half-Incarnate Physical Feature
01–28	Enhanced scent
29–45	Gliding wings
46–54	Gills
55–59	Flexible wings
60–67	Two extra limbs
68–77	Bite attack
78–80	Bite and gore attack
81–83	Gore attack
84–88	Tail (slam) attack
89–92	Hoof (claw) attack
93–00	Roll twice on this table

The benefits of these physical features are described below.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-incarnates are normally native outsiders.

Speed: If the half-incarnate has wings it can fly. Flexible wings provide a fly movement of 60 ft.

with maneuverability good. Gliding wings provide a fly movement of 30 ft. with maneuverability of clumsy.

If the half-incarnate has gills it can swim. Unless the base creature has a better swim speed the creature can swim at the base creature's land speed.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attacks: If the half-incarnate has a claw, gore, bite, or slam attack, these are gained as attack forms. A half-incarnate with a claw or gore attack uses these as the primary weapons. If the base creature can use weapons, the half-incarnate retains this ability. A half-incarnate fighting without weapons uses its primary natural weapon when making an attack action. When it has a weapon, it uses the weapon instead.

Full Attack: A half-incarnate without weapons uses its best natural weapons when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and a bite as a natural secondary attack. If it has a free claw, it will uses the claw as an additional secondary attack.

Damage: If the half-incarnate has bite, claw, gore, or slam attacks but the base creature does not, use the damage values in the table below. Otherwise use the values below or the base creature's values, whichever are better.

	Damage			
Size	**Bite**	**Claw**	**Gore**	**Slam**
Fine	1	—	1	—
Diminutive	1d2	1	1d2	—
Tiny	1d3	1d2	1d3	1
Small	1d4	1d3	1d4	1d2
Medium	1d6	1d4	1d6	1d3
Large	1d8	1d6	1d8	1d4
Huge	2d6	1d8	2d6	1d6
Gargantuan	2d8	2d6	2d8	1d8
Colossal	4d6	2d8	4d6	2d6

Special Attacks: A half-incarnate retains all the special attacks of the base creature and gains the special attack described below.

Smite Imbalanced (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a fully non-neutral foe. (This attack can be used against a foe with either a lawful good, chaotic good, lawful evil, or chaotic evil alignment.)

Spell-Like Abilities: Half-incarnates with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated in the table below. Unless otherwise indicated, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	**Abilities**
1–2	*Magic fang 3/day*
3–4	*Bull's strength*
5–6	*Greater magic fang 3/day*
7–8	*Freedom of movement*
9–10	*True seeing*
11–12	*Find the path*
13–14	*Regenerate, repulsion*
15–16	*Spell turning*
17–18	*Summon nature's ally IX*
19+	*Foresight*

Special Qualities: A half-incarnate has all the special qualities of the base creature, plus the following special qualities.

— Darkvision out to 60 feet.
— Immunity to polymorph.
— Resistance to acid 10 and electricity 10.
— +4 racial bonus on saving throws against disease and poison.
— Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
— A half-incarnates natural weapons are treated as magic weapons for the purpse of overcoming damage reduction.
— Spell resistance equal to creature's HD + 10 (maximum 35).
— It can also gain a special quality based on its specific half-incarnate physical trait. If it has enhanced scent, it gains scent as a special quality. If it has flexible limbs, it gains improved grab as a special quality. If it has gills, it gains amphibious as a special quality.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int +2, Wis +4, Cha +2.

Skills: A half-incarnate gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-incarnate gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class skills.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always neutral

Level Adjustment: Same as base creature +4.

Half-Incarnate Characters

Humanoid half-incarnates often have a character class, preferring druids, barbarians, rangers, and clerics. Non-humanoids are also sometimes rangers or druids. Half-incarnate clerics serve the neutral deities, especially those of nature.

Half-Lich

Author: Paul M. Stefko. (*Chul'crogx's description by editor.*)

Whether through eldritch magic or dark pacts with vile entities, some few of the undead spellcasters called liches have been able to couple with mortal women. These so-called "lich-loved" inevitably give birth to children that for all appearances are healthy examples of their race. However, adulthood reveals their true nature—the hideous, part living, part undead half-lich.

While for most purposes a half-lich is considered undead, some factors give the creature a link to the living. Half-liches are not immortal, instead aging at a tenth of the normal rate for their race. This still yields a considerable life-span; even half-lich humans survive for centuries barring violence or accident. Also, half-liches are capable of mating with compatible mortals. Nine out of ten offspring conceived from such pairings will miscarry or result in a stillborn, but one out of ten will be a true half-lich, just as the parent was.

Other than these points, half-liches are undead just as their fathers. Their flesh slowly necrotizes as they age, growing dry or falling off completely, revealing the skeleton beneath. Half-liches may not be resurrected or raised, as their spirits are bound into their (un)dying flesh.

The connection a half-lich feels to the Negative Energy Plane gives him an insight into death. Half-liches are callous and uncaring at best, hideously sadistic at worst.

Half-liches speak Common and gain languages as other characters do.

Sample Half-Lich

This example uses a 5th-level troglodyte cleric as the base creature.

Chul'crogx
Half-Lich 5th-Level Satyr Bard
Medium Undead
Hit Dice: 3d12+5d6 (37 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +4 natural, +1 deflection), touch 13, flat-footed 15
Base Attack/Grapple: +5/+5
Attack: Touch +5 melee (1d6+2 negative energy) or head butt +5 melee (1d6) or short bow +8 ranged (1d6/x3)
Full Attack: Touch +5 melee (1d6+2 negative energy) or head butt +5 melee (1d8+1) or short bow +8 ranged (1d6/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Damaging touch, pan pipes
Special Qualities: Damage reduction 10/bludgeoning and magic, low-light vision, +2 turn resistance, resistance to cold 20 and electricity 20, immunity to polymorph and mind-affecting effects, bound soul, undead traits, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competance
Saves: Fort +2, Ref +10, Will +9
Abilities: Str 10, Dex 14, Con —, Int 15, Wis 13, Cha 17
Skills: Appraise +6, Bluff +13, Concentration +4, Hide +20, Jump +2, Knowledge (nature) +10, Listen +16, Move Silently +18, Perform +15, Search +10, Sense Motive +10, Sleight of Hand +4, Spot +12, Spellcraft +6, Tumble +10, Use Magic Device +0
Feats: Alertness[B], Dodge, Improved Initiative, Mobility, Weapon Focus (shortbow)
Environment: Underground
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Chaotic neutral
Level Adjustment: +5

This disturbingly-ugly being somewhat resembles a horned man with the legs of a goat. But he is almost unnaturally gaunt and lean. His bones project out through his scabrous, wrinkled flesh, and his dark eye sockets appear empty above his slack-jawed mouth.

This creature result of bizarre breeding experiments by a lich witch, who magically bound a satyr to serve as her mate then later slew him in an evil ritual. Chul'crogx grew and matured under the guidance of the lich witch's multitude of charmed

slaves, producing a conflicted creature with few scruples and many strange desires. Dissatisfied with her experiment, the lich witch cast her spawn adrift into the wilds to fend for itself.

Eventually seeking company, he found a blind half-elf dwelling at an old tree-house hostelry in the sylvan woods. She taught him the bardic lifestyle and he learned to entertain travellers. However, in time his changing appearance proved entirely too disturbing for some of the guests and he elected to depart.

Now he dwells alone in the forests, sometimes briefly entertaining the rare passing merchant or traveler after donning a magical disguise. The half-lich has lived well over two normal lifetimes, and has become remarkably witty and resourceful.

Combat

Pipes (Su): Chul'crogx can play a variety of magical tunes on his pan pipes. When he plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 18 Will save or be affected by *charm person, sleep,* or *fear* (caster level 10th; Chul'crogx chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Bard Spells Known (3/4/2) 0—*detect magic, flare, ghost sound, mending, prestidigitation, summon instrument*; 1st—*charm person, disguise self, silent image, summon monster I*; 2nd—*darkness, invisibility, scare.*

Bound Soul (Ex): Chul'crogx may not be *raised* or *resurrected*. Nothing short of a *wish* or *miracle* may return Chul'crogx if he has been destroyed.

Gear: +1 short bow, +1 ring of protection, 30 arrows, pan pipes, 425 gp.

Creating a Half-Lich

"Half-lich" is an inherited template that can be added to any humanoid creature (hereafter referred to as the "character"). A half-lich has all the character's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase current and all future Hit Dice to d12.

Armor Class: The half-lich has +2 natural armor or the character's natural armor, whichever is higher.

Attack: A half-lich has a touch attack that it can use once per round. If the base creature can use weapons, the half-lich retains this ability. A creature with natural weapons retains those natural weapons. A half-lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A half-lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A half-lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A half-lich without natural weapons has a touch attack that uses negative energy to deal 1d6+2 points of damage to living creatures; a Will save (DC 10 + 1/2 half-lich's HD + half-lich's Cha modifier) halves the damage. A half-lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d6+2 points of extra damage on one natural weapon attack.

The half-lich may not attack itself in order to heal by way of negative energy.

Special Qualities: A half-lich retains all the base creature's special qualities and gains those listed below.

Turn Resistance (Ex): A half-lich has +2 turn resistance.

Damage Reduction (Su): A half-lich's undead body is tough, giving the creature damage reduction based on its Hit Dice:

Hit Dice	Damage Reduction
1–3	5/bludgeoning and magic
4–12	10/bludgeoning and magic
13+	15/bludgeoning and magic

It's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Resistances and Immunities (Ex): Half-liches have resistance to cold and electricity 20. They are immune to polymorph (though they can use polymorph effects on themselves) and mind-affecting attacks.

Bound Soul (Ex): A half-lich may not be *raised* or *resurrected*. Nothing short of a *wish* or *miracle* may return a half-lich that has been destroyed.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a half-lich has no Constitution score.

Skills: Half-liches have a +4 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Any non-good.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Half-Medusa

Author: Sean K. Reynolds. (*Koz's description by editor.*)

Although they normally only breed among their own kind because their gaze petrifies all others, sometimes a medusa finds a mate that is unaffected by its stony stare. These half-medusa offspring inherit some of the traits of their snaky-haired parent.

A half-medusa generally resembles its non-medusa parent, save that its partly scaly skin tends to be an earthy color and it has four to six snakes growing from its head mixed in with its hair. Some individuals have red-rimmed eyes, and others have eyes that only show red when using their petrifying gaze. Many conceal their hair under a hooded cloak or a large hat when travelling in disguise.

A half-medusa generally speaks whatever languages its medusa parent speaks.

Sample Half-Medusa

This example uses a 4th-level human rogue as the base creature.

Koz, Half-Medusa Human, 4th-Level Rogue
Medium-Size Monstrous Humanoid
Hit Dice: 4d6+4 (18 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 19 (+4 Dex, +4 *+1 studded leather*, +1 natural), touch 14, flat-footed 15
Base Attack/Grapple: +3/+2
Attack: Masterwork short sword +8 melee (1d6-1/19–20); or snakes +3 melee (1d4 plus poison); or masterwork dagger +8 melee (1d4-1/19–20); or masterwork short bow and masterwork arrow +9 ranged (1d6-1/x3)
Full Attack: Masterwork short sword +8 melee (1d6-1/19–20); or snakes +3 melee (1d4 plus poison); or masterwork dagger +8 melee (1d4-1/19–20); or masterwork short bow and masterwork arrow +9 ranged (1d6-1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrifying attack, poison, sneak attack +2d6
Special Qualities: Darkvision 60 ft., medusa blood, trapfinding, evasion, trap sense +1, uncanny dodge.
Saves: Fort +3, Ref +9, Will +3
Abilities: Str 8, Dex 18, Con 12, Int 14, Wis 13, Cha 12.
Skills: Climb +6, Decipher Script +5, Diplomacy +4, Disguise +5, Hide +11, Intimidate +4, Jump +6, Listen +8, Move Silently +11, Open Lock +13, Search +7, Spot +10, Use Rope +9.
Feats: Alertness, Dodge, Weapon Finesse.
Challenge Rating: 6
Alignment: Lawful evil

This athletic-physiqued humanoid is partly concealed beneath a dull brown hooded cloak. Its features hidden by clothes and shadows, except for a pair of brown, scaly hands. There is something oddly disturbing about the way the hood wriggles.

Koz is a wily rogue who dwells among the ruins of an old temple, relying on the legend of a medusa that once plagued the ruins to scare away intruders. Due to his fearful appearance and deadly abilities, Koz has few friends among human kind.

He has been fortunate in his dealings with the local criminal underworld, however, who appreciate his unique and formidable capabilities. As a result he has often had first pick of any loot, and is frequently called upon to perform dangerous and lucrative missions. At present he is primarily employed as a smuggler, running contraband shipments and storing stolen goods in the temple cellar.

Possessions: Masterwork short sword, masterwork dagger, masterwork short bow, 10 masterwork arrows, 10 *+1 arrows*, *+1 studded leather armor*, *+1 cloak of resistance*, *hat of disguise*, potions (*alter self, Eagle's splendor, cure moderate wounds, invisibility*), 50 ft. silk rope, grappling hook, masterwork thieves' tools, backpack, and 200gp.

Combat

Petrifying Attack (Su): 1/day—turn to stone permanently, 30 feet, Fortitude DC 13 save negates.

The save DC is Charisma-based.

Poison (Ex): Fortitude save DC 13, initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

Creating a Half-Medusa

"Half-medusa" is a template that can be added to any humanoid or monstrous humanoid of Small to Large size (referred to hereafter as the base creature).

A half-medusa uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to monstrous humanoid. Size is unchanged. Do not recalculate Hit Dice, base attack bonus, or saves.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the creature has).

Attack: A half-medusa has an attack by snakes that it can use once per round. If the base creature can use weapons, the half-medusa retains this ability. A creature with natural weapons also retains those natural weapons. A half-medusa fighting without weapons uses either its snakes attack or its primary natural weapon (if it has any). A half-medusa armed with a weapon uses its snakes or a weapon, as it desires.

Full Attack: A half-medusa without weapons uses either its snakes attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its sole attack.

Damage: A half-medusa without natural weapons has a snakes attack that deal 1d4 points of damage plus poison. A half-medusa with natural weapons can use its snakes attack or its natural weaponry, as it prefers. If it chooses the later, it deals 1d4 points of damage plus poison on one natural weapon attack.

Special Attacks: A half-medusa retains all of the special attacks of the base creature and also gains the following attacks:

Petrifying Attack (Su): A half-medusa's visage is less potent than its full-blooded parent; creatures are not turned to stone simply by looking at it. However, it can focus its power upon a single creature within 30 feet just like a medusa actively using its gaze as an attack action. The targeted creature can avoid the gaze as normal and if she fails to avoid the half-medusa's gaze she must succeed at a Fortitude save or be permanently turned to stone. The save DC is Charisma-based (DC 10 + 1/2 half-medusa's HD + half-medusa's Cha modifier). The creature can use this ability a number of times per day equal to its Charisma bonus (a creature with a Charisma of 11 or less cannot use this ability).

Poison (Ex): Injury, Fortitude save, initial damage 1d4 Str, secondary damage 2d4 Str. The save DC is Constitution-based. (DC 10 + 1/2 half-medusa's HD + half-medusa's Con modifier).

Special Qualities: A half-medusa retains all of the special qualities of the base creature, plus the following special qualities:

— Darkvision out to 60 feet.
— *Medusa Blood (Ex):* For all special abilities and effects, a half-medusa is considered a medusa. Half-medusas, for example, are immune to the gaze attacks of medusas, and vice versa.

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

Challenge Rating: Same as the base creature +2.

Alignment: Usually lawful evil.

Level Adjustment: Same as the base creature +4.

Hameh

Author: Eric Davis.
Medium-Size Undead
Hit Dice: 7d12 (45 hp)
Initiative: +4 (see text)
Speed: 10 ft. (2 squares), fly 30 ft. (average)
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Beak +7 melee (1d6+2)
Full Attack: Beak +7 melee (1d6+2) and 2 claws +5 melee (1d4+1)
Space/Reach: 5 ft. /5 ft.
Special Attacks: Horrific entrance
Special Qualities: Bloodlust, darkvision 60 ft., disappearance, undead traits
Saves: Fort +2, Ref +6, Will +7
Abilities: Str 14, Con —, Dex 19, Int 4, Wis 15, Cha 14
Skills: Hide +14, Listen +6, Spot +12
Feats: Multiattack, Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

This giant creature has the appearance of a great predatory bird with the soot-black feathers of a raven. Its beak is the hue of blood, and the eyes glare with a malevolent red gaze.

The hameh, sometimes called the *bloody bird*, is a hateful undead avian. It appears as an impossibly large raven, hawk, or eagle, but with all its body as black as the night. Its beak seems like it was dipped in blood and its eyes glow red with fury.

The most mysterious aspect of this beast is that of the conditions under which it appears. Hamehs never occur naturally, only being created with a twisted spell. A living creature that has had the proper spell cast on them will give life to the hameh if they are ever murdered or killed by another. The hameh, covered in the creator's blood, bursts out of the deceased's chest, ready to exact quick revenge upon the murderer.

During the short time it is in existence, the hameh's only goal is to kill it's creator's murderer. Once its goal is fulfilled, the hameh soars off into the sky. Upon reaching the edge of the atmosphere, it gates into the Abyss to announce that a murderer's soul will be arriving shortly.

Hameh never speak, but posses a chilling cry which resembles the mortal words for "give me drink."

Combat

Hameh exist only do kill a single target and to drink it's blood. They fly in close to the murderer, and attack with their full attack. They never hesitate to use their Bloodlust ability. Bloody birds only attack other beings if they are interfered with.

Horrific Entrance (Su): If the hameh's creator, or carrier, is killed through an act of violence (including melee or ranged attacks, spells, and spell-like abilities) performed by a living creature with an intelligence score of 3 or more, the hameh bursts out of the creator's chest. This effect is instantaneous. The hameh emerges at the exact second of its carrier's death, and assumes its carrier's initiative count.

The sight of the hameh bursting out is enough to disgust even the most hardened warrior. Intelligent creatures who can see the event must succeed on a DC 15 Will save or be shaken as long as the hameh is in sight. The save DC is Charisma-based.

Bloodlust (Sp): If the hameh is ever within 40 feet of it's target, it may use one of the below spell-like abilities upon itself:

- *blink*
- *displacement*
- *gaseous form*
- *haste*
- *tongues*
- *water breathing*

The caster level is 7th, and the specific effect is chosen by the hameh when it enters the 40-foot range. The effect can not be changed thereafter. This effect may not be dispelled, but it is repressed in an *antimagic field*.

Disappearance (Ex): Once a bloody bird kills it's target, a compulsion comes over it to fly into the sky, or toward the ceiling. When it reaches as far as it can go, it *plane shifts* to the Abyss. There is no way to prevent this by any force, whether it be the hameh, it's carrier, the evil cleric who cast the spell, or an outside force.

Skills: A hameh +8 racial bonus on Hide checks. They also have a +6 racial bonus on Spot checks.

Hameh Revival

Necromancy [Evil]
Level: Clr 7
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: 1 willing humanoid, monstrous humanoid, giant, or outsider
Duration: Permanent
Saving Throw: None
Spell Resistance: No

By use of this spell, taught only to the most bloodthirsty of dark clerics, you place such an enchantment upon a willing subject that a hameh emerges from their carcass upon their death.

The casting of this spell is a long ritual, involving you laying your hands on the kneeling subject. Both participants chant profane hymns. At the culmination of the ritual, you raise an elaborately written and bound sacred book into the sky, and the target being lights it on fire. From then on, if the target is killed by another (whether it be by a spell, attack, or any act of violence), a hameh will emerge from their corpse to exact revenge according to the description under the hameh's *Horrific Entrance* special ability.

Material Component: An elaborately written and bound sacred book (500 gp), written in blood using quills from a raven.

Hauntling

Author: Robert J. Hall.
Medium Undead
Hit Dice: 4d8 (18 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +3 studded leather armor, +1 light shield), touch 12, flat-footed 14
Base Attack/Grapple: +2/+3
Attack: Masterwork shortsword +4 melee (1d6+1), or touch +2 melee (spirit disruption)
Full Attack: Masterwork shortsword +4 melee (1d6+1), or touch +2 melee (spirit disruption)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spirit disruption
Special Qualities: Damage reduction 5/slashing, regeneration 4, darkvision 60 ft., +2 turn resistance, undead traits
Saves: Fort +1, Ref +2, Will +1
Abilities: Str 13, Dex 12, Con —, Int 7, Wis 10, Cha 13
Skills: Climb +5, Jump +2, Listen +4, Spot +4
Feats: Cleave, Power Attack
Environment: Any
Organization: Solitary
Treasure: Half standard
Challenge Rating: 4
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

The ghastly visage of a risen corpse appears before you, its pale, rotting form surrounded by a faintly-glowing, sickly-green nimbus. The empty eye sockets almost seem to glare with utter malice.

These eerie spirits are formed from the corporeal remains of a corpse and the lingering presence of its spirit. They are sometimes called "White Zombies" due to the pallor of their flesh. A hauntling is usually formed from a humanoid creature that was under the influence of a *geas* or *quest* spell. It must be slain by an undead, or through some form of negative energy, then become completely drained of blood. Hauntlings appear as partly-rotted corpses with pale white flesh, surrounded by an aura of sickly-green hue.

The incorporeal spirit of the dead creature lingers in the corpse, providing it an animating energy until its purpose is fulfilled. Some evil necromancers, knowing this property of spirits, have created hauntlings using magical rituals involving the requisite spells and blood-draining ceremonies. However this effect is not always reliable, and it depends a great deal on the psyche of the chosen victim. (Victims that fail a Will save at DC 19 become a hauntling; otherwise they immediately die.)

A hauntling retains some of the memories and many of the skills it possessed at the time it died. It behavior is more maniacal, however, and most will resort to whatever means necessary to fulfill its original quest.

Combat

A hauntling knows no fear, and will be unrelenting in any fight against an opponent that stands in its way. It will, however, generally ignore any creature or obstacle that does not prevent it from fulfilling its primary urge. Besides these differences, a hauntling will fight much as it would have while alive. It is often equipped with at least some of the equipment and implements it used prior to death.

Spirit Disruption (Su): Merely touching or being touched by a hauntling will cause a disruption of an opponent's life spirit. The creature must succeed on a DC 13 Will save or be dealt 1d6 points of Constitution damage. The save DC is Charisma-based.

Regeneration (Su): Positive energy and holy water do normal damage to a hauntling. If a hauntling loses a part of its body, the creature can reattach the severed member instantly by holding it to the stump.

Hiend

Author: Robert J. Hall.
Medium Monstrous Humanoid (Gnoll)
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+3
Attack: Greatclub +3 melee (1d10+1) or bite +3 melee (1d6+1) or bola +2 ranged (1d4 non-lethal)
Full Attack: Greatclub +3 melee (1d10+1) or bite +3 melee (1d6+1) or bola +2 ranged (1d4 non-lethal)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., resistance to cold 5, cold adaptation
Saves: Fort +2*, Ref +3*, Will +4*

Abilities: Str 12, Dex 10, Con 15, Int 8, Wis 12, Cha 8
Skills: Listen +2, Spot +2, Survival +3
Feats: Run
Environment: Cold plains
Organization: Solitary, pair, hunting party (6–20), or tribe (20–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +2

This humanoid creature is slightly larger than a human. It has a hyena-like head with a powerful, fanged jaw, and a body covered in a pale, shaggy coat of fur.

The hiend are a racial offshoot of gnoll that are descended from an infamous tribe of cold-dwelling half-fiends. While few of the original demonic traits still breed true among the hiend, the mixed blood has allowed them to successfully adapt to life in the bitterly-cold tundra regions.

Hiend are more stout but less powerful than a typical gnoll, and they have a thick, coarse and shaggy coat of pale fur that grows thinner during the summer months. Its leg paws are larger and wider than that of a gnoll, with webbing between the digits to provide improved traction in snow.

Combat

Hiend are proficient hunters who travel the wilds in search of game. They relish the ritual hunting other humanoid opponents, and when opportunity allows they sometimes track down and slaughter travelers just for sport. Prey are pursued relentlessly by the warriors of the tribe until the game is fatigued to the point of exhaustion. At that point it is surrounded and finished off in a sudden rush.

Spell-Like Abilities: 1/day—*ray of frost, touch of fatigue* (typical save DC 11). Caster level equals the hiend's Hit Dice. The save DC are based on Charisma and include a +2 racial modifier.

Cold Adaptation (Ex): Due to their fiendish bloodline, hiend gain resistance to cold 5. *They gain a +2 racial bonus on saving throws against cold, and have a +2 racial bonus on Balance and Tumble checks while on ice.

Hiend Society

The hiend have much in common with their erstwhile cousins, but are more self-sufficient and have little need for slaves who are just extra mouths to feed during the long winter months. Instead their tribes are intensely territorial, and view other intelligent species as a threat to their land. Most hiend will resort to the most horrific acts of brutality imaginable to strike fear into their foes, and the range of their hunting grounds are often marked by the disfigured remains of corpses propped up as a warning to intruders.

Most hiend dwell in remote regions far from civilization, traveling in small, semi-nomadic tribes. They have developed a fierce rivalry with winter wolves, who often hunt in the same areas. As they lack the resources to produce weapons and armor of metal, hiends use ivory, hide, and bone for their hunting implements, and occasionally trade with other evil races for rare metal tools they need.

Hiend as Characters

Most hiend leaders are barbarians or rogues. Hiend clerics worship the same deities as gnolls. Hiend characters possess the following racial traits.

— Strength +2, Constitution +4, Intelligence -2, Charisma -2.
— Size Medium.
— A hiend's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Weapon Familiarity: Hiends are proficient with the greataxe, bola, and all simple weapons.
— Racial Hit Dice: A hiend begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throws of Fort +0, Reflex +3, Will +3.
— Racial Skills: A hiend's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen, Spot, and Survival.
— Racial Feats: A hiend's monstrous humanoid levels give it one feat.
— +2 natural armor class bonus.
— +2 racial bonus on saving throws against cold.
— +2 racial bonus on Balance and Tumble checks while on ice.
— Natural Weapons: Bite (1d6).
— Special Attacks (see above): Spell-like abilities.
— Special Qualities (see above): Resistance to cold 5.
— Automatic Languages: Gnoll, Abyssal. Bonus Languages: Common, Giant, Goblin, Orc.
— Favored Class: Barbarian.
— Level adjustment +2.

Hodekin

Author: Robert J. Hall.
Small Fey
Hit Dice: 1d6+1 (4 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-4
Attack: Dagger +4 melee (1d3/19–20) or dagger +4 ranged (1d3/19–20)
Full Attack: Dagger +4 melee (1d3/19–20) or dagger +4 ranged (1d3/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Lethargy drug, spell-like abilities
Special Qualities: Damage reduction 5/cold iron, animal form, low-light vision, spell resistance 14
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 10, Dex 16, Con 13, Int 12, Wis 13, Cha 12
Skills: Bluff +8, Escape Artist +5, Hide +12, Intimidate +3, Listen +3, Move Silently +8, Sleight of Hand +7, Spot +3.
Feats: Weapon Finesse
Environment: Temperate hills
Organization: Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: 1
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 2–3 HD (Small)
Level Adjustment: +2

These humanoid creatures are less than half the height of a human, with mottled green flesh, unpleasant faces, a pert nose, and the pointed ears of an elf.

These mischievous creatures are descended from brownies that have been corrupted by the hateful beliefs of the Unseelie court. They are physically similar in appearance to brownies, but with a pronounced nose and larger ears. Their flesh has a greenish hue, with dark, mottled marks on the shoulders and along the sides of the chin. They are typically clothed in worn garb, and often have a rustic hat that they pull down tightly on their heads.

Hodekin are sneakily malicious in nature, and have a particular dislike of humans and their close kindred. Goblins are distant relatives of hodekin, from whom a few believe they descended.

Hodekin speak Sylvan and Goblin.

Combat

Hodekin will rely on sneakiness and trickery to place their foes at a disadvantage. The lethargy drug coating their blades is used to weaken opponents for the finishing blow.

Spell-Like Abilities: 1/*day*—*ghost sound, hideous laughter* (DC 12), *lesser confusion* (DC 12), *snare*. Caster level 7th. The save DCs are Charisma-based.

Lethargy Drug (Ex): An opponent hit by a hodekin's drug-coated dagger must succeed on a DC 13 Fortitude save or become Fatigued. After 1 minute, the subject must succeed on another DC 13 Fortitude save or become Exhausted. A typical hodekin carries 1d4-1 doses of the lethargy drug. Note that the hodekin are immune to this particular mixture.

Animal Form (Su): A hodekin can turn himself into any Tiny or Small animal at will. The possible forms are creatures of type Animal. This ability functions in all other respects to the *polymorph* spell. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

Skills: Hodekin have a +2 racial bonus to Bluff checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, hodekin also gain the following special benefits.

- Spell resistance equal to creature's HD + 13 (maximum 25).
- 2+ HD — Add 1/day—*cause fear, hide from animals* to spell-like abilities.
- 3+ HD — Add 1/day—*hold person, shatter* to spell-like abilities.

Hoodoo

Author: Robert J. Hall.
Huge Elemental
Hit Dice: 15d8+75 (142 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple: +11/+29
Attack: Slam +19 melee (2d10+10) or rock +8 ranged (2d6+10)
Full Attack: 2 slams +19 melee (2d10+10) or rock +8 ranged (2d6+10)
Space/Reach: 15 ft./15 ft.

Special Attacks: Earth mastery, push, rock throwing
Special Qualities: Damage reduction 5/—, darkvision 60 ft., rock catching, immobility, elemental traits
Saves: Fort +14, Ref +4, Will 6
Abilities: Str 30, Dex 8, Con 20, Int 7, Wis 12, Cha 10
Skills: Balance +7, Climb +15, Jump +11, Listen +7, Spot +7
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary, Gang (2–4), or Squad (6–10)
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral
Advancement: 16–20 HD (Huge)
Level Adjustment: —

An oddly-shaped stand of colorful, banded sandstone has been sculpted by the elements into an unusual shape. Suddenly the rock pile rises and begins to move with an awkward, lumbering motion.

These oddly-shaped rock creatures are found in arid regions that are replete with worn sandstone. They prefer locations atop high outcroppings so that they can maintain a watch of their surroundings, and are rarely seen to move unless they are disturbed. They have a passionate hatred of all things composed primarily of water and can attack without provocation when approached.

Hoodoo are creatures of elemental magic that embody the struggle between earth and water. Their body is composed of bands of sandstone of various hues of white, yellow, and orange. The strange shapes in which they appear are the result of their many battles with the element of water.

A typical hoodoo is about 15–20 feet tall, although smaller and larger forms exist. It speaks Terran.

Combat

The hoodoo is a heavy, lumbering fighter that is relentless on the attack. It prefers to travel across bare rock, and has some difficulty maneuvering in areas of dense foliage. It is unable to swim and must go around bodies of water or create a bridge of rocks to cross.

Breath Weapon (Su): 20-foot cone of fine sand, damage 1d8 and blinded for 1 round, Reflex DC 22 half damage and negates blindness.

Earth Mastery (Ex): A hoodoo gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the hoodoo takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): A hoodoo can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the hoodoo's opposed Strength checks.

Rock Throwing (Ex): Hoodoo are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A hoodoo can hurl rocks weighing 60 to 80 pounds each up to five range increments. The range increment is 120 feet.

Rock Catching (Ex): A hoodoo can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a hoodoo 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 hoodoo must be ready for and aware of the attack in order to make a rock catching attempt.

Immobility (Ex): A hoodoo can sit completely immobile for long periods of time, making it hard to identify as a creature. When perched motionless on a sandstone formation it takes a DC 15 Spot check to identify one.

Skills (Ex): Hoodoos have a +4 racial bonus on Balance and Climb checks. A hoodoo can always choose to take 10 on a climb check, even if rushed or threatened.

Hordling

Author: Robert J. Hall.
Small Magical Beast
Hit Dice: 1d10 (5 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +1/+0
Attack: Bite +4 melee (1d4+4)
Full Attack: Bite +4 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, ferocity

Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +2, Ref +2, Will +1
Abilities: Str 16, Dex 11, Con 10, Int 2, Wis 12, Cha 1
Skills: Jump +4, Listen +2, Spot +2, Survival +2
Feats: Power Attack
Environment: Warm desert
Organization: Pack (10–50), drove (50–200), or horde (200–1,000)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: 2–3 HD (Medium)
Level Adjustment: —

This ugly, almost hyena-like beast has a powerful body that tapers down from front to back. It is dark-hued, with a fang-lined jaw, beady eyes, a coarse, spiny coat, inadequate hind legs, and a limp tail.

These howling, jabbering abominations were created in the heart of chaos and exist only to consume. Hordling packs relentlessly haunt the barren lands, looking for any creatures to eat, regardless of how small or pitiful a meal they may provide.

As creatures go, hordlings are both revolting and terrifying to behold. Their tapered, fang-filled maws dominate their over-large heads. Small, beady eyes are set atop the head, with inadequate ear holes just behind. The body tapers from front to back, with powerful front shoulders and peculiarly small hammocks. Thick plates of cartilage along the back provide protection to the neck and back, favorite targets of rivals.

Hordlings are covered with a dark, spiny fur that is often tattered, patchy, and covered in dirt. A pathetic looking tail, bearing a small tuft at the end, drags along behind the creature. Almost every hordling is born with irregularities and deformations to their body, but any handicapped individuals are quickly weeded out of the packs at an early age.

When their numbers grow too great for the land to support, the hordling instinctively form great hordes and advance out of their lands destroying all in their path. Ravenous beyond measure, these hordes will flow forth without stopping to rest. They will not cease advancing until nearly all are slain or have starved to death. Fortunately, major incursions of this type are quite rare, only happening once every few centuries. More often their numbers are culled by constant fights between the packs.

Combat

The hordlings attack *en masse*, with the front ranks biting down to hold the prey while the remainder of the pack closes in to tear off swaths of flesh.

Attach (Ex): A hordling that hits with its bite attack latches onto the opponent's body with its powerful jaws and automatically deals bite damage each round it remains attached.

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

Ferocity (Ex): A hordling is such a tenacious opponent that it continues to fight without penalty even when disabled or dying.

Hydra, Chimerical

Author: Robert J. Hall.

Huge Magical Beast (Chaotic)

This great, reptilian beast has a powerful body, long tail, and a number of heads at the end of long necks. Each of the heads and necks has a different hue and appearance.

Although named for a creature with the heads of different creatures, a chimerical hydra is the by-product of raw, chaotic energies that have warped the form of a hydra in a strange manner. How this came to pass is a mystery, but the power that produced this monstrosity must be formidable indeed.

Each head of a chimerical hydra bears a different coloration pattern and possesses a unique breath weapon. The remainder of the body is oddly formed, with irregular bulges, pits, striations, varying textures, and mismatched limbs and necks. The tail is a strange bundle of tentacles of different hues, lengths, and shapes.

A chimerical hydra is identical to a standard hydra, except as noted below.

Special Attacks: Breath weapon.

Breath Weapon (Ex): The breath weapon of a chimerical hydra's head depends on the head color, as summarized on the table below. Regardless of its type, a chimerical hydra's breath weapon is usable once every 1d4 rounds. Most breath weapons allow

either a Reflex or a Fortitude save. The DC for the save against each breath weapon is 10 + ½ chimerical hydra's original number of heads + chimerical hydra's Con modifier.

To randomly determine the color and breath weapon for a chimerical hydra's heads, roll 1d12 for each head and consult the table below.

1d12	Color	Breath Weapon
1	Rust	Jet of flame 20-feet long, 10 feet wide and 10 feet high, deals 3d6 points of fire damage, Reflex half.
2	Purple	Jet of frost 20-feet long, 10 feet wide, and 10 feet high, deals 3d6 points of cold damage, Reflex half.
3	Black	Cloud of poisonous gas lasting 1 round, 20-foot cone, initial and secondary damage 1d4 Str, Fortitude negates.
4	Ochre	Cloud of blinding dust lasting 1 round, 30-foot cone, blinded for 1d4 rounds, Reflex negates.
5	Tan	Jet of acid, 20-feet long, 10 feet wide, and 10 feet tall, deals 1d10 points of acid damage, Reflex half.
6	Blue	Cloud of solid fog, 30-foot cone, lasts 2 rounds. This ability is equivalent of a 5th-level spell.
7	Ochre	Line of lightning, 30 feet long and 5 feet in diameter, deals 2d8 points of electrical damage, Reflex half.
8	White	Cloud of steam, 10-foot long, deals 2d6 points of fire damage, Reflex half.
9	Gray	Cloud of dust and grit, 15-foot long, deals 1d8 points of slashing damage, Reflex half.
10	Olive	Jet of stinking gas, 20-feet long, 10 feet wide, 10 feet high, nauseated for 1d3 rounds, Fortitude negates.
11	Yellow	Cloud of sparkling motes, 20-foot cone, *dispel magic* in area as the spell. (Caster level equals Hydra HD).
12	Cyan	Blast of sound, 30-foot cone, 3d6 points of non-lethal damage, Reflex half.

Challenge Rating: A chimerical hydra has the same challenge rating as a pyrohydra or cryohydra with the same number of original heads.

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Iecorn

Author: Robert J. Hall.
Medium Outsider (Extraplanar, Lawful)
Hit Dice: 9d8+27 (67 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple: +9/+12
Attack: Masterwork halberd +14 melee (1d10+4/x3), or masterwork composite longbow (+4 Str bonus) +11 ranged (1d8+4/x3), or gore +14 melee (1d6+4 plus paralysis)
Full Attack: Masterwork halberd +14/+9 melee (1d10+4/x3), or masterwork composite longbow (+4 Str bonus) +11/+6 ranged (1d8+4/x3), or gore +14 melee (1d6+4 plus paralysis)
Space/Reach: 5 ft./5 ft. (10 ft. with gore)
Special Attacks: Spell-like abilities, paralysis
Special Qualities: Damage reduction 10/chaos, darkvision 60 ft., immunity to fear and polymorph, resistance to acid 10 and electricity 10, magic circle against chaos, music immunity, spell resistance 20
Saves: Fort +9, Ref +8, Will +7 (+9 against mind-affecting)
Abilities: Str 18, Dex 15, Con 17, Int 10, Wis 12, Cha 14

Skills: Climb +14, Concentration +13, Intimidate +14, Jump +17, Listen +13, Profession (any one) +8, Search +8, Sense Motive +7, Spot +13, Swim +14
Feats: Combat Expertise, Dodge, Improved Trip, Iron Will[B], Weapon Focus (gore)
Environment: Any Lawful Neutral plane
Organization: Solitary, pair, squad (3–5), or troop (10–20)
Challenge Rating: 8
Treasure: Standard
Alignment: Always lawful neutral
Advancement: 10–15 HD (Medium); 16–21 HD (Large)
Level Adjustment: —

This creature has a long, snake-like body that is coiled up in a helix. Two tentacles emerge from the shoulders, and it has an ugly, flat face with bulldog-like features. The entire body is divided into a white and black half, making it appear almost surreal.

One of the most odd-looking creatures imaginable, an iecorn has the long, sinuous body of a serpent, the head and shoulders of a humanoid, and two tentacle-like arms. The lanky body is almost always coiled up in the shape of a helix, and it moves across the ground with an odd, sideways gyration. The iecorn has a bull dog-like face that only a mother could love, with a wide, abbreviated nose, a jowled jaw, oversized eyes, large, multi-lobed ears, and a single tapered horn at the top of the forehead.

The most bizarre aspect of this creature, however, its its coloration. The iecorn is divided evenly down the center into black and white, the black side having a white iris and white hair, while the white side has black hair and a black iris. Besides their feminine features, the females of the species are distinguished from the males by having the opposite coloration scheme, with black and white on the reversed sides.

Iecorns are industrious, scrupulously honorable, and unimaginative creatures that stick to a regular daily schedule that allows no variance. They have a strong dislike of the unexpected or overly creative, and their society is rigorously managed to avoid disruptions to occur. Iecorns have an extensive structure of laws and customs to cover every occasion, and they make exceptional judicial servants. In terms of art, fashion, and festivities, however, they are almost entirely lacking.

A coiled iecorn stretches about 8 feet in length and weighs nearly 240 pounds. It speaks Common, Abyssal, Celestial, and Draconic.

Combat

An iecorn is a disciplined and skilled fighter that carefully follows the orders of its superior down to the letter. Their battle tactics are unimaginative, but each contingency is planned down to the last detail and they are excellent tacticians. As a result they are stalwart foes that are nearly impossible to rout or demoralize in a prepared battle.

An iecorn's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*calm emotions* (DC 18), *command* (DC 15), *detect chaos, dimensional anchor*. 1/day—*dispel magic, greater command* (DC 21), *make whole, order's wrath* (DC 18). Caster level 9th. The save DC are Charisma-based.

Paralysis (Su): A creature hit by an iecorn's gore attack must succeed on a DC 17 Will save or be affected as though by *hold monster* (caster level 7th). Whether or not the save is successful, the creature cannot be affected by that same iecorn's paralysis ability for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Magic Circle Against Chaos (Su): A *magic circle against chaos* always surrounds an iecorn (caster level 5th). (The defensive benefits from the circle are not included in the statistics block above.)

Music Immunity (Ex): An iecorn is immune to any magical effect produced through music or by a musical instrument.

Skills: Iecorn have a +4 racial bonus on Jump checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, iecorn also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the paralysis is equal to 12 + ½ HD + Charisma modifier.
- Spell resistance equal to creature's HD + 11 (maximum 25).
- 11+ HD — Add 1/day—*hold monster* to spell-like abilities.
- 12–17 HD — Racial bonus to saves against mind-affecting magic improves to +4.
- 13+ HD — Add 1/day—*dictum* to spell-like abilities.
- 14+ HD — Use *greater command* 3/day.

- 15+ HD — Add 1/day—*shield of law* to spell-like abilities.
- 16+ HD — Damage reduction improves to 15/chaos.
- 17+ HD — Add 3/day—*mind blank* to spell-like abilities.
- 18+ HD — Racial bonus to saves against mind-affecting magic improves to +6.
- 19+ HD — Add 1/day—*mass hold monster* to spell-like abilities.
- 20+ HD — Use *greater command* at will.
- 21+ HD — Add 1/day—*time stop* to spell-like abilities.

Incarnate

Author: Robert J. Hall.

Incarnate creatures dwell in the nexus of the outer planes, the realms of neutrality, although they resemble beings found on the Material Plane. They are clearly more capable and impressive than their earthly counterparts. Incarnate creatures are neither perfect nor flawed in form, yet they appear as a type of idealized prototype for creatures of their form. They possess a subtle radiant essence that gives the incarnate creature a naturally enchanted appearance. Incarnates can have a great variety of forms that are akin to the creatures on untold numbers of worlds.

Sample Incarnate

This example uses a giant owl as the base creature.

Incarnate Giant Owl
Large Magical Beast (Augmented, Extraplanar)
Hit Dice: 4d10+4 (26 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 70 ft. (average)
Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Smite imbalance
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., resistance to acid 5 and electricity 5, spell resistance 15, superior low-light vision, scent
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills: Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats: Alertness, Wingover
Environment: Any neutral-aligned plane
Organization: Solitary, pair, or company (3–5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: +4 (cohort)

The incarnate giant owl resembles its namesake, but is even more alert and it attacks with an almost unnaturally silky smoothness. These are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures.

A incarnate typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It is completely free of scars and defects, yet somehow appears well tested in battle.

Combat

An incarnate giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead. It's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Imbalanced (Su): Once per day the incarnate giant owl can make a normal melee attack to deal 4 points of extra damage against a fully non-neutral foe.

Superior Low-Light Vision (Ex): An incarnate giant owl can see five times as far as a human can in dim light.

Skills: Incarnate giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks. *When in flight, incarnate giant owls gain a +8 bonus on Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, incarnate giant owls also gain the following special benefits.

- The smite imbalance attack deals additional damage equal to the creature's HD (maximum +20).
- Spell resistance is equal to creature's HD + 5 (maximum 25).
- 8+ HD — Resistance to acid 10 and electricity 10

- 12+ HD — Damage reduction 10/magic.

Creating an Incarnate

"Incarnate" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of any non-good, non-evil alignment (referred to hereafter as the base creature.)

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

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Incarnate creatures encountered on the Material Plane have the extraplanar subtype.

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

Smite Imbalanced (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a fully non-neutral foe. (Lawful good, chaotic good, lawful evil, or chaotic evil.)

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

— Darkvision out to 60 feet.
— Damage reduction (see the table below).
— Resistance to acid and electricity (see the table below).
— Spell resistance equal to creature's HD + 5 (maximum 25).

Hit Dice	Resistance to Acid and Electricity	Damage Reduction
1–3	5	-
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

If an incarnate creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any neutral-aligned plane.

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

Alignment: Always neutral (any).

Level Adjustment: Same as the base creature +2.

J'ghul

Author: Robert J. Hall.
Medium Outsider (Extraplanar, Lawful)
Hit Dice: 9d10+9 (54 hp)
Initiative: +8
Speed: 50 ft. (unarmored) (10 squares), climb 20 ft.
Armor Class: 20 (+4 Dex, +4 dodge, +2 natural), touch 18, flat-footed 16
Base Attack/Grapple: +9/+11
Attack: Unarmed strike +13 melee (1d8+2) or bite +13 melee (1d6+2)
Full Attack: Unarmed strike +13/+8 melee (1d8+2) or bite (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Monk training, *summon panther*
Special Qualities: Damage reduction 5/chaos, darkvision 60 ft., low-light vision, scent, resistance to acid 10 and electricity 10, spell resistance 14, claustrophobia
Saves: Fort +7, Ref +10, Will +9
Abilities: Str 15, Dex 18, Con 12, Int 6, Wis 17, Cha 10
Skills: Balance +7, Climb +5, Escape Artist +6, Hide +16, Jump +8, Listen +15, Move Silently +16, Spot +15, Survival +6, Tumble +15
Feats: Alertness, Dodge, Improved Initiative, Weapon Finesse
Environment: Any lawful neutral plane
Organization: Solitary, team (2–4), or squad (5–12)
Challenge Rating: 7
Treasure: Standard
Alignment: Always lawful neutral
Advancement: By character class
Level Adjustment: +6

This humanoid creature has distinctly panther-like features, including a sleek coat of black hair, and a feline head and limbs. It walks upright, but appears as though it could readily drop down and run on all fours.

Tall, lean, and generally humanoid in shape, the j'ghul also possesses the distinctive features and qualities of a panther. Except for the palms of the hands and the soles of their paws, their entire body is covered in a dense coat of sleek, shiny black fur.

The head and legs in particular are distinctively

feline, and they possess a fang-lined mouth, slitted pupils, and short, pointed ears. It does not, however, possess the tail of a cat. The most humanoid feature of a j'ghul is the hand, which has only a light coat of fur on the back and possesses three fingers and opposable thumbs for grasping objects.

Perhaps the greatest flaw in a j'ghul is a powerful, inate dislike of being underground or in enclosed spaces. They are at a strong disadvantage in such locales, and will maneuver to take the fight outdoors.

A j'ghul is about 7 feet tall and weighs about 280 pounds.

J'ghul speak Common, Elven, and Sylvan.

Combat

The j'ghul rely on their martial art skills to battle and overcome a foe. They fear little, and will readily take on even much larger foes. If a battle is going against them, they will often withdraw in good order to continue the fight another day. J'ghul are proficient in the use of all monk weaponry.

Monk Training (Ex): An adult j'ghul is trained in the same class abilities as a monk of 6th level. The bonus feats selected will vary depending on the school where the j'ghul was trained. A j'ghul that takes class levels as a monk does so as if she already had 6 levels of the monk character class.

Unlike most other races, a j'ghul that maintains a lawful neutral alignment is never subject to the prohibition against raising her monk level if she raises other classes by a level or more.

Summon Panther **(Sp):** Once per day a j'ghul can attempt to summon 1 incarnate panther with a 30% chance of success. (For game purposes a panther is the same as a leopard.) This ability is the equivalent of a 3rd level spell.

Claustrophobia: Whenever a j'ghul is in a completely enclosed indoor area or underground, it is shaken and takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. A window or open door to the outdoors is sufficient to negate this condition.

J'gul as Characters

J'gul characters posses the following racial traits.

— +2 Strength, +4 Dexterity, -2 Intelligence, +2 Wisdom.
— Medium size.
— A j'gul's base land speed is 50 feet, which includes a monk's +20 ft. unarmored speed bonus. It also has a climb speed of 20 feet.
— Darkvision out to 60 feet.
— Low-light vision.
— Scent.
— Racial Hit Dice: A j'ghul begins with nine levels of outisder, which provide 9d8 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fort +6, Ref +6, and Will +6.
— Racial Skills: A j'ghul's outsider levels give it skill points equal to 12 x (8 + Int modifier). Its class skills are Balance, Climb, Escape Artist, Hide, Jump, Listen, Move Silently, Spot, Survival, and Tumble.
— Racial Feats: A j'ghul's outsider levels give it three feats.
— +2 natural armor bonus.
— Natural Weapons: Bite (1d6).
— Special Attacks (see above): Monk training, *summon panther*.
— Special Qualities (see above): Damage reduction 5/chaos, resistance to acid 10 and electricity 10, spell resistance equal to 5 + class levels, claustrophobia.
— Automatic Languages: Common, Elven, Sylvan. Bonus Languages: Auran, Celestial, Draconic, Infernal.
— Favored class: Monk.
— Level Adjustment: +6.

J'gul Culture

The j'gul regard honor as the paramount virtue, and live their life according to a deeply held belief system from which they rarely stray. Dueling is a common means of settling differences between j'gul, and all will honor the results of the fight regardless of who is actually at fault. The rare j'gul who grossly violates their code is ritually banished from the society, and many such choose ritual suicide rather than following a life of dishonor.

The j'ghul are highly proficient and well trained in the arts of unarmed combat. Almost without exception they are prepared from birth for battle, and they have developed many unique and ingenious schools of martial arts. This extensive training, combined with their sharp cat-like senses, makes them deadly scouts, hunters, and fighters.

Personality-wise, the j'ghul are disciplined creatures who much prefer to function as members of an organized team. However they are highly capable of operating independently and generally live solitary lives when not at war. Once they are resolved on an action, they will persevere until it is

completed, regardless of the obstacles. They can be passionate beings, but their lengthy martial training gives them a strong discipline under even the most trying conditions. Thus they are not easily provided, and will fight only when they choose.

Most of the j'gul are bonded with specific clan groupings, in which they remain for their adult lifespan. These clans forma type of communal family, and any male or female within the clan is allowed to mate. Bonding outside the clan is expressly forbidden except under certain unusual circumstances.

Karkadann

Author: Robert J. Hall.
Huge Magical Beast
Hit Dice: 5d10+25 (52 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple: +5/+20
Attack: Bite +10 melee (2d6+7)
Full Attack: Bite +10 melee (2d6+7) and Gore +5 melee (2d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Gushing wound
Special Qualities: Spell-like abilities, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 24, Dex 15, Con 21, Int 6, Wis 10, Cha 11
Skills: Listen +6, Spot +6, Survival +5*
Feats: Alertness, Iron Will
Environment: Warm desert
Organization: Solitary
Challenge Rating: 5
Treasure: Magical horn
Alignment: Always neutral
Advancement: 6–9 HD (Huge)
Level Adjustment: —

This gigantic creature resembles a cross between a stag and a wolf. It has a light fur coat with hues of straw and gold. On its head are two straight horns, with the longer horn on the forehead and the smaller on the snout.

This ferocious predator has a voracious appetite, and is much feared by all grazing animals in its native lands. The karkadann resembles a huge, stag-like creature, with wolf-like features and a temperament to match. The hide has a coat of short hair that is straw-hued across the back and pale gold along the belly. Also known as a karg, it lives a solitary life at the edges of deserts and hot, barren lands.

The karkadann has two horns: one long, ivory horn in the center of the forehead and a squat, curved horn at the tip of the snout. The long horn is very tough, and sweats in the presence of poison. If the horn is severed from the creature it can be used to cast *detect poison* up to three times per day. The horn has a market value of 3,000gp.

One common tale concerning the karg is that it can be stilled by the presence of the ringdove bird, or by a young woman of pure virtue. There are few brave enough to test the truth of this story, however.

Combat

The karkadann charges with its horns then bites with its fanged jaw until the prey is dead. It will only hunt and consume live creatures.

Spell-Like Abilities: At will—*detect poison, magic fang* (gore only). Caster level 5th.

Gushing Wound (Su): The damage a karkadann deals with its gore attack causes a persistent wound. An injured creature loses an additional hit point each round. The continuing hit point loss can be stopped by a DC 17 Heal check, or any combination of magic and special qualities that heal at least 5 points of damage. The check DC is Constitution-based.

Skills: *When tracking with scent, karkadann have a +4 racial bonus to Survival checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, karkadann also gain the following special benefits.

- The save DC of the gushing wound check is equal to 10 + ½ HD + Constitution modifier.
- 6–7 HD — +2 racial bonus on saving throws against poison.
- 7–8 HD — The horn has a +1 enchantment bonus on attack and damage rolls, and a threat range of 19-20.
- 8+ HD — +4 racial bonus on saving throws against poison.
- 9 HD — The horn has a +2 enchantment bonus on attack and damage rolls, and a threat range of 18–20.

Khryg

Author: Robert J. Hall.
Khryg, 1st-Level Druid
Medium Humanoid (Khryg)
Hit Dice: 1d8-1 (3 hp)
Initiative: +2
Speed: 30 ft. (6 spaces), climb 20 ft.
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple: +0/+0
Attack: Club +0 melee (1d6)
Full Attack: Club +0 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Low-light vision, animal companion, nature sense, wild empathy, fast healing 4, vulnerability to fire
Saves: Fort +1, Ref +2, Will +3
Abilities: Str 10, Dex 15, Con 9, Int 9, Wis 12, Cha 8
Skills: Balance +6, Climb +4, Jump +4, Knowledge (nature) +1, Listen +3, Spot +3, Survival +3
Feats: Alertness, Track
Environment: Cold forest
Organization: Company (2–4), squad (11–20 plus 2 3rd-level druids and 1 leader of 3rd-6th level).
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: —

This humanoid creature has a lean, graceful form that is completely covered in sleek fur. The head is shaped like an arrowhead, with a rounded mouth and a great mane of hair flowing down the back. It has long, odd-looking limbs with multiple joints.

The khryg are lithe, fur-covered humanoids with long, prehensile tails. Their heads are narrow and triangular, with a fleshy beak and a flowing mane. The arms and legs are sinewy, with four-digit hands and feet. The digits of the hand are arranged so as to provide two fingers and two opposable thumbs. The triple-jointed legs give them an odd, tottering gait that is somehow elegant. This race is very agile and can leap between tree branches effortlessly. Fully erect, they stand about 6-½ feet tall and usually wear minimal attire.

The khryg heal wounds at a prodigal rate, exceeded only by that regenerating creatures such a troll. It is believed that this ability allows the khryg to survive falls from great heights. Unfortunately, they are also very vulnerable to fire and have a great fear of combustion.

Combat

Despite their remarkable powers of healing, the khryg are known as a cowardly race and will usually flee their home rather than risk battle. They have little skill in combat, and will wildly swing whatever weapon is handy for self-defense.

Vulnerability to Fire (Ex): A khryg takes half again as much damage as normal from fire. It becomes shaken on any round it comes within 10 feet of a source of flame larger than a torch.

Skills: Khryg have a +4 racial bonus on Balance, Climb and Jump checks. A khryg can always choose to take 10 on a Balance or Climb check, even if rushed or threatened.

Khryg Society

The beautiful fur coloration of a khryg is grown according to a complex pattern determined by the social structure within their tribes, and is a source of considerable pride for these beings. Fur colors range from drab brown, yellow, or gray, to brilliant green and blue with some red, white and black banding around the neck.

To some folks the natural honesty of the khryg more than makes up for their flightiness. However, they are not generally respected among most races. While the khryg fall somewhat below a typical human in intelligence, they are masters of plant lore and have learned to shape their surroundings through magic and careful cultivation.

Living plants and trees are the only comfortable habitat for a khryg. While they can tolerate wood or stone-built structures for a period, they are always uncomfortable in such surroundings. A deep love and knowledge of plant life gives the khryg a profound understanding of vegetation, its purpose within the ecosystem, and the skill to alter its form and function. Khryg are exclusively vegetarians and in their society even the suggestion of consuming animal flesh is considered a low insult.

Khryg as Characters

Khryg are often druids or rogues. Khryg leaders are normally druids. Khryg clerics worship the nature goddess. A khryg cleric has access to two of the following domains: Air, Animal, Earth, Plant, or Water. (Khryg clerics will never choose the Fire domain.)

Khryg characters possess the following racial traits.

— +2 Dexterity, -2 Intelligence.
— Size medium.
— A khryg's base land speed is 30 feet. It also has a climb speed of 20 feet.
— Low-light vision.
— +4 racial bonus on Balance, Climb and Jump checks. A khryg can always choose to take 10 on a Balance or Climb check, even if rushed or threatened.
— Fast healing 4.
— Vulnerability to fire.
— Automatic Languages: Common, Sylvan. Bonus Languages: Druidic.
— Favored Class: Druid.

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

Kulmander

Author: Robert J. Hall.
Tiny Aberration
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Sting +5 (1d2-4 plus poison)
Full Attack: Sting +5 (1d2-4 plus poison)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., animation
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 3, Dex 16, Con 10, Int 13, Wis 12, Cha 11
Skills: Hide +13, Knowledge (*any one*) +3, Listen +4, Move Silently +5, Spot +4
Feats: Alertness, Weapon Finesse[B]
Environment: Underground
Organization: Solitary or pack (3–8)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +2

This oversized insect has eight legs, a segmented body and a long tail with a barb at the end. The shell is a pale gray hue that is semi-transparent. Many dark vessels can be seen pulsing just under the surface.

This tiny creature resembles a monstrous scorpion with no front claws and a lengthened tail. Despite its appearance, the kulmander is much more intelligent than a mere insect and is capable of magically manipulating its surroundings. Its shell is more fragile than a comparable insect. So, like a hermit crab, it frequently occupies a hollow object for protection. Typically this will be the skull of a skeletal corpse, which the kulmander then magically animates to do its bidding.

The segmented body of the kulmander lacks pigmentation, and the shell is a light translucent gray hue through which can be seen the vessels that pulse with the surges of ichor. What is perhaps surprising about the kulmander is how much of the body is occupied by neural tissue. Over half the creature is composed of the brain stem, and each segment contains a pair of exquisitely sensitive tendrils that are used to feel its surroundings.

The kulmander are underground dwellers that have a strong fear of wide open places. Thus they will almost never be found above the surface unless they have somehow become trapped and need to locate a new passage into the subterranean world. They only travel across the surface at night, and will find a secure shelter during the daylight hours.

Combat

Normally a kulmander will employ the combat capabilities of the body that it has animated. If the body is destroyed, the stinging tail deliver a potent paralytic dose that can disable even a large man for several minutes. While its foe is so disabled, the kulmander will seek a place to hide or a new corpse to occupy.

Spell-like Abilities: At will—*mage hand*; 1/day—*animate rope*. Caster level equal's the kulmander's class level.

Animation (Sp): As a free action a kulmander can animate and control any inanimate object of size Medium or smaller with which it maintains physical contact. Once contact is lost, the object immediately becomes inert and ceases to animate. An animated object gains the game statistics in the core rulebook III for animated objects. If the kulmander controls the object from within a cavity, it gains concealment and a damage reduction equal to the hardness of the object animated.

Poison (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d3 Dex and paralysis for 1d4 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Kulmander Culture

Typically a kulmander is a solitary creature, although it will socialize with beings it finds beneficial. Occasionally kulmander swarms will form for some express purpose, typically for a mass migration to richer lands. Once this migration is completed, however, the individual kulmander will normally go their own way. Societies of kulmanders can occur in locations that are rich in life, such as wetlands or jungles.

Kulmander culture usually expresses itself through an intermediary form, by manipulating the creatures and objects that they animate. They perform elaborate dances and rituals with their animated figures, and will often seek to decorate them in elegant markings and attire.

Few kulmanders are religious in nature and clerics are particularly rare. They favor a career as a bard or rogue, employing their skills in stealth and entertainment to blend into their surroundings and prey on other life forms. Most dislike the risks of combat, so kulmander fighters and warriors are infrequent.

Lasa

Author: Robert J. Hall.
Medium Outsider (Extraplanar, Good)
Hit Dice: 6d8+6 (33 hp)
Initiative: +3
Speed: 30 ft. (6 squares), fly 50 ft. (good)
Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13
Base Attack/Grapple: +6/+5
Attack: Masterwork spear +6 melee (1d8-1/x3)
Full Attack: Masterwork spear +6 melee (1d8-1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spells, *summon lasa*
Special Qualities: Damage reduction 10/evil, spell-like abilities, darkvision 60 ft., low-light vision, spell resistance 11, immunities
Saves: Fort +6, Ref +8, Will +9
Abilities: Str 8, Dex 17, Con 12, Int 15, Wis 19, Cha 17
Skills: Concentration +4, Diplomacy +12, Gather Information +7, Heal +9, Hide +15, Knowledge (religion) +9, Listen +12, Move Silently +6, Sense Motive +11, Spellcraft +8, Spot +12
Feats: Alertness, Flyby Attack, Hover
Environment: Any neutral good-aligned plane
Organization: Solitary or troupe (3–6)
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral good
Advancement: 7–12 HD (Medium)
Level Adjustment: —

This stunningly-beautiful female has a slender frame and flawless, pearly flesh. She hovers in mid air upon sleek, feathered wings. Her hair is a glistening black, and she has large violet eyes, delicate pointed ears, and a pert mouth.

These female guardian spirits resemble winged elves or nymphs. They inhabit the crypts of a grave site that has been blessed by their patron goddess. A lasa is normally found on their home plane, where they engage in much play and frivolity. When tasked they are serious about their duty, however, and will tolerate no breech of a tomb that they guard. If approached in a friendly manner, a lasa will freely talk about her duty, her goddess, or any other subject that interests her. She will be especially taken by any cleric of her goddess.

The lasa believe that looting a sanctified tomb is the worst crime that a mortal can commit, and will try her utmost to keep her ward safe from such evil beings. She will aid any beings that will help her in this duty. A lasa is a tireless guardian who requires no refreshments, but will accept them if freely offered by kind strangers. She watches a grave site for seven years before being replaced by another of her kind.

Combat

No lasa will willingly harm another being unless the creature intends to pillage a grave, for this is their sacred duty as guardians. The lasa do not care for personal combat and will attempt to neutralize their foes by persuasion or through the use of spells. However they are quite capable fighters, when necessary.

It is not unheard of for lasa and manes to protect the same graveyard and to aid and cooperate with each other during a battle. Both recognize a shared purpose and can even develop a peculiar respect for one another.

Spell-Like Abilities: At will—*ethereal jaunt*. 1/day—*alarm, see invisibility*. Caster level 15th.

Spells: A lasa can cast divine spells as a 6th-level clerics. A lasa has access to two of the following domains: Good, Knowledge, or Protection.

Typical Cleric Spells Prepared (5/5/5/4; save DC 14 + spell level): 0—*cure minor wounds, detect*

magic, detect poison, guidance, resistance; 1st—*cause fear, doom, protection from evil*, sanctuary, shield of faith*; 2nd—*cure moderate wounds, detect thoughts*, hold person, spiritual weapon, summon monster II*; 3rd—*bestow curse, holy smite*, searing light, summon monster III.*

*Domain spells. Domains: Good and Knowledge.

Summon Lasa (Sp): Once per day a lasa can attempt to summon another lasa with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities: Lasa are immune to disease, fear, poison, and sleep effects.

Skills: Lasa have a +4 racial bonus on Hide and Sense Motive checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, lasa also gain the following special benefits.

- A lasa can cast divine spells, as a cleric with level equal to the number of Hit Dice.
- Spell resistance equals creature's HD + 5 (maximum 30).
- 8+ HD — Add 1/day—*faithful hound, lesser geas* to spell-like abilities. The save DC is Charisma-based.
- 9–11 HD — The summon lasa ability will summon 1d3 lasa with a 55% chance of success.
- 10+ HD — Gain **Returning Weapon (Su):** Any weapon thrown by a lasa will return to her hand at the end of the round.
- 11+ HD — Add 1/day—*dismissal, true seeing* to spell-like abilities. The save DC is Charisma-based.
- 12+ HD — The summon lasa ability will summon 2d4 lasa with a 75% chance of success.

Lenk

Author: Robert J. Hall.
Huge Magical Beast
Hit Dice: 9d10+45 (94 hp)
Initiative: +3
Speed: 40 ft. (8 squares), glide 50 ft. (poor)
Armor Class: 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple: +9/+26
Attack: Talon +14 melee (1d8+9)
Full Attack: 2 talons +14 melee (1d8+9) and bite +10 melee (2d6+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Wing burst
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +11, Ref +11, Will +6
Abilities: Str 28, Dex 16, Con 21, Int 3, Wis 16, Cha 13
Skills: Jump +12, Listen +8, Spot +16, Survival +6
Feats: Alertness, Lightning Reflexes, Snatch, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10–12 HD (Huge)
Level Adjustment: —

A towering bird with gangly legs strides slowly across the ground, its sharp eyes searching the ground for food. This creature has the graceful lines of a gigantic gull, with the slender legs of a crane and the predatory head and talons of a raptor.

A lenk is a giant, flightless bird known to inhabit thinly wooded lands. Undoubtedly a magical creation, this beast has the legs of a crane, the wings and body of a gull, and the head and beak of a hawk.

The lenk is too heavy to fly, but can glide quite respectable distances. Glide movement is identical to fly, except the creature can not gain altitude. It can maintain its current altitude only by using rising plumes of heat or by pushing off the ground or anchored objects with its feet.

When they can locate a spouse, the lenk are known to mate for life. The male builds a huge, covered nest from massive tree branches dragged far across the woods. The call of a lenk is a long, soulful cry that can carry a great distance on a peaceful day.

The eggs of a lenk are the size of a watermelon, with the shell having a light tan hue with brown speckles at the smaller end. A mated pair typically guards 1–2 eggs each spring.

Combat

While unable to provide lift, the wings of a lenk can create a prodigious blast that can knock smaller creatures off their feet. Each long, gangly leg has four talons that can rend a creature while the powerful hooked beak rips it apart.

Wing Burst (Ex): As a standard action a lenk can generate a blast of severe wind with its wings

emanating in an area 20 ft. wide out to a distance of 60 ft. Each burst lasts for a full round. The wing burst is otherwise similar to a *gust of wind* spell (caster level 5th.)

Skills: Lenks have a +8 racial bonus on Spot checks.

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Lesser Hag

Author: The Netbook of Witches team.

The true origins of hags are an ancient mystery, but the utter hatred that most hags have towards good witches tends to indicate that some sort of division once occurred between the two. Some believe that hags are the descendants of ancient malefic witches whose souls were so dark, their bodies became twisted and wretched. A ritual exists that somewhat supports this theory. The ritual is utterly evil in itself, and therefore nearly all of its casters are evil too. It transforms the caster into something that is a bit of a monster, but gives the recipient some powers.

The lesser hag template does not necessarily make the caster a true hag, but it does give them certain abilities that are very similar to most hag's own abilities.

Sample Lesser Hag

This example uses a 3rd-level hobgoblin adept as the base creature.

Khudelass Longtalons
Lesser Hag 3rd-Level Hobgoblin Adept
Large Monstrous Humanoid (Goblinoid)
Hit Dice: 3d6+6 (16 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 10 (-1 size, +1 Dex), touch 10, flat-footed 9
Base Attack/Grapple: +1/+7
Attack: Masterwork spear +3 melee (2d6+2/x3)
Full Attack: Masterwork spear +3 melee (2d6+2/x3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 2/piercing or slashing, darkvision 60 ft., ugliness, bat familiar*
Saves: Fort +3, Ref +2, Will +5
Abilities: Str 15, Dex 13, Con 14, Int 10, Wis 15, Cha 10
Skills: Craft (alchemy) +2, Hide +2, Intimidate +2, Listen +8*, Move Silently +6, Spellcraft +3, Spot +5, Survival +3
Feats: Alertness, Combat Casting
Organization: Khudelass, bat familiar, and 2 ogres
Environment: Warm hills
Challenge Rating: 5
Alignment: Lawful evil

This stout, ugly creature is humanoid in shape, and stands about 6 feet tall with a heavy stoop. It has hirsute features, with warty, gray-green flesh, pointy ears, beady eyes and a flat nose.

Khudelass lives in a rocky grotto with only her bat familiar and a pair of orges for company. She uses captive creatures to experiment with her various alchemical concoctions.

Gear: Masterwork spear, *potion of aid*, *divine scroll* (*cure moderate wounds*), alchemist's fire, 2 smoke sticks.

Combat

Khudelass enjoys combat, but prefers to weaken and disorient her foes with spells before closing for melee. She will order her ogre companions forward to the attack while employing her spells.

Spells: Cast spells as a 3rd-level adept. The save DCs are Wisdom-based.

Typical Spells Prepared (3/3; DC 12 + spell level): 0—*detect magic, purify food and drink, touch of fatigue*; 1st—*burning hands, cause fear, sleep*.

Spell Like Abilities: At will—*ghost sound, touch*

of hideousness; 3/day—*darkness, doom, charm person*; 1/day—*contagion, scare*. Caster level 5th. The save DCs are Charisma-based.

Deformation (Ex): Khudelass' skeleton turns outward, creating a sort of exoskeleton. While her skin may be tough, her bones are more spread out and therefore more brittle. She gains damage reduction 2/piercing or slashing weapons, but bludgeoning weapons deal an additional +2 points of damage.

Ugliness (Ex): Khudelass' appearance is fearsome. Her skin appears withered and scrunched, like that of a very old woman. Her hair becomes ratted and tangled. She gains a +2 bonus on Intimidate checks.

Skills: Khudelass has a +4 racial bonus on Move Silently checks, and a +2 bonus on Intimidate checks.

Creating a Lesser Hag

"Lesser Hag" is an acquired template that can be added to any humanoid (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to monstrous humanoid. A lesser hag's body becomes long and wiry. The base creature's size is increased by one category. Do not recalculate Hit Dice or saves.

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

Spell Like Abilities: At will—*ghost sound, touch of hideousness*; 3/day—*darkness, doom, charm person*; 1/day—*contagion, scare*. Caster level equals 5th or the creature's HD, whichever is greater. The save DCs are Charisma-based.

Special Qualities: A lesser hag has all the special qualities of the base creature, plus darkvision out to 60 feet and the following special qualities.

Deformation (Ex): A lesser hag's skeleton turns outward, creating a sort of exoskeleton. While her skin may be tough, her bones are more spread out and therefore more brittle. She gains damage reduction 2/piercing or slashing weapons, but bludgeoning weapons deal an additional +2 points of damage.

Ugliness (Ex): A lesser hag's appearance is fearsome. Her skin appears withered and scrunched, like that of a very old woman. Her hair becomes ratted and tangled. She gains a +2 bonus on Intimidate checks.

Abilities: Increase from the base creature as follows: Str +2, Wis +6, Cha +2.

Organization: Solitary or covey (3 lesser hags plus 1–4 ogres and 1–2 evil giants)

Challenge Rating: As base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as base creature +4.

Becoming a Lesser Hag

The ritual requires that the caster know the following spells: *permanency, touch of hideousness*, and *contagion*. All three spells are cast into a cauldron of boiling water, creating pitch black, boiling water. Then, the caster needs the proper material components, some of the most gruesome of spell casters.

First, a sacrifice of a woman who has not yet given birth is needed. She must be killed within 4 hours of the ritual, by the witches hand using an *athame*. First, her skin is put into the cauldron of water, while her bones are ground into a powder. A small amount of water is added to the bone dust to give them a glue-like texture. The bone-goo is smeared over the her skin, and she then drinks from the boiling black water. The ritual causes the caster to sleep for 24 hours. In this period, the caster metamorphoses into the hag.

Living Sword

Author: Robert J. Hall.
Small Construct
Hit Dice: 5d10+10 (37 hp)
Initiative: +2
Speed: Fly 20 ft. (perfect) (4 squares)
Armor Class: 14 (+1 size, +2 Dex, +1 deflection), touch 14, flat-footed 12
Base Attack/Grapple: +3/+2
Attack: *+1 greatsword* +7 melee (2d6+4/19–20)
Full Attack: *+1 greatsword* +7 melee (2d6+4/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 10/—, darkvision 60 ft., low-light vision, intelligent weapon, warding enchantment, limitations, construct traits
Saves: Fort +1, Ref +3, Will +2
Abilities: Str 16, Dex 14, Con —, Int 13, Wis 12, Cha 10
Skills: Diplomacy +6, Escape Artist +9, Hide +7, Listen +5, Spot +5

Feats: Combat Expertise[B], Flyby Attack, Weapon Focus (greatsword)
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: Animated sword
Alignment: Usually neutral
Advancement: 6–20 HD (Small)
Level Adjustment: +4

A magnificent sword glides gracefully through the air, its sleek, polished blade gleaming and the edge razor-sharp. This weapon appears as though crafted by a master smith, with an exotic hilt and a guard finished with artistic flair.

When a sword is crafted by an intelligent construct, it may be invested with the spirit and capabilities comparable to a living being. Such swords are constructed with the intention of crafting an intelligent weapon, but are also given the means to direct their own destiny. They are capable of acquiring new abilities and skills, and in time they can become very formidable beings.

As living swords have very limited physical abilities, they are willing to partner with a creature that can aid them in their goals. In this manner, living swords can bond with kindred spirits, and they have even been known to become cohorts to legendary heroes.

Combat

A living sword was built for combat, and has absolutely no fear of a stand-up fight. However, whenever possible it will attempt to gain a tactical advantage and place its opponent in a weak position prior to combat.

Intelligent Weapon (Sp): This being has the form and physical properties of an intelligent *+1 greatsword*.

The living sword can be wielded by any creature that holds it by the hilt, and the sword can communicate with its wielder by empathy. If it does not want to be used in this manner, it can wriggle out of the grasp on a successful Escape Artist check. As the weapon is intelligent, it has an ego and can attempt to dominate its wielder.

Warding Enchantment (Sp): A living sword gains a deflection bonus to its Armor Class equal to its enchantment bonus, and adds the enchantment bonus on all its saving throws. (The statistics already reflect these bonuses).

Limitations (Ex): As the sword lacks any limbs that can be used to manipulate objects, it is unable to perform any task that normally requires the use of hands or feet. Thus it is unable to use a shield, grab or hold a foe, or attempting to use a manual skill such as Open Locks or Sleight of Hand. However it can lift and carry an object that has a sturdy loop or handle it can slip over the blade.

Skills: Living swords have a +4 racial bonus on Escape Artist checks.

Construction

The methods needed to produce a living sword are known by a few intelligent, extraplanar constructs. Such knowledge is never shared with other life forms, although on occasion such a weapon may be crafted to serve as a cohort to a non-construct.

A living sword must be constructed as an intelligent magic greatsword, then magical animation techniques are used to invest the blade with a spirit and purpose. Assembling the weapon requires a DC 20 Craft (weapon smithing) check.

Once completed the weapon is an independent life form that can choose its' own destiny. It is normally created with a specific purpose and will dedicate itself to the completion of that task. However it does not normally gain a special purpose item-dedicated power unless a spell-caster enchants it with the ability.

CL 10th; Craft Construct, *animate objects, greater magic weapon, spiritual weapon*, caster must be at least 10th level; Price 3,300 gp; Cost 1,500 gp + 120 XP.

Advanced Benefits

Living swords also gain the following special benefits due to Hit Dice advancement. (The tables of intelligent item powers from the core rulebook II can be used to randomly determine the lesser and greater powers of the living sword.)

- 6+ HD — Gain the ability to speak Common plus one language per point of intelligence. Communicate telepathically with its wielder.
- 7+ HD — Gain 1 intelligent item lesser power.
- 8+ HD — Magical enchantment improves to +2.
- 9+ HD — Gain 1 intelligent item lesser power.
- 10+ HD — Darkvision 90 feet, blindsense 60 feet, fly 30 ft. (perfect), and it can read any language it can speak.
- 11+ HD — Gain 1 intelligent item lesser power.
- 12+ HD — Magical enchantment improves to +3.
- 13+ HD — Gain 1 intelligent item lesser power.

- 14+ HD — Darkvision 120 feet, telepathy 50 feet, and fly 40 ft. (perfect).
- 15+ HD — Gain 1 intelligent item greater power.
- 16+ HD — Magical enchantment improves to +4.
- 17+ HD — Gain 1 intelligent item greater power and 1 lesser power.
- 18+ HD — Telepathy 100 feet, blindsense 120 feet, fly 50 ft. (perfect), and gain **Spell-Like Abilities:** At will—*read magic*. Caster level equals Hit Dice.
- 19+ HD — Gain 1 intelligent item greater power.
- 20+ HD — Magical enchantment improves to +5.

Lizardfolk, Greater

Author: Robert J. Hall.
Large Humanoid (Reptilian)
Hit Dice: 4d8+8 (26 hp)
Initiative: -1
Speed: 40 ft. (6 squares), swim 15 ft.
Armor Class: 17 (-1 size, -1 Dex, +6 natural, +2 heavy shield), touch 15, flat-footed 17
Base Attack/Grapple: +3/+10
Attack: Heavy mace +6 melee (2d6+3) or masterwork sling +3 ranged (1d6+3)
Full Attack: Heavy mace +5 melee (2d6+3) and bite +0 melee (1d8+1); or masterwork sling +3 ranged (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Spell-like abilities, hold breath
Saves: Fort +6, Ref +0, Will +2
Abilities: Str 17, Dex 8, Con 15, Int 11, Wis 13, Cha 8
Skills: Balance +2, Craft (leatherwork) +2, Listen +5, Spot +3, Swim +10.
Feats: Endurance, Weapon Focus (sling)
Environment: Temperate marshes
Organization: Solitary, gang (2–4), band (6–9 plus 35% noncombatants plus 1 elder level) or hunting/trading party (6–9 plus 1 elder), or tribe (21–30 plus 1–3 elders and 3–6 crocodiles)
Challenge Rating: 3 (elder 5)
Treasure: 50% coins, 100% goods, 100% items
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: +2

This giant reptilian creature has humanoid features, and stands upright upon muscular lower legs. It has powerful arms, a heavy tail, clawed hands, spiny, segmented plates down the back, and a long, sleek head.

Somewhat comparable in appearance and behavior to lizardfolk, this race is distinguished by their larger stature and the prominent spiny, segmented plates covering their back. Greater lizardfolk are more intelligent and rational in nature than their lesser brethren, and prone to think carefully before committing acts of violence.

Their often pacifist nature has earned them respect with good-natured races such as elves and dwarves. However they are few in number and often reclusive, so only an occasional outsider is aware of their creditable attributes. They call themselves the Hurshliss, although other races typically just identify them as giant lizardfolk.

A greater lizardfolk is usually between 12 to 15 in height with green or brown scales that are lighter in shade along the belly and neck. Its heavy tail is used for both balance and swimming, and is typically 6 to 8 feet long. A greater lizardfolk can weigh 1800 to 2400 pounds.

Greater lizardfolk speak Draconic and Common.

Combat

Greater lizardfolk prefer to fight in partly submerged, swampy ground, where they can pelt opponents with rocks using their masterfully crafted slings, then slip away under the surface when a dangerous foe gets uncomfortably close. They will also ambush their foes from underwater, springing up onto the ground and hammering away with their heavy mace and vicious bite.

Spell-Like Abilities: 1/day—*magic fang* (DC 12), *speak with animals* (reptiles only, duration 1 minute). Caster level equals the greater lizardfolk's Hit Dice. The save DC is Charisma-based and include a +2 racial bonus.

Hold Breath (Ex): A greater lizardfolk can hold its breath for a number of rounds equal to five times its Constitution score before it risks drowning.

Greater Lizardfolk as Characters

Greater lizardfolk characters possess the following racial traits.

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

— Large Size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A greater lizardfolk's base land speed is 40 feet, and a swim speed of 15 feet.
— Racial Hit Dice: A greater lizardfolk begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
— Racial Skills: A greater lizardfolk's humanoid levels give it skill points equal to 7x(2 + Int modifier). Its class skills are Balance, Listen, Spot, and Swim. Greater lizardfolk have a +4 racial bonus on Balance and Swim checks, and a +2 racial bonus on Craft (leatherworking).
— Racial Feats: A greater lizardfolk's humanoid levels give it two feats.
— Weapon and Armor Proficiency: A greater lizardfolk is automatically proficient with simple weapons and shields.
— +6 natural armor bonus.
— Natural Weapons: 2 claws (1d6) and bite (1d8).
— Special Qualities (see above): Hold breath, spell-like abilities.
— Automatic Languages: Common, Draconic. Bonus Languages: Aquan, Dwarf, Elf.
— Favored Class: Ranger.
— Level adjustment +2.

The skill modifiers given in the statistics block include a -2 armor check penalty (-4 on Swim checks) for carrying a heavy shield.

Greater Lizardfolk Society

Greater lizardfolk can live for up to several centuries. Elder members of their society are greatly respected for their knowledge and wisdom, and councils of elders rule over the settlements. Communities of greater lizardfolk are peaceful and orderly, with significant importance given to time-tested customs. Those who are masters of important crafts, as well as the most accomplished in the druidic arts, are widely respected and often become leaders in the ruling councils.

Almost all clans of greater lizardfolk can be found deep in extensive swamps, although a few will dwell in inaccessible caves along lake shores or rocky islands. Their dwellings are typically air-filled domes with an underwater entrance. The interior of these domes is artfully decorated in a manner that even a dwarf might admire, and the structure is remarkably solid and resilient. The top of these domes become covered in wild growths, forming islands among the marshes. Often travelers through the swamps may rest upon these islands, not even aware that they are inhabited.

The greater lizardfolk are skilled fish catchers, and have learned to domesticate various swamp-dwelling denizens which they harvest for their meat and hides. They are highly skilled in the manufacture of leather hides, producing much-sought items through special means known only to their elder craftsmen. Among these are supple leather skins that can be used as water-proof writing materials using special inks. They are also skilled in the arts of pottery, underwater masonry, and forging metals that do not rust. When trading with other races, they seek items that will fare well in their swamp domain, such as ivory, gem stones, durable hardwoods, and glass or crystal.

Greater Lizardfolk Characters

Where their peaceful nature is known, greater lizardfolk are generally accepted into civilized society as traders and scholars. But their reptilian appearance unnerves many folk, often leading to intolerance. So their preference is for their native swamps and marshes, where they often interact with outsiders visiting their islands on boats.

Most greater lizardfolk leaders are rangers, druids or experts. A greater lizardfolk cleric has access to two of the following domains: Animal, Good, Plant, or Water.

Makva

Author: The Netbook of Witches team.
Large Monstrous Humanoid
Hit Dice: 8d8+8 (44 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +8/+17
Attack: Claw +12 (1d6+5)
Full Attack: 2 claws +12 (1d6+5) and bite +7 (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Blood drain, spell-like abilities
Special Qualities: Damage reduction 5/cold iron, darkvision 120 ft., fast healing 5, immunities
Saves: Fort +4, Ref +8, Will +8
Abilities: Str 20, Dex 14, Con 15, Int 16, Wis 15, Cha 9

Skills: Concentration +12, Hide +10, Intimidate +6, Knowledge (Witchcraft) +13, Listen +10, Spot +10; *either* Craft (any one) *or* Knowledge (any one) +6
Feats: Alertness[B], Blind-Fight, Combat Casting, Fear Resistance
Environment: Any
Organization: Solitary or covey (3 hags of any type plus 2–12 trolls and 1–2 harpies)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —

This creature looks like a tall, very aged female human. It has an unhealthy green flesh, with scraggly black hair, and long, clawed hands.

The makva, or the wood hag, is a relative of the other hags and possibly the night hag. The makva makes her home in the deepest forests where she feeds on unsuspecting travelers. She is particularly fond of children. Her normal appearance is very hag-like, 7 ft. tall, green skin, with black hair, although some have been spotted with green or red hair. She also has long clawed hands with nails as hard as iron talons. Their mouths are filled with rotting black teeth and foul breath. The wood hag can appear as kindly grandmother, or a fetching young wood nymph as she chooses. The wood hag loves nothing more than to tempt men of good character into a wanton embrace and then switch back to their normal form before killing them. She is also fond of attacking people as they sleep in the woods.

The wood hag is more solitary than the other hags. More often than not a wood hag will be found alone. Wood hags often employ trolls to protect their homes and for mutual protection. At any given time there will be 2 to 12 trolls around the wood hag s home. They will fight for the wood hag, but they are not commanded to do so. They will retreat or flee if the combat goes against them. The wood hag will also ally her self with evil witches and warlocks. They have also been known to consort with demons and vampires as well. Makva do not get along well with night hags. Some have theorized that makva were once part of the night hag society but were removed for being too chaotic.

Wood hags have often been confused with witches and many of the tales told to frighten children about witch have been about wood hags. It is almost certain that the tale of Hansel and Gretel could have been about a wood hag (or even the witch Baba Yaga).

Makva are believed to live up to 800 years, but this has never been confirmed. They have been known to keep harpies as pets. Wood hags usually have a grove of elder trees growing nearby.

Combat

The wood hag is very strong and will attack with her claws and a bite. She is also a competent spell caster and may use spells from the witch's spell list.

Spell-Like Abilities: At will—*detect good, detect lawful, polymorph* (self only), *sleep* (DC 10); 4/day—*major image* (DC 12); 3/day—*magic missile, ray of enfeeblement*. Caster level 8th. The save DC are Charisma-based.

Immunities (Su): Wood hags are immune to sleep, charm, and hold spells.

Blood Drain (Su): The bite of a Wood Hag also drains blood. Any successful bite hit can permanently drain one point of Constitution unless the victim can make a DC 16 Fortitude save. Any character drained to zero will become a wraith haunting the woods around the wood hag. Constitution points can be healed normally. The save DC is Constitution-based.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, makva also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the blood drain attack is equal to 10 + ½ HD + Constitution modifier.

Manes

Author: T. Dane Haggard.
Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +5 breastplate armor, +2 large shield, +1 deflection), touch 12, flat-footed 18
Base Attack/Grapple: +2/+6
Attack: Masterwork bastard sword +7 melee (1d10+4)
Full Attack: Masterwork bastard sword +7 melee (1d10+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Horn, ghost touch, shield force

Special Qualities: Darkvision 60 ft., detect good, ethereal jaunt, undead traits
Saves: Fort +1, Ref +2, Will +3
Abilities: Str 19, Dex 12, Con —, Int 12, Wis 11, Cha 7
Skills: Intimidate +5, Move Silently +6, Sense Motive +10, Spot +11
Feats: Exotic Weapon Proficiency[B] (bastard sword), Iron Will, Power Attack
Environment: Any land (cemeteries only)
Organization: Solitary, gang (2–5), or band (6–15)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful good
Advancement: —
Level Adjustment: —

A glittering suit of armor encases a humanoid corpse standing erect in the alert stance of a guardian. It carries a large metal shield and a magnificent sword. The figure is surrounded by an eerie nimbus of blue-gray mist.

Manes are the physical and spiritual form of long-dead heroes. In a golden-hued breastplate and carrying a large bronze shield they stand at the gates of their own graveyard. A slit helmet covers their bowed head and a gray-blue mist surrounds them.

They patrol graveyards around their tombs and the places where they are interred. They are on guard against intruders of their final resting place. They walk a regular round at night, checking and rechecking the many graves in their care as a sentry on the night watch.

Before the midnight hour they consider all mortals within the gates of the sanctified grounds of the cemetery to be welcomed visitors paying homage to the departed. Once the last hour has struck and before the first rays of dawn the manes become vigilant defenders of their eternally sleeping comrades. At the stroke of midnight they assume a physical form. The leader carries a horn to call others to defense and a sharp sword to defend the grave site from defilement.

Depending on the age and size of the graveyard there can be up to fifteen manes on sentry duty.

Combat

Manes are not on duty during the hours prior to midnight snd cease their vigil at dawn. They will not pursue anyone outside of the gate of the graveyard and once the sun's rays have peaked over the horizon they will not fight. They will try to fool, harass, or mislead would-be daytime grave robbers but cannot assume a physical form or otherwise directly attack during the daylight hours. Manes consider the grave, its marker, any gifts or tributes to the deceased, and the body interred to be part of their responsibility to protect. They will remember the faces and actions of all that pass through the gates.

Detect Good (Su): The manes can detect those of any good alignment as an innate ability. This ability is always active.

Ethereal Jaunt (Su): The manes are under the effects of the *ethereal jaunt* spell during the daylight hours and prior to midnight. This is an innate ability and can not be dispelled or suppressed. If the manes are held in physical form, as by a *dimensional anchor* spell, and is exposed to natural sunlight, it is reduced to one hit point within a round. Any manes that are reduced to one hit point by this means, or through combat, automatically lose their physical form and return to the ethereal plane until the next morning.

Shield Force (Ex): When four or more manes are engaged in a fight they will attempt to flank or push intruders out the cemetery gates by linking shields and forming a closed box. They then move the subject to the gate and try to force the subject outside, whether through or over the gate. This is done as a Bull Rush using the combined Strength bonuses of all shield-linked manes. Should this fail, one or more manes will pass into the closed shield box to kill the subject.

Ghost Touch (Su): Any weapons and shields being wielded by a mane gain the ghost touch special ability. This ability is lost a round after the weapon leaves the grip of the mane.

Horn (Ex): One or more members of a group of manes carry a horn, which can be blown in physical or spiritual form. In physical form the horn effects subjects as the *color spray* spell. While in ethereal form the horn acts as the spell *control winds*. The effective caster level of these spells is equal to the HD of the manes.

Notes

The horn retains its magical powers when not in the possession of the manes, but the abilities can only be used by a creature of lawful good alignment. It has a maximum of fifty charges.

Manes consider all lawful good paladins and clerics to be their superiors. The manes cannot make hallowed ground, turn undead, or bless. These abilities inspire reverence in the manes.

The shield, breastplate and sword of the manes are the elements that animate this undead creature. These items are issued to the spirits of clerics and paladins by their deity when they fall fighting undead on consecrated ground. The spirit of the faithful will not rest until relieved by a superior officer.

Whenever manes are found, there will be no other types of undead. In most cases other undead hide from the vigilant manes by staying underground or behind mausoleum walls. In spirit form the manes are able to fight and destroy or chase off other spirits. In physical form they hound and pursue all types of zombies, wights, ghouls and even liches from the grave site.

The material armor and weapon of the manes are part of their material form. If they are removed or otherwise separated from the bodies of the manes they return to their ethereal form and may only be worn or handled by others in spiritual form or plane. The horn of the manes was a gift of a deity and may be held and possessed by physical mortals.

In some cases the manes are bound into service to a small family burial ground within a much larger cemetery. They hold this as a fortress under siege by the evil undead that freely walk the grounds surrounding them. In great pitched battles for territory sometimes the manes fall. Manes that are reduced to one hit point return to their spiritual form. The next morning they revive and return to duty restored to full vitality. This tenacity and ability to recover is one of the key strengths of this form of undead.

Manes can be turned as normal intelligent undead. If a lawful good cleric or paladin turns a manes, the manes considers that he has been relieved of duty. He will quickly disarm and lay his weapon, armor, and horn on the ground as he retreats from the turning cleric. The spirit is then dismissed and finds rest after his long service.

Many of these lawful good clerics that turn manes are very soon overrun by other undead the manes had forced into hiding. This is usually how new manes are enlisted.

It is not unheard of for manes and lasa to protect the same graveyard and to aid and cooperate with each other during a battle. Both recognize their shared goal and can even develop an odd type of respect for one another.

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Manta-Kine

Author: Robert J. Hall.
Manta-Kine, 1st-Level Warrior
Medium Monstrous Humanoid
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +2 leather armor, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Glaive +2 melee (1d10+1); or bite +2 melee (1d4+1 plus paralysis)
Full Attack: Glaive +2 melee (1d10+1); or bite +2 melee (1d4+1 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralyzing bite
Special Qualities: Darkvision 60 ft., low-light vision, spell-like abilities, stable
Saves: Fort +4 (+6 vs. Poison), Ref +2, Will -1
Abilities: Str 13, Dex 14, Con 11, Int 10, Wis 9, Cha 6
Skills: Balance +4, Climb +2, Disable Device +4, Jump +3, Open Lock +4, Sleight of Hand +4, Swim +2

Feats: Great Fortitude
Environment: Warm desert
Organization: Solitary, gang (2–4), or band (6–40 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +1

The head of this reptilian humanoid resembles a hooded cobra. Bundles of wriggling tendrils hang down where arms and legs would normally appear. It has a sleek, green and tan scaly hide.

Often called the sissirin nation, this little-known race has a head resembling that of a hooded cobra, with a wiry, humanoid frame that is much slimmer than a human's. The arms and legs of the manta-kine consist of flexible tentacles, with a bundle of smaller, slender tendrils protruding at the tip of each arm.

Despite the seemingly awkward nature of their lower limbs, the manta-kine are capable of slithering across open ground as quickly as a human. Their bodies are unusually flexible and nimble, allowing them to handle weapons and tools with great agility.

Due to their sensitive eyes, manta-kine prefer dim lighting, and usually wear loose, hooded robes to cover their heads and other extremities. The flesh is a dark, scaly green, with light and dark tan stripes extending from just above the wide nostrils to the base of their protruding spine. The female of the species is smaller and more numerous than the males. A deep aqua hue distinguishes them from the males.

Combat

When traveling outside their hives, the manta-kine are armed with a glaive that has a hardwood shaft and a double-pronged tip. The longer barbed prong is used to hook or trip an opponent, while the shorter tip is often fitted with a nasty stinging bulb. For extra protection, woven leather armor is often worn under their robes. While less than physically imposing overall, the bite of these creatures injects a toxin that can completely paralyze smaller creatures within a few moments.

Paralyzing Bite (Ex): The bite of a manta-kine is poisonous. A bit opponent must succeed on a DC 12 Fortitude save or become paralyzed for 1d3 minutes. The save DC is Constitution-based and includes a +2 racial modifier.

Stable (Ex): Due to their bundles of tendril-like legs, manta-kine are exceptionally stable. They gain a +8 bonus on any check to avoid being tripped. This is in place of the normal +4 bonus for defenders with more than two legs.

Spell-Like Abilities: At will—*speak with animals* (snake only). Caster level equals Hit Dice.

Skills: Manta-kine have a +2 racial bonus on Balance, Disable Device, Open Lock, and Sleight of Hand checks. They also have a +2 racial bonus on Craft (Alchemy) checks that are related to poisons.

Manta-Kine Society

The sissirin dwell in extensive, well-concealed adobe tunnels in the barren lands. When they mate, the sissirin produce batches of eggs that are kept in a fanatically-guarded rookery at the heart of their hive. Despite their nature-based civilization, the sissirin possess a sophisticated culture and a highly centralized, theocratic government. Well versed in herbal lore, they have mastered the art of cultivating different strains of mushrooms and fungi for various specialized purposes.

Their serpentine appearance causes strong reactions among outsiders, so the manta-kin are justifiably wary of any strangers. The priesthood often cultivates secret spy networks among potential foes, seeking to play enemies against each other.

Manta-Kine as Characters

Manta-kine leaders tend to be rogues or clerics. Manta-kine clerics worship a goddess of shadows and thievery. A manta-kine cleric has access to two of the following domains: Chaos, Earth, Plant, and Trickery. Most manta-kine spellcasters are adepts.

Manta-kine characters possess the following racial traits.

— +2 Dexterity, -2 Charisma.
— Size Medium.
— A manta-kine's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Low-light vision.
— +2 racial bonus on saving throws against poisons.
— +2 racial bonus on Disable Device, Open Lock, and Sleight of Hand checks.
— +2 racial bonus on Craft (Alchemy) checks that are related to poisons.
— +2 natural armor bonus.
— Natural Weapons: bite (1d4)
— Special Attacks (see above): Paralyzing bite.

— Special Qualities (see above): Spell-like abilities, stable.
— Automatic Languages: Common, Draconic. Bonus Languages: Goblin, Gnoll, Orc, Undercommon.
— Favored Class: Rogue.
— Level Adjustment: +1.

The manta-kine warrior presented here has the following ability scores before racial adjustments: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, manta-kine also gain the following special benefits.

- The save DC of the paralyzing bite is equal to 12 + ½ HD + Constitution modifier.

Maw

Author: Robert J. Hall.
Large Aberation
Hit Dice: 10d8+30 (75 hp)
Initiative: +3
Speed: Fly 20 ft. (average)
Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +7/+12
Attack: Bite +11 melee (1d8+7)
Full Attack: Bite +11 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, swallow whole, spew
Special Qualities: Extra-dimensional pocket, planar return, flight, blindsight 60 ft., scent
Saves: Fort +6, Ref +2, Will +8
Abilities: Str 21, Dex 8, Con 16, Int 1, Wis 12, Cha 7
Skills: Listen +10, Survival +6
Feats: Cleave, Improved Initiative, Power Attack, Track
Environment: Underground
Organization: Solitary
Challenge Rating: 8
Treasure: No coins, 50% goods (only precious stones or crystals), 50% items
Alignment: Always neutral
Advancement: 11–15 HD (Large); 16–24 (Huge)
Level Adjustment: —

Floating effortlessly in mid air is a hideous creature consisting of little more than a massive, fang-lined maw. This gaping mouth emits an unwholesome stench, and trails of drool continually drip down the edges. Black tendrils around the sides quiver in anticipation of another meal.

The maw is a voracious creature that exists only to consume food. It can fly slowly, gliding silently about in a search of fresh meat. The body of this strange monstrosity is partly enclosed in an extra-dimensional pocket that is shaped as the interior of a shell. Only the mouth of the creature projects out of this pocket, completely surrounding its own dimensional portal and providing a gateway through which sustenance is passed. Food and water are drawn through this mouth, and the refuse is later passed pack out in an explosive vomit of acidic waste.

The mouth has a horrific appearance, consisting of a large, gaping jaw floating in mid-air. The exterior is covered in a black, scaly hide with many slender tactile tendrils about the rim of the mouth. The creature is completely blind, but these tendrils are exquisitely sensitive to scent and vibrations, allowing the creature to hunt in total darkness.

The mouth of this beast is lined with row upon row of triangular fangs dripping with a yellow-hued saliva that constantly drools along the ground. (In spite of the fact that the maw can fly, it can still be tracked due to this drool.) The throat at the center of the mouth is surrounded by a multitude of twitching tongues which can grasp morsels of food and draw them through to the gullet located in the extra-planar pocket.

Combat

The maw attacks with its bite, seeking to engulf its target and swallow a creature whole. It is an almost mindless eating machine, and will attack without thought for tactics. Against creatures too large to swallow, the maw will spew a mass of acidic waste and then seek to escape.

Planar Return (Ex): If forced back to its native extra-dimensional pocket as a result of a banishment or other effect, the flying mouth-piece of the maw can return to a known location in the last plane it occupied as a move action.

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

foe the following round.

Swallow Whole (Ex): A maw can attempt to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d8+5 points of damage plus 4 points of acid damage per round from the maw's gizzard. A swallowed creature can inflict damage by using a light slashing or piercing melee weapon (AC 15). However escape is only possible by crawling out through the mouth once the maw is slain. A Maw's interior can hold 4 Medium, 16 Small, 64 Tiny, or 256 Diminutive or smaller opponents.

Spew (Ex): Once per day the maw can spew a mass of acidic waste against a single opponent within 15 feet. This attack deals 3d8 points of acid damage (Reflex DC 18 half). The save DC is Constitution-based.

Blindsight (Ex): The maw's body is a sensory organ that can ascertain prey by scent and vibration within 60 feet. Beyond that range they treat all targets as having total concealment. Immobilizing a maw will reduce this ability to normal Blind-Fight (as the feat). If both hearing and smell are also negated, the maw is effectively blinded.

Flight (Ex): A maw's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Extra-Dimensional Pocket (Sp): Most of the body of the maw is in an extra-dimensional pocket plane. (This is equivalent to a 4th-level spell.) The opening is large enough for a Medium creature to pass through without difficulty.

If the maw is ever slain, within 2d6 rounds the contents of the dimensional pocket slough out through the opening in a disgusting pile of slimy flesh. The portal will then remain open for 1d4 hours before winking out of existence.

The pocket dimension can be made permanent through the use of a *permanency* spell (caster level 12th, 2,000 XP) although it can only moved about by using spells of type Force. The pocket dimension can hold 800 cu. ft. of goods.

Immunities: Maw's are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A maw has a +4 racial bonus on Listen checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, maws also gain the following special benefits.

- The save DC of the spew attack is equal to 10 + ½ HD + Constitution modifier.
- 12–17 HD — Spew every 1d4 rounds, twice per day.
- 14–20 HD — Blindsight 90 feet.
- 15–19 HD — Maws have a +4 racial bonus on Survival checks when tracking by scent.
- 16+ HD — The flight speed improves to 30 feet. A Maw's interior can hold 4 Large, 16 Medium, 64 Small, or 256 Tiny or smaller opponents.
- 18–23 HD — Spew every 1d4 rounds, three times per day.
- 19+ HD — Spew attacks deals 4d8 points of damage (Reflex half).
- 20+ HD — Maws have a +8 racial bonus on Survival checks when tracking by scent.
- 21+ HD — Blindsight 120 feet.
- 24 HD — Spew every 1d4 rounds, four times per day.

Mekanoid

Author: Robert J. Hall.

A mekanoid is a metallic automaton that has been constructed in the likeness of a living creature. This device is powered by magic, but operates primarily through mechanical artifice. The power source consists of a set of magical crystals placed in a protected location within the body. These in turn drive the elaborate gears, drive shafts, pistons, cables, and other mechanisms that control the movements of the mekanoid. The automaton is controlled by a rudimentary command system that is capable of following simple instructions or reacting to changes. However the intelligence is mostly instinctive in nature, and is based on magic.

The mekanoid is normally build to operate in a particular environment. If the base creature had a swimming speed, the mekanoid will also operate normally in water and is designed not to corrode due to leaks. The mekanoids that can fly do so in the same manner as the model creature, but will need to operate its wings much more rapidly in order to stay aloft.

If the base creature is able to emit a substance for a special purpose, the mekanoid can perform the same action. However the mekanoid must be specifically designed to supply this substance. It may have special ports where the special alchemical substances are restocked, or a magical mechanism

that performs the same action.

Sample Mekanoid

What appears to be a mechanical bronze gadget in the shape of a serpent is moving in a disturbingly life-like and all too menacing manner. Its crystalline eyes regard the surroundings with a penetrating gaze, following anything that moves.

This example uses a size medium viper snake as the base creature.

Mekanoid Snake, Medium Viper
Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Masterwork bite +3 melee (1d4+1 plus poison) and masterwork slam -2 melee (1d4+1)
Full Attack: Masterwork bite +3 melee (1d4+1 plus poison) and masterwork slam -2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison (50 charges)
Special Qualities: Construct traits, darkvision 60 ft., low-light vision, damage reduction 5/bludgeoning, deterioration damage
Saves: Fort +0, Ref +3, Will +1
Abilities: Str 12, Dex 17, Con —, Int 1, Wis 12, Cha 1
Skills: Balance +11, Climb +11, Hide +7, Listen +5, Spot +5, Swim +9
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This marvel of gnomish engineering consists of a polished bronze skull attached to a series of jointed segments. The automaton wiggles along much like a serpent, with its unblinking crystal eyes tracking any movements. Unlike a natural snake, this mechanism lacks any sense of scent. The mekanoid possesses a rudimentary intelligence that is comparable to that of the native viper, but somebody familiar with the operation of this device can instruct it to perform simple tasks such as guarding a location or killing rodent pests.

Combat

These constructs attack with a poison bite. Within its serrated jaws are a pair of sharp steel needles that can pierce a boot or tough hide. The needles inject a toxic fluid stored in a bronze tank just behind the head. The tank holds a maximum of fifty doses of the poison, and must be periodically refilled if it is to retain its lethal bite.

Poison (Ex): Injury, DC 11 Fortitude save; initial and secondary damage 1d6 Con. The mekanoid viper has 50 doses of venom in an internal tank, and once empty the bite will have no toxic effect until the tank is refilled.

Deterioration Damage: A mekanoid viper takes deterioration damage whenever they are dealt normal damage along with a successful critical hit. Mekanoid vipers require maintenance after a year of operation or they will begin to malfunction. The type of malfunction is randomly determined. Longer periods of poor maintenance will add further damage until eventually the mekanoid becomes inoperative.

Skills: A mekanoid viper has a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks.

A mekanoid viper can always take 10 on a Climb check, even if rushed or threatened. Mekanoid vipers use either their Strength modifier or Dexterity modifier for Climb checks, whichever is better.

A mekanoid snake 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.

Creating a Mekanoid

"Mekanoid" is an inherited template that can be applied to any corporeal animal, giant, humanoid, monstrous humanoid, or vermin referred to hereafter as the base creature.)

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

Size and Type: The creatures' type changes to construct. It loses any subtypes. Size is unchanged.

Hit Dice: Drop any Hit Dice from class levels. Increase all racial Hit Dice to d10s. It gains any bonus hit points for its size due to construct traits.

Armor Class: A mekanoid has a natural armor

bonus equal to +4 plus +1 per two Hit Dice, or the base creature's natural armor bonus, whichever is better. It loses any bonus from armor worn by the base creature, but retains a shield bonus.

Base Attack Bonus: A mekanoid has a base attack bonus equal to ¾ the base creature's racial Hit Dice.

Attacks: A mekanoid retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A mekanoid also gains a slam attack. All mekanoid weapons are masterwork in quality.

Damage: Natural and manufactured weapons deal damage normally. If the base creature does not have a slam attack, use the damage values in the in the table below.

Size	Slam Damage
Fine	—
Diminutive	1
Tiny	1
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A mekanoid retains all extraordinary special attacks of the base creature that do not require a continuing active metabolism. These are poison, breath weapon, ink cloud, quills, slime coating, stench, spores, and swallowing whole. It also gains the following.

Charges (Ex): If the base creature has one or more extraordinary special attacks that require a continuing active metabolism, then the mekanoid has a fixed number of charges that can be used to perform the same standard action. A mekanoid will be built with 50 charges of the required substance. These charges will need to be periodically restocked, or the mekanoid will be unable to use the special attack.

Special Qualities: A mekanoid retains all extraordinary special qualities except those requiring a continuing active metabolism. These are adhesive, ink cloud, slippery, fast healing, regeneration, and any that involve eating, sleeping, or breathing. It also gains the following.

Damage Reduction (Ex): 5/bludgeoning (if HD 11 or less) or 10/bludgeoning (if HD 12 or more).

Deterioration (Ex): Mekanoids require periodic maintenance or they will begin to malfunction. If a mekanoid has been kept operation and has not been regularly maintained for at least year, roll on the following 1d10 on the following table to determine the type of damage. Longer periods of poor maintenance will add further damage until the mekanoid ultimately becomes inoperative. If a particular type of deterioration damage does not apply, roll on the table again.

1d10	Type of Deterioration Damage
1	Gear damage reduces all movement modes by 5 ft.
2	Faulty power regulator reduces Str -2.
3	A single, non-slam attack mode is lost.
4	A special attack form is broken.
5	A special quality has become inoperative.
6	Sensor damage reduces Wisdom -5.
7	Corrosion damage reduces Dexterity -4.
8	Damage to command systems reduce Initiative -2.
9	Fort save bonus reduced -2 due to internal system damage.
0	Broken panels reduce natural armor bonus -3.

While a construct is not subject to critical damage, if any damage is dealt to the mekanoid as a result of the attack, and a successful critical hit is scored, then it also deals deterioration damage.

Saves: Bonus saves are +1/3 HD.

Abilities: A mekanoid's Strength increases by +4, it has no Constitution score, and its Intelligence and Charisma change to 1.

Skills: Mekanoids lose any skills the base creature gained through skill points. However the mekanoid retains any racial skill bonuses of the base creature.

Feats: Mekanoids have no feats.

Environment: Any.

Organization: Solitary.

Treasure: None.

Level Adjustment: —

Construction

Usually gnomish master artificers create a mekanoid, although other races are capable of learning the craft. Construction of a new mekanoid requires a successful Craft (artifice) skill check at DC 25 + CR of base creature. It also requires a suitably equipped laboratory, appropriate building materials, rare crystals, long periods of tinkering, and the assistance of highly skilled smithies and experts in the arcane.

The required materials have a base cost 500gp plus 100gp times the CR rating of the base creature

multiplied by itself. Thus a mekanoid modeled on a creature with a CR of 3 has a base cost of 500 + (100 x 3 x 3) = 1,400gp. Once a mekanoid has been constructed, duplicates can then be built with a successful Craft (artifice) skill check at DC 15 + CR of base creature.

Merocorn

Author: Robert J. Hall.
Large Magical Beast
Hit Dice: 3d10
Initiative: +3
Speed: Swim 50 ft. (10 squares)
Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed: 16
Base Attack/Grapple: +4/+12
Attack: Horn +9 melee (1d8+6)
Full Attack: Horn +9 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Stunning sound
Special Qualities: Blindsight 120 ft., darkvision 60 ft.
Saves: Fort +7, Ref +6, Will +4
Abilities: Str 18, Dex 16, Con 19, Int 10, Wis 16, Cha 11
Skills: Listen +9*, Move Silently +7, Spot +9*, Swim +14, Survival +6
Feats: Alertness, Endurance
Environment: Warm aquatic
Organization: Solitary, pair, or herd (6–30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large)
Level Adjustment: +2

This aquatic creature has a horse-like head, a long, curling tail, and an oddly-ridged, limb-less body with a slightly bulging belly. On the crest of its scalp is a prominent, fluted horn. Its flesh has a mottled, pale blue hue and the unblinking eyes are charcoal black.

This aquatic creature resembles a giant sea horse, with a fluted horn protruding from its forehead like that of a unicorn. These are proud, resilient creatures that roam near the sea bottom, sometimes in sizeable herds. Merocorns are herbivores by nature and they live off the kelp and other oceanic flora that grows near the shoreline.

Like their diminutive sea horse cousins, it is the male merocorn that gives birth to the young. They will typically spawn one or two young every few years, then the female assumes the task of protecting the spawn until they are old enough to fend for themselves.

When captured young, merocorn can be tamed and taught to serve as mounts. However they are proud creatures who stubbornly refuse to be beasts of burden, and will not tow a sled or boat.

Combat

Merocorns attack by impaling a foe with their tough horn. They can be stubborn foes, and will flee only when the odds seem hopeless. Herds of merocorn have been known to fight as a coordinated group, using effective tactics. The horn functions as a +2 magical weapon, although its power fades within a few hours if separated from the merocorn.

Stunning Sound (Ex): Once every three rounds the merocorn can emit an sound of stunning power from its horn in a cone-shaped volume of water out to 30 ft. Creatures submerged within this cone must succeed on a DC 16 Fortitude save or receive 2d6 points of subdual damage and be stunned for 1d4 rounds. This sound has no effect on creatures that are not in the same body of water as the merocorn. The save DC is Constitution-based.

Blindsight (Ex): Like a porpoise, a merocorn can see by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the merocorn to rely on its vision.

Skills: Merocorns have a +4 racial bonus on Move Silently checks. They also have 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 of distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A merocorn has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated. This bonus is factored into the listed skill modifier.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, merocorns also gain the following special benefits.

- The save DC of the stunning sound attack is equal to 10 + ½ HD + Constitution modifier.
- 5+ HD — The swim speed increases to 60 feet.

- 6 HD — Gain a tail slap attack that inflicts a base 1d8 damage plus half the Strength modifier. The primary attack remains the horn.

Midden Shambler

Author: Robert J. Hall.
Huge Construct
Hit Dice: 6d8+30 (57 hp)
Initiative: -3
Speed: 20 ft. (4 squares)
Armor Class: 15 (-2 size, -3 Dex, +10 natural), touch 5, flat-footed 15
Base Attack/Grapple: +4/+21
Attack: Slam +11 melee (1d8+13)
Full Attack: Slam +11 melee (1d8+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 1d8+13
Special Qualities: Damage reduction 5/—, darkvision 60 ft., low-light vision, scent magic, spell resistance 17, freedom of movement, construct traits
Saves: Fort +2, Ref -1, Will +2
Abilities: Str 28, Dex 5, Con —, Int —, Wis 10, Cha 1
Skills: –
Feats: –
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: 50% coins; 50% goods; double items
Alignment: Always neutral
Advancement: 7–10 HD (Large); 11–18 HD (Huge)
Level Adjustment: –

A great midden-mound of rotting garbage and debris is moving with a life of its own. Bits of the mound drop away as it advances, but the general mass retains its cohesiveness. It is amorphous in form, having neither limbs nor a head.

These rare creatures are only formed by an unusual combination of circumstances, when selected components of failed magical experiments are disposed in a heap of trash. The lingering magical elements combine with the essence of the surrounding garbage to form an unintended construct.

A midden shambler seeks some essential essence that is missing from their form, usually consisting a potent type of magic. They are able to sense magical power, and are drawn to the strongest concentration in the vicinity. They will merge magical objects into their form with a ravenous hunger, but their crippled nature makes them incapable of repairing their innate flaws.

A midden shambler weighs around 20,000 pounds.

Combat

A midden shambler attacks by battering its foes with its great bulk, and crushing opponents underneath its massive body.

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

Freedom of Movement (Sp): A midden shambler is unimpeded by hindrances to movement, including grapple checks, as though affected by a *freedom of movement* spell. This ability is constant and can not be suppressed or dispelled.

Scent Magic (Su): A midden shambler can sense magic as an odor, and can ignore its own scent or the stench of garbage when smelling for magic.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, midden shamblers also gain the following special benefits.

- The save DC of the trample attack is equal to 10 + ½ HD + Strength modifier.
- Spell resistance equal to 11+ creature's HD (maximum 30).
- 8+ HD — Gain the ability to track magic by scent as the Track feat.
- 12–17 HD — +2 racial bonus to Wisdom (or Survival) checks to follow magic by scent.
- 15+ HD — Damage reduction 10/—.
- 18 HD — +4 racial bonus to Wisdom (or Survival) checks to follow magic by scent.

Mortslayer

Author: Robert J. Hall.
Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 19 (+4 chain shirt, +5 natural), touch 10, flat-footed 19
Base Attack/Grapple: +2/+5
Attack: Claw +6 melee (1d4+4 plus disruption)
Full Attack: 2 claws +6 melee (1d4+4 plus disruption)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, disruption

Special Qualities: Darkvision 60 ft., damage reduction 5/magic, +2 turn resistance, undead traits
Saves: Fort +1, Ref +1, Will +8
Abilities: Str 16, Dex 10, Con —, Int 9, Wis 14, Cha 5
Skills: Hide +4, Listen +8, Move Silently +2, Search +2, Spot +8
Feats: Iron Will, Weapon Focus (claw)
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually lawful good
Advancement: 5–13 HD (Medium)
Level Adjustment: —

This skeletal form appears newly risen from a grave, as its chest cavity and bone structures are almost completely covered in thick clumps of dirt and blackened, dead moss. Pieces of blackened flesh still cling to the skeleton in a few places.

These beings are formed from the corpses of individuals who had fanatically dedicated their life to hunting undead. They appear vaguely as they did in real life, possessing a skeletal body filled in with the hallow earth from a graveyard and coated with blackened, dead moss. A mortslayer is incapable of vocalization, emitting only a grating sound from its jaw.

The mortslayer retains sufficient sentience from its previous existence that it is able to continue its function of hunting down and slaying other undead. However it lacks the creative abilities and potential for higher learning of a living being.

The mortslayer has little understanding of its own undead state, believing that it is actually an elevated servant of some higher power that is dedicated to ridding the world of wandering or corrupt spirits. They are incapable of comprehending the irony of their own existence and its self-contradictory purpose. Mortslayer are typically solitary beings and will not accept aid unless it is directed at destroying other undead.

Combat

Although they retain the knowledge of how to wield weapons, the mortslayer prefer to fight unarmed in order to employ their divinely-granted ability to disrupt undead opponents. However they often wear armor, typically an old and battered shirt of chain mail and a dented helm. The mixture of loam and bone that forms their body also makes them difficult to damage.

Disruption (Su): Each time a mortslayer hits an undead with a claw attack, it draws away negative energy that deals an additional 1d4 points of damage to the undead opponent (no save). The mortslayer is also cured of damage equal to half the amount of negative energy it removed by disruption.

Spell-Like Abilities: At will—*detect undead.* 3/day—*bless, hide from undead, protection from evil*. Caster level 4th.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, mortslayers also gain the following special benefits. The spell-like abilities do not affect the mortslayer who is employing them.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- 5+ HD — Add 1/day—*cure serious wounds* (undead only) to spell-like abilities.
- 6+ HD — Add 3/day—*disrupt undead* to spell-like abilities.
- 7–10 HD — Disruption deals 1d8 points of damage to undead.
- 8+ HD — Add 3/day—*halt undead* to spell-like abilities.
- 9+ HD — Turn resistance improves to +4.
- 10+ HD — Add 1/day—*cure critical wounds* (undead only) to spell-like abilities.
- 11+ HD — Disruption deals 2d6 points of damage to undead.
- 13 HD — Add 1/day—*undeath to death* to spell-like abilities

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Mugwumpkin

Author: T. Dane Haggard.
Small Elemental (Earth, Water)
Hit Dice: 3d8+3 (17 hp)
Initiative: +1
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16
Base Attack/Grapple: +2/+1
Attack: Slam +6 melee (1d3+2), or mudball +4 ranged (2d6)
Full Attack: 2 slams +6 melee (1d3+2), or mudball +4 ranged (2d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Earth mastery, mudball, stone fist
Special Qualities: Damage reduction 5/slashing or piercing, darkvision 60 ft., earth glide, wumps, language aptitude, elemental traits
Saves: Fort +4, Ref +2, Will +4
Abilities: Str 16, Dex 12, Con 13, Int 13 (*see text*), Wis 12 (*see text*), Cha 6
Skills: Craft (any one) +3, Hide +5, Listen +4, Knowledge (any two) +4, Spot +4, Survival +4
Feats: Endurance, Iron Will, Power Attack[B]
Environment: Warm plains
Organization: Solitary, gang (2–4), band (5–8), or family (50–100 plus 1 Medium mugwumpkin per 10 adults, and 50% chance of 1–3 Large mugwumpkin)
Challenge Rating: 3
Treasure: None
Alignment: Neutral
Advancement: 4–5 HD (Small), 6–8 HD (Medium), 9–15 (Large)
Level Adjustment: —

Rising from the ooze is a short, humanoid creature completely covered in soft mud. Clumps of straw and grass are intertwined in the glistening muck along the extremities. A pair of beady eyes peer out through the slimy muck.

This race of elemental creatures resembles short humanoids. Their eyes are beady and small, withdrawn deep under a heavy brow. Their skin is mud-like with a ruddy complexion and is colored from red and tan to dark brown and black. They have no hair, though straw and grasses may be matted onto their hands, feet and head. A squatting mugwumpkin appears to have a spherical shaped body. Clothing may be worn but it is strictly for costume or as part of a ritual. Their bodies may be ornamented with designs smeared in thick mud on their body.

Height and social position changes each dry season for a mugwumpkin. The height of a mugwumpkin depends on how wide the six-sided plate of mud was, that they rose from, when it dried. The taller a mugwumpkin is the more intelligent he will be. (At four and a half feet tall a mugwumpkins' Intelligence would be 11).

Wisdom is carried in marbles of earth called "wumps" that they use as currency. The "wealthiest" most frugal of mugwumpkins would have a Wisdom of 18. Often the most intelligent mugwumpkins also become the "wealthiest". Wump forms along the river bank as it dries and are collected by the mugwumpkins after they awaken. Wump must be held in an empty cavity inside the chest of a mugwumpkin for it to affect their Wisdom ability.

Most mugwumpkins are endlessly curious and will go to extreme measures to gain new or novel information. This includes languages, skills, what is in that book that mage keeps reading, or anything else that would seem fresh and inviting to an inquisitive mind. New information is to their mind almost as food is to a starving person. However, the

content of the information is quickly lost if not used or practiced. The act of learning though causes new wump to be created and in the following summer it will show up in the bank of the river. When there has been enough wump accumulated it will result in the creation of a new mugwumpkin.

The mugwumpkins speak a language called Gnumarii. It sounds like rolling thunder. They do not speak Common but will learn any spoken language within minutes of hearing it.

Combat

The mugwumpkin are peaceful creatures that rarely fight unless attacked. However they are more than capable of defending themselves, and an entire family will quickly team together to drive off unwelcome intruders. They fight by hurling hard lumps of mud at their opponents, before closing to hammer away with their heavy arms.

Earth Mastery (Ex): A mugwumpkin gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. Against airborne creatures the mugwumpkin suffers -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Mudball (Su): As a standard action a mugwumpkin can gather and throw a ball of mud at a target up to 30ft. away. This requires a ranged attack with a range increment of 10 feet, and inflict 2d6 points of bludgeoning damage.

Stone Fist (Su): As a move action a mugwumpkin can reduce its Initiative by +1, gaining a +2 bonus to damage on all attack blows with fists. It requires a standard action to restore Initiative to normal, thereby losing the damage bonus.

Earth Glide (Ex): A mugwumpkin can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on the area where a mugwumpkin is located, flings it back 30 feet, stunning it for 1 round unless it succeeds on DC 15 Fortitude save.

Language Aptitude (Sp): Whenever a mugwumpkin hears a language spoken for more than 1 minute he is affected by a *tongues* spell (caster level equal to mugwumpkin's Hit Dice). A mugwumpkin can have multiple *tongues* spells active at once. Complete mastery of the language is accomplished within 24 hours of regular use. The language is forgotten after 1d4 weeks without regular use.

Wumps (Su): Mugwumpkins crystallize knowledge and information in an oily slurry that then form small balls of mud. These balls are called wumps. They use wumps as currency. The accumulation of wumps increases Wisdom for one dry season.

Skills: Due to its dense body and the dormancy cycle triggered by complete submersion, a mugwumpkin has a -8 racial penalty on Swim checks. Submerged mugwumps (even those "slain" and buried in the river) will reawaken after they are allowed to dry out completely.

Mugwumpkin Culture

Each season the rains come and wash away all traces of the Mugwumps. When the rains stop the muddy earth begins to dry. As it cracks and dries, bubbles form and expand. When the bubbles of mud have fully dried, the completely formed mugwumpkins stand and greet a new dry season. This happens along several rivers throughout the savannah.

A mugwumpkin family forms along the same river, and these rarely interact with other families from different rivers. Family organization are made up of 50–100 individuals; all adults of the same age. Their height ranges from 3 to 6 feet, with 4 ft. 6 in. being the average. The height of a mugwumpkin determines both the status in the family and their intelligence. Individuals of equal height refer to each other as mug, shorter or taller family members refer to each other as mugwump. Those thought to be children are simply smaller then average adults.

Names among the mugwumpkins are transient. One day a mugwumpkin might answer to "Slurry", the next day he is known as "Bhangi". No one changes their name; it just seems that a person is called by whatever type of mud they are most like on that day.

All mugwumpkin live near dry riverbeds in open undeveloped savannahs, dwelling in dugout mud caves and hollow mounds. The lifestyle is communal with some trading in a type of money called wump, which resemble small marbles of mud. These are traded for favors and given as gifts. Some even gamble with them.

The nature of this race of artists and scientists is one of duality. A lack of understanding and voracious curiosity mark this race of reclusive creatures with a conflicted nature. They have no interest in anything familiar to them, but are fascinated with all things novel. They are artistic, and driven to discover the world around them.

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The mugwumpkins are master craftsmen in clay. Much of their daily activity centers on the creation of art of varying degrees of scale. These pieces are wrapped in heavy grasses and dry wood and set on the edge of the grassland to wait for their fire God to come and devour at the end of the season. These pieces of art are fired by the natural action of the seasonal fires on the grass land and become permanent ceramic sculpture.

Mugwumpkins have no interest in acquiring wealth in gold or technology, but will trade their skills with clay for any knowledge that is new to them. Magic is both feared and revered. Stealing is never heard of because property isn't recognized. If a Mug sees something that interests him, he will take it and drop it when he loses interest.

Mugwumpkins fear fire more then anything else. Fire can turn a mugwumpkin into a permanent statue of pottery. This fear is drawn from the understanding that once fired into ceramic all the life experience and wisdom contained in that mugwumpkin will be lost to the group forever. It is the closest thing to permanent death for these elemental kin.

Nemesis

Author: Robert J. Hall.
Large Aberration
Hit Dice: 40d8+520 (700 hp)
Initiative: +13
Speed: 10 ft. (2 squares), 5 ft. burrow
Armor Class: 39 (-1 size, +9 Dex, +21 natural), touch 18, flat-footed 30
Base Attack/Grapple: +30/+49
Attack: Claw +44 melee (1d6+15/19–20 plus poison)
Full Attack: 2 claws +44 melee (1d6+15/19–20 plus poison) and bite +42 melee (2d6+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Life drain, poison, trample 5d6+15
Special Qualities: Darkvision 60 ft., resistance to cold 20 and fire 20, damage reduction 15/—, crushing mass, greater invisibility, immunities, nihilistic, spell-like abilities, regeneration 2, vulnerability to electricity, scent
Saves: Fort +26, Ref +17, Will +27
Abilities: Str 41, Dex 18, Con 36, Int 15, Wis 21, Cha 14
Skills: Climb +18, Listen +36, Search +16, Spellcraft +18, Spot +36, Survival +22
Feats: Alertness, Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical[B] (claws), Improved Initiative, Improved Overrun, Power Attack, Great Cleave, Multiattack, Track
Environment: Any
Organization: Solitary
Challenge Rating: 42
Treasure: None
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

A sensation of utmost dread tightens your throat. Before you a wide, rounded trough in the earth appears to advance of its own accord, accompanied only by a deep, heavy rumbling noise and a sudden wilting of the surrounding plant life.

This primordial slayer has lain dormant for millennia, awaiting a call to go forth and extinguish more life. Few know of the existence of this nihilistic horror, and none that now live know of its true origins. Once set upon a task, it will relentlessly pursue a victim using all the powers at his disposal, until it has completely extracted any remaining life force. Unless promptly given a new

task, nemesis will then slay and destroy with wanton abandon.

When rendered visible, the nemesis has a tapered, serpentine body, with four oversized arms, each tipped with two long, non-retractable force blades. Its face is little more than a triple-beaked mouth surrounded by tentacles, the inner side of which are covered in suction cups. Protruding wedges to either side of the head house the primary sense organs. A spiked fin runs from the back of the head to just past its armored torso, protecting the neck. The body is a dark metallic color, with a light gray sheen across the belly.

Combat

The nemesis will allow no distractions to prevent it from slaying its designated foe. Any living being that approaches the nemesis will find its life force being steadily drained away. Anything that gets in the path of the slowly moving nemesis will be crushed underneath its metallic bulk.

The nemesis will ruthlessly dismember a target with its deadly force blades, and will continue to slice the victim apart until little more than a pile of ground flesh remains. Those who escape with only minor injuries will still suffer from the potent toxin in its claws.

Life Drain (Su): The nemesis continually drains the life energy from any beings in the immediate area. Everything within a 20 ft. radius receives one negative level (Fort remove DC 30) each round. Within 10 ft. of the nemesis everything receives two negative levels. (Fort half DC 30). The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 43, initial damage 3d6 Con, secondary damage 2d6 Str. The save DC is Constitution-based.

Trample (Ex): Reflex half DC 35. The save DC is Strength-based.

Crushing Mass (Ex): The nemesis has a compact body that has a density greater than that of lead. It will quickly smash any light structures that are not build to carry a weight of at least 20,000 lbs.

Immunities (Ex): The nemesis is immune to energy drain, poison, sleep, disease, or death from massive damage. It has no need to eat, drink, sleep, or breathe.

Greater Invisibility (Ex): The body of the nemesis continually warps the light around it. A nemesis remains invisible even when it attacks. This ability is constant and can not be suppressed by the nemesis.

Nihilistic (Ex): Once per hour that the nemesis remains without a designated target, it must make a DC 20 Will save or begin running amuck, destroying everything in sight and slaying whomever it meets. It will begin roving randomly, dealing death and destruction to whatever it finds.

Only a being that knows the true name of the nemesis is able to designate a new target. The true name can be determined through a *wish*, *miracle*, or *legend lore* spells. The target must be a living creature and can not be the nemesis itself.

Spell-Like Abilities: At will—*locate creature, detect thoughts* (DC 19), *see invisibility*; 1/day—*dimension door, limited wish, plane shift* (DC 24). Effective caster level 19th. The save DCs are Charisma-based.

Attack/Defense Modes (Sp): Empty Mind, Thought Shield.

Regeneration (Ex): Electricity and exotic forms of radiation deal normal damage to a nemesis.

Nepalope

Author: Robert J. Hall.
Large Magical Beast (Earth)
Hit Dice: 4d10+8 (30 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple: +4/+12
Attack: Gore +8 melee (1d8+6)
Full Attack: Gore +8 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Powerful charge
Special Qualities: Darkvision 60 ft., damage reduction 5/magic, immune to disease, poison, and death effects, low-light vision, stone body, vulnerability to sonic
Saves: Fort +6, Ref +6, Will +3
Abilities: Str 19, Dex 15, Con 14, Int 8, Wis 14, Cha 15
Skills: Balance +12, Jump +12, Listen +5, Spot +5
Feats: Alertness, Weapon Focus (horns)
Environment: Temperate mountains
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always lawful neutral
Advancement: 5–9 HD (Large)
Level Adjustment: —

This beautiful creature looks like a particularly large and powerful ram crafted out of flawless white marble. It has curved, glistening horns, green, sparkling eyes, and a silky mane that flows back to its tail.

This magnificent mythical being most closely resembles a giant mountain ram, with a pearly-white marble body, tough crystalline horns, diamond-hard hooves, and deep green crystals that serve as eyes. A long mane of silky locks flow the full length down the creature's back to its tail. The legs of the nepalope are both powerful and nimble, allowing the beast to leap gracefully across the most hazardous terrain. The nepalope is able to communicate in the common tongue, so they will sometimes converse with those they do not find threatening.

It is a legend among certain mountain tribes that a nepalope is a sacred, immortal being that guard places of great power. The creatures are relatively rare in most parts of the world, however, so there are few can attest to the truth of the matter.

Combat

The nepalope is not especially aggressive and will normally seek to avoid combat. Only if it is protecting a site will it attack an intruder who does not heed its warnings and steer clear. It attacks with its tough, crystalline horns.

Powerful Charge (Ex): A nepalope deals 2d8+12 points of damage when it charges.

Stone Body (Ex): As the body of the nepalope is formed of stone, stone-affecting spells or powers can target it.

Skills: Nepalopes receive a +8 racial bonus to Balance and Jump checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, nepalope also gain the following special benefits.

- 5+ HD — Gain **Sacred Guardian (Su):** While defending a holy site or a place of powerful magic within 1 mile, a nepalope gains a +2 enhancement bonus to any saving throws. The nepalope does not need to eat or sleep while defending such a site.
- 6–8 HD — Horns gain +1 enhancement bonus to attack and damage rolls.
- 7 HD — +2 racial bonus on saving throws against paralysis and sleep effects.
- 8 HD — Gain fast healing 2 while in contact with stone.
- 9 HD — Horns gain +2 enhancement bonus to attack and damage rolls.

Nubling

Author: Robert J. Hall.
Nubling, 1st-Level Warrior
Small Humanoid (Nubling)
Hit Dice: 1d8-1 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 18 (+1 size, +2 Dex, +3 studded leather, +1 small shield, +1 natural), touch 13, flat-footed 16
Base Attack/Grapple: +1/-3
Attack: Heavy mace +1 melee (1d6); or light crossbow +3 melee (1d6)
Full Attack: Heavy mace +1 melee (1d6); or light crossbow +3 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, resistance to 5, wild empathy, empathic link
Saves: Fort +1, Ref +2, Will -1
Abilities: Str 10, Dex 15, Con 9, Int 10, Wis 8, Cha 13
Skills: Craft (carpentry) +3, Handle Animal +2, Hide +5*, Ride +5
Feats: Mounted Combat
Environment: Temperate plains
Organization: Team (2–5 with riding dogs), patrol (5–20 plus 2 3rd-level squad leaders and 1 leader of 3rd-5th level with riding dogs), or troop (20–40 with riding dogs plus 1 3rd level squad leader per 10 adults, 4 5th-level patrol leaders, a 7th level wohma)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +1

Resembling a human child with a covering of dense, golden hair, these creatures appear almost irresistibly cute. They have thick, awkward limbs that end in heavy digits. The large eyes are a beautiful, solid hue, and the diamond-shaped ears project up to near the top of the scalp.

Nublings are a short, compact race of humanoids that resemble cute and somewhat stocky human youngsters, roughly three feet in height. They have

a dense coat of curly, banded-golden hair; amber or deep-emerald cat-like eyes; heavy limbs; and large, four-digit extremities. The head is very human in appearance, although the eyes and diamond-shaped ears are larger than would be expected.

Most nublings encountered outside their communities are warriors.

Combat

For weaponry, tribal warriors favor the light crossbow, slings, circlet mace, or a light lance. Their nimble fingers can manufacture a very fine studded leather armor and they usually carry a round shield bearing a symbol of interlocking circles. Mounted patrols are usually seen ranging well in advance of approaching nubling tribal columns, searching out potential threats or trade opportunities. The close link between nublings and their mounts make them effective cavalry, despite their diminutive size.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the nubling has a +4 racial bonus on the check with domestic animals.

Empathic Link (Su): If a nubling has a Charisma of 12 or greater, he can forge a mental bond with his mount. This power works like the sorcerer's empathic link with his familiar, except the range is equal to the nubling's Charisma modifier in miles. It requires a full month of steady contact with a trained mount to form this link, and once forged the link can not be broken or replaced until either the nubling or his mount are slain.

Skills: Nublings have a +2 racial bonus on Appraise and Craft checks that are related to wood or plant products. Due to their fur covering, they gain a +4 racial bonus to Hide checks in areas of tall grass or heavy undergrowth. (*This bonus is not factored into the statistics above.)

Nubling Society

The tribes of nublings constantly travel the rolling central plains in small wooden wagons. These compact vehicles are the products of generations of nubling craftsmen who have mastered every detail of wagon building. Bleached animal hides, cunningly sewn together and dyed to provide camouflage, cover the wooden sides. The hides also serve as water carriers, providing fire protection when punctured. When attacked, the wagons can be circled to form a nearly impregnable laager, and the nublings can move around inside the ring through the sealed wagon tunnel to pick off their foe from arrow slits.

The wagons are towed by mastallions, a special hybrid of mastiff and small plains horse. (Treat as a war-trained riding dog.) A mastallion stands as tall at the shoulder as the largest nubling, and is more than strong enough to serve as a mount. In addition to being reasonably intelligent, the mastallion share a special bond with their nubling masters.

Each year the nublings migrate between the alpine grasslands and the warmer southern lowlands. They bring along their goats and other domesticated animals to provide food, clothing, and other useful items. The nublings are also master traders, carrying all sorts of scarce goods across the dangerous plains.

The spiritual beliefs of the nublings are based on the ring, representing the circle of life, the seasons, and the ebb and flow of daily events. The traditional greeting of the tribes has all concerned locking hands to form a circle, then exchange words of greeting, friendship, and good fortune.

The shamanistic magic of the nublings is based on the circle, as represented by a ring of worshippers. Each tribe has a Wohma, the head shaman-cleric, who has mastered the arts of the five circles. His temple wagon unfolds to form a ring-shaped church, with the sacred altar of stone placed in the exact center. The wagons of the tribe are then arranged around the temple to form an outer ring.

Nublings, especially those of higher rank, wear an inordinate amount of jewelry, often to the point of gaudiness. They especially prefer ring-shaped ornaments, such as bracelets, earrings, finger rings, etc. They wear little else in the way of garb, other than that required to protect their modesty or ward against the elements, the better to show off their finery.

Nublings as Characters

Nubling leaders tend to be rogues, rangers, or adepts. Nubling clerics worship a nature god and can choose any two of the following domains: Animal, Plant, Sun, and Travel. Nubling spell-casters are normally adepts.

Nubling characters possess the following racial traits.

— -2 Strength, +2 Dexterity, +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 ¾ those of Medium characters.
— A nubling's base land speed is 20 feet.
— Low-light vision.
— Resistance to cold 5.

— +1 natural armor bonus.
— +2 racial bonus on Appraise checks that are related to wood or plant products.
— +2 racial bonus on Craft checks that are related to wood or plant products.
— +4 racial bonus to Hide checks in areas of tall grass or heavy undergrowth. *This bonus is not factored into the statistics above.
— Special Qualities (see above): wild empathy, empathic link.
— Automatic Languages: Common, Nubling. Bonus Languages: Gnome.
— Favored Class: Rogue.
— Level Adjustment: +1.

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

Nymph, Sea

Author: The Netbook of Witches team.
Medium Fey (Aquatic)
Hit Dice: 6d6 (21 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14
Base Attack/Grapple: +3/+3
Attack: Dagger +6 melee (1d4/19–20)
Full Attack: Dagger +6 melee (1d4/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blinding beauty, spells, spell-like abilities, unearthly beauty
Special Qualities: Darkvision 60 ft., unearthly grace, water dependent
Saves: Fort +2, Ref +7, Will +10
Abilities: Str 10, Dex 15, Con 10, Int 16, Wis 17, Cha 19
Skills: Concentration +6, Craft or Knowledge (any one) +9, Escape Artist +9, Handle Animal +9, Heal +11, Hide +11, Listen +13, Move Silently +11, Sense Motive +9, Swim +17, Spot +13
Feats: Ability Focus (unearthly beauty), Alertness, Dodge[B], Iron Will
Environment: Temperate aquatic (naiad in fresh water; nereid in salt water)
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic (mostly good, some neutral)
Advancement: 7–12 HD (Medium)
Level Adjustment: +7

Floating effortlessly in the water is a beautiful female with delicate, elfin features. She has pale, flawless flesh, intoxicating eyes, enticing lips, and long golden hair that streams out gracefully behind her.

Naiads and nereids are fresh and salt water nymphs respectively. Like the nymphs of the forest, these water nymphs are nature's personification of the beauty, grace and mystery of the sea.

These creatures always appear female, but the individuals vary in appearance. Most are described as having pale skin and golden hair, but others are possess skin colors ranging from white, to dark tan, to sea-foam blues and greens. The hair also can range from blonde, to dark brunette, to varying shades of blue, green and coral pink. Also some water nymphs are described as having the legs of a mortal woman or even the fins of a mermaid.

Naiads occupy fresh water bodies, such as streams, rivers, lakes and such. Even a small brook or marsh can contain a naiad.

Historically nereids were believed to be the daughters of Nereus who resides in the Mediterranean Sea and were said to helpful to sailors during storms.

Typically shy and reclusive, these nymphs will approach sailors and water traveling mortals if they feel that they mean them no harm. While they loathe to physically attack they do have a number of supernatural abilities to call on if needed. They are actually fond of mortals, just wary of them. If the mortal meets with their approval they will attempt to seduce him. Unless the potential male can breath underwater, the mating process usually kills the mortal via drowning. It should be noted that this doesn't make the nymph evil, but rather compelled by her own desires for mating. The offspring of a water nymph and a human (or humanoid) is always another water nymph.

Like dryads, naiads and nereids are linked to their body of water. If their stream, lake or sea were to dry up, it would kill the nymphs linked with it.

Water nymphs speak Aquan and Common.

Combat

Naiads and nereids will avoid combat whenever they can, preferring to swim away. They do have some supernatural abilities to aid them when needed. The prepared spells of a sea nymph are native to the underwater environment. Thus they

would not employ *flame blade,* for example.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of the water nymph. Those who look directly at the nymph must succeed at a DC 17 Fortitude save or be permanently blinded as though by the *blindness/deafness* spell. The nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Unearthly Beauty (Su): Once every 10 minutes as a normal action, a water nymph can activate this ability lasting a full round. Those within 30 feet who look directly at the water nymph must succeed at a DC 19 Will save or die. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: Sea nymphs can cast divine spells as 7th-level druids. The save DC are Wisdom-based.

Typical Druid Spells Prepared (6/5/4/3/1; DC 13 + spell level): 0—*detect magic, detect poison, flare (2), know direction, resistance*; 1st—*charm animal, cure light wounds (2), longstrider, speak with animals*; 2nd—*barkskin, cat's grace, chill metal, summon nature's ally*; 3rd—*cure moderate wounds, dominate animal, protection from energy*; 4th—*summon nature's ally IV*.

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

Water Dependent (Ex): Sea nymphs can survive a short period on land, but never more than a few hours. They can survive out of water for 1 hour per 2 points of Constitution. Each hour thereafter they must make a DC 20 Fortitude save or be dealt 1d6 points of damage. These points can not be healed on land. Any sea nymph reaching zero hit points while away from water is forever dead. Even before her time on land is up a water nymph will be very awkward on land.

Skills: A sea nymph has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sea nymph also gain the following special benefits.

- The caster level of the spell-like abilities is equal to 7th or the Hit Dice, whichever is greater.
- The save DC of the blinding beauty attack is equal to 10 + ½ HD + Charisma modifier.
- The save DC of the unearthly beauty attack is equal to 12 + ½ HD + Charisma modifier.
- 8+ HD — Gain **Animal Companion (Su):** a sea nymph can gain an aquatic companion. This ability is identical to the druid's animal companion ability, except that the animal must have the aquatic sub-type. This loyal companion is immune to the unearthly beauty ability of the sea nymph for as long as it remains in service.
- 10+ HD — +2 bonus on Knowledge (nature) and Survival checks.

Ooze

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Sand Slime

Author: Robert J. Hall.
Medium Ooze
Hit Dice: 2d10+14 (25 hp)
Initiative: -5
Speed: 15 ft. (3 squares)
Armor Class: 5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +1/+1
Attack: Slam +1 melee (1d6 plus petrify)
Full Attack: Slam +1 melee (1d6 plus petrify)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, petrify
Special Qualities: Blindsight 60 ft., camouflage, ooze traits, colony
Saves: Fort +7, Ref -5, Will -3
Abilities: Str 11, Dex 1, Con 24, Int —, Wis 4, Cha 1
Skills: —
Feats: —

Environment: Underground
Organization: Solitary or colony (4–200)
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

A glistening mass of coarse gray material slithers noisily across the ground, its quivering, shifting form resembling a moving pile of wet sand.

This mottled, tan-hued ooze resembles a mass of wet stone. Due to its appearance it is readily able to blend into the surrounding rock, appearing as a seam of sandstone that has been dampened by a water seep. Individually these slimes exist only to consume organic matter. They dwell deep underground in warm passages, sliding along tunnels or squeezing through narrow cracks in search of food, whether alive or dead.

A sand slime replicates by forming buds that split off and form new sand slimes. As long as a bud remains within a five-mile radius of its relatives, it forms part of a colony of slimes that can gain a collective intelligence. The slimes in such a colony are linked together and operate as a single being. Their mind is utterly alien in nature, and it shares all the immunities of the individual stone slimes.

Combat

Sand slimes move slowly along passages, using their natural camouflage to ambush victims. It attacks any creature it encounters, seeking to petrify the form using its mineral secretions. Once the target is hardened, the sand slime will slowly absorb the organic matter over the course of several days.

A sand slime will completely consume the organic matter from a petrified form in 3–5 days, absorbing the minerals back into its body in the process. The remains will form a mummified husk that is brittle and light.

Colonies possess a collective intelligence and can cooperate to attack foes and utilize tactics. They will sacrifice individual members for the greater good, when necessary.

Petrify (Ex): A sand slime secretes an insidious mineral substance that immobilizes flesh. A target hit by a sand slime's melee attack must succeed at a DC 13 Fortitude save or receive 1d4 Dex damage. The save DC is Constitution-based.

If the Dexterity is reduced to zero by these secretions, the target becomes petrified as the *flesh to stone* spell. (Effective caster level 12th.) However this process of petrification requires a full hour to consummate. Raising the Dexterity score above zero will effectively disrupt the petrification.

Constrict (Ex): A sand slime deals 1d6 points of damage and can petrify with a successful grapple check.

Improved Grab (Ex): To use this ability, the sand slime 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 established hold and can constrict.

Colony (Ex): A colony of sand slimes, with all its members within 120 feet of each other, gains a bizarre form of collective intelligence. A colony of four slimes has a combined Intelligence of 1. Each doubling of the numbers of slimes thereafter increases the Intelligence by one point. Thus the Intelligence increases to 2 with eight slimes; to 3 with sixteen slimes, and so forth.

As the collective intelligence increases, the colony is better able to coordinate its attacks and to react to opponents. It will readily sacrifice a few of its members in order to gain a large feast.

Camouflage (Ex): A motionless sand slime on natural rock is hard to identify, and it takes a DC 15 spot to notice one. Creatures who fail to notice a sand slime and walk into it are automatically hit with a melee attack for slam and petrify damage.

Tar Fiend

Author: T. Dane Haggard.
Gargantuan Ooze (Pudding)
Hit Dice: 8d10+8 (32 hp)
Initiative: +2
Speed: 5 ft. (1 square)
Armor Class: 8 (-4 size, +2 Dex), touch 8, flat-footed 6
Base Attack/Grapple: +6/+22
Attack: Claw +6 melee (2d6+4 plus entrap) or slam +6 melee (2d6+2 plus entrap) or crushing blow +6 melee (2d8+2 plus entrap) or breath weapon +4 ranged (1d4 per round; see text)
Full Attack: 2 claws +6 melee (2d6+4 plus entrap) and either slam +1 melee (2d6+2 plus entrap) or crushing blow +1 melee (2d8+2 plus entrap), or breath weapon +4 ranged (1d4 per round; see text)
Space/Reach: 20 ft./15 ft.
Special Attacks: Breath weapon, crushing blow 2d8+2, entrap foe, engulf, dissolve flesh

Special Qualities: Blindsight 60 ft., puppet master, regeneration 4, immunity to electricity, vulnerabilities, ooze traits
Saves: Fort +3, Ref +4, Will -3
Abilities: Str 18, Dex 14, Con 12, Int —, Wis 1, Cha 1
Skills: —
Feats: Cleave[B], Point Blank Shot[B], Power Attack[B]
Environment: Warm desert
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 2–4 HD (Large); 5–7 HD (Huge); 8–15 HD (Gargantuan); 16–30 HD (Collosal)
Level Adjustment: —

Erupting out of the ground in a large circle is a ring of charred yellow bones, all covered in an oily-black goo. The structure begins to slowly advance in a chaotic mass, the bones grinding and scraping against each other.

The tar fiend are usually oily black in color, though red tar fiends have been known to exist. While the body of this ooze is amorphous, it is capable of amalgamating the skeletons of its prey and using the bones to provide a structure. The amalgamated skeletal structure of the tar fiend is either hidden directly under a thin blanket of sand or appears as a mound of dry burnt bones. The bulk of an older tar fiends' ever-growing body lies underground. The young lesser tar fiends wander aimlessly and can easily be mistaken for an undead creature.

The body of an adult tar fiend extends underground and spreads out sometimes covering a distance of one square acre. Without a skeletal structure the body is largely inactive. It can take eight hours for the tar fiend to move its skeleton to any one place in a body this large. Movement is very limited due to this factor.

Tar fiends are very sensitive to vibration, sound and heat. They lack eyes and a centralized nervous system. Incapable of thought, they operate purely on instinct. Hunger drives them as well as a need for more skeletal structure. Structure is required for successful asexual reproduction.

A mass of this monster found without a skeletal structure supporting it is called a tar pudding and is very close to harmless. Contact for 10 rounds causes 1d4 damage per round until removal or death, following a failed DC 12 Reflex save. The save DC is Constitution-based.

Once a tar fiend has surpassed the Colossal size and age it develops a kind of intelligence that can be communicated with through telepathy or other methods.

Combat

As with most puddings, the tar fiend primarily uses innate camouflage and surprise to overwhelm its victims. Laying in wait just under the surface of a dune, a tar fiend can launch an attack at just the moment a hapless desert wanderer unknowingly crosses into striking distance. Some tar fiends are known to use the lure of the remnants of a previous meal to draw starving scavengers within range.

Any party camping in one place just off of a major trade route through a desert may be surprised by a massive cage-like skeleton covered in black tar (*read*: tar fiend) suddenly emerging out of the sand surrounding the camp.

Once a creature is engaged, the tar fiend will try to ensnare it using its amalgamated skeletal structure as claws and clubs (or in some cases swords or wagon axles) to render the victim incapacitated and engulf it into the main body for digestion. If this strategy fails, the tar fiend will attempt to "lay an egg" on the combatant by spewing a bit of itself at the target. The sticky tar-like body of the projectile will adhere to any surface and begin slowly dissolving whatever it touches.

Tar fiends are susceptible to cold and water (against a Cold- or Water-based attack Fortitude save -4) and many chemical solvents. During freezing desert storms they withdraw deep under the dunes. Severe rainstorms and flooding will kill or damage a tar fiend. Exposure to a chemical solvent such as turpentine, in quantities that exceed the tar puddings mass in volume, will neutralize its digestive enzymes and render it disabled.

Fire has a marginal affect on a tar fiend. If the tar of its body is caught on fire it will continue to fight until such time as it feels in danger and it will withdraw under the sand just long enough to suffocate the blaze. This pudding is immune to all electricity-based attacks though the pieces of its assembled skeleton may not be.

Loss or damage to the tar body of this pudding is regenerated at a high rate. Damage to the skeleton can only be repaired by replacing broken pieces with new ones. Skeletal structures that have natural joints are preferred by the instinct of the tar fiend to those without, as the joints allow movement and articulation.

Regeneration (Ex): Cold- or water-based attacks deal normal damage to a tar fiend.

Breath weapon (Ex): The tar fiend may fire a warm ball of sticky tar twice per day. The projectile mass of tar is actually the spore of the tar fiend and is called a tar pudding. It has an accurate range increment of 30 ft. This attack requires the target to make a DC 16 Reflex save. Creatures failing their saves are hopelessly engulfed and considered helpless, and they are additionally subject to the dissolve flesh attack. Those that make their save are considered touched by the tar fiend and are subject to dissolve flesh. The save DC is Constitution-based.

If its target has no protective mouth covering, this breath weapon's critical hits on an unadjusted 20 result (with the failed Reflex save) in a head-shot threatening suffocation from a full mouth of warm tar. Lesser tar fiends and tar puddings do not have this attack.

Crushing Blow (Ex): Once per round the tar fiend may focus an attack on one broad area sweep. The full weight of the attack is brought to bear in this target area. If the sweep fails to hit, the tar fiend looses its action for the next combat round. The target area is based on maximum reach of the tar fiend in a 90-degree arc. Anything in the area that is hit receives 2d8+2 points of damage and is subject to the entrap foe attack.

Entrap Foe (Ex): This attack is the result of any physical contact with the body of the tar fiend. Any melee hits that successfully cause damage to the body of the tar fiend, or the subject of a successful tar fiends' attack, causes the sticky nature of the tar fiend's body to hold on to any weapons, armor or body that touched the surface during the attack.

The subject, after a scoring hit, must make a DC 16 Reflex save or become stuck by the weapon, armor and body that inflicted the hit. Those failing their Reflex save must make a DC 16 Strength check to break free. Creatures failing the Strength check are considered bound and become helpless defenders. These are subject to the dissolve flesh attack. The save DCs are Constitution-based.

Subjects of the entrap foe become used as a piece of the tar fiends structure and may be used as a club against other tar fiends foes. These entrapped characters are treated as having their own armor class and "hardness". Attempts to free those entrapped require a successful disarm attack. The subject of entrap foe is not able to physically assist in any rescue attempt.

Engulf (Ex): Once a target has been subdued and rendered helpless, the tar fiend draws the body into its mass and engulfs it as an ooze. Engulfed creatures are subject to the tar fiend's dissolve flesh, and are considered grappled and trapped within its body.

Dissolve Flesh (Ex): The main body of the tar fiend is composed of tar-based corrosive enzymes that actively dissolve any organic substance or tissues that it comes into contact with. Any exposed skin or material that comes into contact with the body of the tar fiend is dealt 1d4 points of damage per round after ten rounds of continuous contact. Complete immersion in water for ten rounds will kill a tar pudding and will immediately end its digestive damage. Removal of the inert tar mass requires either a *remove disease* spell or a long (eight hours) soaking bath in turpentine or alcohol.

Puppet Master (Ex): This attack is the manner in which the tar fiend manipulates the items that comprise its skeleton. Larger tar fiends use a fence-like attack, surrounding a party from under ground and then springing up on all sides. Smaller tar fiends use pieces as blunt instruments to render its food incapacitated. As a whole, the tar fiend uses the bodies and equipment of its food for the structure it needs to feed, grow, replicate itself and as weapons to catch its food. The assorted debris includes whole skeletons of animals and humanoids, suits of armor, wagon wheel and axles, and most anything else. This debris does not grant any armor to the body of the tar fiend.

If a particular item inside the tar fiend is recognized and a sunder attack is called upon it specifically, the item has its own Armor Class and hardness. (Ex. A colossal tar fiend wielding the remains of a wagon as a club. The "club" can be hit, but it has its own hardness of wood and metal to overcome before it can be broken.) Damage performed upon items used as structure and weapons does not translate into damage against the tar fiend. Hits to items not encased in tar do not allow the entrap foe attack.

Vulnerabilities: Tar fiends receive a -4 modifier to saves against cold- and water-based attacks.

Orc

An orc’s hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and

weighs about 210 pounds. Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Ebony Orc

Author: Robert J. Hall.
Medium Humanoid (Orc)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 20 ft. (chain mail), base 30 ft.
Armor Class: 17 (+1 Dex, +4 chain shirt, +2 large wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +1/+4
Attack: Warhammer +4 melee (1d8+3/x3); or javelin +2 ranged (1d6+3)
Full Attack: Warhammer +4 melee (1d8+3/x3); or javelin +2 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood rage, ebony orc traits
Special Qualities: Darkvision 60 ft., ebony orc traits
Saves: Fort +4, Ref +1, Will +0
Abilities: Str 17, Dex 12, Con 12, Int 9, Wis 11, Cha 6
Skills: Climb +4, Intimidate +4, Listen +1, Spot +1
Feats: Power Attack
Environment: Temperate mountains
Organization: Gang (2–4) or squad (8–15 plus 1 3rd-level sergeant)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +1

A powerfully-built, hulking humanoid with oily, dark-green flesh and a primitive, ugly face, this creature looks like a savage human. It has a crouching posture, glaring orange eyes, stunted nose, and a fang-lined mouth with two prominent lower tusks. The body is almost completely devoid of hair.

This is bigger and more threatening breed of orc. The flesh of the ebony orc is a dark olive hue that is almost black. They are almost completely hairless and their flesh gleams from a natural oil secreted from pores in their skin. The eyes of an ebony orc are yellow or orange in hue.

The origins of this race are a mystery. Some believe they are a crossbreed of a subterranean race with common orcs. Others think they are a creation of the patron deity of the orcs.

Most orcs treat the battle-hardened ebony orcs with reverence, and they are commonly employed as elite shock troops or mercenary guardians of tribal chieftains. They receive the best equipment and are more diligent than ordinary orcs at keeping their weapons clean and sharp.

Combat

Ebony orcs prefer a straight fight instead attacking from concealment or an ambush, and they employ disciplined tactics to overcome their foes.

Battle Roar (Ex): Ebony orcs possess a powerful, intimidating roar that they use in battle to shake the morale of their foes. Whenever an ebony orc roars while performing a charge, on a successful Intimidate check the foe is shaken for a full round.

Light Sensitivity (Ex): Ebony orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Ebony Orc Traits (Ex): Ebony orcs possess the following racial traits.

- +4 Strength, +2 Constitution, -2 Wisdom, -2 Charisma.
- Medium size.
- An ebony orc's base land speed is 30 feet.
- Darkvision 60 feet.
- Racial Hit Dice: An ebony orc 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: An ebony orc's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Intimidate, Jump, Listen, and Spot. Ebony orcs have a +4 racial bonus on Intimidate checks.
- +4 racial bonus to Will saves against fear spells and effects.
- +1 racial bonus to Fort saves against poison.
- Special Attacks (see above): Battle roar.
- Special Qualities (see above): Light sensitivity.
- Favored Class: Barbarian.
- Level adjustment: +1.

Pigmy Orc

Author: Robert J. Hall.
Pigmy Orc, 1st-Level Warrior
Small Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
Base Attack/Grapple: +1/-2
Attack: Club +2 melee (1d4+1); or sling +2 ranged (1d3+1)
Full Attack: Club +2 melee (1d4+1); or sling +2 ranged (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., group healing, light sensitivity
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 12, Dex 13, Con 13, Int 6, Wis 10, Cha 7
Skills: Hide +6, Listen +3, Spot +3
Feats: Alertness
Environment: Underground
Organization: Gang (2–4) or band (11–20 plus 2–3 2nd-level toughs and 1 boss of 3rd-5th level)
Challenge Rating: ½
Treasure: 50% standard, ivory horn
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +0

This squat, lean creature resembles a stunted, ferocious human. It has a coarse, pale blue hide with no body hair, and it is covered in clusters of warty nodules. The gnarly face possesses hog-like features, with a tusk protruding from the forehead.

These creatures are the diminutive offspring of orcs that have been cursed by their gods. They are similar in form to a orcish runt, but have an ivory horn in the center of their scalp. Their scaly, wart-covered flesh is a pale blue hue, with no body hair and an unpleasant fish-oil odor. They are fierce and unyielding in nature but none too intelligent.

Combat

Pigmy orcs normally wield crude wood or stone weapons, such as clubs, staffs, slings, or knives. Their leaders will sometimes have acquired slightly better weapons and even wear some armor. While small in stature, they have an unusual healing quality that makes them tough, scrappy fighters.

Group Healing (Su): A pigmy orc has a number of group healing points equal to its Fortitude modifier. It shares these in a pool with any other pigmy orcs inside a 100-ft. radius. As long as any points remain available within this radius, a pigmy orc has the fast healing special quality.

Damage is healed at the rate of 2 points per round, drawing from the group healing pool of nearby pigmy orcs. The points are drawn first from the pigmy orcs that have the largest number of group healing points remaining.

Once its pool is exhausted, a pigmy orc will no longer receive fast healing. Each pigmy orc recovers its group healing points at the rate of 1 point per day.

Light Sensitivity (Ex): Pigmy orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Pigmy Orc Society

At best these dull-witted beings have only a simple culture and dwell in the most primitive conditions. They are capable of building crude structures, scavenging for food, and making primitive garb. But they have no written language and they can only communicate through gestures and a series of odd grunts.

Most orcs despise this stunted race and will torment them for simple pleasure. As a result the pigmy orcs have been driven to the most undesirable territories in the underground realms, dwelling in cramped, dank caves and narrow tunnels.

Few races find the company of pigmy orcs desirable, and they are normally only seen in the company of other humanoids after they have been enslaved. Pigmy orcs have developed a fierce rivalry with kobolds and the two will often attack each other on sight.

The small ivory horns of the pigmy orcs have a certain medicinal value that is known to some sages and herbalists. Each horn is worth 5 gp if a buyer can be located.

Pigmy Orcs as Characters

Pigmy orc leaders tend to be warriors or barbarians. There are no pigmy orc clerics, and most pigmy orc spell-casters are adepts. Pigmy orcs favor spells that deceive or cripple.

Pigmy Orc Traits (Ex): Pigmy orcs possess the following racial traits.

— +2 Dexterity, -2 Intelligence, -2 Charisma.

— A pigmy orc's base land speed is 20 feet.
— Darkvision out to 60 feet.
— +1 racial bonus on attack rolls against kobolds.
— Special Qualities (see above): Group healing, light sensitivity.
— Automatic Languages: None. Bonus Languages: Common, Kobold, Orc, Undercommon.
— Favored Class: Barbarian.

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Swamp Orc

Author: Robert J. Hall.
Swamp Orc, 1st-Level Warrior
Medium Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 13 (+2 leather, +1 small wooden shield), touch 10, flat-footed 13
Base Attack/Grapple: +1/+3
Attack: Morningstar +3 melee (1d8+2); or flensing scourge +3 melee (1d3+2 non-lethal plus 1 lethal plus swamp fever)
Full Attack: Morningstar +3 melee (1d8+2); or flensing scourge +3 melee (1d3+2 non-lethal plus 1 lethal plus swamp fever)
Space/Reach: 5 ft./5 ft. (15 ft. with flensing scourge)
Special Attacks: Swamp fever
Special Qualities: Darkvision 60 ft., marsh mobility, light sensitivity
Saves: Fort +3 (+7 versus disease), Ref +0, Will +0
Abilities: Str 14, Dex 10, Con 13, Int 7, Wis 10, Cha 6
Skills: Hide +1*, Listen +3, Spot +3, Swim +5
Feats: Alertness
Environment: Temperate marshes
Organization: Gang (2–4), squad (10–20 plus 2 3rd-level poxes and 1 leader of 3rd-6th level), or band (25–50 plus 150% noncombatants plus 1 3rd-level poxes per 10 adults, 2 5th-level rots, and 1 7th-level plague bearers)
Challenge Rating: 1
Treasure: 50% standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: —

A creature resembling a savage human is covered in dripping ooze. It has olive flesh, heavy tangled hair, a wide mouth with a pair of prominent, tusk-like fangs, and stands with a stooped posture.

This offshoot of the orc race is normally found among marshy wetlands, particularly in swampy areas with a heavy overgrowth of trees. They are similar in appearance to other orcs, but have dark green flesh and heavy, tangled hair. The unusual feet of the swamp orc are splayed somewhat like that of a frog, with heavy webbing between the long toes. This provides them excellent footing in muddy swamps, and makes them good swimmers.

Combat

As moving through marshes is difficult when heavily burdened, swamp orcs prefer to wear light armor and wield weapons and shields that are easy to carry. Swamp orcs rely their ability to blend into the swamp terrain in order to surprise their foes, and prefer to fight in large groups.

The swamp orc tribes will attempt to take live prisoners for later sacrifice. For this reason they hunt enemies with nets and the flensing scourge, employing their morningstars only when they can't avoid melee. They will often ambush creatures and quickly attack with their flensing whips, before retreating deeper into the swamps. After the disease has had time to take hold, the victims are then ruthlessly hunted down by packs of swamp orcs.

Flensing Scourge: All swamp orc warriors carry this exotic weapon. The flensing scourge is a heavy whip with a flayed, barbed tip made of bone. It inflicts the non-lethal damage dealt by a whip, plus 1 point of lethal damage. (The Strength modifier, if any, is applied to the non-lethal damage.) The lethal damage is inflicted regardless of the opponent's armor bonus or natural armor bonus.

When properly soiled by suitable swamp filth, these barbs can also inflict an unpleasant wasting disease known as swamp fever. In all other respects the flensing scourge functions as a normal whip.

Swamp Fever (Ex): Natural disease — injury, Fortitude DC 12, incubation period 1d2 days; damage 1d3 Str and 1d4 Int.

Marsh Mobility (Ex): Swamp orcs traverse a soft, marshy or muddy surface at normal movement rate without sinking if they are carrying a light load.

Light Sensitivity (Ex): Swamp orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: A swamp orc has a +4 racial bonus on Swim checks. *In areas of swamp or marsh, they have +2 racial bonus to Hide checks.

Swamp Orc Characters

Swamp orc leaders tend to be barbarians. A swamp orc cleric has access to two of the following domains: Death, Destruction, Evil. Most swamp orc spell-casters are adepts. Swamp orcs favor spells that weaken foes or deal damage.

Swamp orcs possess the following traits.

- — +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.
- — A swamp orc's base land speed is 30 feet. It also has a swim speed of 20 feet.
- — Darkvision out to 60 feet.
- — Weapon Familiarity: Swamp orcs treat flensing scourges as martial weapons, rather than exotic weapons.
- — Special Attacks (see above): Swamp fever
- — Special Qualities (see above): Marsh mobility, light sensitivity.
- — +4 racial bonus to Fort saves against disease.
- — +4 racial bonus on Swim checks.
- — *+2 racial bonus to Hide checks while in a swamp or marsh.
- — Automatic Languages: Common, Orc. Bonus Languages: Goblin, Lizardman.
- — Favored Class: Barbarian.

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

Swamp Orc Society

The life of the swamp orcs is centered on the worship of the orcish deity of death and disease. The clergy of the tribe attempts to serve and placate their god through live sacrifices on a low mound located in the vicinity their villages. If insufficient sacrifices can be found among their slaves or captives, the swamp orcs will raid nearby settlements on the outskirts of the swamp. Sacrifices will only be made once the victim is suffering from a disease, usually inflicted by lashings of the flensing scourge.

The communal homes of swamp orcs are build like a beaver den, with a large, heavy pile of logs and branches hiding a dry interior. Normally the entrance to these dens is located underwater, and must be accessed by swimming. The orcs will typically rest in their den during the daylight hours and emerge to hunt during the night.

Swamp orcs will often enslave other intelligent humanoids that dwell in marshlands. They are cruel and sadistic masters who enjoy torment slaves, so the life expectancy of their captives is quite low. The adepts of these tribes may also have bred a race of dire toads. Swamp orcs are bitter enemies of greater lizardfolk, who often occupy the same territory.

Plasma Dog

Author: Robert J. Hall.
Small Elemental (Fire)
Hit Dice: 1d8+2 (6 hp)
Initiative: +4
Speed: Fly 40 ft. (good) (8 squares)
Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple: +0/+1
Attack: Touch +6 melee (1d4 fire); or spit +5 ranged (1d4 fire)
Full Attack: Touch +6 melee (1d4 fire); or spit +5 ranged (1d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Envelop, spit fire
Special Qualities: Darkvision 60 ft., damage reduction 5/magic, immunity to fire, vulnerability to cold, elemental traits
Saves: Fort +2, Ref +6, Will +0
Abilities: Str —, Dex 18, Con 14, Int 3, Wis 11, Cha 8
Skills: Listen +2, Spot +2
Feats: Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Solitary, pair, or pack (4–12)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Small); 5–6 HD (Medium)

Level Adjustment: —

This darting, flying creature is a mass of golden-orange flames possessing the overall form of a dog. Instead of a canine head, however, it has many fiery red tendrils forming a cone of flame.

These ravenous creatures resemble dogs that are composed entirely of golden orange flames. Where their head might be, however, exists only a clawing fingers of reddish flame in the rough shape of a cone, facing toward the front almost like a snout. Plasma dogs shift and maneuver rapidly through the air, almost never remaining still for even a moment.

These creatures are quite social and are often found in a pack that behaves much like a group of wolves. There is always a pack leader and a hierarchy in such a group. The leaders are expected to attack any enemies first, but always gain the best fuel and the right to breed with the slightly smaller females of the pack.

Plasma dogs will consume any form of flammable materials as food, including clothing and other equipment. Plasma dogs have an insatiable hunger and will hunt for food even in conditions they find uncomfortable. However they have the ability to limit what they incinerate with their body, waiting instead to consume the fuel through their flaming mouths. Thus contact with a plasma dog does not automatically ignite an object.

Combat

In many aspects plasma dogs closely resemble their more powerful fire elemental cousins. However these are much quicker creatures that have the ability to fly. Fortunately for their opponents these are also relatively vulnerable creatures and easily slain if they can be hit.

The primary form of attack for a plasma dog is to envelop their target with their body and scald it with intense heat. They can also spit a ball of red flames at foes, although they normally do so only against opponents who pose a serious threat.

Spit Fire (Su): Once a round a plasma dog can spit a ball of flame at a single opponent inflicting 1d4 points of fire damage. The attack has a range increment of 10 ft.

Vulnerability to Cold (Ex): Complete immersion in liquid water will automatically slay a plasma dog. Rain, fog, or temperatures below freezing will inflict 1 point of damage per round.

Poludnica

Author: The Netbook of Witches team.
Medium Monstrous Humanoid (Fire)
Hit Dice: 7d8+28 (59 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +7/+10
Attack: Claw +10 melee (1d4+3)
Full Attack: 2 claws +10 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Stinging-nettle, domination
Special Qualities: Darkvision 60 ft., immunity to fire, poison, and disease, false appearance, bestow immunity, devouring, vulnerability to cold
Saves: Fort +6, Ref +7, Will +8
Abilities: Str 16, Dex 14, Con 19, Int 14, Wis 16, Cha 17
Skills: Climb +9, Hide +9, Intimidate +10, Jump +10, Listen +9, Survival +10, Spot +7
Feats: Alertness, Improved Initiative, Run
Environment: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —

A tall, beautiful woman with pale flesh and long, silvery hair, advances with a graceful stride. She is dressed in simple but elegant garb, and is both clean and well groomed.

A distant cousin to the more common hags, poludnica (*PO-LOO-DNEE-TSA*, from: poludne, podne = noon) appears as a very tale, beautiful pale woman with long white hair, but she is in fact anything but. Her skin is warty and leathery; she resembles an ancient, wrinkled woman. Her nose is long and bent downward, and her chin bends upward, so that they almost meet when she grins.

Poludnica lives in vast underground complexes, filled with ovens and roaring fires. Her dominated slaves fulfill her wishes, roasting sheep and baking bread for her, all day long. Poludnica exits her underground lair only during sunlight hours. She usually perches in the immediate vicinity of her lair, waiting for unwary travelers to pass.

Poludnica is always hungry, and always looking for her next meal. She is not commonly

encountered, but parents of children commonly warn about her. Any child that wanders off, especially into fields of rye, run the risk of being captured by a poludnica. Parents will often warn "Don't go to the rye, poludnica will eat you!" or "Poludnica will burn you up!"

A poludnica stands some 6 feet tall and weighs about 150 pounds. The favored class of a poludnica is Witch.

Combat

In combat, poludnica relies on her stealth and quickness to surprise opponents, and then renders them unconscious with her stinging-nettle.

Stinging-Nettle (Su): On a successful stinging-nettle attack, poludnica deal 1d4 points of Strength damage. When a creature's Strength drops to 0, he falls helpless and unconscious on the ground.

Domination (Sp): Poludnica can breathe on unconscious humanoid creatures to gain control of their actions. Creatures must succeed on a DC 18 Will save or be controlled as the *dominate person* spell (caster level 7th). The save DC is Charisma-based and includes a +2 racial modifier.

False Appearance (Su): This inherent ability changes the appearance of the poludnica into a tall, beautiful woman as the *disguise self* spell (caster level 7th). This ability is constant, but the poludnica can suppress or resume it as a free action. Once a creature recognizes this as an illusion, it can not be affected again by the false appearance of the same poludnica.

Bestow Immunity (Su): By breathing on a creature, poludnica can bestow immunity to fire on that creature for 24 hours. This ability is equivalent to a 4th-level spell.

Devouring (Ex): Poludnica can devour incredible amounts of food without any ill effects. She can eat virtually anything soft enough to chew, but prefers roast sheep and bread straight from the oven. Poludnica can devour a helpless Medium creature in but a minute.

Poludnica's Sheep

The sheep poludnica keep are anything but ordinary. Each is a Large monstrosity, with wool the color of fresh blood. For poludnica's sheep, use the Bison's statistics from the Core Rulebook III (Appendix I: Animals). Change the creature type to Magical Beast, and add the Fire subtype.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, poludnica also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the domination attack is equal to 12 + ½ HD + Charisma modifier.

Primal

Author: Robert J. Hall.

These elemental beings are the purified essence of the element from which they are formed. More than just an elemental being, they are the nexus of primordial traits by which the element gains its attributes. A primal is a simple being, with an intelligence only slightly better than an animal, but they possess an innate cunning which makes them a dangerous foe. Like an ooze, they are amorphous creatures that can move through narrow cracks.

Air Primal

Medium Elemental (Air, Extraplanar)
Hit Dice: 5d8 (22 hp)
Initiative: +5
Speed: Fly 100 ft. (perfect) (20 squares)
Armor Class: 15 (+5 Dex), touch 15, flat-footed 10
Base Attack/Grapple: +3/+4
Attack: Slam +8 melee (1d4+1)
Full Attack: Slam +8 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, crackle, death throes
Special Qualities: Blindsight 120 ft., damage reduction 5/magic, blur, wall of wind, immunities, elemental traits
Saves: Fort +1, Ref +9, Will +2
Abilities: Str 12, Dex 21, Con 11, Int 3, Wis 12, Cha 14
Skills: Listen +12, Spot +4
Feats: Dodge[B], Flyby Attack, Weapon Finesse
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–11 HD (Medium); 12–18 HD (Large)
Level Adjustment: —

Noisy winds swirl ceaselessly about a compact, shimmering volume of air. This unnatural body of violent wind shifts and moves about with a purpose.

A air primal is a volume of pristine, compact air that produces a continual disturbance of shifting winds in its surroundings. While it is difficult to discern, the changes it creates in the nearby environment make it relatively easy to distinguish from its surroundings. An air primal can only exist in a body of air, and is unable to swim or move through any other medium.

Air primals are curious about major disturbances in the atmosphere, and will be drawn to unusually powerful winds or loud noises. They have a short attention span, however, and will soon lose interest if nothing unusual occurs. They are sometimes commanded by more powerful air elemental creatures.

Most air primals speak a simplified dialect of Auran.

Combat

The air primal avoids direct attacks when possible, relying on its command of the air elements to batter and destroy opponents.

Spell-Like Abilities: At will—*gust of wind* (DC 14), *shatter* (DC 14), *whispering wind*. 3/day—*stinking cloud* (DC 15). Caster level 5th. The save DCs are Charisma-based.

Crackle (Ex): At will as a free action an air primal can create and maintain a 30-foot-radius emanation of loud, constant noise centered on itself. This sound will neutralize all other sounds, producing an effect identical to the *silence* spell (caster level 5th). Listen skill checks are DC -20 to hear this noise.

The air primal can end the crackling noise as a free action. The static always ends when the air primal is slain. Note that the static is still affected by a *silence* spell.

Death Throes (Sp): When an air primal is slain, it forms a volume of unstable, compressed air that shakes and vibrates before exploding in 1d3 rounds. All creatures within 15 feet are affected by a *gust of wind* spell (caster level 5th). In addition, creatures within 5 feet must succeed on a DC 14 Reflex save or be dealt an additional 3d6 points of non-lethal concussion damage and are stunned for 1d3 rounds. The save DC is Constitution-based.

Blur (Su): The exact location of the air primal is difficult to discern, granting it concealment as the *blur* spell (caster level 5th).

Wall of Wind (Ex): An air primal is continually surrounded by a spherical curtain of wind that behaves as a *wind wall* spell (caster level 5th). The wall has a radius of 5 feet. Air elemental creatures are immune to this effect.

Immunities (Su): Air primals are immune to disease, turn to stone, polymorph, and sonic. They are also immune to any wind-based effects.

Skills: An air primal has a +8 racial bonus on Listen checks. Due to the continual disturbance an air primal makes to the environment, it receives a -8 racial modifier to any Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, air primals also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the death throes' concussion damage is equal to 10 + ½ HD + Constitution modifier.
- 9+ HD — Add At will—*shout* to spell-like abilities.
- 11+ HD — Add 3/day—*control winds* to spell-like abilities.
- 12+ HD — Damage reduction improves to 10/magic. Make 2 slam attacks per round. The radius of the *wall of wind* effect is 10 feet.
- 13+ HD — The noise extraordinary ability has a radius of 40 feet.
- 15+ HD — Add 1/day—*whirlwind* to spell-like abilities.
- 18 HD — Add 1/day—*greater shout* to spell-like abilities.

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Earth Primal

Medium Elemental (Earth, Extraplanar)
Hit Dice: 5d8+20 (42 hp)
Initiative: -1
Speed: Burrow 40 ft. (8 squares)
Armor Class: 21 (-1 Dex, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +3/+7
Attack: Slam +7 melee (1d8+4) or rock +2 ranged (1d6+4)
Full Attack: Slam +7 melee (1d8+4) or rock +2 ranged (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, shake ground, death throes
Special Qualities: Tremorsense 60 ft., damage reduction 5/magic, earth glide, immunities, elemental traits
Saves: Fort +8, Ref +0, Will +1
Abilities: Str 19, Dex 8, Con 18, Int 3, Wis 10, Cha 12
Skills: Listen +4, Search +8, Spot +4
Feats: Cleave, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–11 HD (Medium); 12–18 HD (Large)
Level Adjustment: —

A volume of flawless crystal stone suddenly protrudes up through the earth, but remains partly embedded within the surrounding rock. It seems to bend and twist about with a will of its own.

An earth primal is a flawless volume of dense, crystalline stone that can move through the earth as readily as a fish swims through water. The body of the primal is free of seams, cracks, and defects that would weaken a normal stone. An earth primal must maintain constant contact with the surrounding stone, and can not jump through the air or swim in water.

Most earth primals speak a simplified dialect of Terran.

Combat

Earth primals are typically non-hostile, and only attack when provoked or whenever nearby stone is being manipulated or mined. They prefer to close with a foe and batter it with physical blows. Against flying opponents they scoop up a lump of the surrounding rock and hurl it at their foe.

Spell-Like Abilities: At will—*magic stone, soften earth and mud*. 3/day—*spike stones* (DC 15), *stone shape*. Caster level 5th. The save DCs are Charisma-based.

Shake Ground (Ex): At will as a free action an earth primal can cause the ground to shift and roll about in a 20-foot-radius emanation centered on itself. The surface becomes precarious and most physical actions can require a Balance skill check to complete. Earth elemental creatures are unaffected by the shaking ground.

The earth primal can end the shaking ground as a free action. The shaking always ends when the earth primal is slain.

Death Throes (Sp): When an earth primal is slain, it forms a volume of vibrating, splintering rock that shakes violently before suddenly exploding in 1d3 rounds. All creatures within a 20-foot-radius spread are dealt 4d6 points of slashing damage (Reflex half).The save DC is Constitution-based.

Earth Glide (Ex): An earth primal can glide through stone, dirt, or almost any sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth primal flings the primal back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Immunities (Su): Earth primals are immune to disease, acid, turn to stone, and polymorph.

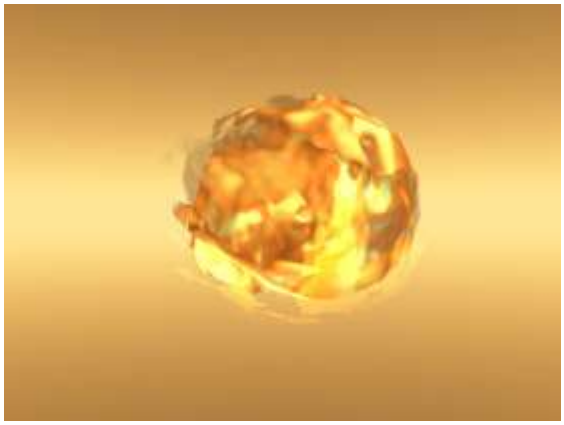
Skills: An earth primal has a +8 racial bonus on Search checks. Due to the sounds produced while

moving through the ground, it receives a -8 racial modifier to any Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, earth primals also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the death throes' damage is equal to 10 + ½ HD + Constitution modifier.
- 9+ HD — Add 3/day—*transmute rock to mud* to spell-like abilities.
- 11+ HD — Use the *spike stones* and *stone shape* spell-like abilities at will. Tremorsense increases to 90 ft.
- 12+ HD — Damage reduction improves to 10/magic. Make 2 slam attacks per round. The rock damage improves to 1d8.
- 15+ HD — Add 1/day—*earthquake* to spell-like abilities.
- 18 HD — The shake ground radius increases to 40 feet. Tremorsense increases to 120 ft.



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Fire Primal

Medium Elemental (Fire, Extraplanar)
Hit Dice: 5d8+5 (27 hp)
Initiative: +7
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple: +3/+3
Attack: Slam +6 melee (1d4 plus 2d6 fire)
Full Attack: Slam +6 melee (1d4 plus 2d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, intense heat, death throes
Special Qualities: Darkvision 120 ft., damage reduction 5/magic, brilliant form, immunities, elemental traits
Saves: Fort +2, Ref +9, Will +1
Abilities: Str 10, Dex 16, Con 12, Int 3, Wis 10, Cha 17
Skills: Listen +4, Spot +12
Feats: Improved Initiative, Lightning Reflexes[B], Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–11 HD (Medium); 12–18 HD (Large)
Level Adjustment: —

A ball of fierce flame radiates a brilliant light, and the air about it shimmers from the intense heat. The body shifts about rapidly, never content to remain in one location for even a moment.

A fire primal is a spherical volume of intense heat and flame that incinerates anything it touches and radiates an intolerable heat. The body of the primal is white-hot and gives off a bright light. A fire primal can only survive in a very hot environment. It immediately vaporizes any water it contacts.

Fire primals are drawn to sources of powerful flame, and become ravenous when dense concentrations of fuel are available. When an area starts to cool, however, they will quickly lose interest and wander off looking for a warmer location. They are sometimes commanded by more powerful fire elemental creatures.

Most fire primals speak a simplified dialect of Ignan.

Combat

Fire primals view material objects and creatures as a source of fuel, and will ravenously consume all that they can. They will instinctively avoid water and will withdraw contact with a non-flammable mist or liquid. Due to the intense heat radiated by their body, they are not especially vulnerable to cold.

Spell-Like Abilities: At will—*flaming sphere* (DC 15), *produce flame* (DC 14). 3/day—*heat metal* (DC 15), *scorching ray*. Caster level 5th. The save DCs are Charisma-based.

Intense Heat (Ex): Merely touching or being touched by a fire primal automatically deals 2d6

fire damage. In addition, any metal being worn by the creature becomes hot to the touch, inflicting an additional 1d4 points of heat damage.

Creatures within 5 feet of a fire primal must succeed on a DC 13 Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC is Constitution-based.

Brilliant Form (Su): Any creature within 30 feet that looks directly at a fire primal is automatically dazzled for a full round. Fire elemental creatures are immune to this effect. A fire primal has concealment from those who avoid looking at it. The body of a fire primal provides illumination as bright as daylight for a radius of 60 feet.

Death Throes (Sp): When a fire primal is slain, it forms a volume of roiling, tumultuous flame that suddenly explodes in 1d3 rounds. All creatures within a 20-foot-radius spread are dealt 4d6 points of fire damage (Reflex half). The save DC is Constitution-based.

Immunities (Su): Fire primals are immune to disease, fire, turn to stone, and polymorph.

Skills: An air primal has a +8 racial bonus on Spot checks. Due to the level of illumination, it receives a -8 racial modifier to any Hide checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, fire primals also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the Reflex save to avoid catching on fire is equal to 10 + ½ HD + Constitution modifier.
- 9+ HD — Add 3/day—*flame strike* to spell-like abilities.
- 11+ HD — Use the *heat metal* and *scorching ray* spell-like abilities at will.
- 12+ HD — Damage reduction improves to 10/magic. Make 2 slam attacks per round. The fire damage increases to 2d8.
- 15+ HD — Add 1/day—*fire storm* to spell-like abilities.
- 18 HD — Add 1/day—*incendiary cloud* to spell-like abilities.

Water Primal

Medium Elemental (Aquatic, Extraplanar, Water)
Hit Dice: 5d8+5 (27 hp)
Initiative: +6
Speed: Swim 50 ft. (perfect) (10 squares)
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple: +3/+4
Attack: Slam +4 melee (1d4 plus 2d6 acid)
Full Attack: Slam +4 melee (1d4 plus 2d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, acid body, turbulence, death throes
Special Qualities: Tremorsense 60 ft., damage reduction 5/magic, blur, immunities, elemental traits
Saves: Fort +5, Ref +3, Will +4
Abilities: Str 13, Dex 15, Con 12, Int 3, Wis 12, Cha 15
Skills: Hide +10, Listen +7, Spot +7
Feats: Alertness, Improved Initiative, Iron Will[B],
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–11 HD (Medium); 12–18 HD (Large)
Level Adjustment: —

A bubble of turbulent liquid moves rapidly through the surrounding medium, sending powerful ripples through the nearby water. This turbulence neither disperses nor slows its activity.

A water primal is an unusually dense volume of clear, highly-acidic water that has a shimmering, almost ooze-like appearance. It's body is as dense as the deepest parts of the ocean. A water primal must maintain contact with the surrounding water, and it is unable to jump through the air or walk across solid ground. It can only appear in water that is somehow connected with an ocean, lake or river.

Most water primals speak a simplified dialect of Aquan.

Combat

Water primals are always calm creatures and will not be hastily provoked into combat. When in battle, they will rely on their command of their element to batter a foe before closing for the kill.

Spell-Like Abilities: At will—*acid splash, create water, expeditious retreat*. 3/day—*acid arrow,*

displacement. Caster level 5th. The save DCs are Charisma-based.

Turbulence (Ex): At will as a free action a water primal can cause turbulence in the water in a 20-foot-radius emanation centered on itself. Swim checks to move through the turbulence are DC 20. Water elemental creatures are unaffected by the turbulence.

The water primal can end the turbulence as a free action. The turbulence always ends when the water primal is slain.

Acidic Body (Ex): Merely touching or being touched by a water primal automatically deals 2d6 acid damage.

Blur (Su): While completely submerged the exact location of the water primal is difficult to discern, granting it concealment as the *blur* spell (caster level 5th).

Death Throes (Sp): When a water primal is slain, it forms a volume of boiling, tumultuous water that suddenly explodes in 1d3 rounds. If the water primal is at the surface the explosion forms *acid fog* lasting 2d6 rounds. The fog cloud only inflicts 1d6 points of acid damage.

Underwater the water becomes acidic in a 20-ft. radius, inflicting 1d6 points of acid damage to each creature and object within it (Fort half). The water remains acidic until dispersed by currents. The save DC is Constitution-based.

Immunities (Su): Water primals are immune to disease, acid, turn to stone, and polymorph.

Skills: While underwater the water primal has a +8 racial bonus on Hide checks. Due to the continual disturbance a water primal makes to the environment, it receives a -8 racial modifier to any Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, water primals also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- 9+ HD — Add 3/day—*control water* to spell-like abilities.
- 11+ HD — Use the *acid arrow* and *displacement* spell-like abilities at will.
- 12+ HD — Tremorsense range increases to 120 ft. The acid damage increases to 2d8. Acid damage following death throes increases to 2d6.
- 15+ HD — Add 3/day—*cone of cold* to spell-like abilities.
- 18 HD — Add 1/day—*polar ray* to spell-like abilities.

Pyre Wyrm

Author: Robert J. Hall.
Large Dragon (Extraplanar, Fire)
Hit Dice: 9d12+63 (121 hp)
Initiative: +5
Speed: 60 ft. (12 squares)
Armor Class: 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21
Base Attack/Grapple: +9/+19
Attack: Bite +15 melee (2d6+6 plus 1d8 fire)
Full Attack: Bite +15 melee (2d6+6 plus 1d8 fire), 2 claws +12 melee (1d6+3 plus 1d8 fire), tail lash +12 melee (1d8+9 plus 1d8 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spit fire, heat, burn, fury
Special Qualities: Damage reduction 10/magic, darkvision 120 ft., immunity to fire, resistance to acid 10, vulnerability to cold
Saves: Fort +13, Ref +7, Will +7
Abilities: Str 23, Dex 12, Con 24, Int 4, Wis 13, Cha 8
Skills: Climb +10, Jump +18, Listen +17, Spot +17
Feats: Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)
Environment: Elemental Plane of Fire
Organization: Solitary or pair
Challenge Rating: 8
Treasure: No coins; double goods; triple items
Alignment: Usually chaotic neutral
Advancement: 10–16 HD (Large); 17–25 HD (Huge)
Level Adjustment: —

This creature resembles a giant reptile with a heavy tail and a double row of triangular plates down its back. It has a coal-black hide with a low reddish-orange glow between each of the scales. The orange-hued eyes glare with malice, and yellow flames leak out from the long, fanged jaw.

The pyre wyrm dwells on the fire elemental plane, where over time it has blended the qualities of a dragon with a fire elemental. It is flightless and moves about on four heavy, slightly bent legs. A double row of triangular plates down the back protect it against attack. A pair of small, vestigial wings lie fold across the back, providing additional armor protection.

The pair of horns on the head are used more for

display and mating rituals than for attack. Instead the pyre wyrm relies upon its powerful fanged jaws. The breath weapon has atropied into a weaker, but still potent ability to spit burning globules that cling to the flesh and continue to butn for up to a minute.

Pyre wyrms are not particularly intelligent creatures, and spend most of their time hunting prey or guarding their treasure horde. It is none too particular about what it eats, but will avoid cold or water-based life forms. Pyre wyrms can consume both fire elemental beings and more mundane creatures.

Unlike most dragons, a pyre wyrm does not horde precious metals like silver and gold. Instead it prefers to collect precious gems and valuable objects that can withstand extreme heat.

A few pyre wyrms can speak a crude form of Ignan.

Combat

Pyre wyrms charge recklessly into combat, flailing about madly with its fanged mouth, claws, and heavy tail. It only employs its fire spit against creatures that are not native to the plane of fire.

Spit Fire (Ex): Once every 3 rounds, as a ranged touch attack a pyre wyrm can spit a burning globule at a target within 80 feet. On the first round the burning globule deals 4d6 points of fire damage, then an additional 2d6 points of fire damage for the next 2 rounds (Reflex DC 21 half). The targeted creature can remove the burning glob as a full round action. The save DC is Constitution-based.

Heat (Ex): Merely touching or being touched by a pyre wyrm will inflict 1d8 points of fire damage.

Burn (Ex): When a pyre wyrm hits with a bite, claw, or tail lash attack, the opponent must succeed on a DC 21 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not put out sooner.

Fury (Ex): Whenever a pyre wyrm has been dealt damage, it must succeed on a DC 20 Will save or become enraged for 2d6 rounds. The pyre wyrm gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a -2 penalty to AC. It can not voluntarily end its rage, but is not exhausted once the condition ends.

Skills: A pyre wyrm has a +4 racial bonus on Jump, Listen, and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, pyre wyrms also gain the following special benefits.

- The save DC of the spit fire ability is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the burn ability is equal to 10 + ½ HD + Constitution modifier.
- The spit fire inflicts additional damage for 1 round per 4 HD.
- 17+ HD — The heat ability deals 2d6 points of fire damage.

Rat, Vulcan

Author: Robert J. Hall.
Small Outsider (Fire)
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-3
Attack: Bite +5 melee (1d4 plus smoulder)
Full Attack: Bite +5 melee (1d4 plus smoulder)
Space/Reach: 5 ft./5 ft.
Special Attacks: Smolder, death immolation
Special Qualities: Darkvision 60 ft., immunity to fire, vulnerability to cold
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 10, Dex 16, Con 13, Int 4, Wis 12, Cha 3
Skills: Hide +5, Listen +3, Move Silently +5, Spot +3
Feats: Alertness, Weapon Finesse[B]
Environment: Elemental Plane of Fire
Organization: Solitary or pack (9–20)
Challenge Rating: ½
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Small)
Level Adjustment: —

This giant rodent is similar in form to a rat, although it has a stunted tail, and odd, claw-less paws. It is covered by a wiry coat of black fur.

Somewhat similar in size and form to a dire rat, these scavengers are distinctive for their charcoal-black coat of short, wiry hair. They are gaunt creatures with a short tail, and odd, claw-less paws.

Vulcan rats prefer a hot environment, but can readily tolerate any temperatures above freezing. They have an intense dislike of water, however, and will never voluntarily immerse themselves.

A vulcan rat can grow to be up to 2 feet long and weigh over 6 pounds.

Combat

Vulcan rats attack in a swarm, inflicting a multitude of smoldering bites that slowly incinerates the victim. When slain the corpse of a vulcan rat will be consumed in a flash of fire, leaving behind only ashes.

Smolder (Ex): The sticky brown juice from the bite of the vulcan rat will smolder in the wound, inflicting an additional point of fire damage at the end of each round until the total damage is double the amount of the original bite. These juice can be removed by immersing the wound in water for a full round, or with a DC 15 Heal check.

Death Immolation (Ex): When slain, vulcan rats immediately erupt into flames, inflicting 1d6 points of fire damage to anybody who struck the final blow using natural weapons or an unarmed attack.

Rataga

Author: Robert J. Hall.
Large Outsider (Evil, Extraplanar)
Hit Dice: 7d8+21 (52 hp)
Initiative: +2
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +7/+16
Attack: Claw +11 melee (1d6+5); or masterwork composite longbow (+5 Str bonus) +8 ranged (2d6+5/x3)
Full Attack: 2 claws +11 melee (1d6+5) and bite +6 melee (1d8+2 plus disease); or masterwork composite longbow (+5 Str bonus) +8/+3 ranged (2d6+5/x3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, disease, stench, smite good, curve flight
Special Qualities: Damage reduction 10/good, darkvision 60 ft., low-light vision, immune to disease and lycanthropy, resistance to acid 10 and fire 10, spell resistance 18, rat empathy, scent
Saves: Fort +8, Ref +7, Will +7
Abilities: Str 21, Dex 15, Con 16, Int 15, Wis 14, Cha 17
Skills: Bluff +13, Concentration +8, Climb +13, Hide +5, Intimidation +13, Knowledge (planes) +11, Listen +11, Move Silently +12, Search +10, Spot +11, Survival +10*, Swim +12
Feats: Point Blank Shot, Precise Shot, Weapon Focus (composite longbow)
Environment: Any lawful evil-aligned plane
Organization: Solitary, team (2–5), squad (6–10, and 11–20 dire rats), or company (30–90 plus one 8–11 HD champion per 20 rataga, 1 leader of 12–15 HD, 2–4 wererats, 11–20 dire rats, and 4–8 rat swarms)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8–11 HD (Large); 12–15 HD (Huge)
Level Adjustment: —

This lean, towering creature has a hairy, dark brown body with a rat-like head and torso, while its arms are humanoid in form and it possesses the lower body of a serpent. Its yellow eyes gleam with malevolent cunning and its long whiskers are constantly aquiver.

The rataga are members of the elite personal bodyguard and retinue of powerful evil overlords, and usually reside on a plane of pestilence and disease. This hirsute fiend has a dark-brown serpentine lower body, a rat-like head and torso, and two hairy, humanoid arms. Rataga are sneaky warriors who regard themselves as the penultimate form of rodent-kind, and expect no less than total subjugation and loyalty by their lessors.

Combat

The rataga prefers to fight from hiding, sending waves of dire rat allies to directly attack their enemies. While his foes are occupied the rataga relies on his unique skill with a bow and his ability to bend the flight of the missile to strike at enemies from cover. He will also use spell-like powers to further whittle down his opponents before closing for melee. In close combat his noxious odor can serve to weaken his foes at a critical moment.

A rataga's natural weapons, as well as any weapons it wields, are treated as evil for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*death knell* (DC 15), *detect poison*, *entropic shield*, *ray of enfeeblement* (DC 14), *shatter* (DC 14), *speak with animals*, *summon monster I* (fiendish dire rat only); 3/day—*summon swarm* (rats only), *clairvoyance / clairaudience*. 1/day—*blindness / deafness* (DC 15), *contagion* (DC 16). Caster level 7th. The save DCs are Charisma-based.

Curve Flight (Su): Rataga has the innate ability to curve the flight path of their ranged weapon

attacks, negating any cover protecting a foe. An opponent receives no Armor Class modifier due to cover against the ranged attack of a rataga.

Smite Good (Su): Once per day the rataga can make a normal melee attack to deal 7 points of extra damage against a good foe.

Disease (Ex): Dread filth fever—bite, Fortitude DC 16, incubation period 1d3 days, damage 1d4 Dex and 1d4 Con. The save DC is Constitution-based.

Stench (Ex): A rataga constantly emits a vile odor that nearly every living creature finds sickening. Only ratagas, wererats, dire rats, and normal rats are unaffected by this stench. Any other creatures within 15 feet of the rataga must succeed at a DC 16 Fortitude save or be sickened for 2d6 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same rataga's odor for 24 hours.

A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on the saving throw.

Rat Empathy (Ex): A rataga can communicate with rats, dire rats, and were-rats, and receives a +6 racial bonus on Charisma-based checks against rats, dire rats, and were-rats.

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

Rataga Society

The rataga have a peculiar concept of honor, but hold their clan warrior code in the highest regard. They view fights to the death as contemptuous bravado, while fleeing the field of battle to strike another day is a righteous duty to their lord. Only when their ruler is threatened directly will they stand and fight ferociously against overwhelming odds.

They are a trickster race, but proudly faithful to their creed. The greatest heroes among the rataga boast loudly of triumphs won through surprise and cunning, while would-be champions who win battles through brute force combat are lambasted as fools.

Most rataga are promiscuous creatures, and will mate with virtually any race. They particularly prefer hirsute beings, including wererats. Rataga have no concept of monogamy in their culture.

The rataga clans have a great bone cage structure, known as the Vilaster, formed from the remains of their defeated enemies. They wheel these creaking monstrosities proudly into battle, often placing the huge assemblage in plain sight to cow and mislead their foes. When opened the cage unleashes a tidal wave of vicious dire rats to lead the assault. On the rare occasions that the rataga takes captives they are carried home inside this cage. The rataga never take hostages, however, preferring instead to see defeated foes being bloodily consumed in a pit filled with ravenous rats.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, rataga also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the creature's Hit Dice.
- Spell resistance is equal to creature's HD + 11 (maximum 25).
- The *smite good* ability can deal extra damage equal to the creature's Hit Dice (maximum of +20) against a good foe.
- The save DC of the dread filth fever is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the stench is equal to 10 + ½ HD + Constitution modifier.
- 8+ HD — Add 1/day—*crushing despair* to spell-like abilities.
- 9–10 HD — +4 racial bonus to saving throws against poison.
- 10+ HD — Add 1/day—*poison* to spell-like abilities.
- 11–13 HD — +8 racial bonus to saving throws against poison.
- 12+ HD — Make an additional *smite good* each day.
- 13+ HD — Add 1/day—*unholy blight* to spell-like abilities.
- 14+ HD — Immunity to poison.
- 15 HD — Add 1/day—*eyebite* to spell-like abilities.

Rock Lizard

Author: Robert H. Nichols.
Huge Magical Beast
Hit Dice: 12d10+60 (126 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 18, flat-footed 18
Base Attack/Grapple: +12/+33
Attack: Bite +18 melee (2d6+8) or tongue +11 ranged

Full Attack: Bite +18 melee (2d6+8) and 2 claws +13 melee (1d8+4) or tongue +11 ranged
Space/Reach: 15 ft./10 ft. (20 ft. with tongue)
Special Attacks: Improved grab, swallow whole
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., low-light vision, scent
Saves: Fort +15, Ref +9, Will +2
Abilities: Str 27, Dex 13, Con 21, Int 2, Wis 6, Cha 5
Skills: Climb +11, Hide +4*, Listen +4, Spot +2, Swim +9
Feats: Alertness, Great Fortitude, Improved Overrun, Multiattack, Power Attack
Environment: Warm hills
Organisation: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

An enormous lizard lies perched upon a boulder. It has a coarse hide that resembles dust-covered rock, with faint red highlights along its frills and other prominent features. The lizard has an oblong head with a long, fanged mouth and bulbous eyes that swivel about.

The rock lizard is a strange and rare beast that has only recently been sighted and encountered. Adventurers that have returned from an encounter with one describe a rock lizard as a "gargantuan chameleon with a stone hide and no fear of anything."

A full-grown rock lizard is over 30 feet in length, though a third of this is a long slender tail. Its hide is a stony, dusty color, highlighted with dull red. It has a flat ridge of stony bone that runs down its back. Its head is oblong with eyes that can rotate in different directions at the same time. Its maw is filled with short, extremely sharp teeth and it has a remarkable tongue that can reach its body length.

The rock lizard has a natural ability for camouflage, much like a troglodyte. With this ability the rock lizard can blend into its environment and attempt to surprise its prey.

Combat

A rock lizard strikes at a foe with it's long tongue, attempting to grab the victim and swallow it whole. In a close fight it will resort to its powerful bite and claws.

Improved Grab (Ex): To use this ability, the rock lizard must hit a creature of Large size or smaller with its tongue attack (a ranged touch attack that does no damage). It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe on the following round.

Swallow Whole (Ex): A rock lizard can try to swallow a grabbed opponent of smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the rock lizard's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The rock lizard's gizzard can hold 1 Large, 2 Medium, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

Skills: The skin of a rock lizard changes color somewhat, allowing it to blend in with surroundings like a chameleon and conferring a +4 racial bonus to Hide checks. *In rocky or subterranean settings, this bonus improves to +8.

Rock Lizard Society

Rock lizards are normally encountered singularly, unless they are actually mating. Once a rock lizard has mated, the female moves off and finds a canyon where it lays it eggs, covering it with at least 8 feet of sand. When the eggs hatch, the baby rock lizards emerge and often fight with each other (and eating the losers of such contests) until going their separate ways. The baby rock lizards grow extremely fast and reach their full size within six months.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, rock lizards also gain the following special benefits.

- 20+ HD — The reach of the tongue is 25 feet.
- 25+ HD — The rock lizard's gizzard can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.
- 30+ HD — The reach of the tongue is 30 feet.

Rust Fiend

Author: David E. Brooks Jr.
Medium Dragon (Augmented Aberration)
Hit Dice: 5d12+10 (42 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 22 (+3 Dex, +9 natural), touch 13, flat-footed 19
Base Attack/Grapple: +5/+9
Attack: Antennae touch +9 melee (rust) or claw +9 melee (1d4+4)
Full Attack: 2 claws +9 melee (1d4+4) and Antennae touch +4 melee (rust); or 2 claws +9 melee (1d4+4) and bite +4 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rust, breath weapon
Special Qualities: Darkvision 60 ft., low-light vision, immunity to electricity, *sleep*, and paralysis, scent
Saves: Fort +2, Ref +4, Will +5
Abilities: Str 18, Dex 17, Con 15, Int 4, Wis 13, Cha 10
Skills: Listen +11, Spot +11, Survival +9
Feats: Alertness, Track
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None
Alignment: Always lawful evil
Advancement: 6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment: —

This bizarre creature has a powerful, humped body with a pair of underdeveloped wings folded across its back. It has an insect-like carapace and armored limbs with a dark hue that is tinged with blue. A long, bony tail ends in a paddle, a pair of feathered antennae, and it has powerfully clawed feet.

Born of an unholy union between a blue dragon and common rust monster, no one quite knows who, where or when this bizarre creature was first created and loosed upon the world. They appear as a darker-colored, slightly bluish and more muscular rust monster whose legs have grown terrible claws. Folded across their back are a pair of under-developed wings that they open to intimidate their foes. Since they are more intelligent than a typical rust monster, they sometimes try to trade information for food.

Rust fiends usually speak draconic. Those kept as guardians often speak common as well.

Combat

Like their more mundane cousins, rust fiends attack hoping to turn large pieces of metal into tasty, corroded tidbits for them to devour. They particularly enjoy the taste of mithral, but despise the flavor of copper and copper alloys (such as brass and bronze). A rust fiend will typically use its breath weapon at the earliest opportunity.

A rust fiend can scent a metal object from up to 90 feet away. Once detected, it typically rushes in the direction of the source and seeks to strike it with the antennae. Its hunger is insatiable, and it will chase individuals for long distances if they still possess intact metal objects. However it will cease its attacks to devour a freshly rusted meal.

When a variety of metal sources are available, it will target the largest metal object available, striking first at armor, then at shields and smaller items. It prefers steel or iron over other metals, but will devour the latter if given the opportunity.

Rust (Ex): A rust fiend that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 18 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust fiend corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Breath Weapon (Su): Once per day, a rust fiend can issue forth a bolt of electricity five feet wide and 60 feet long that deals 6d8 points of damage (Reflex DC 14 half). The save DC is Constitution-based.

Advanced Benefits

This creature was formed by applying the half-blue dragon template to a rust monster. To advance the creature, first advance the rust monster and then reapply the template. In addition to the standard changes due to Hit Dice advancement, rust fiends also gain the following special benefits.

- The save DC of the rust is equal to 14 + ½ HD + Constitution modifier.
- The save DC of the breath weapon is equal to 10 + ½ HD + Constitution modifier.
- 7–13 HD — +2 racial bonus on Survival checks when tracking metal by scent.

- 9+ HD — Fly at a speed of 20 feet with poor maneuverability.
- 12+ HD — Gain **Blindsense (Ex):** The rust fiend notices and locates creatures within 30 feet. Opponents still have 100% concealment against a creature with blindsense.
- 14+ HD — +4 racial bonus on Survival checks when tracking metal by scent.

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Sand Lord

Author: Robert J. Hall.
Medium Elemental (Air, Earth)
Hit Dice: 6d8+12 (39 hp)
Initiative: +2
Speed: 40 ft. (8 squares), burrow 20 ft. (sand only)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +4/+10
Attack: Slam +10 melee (1d8+9 plus blind)
Full Attack: Slam +10 melee (1d8+9 plus blind)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blind
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., dust form, immunity to fire, vulnerability to water, elemental traits
Saves: Fort +4, Ref +7, Will +4
Abilities: Str 22, Dex 15, Con 15, Int 7, Wis 10, Cha 13
Skills: Hide +5*, Listen +5, Spot +5
Feats: Alertness, Cleave, Iron Will[B], Power Attack
Environment: Warm desert
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–9 HD (Medium)
Level Adjustment: –

Rising from the ground is a hulking figure with the coarse, overall shape of a monstrous beast, although the features are quite indistinct and continually shedding sand. What appears to be a head lifts up, revealing wide, pit-like eyes and a large, gaping jaw.

This elemental creature is composed entirely of dry, desert sand. It can assume any form, but frequently appears either in a humanoid shape or with the overall features of a large cat. Whenever it moves across the ground, the body dissolves into a swirling, cloudy vortex that shifts and dances above the surface like a dust devil. It then coalesces back into a more solid form whenever the sand lord to remain stationary or perform a physical activity.

When it needs to rest, the sand lord collapses into a mound of sand that is all but indistinguishable from the surrounding desert. These piles are unusually cohesive, however, and marks left in the surface will quickly be submerged by flowing sand.

A sand lord is found only in dry, sandy desert regions, particularly in locales where once stood a city or town that has long since been swallowed by the sands. This being possesses no solid dwelling place or physical goods, and is content merely to travel about its chosen territory.

The motivations and goals of a sand lord are mysterious to most sentient beings, and most of the time it is content to travel hither and yon avoiding the company of creatures such as humans. Occasionally, however, a sand lord becomes possessed of a terrible anger that drives it to obliterate all living beings that enter its land. For this reason it is wise to leave this creature well enough alone, and circumvent its territory when possible.

Combat

The sand lord attacks by slamming its opponent with its limbs, using the heavy sand to deliver a powerful blow. The shifting, homogenous nature of this being makes it difficult to harm without suitable magic. It is, however, highly vulnerable to moisture, which slows it down and prevents the sand lord from using its dust form.

Blind (Ex): A creature struck by a sand lord's slam attack must succeed on DC 15 Reflex save or be blinded for 1d6 rounds. The save DC is Constitution-based.

Dust Form (Ex): When the sand lord is moving across the ground, it can transform into a swirling cloud of sand and dust as a free action. The cloud is

5 feet wide and up to 15 feet in height, and can move at the sand lord's normal speed. At the end of each movement the sand lord coalesces back into a solid form once more. It is otherwise similar to the *gaseous form* spell (caster level 6th).

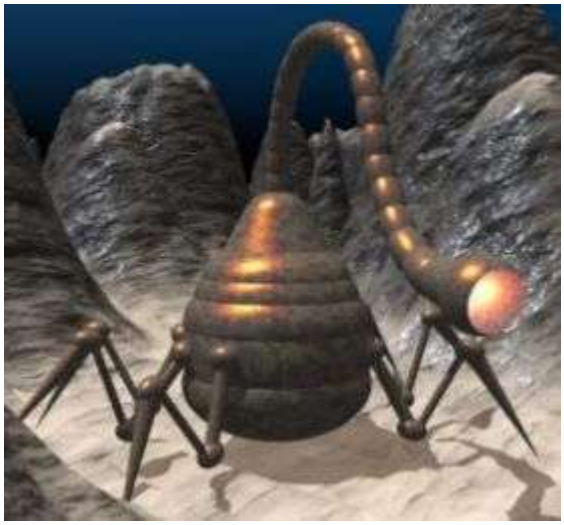
Vulnerability to Water (Ex): When a sand lord is drenched in water, it is unable to assume its dust form and is automatically slowed as the *slow* spell. A mist or fog is insufficient to slow a sand lord, but such will prevent the creature from advancing in its dust form.

Skills: *Sand lord's have a +8 racial bonus on Hide checks on sandy ground.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sand lords also gain the following special benefits.

- The save DC of the blind ability is equal to 10 + ½ HD + Constitution modifier.
- The natural armor equals HD + 2.
- 9+ HD — Damage reduction improves to 10/magic.



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Scallion

Author: Robert J. Hall.
Large Outsider (Earth, Extraplanar)
Hit Dice: 7d8+70 (101 hp)
Initiative: +1
Speed: 40 ft. (8 squares), burrow 15 ft.
Armor Class: 25 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 24
Base Attack/Grapple: +7/+15
Attack: Claws +10 melee (1d6+5)
Full Attack: 2 claws +10 melee (1d6+5) and bite +8 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, rake 1d6+2, rage
Special Qualities: Darkvision 60 ft., metalsight 60 ft., resistance to electricity 10, vulnerabilities
Saves: Fort +10, Ref +6, Will +7
Abilities: Str 19, Dex 12, Con 21, Int 3, Wis 14, Cha 5
Skills: Balance +5, Climb +14, Listen +13, Spot +13, Survival +8
Feats: Alertness, Blind-Fight, Multiattack
Environment: Elemental Plane of Earth
Organization: Solitary, pair, or brood (2–5)
Challenge Rating: 9
Treasure: No coins; double goods (gems only); no items
Alignment: Always neutral
Advancement: 8–13 HD (Huge)
Level Adjustment: —

Resembling a bizarre monstrosity crafted out of old bronze, this creature has six spider-like legs, a bulky, pear-shaped body, and a cone-shaped head at the end of a long, knobby neck. The mouth of this beast is lined by row upon row of sleek, glowing metal fangs.

This metallic beast has a multi-faceted, pear-shaped torso, with six double-jointed legs, and a single, razor-sharp bronze talon at the end of each hinged limb. The head is attached to a long, flexible pipe that emerges from the top of the torso. A large mouth in the head is filled with bristling spines of polished, glowing titanium that can eat through rock and metal ore like butter. A scallion is completely blind, but it can sense any traces of processed metals from a distance. Unfortunately, the scallion is a formidable opponent that will challenge even the best-equipped warriors.

The scallion spends most of its time consuming rich ore veins found deep within the earth. It is completely lost outside its home plane, and considers the material plane to be a desert with only a few prime sources of metal. Processed ores, such as plate armor or steel swords, are a delicacy to the scallion, and it will hunt down a well-armed party, seeking to consume their metal goods.

Scallion are bitter foes of rust monsters and will attack unrelentingly when one is discovered. They are dealt 3d6 damage by the touch of a rust monster antennae (Reflex save for half damage).

Combat

The scallion relies on senses other than sight to attack its foes, so it is only at a disadvantage when it is facing a foe that carries no metal. They can sense the presence of any refined metals within 60 ft. and will immediately seek them out. Their hunger is not easily sated and they will continue to seek out any remaining metal sources until they have consumed at least 40 pounds in a one-hour period.

This creature attacks by trying to pierce a foe with its front talons and then driving home the back four legs. A successful attack with both front legs will allow the scallion to make four additional rake attacks. The head of the scallion can also reach up to 10 ft. away to bite a foe.

Improved Grab (Ex): To use this ability, the scallion must hit with both its 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 make four rake attacks.

Rake (Ex): Attack bonus +10, damage 1d6+2.

Metalsight (Ex): A scallion is completely blind but can sense the presence of any raw and processed metallic ores within 60 feet, even through intervening layers of rock or other solids. Only water or certain magical fields such as a wall of force can block this sense. A creature is effectively invisible to the scallion if it is wearing no metal and has no metallic equipment or body parts.

Rage (Ex): If a scallion fails a saving throw against an electrical attack, it suffers rage as the *rage* spell for 2d6 rounds. In this state it will bite the nearest source of metal until it is fully consumed, regardless of the amount of damage suffered and the presence of other sources of metal.

Vulnerabilities: A scallion that fails its saving throw against a cold-based attack is slowed as the *slow* spell for 1d6 rounds. In temperatures below freezing the creature will become unusually stiff and its attacks receive a -4 circumstance penalty.

Scallions take double damage from any water-based attack, and are automatically shaken for 1d6 rounds whenever it contacts a large body of water.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, scallion also gain the following special benefits.

- 8+ HD — +2 racial bonus on saving throws against acid or corrosion.
- 9+ HD — The rust monster becomes a favored enemy of the scallion. This ability works like the ranger's favored enemy ability.
- 10+ HD — Gain Tremorsense 30 ft.
- 12+ HD — +4 racial bonus on saving throws against acid or corrosion.
- 13 HD — The favored enemy bonus against rust monsters improves to +4.

Scarecrow Guardian

Author: The Netbook of Witches team.
Medium Construct
Hit Dice: 3d10+20 (36 hp)
Initiative: -2
Speed: 30 ft. (6 squares)
Armor Class: 10 (-2 Dex, +2 natural), touch 8, flat-footed 10
Base Attack/Grapple: +2/+2
Attack: Slam +2 (1d6)
Full Attack: Slam +2 (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralyzing gaze
Special Qualities: Construct traits, darkvision 60 ft., low-light vison, damage reduction 15/magic, vulnerability to fire
Saves: Fort +1, Ref -1, Will +4
Abilities: Str 10, Dex 6, Con —, Int —, Wis 16, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 4–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

This object looks like a scarecrow built by a farmer to scare away birds. Its body is composed of matted straw, and it is covered in worn clothing. A couple of small black stones serve as eyes.

Scarecrow guardians are basic guardians similar to golems, but not nearly as powerful. Like typical scarecrows, their bodies are made of straw and cloth. They stumble clumsily about their assigned area and attack most anything that wanders through it. Some scarecrow guardians are bound to a post, and use their paralyzing gaze to imprison any trespassers.

Combat

Scarecrow guardians are assigned to protect a particular area. They never leave the area, even when chasing an intruder. They will attack anything humanoid or animal-like in appearance that walks into it's territory, unless otherwise instructed by their creator.

Paralyzing Gaze (Su): *Hold person* as the spell (caster level 10th); 30 ft., Will DC 14 negates. The save DC is Wisdom-based.

Vulnerability to Fire (Ex): Because of their straw bodies, scarecrow guardians are extremely vulnerable to attacks from fire. They take double damage from all fire attacks. In addition, a scarecrow guardian will catch fire easily after any attack that would normally ignite mundane items. A burning scarecrow is dealt 2d6 damage each round (do not double this damage).

Construction

A scarecrow guardian can be created easily by a standard ritual. A basic scarecrow is used for the body.

CL 10th; Craft Wondrous Item, *animate objects*, caster must be at least 10th level; Price 3,600 gp; Cost 2,000 gp + 500 XP.

Undead Scarecrow

Some scarecrow guardians are imbued with a spirit of a person. These scarecrows have all the same traits as a normal scarecrow guardian, except their creature type is undead, and have the same hit dice (though the type of die is changed to d12) and skills as their previous incarnations. Undead scarecrows can still be bound to an area to protect, and still obey the commands of their creator. An Undead Scarecrow has the same CR as when he was living +1.

An undead scarecrow whose master is killed has a 10% chance of being freed from his control, 25% chance of dying and a 65% chance of continuing to guard his specified area.

Construction

Completing the ritual for an undead scarecrow requires a living sacrifice (usually a small animal) which must be killed during the ritual to provide the life force.

CL 10th; Craft Wondrous Item, *animate objects, animate undead, trap the soul*, caster must be at least 10th level; Price 18,000 gp; Cost 10,000 gp + 1,200 XP.

Sea Serpent

Author: Robert J. Hall.
Colossal Dragon (Aquatic)
Hit Dice: 38d12+380 (627 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 120 ft.
Armor Class: 18 (size -8, +16 natural), touch 2, flat-footed 18
Base Attack/Grapple: +38/+54
Attack: Bite +45 melee (4d8+15/19–20)
Full Attack: Bite +45 melee (4d8+15/19–20), tail slap (4d6+7)
Space/Reach: 30 ft./20 ft. (30 ft. with bite)
Special Attacks: Breath weapon, improved grab, swallow whole, frightful presence, tail sweep
Special Qualities: Darkvision 120 ft., blindsense 240 ft., immunity to cold, *sleep*, and paralysis, low-light vision
Saves: Fort +31, Ref +20, Will +26
Abilities: Str 40, Dex 12, Con 30, Int 5, Wis 24, Cha 20
Skills: Hide +3*, Listen +18, Move Silently +17, Search +5, Spot +18, Survival +17, Swim +35
Feats: Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Power Attack
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 23
Treasure: Triple standard
Alignment: Usually neutral
Advancement: 39–60 HD (Colossal)
Level Adjustment: —

This immense wyrm has a scaly dark green hide, with a long fin running along its spine. A pair of frilly flaps sit to either side of its sleek head. The mouth is serpent-like, and parts with a loud hiss to reveal row upon row of white fangs.

This distant relative of the flying dragon is an immense creature whose bulk can only be supported while swimming in the ocean. On land the sea serpent could only wriggle across the surface like a particularly massiv and clumsy snake.

The sea serpent has a long, sinuous body that is covered by thick, dark green scales. It typically has a frilly fin that runs nearly the full length of its back, but lacks a tail fin or any other flippers. Its head is sleek and streamlined with only a pair of

webbed frilly fins that are normally held tightly behind the head, but is expanded in a threatening manner to frighten a foe.

This creature normally spends almost its entire life dwelling deep below the waves, hunting for large prey near the ocean bottom. Only when it becomes acutely hungry will it venture near the surface, where it hunts for creatures like whales or porpoises. Usually it dwells within huge underwater caverns or grottos, and has been known to recluse in its home for years at a time before emerging to sate its hunger.

The sea serpent is the mortal enemy of the sea dragon, and the later will almost instinctively drive the serpent from its territory.

Sea serpents can reach lengths of over 200 feet in length, with a cross-section of about 15 ft. After hatching, infant sea serpents grow to full length within a decade, then gradually expand in girth as they age. It is not particularly intelligent for a dragon, but most can crudely converse in both Aquan and Draconic.

Combat

Despite its size, the sea serpent is a surprisingly stealthy creature and it approaches suitably large prey cautiously in an effort to gain surprise. Its acute underwater senses aid in this task as it maneuvers in great loops to find a direction of approach. Once ready it approaches swiftly and suddenly can blasts the prey with a powerful burst of ultrasonic sound before closing for the kill.

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

Swallow Whole (Ex): A sea serpent can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 8 points of acid damage per round from the sea serpent's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 75 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Colossal sea serpent's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Breath Weapon (Su): 60-ft. cone, damage 10d6 sonic plus stun for 1d6 rounds, Fortitude DC 44 half and no stun.

This breath weapon will only operate underwater and can not be heard by creatures that are unable hear ultrasonic noises. The effect will be discerned as an intense heat and discomfort throughout the body, accompanied by disorientation and a slight nausea.

Frightful Presence (Ex): 300-ft. radius, HD 37 or less, Will DC 34.

Tail Sweep (Ex): Half-circle 40-ft. in diameter, Medium or smaller opponents take 2d8+22 points of bludgeoning damage, Reflex DC 44 half.

Blindsense (Ex): A sea serpent notices and locates creatures within 240 feet underwater. Opponents still have 100% concealment against a creature with blindsense.

Skills: A sea serpent has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*They have a +12 racial bonus on Hide checks when more that 100 feet underwater.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sea serpents also gain the following special benefits.

- The save DC of the breath weapon and tail sweep is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the frightful presence is equal to 10 + ½ HD + Charisma modifier.
- 42–47 HD — Breath weapon damage 12d6 sonic plus stun for 1d10 rounds.
- 44–49 HD — +18 natural armor; gizzard AC 19.
- 48–53 HD — Breath weapon damage 14d6 sonic plus stun for 2d6 rounds.
- 54–59 HD — Breath weapon damage 16d6 sonic plus stun for 2d10 rounds.
- 50–55 HD — +20 natural armor; gizzard AC 20.
- 56+ HD — +22 natural armor; gizzard AC 21.
- 60 HD — Breath weapon damage 18d6 sonic plus stun for 4d6 rounds.

Seant

Author: Robert J. Hall.
Large Plant (Aquatic)
Hit Dice: 5d8
Initiative: -2
Speed: Swim 20 ft. (4 squares)
Armor Class: 15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15
Base Attack/Grapple: +3/+13
Attack: Touch +3 melee (convulse)
Full Attack: 2 touches +3 melee (convulse)
Special Attacks: Constrict 1d4+6, improved grab
Space/Reach: 10 ft./5 ft.
Special Attacks: Convulse, improved grab
Special Qualities: Blindsense 90 ft., low-light vision, damage reduction 5/slashing, concealment, plant traits, vulnerability to fire
Saves: Fort +6, Ref -1, Will +6
Abilities: Str 22, Dex 7, Con 18, Int 10, Wis 16, Cha 10
Skills: Hide -5*, Knowledge (nature) +2, Listen +5, Spot +5, Survival +4
Feats: Iron Will, Power Attack
Environment: Temperate aquatic
Organization: Solitary or grove (3–6)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral good
Advancement: 6–10 HD (Large); 11–16 HD (Huge)
Level Adjustment: —

A great tangled mass of seaweed stirs to life and moves as a body through the water, its long flat leaves forming a bushy cloud about the denser core. Between the leaves are long stalks with bulbs at the end that constantly twitch and move about.

This creature resembles a large, dense tangle of kelp, forming a roughly spherical shape with the individual leaves floating in a shroud around the core body. The long, flat leaves are shades of deep green and brown, with the tips lighter hued. There are also a number of bulbous sacks attached to stalks within the radius of the leaves.

Seants are peaceful creatures who live in harmony with the aquatic plants and animals found near the shore. When aroused to anger, however, they can be deadly foes. They hate evil creatures and those who plunder the sea for sport or cruelty, and consider themselves guardians of underwater kelp forests.

A seant is about 10–15 feet in diameter, with a core body about 3 feet in diameter. It weighs about 800 pounds out of water, where it is effectively immobilized. They speak Aquan, but in such a manner that the sounds are frequently mistaken for natural underwater noises.

Combat

Seants attack only to protect their ward, and will normally be satisfied by driving off unwelcome intruders. When aroused to anger, however, they will attack foes relentlessly and seek to kill their leaders.

Convulse (Ex): Anyone touching or being touched by the sacks of a seant must succeed on a DC 16 Fortitude save or be sickened for 2d6 rounds and take 1d4 points of Dexterity damage. The save DC is Constitution-based.

Constrict (Ex): A seant deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a seant must hit with a touch attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. A seant can tow a grabbed victim of its own size or smaller at its swim speed.

Concealment (Ex): A seant is cloaked in a mass of seaweed that conceals its core body. Attacks have a 20% chance to miss because of concealment. This does not stack with other concealment conditions.

Skills: *Seants have a +16 racial bonus on Hide checks made in kelp forest areas.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, seants also gain the following special benefits.

- The save DC of the convulse is equal to 10 + ½ HD + Constitution modifier.
- 6 HD — Constrict deals 1d6 + Strength bonus
- 7 HD — Damage reduction 10/slashing.
- 8 HD — Gain **Spell-Like Ability:** 3/day—*entangle*. Caster level equals Hit Dice.
- 9 HD — Swim speed 30 ft.
- 10 HD — Convulse deals 1d6 points of Dexterity damage.
- 11 HD — Constrict deals 1d8 + Strength bonus.
- 12 HD — Add 1/day—*command plants, transport via plant* to spell-like abilities.
- 13 HD — Swim speed 40 ft.
- 14 HD — Perform 4 touch attacks per round. However only 2 touches can be targeted against the same opponent.

- 15 HD — Add 1/day—*animate plants* to spell-like abilities.
- 16 HD — Convulse deals 1d8 points of Dexterity damage.

Shabat

Author: Robert J. Hall.
Shabat, 1st-Level Warrior
Medium Outsider (Native, Chaotic)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+4 chain shirt), touch 10, flat-footed 14
Base Attack/Grapple: +1/+1
Attack: Rapier +1 melee (1d6-1), or longbow +1 ranged (1d8)
Full Attack: Rapier +1 melee (1d6-1), or composite longbow +1 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., resistance to electricity 10
Saves: Fort +2 (+6 vs. poison), Ref +0, Will -1
Abilities: Str 9, Dex 11, Con 10, Int 12, Wis 8, Cha 15
Skills: Bluff +5, Diplomacy +2, Handle Animal +4, Intimidate +8, Ride +4
Feats: Persuasive
Environment: Any
Organization: Solitary, pair, or team (3–4)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic (evil or neutral)
Advancement: By character class
Level Adjustment: +1

A beautiful female humanoid with a flawless complexion and an exotic appearance, this sublime creature effortlessly radiates a charming, almost seductive aspect. Her entrancing eyes are oddly tinged with red, however, making them appear bloodshot.

These rare offspring of a succubus retain many of the beautiful features of their fiendish parentage. The planetouched shahat is an exceptionally beautiful female humanoid, with a comely build and flawless complexion. In their natural form they lack the bat wings of the succubus, although a slight, unobtrusive webbing can appear between their arms and ribs. Their eyes often have a slight reddish tinge which flashes whenever strong emotions are present. They may possess other minor traits suggesting their dark heritage.

Most shabat are chaotic in nature, preferring an independent lifestyle free of encumbering rules and laws. Some are decidedly evil in nature like their succubus mother, but others possess strong traits inherited from their other parent and are able to resist their darker tendencies.

Combat

Shabat are crafty, charming, and manipulative. They can inherit the fighting abilities of their non-succubi parentage, but retain a preference for avoiding conflict whenever possible.

Spell-Like Abilities: 1/day—*alter self, tongues, suggestion* (DC 14). Caster level 3rd or class levels, whichever is higher. The save DCs are Charisma-based.

Skills: Shabat have a +2 racial bonus on Bluff and Diplomacy checks.

Shabat Characters

Shabat characters possess the following racial traits.

— +2 Charisma.
— Medium size.
— A shabat's base land speed is 30 feet.
— Darkvision 60 feet.
— Resistance to electricity 10.
— +4 racial bonus on saving throws against poison.
— Racial Skills: +2 racial bonus on Bluff and Diplomacy checks.
— Racial Feats: A shabat gains feats according to its class.
— Automatic Languages: Common, Abyssal. Bonus Languages: Draconic, Elven, Gnome, Goblin, Orc.
— Spell-Like Abilities: 1/day—alter *self*. A shabat with a Charisma score of at least 12 also has the following spell-like abilities: 1/day— *tongues, suggestion*. Caster level 3rd or class levels, whichever is higher; save DC 10 + shabat's Charisma + spell level.
— Favored Class: Bard.
— Level Adjustment: +1.

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

Challenge Rating: Shabat with levels in NPC classes have a CR equal to their character level. Shabat with levels in PC classes have a CR equal to

their character level +1.

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Shadow Reeve

Author: Robert J. Hall.
Medium Outsider (Extraplanar)
Hit Dice: 9d8 (41 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 23 (+5 Dex, *+4 mage armor*, +4 natural), touch 19, flat-footed 18
Base Attack/Grapple: +9/+8
Attack: Halbard +10 melee (1d10+1/x3); or shadow javelin +14 ranged (blindness)
Full Attack: Halbard +10/+5 melee (1d10+1/x3); or shadow javelin +16 ranged (blindness)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, shadow javelin
Special Qualities: Darkvision 120 ft., low-light vision, change shape, regeneration 5, shadow blend, shadow shift, light sensitivity
Saves: Fort +6, Ref +11, Will +8
Abilities: Str 12, Dex 21, Con 11, Int 17, Wis 15, Cha 14
Skills: Balance +15, Climb +13, Concentration +7, Diplomacy +8, Disguise +14, Handle Animal +6, Hide +15, Intimidate +7, Knowledge (plane of shadows) +15, Listen +11, Move Silently +15, Perform (dance) +7, Search +8, Sleight of Hand +9, Spellcraft +14, Spot +11, Swim +4
Feats: Blind-Fight, Combat Reflexes, Dodge, Mobility
Environment: Plane of shadow
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +6

Within a pool of deep gloom, you can just make out a vaguely humanoid form with the lower portions forming wisps of shadow. The darkness conceals the details of its body.

This potent race of shadow beings impose the will of powerful overlords of the shadow realms, and are often the chosen champions of their masters. They are endowed with significant shadow magic abilities, and can employ their powers on any plane or realm to which they can travel. They are the guardians of the true shadow places, protecting them from their mortal enemy, the light.

In physical form, a shadow reeve resembles a pool of deep gloom with a vaguely humanoid body, with the lower half consisting of wisps of shadow. In addition to their other powers, they are able to assume the form of humanoid creatures of similar size. When they change shape in this manner, however, the shadow reeves retain something of a gloomy aspect and are much darker in hue than the natural being. (Unless, of course, they choose to assume the form of another shadow creature).

Shadow reeves can speak common and the native language of their home. As they gain experience, shadow reeves often take several levels in the shadow dancer prestige class, further improving their power over shadows.

Combat

Shadow reeves prefer fighting with halberd, a status weapon of their honored rank. They usually rely on *mage armor* for protection.

When traveling the lands of other races, shadow reeves will adopt a local appearance and use

weapons and armor native to that land. They prefer to fight in well-shadowed areas, or between the hours of dusk to dawn, when they do not suffer from the effects of bright sunlight.

In a difficult fight, shadow reeves often choose to revert to their native form. They use surprise and misdirection, shifting from shadow to shadow and using their spells and shadow javelin to disable their foe. If defeat seems certain, however, they attempt to shift back to their native plane to escape.

Spell-Like Abilities: At will—*detect magic, ghost sounds* (DC 13), *mage armor, misdirection.* 3/day—*deeper darkness, dimension door, displacement, gaseous form, phantom steed.* 1/day—*black tentacles, shadow conjuration* (DC 17), *shadow evocation* (DC 17), *solid fog*. Caster level 9th. The save DCs are Charisma-based.

Shadow Javelin (Su): Once a round a shadow reeve can form a javelin-like weapon out of a pool of shadow as a free action. A target hit by a shadow javelin must succeed on a DC 16 Will save or be blinded for 1d4 minutes. The effect's caster level is 9th. The save DC is Charisma-based. The weapon vanishes at the end of the round.

Change Shape (Su): A shadow reeve can make itself appear to be any Medium humanoid creature. In this form, however, it loses its supernatural abilities. A shadow reeve can retain this form until it assumes a new one. A change in form cannot be dispelled, but a shadow reeve reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. If it uses this ability to create a disguise, it get a +10 bonus on the Disguise check.

A creature that interacts with the disguised shadow reeve in direct daylight gets a Will save to recognize that there is something unusual about the appearance of the disguised shadow reeve, but the nature of the peculiarity will be unclear. A shadow reeve that is imitating another shadow-based form does not suffer from this limitation.

Regeneration (Ex): Light, electricity, and shadow spells deal normal damage to a shadow reeve. Regeneration can not occur in direct daylight.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow reeve will disappear within deep shadows, giving it total concealment. The ambient light from artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight spell*, however, will.

Shadow Shift (Su): While within an area of shadow, a shadow reeve can shift from the Shadow Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *shadow walk* spell (caster level 15th).

Light Sensitivity (Ex): Shadow reeves are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: A shadow reeve receives a +2 racial bonus on Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, shadow reeves also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the creature's Hit Dice.
- The save DC of the shadow javelin is equal to 10 + ½ HD + Constitution modifier.

Sharod

Author: Robert J. Hall.
Large Elemental (Cold, Water)
Hit Dice: 6d8 (27 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4/+8
Attack: Claw +3 melee (1d8 plus 2d6 cold)
Full Attack: 2 claws +3 melee (1d8 plus 2d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Cold
Special Qualities: Fast healing 2 (cold only), damage reduction 5/good, darkvision 60 ft., elemental traits, immunity to cold, vulnerability to fire, khadol
Saves: Fort +5, Ref +6, Will +2
Abilities: Str 11, Dex 15, Con 10, Int 12, Wis 11, Cha 7
Skills: Hide +5, Listen +8, Move Silently +9, Search +6, Spot +8
Feats: Alertness, Improved Natural Attack, Lightning Reflexes
Environment: Cold plains
Organization: Solitary, gang (2–4), or pack (5–20)
Challenge Rating: 4
Treasure: None
Alignment: Always lawful evil
Advancement: 7–12 HD (Large), 13–21 HD (Huge)
Level Adjustment: —

A translucent, blue-hued creature has the lower body of a slug, with a vaguely humanoid upper half. As it moves the body seems to slosh about in an almost liquid manner, although a pristine white skeletal structure can be seen inside.

The body of the sharod has the lower body shape of a shell-less gastropod, attached to a humanoid upper torso, with a head and two arms. Due to their appearance, these creatures have sometimes been called an ice naga. Such a name is a misnomer, however, as they are purely an elemental being. Most of their body is composed of a blue, viscous liquid that will not freeze even under the most extreme cold temperatures. The body shape is given structure by an icy skeleton that is clearly visible through their liquid form. This ice is tougher than bone and is very difficult to damage.

A sharod draws certain nutrients from the bodies of its fallen foe. It usually allows the body to freeze and then dissolves the precious nutrients by wrapping it in its liquid body.

Note that due to the bitterly cold temperature of the sharod's body, they can not swim in water because it will freeze around their body forming a solid cocoon.

Combat

The surprisingly quick sharod attacks with icy weapons they are able to form at the end of their arms. All such weapons deal the normal damage of their type, plus additional cold damage. The balance provided by heavy tail allows the sharod to perform an attack with each of its arms during the same round. When a sharod is killed its body will collapse in a pool of blue slush, leaving only a hard, icy skeleton. Eventually this skeleton will melt away if the temperature is above freezing.

Cold (Ex): A sharod's claw attack deals slashing damage plus cold damage from the sharod's bitterly cold body. Creatures attacking a sharod unarmed or with natural weapons take 2d6 points of cold damage.

Fast Healing (Ex): In temperatures below freezing the body of a sharod heals 2 points of damage per hour.

Khadol (Su): A special link known as the khadol allows each of the clutch members to know the position and general physical health of clan members, functioning as the *status* spell. This ability is constant and cannot be dispelled. The tie can last for many years, although it usually only lasts into adulthood for members of the same clan.

Once per day a sharod can draw away up to half the damage from a fellow of his khadol by touch, inflicting a like amount to his own body. However, a sharod can never draw away more damage than is needed to take himself down to 0 Hit Points.

Sharod Society

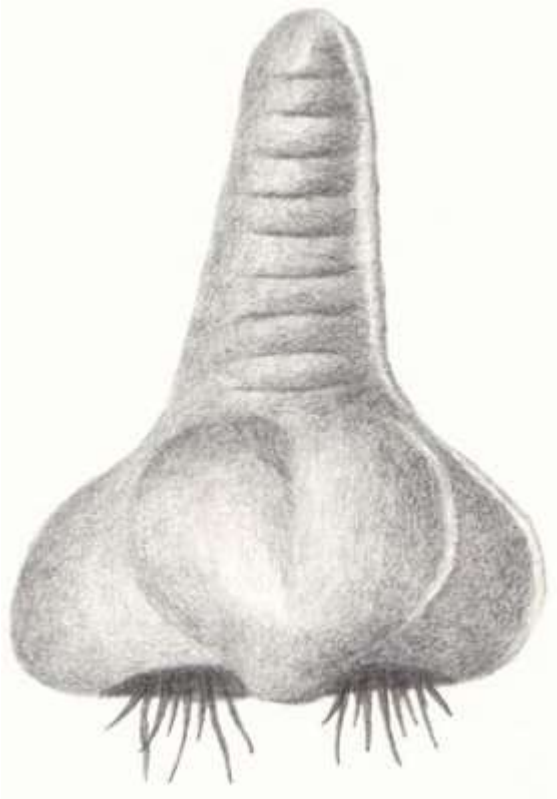
The sharod forms an elite warrior force on cold planes. They are completely loyal to their current master and will fight until death to protect their ward. They normally form tight-knit clans that will defend their honor to the last drop of their bodies. Sharod are known to hold grudges for many generations, and it is not uncommon for their clans to eradicate each other over a "blood" feud. Sharod are cruel and ruthless warriors, and they gleefully enjoy tormenting their foes.

They reproduce by merging the bodies of a male and female and then splitting into a clutch of 5–8 hatchlings. Thus each hatchling has a memory of its ancestors stretching back many centuries.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sharods also gain the following special benefits.

- 8+ HD — Fast healing in freezing temperatures improves to 4.
- 10+ HD — When fighting with another member of the same khadol, the bonus for aiding the sharod ally improves to +4. (See the Aid Another description in the Special Attacks section of the Core Rulebook I). This bonus can be applied to either sharod, depending on which is aiding the other.
- 12+ HD — Damage reduction improves to 10/good.
- 14+ HD — Fast healing in freezing temperatures improves to 6.
- 16+ HD — Damage inflicted due to cold increases to 3d6.
- 18+ HD — Damage reduction improves to 15/good.
- 20+ HD — Fast healing in freezing temperatures improves to 8.



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Shnoz

Author: Robert J. Hall.
Large Aberration
Hit Dice: 6d8+12 (39 hp)
Initiative: +7
Speed: 5 ft. (1 square), fly 30 ft. (good), swim 10 ft.
Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +4/+9
Attack: Slam +4 melee (1d6+1), or slime +6 ranged touch
Full Attack: Slam +4 melee (1d6+1), or slime +6 ranged touch
Space/Reach: 10 ft./5 ft.
Special Attacks: Slime, erupting pores, constrict 1d4+1, improved grab
Special Qualities: Immunities, blindsight 60 ft., scent, fly
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 12, Dex 16, Con 15, Int 9, Wis 14, Cha 4
Skills: Listen +4, Search +4, Survival +4*
Feats: Blind-Fight, Improved Initiative, Track
Environment: Underground
Organization: Solitary, pair, or cluster (2–4)
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 7–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: —

An odd-looking creature floats silently in the air, its body bearing a curious resemblance to the bulbous nose of a gnome. Many small, quivering tentacles hang down from a cavity in the underside.

A shnoz is a ludicrous-appearing, eight-foot-tall creature that is shaped vaguely like a large, bulbous nose. It has a large, U-shaped cavity along the underside, from which hang a tangle of quivering, hairy tendrils. A dense mane of dark, shiny hair covers the back of the shnoz. The flesh of this creature can range from a mottled dark gray to a uniform pale pinkish hue, and the form can vary from a wide flat nose to a long snout.

The shnoz is completely mute and it can only communicate by emitting various scents. These scents will often linger in the air for days, allowing the shnoz to leave brief messages for others of its kind. (The equivalent of a sentence of ten words or less.)

Combat

Shnoz are cautious creatures that rely on their unusual abilities to overcome their opponents. They attempt to surprise their foes, striking without warning and keeping their prey off balance.

Slime (Ex): Once every 1d3 rounds a shnoz can lean back and spit a glob of slimy material from the U-shaped opening on their underside. This is similar to an attack by a net but has a maximum range of 50 feet, with a range increment of 10 feet. The slime is effective against targets up to one size category smaller than the shnoz. An entangled creature can escape with a successful DC 15 Escape Artist check or burst it with a DC 17 Strength check. The check DC are Constitution-based, and the Strength check includes a +2 racial bonus.

Constrict (Ex): On a successful grapple check, a shnoz deals 1d4+1 points of damage.

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

Erupting Pores (Ex): Once per minute, pores along the front of the shnoz can emit a dense cloud of fine black powder. This material lingers in the air, and functions as a *darkness* spell (caster level 6th). This darkness obscures sight but does not counter or dispel any light spells. A wind stronger than a light breeze will disperse the cloud after a full round, and it will settle to the ground within a minute.

Flight (Ex): A shnoz's body is naturally buoyant, allowing it to fly at a speed of 30 ft. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Blindsight (Ex): Shnoz can ascertain all foes within 60 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed. Shnoz are susceptible to scent-based attacks, and are affected normally by overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a shnoz's sense of smell effectively blinds the creature.

Immunities: Shnoz are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *Shnoz have a +12 racial bonus on Survival checks when tracking by scent.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, shnoz also gain the following special benefits.

- The DC of the slime Escape Artist check is equal to 10 + ½ HD + Constitution modifier. The DC of the slime Strength check is +2 greater than the Escape Artist DC.
- 8+ HD — The cloud of fine black powder produced by the erupting pores ability functions as a *deeper darkness* spell (caster level 8th). This darkness obscures sight but does not counter or dispel any light spells. A wind stronger than a light breeze will disperse the cloud after a full round.
- 10+ HD — Gain **Secrete Ooze (Ex):** Once each minute a shnoz can secrete a slick 10-ft.-square pool of *grease* as the spell (caster level 10th).

Shrevebush

Author: Robert J. Hall.
Large Plant
Hit Dice: 4d8+19 (37 hp)
Initiative: +1 (Dex)
Speed: Burrow 5 ft. (1 square)
Armor Class: 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +3/+12
Attack: Tendril +7 ranged touch (grab)
Full Attack: 4 tendrils +7 ranged touch (grab)
Space/Reach: 10 ft./10 ft. (20 ft. with tendril)
Special Attacks: Improved grab, swallow whole, digest
Special Qualities: Plant traits, change form, tremorsense 20 ft.
Saves: Fort +8, Ref +0, Will +4
Abilities: Str 21, Dex 8, Con 19, Int 3, Wis 13, Cha 12
Skills: Disguise +10, Move Silently +1
Feats: Iron Will, Toughness
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 4
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 5–9 (Large); 10–15 (Huge)
Level Adjustment: —

Clusters of ripe, purple fruit dangle from this large bush, only a few of which have yet been plucked by scavenging animals. The branches of the bush end in several dark green leaves, each with slightly jagged edges.

At first glance this plant resembles a large, fruit-bearing bush. It emits a pleasant odor and appears to have edible fruit hanging in clusters from its branches. This is just a ruse, however, intended to lure animal prey into its web of thick tendrils buried just beneath the surface.

The entire plant is capable of slowly burrowing through soft ground using its tendrils. It will often wait in ambush at a chosen spot for several days, then burrow to a new location if game proves scarce.

The shrevebush can neither see nor hear, but can sense nearby movement through vibrations along the ground and the stirring of currents in the air.

Combat

When the shrevebush senses that a prey is

standing within 5 feet of the bush, the tendrils spring out of the ground to grab the food. The morsel is pulled into a tough bladder located beneath the bush, and is slowly digested over the course of several days. Once food has been obtained, the shrevebush will burrow deep into the ground and remain there until its digestion cycle has completed.

Change Form (Ex): The shrevebush can make subtle changes to its form, using its Disguise ability so as to appear to be an entirely different breed of plant. Making such a change requires a full minute of concentrated effort by the plant. A successful Spot check is needed to successfully see through the disguise.

Anybody with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the disguise. A *true seeing* spell or ability reveals the natural form of the plant.

Improved Grab (Ex): To use this ability, a shrevebush must hit a creature at least one size smaller than itself with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Swallow Whole/Digest (Ex): A shrevebush can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's digestive sack, the sides begin to constrict, automatically inflicting 1d6+2 points of non-lethal damage each round. The natural juices released into the sack inflict 1d3 points of acid damage every hour. Only one creature can be pulled into the sack at any time.

A swallowed creature can attempt to cut its way out by using a light slashing or piercing weapon to deal 12 points of damage to the sack (AC 14). In order to do so, however, the creature must overcome the constriction, which requires a DC 21 Escape Artist check or a DC 17 Strength check. The check DC are Strength-based, and the Escape Artist DC includes a +4 racial bonus.

Once the sack has been ruptured, the shrevebush is unable to swallow creatures whole until it has had time to fully heal the wound.

Skills: A shrevebush has a +4 racial bonus on any Disguise check.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, shrevebushes also gain the following special benefits.

- The DC of the sack constriction Strength check is equal to 10 + ½ HD + Strength modifier. The DC of the sack constriction Escape check is +4 greater than the Escape Artist DC.
- 6–11 HD — The radius of the tremorsense increases to 30 feet.
- 8–13 HD — The shrevebush can make a full attack with 6 tendrils.
- 10+ HD — The reach of the tendrils is 25 feet. Theshrevebush can burrow at a rate of 10 feet per round.
- 12+ HD — The radius of the tremorsense increases to 40 feet.
- 14 HD — The shrevebush can make a full attack with 8 tendrils.

Silver Floater

Author: Robert J. Hall.
Huge Aberration
Hit Dice: 2d8-2 (7 hp)
Initiative: +3
Speed: Fly 30 ft. (clumsy) (6 squares)
Armor Class: 11 (-2 size, +3 Dex), touch 11, flat-footed 8
Base Attack/Grapple: +1/+11
Attack: Lash +1 melee (1d6+2 plus paralyze)
Full Attack: 4 lashes +1 melee (1d6+2 plus paralyze)
Space/Reach: 15 ft./15 ft.
Special Attacks: Paralyze, swallow whole
Special Qualities: Blindsight 60 ft., resistance to cold 20 and electricity 20
Saves: Fort -1, Ref +3, Will +4
Abilities: Str 15, Dex 16, Con 8, Int 2, Wis 12, Cha 12
Skills: Listen +3, Spot +3
Feats: Alertness
Environment: Warm forests
Organization: Solitary or colony (5–20)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–5 HD (Huge)
Level Adjustment: —

Hanging silently in mid-air is a gigantic transparent balloon-like sack with a bundle of pale tendrils dangling down from the underside. Some of these tendrils are straight and tapered, while others form long coils.

These huge, floating bags closely resemble a

flying portuguese man-o'-war jellyfish. They typically dwell in hot, moist environments that are surrounded by large growths, such as clearings in a tropical forest or along rivers. Silver floaters possess some maneuverability but are usually subject to the whims of the winds. Electric stinging cells on their outer sack protect them against birds and other flying predators. Floaters sometimes hunt in packs, communicating via tiny electrical flashes.

Combat

Since they make no noise, floaters will often gain complete surprise for their strike. However, they are not well armored against attack, instead relying on their elevation to remain out of reach of ground beasts. They hunt by floating over a target, then reaching down to lash at the victim with their flexible tendrils. The victim is repeatedly jolted with electrical shocks, then drawn into the inner sack for digestion. Floaters only hunt for food, and will depart after capturing a live meal.

Paralyze (Ex): Those hit by a silver floater's lash attack must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

Swallow Whole (Ex): A silver floater can try to swallow a paralyzed opponent up to two size categories smaller than itself by making a successful grapple check. Once inside the digestive sack, the opponent takes 1d6 points of acid damage per round. A swallowed creature can cut its way out using light slashing or piercing weapons to deal enough damage to kill the silver floater (AC 10). A silver floater's digestive sack can hold 1 Medium, 4 Small, 16 Tiny, or 64 Diminutive or smaller opponents.

Blindsight (Ex): Silver floaters can observe prey through their faint electrical emissions, allowing them to hunt in total darkness. This ability will not operate during rainfall, or if the opponent is incorporeal or has electricity resistance or immunity.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, silver floaters also gain the following special benefits.

- The save DC of the paralyzing lash is equal to 10 + ½ HD + Constitution modifier.

Simurgh

Author: Robert J. Hall.
Tiny Magical Beast
Hit Dice: 9d10+9 (49 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 18 (+2 size, +2 Dex, +4 deflection), touch 16, flat-footed 16
Base Attack/Grapple: +9/+0
Attack: Bite +7 melee (1d3-1)
Full Attack: Bite +7 melee (1d3-1)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Low-light vision, damage reduction 10/evil, fast healing 5, spell resistance 14
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 8, Dex 15, Con 12, Int 19, Wis 14, Cha 16
Skills: Balance +8, Diplomacy +17, Heal +14, Hide +11, Knowledge (arcana) +9, Knowledge (geography) +6, Knowledge (history) +14, Knowledge (nature) +8, Knowledge (nobility) +7, Knowledge (planes) +5, Knowledge (religion) +8, Listen +6, Sense Motive +8, Spellcraft +12, Spot +6
Feats: Alertness, Dodge, Iron Will, Negotiator
Environment: Warm forests
Organization: Solitary
Challenge Rating: 5
Treasure: Feathers
Alignment: Usually chaotic good
Advancement: 10–16 HD (Tiny)
Level Adjustment: —

Perched upon a limb is a beautiful bird with a sparkling, multi-hued coat of feathers. It has bright, attentive eyes and a heavy, curved beak.

This magnificent bird resembles an unusually large parrot. It has a beautiful, multi-hued coat of feathers that sparkles with a gem-like quality in direct sunlight. The simurgh are wise and kindly creatures that are sometimes sent by friendly djinni to aid mortals. They are considered as both oracles and protectors by those they serve.

Simurgh do not consume food as other creatures, but instead dine of gold, silver, and gemstones. As a result they have an upkeep cost of 5 gp per day. A simurgh that finds its way into a treasure room can gorge on several hundred gp worth of treasure in a single meal.

The bejeweled feathers of a simurgh are worth

1,000 gp.

Combat

Simurgh have no interest in personal combat, and will fight only to defend themselves. They possess a sharp beak that can deliver a wicked wound, but would much prefer to escape the fray by flying to safety.

The bite of a simurgh is treated as chaotic-aligned and good-aligned for the purpose of overcoming damage resistance.

Spell-Like Abilities: At will—*deathwatch, reduce, remove fear, sanctuary, tongues.* 3/day—*augury, color spray, cure serious wounds, remove poison, sending.* 1/day—*blur, cure critical wounds, divination, neutralize poison, rainbow pattern*. Caster level 9th. The save DCs are Charisma-based.

True Seeing (Su): This ability is identical with *true seeing* (caster level 14th) except that it has personal range and the simurgh must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the simurgh concentrates.

Skills: Simurgh have a +4 racial bonus on Balance checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, simurgh also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the creature's HD.
- Spell resistance is equal to the creature's HD + 5 (maximum 20).
- 10+ HD — Add 1/day—*dream* to the spell-like abilities.
- 12+ HD — Add 3/day—*break enchantment* to the spell-like abilities.
- 14+ HD — Add 1/day—*heal* to the spell-like abilities.
- 16 HD — Add 1/day—*mass cure serious wounds* to the spell-like abilities.

Skinrug Guardian

Author: Sean K Reynolds.

A skinrug guardian is a kind of construct creature made from the preserved skin of an animal. Retaining a (flattened) semblance of their original form, skinrug guardians are kept in places where an animal skin rug would not draw attention and leap up to attack intruders or threaten those that they are ordered to protect.

A skinrug guadian looks like nothing more unusual than a floor or wall rug made from the skin of a slain animal, including the feet and head. When active, they hump themselves into an approximation of their original shape, attacking in the manner of their living counterparts. They are completely obedient to the person that creates them.

Sample Skinrug Guardian

This example uses a brown bear as the base creature.

Skinrug Guardian Brown Bear
Large Construct
Hit Dice: 6d10 (33 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +4/+14
Attack: Claw +9 melee (1d8+6)
Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, non-lethal damage option
Special Qualities: Construct traits, camouflage, damage reduction 5/slashing, evasion, flatness, immunity to cold and blunt weapons, scent
Saves: Fort +2, Ref +5, Will +3
Abilities: Str 23, Dex 17, Con —, Int —, Wis 12, Cha 6
Skills: —
Feats: —
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: Fur rug
Alignment: Neutral
Advancement: —
Level Adjustment: —

This construct looks exactly like the preserved hide of a brown bear. It is often placed on the floor in an open area of a room.

Combat

When called upon to attack, the skinrug guardian shapes itself in the outline of a brown bear and advances fearlessly toward its foe. It attacks primarily by tearing at an opponent with its claws.

Improved Grab (Ex): To use this ability, a

skinrug guardian brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Non-lethal Damage Option (Ex): A skinrug guardian brown bear can be ordered to only inflict non-lethal damage when it grapples a target.

Camouflage (Ex): A skinrug guardian brown bear that doesn't move looks exactly like an inert animal skin rug.

Flatness (Ex): Because its body is flexible and compact despite its facing, a skinrug guardian brown bear can fit through openings as small as its head

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug guardian gains the evasion ability.

Creating a Skinrug Guardian

"Skinrug guardian" is an acquired template that can be applied to any animal (referred to hereafter as the "base creature").

Size and Type: The creatures' type changes to construct. Do not recalculate base attack bonus. Size is unchanged.

Hit Dice: Change the creature's hit dice to d10.

Special Attacks: A skinrug guardian retains all of the extraordinary abilities of the base creature, except those that require a continuing active metabolism. These are poison, breath weapon, ink cloud, quills, slime coating, stench, spores, and swallowing whole.

It also gains the improved grab ability and the following:

Non-lethal Damage Option (Ex): A skinrug guardian can be ordered to only inflict non-lethal damage when it grapples a target.

Special Qualities: A skinrug guardian retains all of the special qualities of the base creature, except those that require a continuing active metabolism. These are adhesive, ink cloud, slippery, fast healing, regeneration, and any that involve eating, sleeping, or breathing.

Because it has no Intelligence or Constitution score and is destroyed upon reaching 0 hit points, some of the base creature's abilities have no effect after it has been turned into a construct guardian. For example, the boar's ferocity ability to fight while disabled or dying has no effect, and a badger's rage ability does not increase the creature's Constitution or hit points because it has no Constitution score, although the Strength increase and AC penalty still apply.

The creature also gains the following:

Evasion (Ex): Because it is agile and can flatten itself completely to avoid attacks, a skinrug guardian gains the evasion ability.

Immunities (Ex): A skinrug guardian is immune to cold attacks and attacks from blunt weapons.

Damage Reduction (Ex): A skinrug guardian has damage reduction 5/slashing — it ignores the first 5 points of damage from any piercing attack.

Camouflage (Ex): A skinrug guardian that doesn't move looks exactly like an inert animal skin rug.

Flatness (Ex): Because its body is flexible and compact despite its facing, a skinrug guardian can fit through openings as small as its head

Abilities: As a construct creature, a skinrug guardian has no Constitution or Intelligence score. Adjust its ability scores from the base creature as follows: Strength -4, Dexterity +4.

Skills: As a construct creature, a skinrug guardian has no ranks in any skills. It loses any racial bonus to skills it had as a living creature.

Feats: As a construct creature, a skinrug guardian has no feats.

Environment: Any.

Organization: Solitary.

Treasure: None.

Alignment: Always neutral.

Advancement: —

Level Adjustment: —

Construction

To construct a skinrug guardian, the creator needs the Craft Wondrous Item feat and must expend 1,000 gp per hit die and 50 XP per hit die of the base creature. The cost includes the necessary animal skin, certain herbs and magical oils to rub into the creature's fur, and all other mundane ingredients. Preparing the skin requires a successful DC 13 Craft (leatherworking) check. If the creator is a bard, sorcerer, or wizard, the construction process requires *cat's grace* and *charm monster*. If a cleric or druid, it requires *speak with animals* and either *dominate animal* or *animate objects*. The process takes five days.

Slime Ghoul

Author: Robert J. Hall.
Medium Undead
Hit Dice: 3d12+3 (22 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 9 (-1 Dex), touch 9, flat-footed 9
Base Attack/Grapple: +1/+3
Attack: Slam +4 melee (1d4+2 plus 1d3 acid)
Full Attack: Slam +4 melee (1d4+2 plus 1d3 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ghoul fever, nausea
Special Qualities: Darkvision 60 ft., damage reduction 5/slashing, immunity to polymorph, ooze, undead traits, +2 turn resistance
Saves: Fort +1, Ref +0, Will +5
Abilities: Str 14, Dex 8, Con –, Int 12, Wis 15, Cha 12
Skills: Climb +7, Hide +5, Move Silently +4*, Search +4, Spot +8, Swim +7
Feats: Toughness, Weapon Focus (slam)
Environment: Cold marshes
Organization: Solitary, gang (2–4), or pack (7–12)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 4 HD (Medium)
Level Adjustment: –

This loathsome beast is humanoid in shape, but has slimy, rotting green flesh hanging from clearly visible bones. It's snarling mouth is filled with blackened fangs, and the slick hide is free of hairs. Its ravenous eyes almost glow with rage within their sagging sockets.

Under certain unusual circumstances, a cadaver can decay in such a manner that it possesses a gelatinous, slimy composition. This is particularly so in swampy areas, but it can also occur in other humid environments such as an underwater cave. If the body rises in the form of an undead, it gains certain ooze-like properties that can make it an even more formidable foe. The slime ghoul is one such undead, perhaps the most common of its type.

The slime ghoul appears much like a typical ghoul, although it will typically be darker and more green-hued. The flesh has a slick, unwholesome appearance, as though drawn up through the viscous slime sometimes found floating near the top of a stagnant pond. While it has a skeletal structure, the bones have become pliable and rubbery.

The slime ghoul can not be created or summoned through magical means. It is a purely natural manifestation, if such can be said of any undead.

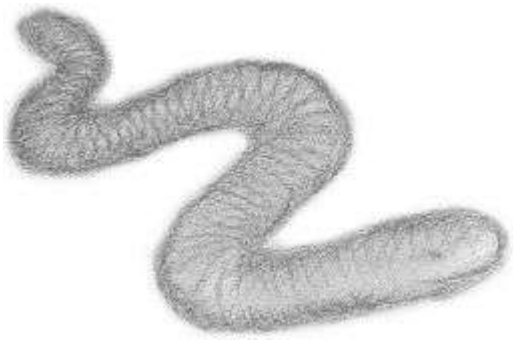
Combat

Slime ghouls try to attack with surprise on their side whenever possible. They lack the hard claws of a ghoul, and instead attack with a wet-sounding slam that leaves a nauseating stench lingering in the air.

Nausea (Ex): Those hit by a slime ghoul's slam attack must succeed on a DC 12 Fortitude save or be nauseated for 1d4+1 rounds. The save DC is Charisma-based.

Ooze (Ex): As a standard action, a slime ghoul can squeeze its body under a door or through a crack, advancing a maximum of 5 feet.

Skills: *A slime ghouls has a +4 racial bonus on Move Silently checks in water or marshy areas.



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Smoke Snake

Author: Robert J. Hall.
Small Elemental (Air, Fire)
Hit Dice: 1d8+3 (7 hp)
Initiative: +1
Speed: fly 10 ft. (perfect) (2 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
Base Attack/Grapple: +0/—
Attack: Singe +2 melee (1d4 fire)
Full Attack: Singe +2 melee (1d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Infiltrate
Special Qualities: Darkvision 60 ft., immunity to fire, vulnerability to cold, gaseous form, chrysalis, elemental traits
Saves: Fort +2, Ref +3, Will +1

Abilities: Str —, Dex 12, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +11*, Listen +2, Spot +2
Feats: Toughness, Weapon Finesse[B]
Environment: Elemental Plane of Fire
Organization: Solitary or cluster (2–5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

A thick coil of gray smoke moves through the air with a deliberate, sinuous motion, its form having the overall appearance of a worm or serpent.

On their native plane these beings are very long, sinuous creatures that are noticeable only for their faint reddish hue. They commonly form small groups of intertwining smoke snakes for defense against larger predators.

If they enter a harsh environment such as the material plane they will typically enter a chrysalis state. In this form they resemble a short, smooth piece of weathered-grey driftwood. A traveler may find such a stick while out collecting firewood, and then place it on a burning pile.

Once in contact with an open flame, the smoke snake gradually emerges from its chrysalis state and begins to take on its natural form—a serpentine creature made from smoke. However, this being will be very difficult to distinguish from the normal smoke emerging from the fire, and therein lies the danger.

To lay its eggs, the smoke snake will seek out a warm, sheltered place free from rain or other hazards. Often times, this will be the nostril of a man or beast that is in close proximity to the fire. The snake is relatively odorless, compared to normal smoke, and it may easy escape the notice of a sleeping victim before it enters the lungs. Once inside, the snake begins to lay its wispy eggs, simultaneously causing the victim to choke and gag from lack of clean air.

Combat

The smoke snake attacks by burning the target with its hot body. It can also invade the lungs of a victim to gain shelter and lay its eggs. Those invaded in this manner are in for a very unpleasant time unless the smoke snake is removed, or else leaves of its own accord after 3d6 rounds.

Gaseous Form (Ex): This inherent ability functions as the *gaseous form* spell, and it can only be suppressed or turned off when the smoke snake enters its chrysalis state.

A smoke snake in its gaseous form is dealt 1 point of cold damage per round from rain or fog, and is automatically slain by submersion.

Infiltrate (Ex): On a successful touch attack a smoke snake can infiltrate itself into the lungs of any corporeal target that needs to breath. Once inside, the smoke snake automatically deals 1 point of fire damage per round. The victim must make a DC 15 Fortitude save or become nauseated. The save DC is Constitution-based, and includes a +2 racial bonus.

There are various magical means to remove the snake from the lungs of the victim. The snake can be dismissed back to its native plane. It can also be compelled to leave by means of a *charm monster* or *confusion* spell. The victim can become ethereal or change into a gaseous form, or they can use a spell of *water breathing* and submerge themselves. A *cure disease* spell will immediately kill the invading smoke snake.

Chrysalis (Ex): As a full round action a smoke snake can enter a chrysalis state at will. In the chrysalis form the smoke snake is helpless, but gains Damage Reduction 5/magic and +4 natural armor. It can return to its smoke form as a move action.

Skills: While in gaseous form, smoke snakes have a +4 racial bonus to Hide checks. *Inside a cloud of smoke, the Hide bonus increases to +8.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, smoke snakes also gain the following special benefits.

- The save DC of the infiltration nausea is equal to 12 + ½ HD + Constitution modifier.

Sonic Nightmare

Author: Robert J. Hall.
Small Elemental (Air)
Hit Dice: 2d8-2 (7 hp)
Initiative: +4
Speed: Fly 10 ft. (good) (2 squares)
Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple: +1/—
Attack: Vibrating touch +7 melee (1d4 sonic)
Full Attack: Vibrating touch +7 melee (1d4 sonic)
Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, fascinate
Special Qualities: Blindsight 120 ft., elemental traits, immunities
Saves: Fort -1, Ref +7, Will +1
Abilities: Str —, Dex 18, Con 8, Int 9, Wis 13, Cha 15
Skills: Hide +13, Listen +10, Move Silently +5, Perform (sing) +12
Feats: Weapon Finesse
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–5 HD (Small); 6–9 HD (Medium)
Level Adjustment: —

A barely discernable ripple in the air emits a faint, high-pitched humming sound that sometimes warbles and changes tone. It resembles hot air rising from a fire.

The sonic is a being from the elemental plane of air that exists as a complex soliton wave in the atmosphere. Other beings will see this entity only as a slight rippling effect in the air that emits a high-pitched warbling sound resembling vibrating crystal. The sonic is attracted to any new noises in the vicinity, and will close to investigate. While not overtly hostile, the sonic is mysteriously enraged by certain low frequency sounds and will relentlessly attack until it has damaged or destroyed the source of the noise.

The sonic nightmare is a natural elemental phenomenon, as these beings do not breed with each other and rarely interact. Indeed they find each other's presence especially painful and will usually flee if another of their kind is present. The nightmare has no material needs and will continue to sustain itself as long as an atmosphere is present.

A sonic is actually capable of learning a language and communicating if a means can be found to train it. The nature of a nightmare allows it to produce perfect musical tones, and it can create beautiful, haunting musical patterns once it has been exposed to the concept of singing or chanting.

Combat

The primary attack of a sonic nightmare is a climbing hum that can cause painful muscle contractions and a headache in its victims. It is able to focus this sonic blast in a narrow area that impacts like a physical blow. It can also produce various sonic-based effects intended to deter or harm potential threats. While a sonic nightmare can exist inside an area of magical silence, it is unable to attack or use its blindsight while silenced.

Fascinate (Sp): This power works like the bard's fascinate class feature, except that the sonic nightmare has a +4 racial bonus on the Perform check.

Spell-like Abilities: At will—*ghost sound; 3/day—shatter* (DC 14), *sound burst* (DC 14), *ventriloquism*; 1/day—*shout* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Blindsight (Ex): Sonic nightmares can sense their surroundings by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. Beyond that range, they treat all foes as having total concealment.

A *silence* spell negates this ability, effectively producing an area of darkness that the sound sense of the nightmare can not penetrate. If a sonic nightmare's sense of hearing is negated, a sonic nightmare is effectively blinded.

Immunities: Sonic nightmares are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They are also immune to acid and sonic damage.

Skills: Sonic nightmares have a +8 racial bonus to Hide, Listen, and Perform (sing) checks.

Spider Worg

Author: Robert J. Hall.
Medium Magical Beast
Hit Dice: 3d10+3 (19 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+6
Attack: Bite +6 melee (1d6+4)
Full Attack: Bite +6 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, spring
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 16, Dex 16, Con 13, Int 5, Wis 12, Cha 5
Skills: Balance +8, Hide +4, Climb +8, Jump +9, Listen +4, Spot +4
Feats: Alertness, Power Attack

Environment: Temperate mountains
Organization: Solitary, pair, or pack (5–10)
Challenge Rating: 1
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral evil
Advancement: 4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment: —

This monstrosity appears to be a cross between a giant spider and a wolf. It is covered with a hairy hide that is dark gray in hue and highlighted in brown. It has multiple eyes like a spider, but the fanged jaw of a beast.

This strange cross-breed resembles a giant spider, but is actually more closely related to a six-legged worg. Its limbs and body have an endoskeleton, and the outer flesh is covered by a tough, hairy hide. Rather than being tucked next to the body, the legs are splayed outward in the manner of a spider. The spider worg typically has a dark gray hue with brown highlights, allowing it to readily blend into rocky terrain.

The lifestyle of this creature is very similar to that of the worg, although it prefers to hunt in rugged, terrain. They can readily travel across even the most irregular landscape, making them difficult to escape once they are on the trail of a prey.

Combat

The spider worg work effectively in groups, utilizing surprise to surround and cut off their prey. They can leap remarkable distances, allowing them to spring upon a prey and bear it down with their body. Their powerful jaw can rip great strips of flesh out of an opponent.

Spring (Ex): Spider worgs can jump double the normal distance for their speed. Only half the distance moved by jumping during a round counts against the maximum movement during the round. Falls from a jump are treated as if it were 10 feet shorter when determining damage.

Skills: A spider worg have a +4 racial bonus on Balance, Climb, and Jump checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, spider worgs also gain the following special benefits.

- 5–8 HD — Tremorsense 20 ft.
- 6+ HD — Climb speed increases to 30 feet.
- 7+ HD — Gain Improved Overrun as a bonus feat.
- 8+ HD — Jump triple the normal distance for its speed.
- 9 HD — Tremorsense 30 ft.

Spine Worm

Author: Robert J. Hall.
Medium Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +1/+3
Attack: Slam +3 melee (1d4+2)
Full Attack: 2 slams +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d4+2, improved grab, spines
Special Qualities: Darkvision 60 ft., immunities, scent
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 15, Dex 16, Con 12, Int 4, Wis 16, Cha 2
Skills: Hide +5, Listen +6, Spot +6
Feats: Weapon Focus (slam)
Environment: Underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Medium); 4–5 HD (Large)
Level Adjustment: —

This creature resembles a cross between a snake and a porcupine. The body is long and sinuous, and its hide is almost completely covered in a thick coat of brown quills.

The spine worm combines the physical features of a snake and a porcupine. It is almost completely covered in spines, giving it a hairy appearance. Because it is lacking in pigmentation the spine worm is pale grey in hue with only a slight brown tinge at the end of the longer quills.

Being native to the underground the spine worm lacks normal sight and instead relies on its other senses to find prey. It has pit-like organs that provide darkvision to 60 ft. and both its olfactory and hearing senses are highly developed. The spine

worm is not a good swimmer, and it has a strong aversion to bodies of water.

Combat

This creature attacks by wrapping itself around its prey then constricting and twisting to drive its spines into the body. Like a snake the spine worm can distend its mouth then ingest a smaller prey whole. It is capable of swallowing creatures that are larger than its girth, but will only rarely attack Medium or larger creatures. Its gullet is lined with several rows of teeth that allow it to rapidly grind up food and prevent the bulk from slowing it down.

The warm-blooded spine worm is constantly hungry and is always on the hunt for fresh prey. It aggressively stalks underground passages and caverns, quickly striking at passing creatures from concealed locations. When attacked by larger creatures, the spine worm expands its coating of quills and lashes about with its head and tail to jab its foes.

Constrict (Ex): On a successful grapple check a spine worm deals 1d4+2 points of damage.

Improved Grab (Ex): To use this ability, the spine worm 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 constrict.

Spines (Ex): Creatures hitting a spine worm with natural weapons or unarmed attacks take 1d4 points of damage from the spines.

Immunities: Spine worms are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on normal sight.

Sprite

Sprites are reclusive fey. Most go out of their way to fight evil and ugliness and to protect their homelands.

COMBAT

Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

Sprite, Fire

Author: Robert J. Hall.
Tiny Fey (Fire)
Hit Dice: ½d6+2 (2 hp)
Initiative: +5
Speed: 20 ft. (4 squares), fly 40 ft. (good)
Armor Class: 18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
Base Attack/Grapple: +0/-12
Attack: Touch +5 melee (1d4 fire)
Full Attack: Touch +5 melee (1d4 fire)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Fire
Special Qualities: Darkvision 60 ft., damage reduction 5/cold iron, immunity to fire, spell-like abilities, vulnerability to cold, spell resistance 15
Saves: Fort +1, Ref +7, Will +3
Abilities: Str 3, Dex 20, Con 12, Int 13, Wis 12, Cha 16
Skills: Craft (any one) +5, Escape Artist +7, Hide +18*, Listen +5, Move Silently +6, Perform (dance) +6, Search +5, Sense Motive +4, Spot +5
Feats: Dodge[B], Weapon Finesse
Environment: Warm desert
Organization: Solitary, gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: 1
Treasure: No coins; 50% goods (non-flammable); 50% items (non-flammable)
Alignment: Always chaotic good
Advancement: 1–3 HD (Tiny)
Level Adjustment: —

This tiny being resembles a miniscule elf. It has a reddish-brown skin, the delicate wings of a dragonfly, and is cloaked in cheery orange flames.

This diminutive, fire-based creature is a reddish-brown sprite that is continually cloaked in fire. The flames radiate a heat equivalent to a campfire; enough to make a room stuffy. It possesses several magical abilities related to fire, although these require some type of combustible materials.

The fire sprite can be a very charming presence, and will chat on any topic for hours with anybody willing to listen. Much as it tries to be pleasant, however, the fire sprite is disliked by forest and grassland beings because of its tendency to start forest fires. The fire sprite automatically ignites flammable materials on contact.

The fey sight of this being allows it to see the magical nature of anything within its view as per the

detect magic spell.

Fire sprites speak Sylvan and Ignan. Some also speak Common.

Combat

The Fire Sprite attacks by flying around its foe and striking at vulnerable spots with its body and flaming shroud.

Fire (Ex): Merely touching or being touched by a fire sprite automatically deals 1d4 fire damage. A fire sprite can ignite a torch or start a fire as a standard action.

Spell-Like Abilities: At will—*detect magic, flare* (DC 13). 2/day—*burning hands* (DC 14), *faerie fire*. Caster level 1st. The save DCs are Charisma-based.

Skills: *A fire sprite has a +4 racial bonus on Hide checks when cloaked in flames. This bonus is not factored into the skill modifiers above.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, fire sprites also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- Spell resistance is equal to creature's HD + 15 (maximum 20).
- 1+ HD – Add 2/day–*dancing lights* to spell-like abilities.
- 2+ HD – Add At will–*produce flame* to spell-like abilities.
- 3+ HD — Add 2/day—*flaming sphere* to spell-like abilities.

Gravesprite

Author: Robert H. Nichols.
Small Fey
Hit Dice: 1d6+2 (5 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares)
Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +0/-6
Attack: Shortspear -1 melee (1d4-2) or sling +4 ranged (1d3-2)
Full Attack: Shortspear -1 melee (1d4-2) or sling +4 ranged (1d3-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 5/cold iron, immunity to disease, improved low-light vision, lay dead to rest
Saves: Fort +2, Ref +5, Will +3
Abilities: Str 6, Dex 16, Con 14, Int 8, Will 12, Cha 8
Skills: Hide +11, Listen +7, Move Silently +11, Sense Motive +5, Spot +7
Feats: Alertness
Environment: Near graveyards or any other places where the dead are laid to rest
Organization: Solitary, pair, or pride (3–18)
Challenge Rating: ½
Treasure: Standard
Alignment: Always neutral good
Advancement: 2–3 HD (Small)
Level Adjustment: +1

This creature resembles a miniature halfling. They have dusty gray flesh, and bright yellow eyes.

Gravesprites appear to be wizened small halflings. Their skin is a dusty gray and their hair, when they have some, is the same color as their skin. Their eyes are a bright yellow and their vision is very sharp. Typically gravesprites do not wear clothing, though gravesprites that live in a heavily settled area may take to wearing clothes like their neighbors. Gravesprites are reclusive, almost xenophobic. When they are encountered, they attempt to scurry away to hide and escape as quickly as they can.

Gravesprites speak Fey, Sylvan and whatever regional or racial language is common where they live. Exceptional gravesprites can speak more languages.

Combat

Gravesprites are non-offensive, only fighting is forced into a corner with no way to escape. In these cases, the trapped gravesprite uses a shortspear while his comrades use slings from a distance.

Improved Low-Light Vision (Ex): Gravesprites have excellent senses. Their low-light vision can see four times as far as a human can in dim light.

Lay Dead to Rest (Ex): Gravesprites have the magical ability to lay dead bodies to final rest. Once a corpse has been under the care of a gravesprite and buried, the corpse can not be raised as undead. Gravesprites have no similar ability to affect already undead creatures.

Skills: Gravespites have a +4 racial bonus on Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, gravesprites also gain the following special benefits.

- 1+ HD — Gain **Spell-Like Abilities:** 1/day—*hide from undead*. Caster level equals Hit Dice.
- 2+ HD — Add 1/day—*protection from evil* to spell-like abilities.

Sprite, Night

Author: Robert J. Hall.
Diminutive Fey
Hit Dice: 1d6 (3 hp)
Initiative: +7
Speed: 10 ft. (2 squares), fly 40 ft. (perfect)
Armor Class: 22 (+4 size, +7 Dex, +1 natural), touch 21, flat-footed 15
Base Attack/Grapple: +0/-12
Attack: Rapier +11 melee (1d2-4/18–20)
Full Attack: Rapier +11 melee (1d2-4/18–20)
Space/Reach: 1 ft./0 ft.
Special Attacks: Sneak attack +2d6, spell-like abilities
Special Qualities: Alternate form, damage reduction 5/cold iron, low-light vision, spell resistance 12
Saves: Fort +1, Ref +9, Will +3
Abilities: Str 2, Dex 24, Con 12, Int 11, Wis 13, Cha 12
Skills: Hide +23*, Intimidate +9, Listen +6, Move Silently +15, Search +4, Sense Motive +5, Spot +6
Feats: Dodge[B], Weapon Finesse
Environment: Cold forest
Organization: Pair, gang (3–4), or band (5–8)
Challenge Rating: 2
Treasure: No coins; 50% goods; 50% items
Alignment: Always lawful evil
Advancement: 2–4 HD (Diminutive)
Level Adjustment: +3

This creature looks like a miniscule elf. The flesh is a dark gray, almost blackish hue, with hair to match, and it has black, baleful eyes. Its wings appear tattered but serviceable. A perpetual mist of charcoal seems to rain off its form.

These foul creatures are sprites that have become corrupted by the evil magic of the Unseelie court. As such they have become more powerful beings, but are now utterly twisted and malevolent. They serve the dark queen as her sinister furies, and are dispatched to reap vengeance against her lesser enemies, whether foul or fair. They particularly excel in the arts of trickery and stealth, patiently waiting for the prime moment in which to ruthlessly strike, then lashing out with lightning speed to dispatch a foe.

In their native form they resemble dour, ugly pixies, with a colorless, dark gray flesh, dull black hair, and transparent, ragged wings. Their eyes are entirely black, and always stare with a malevolent glare that will send a chill up the spine of the most hardened veteran. As they fly about, they leave a faint trail of charcoal mist lingering in the air that slowly disperses. Night sprites can fade into the shadows with uncanny ability, becoming all but invisible to even the most observant guard.

In addition to their natural form, a night sprite can assume the shape of a tiny monstrous spider. This spider is jet-black in hue, similar to a black widow spider, but lacking a red mark.

Combat

Night sprites often work in coordinated teams to attack a foe, usually from ambush. They prefer to sneak up on a foe when lighting is poor and strike while the guard of their enemy is down. They can follow an opponent for many days, waiting for the ideal moment when their armor has been removed, weapons set aside, spells expended, and fatigue has dulled their minds.

Alternate Form (Su): A night sprite can shift between its fey and spider forms as a standard action. In spider form, it gains all the abilities of a tiny spider, including a poison bite, tremorsense, and web-spinning quality. However it cannot fly, cast spells, or use its sneak attack ability.

A night sprite remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the night sprite revert to any particular form when killed. A true seeing spell or ability, however, reveals both forms simultaneously.

Sneak Attack (Ex): This is similar to the sneak attack ability of the Rogue, but it can only be used three times per day.

Spell-Like Abilities: 3/day—*blur, darkness*; 1/day—*daze monster* (DC 13), *ghost sound, true strike*. Effective caster level 4th. The save DCs are Charisma-based.

Skills: Night sprites have a +4 racial bonus on Intimidate and Move Silently checks. *Due to their dark coloration and the charcoal-hued cloud they emit, night sprites also have a +8 racial bonus on Hide checks while in shadows. This bonus is not

factored into the Hide skill modifier above.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, night sprites also gain the following special benefits.

- Spell resistance is equal to creature's HD + 11 (maximum 20).
- 2 HD — Use the spell-like ability *true strike* three times per day.
- 3 HD — Sneak attack improves to +3d6 and can be used four times per day.
- 4 HD — Add 1/day—*invisibility* to spell-like abilities.

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Stone Groll

Author: Robert J. Hall.
Small Magical Beast (Earth)
Hit Dice: 1d10+3 (8 hp)
Initiative: +1
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple: +1/-1
Attack: Bite +3 melee (1d4+3)
Full Attack: Bite +3 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., freeze, water vulnerability
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 14, Dex 13, Con 11, Int 3, Wis 13, Cha 6
Skills: Climb +5*, Hide +9, Listen +2, Spot +2
Feats: Toughness
Environment: Underground
Organization: Bunch (2–5) or pack (5–20)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This creature looks like a grotesque, misshapen dog with no body hair and an irregular hide that appears as if made of granite. It has little beady red eyes, and a drooling, fang-lined jaw.

These hairless, dark creatures have an egg-shaped torso, small, slender limbs; large ears; beady red eyes; and a wide, drooling mouth filled with sharp, pointy teeth. They growl when approached and dart about nervously. If they scent fear in their foes, or if an opponent attempts to flee, they are driven to a hunting frenzy. They will only eat fresh meat, and any carcass more than two days old will be ignored after a brief smell.

Stone grolls form small packs in which a pecking order is quickly established. The leaders are usually the strongest and most intelligent members of the pack, and determine whether to attack a particular foe. They utilize scouts to investigate areas ahead of the roving pack, and the yelps from these scouts will draw the immediate response from any grolls in the area. Grolls typically dwell in caverns with large flat areas that are devoid of water.

Stone grolls can be tamed with some patience, although they are likely to revert to their wild ways given sufficient provocation. These creatures are all but inedible except to creatures that consume rock.

Combat

Stone grolls attack with a bite of their powerful jaws. They like to overwhelm smaller prey with their numbers by biting and dragging the victim to the ground. They will also climb up stone walls, surprising their prey by dropping on them from the ceiling. They rarely attack creatures larger than

themselves unless present in overwhelming numbers.

Freeze (Ex): As a standard action a stone groll can curl up in a motionless ball, and hold itself so still that it looks like a natural rock. An observer must succeed on a DC 20 Spot check to notice the stone groll is really alive.

Water Vulnerability (Ex): Grolls are dealt 1d4 points of damage each round that they are drenched or immersed in water. They are unable to swim and immediately sink to the bottom of a body of water.

Skills: Stone groll receive a +4 racial bonus on Climb and Hide checks. *The Climb bonus increases to +8 when a stone groll is climbing a rock surface. A stone groll can always choose to take 10 on a Climb check of a rock surface, even if rushed or threatened.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, stone groll also gain the following special benefits.

- 2+ HD – Natural armor bonus improves to +5.
- 3+ HD – Gain resistance to electricity 5.

Swarm

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

— A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

— A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

— A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Assassin Bug Swarm

Author: Robert J. Hall.
Diminutive Magical Beast (Evil, Extraplanar, Swarm)
Hit Dice: 10d10+40 (95 hp)
Initiative: +8
Speed: 5 ft. (1 sqaure), fly 50 ft.
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple: +10/—
Attack: Swarm (2d8 plus disease)
Full Attack: Swarm (2d8 plus disease)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, disease
Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immune to weapon damage, low-light vision, swarm traits
Saves: Fort +9, Ref +11, Will +4
Abilities: Str 1, Dex 19, Con 14, Int 2, Wis 12, Cha 7

Skills: Hide +13, Listen +7, Move Silently +16, Spot +7
Feats: Alertness, Flyby Attack, Improved Initiative, Stealthy
Environment: Any evil-aligned plane
Organization: Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: None
Level Adjustment: —

A dark, swirling cloud moves in sudden, swirling waves above the ground, emitting only a faint clattering sound whenever they change direction

The assassin bug is a fiendish vermin, forged through dark magic and given life by demonic power. It has a long, slender body, with a tough exoskeleton, two pairs of transparent wings, a stinger at the end of the thorax, and a rock-hard, tapered proboscis. The mature assassin bug is about a half foot in length, and it always travels and attacks in groups. The exoskeleton is a light gray hue, making it difficult to spot against a lit sky.

Assassin bug swarms are only to be found on certain evil-aligned planes, and on the prison plane, where they are not uncommon.

Combat

When they find a living victim, assassin bugs dive down from above and pierce the target with their proboscis. The bug deals 2d8 points of damage to any creature whose space it occupies.

If the victim survives the attack, it can become infected by a disease called arcanitis. Arcanitis will drain arcane magical energies from the body, and will hinder the casting of arcane spells.

The assassin bug swarm attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with an assassin bug swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Disease (Ex): Arcanitis—bite, Fortitude DC 17, incubation period 3 days, damage 1d3 Con and +5% arcane spell failure chance penalty for each point of Constitution lost to the disease. The save DC is Constitution-based. This disease has magic resistance 14. The arcane spell failure chance is reduced by 5% for each point of lost Constitution that is recovered.

Skills: An assassin bug swarm has a +4 racial bonus on Move Silently checks.

Ghost Swarm

Author: Robert J. Hall.
Medium Undead (Evil, Incorporeal, Swarm)
Hit Dice: 16d12 (104 hp)
Initiative: +3
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 11 (-1 Dex, +2 deflection), touch 11, flat-footed 11
Base Attack/Grapple: +8/+9
Attack: Swarm (drain 2d4)
Full Attack: Swarm (drain 2d4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Distration, draining touch, horrific appearance, manifestation
Special Qualities: Darkvision 60 ft., +4 turn resistance, sense life, swarm traits, undead traits
Saves: Fort +5, Ref +4, Will +13
Abilities: Str 12, Dex 9, Con —, Int 10, Wis 13, Cha 15
Skills: Hide +20, Knowledge (local) +19, Listen +24, Search +22, Spot +24
Feats: Ability Focus (horrific appearance), Dodge, Flyby Attack, Iron Will, Improved Initiative, Mobility
Environment: Underground
Organization: Solitary, cloud (2–4 swarms), or mass (5–8 swarms)
Challenge Rating: 18
Treasure: None
Alignment: Always lawful evil
Advancement: None
Level Adjustment: —

An eerie mass of palely glowing forms moves silently across the ground. Individual apparitions of horrific appearance can be briefly glimpsed within the cloud of shapes, and the mass as a whole has a most disturbing, unnatural aspect.

This mass of undead spirits is drawn together through the effect of a powerful curse or other potent effect. They are bound into a cloud of nearly indistinguishable forms that move almost as one. From a distance they resemble a pool of eerie pale light floating in the air, with the interior in constant motion. Only when the mass draws much closer can the individual members of the swarm be perceived.

As the majority of the swarm members are

Medium or Small in size, they occupy and overlay each other within the cloud, forming a compact mass that can do little more than grapple.

Unless attacked ethereally, a ghost swarm is immune to damage from a lit torch or lantern.

Combat

The ghost swarm is drawn toward any nearby life force, and will seek the strongest source. They are perhaps unaware of the effect of their interest, but nonetheless they can have a devastating result.

Living creatures that are killed by a ghost swarm are cursed to have their spirit rise and merge into the mass.

Sense Life (Su): A ghost swarm automatically senses the presence and approximate location of any living creature within 60 feet.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Draining Touch (Su): A ghost swarm that hits a living target with its incorporeal touch attack drains 1d4 points each from Strength, Dexterity, and Constitution. On each such successful attack, the ghost swarm heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost swarm must succeed on a DC 22 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost swarm's horrific appearance for 24 hours. The save DC is Charisma-based.

Manifestation (Su): A ghost swarm dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost swarm manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost swarm can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

A manifested ghost swarm can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost swarm always moves silently. A manifested ghost swarm can strike with its touch attack. A manifested ghost swarm remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost swarm can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost swarm's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost swarm through simple combat: the "destroyed" spirits will often restore themselves in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost swarm that would otherwise be destroyed automatically returns to its old haunts. As a rule, the only certain method to get rid of a ghost swarm is to determine the reason for its existence and set right whatever prevents the swarm from resting in peace. The exact means varies with each swarm and may require research.

Skills: A ghost swarm has a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Gloom Fly Swarm

Author: Robert J. Hall.
Diminutive Vermin (Swarm)
Hit Dice: 4d8 (13 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 40 ft. (good)
Armor Class: 18 (+4 size, +3 Dex, +1 natural), touch 17, flat-footed 15
Base Attack/Grapple: +0/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Gloom, blindsight 60 ft., swarm traits, vermin traits
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 1, Dex 16, Con 10, Int —, Wis 11, Cha 2
Skills: Hide +15, Spot +4
Feats: Weapon Finesse [B]
Environment: Underground
Organization: Solitary or cloud (2–7 swarms)
Challenge Rating: 1
Treasure: None
Advancement: —
Level Adjustment: —

A cloud of deep gloom shifts and moves with a life of its own. From the interior can be heard a steady, low-pitched humming sound.

This flying insect resembles a cross between a beetle and a dragonfly. It has a dark, glistening carapace patterned with hues of deep purple and forest green. The insect is about two inches long, with four semi-transparent veined wings and a long, segmented abdomen.

The gloom fly commonly lingers over the scat of enchanted creatures, especially those that dwell in cool, underground caverns and tunnels. They form flying swarms that circle about in a dancing, shifting cloud.

When the gloom fly takes to the air it creates a low, humming sound with its rapidly beating wings. However it is more notable for the dark appendage at the end of its tail which it uses to form a magical volume of gloom. This appendage is able to absorb much of the light and warmth from the surrounding air, then emit the absorbed energy in pulses that can be seen by creatures with darkvision. These flashes are invisible to the unaided human eye, so all a person might see of the swarm is a shifting, amorphous cloud of gloomy darkness. Normal sight within this cloud is limited to only a few feet, and the air feels unusually chill and hums with a steady drone.

Combat

The gloom fly is comparatively harmless, although it can deliver a stinging bite if grabbed. The swarm will only attack when it is aggravated, such as when creatures move rapidly through their midst. Creatures that move slowly or lay still do not receive bites, and are not subject to distraction.

The gloom fly swarm can cloak the presence of other creatures in their midst, concealed within the poor lighting and low humming sound. Crafty creatures will sometimes linger in the darkness waiting for prey to wander into their reach.

Gloom (Su): The gloom fly swarm radiates shadowy illumination within the volume they occupy. The gloom obscures normal sight, including low-light vision. All creatures within the gloom have concealment (20% miss chance) unless an opponent has darkvision. This ability is constant and can not be dispelled.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of less than 2nd level. The gloom effect can not be magically dispelled. However, higher level light spells (such as *daylight*) are not affected by the gloom.

Distraction (Ex): Any living creature that begins its turn with a gloom fly swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: Gloom fly swarms have a +4 racial bonus on Spot checks.

Skeleton Swarm

Author: Robert J. Hall.
Tiny Undead (Swarm)
Hit Dice: 5d12 (32 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 size, +3 Dex), touch 13, flat-footed 12
Base Attack/Grapple: +2/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves: Fort +1, Ref +4, Will +5
Abilities: Str 3, Dex 17, Con —, Int —, Wis 12, Cha 1
Skills: —
Feats: Improved Initiative
Environment: Temperate plains
Organization: Any
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: None
Level Adjustment: —

An irregular, tumultuous mass of gleaming yellowish-white bones advance across the ground with a horrid clattering noise. The bones come in all shapes and sizes, and are drawn from the corpses of a multitude of creatures.

By themselves, tiny animated skeletal remains do not normally pose a significant threat. However, when animated in a conglomeration of this form, they can be as deadly as much larger skeletons. Typically such swarms are created from the bodies of multiple animals that are magically drawn together by a necromancer or evil cleric. The sight of such a horrid swarm of corpses can send a chill into the heart of even the most hardened warrior.

Combat

A skeleton swarm will obey the instructions of its

creator regarding what actions to take. However it is typically only effective at overrunning and tearing apart other beings.

Distraction (Ex): Any living creature that begins its turn with a skeleton swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based and includes a +2 racial bonus.

Tanglevine Swarm

Author: Robert J. Hall.
Small Plant (Swarm)
Hit Dice: 4d8+4 (22 hp)
Initiative: +4
Speed: —
Armor Class: 18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14
Base Attack/Grapple: +3/-4
Attack: Swarm (entangle plus 1d6 constrict)
Full Attack: Swarm (entangle plus 1d6 constrict)
Space/Reach: 10 ft./0 ft.
Special Attacks: Entangle, constrict 1d6, distraction
Special Qualities: Half damage from piercing, blindsight 10 ft., camouflage, plant traits, swarm traits
Saves: Fort +5, Ref +5, Will +2
Abilities: Str 4, Dex 18, Con 12, Int —, Wis 13, Cha 7
Skills: —
Feats: —
Environment: Temperate forests
Organization: Solitary, patch (2–4 swarms), or growth (7–12 swarms)
Challenge Rating: 2
Treasure: Standard
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A dense growth of hardy vine completely covers the ground in a verdant carpet. The individual stems are tough and stringy, with a reddish-brown hue.

This carnivorous plant is distantly related to the assassin vine. It collects rare nutrients by grabbing and crushing animals, then planting seeds in the rotting corpse. By itself a tanglevine is not a significant threat. However groups of these plants often grow together in a cluster, attacking *en masse* to overwhelm even large creatures.

A mature tanglevine is about 4–6 feet in length, with one end rooted in the ground. It grows leaves that appear very similar to those of a normal vine, and a cluster of these plants can completely cover a section of the ground in natural growth. In late summer they produce small black berries that birds find a tasty treat. These berries are sweeter than the variety found on the assassin vine, and are suitable for baking in pies.

A tanglevine swarm is immobile, and covers a large area of ground in a carpet of growth. When it kills prey, seeds planted inside the corpse grow unusually long shoots to colonize new areas.

Combat

A tanglevine swarm is dormant until prey wanders across, then the entire mass instinctively attacks as one. Any creatures caught inside are entangled and slowly crushed. Sometimes a few skeletal remains or fallen possessions of past victims can be spotted among the leaves, providing a warning to those alert enough to notice.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Entangle (Ex): Any creature that begins its turn with a tanglevine swarm in its space becomes entangled (DC 16 Reflex save partial). The effect lasts until the tanglevine dies. The save DC is Dexterity-based. The effect is otherwise similar to *entangle* (caster level 4th).

Constrict (Ex): A tanglevine swarm automatically deals 1d6 points of damage to each entangled opponent.

Blindsight (Ex): Tanglevines have no visual organs but can ascertain all foes within 10 feet using sound and vibration.

Camouflage (Ex): Since a tanglevine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of these skills instead of Spot to notice the plant.

Tempest Swarm

Author: Robert J. Hall.
Diminutive Elemental (Fire, Swarm)
Hit Dice: 8d8 (36 hp)
Initiative: +10
Speed: 5 ft. (1 square), fly 50 ft.
Armor Class: 20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base Attack/Grapple: +6/—

Attack: Swarm (1d8 plus 2d6 fire)
Full Attack: Swarm (1d8 plus 2d6 fire)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, burn
Special Qualities: Darkvision 60 ft., immune to weapon damage, immunity to fire, low-light vision, vulnerability to cold, elemental traits, swarm traits
Saves: Fort +2, Ref +14, Will +2
Abilities: Str 1, Dex 23, Con 11, Int 3, Wis 10, Cha 12
Skills: Listen +13, Spot +13
Feats: Alertness, Flyby Attack, Improved Initiative[B], Lightning Reflexes
Environment: Elemental Plane of Fire
Organization: Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A swarm of miniscule flaming creatures form a twisting, dancing vortex of fire in the air. Brief glimpses of slower moving members reveal them to be insect-shaped creatures with humanoid heads and gossamer wings.

Physically these miniscule fire elemental creatures resemble a sprite with some insect-like features. They have the facial features of a fey, although their mouth is oversized and lined with tiny fangs. Tempests have a gossamer pair of wings, and a long, slender tail. Their body appears to be composed entirely of flame, which glows bright yellow where the scalp hair would lie and grows steadily less intense and redder toward the tip of their tail.

Tempests are rarely found alone, as they are highly sociable creatures who like to gather with their own kind. They are not particularly intelligent but are intensely curious, and will investigate anything that catches their fancy. Even fire elementals consider these beings pesky, and their company is not particularly desired by intelligent inhabitants of the elemental plane of fire.

As a rule tempests are not found away from their native plane, although they occasionally become summoned through some unknown magical process when a great conflagration occurs. Thus they can appear in the midst of a forest fire or when a city is ablaze. Unfortunately their natural energy will quickly spread the flames and can hinder attempts to fight a fire even when using magic.

A tempest swarm cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the tempest swarm can fly over it. A submerged tempest swarm is immediately slain.

Combat

Tempest swarms are not innately combative, but their intense heat can inflict painful burns to those they encounter. A swarm will not flee from a threat even if individual members are suffering damage, but they will retreat from intense cold or water.

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

Burn (Ex): A tempest swarm's attack deals slashing damage plus fire damage from the swarm's flaming body. Those hit by a tempest swarm's attack also must succeed on a DC 14 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a tempest swarm with natural weapons or unarmed attacks take fire damage as though hit by the tempest swarm's attack, and also catch on fire unless they succeed on a Reflex save.

Virikas Swarm

Author: Robert J. Hall.
Tiny Outsider (Extraplanar, Chaotic, Evil, Swarm)
Hit Dice: 6d8 (27 hp)
Initiative: +7
Speed: 20 ft. (4 squares)
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: —
Special Qualities: Damage reduction 2/good, half damage from slashing and piercing, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, immunity to poison, fast healing 1, scent
Saves: Fort +5, Ref +8, Will +7
Abilities: Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6
Skills: Escape Artist +10, Hide +19, Intimidate +7, Listen +12, Move Silently +9, Search +6, Spot +12

Feats: Alertness, Improved Initiative, Weapon Finesse
Environment: Any chaotic evil-aligned plane
Organization: Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: None
Level Adjustment: —

This horde of small, wicked-looking demonic creatures each have a brilliant red hide, blood-stained fangs, narrow eyes, and large, pointed ears. They are cloaked in a thin cloud of dark red mist.

These diminutive, humanoid demons stand less than eighteen inches in height. Their flesh and hair is a flaming reddish hue, and their sharp fangs are constantly bloodstained. The demonic virikas enjoy preying on the sick and injured, and they attack in an excited, jabbering horde. Individually, the virikas may not seem like much of a threat, but as a group they can be feared even by lesser demons. The virikas always appear surrounded by a reddish mist resembling a cloud of blood.

Some believe burning flowers and incense can appease the virikas. In actuality they have a strong dislike of scented blossoms and will avoid areas heavy with flowers.

Combat

When given the opportunity, virikas will attack from surprise, hiding from sight until an opportunity to strike presents itself. The virikas enjoy swarming foes, and, instead of forming a line of battle, they will gang up against a few opponents. They first attack those opponents who look the most vulnerable, dodging tougher foes until the weaker party members have been cut down.

Distraction (Ex): Any living creature that begins its turn with a virikas swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Worm Mass

Author: Robert J. Hall.
Tiny Magical Beast (Swarm)
Hit Dice: 8d10+24 (68 hp)
Initiative: +5
Speed: 20 ft. (4 squares), swim 10 ft.
Armor Class: 15 (-2 size, +5 Dex, +2 natural), touch 13, flat-footed 10
Base Attack/Grapple: +8/—
Attack: Swarm +13 melee (2d6)
Full Attack: Swarm +13 melee (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, engulf
Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, low-light vision, spell resistance 18, absorb magic, swarm traits
Saves: Fort +7, Ref +11, Will +1
Abilities: Str 1, Dex 20, Con 12, Int —, Wis 9, Cha 5
Skills: Listen +3, Spot +3, Swim +2
Feats: Weapon Finesse
Environment: Underground
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A mass of thick, slimy worms moves about in a great pile, the bodies constantly slithering and intertwining with each other. The worms are pale yellow in hue, with darker tips.

This is a seething mass of large, slimy worms that slither and crawl as a group across the floor. Each of the glistening worms is about two feet in length and has a diameter of 3 inches. They have a soft, cream-hued flesh that is segmented with multiple rings along the body. The flesh grows darker near the ends until it becomes a deep tan at the tip.

The worms feed off magical energy, drawing their life force from spells and beings that are magical in nature. They readily absorb most spells, using the energy to rapidly increase their numbers. Individually the worms do not fare well when separated from the main body, and they will crawl off to find a crack or hole in which to hide.

Combat

The worm mass attacks by swarming over its foe and crushing the creature with their combined bulk.

Absorb Magic (Su): The worm mass does not suffer additional damage from the magical enhancement bonuses of weapons. The swarm heals 1d8 points of damage for every spell level they successfully resist using their spell resistance.

Engulf (Ex): Any living creature that begins its turn with a worm mass in its space must succeed on a DC 19 Reflex save or be engulfed. Engulfed creatures are considered entangled. The save DC is Dexterity-based.

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

Skills: A worm mass has a +4 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.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, worm masses also gain the following special benefits.

- The save DC of the distraction ability is equal to 10 + ½ HD + Constitution modifier.
- Spell resistance is equal to creature's HD + 10 (maximum 30).

Targ

Author: Robert J. Hall.
Large Outsider
Hit Dice: 4d8+12 (30 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple: +4/+13
Attack: Claw +9 melee (1d6+5)
Full Attack: 2 claws +9 melee (1d6+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Bite 1d8+2, improved grab, noxious cloud
Special Qualities: Darkvision 60 ft., resistance to cold 10 and fire 10, immunity to poison, scent
Saves: Fort +7, Ref +4, Will +5
Abilities: Str 21, Dex 10, Con 17, Int 6, Wis 12, Cha 10
Skills: Balance +6, Climb +12, Hide +3, Jump +9, Listen +7, Move Silently +3, Spot +7, Survival +8
Feats: Alertness, Endurance
Environment: Any evil-aligned plane
Organization: Solitary or bunch (2–5)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Large), 9–13 HD (Huge)
Level Adjustment: —

A massive, clumsy creature crawls along the ground on four short, appendaged legs. It's body is covered with a rugged, chitinous shell with heavy spines running down the back and along the sides. The heavy head has a beaked jaw between a pair of saw-toothed mandibles.

This beast inhabits the dark recesses of the nether planes, feeding off the carrion left by the demon hordes. Its formidable defenses consist of a tough, spiked carapace; eight stubby, taloned legs; and a beaked jaw wrapped by a pair of saw-toothed mandibles. The long talons allow the targ to cling to wall surfaces, or dig rapidly through soft earth.

When a ready cave is not available, the targ excavates a den in the upper part of a wall from where it can hide until it spots a carcass that can be dragged back to its larval hatchlings. This creature is quite hardy, and can survive for several weeks without food or drink.

Combat

The targ attacks with its claws until it gains a good grasp of its victim, then it chews with its mandibles. If it needs to escape, it will emit a sulfurous, choking cloud and flee while its foes are still recovering.

Improved Grab (Ex): To use this ability, the targ must hit 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 bite with its mandibles.

Bite (Ex): Attack bonus +4 melee, damage 1d8+2.

Noxious Cloud (Ex): Once per day a targ can emit a cloud of noxious chemicals with a radius of 30 feet as a free action. The effect is otherwise identical to a *stinking cloud* spell (caster level 5th). The targ is immune to the noxious effect of this cloud.

Tarridin Viper

Author: Robert J. Hall.
Large Magical Beast
Hit Dice: 4d10+4 (27 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.
Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +4/+9
Attack: Bite +6 melee (1d4+1 plus poison)
Full Attack: Bite +6 melee (1d4+1 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., low-light vision, all-around vision, regeneration 4, split, vulnerable to cold and salt, scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 12, Dex 16, Con 13, Int 1, Wis 12, Cha 2
Skills: Climb +3, Listen +5, Spot +7, Survival +2
Feats: Alertness, Weapon Finesse
Environment: Warm forest
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–9 HD (Large)
Level Adjustment: —

A giant serpent lifts its head, revealing a brilliant yellow hide with a black and orange pattern running down its back. It has four unblinking, gold-hued eyes and a flickering forked tongue.

This dangerous serpent is bright yellow in hue, with a black and orange hash pattern across the back. The bright coloration is a warning to other creatures that this viper has a toxic bite. It can grow to a length of twelve feet and has a girth of six inches. The tarridin can distend its mouth and body to engulf Small creatures. It has four eyes, allowing it to see in all directions at once.

This serpent prefers a warm environment, and favors the tropical forest. It can tolerate temperate settings, but must find warm shelter during the winter months. It can go for long periods without food: up to a month if it has consumed a Small animal beforehand.

Combat

The serpent prefers to surprise its prey, either striking from ambush or dropping down on its victim from above. Once it has bitten its prey it waits for the toxin to take effect before closing for the kill.

The tarridin viper is a magical snake that has the ability to regenerate. If it is cut in two by a critical hit, the two halves form separate tarridin vipers. These eventually grow to become full-sized tarridin vipers.

Poison (Su): Injury, Fortitude DC 13; initial damage 1d6 Con and fatigued; secondary damage 1d6 Con and exhausted. The save DC is Constitution-based.

All-Around Vision (Ex): The four eyes of a tarridin viper give them a +2 racial bonus on Spot checks, and they can't be flanked.

Regeneration (Su): Cold and salt deal normal damage to a tarridin viper. It can not regenerate in salt water.

Split (Su): A critical hit will split a tarridin viper into two tarridin vipers one size category smaller, each with half of the original's current hit points (round down) and base attack bonus. All other statistics remain the same.

The half of a severed tarridin viper without the head is blind and is unable to bite. It regenerates a new head from the stump after a full round, after which it can bite and see normally. A Small tarridin can not be split further. Each split tarridin viper grows to size Large after a full year.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, tarridin vipers also gain the following special benefits.

- The save DC of the poison is equal to 10 + ½ HD + Constitution modifier.
- 7+ HD — Natural armor improves to +5.
- 9+ HD — Regeneration improves to 5.

Thermic Elemental

Author: Sean K. Reynolds.

Thermic elemental creatures are earth elementals that come from a particularly hot part of the Elemental Plane of Earth. They have fire powers in addition to their normal abilities.

The Plane of Elemental Earth is a big place, and sometimes pockets of other elements cross weak planar boundaries and suffuse the earth with their substance. Thus there are portions of the Earth plane that are extremely hot, wet, cold, and so on. Sometimes a summon monster spell used to call an

earth elemental creature draws an elemental from a place suffused with fire energy, and the result is a thermic elemental.

Thermic elemental creatures look like normal elementals of their type but are often blackened as if from fire or glow from heat in the recessed portions of their body. Thermics do not suffer any personality changes from this alteration. Thermic elementals removed from the source of their fire energy (such as by being summoned to the Material Plane) lose this template in 1d4 hours. Larger elementals are more likely to have this template than smaller ones.

Sample Thermic Elemental

An immense mount of rocks and dirt rises on two legs, with waves of heat rising off its faintly glowing body. Two great clubs of arms project out from its sides.

This example uses a Large earth elemental as the base creature.

Thermic Large Earth Elemental
Large Elemental (Earth, Extraplanar)
Hit Dice: 8d8+32 (68 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-tooted 18
Base Attack/Grapple: +6/+17
Attack: Slam +12 melee (2d8+7 plus 1d8 fire)
Full Attack: 2 slams +12 melee (2d8+7 plus 1d8 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Earth mastery, heat aura, push
Special Qualities: Damage Reduction 5/—, earth glide, darkvision 60 ft., immunity to fire, elemental traits
Saves: Fort +10, Reflex +1, Will +2.
Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.
Skills: Listen +6, Spot +5
Feats: Cleave, Great Cleave, Power Attack
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9–15 HD (Large)
Level Adjustment: —

When summoned to the Material Plane, a thermic earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. However the body becomes intensely hot to the touch, with heated air rising off its form.

Thermic earth elementals speak Terran but rarely choose to do so.

Combat

Though a thermic earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. A thermic earth elemental can move along the bottom of a body of water but strongly prefers not to.

Earth Mastery (Ex): A thermic earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): A thermic earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): A thermic earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing thermic earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Heat Aura (Ex): Anyone within 10 feet of a large thermic earth elemental must succeed at a DC 18 Fortitude save or suffer 1d6 points of fire damage from the intense heat. Creatures make saving throws on their turn every round.

Creating a Thermic Elemental

"Thermic elemental" is a template that can be added to any earth elemental that does not have the cold or fire subtype (referred to hereafter as the "base creature"). It uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type and size are unchanged. Do not recalculate the Hit Dice, base attack bonus, or saves.

Speed: As the base creature +10 feet. If the creature has a fly speed, its fly speed also increases by +10 feet.

Damage: The creature's melee attacks with natural weapons deal the same amount of damage, and inflict additional fire damage from the elemental's heated body. Use the values below to determine the amount of extra fire damage.

Base Damage	Fire Damage
1	1
1d2	1
1d3	1
1d4	1d2
1d6	1d3
1d8	1d4
2d6	1d6
2d8	1d8
4d6	2d6

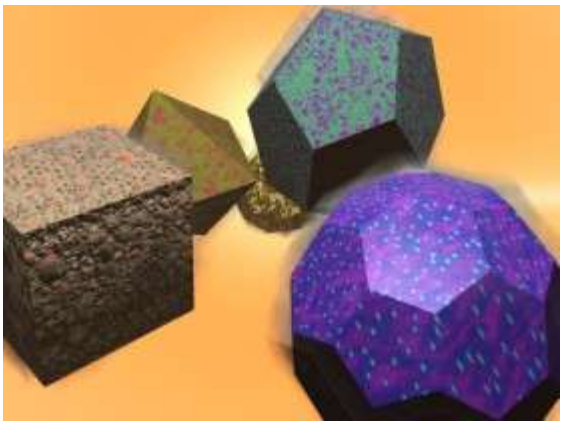
Special Attacks: A thermic elemental retains all of the special attacks of the base creature and also gains the following attacks:

Heat Aura (Ex): Anyone within 10 feet of a thermic elemental must succeed at a Fortitude save (DC 10 + 1/2 elemental's hit dice + elemental's Con modifier) or suffer 1d6 points of fire damage from the intense heat. Creatures make saving throws on their turn every round.

Special Qualities: A thermic elemental retains all of the special qualities of the base creature and also gains immunity to fire.

Challenge Rating: Same as the base creature +1

Level Adjustment: +1.



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Thodic

Author: Robert J. Hall.
Small Outsider (Lawful)
Hit Dice: 6d8+6 (33 hp)
Initiative: +1
Speed: Fly 50 ft. (perfect) (10 squares)
Armor Class: 20 (+1 Dex, +1 size, +8 natural), touch 12, flat-footed 19
Base Attack/Grapple: +6/—
Attack: Gore +8 melee (1d4+1) or order ray +8 ranged touch (2d6 plus paralysis)
Full Attack: Gore +8 melee (1d4+1) or order ray +8 ranged touch (2d6 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Order ray
Special Qualities: Blindsight 120 ft., spell-like abilities, regeneration 4, telekinesis, geometric solid, immunities
Saves: Fort +8, Ref +8, Will +8
Abilities: Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 12
Skills: Diplomacy +7, Hide +5, Intimidation +4, Knowledge (any two) +10, Knowledge (any two) +7, Knowledge (any two) +4, Move Silently +7, Listen +10, Search +6, Sense Motive +7, Spot +10
Feats: Great Fortitude, Iron Will, Lightning Reflexes
Environment: Any lawful neutral-aligned plane
Organization: Solitary, team (2–4), or squad (6–10)
Challenge Rating: 5
Treasure: None
Alignment: Always lawful neutral
Advancement: 7–12 HD (Small)
Level Adjustment: —

Floating effortlessly above the ground is an opaque, solid object with a simple geometric shape. It slowly turns about in various directions, but each side is indistinguishable from the others and all of the surfaces are free of imperfections.

Having the form of a perfect, symmetrical, geometric shape, these odd beings are the very embodiment of order. They come in various simple forms, such as a cube, pyramid, octahedron, decahedron, and so forth. Their facets are have the same hue and pattern on each side, although thodics rarely ever possess exactly the same size, shape and color.

Thodics sense the world about them in shades of order and chaos, with stability and perfection of form being a brilliant white, while disorder and unpredictability produce a sinister blackness. Between these extremes lies every combination of hue and shade of order and chaos, and it is from this perspective that the thodic draw their viewpoint on reality.

The body of the thodic is a perfect arrangement of form and function, with each piece performing its required task in ideal harmony with the remainder. The order that they embody rejects any disruption to this precise functioning, and it will quickly repair any inflicted damage. Only the insidious powers of chaos possess the means to disable or destroy a thodic through physical damage.

The thodic are bitter enemies of disorder, and will relentlessly attack those who do not embrace the precepts of order and perfection. As axiomatic beings, they are uncreative, predictable, and stable. They dislike change, unless it is to bring more order into the world. But they accept the need for action and initiative in order to usurp those who spread lawlessness and anarchy.

The body of a thodic has no movable appendages and they manipulate their surroundings through telekinetic abilities. Whenever they speak their bodies expand and contract with each syllable, and they emit brief pulses of light for emphasis. Their voices are always flat, emotionless and dull.

Combat

The tactics of a thodic are unimaginative and predictable, with the creature cautiously weighing the threats before attacking. It prefers to fight from a distance, using its ray of order to damage and disable its enemies. A thodic will attack the most powerful chaotic enemy first, then deal with lesser threats when the first is eliminated.

For close combat as a free action a thodic can cause any of its sides to protrude outward to form a geometric horn. By slamming a foe with these protrusions, it can produce a nasty gore wound. These horns can also be used against an opponent attempting to grapple the thodic.

Spell-Like Abilities: At will—*detect chaos*. 3/day—*protection from chaos*. Caster level 6th. Save DCs are Charisma-based.

Order Ray (Su): Once per round, a thodic can direct a brilliant beam of pure order against a single opponent within 40 feet, dealing 2d6 points of lawful-aligned damage (Reflex DC 14 half).

If the target is non-lawful in alignment, it must also succeed on a DC 14 Fortitude save or be paralyzed for a number of rounds equal to the damage inflicted. The save DCs are Constitution-based.

Regeneration (Ex): Chaos magic and effects deal double normal damage to a thodic.

Geometric Solid (Ex): A thodic has no limbs and can not directly manipulate objects except through brute force. Having no clear front or back, it can not be flanked.

Immunities (Ex): A thodic is immune to confusion, *sleep* effects, paralysis, and any mind-affecting effects that alter emotions.

Telekinesis (Su): A thodic can use telekinesis as a standard action (caster level 9th or the thodic's HD, whichever is higher). However the range of this ability is always Close (50 ft. + 25 ft./level).

Skills: Thodic have a +4 racial bonus on Listen and Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, thodic also gain the following special benefits.

— The caster level of the spell-like abilities is equal to the Hit Dice.
— The save DC of the order ray is equal to 10 + ½ HD + Constitution modifier.
— 8+ HD — Use spell-like abilities twice per day.
— 9+ HD — Add a bonus spell from the table below that is based on the geometric shape of the Thodic. This spell can be used once per day.

- 4-sided—*sanctuary*
- 6-sided—*entropic shield*
- 8-sided—*remove fear* (DC 12)
- 10-sided—*mage armor* (DC 12)
- 12-sided—*shield*
- 20-sided—*hold portal*
- 24-sided—*command* (DC 12)

— 10+ HD — Add 3/day—*dimension door* to spell-like abilities
— 11+ HD — Add a bonus spell from the table below that is based on the general hue of the Thodic. This spell can be used once per day.

- Gray—*lesser restoration*
- Red—*aid*
- Brown—*resist energy* (DC 13)
- Yellow—*enthrall* (DC 13)
- Green—*make whole*
- Blue—*chill metal* (DC 13)
- Violet—*shield other* (DC 13)

— 12+ HD — Add 1/day—*order's wrath* to spell-like abilities

Thorned Star Serpent

Author: Robert J. Hall.
Large Magical Beast
Hit Dice: 5d10+8 (35 hp)
Initiative: -1
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +5/+11
Attack: Arms +7 melee (0)
Full Attack: Arms +6 melee (0) and bite +1 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Amphibious, tremorsense 60 ft., immunities
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 14, Dex 9, Con 12, Int 2, Wis 13, Cha 1
Skills: Balance +3*, Climb +4*, Listen +7, Survival +2
Feats: Alertness, Toughness
Environment: Temperate aquatic
Organization: Solitary or company (2–5)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Large)
Level Adjustment: —

This odd creature has the appearance of a giant, orange-hued starfish. It has five slender limbs radiating from a central body, with each limb being covered in many hard spines on the top and multitudes of flexible tendrils underneath.

This odd creature was actually created through magical experiments performed with starfishes. It has five long, tapered limbs that are connected to a central hub. The limbs are hard but quite flexible, and possess rows of tendrils on the underside that can hold fast to just about any surface. The top is as hard as bone and covered in short spines that provide protection from attack.

Thorn star serpents can function equally well underwater or in the open air. They are unable to swim, however, and immediately sink to the bottom. They are completely blind and rely on their sensitive clinging tendrils to sense movements through the ground or in the nearby water.

Combat

Thorn star serpents are accomplished hunters in the caverns and passages of the underground realm. They sweep along passages with their limbs contacting all sides, then envelop any creatures they encounter. The victims are struck by two of the limbs while the remainder are attached to a surface. The prey is then drawn toward the circular, fanged orifice in the center of their underside, where they are gnawed upon until consumed.

If a thorn star serpent loses an arm, it will grow back after 3–6 weeks. The body has a decentralized organization, so they can not be stunned and do not take critical hits.

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

Tremorsense (Ex): A thorn star serpent can detect and pinpoint any creature or object within 60 feet in contact with the ground, or in the same body of water.

Immunities: Thorn star serpents are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. They are immune to stunning and are not subject to critical hits.

Skills: While underwater a thorn star serpent can use its climb speed to move across the bottom. *It gains a +12 racial bonus on Balance and Climb checks while moving across solid surfaces.

Thunder Bird

Author: Robert J. Hall.
Huge Magical Beast
Hit Dice: 12d10+24 (90 hp)
Initiative: +7
Speed: 10 ft. (2 squares), fly 100 ft. (average)
Armor Class: 19 (-2 size, +3 Dex, +8 natural), touch 11, flat-footed 16
Base Attack/Grapple: +12/+29
Attack: Claw +21 melee (1d8+9)
Full Attack: 2 claws +21 melee (1d8+9) and bite +19 melee (2d6+2)
Space/Reach: 15 ft./10 ft.
Special Attacks: Lightning, thunder wings
Special Qualities: Water sight, mist cloak, control weather
Saves: Fort +10, Ref +11, Will +6
Abilities: Str 28, Dex 16, Con 14, Int 10, Wis 14, Cha 16
Skills: Listen +9, Spot +9, Survival +7
Feats: Alertness, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always chaotic neutral
Advancement: 13–18 HD (Huge)
Level Adjustment: —

A great, cloud-cloaked figure, with the general form of an immense bird of prey, streaks across the sky with a low, steady rumble. An eerie red glow can be seen within the mists at the location of its head.

This legendary creature has the general form of a huge raptor, with beautiful, iridescent feathers that gleam like precious metal. The eyes of the bird glow with a reddish hue. It has a wingspan of nearly 40 feet, and is powerful enough to carry a whale in its huge talons.

The bird of thunder is rarely seen, as it is continually cloaked in mist. While it is in flight only the beak and the front of the wings can be seen, with the remainder wrapped in the streaming white vapor it trails behind. However the eerie red glow of its eyes can always be seen in spite of the mist.

This spirit bird has magical power over the elements of the air. When it flaps its wings rapidly it can produce a roar of thunder. By closing its eyes the thunderbird can emit a flash of lightning. It also has command over the weather, and can summon a thunderstorm when conditions are ripe.

Thunder birds are highly territorial, and can command a large region of territory. Thus it is very rare for more than one thunder bird and its mate to be encountered in a region.

Combat

The thunder bird dives upon its prey from the cover of clouds, grabbing with its powerful claws then rending with its bite. When attacked, the thunder and lightning it can produce are more than sufficient against most foes. As it is cloaked in mist and often flies in the clouds, the bird is very difficult to spot.

Lightning (Sp): Once per three rounds, a thunder bird can produce a *lightning bolt* from the tip of its beak as the spell (caster level 12th; Reflex DC 16 half). The save DC is Charisma-based.

Thunder Wings (Sp): As a full round action, by hovering and rapidly beating its wings, a thunder bird can produce a roar of thunder as a standard action. The result is identical to *shout* as the spell (caster level 12th; Fort DC 17 partial). The save DC is Charisma-based.

Control Weather (Sp): Once per month, the thunder bird can *control weather* as the spell (caster level 12th-level).

Mist Cloak (Sp): The form of the thunder bird is continually cloaked by a veil of mist within 10 ft. of its body. The result is as the *obscuring mist spell* (caster level 12th) but it cloaks the entire bird, even with its wings fully spread. This ability is constant, but the thunder bird can suppress or resume it at will as a free action.

Water Sight (Su): The thunder bird can see clearly through any mist, vapor, or cloud, including its own mist cloak, and it can see as an aquatic animal while underwater.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, thunder birds also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.

- 14+ HD — The roar of thunder produced by the thunder wings spell-like effect is identical to the *greater shout* spell (caster level equals Hit Dice; Fortitude partial). The save DC is equal to 10 + ½ HD + Charisma modifier.
- 15–17 HD — Natural armor bonus improves to +9.
- 16+ HD — A thunder bird can choose to produce a *chain lightning*, as the spell, in place of the *lightning bolt* ability (caster level equals Hit Dice; Reflex half). The save DC is equal to 10 + ½ HD + Charisma modifier.
- 18 HD — Natural armor bonus improves to +10.

Tree Shadow

Author: Robert J. Hall.
Small Fey
Hit Dice: 1d6 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple: +0/-5
Attack: Claws +5 melee (1d2-1 plus wither)
Full Attack: 2 claws +5 melee (1d2-1 plus wither)
Space/Reach: 5 ft./10 ft.
Special Attacks: Wither, spell-like abilities
Special Qualities: Damage reduction 5/cold iron, low-light vision, spell resistance 11, limitations
Saves: Fort +0, Ref +6, Will +3
Abilities: Str 8, Dex 18, Con 11, Int 4, Wis 13, Cha 15
Skills: Hide +12, Listen +2, Move Silently +5, Spot +2, Survival +2
Feats: Dodge[B], Weapon Finesse
Environment: Temperate forest
Organization: Solitary or pack (2–8)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: 2–3 HD (Small)
Level Adjustment: —

This dark creature resembles a small elf cloaked in shadow. Its misshapen form has a wood-like flesh and a pair of faintly glowing orange eyes. Its scalp is covered in a matte of shriveled leaves and twigs.

These dark, sinister forms dwell in the heart of a forest that has been twisted by evil sorcery. Born of the shy nature spirits that normally inhabit the woods, these beings have been tormented into near madness by the abominations perpetrated against their home. Now they lash out against any and all who invade their territory, including indigenous creatures and friends of the forest.

A tree shadow usually inhabits the inky shadows at the base of an old, massive tree deep within the forest. The dark, shadowy form resembles a mutilated fey creature made of hardwood, with two unblinking eyes that glow with a faint orange light.

Combat

Tree shadows silently stalk invaders through their native woods, sliding from tree to tree until a favorable opportunity allows it to strike. Tree shadows prefer to attack from hiding, waiting behind trees until an opportune moment.

They strike with their withering claws then withdraw back into the woods, either to escape or to climb to the upper branches. Persistent intruders are often left severely disfigured as a warning to others. The tree shadows are usually found alone, but will hunt in packs when many invaders are present.

Spell-Like Abilities: At will—*tree stride*. 1/day—*diminish plants, entangle* (DC 13), *warp wood* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Wither (Su): The blackened talons of a tree shadow can cause the flesh of a creature to brown and wither like an autumn leaf. Living creatures hit by a tree shadow's claw attack must succeed on a DC 13 Fortitude save or be dealt 1 point of Strength, Dexterity, and Constitution damage. The save DC is Constitution-based, and includes a +2 racial modifier.

Limitations: Tree shadows are prohibited from wading or swimming through running water. They lose their spell-like abilities when outside their native forest.

Skills: Tree shadows have a +2 racial bonus to Hide and Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, tree shadows also gain the following special benefits.

- The save DC of the wither ability is equal to 12 + ½ HD + Constitution modifier.
- Spell resistance is equal to creature's HD + 10 (maximum 25).
- 2+ HD — Add 1/day—*poison* to spell-like abilities.

- 3 HD — Add 1/day—*blight* to spell-like abilities.

Troll, Tunnel

Author: Robert J. Hall.
Small Fey
Hit Dice: 4d6+15 (29 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 18 (+1 size, +1 Dex, +3 natural, +3 hide armor), touch 12, flat-footed 17
Base Attack/Grapple: +2/+2
Attack: Claw +6 melee (1d3+4)
Full Attack: 2 claws +6 melee (1d3+4), bite +1 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 120 ft., damage reduction 10/cold iron, low-light vision, sunlight vulnerability, spell resistance 14
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 19, Dex 13, Con 17, Int 6, Wis 11, Cha 8
Skills: Climb +7, Craft (blacksmith) +4, Hide +10, Listen +9, Search +2, and Spot +9.
Feats: Alertness, Power Attack, Toughness[B]
Environment: Underground
Organization: Solitary, gang (2–4), or band (6–11)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

An ugly, misshapen creature with a pale, warty hide, coarse hair, and the exaggerated facial features of a very old gnome, this stunted being moves about clumsily and seems to take little notice of its surroundings.

These stunted, misshapen creatures are generally humanoid in form, with a rather ugly appearance. They have pale, hairy flesh with many warts; big noses, long arms, humped backs, and large, pointed ears. Few bother to bathe and smell just as bad as they appear.

Tunnel trolls are dull-witted creatures who live in caves and will only come out on the surface at night. Many have a well-deserved reputation as thieves, and enjoy horde gold or kidnapping children to labor as slaves. Not all are evil, however, and some will labor for long hours over their forges, turning out useful metal implements. (Although these are rarely up to the quality of the best dwarven work).

If a tunnel troll is caught out in the open when the sun rises, it is permanently turned to stone. As a result, whenever dawn approaches they will scurry to find shelter in any dark location, such as under a bridge or deep in an old forest.

Combat

Tunnel trolls rely on brute force to win their fights, slugging it out with their opponents until they are worn down. Due to their fey nature, tunnel trolls are impervious to most weapons and have little fear from combat.

Sunlight Vulnerability (Ex): Each round that a tunnel troll is exposed to direct sunlight or within the radius of a *daylight* spell, it must succeed on a Fortitude save or turn to stone permanently. For direct sunlight the save DC is 19.

Tunnel Trolls as Characters

Tunnel troll characters possess the following racial traits.

— +8 Strength, +6 Constitution, -4 Intelligence (minimum 3), -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 ¾ those of Medium characters.
— Space/Reach: 5 feet/5 feet.
— A tunnel troll's base land speed is 20 feet.
— Darkvision out to 120 feet and low-light vision.
— Racial Hit Dice: A tunnel troll begins with four levels of fey, which provides 4d6 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
— Racial Skills: A tunnel troll's fey levels give it skill points equal to 7x(6 + Int modifier). Its class skills are Climb, Craft (blacksmith), Hide, Listen, Search, and Spot.
— Racial Feats: A tunnel troll's fey levels give it two feats. A tunnel troll receives Toughness as a bonus feat.
— +3 natural armor bonus.
— Special Qualities (see above): Damage reduction 10/cold iron, sunlight vulnerability, spell resistance equals 10 + Hit Dice.
— +2 racial bonus on Craft checks that are related to metal.
— Automatic Languages: Dwarven, Undercommon. Bonus Languages: Common, Giant, Orc, Terran.
— Favored Class: Rogue.

— Level adjustment +3.

Two-Headed Mutant

Author: Sean K Reynolds. (*Two-headed orc by the editor).*

Some creatures suffer mutations, giving birth to two-headed offspring. These creatures often are tougher than normal creatures of their kind and grow to become a new strain of monster.

Whether arising from intentional experimentation by mages or accidental creation by strange magical fields, two-headed mutants may pop up almost anywhere. Assuming its parents don't kill it outright, a two-headed mutant is tougher, more adept in combat, and more resistant to some magic than a normal creature of its kind. Creatures such as the ettin, amphisbaena (venomous snake with a head on each end), and even the hydra may be end products of this sort of mutation.

A two-headed mutant looks like a normal variety of its kind of creature, except that it has a second head, normally attached in the same general area as the head of a normal creature. For example, the two-headed mutant of a humanoid would have two necks sprouting from its upper torso, each with its own head. In some cases, such as for creatures with more symmetric or unusual bodies, the head may appear elsewhere, such as on the end of the tail (as is the case with the amphisbaena). In some two-headed mutants the second head is noticeably different from the first one (smaller, discolored, and so on), but normally it is a normal head for the creature.

Some accidental two-headed mutants born of humanoid parents are left to die in the wilderness after they are born but end up being rescued by evil creatures, mad wizards, or strange cultists, where they may be raised with the intention of being sacrificed upon reaching adulthood. The lucky ones either escape their captors to live in remote places or somehow prove their worth to their captors and earn a place for themselves among their new family.

A two-headed mutant normally learns whatever languages its parents speak.

Sample Two-Headed Mutants

This example uses an ogre as the base creature.

Two-Headed Mutant Ogre
Large Giant
Hit Dice: 4d8+11 (29 hp)
Initiative: -1
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class: 17 (-1 size, -1 Dex, +6 natural, +3 hide armor), touch 8, flat-footed 17
Base Attack/Grapple: +3/+12
Attack: Medium greatclub +8 melee (1d10+5); or medium longspear +1 ranged (1d8+5)
Full Attack: 2 medium greatclubs +8 melee (1d10+5); or 2 medium longspears +1 ranged (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, dual mind, dual reflexes
Saves: Fort +6, Ref +0, Will +1
Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills: Climb +4, Listen +4, Spot +4
Feats: Toughness, Weapon Focus (greatclub)
Environment: Temperate hills
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +3

This example uses a hill giant as the base creature.

Two-Headed Mutant Hill Giant
Large Giant
Hit Dice: 12d8+48 (102 hp)
Initiative: -1
Speed: 40 ft. (8 squares)
Armor Class: 21 (-1 size, -1 Dex, +10 natural, +3 hide), touch 8, flat-footed 21
Base Attack/Grapple: +9/+20
Attack: Medium greatclub +16 melee (1d10+7); or medium rock +8 ranged (1d8+7)
Full Attack: 2 medium greatclubs +16/11 melee (1d10+7); or 2 medium rocks +8/+3 ranged (1d8+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rock throwing
Special Qualities: Low-light vision, dual mind, dual reflexes, rock catching
Saves: Fort +12, Ref +3, Will +4
Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills: Climb +7, Jump +9, Listen +5, Spot +8

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment: Temperate hills
Organization: Solitary, gang (1 plus 1–4 hill giants), band (1–2 plus 5–8 hill giants plus 35% noncombatants), hunting/raiding party (1–2 plus 5–8 hill giants plus 2–4 dire wolves), or tribe (2–4 plus 21–30 hill giants plus 35% noncombatants plus 12–30 dire wolves, 1–2 ogres, and 6–9 orcs)
Challenge Rating: 8
Treasure: Standard
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +5

Rock Throwing (Ex): The range increment is 120 feet for a two-headed mutant hill giant's thrown rocks.

This example uses a two-headed adult red dragon as the base creature.

Two-Headed Mutant Adult Red Dragon
Huge Dragon (fire)
Hit Dice: 22d12+110 (253 hp)
Initiative: +4
Speed: 40 ft. (8 squares), fly 150 ft. (poor)
Armor Class: 30 (-2 size, +22 natural), touch 8, flat-footed 30
Base Attack/Grapple: +22/+41
Attack: Bite +31 melee (2d8+11)
Full Attack: 2 bites +31 melee (2d8+11), 2 claws +26 melee (2d6+5), 2 wings +26 melee (1d8+5), tail slap +26 melee (2d6+16)
Space/Reach: 15 ft./10 ft. (bite 15 ft.)
Special Attacks: Breath weapons, crush 2d8+16, frightful presence, snatch, spells
Special Qualities: Damage reduction 5/magic, darkvision 120 ft., spell-like abilities, immunity to fire, *sleep*, and partalysis, low-light vision, spell resistance 21, vulnerability to cold
Saves: Fort +18, Ref +13, Will +17
Abilities: Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16
Skills: Appraise +21, Bluff +8, Concentration +17, Diplomacy +23, Escape Artist +15, Intimidate +28, Knowledge (arcane) +9, Listen +28, Jump +26, Search +25, Sense Motive +24, Spot +29, Use Magic Device +19
Feats: Cleave, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Snatch, Wingover
Environment: Warm mountains
Organization: Solitary
Challenge Rating: 16
Treasure: Triple standard
Alignment: Chaotic evil
Advancement: —
Level Adjustment: —

Breath Weapons (Su): 50 ft. cone; damage 12d10; Reflex DC 26 half. Each head can breath a cone of fire every 1d4 rounds.

Crush (Ex): Area 15 ft. by 15 ft., Small or smaller opponents take 2d8+16 points of Bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned; grapple bonus +41.

Frightful Presence (Ex): 180-ft. Radius, HD 21 or less, Will DC 24 negates.

Spell-Like Abilities (Ex): 6/day—locate object. Caster level 7th.

Spells: As 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5): 0—*detect magic, detect poison, ghost sound, guidance, mage hand, read magic, resistance*; 1st—*alarm, expeditious retreat, magic missile, protection from good, true strike*; 2nd—*cure moderate wounds, detect thoughts, invisibility*; 3rd—*dispel magic, haste.*

This example uses a huge viper snake as the base creature.

Amphisbaena
Two-Headed Mutant Huge Viper Snake
Huge Magical Beast
Hit Dice: 6d10+6 (39 hp)
Initiative: +6
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple: +4/+15
Attack: Bite +6 melee (1d6+4 plus poison)
Full Attack: 2 bites +6 melee (1d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Poison
Special Qualities: Dual mind, dual reflexes, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills: Balance +10, Climb +11, Hide +3, Listen +9, Spot +9, Swim +11
Feats: Improved Initiative, Run, Weapon Focus (bite)
Environment: Temperate marshes

Organization: Solitary
Challenge Rating: 4
Alignment: Neutral
Treasure: None
Advancement: 7–18 HD (Huge)
Level Adjustment: —

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

This example uses an orc as the base creature.

Two-Headed Orc
Medium Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+3 studded leather, +1 natural), touch 10, flat-footed 14
Base Attack/Grapple: +1/+4
Attack: Battleaxe +4 melee (1d8+3/x3); or javelin +1 ranged (1d6+3)
Full Attack: 2 battleaxes +4 melee (1d8+3/x3); or 2 javelins +1 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., light sensitivity, dual mind, dual reflexes
Saves: Fort +3, Ref +0, Will -2
Abilities: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills: Listen +3, Spot +3
Feats: Alertness
Environment: Temperate hills
Organization: Solitary
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +1

It is rare for a two-headed orc to survive to adulthood, and those who do so are relentlessly hunted down and slain by their own kind. However they occasionally find acceptance among those of mixed blood, where they can become highly capable warriors or dangerous barbarians. In rare occasions two-headed orcs find others of their kind, but their offspring almost always prove to be normal orcs.

Creating a Two-Headed Mutant

"Two-headed mutant" is a template that can be added to any creature with a discernible anatomy and an obvious head or head-like part of its body (referred to hereafter as the base creature).

For example, elementals and most plants cannot become two-headed mutants, nor can phasms (which lack a true head in their natural form). Creatures that are little more than a head with small limbs (such as a vargouille) cannot use this template.

A two-headed mutant uses all of the base creature's statistics and abilities except as noted here.

Size and Type: If the base creature is a humanoid, the creature's type changes to monstrous humanoid. If the base creature is an animal its type changes to magical beast. Otherwise same as the base creature. Size is unchanged. Do not recalculate saves.

Hit Dice: If the type changes to monstrous humanoid from humanoid, increase the base creature's racial HD to d10. If the type changes to magical beast from animal, increase the base creature's racial HD to d10. Otherwise same as the base creature.

Armor Class: Natural armor improves by +1.

Base Attack/Grapple: If the type changes to monstrous humanoid from humanoid, the portion of the base attack bonus due to racial HD is equal to its racial HD. If the type changes to magical beast from animal, the portion of the base attack bonus due to racial HD is equal to its racial HD. Otherwise same as the base creature.

Attacks: Same as the base creature. If the creature has a bite attack or an attack that originates from the creature's head, such as a stirge's touch attack, it gains an extra attack of this type at the same attack bonus for that attack.

Note that many of the monsters presented in the Core Rulebook III and other sources use weapons that are one size category larger than their own size and wield them two-handed; if you give them two weapons with this template, remember to give them weapons appropriate to their size and do not give them the x1.5 Str bonus since they won't be using them two-handed.

Special Attacks: Same as the base creature. If the base creature has a special attack based on some part of its head or neck (such as a poisonous bite, or a gaze attack), each head can use that ability each round. Spells and spell-like abilities are not duplicated in this manner (a base creature that can

cast a spell as a spell-like ability once per day could not cast it twice per day if it were a two-headed mutant), nor are any abilities that originate from elsewhere within the body and are deployed through its head, such as breath weapons (which usually are depicted as originating in the lungs and invoked by an inhalation).

Special Qualities: A two-headed mutant retains all of the special qualities of the base creature and also gains the following:

Dual Mind (Ex): The mutant has two brains, so for all mind-affecting attacks the mutant counts as two separate creatures. If a spell or effect can only affect one of the creature's heads (such as a charm monster spell, which affects a single target), the unaffected head takes control of the entire body. In these situations, the affected head becomes inert for combat purposes (losing its extra bite attack, if any), and the creature temporarily loses its Dual Reflexes ability. Even if one head is charmed or dominated, the creature does not attack itself or split its attacks between its normal opponents and those chosen by its controller.

In effect, mind-affecting attacks must affect both heads in order to achieve the normal result (casting two successful charm monster spells on a two-headed mutant brings it fully under the control of the caster and allows it to use all of its abilities).

Dual Reflexes (Ex): The creature's two heads each control half of its limbs. This means that the creature acts as two creatures for the purposes of making attacks and attacks of opportunity. This has three effects.

- If the base creature has two hands and uses weapons, it gains *Superior Two-Weapon Fighting*. This means that it may attack with a weapon in each hand, and does not suffer an attack or damage penalty for doing so. In effect, the left and right hands each attack at the creature's normal base attack bonus without any penalties for fighting with two weapons. If the creature's base attack bonus would allow it iterative attacks with its first limb, the second limb does as well.
- The creature may make one more attack of opportunity per round than normal, but this extra attack must be with a different limb than any previous attacks of opportunity. For example, a two-headed mutant ogre could make an attack of opportunity with its left club, and if another attack of opportunity was provoked later that round, the ogre could use the weapon in its right hand to make another attack of opportunity. If the creature has the Combat Reflexes feat, the additional attacks of opportunity from that feat may be taken with either limb in any combination, and the creature still gains its extra attack of opportunity from this ability. So a creature with a 16 Dexterity could make up to 5 attacks of opportunity per round: 1 normally; 1 from this ability, and 3 from the Combat Reflexes feat.
- If the creature has the ability to cast spells or use spell-like abilities, it may use one head and one arm (for somatic components) to cast spells and still make a single attack with its other arm, coordinated by the other head, in the same round. The creature must make a Concentration check, at DC 10 + spell level, to successfully use the spell or spell-like ability.

Skills: Same as the base creature, but the creature's two heads give the creature a +2 racial bonus to Listen, Spot, and Search checks.

Organization: Solitary, or same as base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Often same as the base creature.

Level Adjustment: Same as the base creature +1.

Umbra

Author: Robert J. Hall.
Small Undead
Hit Dice: 1d12 (6 hp)
Initiative: +1
Speed: Fly 20 ft. (perfect) (4 squares)
Armor Class: 13 (+1 size, +1 Dex, +1 deflection), touch 13, flat-footed 12
Base Attack/Grapple: +0/—
Attack: Chill touch +1 melee (1d3 cold plus umbral mal)
Full Attack: Chill touch +1 melee (1d3 cold plus umbral mal)
Space/Reach: 5 ft./5 ft.
Special Attacks: Umbral mal
Special Qualities: Darkvision 60 ft., gloom, immunity to cold and fire, undead traits
Saves: Fort +0, Ref +1, Will +2
Abilities: Str —, Dex 12, Con —, Int 5, Wis 10, Cha 13
Skills: Listen +2, Spot +2
Feats: Flyby Attack
Environment: Underground
Organization: Solitary, gang (2–5), or swarm (6–11)
Challenge Rating: 1
Treasure: None

Alignment: Always chaotic evil
Advancement: 2–4 HD (Medium)
Level Adjustment: —

A chilling body of deep gloom hovers quietly in the air, like a nebulous shadow that has sprung to life. The dark form has an indistinct shape like a cloud of soot.

These horrific shades appear as a vaguely humanoid region of nebulous gloom. The area around the umbra is equally dim as the negative energy aspect of their form absorbs light. While they appear incorporeal they actually have a physical form composed of a cloud of ashes. Because their form has some structure they are not able to pass intact through small openings.

The umbra is a vengeful spirit that exists as the ashes of a cremated body. To create an umbra, a living being must be affected by a *geas* or a *lesser geas*. The target must then be slain in a truly horrid manner. Finally the body is burned to ashes and magically animated by means of an *animate dead* spell. The umbra remains close to the location of its demise and will attack any who intrude upon their ground. Once slain, the gloom vanishes, leaving only a cloud of ashes that slowly fall to the floor.

Combat

The umbra attacks by means of a chilling touch, which can invoke a chaotic negative energy state known as the *umbral mal.* When present in numbers, they will typically swarm an opponent, using their *darkness* ability to hinder their foe.

Gloom (Sp): Whenever three or more umbras are within 20 feet of each other, they can work together to create a region of *darkness* as the spell (caster level 4th). This effect has a radius of 15 feet, centered on an object that can be touched by one of the contributing members. Umbra can always see clearly through their own darkness.

Umbral Mal (Su): Living creatures hit by an umbra's chill touch attack must succeed on a DC 11 Fortitude save or suffer the effect of an *umbral mal*. The save DC is Charisma-based.

Roll 1d10 on the following table to determine the effect of the *umbral mal* on the creature.

1d10	Suffers	Effect
1–2	Dread	Shaken for 1d3 rounds.
3–4	Wither	Fatigued.
5	Blight	Exhausted.
6	Terror	Panicked for 1d4 rounds.
7	Abyss	2 points of Dexterity damage.
8–9	Wrath	Sickened for 1d6 rounds.
0	Folly	Stunned for 1 round.

Unraval

Author: Robert J. Hall.
Small Outsider (Extraplanar, Lawful)
Hit Dice: 2d8+5 (14 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, -1 Dex, +4 chain shirt), touch 10, flat-footed 14
Base Attack/Grapple: +2/-1
Attack: Masterwork glaive +5 melee (1d8+1/x3)
Full Attack: Masterwork glaive +5 melee (1d8+1/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Counterspell, magic penetration
Special Qualities: Damage reduction 10/non-magical, darkvision 60 ft., low-light vision, magic resistance 17, magically inert
Saves: Fort +5*, Ref +2*, Will +4*
Abilities: Str 12, Dex 9, Con 15, Int 13, Wis 12, Cha 14
Skills: Diplomacy +11, Disable Device +9, Gather Information +4, Hide +3, Knowledge (any one) +10, Knowledge (any one) +7, Listen +5, Search +8, Spot +5
Feats: Combat Expertise, Toughness[B]
Environment: Native plane
Organization: Solitary
Challenge Rating: 1
Treasure: Standard coins, double goods, no items
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +3

This humanoid creature has pale white flesh, large green eyes, a slit of a mouth, and thick, green hair. The legs and arms are unusually long, and its heavy head sits directly on the somewhat rotund body.

The unraval are short, stocky, humanoid-shaped beings with ashen flesh and bright green hair. Their skin seems almost paper thin, with prominent green blood vessels clearly visible underneath. The hair of

the unraval is unusually thick: more like whiskers or slender quills than normal hair. Their large eyes are various solid shades of green, and slowly become darker with age. The pupils are diamond-shaped, being taller than wide except in conditions of near darkness.

This creature has unusually long legs in proportion to its body, and so its torso appears oddly shrunken. Likewise they have no neck and so the head rests directly on the body, although it is able to pivot about normally. Like the legs, the arms of the unraval are equally long, hanging down below the knees. This gangly form proves somewhat cumbersome for physical activities, and the unraval are not noted for their agile movements. However they are tough, resilient beings who can withstand an unusual amount of damage before succumbing.

The unraval has the distinctive quality of being exceptionally resistant to magic. In fact the unraval are almost the antithesis of magic, and they excel at the ability to negate magical effects. This makes them very limited in some respects, but also formidable opponents of races that rely on the magical arts. The unraval are unable to prepare or cast magical spells, use magic objects, or benefit from magic effects. However some members of the unraval community are capable of practicing the psionic abilities of psychic warriors, which partially compensates for this limitation.

In many respects the unraval are similar to halflings in temperament, although they are more warlike and fierce in battle. They have deep communal ties and readily form life-long bonds with their friends and allies. However, like dwarves, they have a long memory of broken promises or bad behavior, and those they scorn are forever banished from their company. They are not particularly artistically inclined, but they have a deep love of puzzle solving and clever inventiveness.

With the exception of a few powerful psions and their allies, unraval are almost never found outside their native plane. They speak a planar dialect known as Gar-ul, as well as common.

Combat

Unraval are courageous fighters who are little deterred by powerful magic. They fight in organized groups using coordinated tactics, and are rarely put to the rout. Few unraval are skilled at the use of ranged weapons, however, so they prefer to fight on terrain where missile fire is less effective.

Counterspell (Su): An unraval can attempt to counterspell any spell as a caster with the *dispel magic* spell prepared. To do so the unraval must take a ready action, but a Spellcraft check is not required. The dispel check roll is made using 1d20 +1 per 2 hit dice of the unraval.

Magic Penetration (Su): Due to their unusual nature, an unraval can partially negate the damage reduction of creatures that are vulnerable to magic. For every Hit Dice of an attacking unraval, the damage reduction of an opponent is effectively reduced by 1.

Magically Inert (Su): *An unraval has a +4 racial bonus on saves against spells and spell-like abilities, and can never voluntarily choose to forego a saving throw or lower her spell resistance against a spell or spell-like ability. She can not prepare or cast spells, and can not employ spell-like abilities.

Any magic items in the possession of an unraval automatically have no magical properties active, and are treated as inert masterwork objects that radiate no magical aura. However, the properties of magic items are immediately restored once they leave the possession of the unraval.

Skills: Unravals have a +2 racial bonus on Disable Device and Search checks.

Unravals as Characters

Most unraval leaders are fighters or rogues. Unraval holy men and women typically take levels in expert, monk, or psychic warrior classes, and can multi-class as a psychic warrior/monk without losing their ability to advance in levels as a monk. There are no practicing unraval spell casters, including bards, clerics, and paladins.

Unraval characters possess the following racial traits.

- Dexterity -2, Constitution +2, Charisma +2.
- 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.
- An unraval's base land speed is 30 feet.
- Darkvision out to 60 feet and low-light vision.
- Spell resistance equal to 15 + class levels.
- +2 racial bonus on saves against spells and spell-like abilities.
- Racial Hit Dice: An unraval begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

— Racial Skills: An unraval's outsider levels give it skill points equal to 5 x (8 + Int modifier, minimum 1). Its class skills are Diplomacy, Disable Device, Gather Information, Knowledge, Listen, Search, and Spot. Unravals have a +2 racial bonus on Disable Device and Search checks.
— Special Attacks (see above): Counterspell, magic penetration.
— Special Qualities (see above): Magically inert.
— Automatic languages: Common, Gar-ul. Bonus Languages: Abyssal, Celestial, and Infernal.
— Favored class: Psychic Warrior.
— Level adjustment: +3.

Valdeen

Author: Robert J. Hall.
Medium Outsider (Chaotic, Extraplanar)
Hit Dice: 4d8 (18 hp)
Initiative: +5
Speed: 5 ft. (1 square), fly 60 ft. (good), swim 30 ft.
Armor Class: 17 (+5 Dex, +2 Dodge), touch 17, flat-footed 10
Base Attack/Grapple: +4/+6
Attack: Slam +4 melee (1d3+2)
Full Attack: Slam +4 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d6+2, improved grab
Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., awesome dodge, sheet-like body, resistance to electricity 10 and sonic 10, immunity to nausea and poison
Saves: Fort +4, Ref +9, Will +6
Abilities: Str 14, Dex 21, Con 10, Int 8, Wis 15, Cha 12
Skills: Concentration +5, Diplomacy +7, Escape Artist +12, Hide +11*, Listen +8, Move Silently +20, Perform (dancing) +7, Spot +8
Feats: Hover, Improved Initiative
Environment: Any chaotic neutral plane
Organization: Nest (2–4), gathering (6–15), or flock (16–32)
Challenge Rating: 3
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 5–8 HD (Medium), 9–15 HD (Large)
Level Adjustment: +4

A sheet-like apparition resembling a velvety curtain hangs in mid-air, its form held suspended by rapid, fluttering ripples that pass from one side to the other. It has a single solid hue throughout.

This odd creature resembles a fine fabric curtain hanging in mid-air. Ripples constantly flow across its body, giving the appearance of a banner fluttering in the wind. These fluttering motions give the valdeen a depth that the sheet-like form would otherwise lack, although the creature does possess a slight thickness to its body. Overall a valdeen is featureless, but can appear in a variety of darker hues, including crimson, viridian and turquoise.

The valdeen were formed in a dimensional realm quite distinct from our own, where the world possessed unique traits that favored this flying, sheet-like creature. It is a marginally intelligent creature that often gathers in groups of its own kind for reasons that can only be imagined. A valdeen is capable of communicating verbally with other creatures, but its voice sounds like the snapping of a sheet in the wind.

A typical valdeen is six to eight feet in maximum dimension, and weighs about ten to fifteen pounds. They have their own distinct language, and the more intelligent also speak Auran.

Combat

A valdeen rapidly closes and attempts to smother its opponent. They are almost never found alone, and will attack in a coordinated group, seeking to overwhelm opponents and quickly smother spell-using foes first.

Constrict (Ex): A valdeen deals 1d6+2 points of damage with a successful grapple check. In addition, creatures smaller than the valdeen are considered smothered and are unable to breathe. (See suffocation and drowning in the Core Rulebook II.) Constricting uses the entire body, so a valdeen cannot take any move actions when constricting.

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

Awesome Dodge (Ex): A valdeen can not be flanked, and can react to opponents on either side as easily as it can react to a single attacker. This defense denies a rogue the ability to sneak attack the valdeen by flanking it. In addition, the valdeen

gains a +2 Dodge bonus to its Armor Class.

Sheet-like Body (Ex): The body of the valdeen is exceptionally thin. It is affected by a permanent *feather fall* effect (as the spell) with personal range. When subject to a Bull Rush or a strong wind, treat the valdeen as a creature two size categories smaller. It can squeeze through openings as small as 1 foot by 1 inch.

Skills: Valdeen have a +8 racial bonus on Move Silently checks. When lying stationary against a solid surface, a valdeen gains a +8 racial bonus on Hide checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, valdeen also gain the following special benefits.

- The Dodge bonus to Armor Class is equal to half the number of Hit Dice.
- 7–11 HD — Fly speed improves to 70 ft.
- 9+ HD — Damage reduction improves to 10/slashing.
- 12+ HD — Fly speed improves to 80 ft.

Verge

Author: Robert J. Hall.

In the empty void of pristine vacuum are beings so utterly strange that they can barely be called life forms. Their body exists in a condition entirely different from the environment we understand, as their exterior surface marks a boundary between our world and a mysterious realm ruled by unique laws. Matter, energy, space, and even time are incomprehensibly different within this volume, even assuming that such principles of physics exist within these beings. Yet the periphery of these exotic shapes is fully capable of interacting with our world.

Verge creatures are magically constructed at the boundary between normal space and those exotic realms where alternate rules of existence hold sway. The energies found at the periphery of this discontinuity continually warp and shift in form. On occasion they stabilize into the shapes of common creatures, perhaps responding to latent templates of life energy found in the void. Yet these are clearly unique beings, forming a skin of coruscating energies that constantly shift and change their visual appearance.

These strange beings do not have the same metabolic requirements as mundane life, meaning they have no need to eat, sleep, or breathe. Yet they are highly imitative of the creatures that they duplicate, copying the same behaviors, motivations, and abilities. Verge creatures are also quite capable of learning additional skills, training in combat, gaining unique motivations, and even forming social communities.

Sample Verge Creature

This creature has the appearance of a giant squid, with a sleek form, two huge unblinking eyes, and trailing a massive bundle of tentacles. The body is roughly 30 ft. in length, powerfully muscled, and covered in a dark, glistening hide.

This example uses a kraken as the base creature.

Verge Kraken
Gargantuan Construct
Hit Dice: 20d10+60 (170 hp)
Initiative: +5
Speed: Fly 20 ft. (perfect) (4 squares), swim 20 ft.
Armor Class: 7 (-4 size, +1 Dex), touch 7, flat-footed 7
Base Attack/Grapple: +15/+39
Attack: Tentacle +23 melee (2d8+12/19–20)
Full Attack: 2 tentacles +23 melee (2d8+12/19–20) and 6 arms +18 melee (1d6+6) and bite +18 melee (4d6+6)
Space/Reach: 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)
Special Attacks: Improved grab, constrict 2d8+12 or 1d6+6, disruption, disintegration
Special Qualities: Darkvision 60 ft., ink cloud, jet, low-light vision, telepathy 60 ft., immunities, construct traits
Saves: Fort +6, Ref +7, Will +13
Abilities: Str 24, Dex 12, Con —, Int 21, Wis 20, Cha 20
Skills: Concentration +21, Diplomacy +7, Hide +1, Intimidate +16, Knowledge (void) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5, Swim +20, Use Magic Device +16
Feats: Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment: Any vacuum plane
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Usually neutral evil
Advancement: 21–32 HD (Gargantuan); 33–60 HD (Colossal)
Level Adjustment: —

A solitary creature, the verge kraken roams the void following the directives of its life form. Although it has no need to eat, it will eagerly attack any creatures smaller than itself, tearing them into shreds.

It has a physical form identical to the sea-dwelling kraken, although coruscating energies continually wash across its flesh.

Combat

The verge kraken fights much as its natural counterpart, although it is not nearly as tough or potent an opponent.

Disruption (Su): The natural attacks of a verge kraken deal damage normally against incorporeal or ethereal creatures. The attacks count as either incorporeal or corporeal at any given time, whichever is more beneficial to the verge creature.

Disintegration (Ex): Corporeal creatures or objects that inflict damage to a verge kraken must make a successful Fortitude save or take 5d6 points disintegration damage. Creatures or objects that are reduced to 0 or fewer hit points by this ability are entirely disintegrated, leaving behind only a trace of fine dust.

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

Constrict (Ex): A verge kraken deals automatic arm or tentacle damage with a successful grapple check.

Immunities (Su): Verge kraken are not affected by cold, acid, or sonic energy.

Jet (Ex): A verge kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A verge kraken can emit a cloud of jet-black ink-like energy particles in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the verge kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Skills: A verge kraken 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.

Creating a Verge Creature

"Verge" is an inherited creature that can be added to any corporeal creature (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to construct. They lose any sub-types of the base creature. Size is unchanged. Do not recalculate the creature's skills.

Speed: A verge creature can fly with perfect maneuverability at the highest speed of the base creature.

Armor Class: A verge creature loses any armor class bonuses due to natural armor or deflection.

Base Attack Bonus: A verge creature's base attack bonus is equal to ¾ its Hit Dice.

Special Attacks: A verge creature retains only the base creature's extraordinary special attacks. Verge creatures gain the following.

Disruption (Su): The natural attacks of a verge creature deal damage normally against incorporeal or ethereal creatures. The attacks count as either incorporeal or corporeal at any given time, whichever is more beneficial to the verge creature.

Disintegration (Ex): Corporeal creatures or objects that inflict damage to a verge creature must make a successful Fortitude save or take 2d6 points disintegration damage +1d6 points for each size category above Medium. Creatures or objects that are reduced to 0 or fewer hit points by this ability are entirely disintegrated, leaving behind only a trace of fine dust.

Special Qualities: A verge creature retains only the extraordinary special qualities of the base creature, losing any supernatural and spell-like abilities but gaining the construct traits. A verge creature also gains the following special qualities.

Telepathy (Su): A verge creature with an intelligence score of 3 or better can communicate with other creatures that have a language, provided they are within 60 feet.

Immunities (Su): Verge creatures are not affected by cold, acid, or sonic energy.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/3 HD.

Abilities: A verge creature's Dexterity increases by +2, and it has no Constitution score. Otherwise

same as the base creature.

Environment: Any vacuum plane.

Treasure: None.

Level Adjustment: Same as base creature +1.

Virikas

*Author:*Robert J. Hall.
Tiny Outsider (Chaotic, Evil)
Hit Dice: ½d8 (2 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:+0/-10
Attack: Bite +5 melee (1d3-2)
Full Attack: Bite +5 melee (1d3-2)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: —
Special Qualities: Damage reduction 2/good, darkvision 60 ft., resistance to cold 10 and fire 10, immunity to poison, fast healing 1, scent
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6
Skills: Escape Artist +5, Hide +15, Intimidate +1, Listen +6, Move Silently +7, Search +1, Spot +6
Feats: Weapon Finesse
Environment: Any chaotic evil-aligned plane
Organization: Swarm (10–40)
Challenge Rating: ¼
Treasure: None
Alignment: Always chaotic evil
Advancement:1–2 HD (Tiny)
Level Adjustment:—

A tiny, demonic creature opens its fanged mouth and lets out a threatening hiss, releasing a mist of blood. The beast has a brilliant red hide, narrow eyes, and large, pointed ears.

These diminutive, humanoid demons stand less than eighteen inches in height. Their flesh and hair is a flaming reddish hue, and their sharp fangs are constantly bloodstained. The demonic virikas enjoy preying on the sick and injured, and they attack in an excited, jabbering horde. Individually, the virikas are not much of a threat, but as a group they are feared even by lesser demons. The virikas always appear surrounded by a reddish mist resembling a cloud of blood.

Some believe burning flowers and incense can appease the virikas. In actuality they have a strong dislike of scented blossoms and will avoid areas heavy with flowers.

Combat

When given the opportunity, virikas will attack from surprise, hiding from sight until an opportunity to strike presents itself. The virikas enjoy swarming foes, and, instead of forming a line of battle, they will gang up against a few opponents. They first attack those opponents who look the most vulnerable, dodging tougher foes until the weaker party members have been cut down.

Vugoo

Author: Robert J. Hall.
Small Humanoid
Hit Dice: ½d8 (2 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 12 (+1 size, +1 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/-7
Attack: Hand axe -2 melee (1d4-3); or sling +0 ranged (1d3-3)
Full Attack: Hand axe -2 melee (1d4-3); or sling +0 ranged (1d3-3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, light sensitivity, mind link
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 4, Dex 11, Con 10, Int 5, Wis 12, Cha 7
Skills: Hide +2, Move Silently +2, Spot +1
Feats: Run
Environment: Underground
Organization: Gang (4–9), band (10–15), or tribe (16–100 plus 1 psion of 2nd-4th level per 32 adults)
Challenge Rating: 1/6
Treasure: No coins; 50% goods; no items
Alignment: Always lawful neutral
Advancement: By character class
Level Adjustment: +0

An ugly little humanoid with a stooped posture shuffles forward, holding a crude weapon in its hands. It has a protruding belly and an overly large head that curves back across its goitered neck. Its brown flesh has only a sparse covering of hair.

Physically, the vugoo is less than impressive. They

have stooped shoulders, a protruding belly and short, knobby limbs. Their heads somewhat resemble a large, slightly curved bean, bending back over their scrawny, goitered neck. Although they wear little in the way of garb other than a breach cloth, their tough, mud-colored flesh provides a measure of protection against wounds. The vugoo tribes live off roots, tubers, mushrooms, seeds, insects, and small game. They will consume just about anything they can readily catch.

Due to their unusual mental nature, when several vugoo are within 100 ft. of each other they are able to link mentally and increase their collective intelligence. When alone, they are very dull-witted creatures and barely able to employ the weapons they carry. As more vugoo gather together, however, they grow craftier and are able to employ improved tactics. In the presence of an entire tribe the vugoo can become very devious foes.

Combat

Vugoo are almost always found underground and they have adapted well to these dark surroundings. Their weapons are primitive, consisting of slings, flint-tipped axes, small spears, and knives. They sometimes wear animal hide wraps for protection, but they have never learned to make or employ shields.

Their mental link allows them to coordinate attacks even when out of sight of each other and their enemies. They have no leaders as such, relying instead on rapid consensus to make decisions.

Light Sensitivity (Ex): Vugoo are dazzled in daylight or within the radius of a *daylight* spell.

Mind Link (Ex): Due to their unusual mental nature, when several vugoo are within 100 ft. of each other they are able to link mentally and increase their collective intelligence. For each doubling of their numbers within the 100 ft. radius the intelligence of each vugoo increases by +2, up to a maximum of +10. They are also able to use this mind link as a form of telepathy to communicate silently with each other.

Vugoo Society

These diminutive creatures are almost always found gathered in small tribes within an underground mushroom forest. The vugoo live in hunter-gatherer tribes, and the only reason they achieved any degree of sophistication is due to their ability to join mentally with their fellows. This ability makes them collectively smarter than the sum of their parts, and in turn makes them more formidable in battle than you would otherwise expect.

Typically the vugoo tribes live in the shelter of a ring of mushrooms about a forest clearing. They know how to create fire and they can manufacture crude stone or bone tools and weapons. The crafts understood by vugoo tribesmen include basket weaving, weaving, leather-working, pottery, and trapmaking. Their religion is primitive, usually involving some simple burial rites and the ritual killing and eating of their foes to please their ancestor spirits. The vugoo are mute, and they lack any form of written language.

Vugoo Characters

A Vugoo's favored class is barbarian. Vugoo psions are relatively common, but depend on the collective intelligence of their clan to employ many of their abilities.

Wandering Eye

Author: Robert J. Hall.
Fine Construct
Hit Dice: 6d10 (33 hp)
Initiative: +11
Speed: 5 ft. (1 square), fly 60 ft. (good)
Armor Class: 27 (size +8, Dex +7, natural +2), touch 25, flat-footed 20
Base Attack/Grapple: +4/-17
Attack: —
Full Attack: —
Space/Reach: ½ ft./0 ft.
Special Attacks: Cone of cold
Special Qualities: Darkvision 120 ft., low-light vision, spell-like abilities, focused, immunity to cold, construct traits
Saves: Fort +2, Ref +9, Will +3
Abilities: Str 1, Dex 25, Con —, Int 3, Wis 13, Cha 10
Skills: Hide +26, Move Silently +14, Spot +8
Feats: Dodge, Improved Initiative, Mobility
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Fine)
Level Adjustment: —

Hovering in mid-air is what appears to be a fist-sized eyeball with a tail of dark, lumpy flesh trailing behind. It wriggles its way through the air like a fish, appearing very nimble and quick in its movements.

The wandering eye is a magical homunculus that is sometimes created to serve as a spy and observer for a powerful wizard. These bizarre creatures consist of little more than a fist-sized, pale-blue eyeball, trailing behind an irregular tail of dark flesh that wriggles through the air as it moves about. It is continuously levitated by magical means, allowing it to silently glide into various nooks and crannies as it seeks its prey.

These creatures are barely more intelligent than an animal, and lack the means to speak or hear. But they are potent observers with a keen sense of vision. Each wandering eye is specially attuned to allow remote scrying by their creator, and it can permit a wizard to scry directly through their sight as they travel. It can serve its master in the same manner as a *prying eye* spell, communicating all it has witnessed through direct physical contact. A wandering eye will never resist a divination spell cast by its creator.

Combat

The wandering eye can project a cone-shaped beam of intense cold. Its primary defense lies in its miniscule size and its ability to fly out of reach of an enemy. It prefers to avoid combat, and will only engage when attacked or to defend its master.

Cone of Frost (Su): Once every 1d3 rounds a wandering eye can emit a 20 ft. cone that inflicts 5d6 points of cold damage (Reflex half).

Immunity to Cold (Ex): A magical attack that deals cold damage instead heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the wandering eye to exceed its full normal hit points, it gains any excess as temporary hit points. A wandering eye gets no saving throw against cold effects.

Focused (Ex): A wandering eye is unable to smell, or taste, and is completely mute. But it can communicate all that it has witnessed during the past day through direct physical contact in much the same manner as a *prying eyes* spell. It can not grab an opponent as part of a grapple check.

Spell-Like Abilities: At will—*see invisibility*. 3/day—*invisibility*. Caster level 6th.

Flight (Ex): A wandering eye's body is naturally buoyant. This buoyancy allows it to fly at a speed of 40 ft. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Skills: A wandering eye has a +4 racial bonus on Move Silently and Spot checks.

Construction

A wandering eye is formed from the still-living eye socket of a dire creature or a giant eagle or squid. This tissue is combined with a mixture of winter's frost, the warm blood of a yeti, the fresh entrails of a flightless bird, mud captured while suspended in a flowing river water, certain rare alchemical substances worth 500 gp, and a handful of powdered diamond worth at least 1,000 gp.

The creature's master can assemble the body or hire somebody else to do the task. Creating the body requires a DC 15 Craft (alchemy) check or a DC 18 Heal check. After the body is assembled, it is animated by means of a lengthy magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

CL 9th; Craft Construct, *animate dead, ice storm, feather fall, fly, invisibility, prying eyes, see invisibility*, caster must be at least 10th level; Price — (never sold); Cost 12,500 gp + 480 XP. The cost increases by +2,000 gp per additional HD.

Wendigo

Author: Robert J. Hall.
Large Outsider (Chaotic, Cold, Evil)
Hit Dice: 10d8+30 (75 hp)
Initiative: +8
Speed: 40 ft. (8 squares)
Armor Class: 24 (-1 size, +4 Dex, +11 natural), touch 13, flat-footed 20
Base Attack/Grapple: +10/+19
Attack: Claw +15 melee (1d6+5)
Full Attack: 2 claws +15 melee (1d6+5) and bite +13 melee (1d8+2 plus 1d4 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Cold, moan, sneak attack
Special Qualities: Damage reduction 10/good, darkvision 60 ft., low-light vision, spell resistance 15, immunity to cold, vulnerability to fire, scent
Saves: Fort +10, Ref +11, Will +8
Abilities: Str 21, Dex 19, Con 16, Int 7, Wis 13, Cha 14
Skills: Hide +21, Listen +11, Move Silently +21*, Spot +11, Survival +11
Feats: Alertness, Improved Initiative, Multiattack, Track
Environment: Cold forests
Organization: Solitary

Challenge Rating: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 11–15 HD (Large); 16–20 HD (Huge)
Level Adjustment: —

A gaunt shell of a giant humanoid moves as if it is in great pain, the body pale and glistening with ice. Its mouth is drawn back in a rictus of agony, and it emits a ghostly sound like a howling wind. The pale blue heart of this creature can clearly be seen beating within the rib cage.

This demonic creature is created when a hunter, lost in the forest and starving to death, is possessed by a demonic spirit of the woods. The victim is transformed into a wendigo: a giant, gaunt skeleton of a man almost entirely encased in ice. A heart of ice can be seen beating through the transparent ribcage, and the twisted, open mouth produces haunting sounds like a winter wind.

A wendigo possesses an insatiable appetite, and constantly hunts for fresh meat. It avoids civilized areas, stalking lone and vulnerable victims through the winter woods.

Combat

The wendigo stalks its prey, staying hidden among the trees and projecting its voice to stir hidden fears. Once the subject is driven to flee in panic, the wendigo attacks from hiding to finish him off.

Cold (Ex): A wendigo's body generates a bitter cold, causing opponents to take an extra 1d4 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a wendigo unarmed or with natural weapons take this same cold damage each time once of their attacks hits.

Moan (Su): A wendigo can produce eerie sounds, and half-heard voices can be made to issue from any location within 50 feet. This ability is identical with the *ventriloquism* spell (caster level 10th).

Up to three times a day the wendigo can use this ability to issue a terrifying noise. Anybody within 15 feet of the noise must succeed on a DC 17 Will save or become panicked for 1d6 rounds. This is a sonic, mind-effecting fear effect. The save DC is Charisma-based.

Sneak Attack (Ex): Any time a wendigo's opponent is denied his Dexterity bonus to AC, or if a wendigo flanks his opponent, he deals an extra 4d6 points of damage. This ability is just like the rogue's sneak attack and subject the same limitations.

Skills: Wendigo have a +4 racial bonus on Hide and Move Silently checks. *In forest or overgrown areas, the Move Silently bonus improves to +8. It can always choose to take 10 on a Move Silently check, even if rushed or threatened.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, wendigo also gain the following special benefits.

- The save DC of the moan is equal to 10 + ½ HD + Charisma modifier. The caster level of the *ventriloquism* effect equals the Hit Dice.
- Spell resistance is equal to creature's HD + 5 (maximum 25).
- 11+ HD — Wendigo have a +2 racial bonus on Survival checks when tracking by scent.
- 12–14 HD — The sneak attack damage bonus improves to +5d6.
- 13+ HD —Gain Spell-Like Abilities: 3/day—*pass without trace*. Caster level equals Hit Dice. The save DC equals 10 + spell level + Charisma modifier.
- 14–18 HD — A wendigo can issue a terrifying noise four times per day.
- 15–17 HD — The sneak attack damage bonus improves to +6d6.
- 16+ HD — Damage reduction improves to 15/good. The damage due to cold increases to 1d6.
- 17+ HD —Add 3/day—*detect thoughts* to spell-like abilities.
- 18+ HD — The sneak attack damage bonus improves to +7d6.
- 19+ HD — A wendigo can issue a terrifying noise five times per day.
- 20 HD — The damage due to cold increases to 1d8.

Werefiend

Werefiends are a type of creature native to neutral evil-aligned planes. They embody the ferocious traits of their animal form, but have many of the unsavory characteristics of demons. Thus they will often hunt for personal enjoyment, rather than merely to sate their hunger.

Werefiend Traits: Most werefiends possess the following traits (unless otherwise noted in a creature's entry).

— Damage reduction 10/silver
— Resistance to acid 10 and cold 10.
— Spell resistance equal to the creature's HD + 5 (maximum +20)
— Alternate shape as a dire animal form.
— Telepathy 100 ft.

Except where otherwise noted, demons speak Abyssal and Druidic.

Lupusfiend

Author: Robert J. Hall.
Large Outsider
Hit Dice: 6d8+18 (45 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +6/+13
Attack: Claw +9 melee (1d6+4)
Full Attack: 2 claws +9 melee (1d6+4) and bite +8 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Curse of lycanthropy, spell-like abilities
Special Qualities: Darkvision 60 ft., damage reduction 10/silver, change shape, wolf empathy, resistance to acid 10 and cold 10, low-light vision, scent, spell resistance 11, telepathy 100 ft.
Saves: Fort +8, Ref +6, Will +6
Abilities: Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 10
Skills: Handle Animal +7, Hide +9, Intimidate +9, Knowledge (nature) +10, Listen +8, Move Silently +10, Search +7, Spellcraft +5, Spot +8, Survival +10, Swim +8
Feats: Improved Initiative, Iron Will[B], Multiattack, Stealthy, Track[B], Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 werewolves)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: —

A powerful beast rises to stand erect on a pair of hind legs. It has a heavy, silvery-gray fur coat, as well as the predatory head, fanged jaw and bodily features of a wolf. It is roughly humanoid in shape, however, and stands more than twice the height of a man.

This towering creature has a mixture of humanoid and beastly traits, with the torso, upper legs, and hands most closely resembling a giant human. It has the head of a wolf, and its entire body is covered in warm, light gray fur.

The eyes of a lupusfiend possess a keen intelligence, and it is capable of conversing in any language it can learn. This beast has a deeply wild nature, however, and it dislikes most of the trappings of civilization.

Combat

The lupusfiend is capable of using all simple weapons and can learn to handle martial weapons with training. However it often prefers to fight using its natural weapons. A lupusfiend often attacks using pack tactics, trying to encircle its foe and attacking weaker opponents first.

The natural weapons of a lupusfiend are treated as magic weapons for the purpose of damage reduction.

Spell-Like Abilities: At will—*detect magic, protection from good*; 1/day—*contagion, summon nature's ally* (dire wolf only), *summon swarm*. Caster level 6th. The save DCs are Charisma-based.

Alternate form (Su): A werewolf can assume the form of a dire wolf. While in dire wolf form, the lupusfiend loses its own natural attack forms but gains those of the dire wolf. It can not use its spell-like abilities while in dire wolf form, but retains its other special attacks and qualities and gains those of the dire wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a lupusfiend's bite attack in animal or bipedal form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Wolfling, Lampblack

Author: Robert J. Hall.
Medium Outsider (Evil)
Hit Dice: 3d8+6 (19 hp)
Initiative: +3
Speed: 50 ft. (10 squares), burrow 5 ft.
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Bite +7 melee (1d6+2 plus dire venom)
Full Attack: Bite +7 melee (1d6+2 plus dire venom)

Space/Reach: 5 ft./5 ft.
Special Attacks: Dire venom, breath of darkness
Special Qualities: Darkvision 60 ft., low-light vision, scent, light sensitivity
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 15, Dex 16, Con 14, Int 3, Wis 12, Cha 6
Skills: Hide +3*, Listen +7, Spot +7
Feats: Blind-Fight, Weapon Focus (bite)
Environment: Any evil-aligned plane
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 4–5 HD (Medium); 6–7 HD (Large)
Level Adjustment: —

This wolf-like creature has coarse coat of pitch-black fur. It has prominent ears and unusually large black eyes rimmed with red. Its body is sleek and lean, with a lengthy neck and a thin tail.

These cunning beasts resemble wolves, with a charcoal black coat, unusually large, black eyes, and prominent, pointed ears. Their bodies are long and lean, with an extended neck and slender tail. They exude evil, and are normally found only on demonic planes or in the service of foul beings.

Combat

Like wolves these creatures hunt in a pack, and they cooperate to bring down their foes. They prefer to hunt at night, relying on their darkvision.

Dire Venom (Ex): Bite, Fortitude DC 13; initial and secondary damage 1d4 Con. Good-aligned creatures suffer double this amount of damage. The save DC is Constitution-based.

Breath of Darkness (Su): 15-foot cone, once a minute, creating a region of *darkness* that is otherwise the same as the spell (caster level 3rd).

Light Sensitivity (Ex): Lampblack wolves are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: *Lampblack wolves gain a racial bonus of +4 to Hide checks at night due to their dark coats.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, lampblack wolflings also gain the following special benefits.

- The caster level of the breath of darkness ability is equal to the Hit Dice.
- The save DC of the dire venom is equal to 10 + ½ HD + Constitution modifier.

Wulgaru

Author: Robert J. Hall.
Medium Construct (Evil)
Hit Dice: 4d10+20 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +3/+7
Attack: Slam +7 melee (1d4+4)
Full Attack: 2 slams +7 melee (1d4+4) and bite +5 melee (1d6+2 plus fright)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fright
Special Qualities: Damage reduction 5/slashing, vulnerability to fire, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 18, Dex 10, Con 16, Int —, Wis 11, Cha 8
Skills: —
Feats: Multiattack[B]
Environment: Warm forest
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 5–12 HD (Medium)
Level Adjustment: —

A crudely-crafted wooden figure stands upright on a pair of stick legs, the whole having a roughly humanoid appearance. Its body is held together by joints of rope, and the figure is covered in odd, multi-colored patterns of mud or clay.

A wulgaru is constructed of several pieces of dry, carved wood that are joined together to form a roughly humanoid shape. The wood is hand-worked into the proper shape, then linked together into a whole by joints formed from woven hair rope. A pair of spherical stones are set into pits in the wooden head to serve as its eyes, and the jaw is lined with various teeth that are embedded in the wood.

Animation of the wulgaru requires a careful ritual in which the body is painted with elaborate patterns

of clay and mud. At the completion of the ritual, the wooden form is invested with an evil spirit and springs to life. The wulgaru is a dangerous creation that will attack its creator unless it is kept carefully under control.

Combat

The wulgaru will automatically attack living creatures without fear of consequences, often focusing on a particular individual in a group for some inexplicable reason. Above all else it hates its own creator, and will seek to murder this person regardless of obstacles placed in its path.

Fright (Su): Creatures struck by the bite attack of a wulgaru must succeed on a DC 13 Will save or become shaken for a full hour. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same wulgaru's fear ability for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Immunity to Magic (Ex): A wulgaru 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.

Warp wood and *plant growth* provide a temporary +4 bonus to Strength lasting a full minute. Evocations of sub-type Fire cause the wulgaru to emit a dark black smoke that lasts for 1d4 rounds but is otherwise identical to the *smoke cloud* produced by a *pyrotechnics* spell.

Wumpus

Author: David E. Brooks Jr.
Huge Aberration
Hit Dice: 10d8+50 (95 hp)
Initiative: +0
Speed: 30 ft (6 squares), climb 30 ft.
Armor Class: 18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +7/+21
Attack: Bite +11 melee (2d6+9)
Full Attack: Bite +11 melee (2d6+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Stench
Special Qualities: Darkvision 60 ft., all-around vision
Saves: Fort +8, Ref +3, Will +7
Abilities: Str 23, Dex 10, Con 20, Int 3, Wis 10, Cha 11
Skills: Climb +19, Listen +6, Spot +6
Feats: Alertness, Cleave, Power Attack, Snatch
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11–16 HD (Huge), 17–22 HD (Gargantuan)
Level Adjustment: —

This gigantic gray creature is roughly spherical in form, with several long tentacles protruding out from around the body. At the end of each tentacle are three protruding digits that have their inner surfaces covered in suckers.

The wumpus is a bizarre and rarely seen subterranean horror. It is an aggressive, relentless hunter that rarely leaves survivors.

A wumpus has a central body, roughly spherical in shape and about twelve feet in diameter. Protruding from this central body are four to six tentacle-like limbs, arranged equidistantly over the surface (somewhat like a caltrop). The body and limbs are gray, and lighten in color as they approach the end of the limbs. Some specimens have a thin coating of fur, also gray in color.

Each limb is ten to fifteen feet in length and terminates in a splayed, three-toed "foot". These "feet" are covered with numerous suckers that enable the wumpus to traverse nearly any surface with ease. Additionally, the center of each "foot" can open to reveal a toothy maw, capable of dealing enormous damage. At any given time, all but one limb is used for locomotion. The remaining limb is used as an arm/mouth. Limbs are completely interchangeable, and a wumpus will often switch between limbs when transitioning between surfaces. Regardless of the number of limbs, only one can be used to attack in any given round.

Combat

A wumpus will generally lie in waiting for an opponent to come within reach, often from a position above the potential meal. If seriously injured during combat, it will often try to grab a fallen opponent and move to a safe position.

Stench (Ex): The odor of a wumpus is indescribably foul, and easily detectable (DC 10 at 100 ft. distance). Creatures within 20 feet are affected as if within the radius of a *stinking cloud* (DC 20 negates). The save DC is Constitution-based.

Curiously, bats (monstrous and non-monstrous)

find the odor appealing and suffer no ill effects from it. A cave system inhabited by a wumpus will often have a colony of bats.

All-Around Vision (Ex): The eight eyes of a wumpus are evenly distributed around the central core of the body, allowing it to see in all directions simultaneously. Because of this, a wumpus cannot be flanked.

Skills: Because of its sucker-laden limbs, the wumpus can climb nearly any surface with ease, reflected with a +8 racial bonus to their Climb score (included above). A wumpus can always take 10 on climb checks even if rushed or threatened.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, a wumpus also gains the following special benefits.

- The save DC of the stench is equal to 10 + ½ HD + Constitution modifier.

Credits

The name "wumpus" and some of the generalities are the creation of Gregory Yob. It first appeared in his classic computer game *Hunt the Wumpus* which first ran on a time-sharing computer at the University of Massachusetts Dartmouth in 1972.

Xusc

Author: Robert J. Hall.
Small Humanoid (Reptilian)
Hit Dice: 1d8+4 (7 hp)
Initiative: -1
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 14 (+1 size, -1 Dex, +3 natural), touch 10, flat-footed 14
Base Attack/Grapple: +0/-2
Attack: Claw +1 melee (1d3+2); or spit +0 ranged (1d3 acid)
Full Attack: 2 claws +1 melee (1d3+2); or spit +0 ranged (1d3 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, sleep ball
Saves: Fort +3, Ref -1, Will +1
Abilities: Str 15, Dex 9, Con 12, Int 5, Wis 12, Cha 8
Skills: Listen +2, Spot +2, Swim +4
Feats: Toughness
Environment: Temperate marshes
Organization: Solitary, gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 2nd-4th level), or tribe (20–40 plus 2 lieutenants of 3rd-5th level and 1 leader of 4th-8th level)
Challenge Rating: ½
Treasure: No coins; 50% goods; 50% items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

Squat and muscular, this humanoid creature has distinctly reptilian features. Its brown hide is covered in glistening scales that form a segmented armor. The creature walks in a waddling manner on a pair of heavy hind legs, and it is balanced by a thick tail.

This bipedal reptilian race are short and squat, with a proportionately heavy tail and long claws that are used to dig up roots. They are herbivores and are rarely hostile, although they are often distrustful of non-reptilian beings. The hide of a xusc is brown in hue, with the back being a darker shade than the belly. Xusc have brown, serpentine eyes that rarely blink, and they smell with a forked tongue. They are none too bright and somewhat clumsy for their size, but are surprisingly strong and have sharp senses.

Xusc walk upright on their heavier hind legs and are similar in appearance to lizardmen, although only half the height. The back of a xusc is protected by a flexible appendaged armor that is heaviest about their chest, torso, and thick tail. For additional protection, each of these back armor appendages has a small, protruding horn projecting out to each side.

Xusc speak a simple dialect of Draconian, but never developed a writing skill.

Combat

Xusc are relatively non-aggressive unless threatened or protecting their family. They use their acid spit to attack at range from cover. When an opponent closes, the xusc attacks with its tough digging claws. Defensively they can curl themselves into a tight ball that is completely covered by their heavy back armor, although in this position that are unable to attack.

Hold Breath (Ex): A xusc can hold its breath for a number of rounds equal to five times its Constitution score before it risks drowning.

Sleep Ball (Ex): Whenever a xusc sleeps or falls unconscious, it instinctively curls itself into a tight

cone-shaped ball, presenting its heavier back armor to any attacks. In this position the xusc can not be automatically slain as would a helpless target. It is treated as having a Dexterity of 0, but is otherwise only considered prone and the natural armor bonus increases to +5. A xusc can form a sleep ball as a move action, but can not attack from this position.

Xusc as Characters

Most xusc leaders are druids or rogues. There are no xusc clerics.

Xusc characters possess the following racial traits.

- Strength +2, Dexterity -2, Intelligence -4 (minimum 3), Wisdom +2.
- 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 xusc's base land speed is 20 feet. It also has a swim speed of 30 ft.
- +3 natural armor bonus.
- Natural Weapons: 2 claws (1d3), spit (1d3 acid).
- Special Qualities (see above): Hold breath, sleep ball.
- Automatic Languages: Draconic. Bonus Languages: Aquan, Common.
- Favored Class: Rogue.
- Level adjustment: +0.

Xusc Society

Sadly the primacy of this primitive reptilian race has long since passed and they are now well onto their way toward eventual extinction. But the xusc still exist in some isolated, well-concealed communities, typically living along lake edges at locations that are difficult for land dwellers to access. They are sufficiently advanced to be able to construct simple structures of mud and woven plants, which often appear like squat termite mounds hidden among the vegetation. Within each of these simple but resilient shelters can live an entire family of xusc, including parents, their siblings, and a buried nest of eggs being constantly monitored.

The xusc are vegetarian creatures that typically harvest edible crops in the shallow waters of their lake home. They have mastered basic agricultural skills, planting new crops in favorable underwater locations that are rich in silt, then returning later to harvest the resulting crops and roots. Their ability to spend long periods of time underwater without surfacing for air allows them to avoid the attention of surface creatures, and they are particularly skittish about boats approaching their fields.

At one time the xusc practiced a rudimentary form of religious worship resembling druidism. However, some time in the distant past they became lost to their deity, and ever since they have been in decline. They still perform a form of ancestor worship, placing the skulls of their deceased parents on the inner walls of their mud dwellings. Over time these skulls can accumulate a considerable number, and the inner walls can become lined with reptilian skulls.

Yurghoul Root

Author: Robert J. Hall.
Large Plant
Hit Dice: 6d8+30 (57 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple: +4/+15
Attack: Slam +11 melee (1d8+7 plus disease)
Full Attack: 4 slams +11 melee (1d8+7 plus disease)
Space/Reach: 10 ft./10 ft.
Special Attacks: Trample 1d8+10, improved grapple, crush 2d6+7, disease, favored enemy
Special Qualities: Damage reduction 10/slashing, blindsight 90 ft., vulnerability to fire, plant traits, immune to cold, disease, and death effects
Saves: Fort +9, Ref +1, Will +3 (+7 versus spells)
Abilities: Str 24, Dex 9, Con 18, Int 2, Wis 13, Cha 2
Skills: Climb +16
Feats: Toughness (2), Weapon Focus (slam)
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always neutral
Advancement: 7–9 HD (Large)
Level Adjustment: —

This looks like the stump of a particularly massive tree that was ripped out of the ground and dragged through the forest. The top of the stump displays the distinctive chop marks of an ax, and the scar is oozing a dark red sap that has leaked down the sides.

Very rarely a sacred tree is born in an ancient forest, usually close to a holy place of the nature

deity. These trees are particularly healthy, massive, and long-lived, and the beings of nature recognize the special nature of these growths, and revere them accordingly. When such a tree meets an unnatural demise due to the wood cutter's ax, a tormented inner magic is awoken and the roots animate to wreck revenge upon all intruders into the woodlands.

A yurghoul root is the animated stump of a particularly massive tree. The stump shows the marks of an ax's blade, and the cut is oozing a red sap that covers much of the wound and runs down the sides of the roots. The root uses its many legs to haul the body across the forest floor, seeking to slay any that are not native to the woodlands. Although both blind and deaf, it possesses a supernatural sense that allows it to seek out such victims, and it is untiring in pursuit of the enemy.

After several weeks the final life runs out of the yurghoul root and it collapses to the ground, eventually to decay away.

Combat

The yurghoul root drags itself across the ground towards its target. It wraps an opponent in its roots and seeks to crush the life out of it while trampling other foes. Once dead, the victim is released and the yurghoul root seeks out other prey.

Improved Grapple (Ex): To use this ability, a yurghoul root 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 crush the opponent the following round.

Crush (Ex): When the yurghoul root begins its turn with a grappled opponent smaller than itself, it can draw that opponent between its massive roots. Once inside, the opponent takes 2d6+7 points of bludgeoning damage per round from the crushing pressure. An entangled opponent can escape with a successful DC 20 Escape Artist check or burst free with a DC 22 Strength check. The check DCs are Strength-based, and the Strength check DC includes a +2 racial bonus.

A yurglhoul root can entrap 2 Medium, or 8 Small or smaller opponents.

Trample (Ex): Reflex half DC 20. The save DC is Strength-based.

Disease (Su): Yurwood Blight—slam, Fortitude DC 17, incubation period 1d4 days, damage 1d4 Str and 1d3 Con. The save DC is Constitution-based.

Favored Enemy (Ex): A yurghoul root gains the favored enemy benefits of a ranger against any opponent that was not born within a mile of the woods in which it was slain. Its blindsight ability automatically allows it to sense the presence and location of any such foe.

Zyloek

Author: Robert J. Hall.
Large Aberration
Hit Dice: 8d8+24 (60 hp)
Initiative: -1
Speed: 30 ft. (4 squares), burrow 20 ft.
Armor Class: 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +6/+15
Attack: Gore +10 melee (2d6+9)
Full Attack: Gore +10 melee (2d6+9)
Space/Reach: 10 ft./5 ft.
Special Attacks: Soften stone, trample 1d8+9
Special Qualities: Damage reduction 10/adamantine, tremorsense 60 ft., darkvision 30 ft., light sensitivity
Saves: Fort +5, Ref +1, Will +7
Abilities: Str 22, Dex 9, Con 17, Int 3, Wis 12, Cha 7
Skills: Balance +11*, Climb +8, Listen +14
Feats: Endurance, Improved Natural Attack (gore), Lightning Reflexes
Environment: Underground
Organization: Solitary, pair or pack (2–4)
Challenge Rating: 7
Treasure: None
Alignment: Usually chaotic neutral
Advancement: 9–14 HD (Large), 15–20 HD (Huge)
Level Adjustment: —

Bursting out of the ground is a four-legged creature shaped like a giant, dark-hued armadillo. It has four beady, black eyes, a pair of wicked horns, and heavy claws on each paw. Bits of crumbling rock are still rolling off its arched back.

The zyloek is a giant, four-legged creature with a humped back that is covered by scaly armor. It has short, massive legs, and a long, tapered tail that trails just above the ground as the zyloek waddles along with its heavy gait. The conical head has two pairs of black, circular eyes, with the larger pair able to emit rays that can temporarily soften stone to the consistency of thick mud. A pair of slightly curved horns project forward from each side. The

armor that covers much of its body is a dark gray hue and sparkles whenever a light source is present.

This strange creature is only to be found in the deepest places within the earth. They reproduce by mating and then laying a clutch of eggs in a sealed chamber. Once the surviving hatchlings are sufficiently mature, they are able to tunnel their way out.

Zyloeks have sub-par vision but excellent hearing, and can sense the location of nearby movements through tremors in the rock.

Combat

A zyloek listens for approaching prey from a concealed tunnel, then springs out to attack. It employs its stone softening rays to trap prey, then charges any foe that manages to escape.

Soften Stone (Su): As a normal action a zyloek can soften a 10-foot radius area of natural rock within 60 feet, turning it into a sticky sludge to a depth of 1d4 feet. Any creatures in affected radius must succeed on a DC 15 Reflex save or become entangled in the muck. The save DC is Dexterity-based and includes a +2 racial modifier.

An entangled creature can escape with a successful DC 17 escape artist check or pull himself out with a DC 17 Strength check. The check DCs are Constitution-based.

At the end of 1d3+1 full rounds the softened stone returns to its normal hardness, pinning any creatures still entangled in the rock. Natural rock has a hardness of 8 and each foot of depth has 180 hp. A pinned creature can escape with a successful escape artist check or burst out with a successful Strength check. The DC for the escape artist check is 15 + 5 per foot of depth. The DC for the burst attempt is 15 + 10 per foot of depth.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

Light Sensitivity (Ex): Zyloek are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: A zyloek has a +8 racial bonus on Balance and Listen checks. *It can always choose to take 10 on a Balance check, even if rushed or threatened.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, zyloeks also gain the following special benefits.

- The save DC of the soften stone entangle ability is equal to 12 + ½ HD + Dexterity modifier.
- The save DC to escape entanglement is 10 + ½ HD + Constitution modifier.
- The save DC of the trample ability is 10 + ½ HD + Strength modifier.
- 12+ HD — The burrowing speed improves to 30 feet.
- 15+ HD — Damage reduction improves to 15/adamantine.
- 18+ HD — The soften stone ability softens a 15-foot radius area of natural rock to a depth of 1d6 feet.

Gaol Creatures

The following monsters hail from the prison plane of Gaol, and are most likely to be found there. (See the appendix). Those that were born on Gaol gain the extraplanar sub-type in the extremely remote likelihood that they manage to escape. Gaol creatures are better suited for use in a high-level campaign.

Acantha

Author: Robert J. Hall.
Large Plant
Hit Dice: 9d8+36 (76 hp)
Initiative: +1
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple: +6/+14
Attack: Slam +9 melee (1d6+4)
Full Attack: 2 slams +9 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, nectar
Special Qualities: Low-light vision, all-around vision, resistance to fire 5 and cold 5, fast recovery, root vulnerability, plant traits
Saves: Fort +12, Ref +3, Will +6
Abilities: Str 18, Dex 10, Con 19, Int 13, Wis 16, Cha 6
Skills: Climb +16, Bluff +4, Concentration +9, Heal +5, Listen +9, Sense Motive +13, Spot +11, Survival +7
Feats: Alertness, Diehard, Endurance[B], Great Fortitude, Self-Sufficient
Environment: Warm desert
Organization: Solitary, gang (2–4), or squad (6–10)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +6

This is a tall, spindly creature with tubular limbs and a cylindrical body, rather like a type of desert cactus. The green hide is fluted in parallel rows that run up the length of its form, and is covered in many short spines. It has several dark, circular eyes and an odd pore on its scalp. At the end of each limb is a reddish, flower-like organ.

Acantha are large, mobile plants that resemble a saguaro cactus with a dark olive hue and flutings that run the length of the body . It stands over 9 feet in height, with a long slender body, two to four limbs, and a bundle of gray, root-like tendrils at the base. The acantha has five small, dark eyes spaced around their upper trunk, and a depression on the very top that allows it to speak. At the tip of each limb is a red, flower-like structure that is able to hold and manipulate objects.

The flower-like hands of the acantha can secrete an unusual substance that is highly intoxicating and makes a victim more susceptible to suggestion. It readily uses this nectar to control its underlings, or any beings that it plans to use in its devious schemes.

Combat

Acantha find little pleasure in combat, and they will do all in their power to place an opponent at a disadvantage prior to closing for the fight. They often employ their spell-like abilities to cause nearby plant growths to aid them in a fight.

Spell-Like Abilities: At will–*speak with plants*. 3/day–*entangle* (typical save DC 13), *spike growth* (typical save DC 15). 1/day–*command plants* (typical save DC 16), *commune with nature*. Caster level equals the Hit Dice. Save DCs are Charisma-based and include a +4 racial modifier.

Nectar (Sp): Three times per day an acantha can squirt a spray of liquid nectar from its flower hands at a target within 15 feet. The effect is identical with the *suggestion* spell (caster level 9th).

The sweet-smelling nectar can also be secreted into a container for consumption as a potion. However a dose of the nectar must be consumed within 24 hours or it will lose its potency.

Each time a dose of nectar is consumed, the resolve of a creature to resist its influence declines. During any one year period, whenever a living creature fails its Will save against the nectar, each additional save will receive a cumulative -1 penalty.

This secretion has no effect on creatures that are immune to mind-affecting effects.

All-Around Vision (Ex): The many eyes of an acantha give them a +2 racial bonus on Spot checks, and they can't be flanked.

Fast Recovery (Ex): An acantha can recovery from fatigue or exhaustion in half the normal time while resting their roots in dry soil or sandy ground under daylight lighting conditions.

Root Vulnerability (Ex): Once per day an acantha must rest its roots in dry soil or sandy earth

for a period of four hours, or lose 1 point of Con. In order to recover a point of Constitution, an acantha must rest its roots in dry soil or sandy earth for a full day.

Acantha Society

An acantha is an intelligent creature with a selfish nature and a deep, abiding hatred of most vermin and herbivores. They can cooperate with other acantha and intelligent creatures toward a common end, but they will almost always have a hidden agenda. Acantha are skilled liars, devious planners, manipulative associates, and utterly ruthless opponents. While they possess a dry, subtle sense of humor, they are prickly by nature and easy to insult.

The acantha were banished to Gaol after a lengthy war of genocide against their arch enemies. The prison plane has proven a brutal home for the surviving anantha, lacking as it does any significant plant growths and bright sunlight. Nevertheless the acantha have prospered, primarily due to their devious and cunning natures.

Communities consisting primarily of acantha are fairly rare. These creatures prefer to lay low and manipulate others from behind the scenes. They adapt to the local customs and seek to fit in, despite their bizarre appearance. They are very patient about waiting for their plans to come to fruition, and have been known to form plots that required decades to unfold.

Due to their nectar secretions, acantha have proven to be highly effective slavers. They control much of the slave trade on Gaol, and there is an intense rivalry between the various acantha for possession of the largest herd of laborers. They have also translated this business into other illicit endeavors, and often work as smugglers working both sides of many conflicts.

The acantha still long for a return to their native world, and the dwellings of wealthier acantha often include a brightly illuminated sand chamber where they can relax. They rely heavily on their drugged slave labor to support a comparatively lavish lifestyle. Many of their slaves have highly useful skills, sometimes including magical abilities or combat training. A wealthy acantha possesses a potent assemblage of underlings to do its bidding.

Acantha possess a deep love of the desert and a certain joy in the growth of wild plants. They dislike dark, underground places away from daylight.

Acantha as Characters

Acantha leaders tend to be rogues or ranger/rogues. Acantha clerics worship Sind. An acantha cleric has access to two of the following domains: Air, Evil, and Trickery. Most acantha spellcasters are druids. Acantha druids favor spells that harm or hinder enemies.

Acantha characters possess the following racial traits.

— +6 Strength, +4 Constitution, +2 Wisdom, -2 Charisma (minimum 3).
— Large size. -1 penalty on 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.
— An acantha's base land speed is 30 feet. It also has a climb speed of 20 feet.
— Low-light vision.
— Racial Hit Dice: An acantha begins with nine levels of plant, which provide 9d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +3, and Will +3.
— Racial Skills: An acantha's plant levels give it skill points equal to 12 x (2 + Int modifier, minimum 1). Its class skills are Climb, Bluff, Concentration, Heal, Listen, Sense Motive, Spot, and Survival.
— Racial Feats: An acantha's plant levels give it four feats. It gains Endurance as a bonus feat.
— Weapon Proficiency: An acantha is proficient with all simple weapons.
— +6 natural armor bonus.
— Natural Weapons: 2 slams (1d6).
— Special Attacks (see above): Spell-like abilities, nectar.
— Special Qualities (see above): All-around vision, resistance to fire 5 and cold 5, fast recovery, root vulnerability, plant traits.
— Automatic Languages: Common.
— Favored Class: Rogue.
— Level Adjustment +6.

Bale Warder

Author: Robert J. Hall.
Large Undead (Extraplanar)
Hit Dice: 12d12 (78 hp)
Initiative: +3
Speed: Fly 40 ft. (good) (8 squares)
Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +6/+15
Attack: *+1 lawful scythe* +11 melee (2d6+6/x4) or baleful touch +6 melee (1d8 Str plus fear)
Full Attack: *+1 lawful scythe* +11/+6 melee (2d6+6/x4) or baleful touch +6 melee (1d8 Str plus fear)
Space/Reach: 10 ft./10 ft.
Special Attacks: Baleful touch, create spawn, spell-like abilities
Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to cold and polymorph, ethereal jaunt, shadow sight, +3 turn resistance, undead traits
Saves: Fort +4, Ref +7, Will +11 (+15 vs. figments and glamers)
Abilities: Str 20, Dex 16, Con —, Int 13, Wis 16, Cha 15
Skills: Intimidate +16, Listen +22, Move Silently +23, Search +9, Sense Motive +18, Spot +22
Feats: Alertness, Combat Reflexes, Dodge, Mobility, Spring Attack
Environment: Negative Energy Plane *or* Gaol
Organization: Solitary, gang (2–5 plus 1–2 greater shadows), or swarm (6–11 plus 1–4 greater shadows)
Challenge Rating: 14
Treasure: No coins, no goods, double items
Alignment: Always lawful evil
Advancement: 13–21 HD (Large)
Level Adjustment: —

A dark, shadowy form that moves like a shimmering fabric, this large creature floats eerily above the ground in complete silence. Wispy tendrils of darkness project outward like limbs, and the hooded face appears utterly black.

These towering, ominous beings are seemingly related to shadows, having traits of both undead and shadow plane creatures. Bale warders are much taller than humans, and appear as though garbed in black, hooded garb that shimmers like a constantly moving curtain. Within the hood ,all that is visible is a volume of utter blackness with no discernible features. While they are normally semi-substantial beings composed of shadow stuff and negative energies, they can choose to become as nebulous and incorporeal as a ghost.

Bale warders continually hover or fly about, usually just above the ground. Wispy tendrils of blackness, shaped like cruel limbs, drape out through the openings in their garb. These appendages appear to be continually evaporating. Though they are solid, these undead are slightly translucent so that bright light sources will shine completely through their body and cloak. As a result, their shadow is faint and tenuous upon the ground.

Upon their native plane they are ruthless guardians who will defend their charge regardless of distractions. They will accomplish their task by all means necessary, and have no compunctions about slaying all who oppose them or simply get in the way. Bale warders are exceptionally observant, never needing to sleep or rest, and are not distracted by simple trickery. Most bale warders are found on the negative energy or shadow planes, where they can serve as guardians for dark and powerful beings or potent place of magic. A very few have been permanently banished to the prison plane of Gaol, for reasons not readily understand by living creatures.

Bale warders speak Common. If they are destroyed, they leave no remains except their weapon and any magical items they might have been carrying.

Combat

Bale warders are relentless but cunning on the attack, employing their scythe weapon, or using their baleful touch. They will relentlessly pursue a foe, using their ethereal jaunt ability to move through barriers or avoid intervening opponents.

Spell-Like Abilities: At will—*doom* (DC 13), *deathwatch, speak with dead* (DC 15). 3/day—*deeper darkness, fear* (DC 15). 1/day—*slay living* (DC 17), *spiritual weapon*. Caster level 12th. The save DCs are Charisma-based.

Baleful Touch (Su): Merely touching or being touched by a bale warder deals 1d8 points of Strength damage to a living foe, and the victim must make a DC 18 Will save or be shaken for 1d3 rounds. If the victim is already shaken, it instead becomes frightened. A creature reduced to Strength 0 by a bale warder dies. This is a negative energy effect. The save DC is Charisma-based.

If the bale warder is using its *ethereal jaunt*

ability, the touch only inflicts 1d6 points of Strength damage and does not incur a shaken or frightened state.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a bale warder becomes a greater shadow under the control of its killer within 1d4 rounds.

Ethereal Jaunt (Sp): A bale warder can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical to the *ethereal jaunt* spell (caster level 12th).

Shadow Sight (Ex): Bale warders have a +4 bonus to Will saves against figments and glamers. They can see ethereal creatures and objects as the *see invisibility* spell (caster level 12th).

Skills: Bale warders have a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Move Silently checks.

Advanced Benefits

In addition to the standard changes due to the Hit Dice advancement, bale warders also gain the following special benefits.

— The save DC of the baleful touch is equal to 10 + ½ HD + Charisma modifier.

— The caster level of the spell-like abilities, the ethereal jaunt, and the shadow sight is equal to the HD.

— 13+ HD — Add 1/day—*control undead* to spell-like abilities.

— 14–17 HD — Shadow sight save bonus improves to +6.

— 15+ HD — A bale warder can remain ethereal for an indefinite period as a result of an ethereal jaunt.

— 16+ HD — Use *spiritual weapon* spell-like ability 3/day.

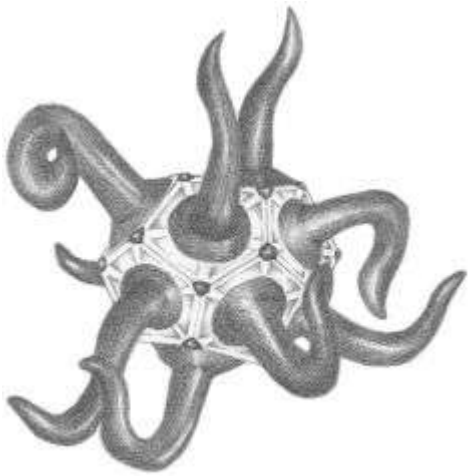
— 17+ HD — Turn resistance improves to +4.

— 18+ HD — Shadow sight save bonus improves to +8.

— 19+ HD — The baleful touch deals 2d6 points of Strength damage to a living foe, and on a failed Will save the victim is immediately frightened. While ethereal the touch deals 1d8 points of Strength damage.

— 20+ HD — Add 1/day—*circle of death* to spell-like abilities.

— 21 HD — Turn resistance improves to +5.



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Dancing Weaver

Author: Robert J. Hall.
Large Aberration
Hit Dice: 10d8+30 (75 hp)
Initiative: +9
Speed: 5 ft. (1 square), fly 30 ft. (good)
Armor Class: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14
Base Attack/Grapple: +7/+14
Attack: Tentacle +9 melee (1d6+3)
Full Attack: 12 tentacles +9 melee (1d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, traumatize, tentacles, persistent image, spell-like abilities
Special Qualities: All-around vision, darkvision 60ft., flight
Saves: Fort +4, Ref +8, Will +6
Abilities: Str 17, Dex 21, Con 13, Int 18, Wis 8, Cha 17
Skills: Bluff +15, Concentration +14, Diplomacy +8, Knowledge (arcana) +12, Listen +9, Search +6, Sense Motive +11, Spellcraft +14, Spot +9
Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Spell Focus (illusion)[B]
Environment: Temperate hills
Organization: Solitary, pair, or cluster (3–6)
Challenge Rating: 11
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 11–18 HD (Large); 19–28 HD (Huge)
Level Adjustment: —

This creature has a bizarre form that resembles a geometric shape. A short, thick tendril projects out from the center of each side. It hovers effortlessly in mid-air, its form frequently rotating to a new orientation in a seemingly random manner.

These odd creatures have an outer shell shaped like a symmetrical, twelve-sided geometric figure. From the center of each side protrudes a flexible gray tentacle. Each tentacle normally tapers to a point, but the tip can become indented and open into a small puckered orifice through which the dancing weaver can drink blood or nibble at soft flesh. The dancing weaver possesses the power of levitation, and can hover and move about at will.

A dancing weaver is a master of illusions. It uses deception and confusion to control others, bending creatures to its will, often without them even being aware. The most potent ability of the dancing weaver is the persistent image effect that it can radiate about its body, allowing the creature to shape its appearance and surroundings at will.

The dancing weaver lacks a mouth, and instead gains nutrition through small openings at the tip of each tentacle.

Combat

A dancing weaver relies on its spells to deceive and control its foes. If an opponent closes for melee, the dancing weaver will seek to grapple and traumatize its foe.

Tentacles (Ex): Each of the dancing weavers' tentacles can attack separate targets. During a single round, a dancing weaver can attack with only four of its tentacles at a target in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining tentacles must attack other targets, or not at all.

Traumatize (Sp): On a successful grapple check with two or more tentacles, the opponent must succeed on a DC 19 Will check or be dealt 1d3 points of Wisdom damage and become helpless and completely oblivious to their surroundings for 3d6 rounds. During this time, the creature cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it. The traumatize ability is equivalent to a 5th level spell. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a dancing weaver must hit a creature with at least two tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple attack, it establishes a hold and can traumatize.

Persistent Image (Sp): A dancing weaver maintains a *persistent image,* centered on itself, as the spell (caster level 10th). This ability is constant, but the dancing weaver can suppress or resume it at will.

Spell-Like Abilities: At will—*ghost sound, hypnotic pattern* (DC 16). 3/day—*confusion* (DC 17), *displacement* (self only) (DC 17), *greater invisibility* (self only) (DC 18), *see invisibility, shadow conjuration* (DC 18), *suggestion* (DC 16). 1/day—*rainbow pattern* (DC 18). Caster level 10th. Save DCs are Charisma-based. Illusions include a +1 bonus due to the Spell Focus feat.

All-Around Vision (Ex): The senses of a dancing weaver allow it to see in all directions. They gain a +2 racial bonus on Spot checks and can't be flanked.

Flight (Ex): A dancing weaver's body is naturally buoyant. This buoyancy allows it to fly as a speed of 30 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, dancing weavers also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- 12+ HD — Add 3/day—*phantasal killer* to spell-like abilities.
- 14+ HD — Add 1/day—*shadow evocation* to spell-like abilities.
- 15–24 HD — The duration of the coma caused by the traumatize special ability is equal to 1d4 minutes.
- 16+ HD — Add 1/day—*mislead* to spell-like abilities.
- 18+ HD — Add 3/day—*true seeing* to spell-like abilities.
- 19+ HD — Flight speed improves to 40 feet.
- 20+ HD — Add 1/day—*greater shadow conjuration* to spell-like abilities.
- 22+ HD — Add 1/day—*ethereal jaunt* to spell-like abilities.
- 24+ HD — Add 1/day—*greater shadow evocation* to spell-like abilities.
- 25+ HD — The duration of the coma caused by the traumatize special ability is equal to 2d4 minutes.
- 26+ HD — Add 3/day—*irresistable dance* to spell-like abilities.

- 28 HD — Add 1/day—*shades* to spell-like abilities.

Dræcock Bird

Author: Robert J. Hall.
Medium Magical Beast
Hit Dice: 8d10+8 (52 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 80 ft. (poor)
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +8/+7
Attack: Bite +10 melee (1d6-1 plus 1d6 acid)
Full Attack: Bite +10 melee (1d6-1 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Slime
Special Qualities: Darkvision 60ft., damage reduction 5/magic, low-light vision, immunity to acid and disease
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 8, Dex 15, Con 13, Int 2, Wis 13, Cha 7
Skills: Listen +6, Spot +12, Survival +4
Feats: Alertness, Dodge[B], Endurance, Weapon Finesse
Environment: Warm plains
Organization: Solitary, pair, flight (3–5), or flock (6–13)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–11 HD (Medium); 12–18 HD (Large)
Level Adjustment: —

This bird-like creature is roughly the size of a baboon. It is an ugly, hybrid form with an oversized, rooster-like body, the wings of a bat, and a long, reptilian tail. The circular, yellow eyes constantly glisten with anger and malice.

This flying creature bears a resemblance to a cockatrice; so much so that it is often mistaken for such. However it is a larger creature and lacks a petrifying gaze. Instead it is able to project a large glob of green-hued slime at a target, and uses this material to kill and begin the digestion of its prey.

The dræcock bird is a scavenger that uses its disgusting *ejecta* to make a corpse inedible by other creatures. It is unclear how it came to form this symbiotic relationship with slime colonies, and some even speculate the unwholesome substance actually originated from the dræcock bird.

A dræcock bird is a masterful glider, and it can use rising heat to stay aloft for many hours. It will often circle above a wounded creature like a buzzard, attracting more of its kind to wait until the victim is weak enough to kill.

Combat

The dræcock bird attacks a target from high up in the air, spitting green-hued slime until the prey is killed and partially digested. It then lands to peel off strips from the softened flesh.

Slime (Su): Once every 1d4 rounds, while airborne, a dræcock bird can eject a volume of green slime, striking a creature on a successful ranged touch attack. This slime deals 1d6 points of Constitution damage per round. On the first round of contact, the slime can be scrapped off, but after that it must be frozen, burned, or cut away (dealing damage to the creature in the process). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys the slime.

Against metal or wood, the slime deals 2d6 points of acid damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Skills: Dræcock birds have a +4 racial bonus on Spot checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, dræcock birds also gain the following special benefits.

- 10+ HD — Damage reduction improves to 10/magic.

Dynad Construct

Author: Robert J. Hall.
Large Construct
Hit Dice: 10d10+30 (85 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple: +7/+16
Attack: Claw +11 melee (1d6+5/19–20)
Full Attack: 2 claws +11 melee (1d6+5/19–20)
Space/Reach: 10 ft./10 ft.
Special Attacks: Shock 4d6, augmented critical, spell-like abilties

Special Qualities: Darkvision 60 ft., low-light vision, damage reduction 10/bludgeoning, resistance to cold 10 and electricity 10, spell resistance 15, directed mind
Saves: Fort +6, Ref +5, Will +3
Abilities: Str 20, Dex 15, Con 17, Int 14, Wis 9, Cha 6
Skills: Balance +5, Climb +8, Craft (any one) or Knowledge (any on) +10, Jump +8, Listen +5, Spellcraft +9, Spot +5
Feats: Alertness, Cleave, Combat Expertise, Craft Construct[B], Power Attack
Environment: Warm hills
Organization: Solitary, gang (2–5), band (6–10), or squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +6

Dynad Director

Tiny Aberration
Hit Dice: 5d8-10 (12 hp)
Initiative: +2
Speed: 10 ft. (2 squares)
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +3/-9
Attack: Bite +1 melee (1d3-4)
Full Attack: Bite +1 melee (1d3-4)
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort -1, Ref +3, Will +3
Abilities: Str 2, Dex 15, Con 6, Int 14, Wis 9, Cha 6
Skills: Balance +5, Climb -1, Craft (any one) or Knowledge (any on) +10, Hide +10, Jump -1, Listen +5, Spellcraft +9, Spot +5
Feats: Alertness, Combat Expertise, Craft Construct[B]
Environment: Warm hills
Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: —

Crawling from the belly of the machine is a disgusting, pale-fleshed larvae. This creature drags itself forward on many stubby legs, while constantly feeling the space ahead with a pair of antennae.

The dynad are a physically simple species that were modified through arcane experimentation to serve as controllers of magical constructs. Their ancient masters spent many centuries breeding the dynad for the optimal traits to control these constructs, with the goal of producing a servant race that could perform physical labor. In time, however, the adapted dynad conspired to rise against their masters, resulting in a war of utter annihilation. After many decades the dynad began to lose this struggle, and the survivors agreed to terms of surrender that would permanently banish them to the prison plane.

The dynad directors have used their knowledge of magical machines to become a significant player in Gaol politics. Their constructs are a formidable presence in many of the ongoing conflicts, overpowering weaker opponents through relentless attacks. They have little need of captive slaves, and instead use prisoners as bargaining chips to gain concessions. The only factor preventing the dynad from dominating the plane is willingness of their opponents to ally themselves long enough to defeat most dynad insurgencies.

The dynad construct has no intrinsic intelligence, and is entirely controlled by the dynad director. The construct forms an extension of the director and hence gains an alignment, class skills, feats, and spell-like abilities from the director.

When separated from their construct shell, a dynad director resembles a soft maggot-like creature with many small legs and a pair of manipulative antennae that can control magical energies. Once separated from their host construct, they are nearly helpless and rarely survive for more than a few hours.

Combat

The dynad construct attacks by grabbing its opponent with metallic pincers, then delivering a powerful shock between the two arms.

Shock (Ex): Three times per hour a dynad construct can automatically deal 4d8 electricity damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a dynad construct 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 shock.

Augmented Critical (Ex): The dynad construct claws threaten a critical hit on a natural attack roll of 19–20.

Spell-Like Abilities: At will—*detect magic, light* (self only). 3/day—*expeditious retreat, haste* (self only), *jump* (self only). 1/day—*lightning bolt* (DC 13). Caster level 10th. Save DCs are Charisma-based and include a +2 racial modifier.

Directed Mind (Ex): The dynad construct gains the Intelligence, Wisdom, Charisma, and Will save of its dynad director. However the dynad director is not immune to mind-affecting effects, although it shares the magic resistance of the construct. It is also affected by stunning.

Skills: A dynad construct has a +2 racial bonus on Balance, Climb, and Jump checks.

Dynad Society

The dynad directors live in massively fortified structures built over their complex factories. The society is organized as a hive, with the royal dynad and director warriors commanding the workers who perform most of the labor. (Although all labor is performed by means of constructs). The society is highly orderly, and misfits are rapidly expunged from the community.

From birth the dynad are trained to work as one with the constructs, beginning with simple mechanisms and progressing until the dynad construct is mastered. Those that prove incapable of mastering even the simplest mechanism are recycled. The most capable dynad are trained in the magical arts, then use their skills to build more construct devices. Such a device can serve many generations of dynad, with the workers constantly repairing and refitting the systems.

As a race the dynad can be highly belligerent, seeking political dominion over all other races as a means of control and eventual elimination. When prisoners are taken, they are used as bargaining pieces, or fed into the protein vats by consumption by hatchling dynad.

The dynad have no appreciation for the fine arts, and much prefer efficiency over aesthetics. The workers are driven to the highest production rate that can be attained, and laggards are given the most onerous tasks as incentive to the others.

Dynad as Characters

Dynad leaders tend to be wizards or fighters. There are no known dynad bards, clerics, or druids, as such practices have been expunged in the name of efficiency. Some dynad have healing skills, but it is entirely psionic in nature. The favored class of the dynad is wizard.

Elemental Whippet

Author: Robert J. Hall.
Huge Outsider
Hit Dice: 16d8 (54 hp)
Initiative: +5
Speed: 50 ft. (10 squares), climb 30 ft.
Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple: +16/+31
Attack: Tail lash +22 melee (2d6+7 plus 3d6 energy)
Full Attack: Tail lash +22 melee (2d6+7 plus 3d6 energy) and bite +16 melee (2d6+3)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 2d8+10, energy traits, backlash
Special Qualities: Darkvision 120 ft., damage reduction 10/magic, fast healing 4, adjust form, light sensitivity
Saves: Fort +15, Ref +11, Will +11
Abilities: Str 32, Dex 13, Con 25, Int 3, Wis 12, Cha 7
Skills: Balance +9, Climb +26, Listen +18, Spot +20, Survival +12, Swim +17
Feats: Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Track, Weapon Focus (tail lash)
Environment: Temperate hills
Organization: Solitary, pair, or colony (2–5)
Challenge Rating: 14
Treasure: None
Alignment: Usually neutral evil
Advancement: 17–25 HD (Huge), 26–32 HD (Gargantuan)
Level Adjustment: —

This giant creature resembles a monstrous scorpion that has lost its pincers. The exoskeleton is sleek and hairless, with grooved ridges along each of the joints. The entire body is a single, monotonous hue.

These malicious predators of the prison plane are magical creatures that possess limited elemental qualities. Their body is generally insect-like in form, with a sleek outer shell, six armored legs and a spiked tail. They have two domed eye stalks that

instinctively retract into protective openings when they are at risk of damage.

A whippet has the ability to vary the dimensions of its body at will, according to its current needs. When it wants to run, the body becomes long and sleek, and the legs thin and wiry. During combat the body becomes wider, thickening its shell and presenting less of a target. In this form the whippet increases the length of its tail, turning it into a long, flexible, whip-like appendage that can strike at foes with a greater reach. When it sleeps or seeks to protect itself, the body resembles a compact ball to conserve energy.

The elemental traits of this creature provide partial resistance to certain types of energy attacks, and also enhances the lethality of its tail attack. There are four types of whippets, characterized by the special energy attack of their tail. These are the the reddish corrosive whippet; black-hued flame whippet, deep blue frost whippet, and snow white shocking whippet. Whippets of different types are rarely found together, and instinctively hate each other.

A fertilized elemental whippet female lays a larval packet several feet beneath the earth. These have a feeding tube that protrudes up through the surface, and its mother periodically supplies it regurgitated food through this orifice. The whippet larva grows in size by burrowing deeper into the earth as it expands, always leaving its lengthening feeding tube at the surface. After six months the larva enters a cocoon state, after which it emerges from the earth fully grown.

Combat

An elemental whippet attacks using its potent spiked tail to inflict piercing and energy damage, often choosing to send its opponent flying with a powerful blow. Against a larger force, the elemental whippet will resort to trampling over the bodies, using its hard body and touch legs to crush and maim.

Trample (Ex): Reflex half DC 29. The save DC is Strength-based.

Energy Traits (Ex): Elemental whippets have unique traits that depend on their type.

- Corrosive whippets deal 3d6 acid damage with their tail, and have immunity to acid.
- Flame whippets deal 3d6 fire damage with their tail, and have immunity to fire and vulnerability to cold.
- Frost whippets deal 3d6 cold damage with their tail, and have immunity to cold and vulnerability to fire.
- Shock whippets deal 3d6 electricity damage with their tail, and have immunity to electricity.

Backlash (Ex): Creatures inflicting damage to an elemental whippet with natural weapons or unarmed attacks take energy damage as though hit by an elemental whippet's tail attack. The type of energy damage depends on the energy traits of the elemental whippet type.

Adjust Form (Ex): Once per round as a free action an elemental whippet can modify its bodily form to suit its current needs. It can either increase its speed by +10 ft.; expand the reach of its tail to 20 ft., or improve its natural armor to +8.

Light Sensitivity (Ex): Elemental whippets are dazzled in bright sunlight or within the radius of a *daylight* spell.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, elemental whippets also gain the following special benefits.

- The save DC of the trample is equal to 10 + ½ HD + Strength modifier.
- 20+ HD — Damage reduction improves to 15/magic.
- 24–31 HD — Fast healing improves to 6.
- 32 HD — Fast healing improves to 8.

Eye Mass

Author: Robert J. Hall.
Diminutive Aberration
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: Fly 50 ft. (good)
Armor Class: 18 (+4 size, +3 Dex, +1 natural), touch 17, flat-footed 15
Base Attack/Grapple: +0/-17
Attack: Tail lash (1d1-5 plus psychic drain)
Full Attack: Tail lash (1d1-5 plus psychic drain)
Space/Reach: 1 ft./0 ft.
Special Attacks: Eye ray, psychic drain
Special Qualities: Darkvision 60 ft., low-light vision, collective, spell resistance 12
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 1, Dex 16, Con 10, Int 8, Wis 13, Cha 12
Skills: Listen +4, Search +5, Spot +8
Feats: Alertness, Weapon Finesse[B]
Environment: Warm marshes

Organization: Cluster (4–24)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: —

A bat-like creature fluters swiftly through the air. It has a scaly hide with a long tail and a single, large eye. The eye has a beautiful, dark hue and appears to sparkle in the light.

This bizarre creature is a scaly, bat-like creature with a single, over-sized eye, tiny ears, and a whip-like tail. The diamond-slitted eye can have different dark hues, including red, brown, blue, green, gold, and gray. It has a tube-like mouth that is extended for drinking and breathing.

This creature normally appears in a cluster that always flies in unison and shares the same 5-ft. space. An eye mass is a just such a group of these creatures. They have a shared mind that makes them more powerful collectively than individually.

An eye mass feeds off the neural energies from victims they are able to disable and drain. When a foe is subdued, the members of the eye mass inject their barbed tail as close as possible to the brain of the target. This tail can produce a painful discharge in the neural tissue that renders the victim comatose while generating an outburst of strong psychic energies upon which they feed.

Combat

An eye mass attacks a living opponent with their rays in an effort to disable the foe. Once subdued, they close and stab with their tail whips, and begin to draw upon the psychic energy. Against multiple opponents they will attack from above, targeting foes with ranged attacks first. They normally will not use their tail lash before all opponents have been subdued, or when they are cornered.

Eye Ray (Sp): Each member of an eye mass has a ray that can be used up to three times per day. The effect of the ray depends upon the hue of the eye projecting the ray. On a successful ranged touch attack against a living creature within 40 feet, the ray has the following effect, based on the iris hue.

- *Red Iris:* 1d4 Str damage.
- *Gold Iris:* creature loses actions for 1d3 round.
- *Brown Iris:* 1d4 Wis damage.
- *Green Iris:* creature blinded for 1d6 rounds.
- *Blue Iris:* 1d4 Dex damage.
- *Grey Iris:* creature *confused* for 1d4 rounds.

Psychic Drain (Sp): Injury, Willpower DC 13, initial damage 1d4 Wis, secondary damage 1d4 Int. The save DC is Charisma-based and includes a +2 racial modifier. This is a mind-affecting effect.

Collective (Ex): As long as at least 4 of the eye mass members survive, they share a collective awareness. This gives them an intelligence of 8, a +4 racial bonus on Spot and Search checks, and they can't be flanked. Individually they only have an intelligence of 4.

Fetid

Author: Robert J. Hall.

Animals that are brought to the prison plane are gradually corrupted by the insipid properties of the environment. While they continue to breed true, these tormented beasts gain a distinctly unhealthy pallor and constantly appear anguished. The blood of the creature turns a dark brown hue, darkening the flesh and emitting a foul, noxious odor. Fetid animals are shorter-lived than normal animals of their type, but the prison plane has infused them with unnatural power and causes them to quickly grow to an abnormally large size.

Sample Fetid Creature

This immense reptilian monstrosity has a huge head and a gaping jaw lined with rows of fangs. It balances on a pair of powerful hind legs using its heavy tail, but has only vestigial forelimbs. Even from this distance you can smell the horrid stench it emits.

This example uses an advanced, 37-Hit Dice Tyrannosaurus as the base creature.

Fetid Tyrannosaurus
Gargantuan Magical Beast (Augmented)
Hit Dice: 37d10+268 (471 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 14 (-4 size, +1 Dex, +7 natural), touch 7, flat-footed 13
Base Attack/Grapple: +37/+57
Attack: Bite +47 melee (4d6+19 plus bile rot)
Full Attack: Bite +47 melee (4d6+19 plus bile rot)
Space/Reach: 20 ft./15 ft.
Special Attacks: Improved grab, swallow whole, disease, stench, rage
Special Qualities: Darkvision 60 ft., low-light vision, immunity to poison, scent, undeath
Saves: Fort +29, Ref +21, Will +14

Abilities: Str 36, Dex 12, Con 25, Int 2, Wis 15, Cha 10
Skills: Hide -3, Listen +22, Spot +22
Feats: Alertness, Cleave, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Power Attack, Run, Toughness (3), Track, Weapon Focus (bite)
Environment: Warm plains
Organization: Solitary or pair
Challenge Rating: 20
Treasure: None
Alignment: Always neutral
Advancement: 38–54 HD (Gargantuan)
Level Adjustment: —

This immense beast is a devastating predator that knows no peer. It is supreme even among its own kind, and can obliterate most opponents with a single snap of its monstrously powerful jaws. A fetid tyrannosaurus will pursue and consume almost anything that moves. It charges its prey and attacks with its devastating bite.

Improved Grab (Ex): To use this ability, a fetid tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A fetid tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the fetid tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan fetid tyrannosaurus's gizzard can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller opponents.

Disease (Su): Bile rot—bite, Fortitude DC 28, incubation period 1d2 days, damage 1d6 Con. The save DC is Charisma-based.

Stench (Su): Whenever the hide of a fetid tyrannosaurus is damaged with weapon, black blood oozes from its wound and produces a vile, noxious odor. All living creatures within 10 feet of the wounded creature must succeed on a DC 35 Fortitude save or be sickened for 1d8 rounds. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by the same fetid creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removed the effect from the sickened creature. Creatures with immunity to poison receive their normal bonus on their saving throw.

Rage (Ex): A fetid tyrannosaurus that takes damage in combat flies into a berserk rage on its next turn, attacking madly until either it or its opponent is dead. An enraged fetid tyrannosaurus gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Undeath (Su): 1d4 rounds after being slain, a fetid tyrannosaurus gains the zombie acquired template. (See below).

Skills: A fetid tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

When the fetid tyrannosaurus is slain, it is transformed into the following zombie within 1d4 rounds.

Fetid Tyrannosaurus Zombie
Gargantuan Undead
Hit Dice: 74d12 (481 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 19 (-4 size, +0 Dex, +13 natural), touch 6, flat-footed 19
Base Attack/Grapple: +37/+58
Attack: Bite +47 melee (2d8+14) or slam +47 melee (2d8+14)
Full Attack: Bite +47 melee (2d8+14) or slam +47 melee (2d8+14)
Space/Reach: 20 ft./15 ft.
Special Attacks: —
Special Qualities: Single actions only
Saves: Fort +24, Ref +24, Will +39
Abilities: Str 38, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: Toughness
Environment: Any land
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 72–108 HD (Gargantuan)
Level Adjustment: —

The fetid tyrannosaurus zombie follows an

instinctive behavior to bite at anything that moves.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Creating a Fetid Creature

"Fetid" is an inherited template that can be added to any animal that has been advanced by sufficient Hit Dice to increase at least one size category (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to magical beast. It retains any subtypes and gains the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here. Do not recalculate saves or skills.

Hit Dice: Raise any Hit Dice to d10s.

Base Attack: A fetid creature has a base attack bonus equal to its Hit Dice.

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

Bile Rot (Su): If the primary attack of the fetid creature is a natural attack, any injury inflicted by the wound can result in a supernatural disease known as gaol rot. The disease has a Fortitude save with a DC equal to 10 + ½ fetid creature's HD + fetid creature's Cha modifier.

There is a different variant of this disease for each type of natural attack. The incubation period and damage for each variant depends on the type of the primary weapon as follows:

- Bite — incubation period 1d2 days; damage 1d6 Con.
- Claw or sting — incubation period 1d3 days; damage 1d8 Str.
- Gore or tail — incubation period 1d6 days; damage 1d6 Dex.
- Slam or tentacle — incubation period 1 day; damage 1d3 Str and 1d3 Con.

Stench (Su): Whenever a fetid creature is damaged with weapon, the black blood from its wound produces a vile, noxious odor. All living creatures within 10 feet of the wounded creature must succeed on a Fortitude save or be sickened for 1d8 rounds. The save DC equals 10 + ½ fetid creature's HD + fetid creature's Con modifier.

Creatures that successfully save cannot be affected by the same corrupt creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removed the effect from the sickened creature. Creatures with immunity to poison receive their normal bonus on their saving throw.

Rage (Ex): A fetid creature that takes damage in combat flies into a berserk rage on its next turn, attacking madly until either it or its opponent is dead. An enraged fetid creature gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Special Qualities: A fetid creature has all the special qualities of the base creature, plus the following special qualities.

— Darkvision out to 60 feet and low-light vision.
— Immunity to poison.
— *Undeath (Su):* 1d4 rounds after being slain, a corrupt creature gains the zombie acquired template.

Challenge Rating: As base creature +5, plus +1 per 10 HD.

Giant Horned Dragon Toad

Author: Robert J. Hall.
Large Magical Beast
Hit Dice: 9d10+36 (85 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21
Base Attack/Grapple: +9/+18
Attack: Gore +13 melee (1d8+5) or spittle +11 ranged touch attack (entangle plus 1d6 acid)
Full Attack: Gore +13 melee (1d8+5) or bite +13 melee (1d6+5) or spittle +11 ranged touch attack (entangle plus 1d6 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spittle, improved grab, swallow whole
Special Qualities: Amphibious, blindsight 120 ft., extraordinary jump, low-light vision, immunity to acid
Saves: Fort +12, Ref +7, Will +5
Abilities: Str 21, Dex 13, Con 18, Int 2, Wis 15, Cha 7
Skills: Jump +20, Listen +6, Spot +6, Swim +13
Feats: Alertness, Blind-Fight, Great Fortitude, Weapon Focus (spittle)
Environment: Warm marshes
Organization: Solitary or pack (2–5)
Challenge Rating: 7
Treasure: None

Alignment: Always neutral
Advancement: 10–13 HD (Large), 14–18 HD (Huge)
Level Adjustment: —

What appears to be an oversized toad has a dark, scaly flesh and a head covered in horns and knobs. Its eyes are predatory and protected by thick ridges. The wide jaw is lined by many short but wicked-looking fangs.

This creature combines draconic traits with those of a giant horned toad. The flesh of this beast is exceptionally tough, and is covered by a multitude of hard knobs and horned protrusions, particularly across the crest and along the limbs and sides. The hide has a dark gray hue with a slight hint of green that grows more prominent along the back and face. Three particularly large horns protrude upward along the crest, and the eye sockets are protected by thick, knobby ridges. The jaw stretches the full width of its large, oval face, and is lined by many short fangs that are used to hold and crush prey. Unlike a normal toad, this creature retains its short tail into adulthood.

The giant horned dragon toad are the dominant predator along the shorelines of Gaol, where they live within the thick crystalline growths that cloak the black seas. Their unusual sight permits them to see clearly through the dark waters, allowing them to hunt where other creatures would be blind. Unlike most creatures of Gaol, the giant horned dragon toad can occasionally be found elsewhere. But they are usually quite rare, and favor exceptionally salty inland seas in warmer climes.

Combat

Giant horned dragon toads are not particular about their prey, as long as it can be swallowed and digested in their highly acidic gullet. They attack by spitting a large globule of viscous fluid that hardens into a tough shell about its victim. This shell begins the process of digesting a creature, secreting acid that dissolves flesh. The toad then swallows the victim whole, without chewing. Digestion can require many days, and after a large meal a giant horned dragon toad won't need to eat again for weeks.

Spittle (Ex): Once every three rounds, a giant horned dragon toad can deliver a globule of sticky acid spit to a single opponent within 40 feet. The toad makes a ranged touch attack with a range increment of 10 feet; if it hits a creature of size smaller than itself, the target is entangled. A creature hit by the sticky spit is dealt 1d6 points of acid damage each round for 9 rounds, unless the spit is removed.

An entangled creature can escape with a successful DC 18 Escape Artist check or burst it with a DC 20 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check includes a +2 racial bonus.

Improved Grab (Ex): To use this ability, a giant horned dragon toad must hit with its bite attack. It can then attempt to start a grapple attack as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A giant horned dragon toad can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d6+5 points of nonlethal crushing damage plus 4 points of acid damage per round from the toad's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the gizzard (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large giant horned dragon toad's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive or smaller opponents.

Extraordinary Jump (Ex): As a move action a giant horned dragon toad can long jump 30 feet without requiring a Jump skill check. It always lands on its feet as long as the surface is nearly level.

Skills: A giant horned dragon toad has a +10 racial bonus on Jump checks. It has a +4 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.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, giant horned dragon toads also gain the following special benefits.

- The Escape Artist DC to escape the spittle entangle is equal to 10 + ½ HD + Constitution modifier.
- The Strength DC to burst the spittle entangle is equal to 10 + ½ HD + Constitution modifier.
- The acid damage of the spittle entangle lasts for anumber of rounds equal to the Hit Dice.

- 12–17 HD — The giant horned dragon toad can use its spittle special attack every two rounds.
- 14+ HD — The giant horned dragon toad can long jump 40 feet due to its extraordinary jump special quality.
- 14+ HD — The gizzard of the giant horned dragon toad inflicts 2d6 + Str modifier nonlethal damage plus 8 points of acid damage per round. The gizzard can hold 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller opponents.
- 18+ HD — The giant horned dragon toad can use its spittle special attack every round.

Hund

Author: Robert J. Hall.
Medium Magical Beast
Hit Dice: 7d10+14 (52 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple: +7/+9
Attack: Bite +10 melee (1d6+2 plus vitality drain)
Full Attack: Bite +10 melee (1d6+2 plus vitality drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Vitality drain
Special Qualities: Darkvision 60 ft., low-light vision, streaking run, mind link, blindsense, scent
Saves: Fort +7, Ref +6, Will +3
Abilities: Str 15, Dex 13, Con 14, Int 3, Wis 12 Cha 11
Skills: Balance +6, Listen +6, Spot +7, Survival +3*
Feats: Alertness, Run, Track[B], Weapon Focus (bite)
Environment: Temperate plains
Organization: Pack (6–24)
Challenge Rating: +5
Treasure: None
Alignment: Always lawful evil
Advancement: 8–14 HD (Medium), 15–21 HD (Large)
Level Adjustment: —

This creature resembles an enlarged wolf with a reddish coat of short hair, and a thick, extended tail. They have a long snout, small eyes and ears, and a pair of fuzzy protrusions on top of their head.

These ferocious wolf-like creatures are almost the size of a pony, with a coat of short, reddish-brown hair and a thick, flexible tail almost as long as their body. In addition to their acute senses, the hund possess unusual magical abilities that make them highly effective hunters. Their snout is unusually large, providing a potent sense of smell. Their eyes are adequate but not particularly acute, and they have only small ears. Instead they have two soft antennae on the top of their head that focus their special abilities and provide an unusual sense of proximity.

The hund hunt in packs, and they possess a mental link that allows them to sense the intent of other pack members at distances of hundreds of feet. This ability allows them to spread out in a broad skirmish line until they sense their prey. They are also able to dimension hop short distances, allowing them to close ranks in a hurry. These abilities, and their cunning pack tactics, allow the hund to chase down prey that have a significant lead, and reduce the distance quickly.

In other respects the hund behave similarly to wolves, with a leader and a pecking order within each pack. The females rarely give birth to more than one pup in a season, and the entire pack takes turns looking after the offspring. Their dens are built at inaccessible locations, such as a grotto in a cliff face. The pups only leave their den when they have mastered the ability to perform a streaking run.

When a hund is hand raised from a pup, it is possible to partially domesticate the creature and train it to serve as a hunting hound. However the hund never fully loses its innate ferocity and must always be managed with some degree of care.

Combat

Hunds are clever enough to be wary of ranged weapons, and typically attack by using their streaking run so that they can close with a few bounding steps. Their mental link allows them to synchronize attacks with their pack by encircling opponents from a distance and cutting off any escape routes. When the prey is encircled, the pack members close using their streaking run ability, often gaining surprise in the process. (Listen and Spot checks to notice the hund is made prior to closing including any distance penalties that apply.)

Vitality Drain (Su): Living creatures hit by a hund's numbing bite attack must succeed on a DC 15 Fortitude save or become fatigued. If the target is already fatigued, it becomes exhausted. This ability has no effect on creatures that are immune to magical sleep effects. The save DC is Constitution-based.

Streaking Run (Sp): As a run action a hund can transport itself at the speed of a lightning bolt in a straight line up to a distance of 350 feet. To use this ability, the hund must have an unobstructed view of the destination and there can be no solid barriers between the current location and the end point. This is the equivalent of a 4th-level spell.

Mind Link (Su): Whenever two or more hund from the same pack are within a mile of each other, each is automatically aware of the distance and the general direction of the others. In addition they understand the immediate general intentions of each other and are able to coordinate their actions.

Blindsense (Ex): A hund possesses an unusual sense that allows it to detect nearby sources of energy. It can discriminate between the various creatures that it can see, and can detect active spells or magic items, although it would not understand a particular magical effect unless it had experienced it beforehand.

Skills: Hund have a +4 bonus on Balance checks. *They also have a +4 racial bonus on Survival checks when tracking by scent.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, hunds also gain the following special benefits.

- The save DC of the vitality drain is equal to 10 + ½ HD + Constitution modifier.
- The streaking run ability can transport a hund up to 50 feet per Hit Dice.
- 10–19 HD — This hund can mind link with other hund from the same pack within two miles.
- 18+ HD — If a creature is already exhausted, then the vitality drain of the hund affects the target as a *slow* spell (caster level equals Hit Dice).
- 20+ HD — This hund can mind link with other hund from the same pack within five miles.

Jadrow

Author: Robert J. Hall.
Large Outsider
Hit Dice: 12d8 (54 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 19 (-1 size, +2 Dex, +4 masterwork chain shirt, +1 masterwork light steel shield, +3 natural), touch 11, flat-footed 17
Base Attack/Grapple: +12/+19
Attack: +2 defending rapier +17 melee (1d8+5/19–20) or bite (1d6+3 plus poison), or masterwork composite short bow +14 ranged (1d8+3/x3)
Full Attack: +2 defending rapier +17/+12/+7 melee (1d8+3/19–20) or bite (1d6+3 plus poison), or masterwork composite short bow +14/+9/+4 ranged (1d8+3/x3) short bow (+3 Str)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities, aura of presence, poison, bardic abilities
Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., immunity to enchantment and blindness, spell resistance 23, elven blood
Saves: Fort +8, Ref +10, Will +10
Abilities: Str 16, Dex 14, Con 10, Int 11, Wis 15, Cha 23
Skills: Bluff +25, Concentration +8, Craft (any one) +10, Diplomacy +18, Gather Information +20, Intimidate +12, Knowledge (any one) +7, Listen +7, Perform (any one) +20, Perform (any one) +12, Perform (any one) +8, Search +2, Sense Motive +16, Spellcraft +8, Spot +7
Feats: Dodge, Improved Initiative, Mobility, Persuasive, Spring Attack
Environment: Any neutral evil-aligned plane
Organization: Solitary, squad (2–4), patrol (5–8 plus 2 3rd-level sergeants and 1 leader of 4th-7th level), or band (20–40 plus 20% noncombatants plus 1 3rd-level sergeant per 8 adults, 1d6 6th-level lieutenants, and 1d3 10th-level captains)
Challenge Rating: 12
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +8

This humanoid creature is stunningly beautiful in both form and feature, resembling a tall, slender elf with dark violet flesh and a pronounced musculature. It has glistening purple hair, pearl-white eyes, and a slender mouth with pronounced upper fangs.

These siren beings are creatures of sublime appearance and utmost perfection of form and features. They resemble particularly tall and slender elven fey, with a lean, elegant frame and sharply-defined and pronounced musculature. Their flesh has a dark violet hue with perfect complexion and a lack of any freckles or moles. The hair of the jadrow is a silvery purple and sparkles in the light like a finely spun silk. The most unusual features of the jadrow are their pronounced upper canine teeth, and their large, pearly white eyes that lack anything

resembling pupils.

A jadrow is almost always a female in form and function. Every six years, however, a jadrow enters into a chrysalis state, and undergoes a gradual metamorphosis during which they are transformed into a male. After emerging, the male jadrow becomes obsessed with reproduction and will attempt to mate with any willing female. Within a week this condition comes to an end, however, and the jadrow returns to the female form once the male features are slowly sloughed away.

A typical jadrow is 11–12 feet tall, and weighs 450–500 lbs. They speak common, undercommon, and elven.

Combat

Jadrow prefer to let other creatures do their fighting while using their magic to weaken and subdue their opponents. Unless badly outnumbered, they would rather capture than kill an intelligent foe, intending to employ their foe as slaves. Against implacable opponents, however, the jadrow are more than capable of putting up a determined fight. They will typically use magic whenever possible, resorting to combat when all else fails. Their paralyzing bite can be used to subdue otherwise unwilling foes.

Poison (Ex): Injury, Fortitude DC 18, initial damage paralysis for 2d6 minutes, secondary damage 1d6 Wis. The save DC is Constitution-based and includes a +2 racial bonus.

Aura of Presence (Su): A magnetic aura of presence and authority surrounds jadrow that fight or become strongly emotional. Any opponents within a 20-foot radius of a jadrow must succeed on a DC 22 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a -2 penalty on saves and skill checks for 24 hours or until they successfully hit the jadrow that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same jadrow's aura for 24 hours.

Spell-Like Abilities: At will—*daze monster, detect thoughts, message.* 3/day—*charm monster, dominate person, suggestion.* 1/day—*lesser geas, mass suggestion*.

Bardic Abilities: Jadrow can cast arcane spells and produce bardic music as a 12th-level bard. If a jadrow takes class levels in in bard, their ability level in spellcasting and bardic music is equal to 12 + Bard class level.

Typical Bard Spells Known (3/5/5/4/3; DC 16 + spell level): 0—*detect magic, ghost sound, lullaby, mage hand, prestidigitation, summon instrument*; 1st—*cure light wounds, disguise self, expeditious retreat, hideous laughter*; 2nd—*calm emotions, mirror image, misdirection, tongues*; 3rd—*fear, glibness, scrying, slow*; 4th—*dimension door, greater invisibility, modify memory*.

Elven Blood (Ex): For all effects related to race, a jadrow is considered both an elf and an outsider. They are vulnerable to effects that affect elves or outsiders, and they can use magic items that are only useable by elves or outsiders.

Skills: Jadrow have a +2 racial bonus on Bluff, Listen, Search, and Spot checks.

Jadrow as Characters

Jadrow characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +8 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 jadrow's base land speed is 40 feet.
- Racial Hit Dice: A jadrow begins with twelve levels of outsider, which provides 12d8 Hit Dice, a base attack bonus of +12, and base saving throws of Fort +8, Ref +8, and Will +8.
- Racial Skills: A jadrow's outsider levels give it skill points equal to 15 x (8 + Int modifier [minimum 1]). Its class skills are Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (all skills), Listen, Perform, Sense Motive, Spellcraft, and Spot.
- Racial Feats: A jadrow's outsider levels give it five feats.
- +3 natural armor bonus.
- Natural Weapons: bite (1d6 plus paralysis).
- Special Attacks (see above): Spell-like abilities, aura of presence, paralysis, bardic abilities equal to 12 + Bard class level
- Special Qualities (see above): Damage reduction 10/cold iron, darkvision 60 ft., immunity to enchantment and blindness, spell resistance equal to 23 + class levels, elven blood
- Weapon Proficiency: A jadrow is automatically proficient with the rapier, longsword, composite short bow, short sword, and whip.

— Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Infernal, Undercommon.
— Favored Class: Bard.
— Level adjustment: +8.

Jadrow Society

Jadrow are very social beings who enjoy the company of all civilized races. They are distant relatives of the drow, but share none of the more odious and overtly malevolent habits of the dark elves. Instead the jadrow practice a more subtle form of evil; slowly weakening and subverting the societies of other races until they fall under the social dominion of the jadrow. It was this doggedly insipid nature that ultimately led to the banishment of the jadrow to the prison plane, as all who associated closely with these beings inexorably fell into decay and ruin.

Being in the presence of a jadrow is an unnerving experience, for they radiate an aura of splendor and command. These beings thrive in an atmosphere of luxury and excess, favoring a lifestyle of decadence and narcissism. The jadrow excel in the bardic crafts, and their abilities are so compelling that few can resist their lures. As a result their victims are unwittingly drawn into an extravagant lifestyle in which their cultural strengths are gradually wasted away.

Wherever the jadrow rule directly, other species are forced to dwell under a form of feudal slavery. Jadrow spies are everywhere, being magically compelled to report any potentially rebellious activities to their masters. Successful slave revolts are extremely rare, as the majority of the population are often happily contented to serve the whims of their rulers, and the jadrow themselves are potent spell casters that can quickly suppress uprisings. The military arm of their army is composed almost entirely of slaves, often being veteran warriors captured from their enemies and then subverted by the influence of the jadrow magic and charisma.

In their private quarters, away from the prying eyes of other races, the jadrow are highly political creatures that enjoy social maneuvers and gossip. They maintain a cultivated lifestyle that is imbued with comforting ritual, but are not dogmatic about correctness.

Their one loathsome personal habit is a strong desire to drink the warm blood of living creatures. The fangs of the jadrow are perfect for producing bleeding wounds, and they lap up the warm fluid from their victims with great pleasure, often killing the creature in the process. However this practice is a closely held secret of the jadrow, and members of other races who witness this behavior are never permitted to live.

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Mercurial Mimic

Author: Robert J. Hall.
Tiny Aberration (Shapechanger)
Hit Dice: 12d10+30 (96 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 29 (+2 size, +5 Dex, +12 natural), touch 17, flat-footed 24
Base Attack/Grapple: +12/+1
Attack: Touch +11 melee (1d6 electricity)
Full Attack: 2 touches +11 melee (1d6 electricity)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Envelop
Special Qualities: Darkvision 60 ft., regeneration 6, fast healing 1, spell-like abilities, mimicry, immunities, ooze traits
Saves: Fort +6, Ref +9, Will +8
Abilities: Str 5, Dex 21, Con 15, Int 6, Wis 11, Cha 1
Skills: Disguise +17*, Hide +15, Listen +6, Spot +6
Feats: Alertness, Dodge, Mobility, Toughness (2)
Environment: Any
Organization: Solitary or pair
Challenge Rating: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 13–18 HD (Tiny)
Level Adjustment: —

This is a well-crafted weapon that is free of tarnish or wear, and appears to have been crafted by a master artisan.

When found these creatures typically appear as a solid piece of metal shaped in a useful and finely-crafted form. More often than not they are shaped as a metal sword of exceptional workmanship, but

their many forms also include the a mace, gauntlet, helm, flail, light shield, or even a more utilitarian item such as a pitcher.

A mercurial mimic is a creature formed of magic. Its body is composed of metal, but it is infused with magical energies that endow it with a particularly deadly nature. It was once been formed to serve as an implement of assassination, but since being banished to the prison plane it has since become an independent creature with a will of its own.

This creature can change itself into a pool of silvery metal, and can move about with surprising speed. In this form it is amorphous and can squeeze through tiny cracks or under narrow openings. If it fails to find a creature from which it can draw energy, it will craft itself into an appealing metal object and wait for an intelligent being to grasp it. Once grasped, the mercurial mimic melts its body onto the surface of the creature, and begins to drain away energy, inflicting electrical damage in the process.

It is possible to control and use the mercurial mimic by feeding it a steady supply of electrical energy. However this electricity must be supplied once per minute, or the mercurial mimic becomes predatory again.

Combat

The mercurial mimic is a passive predator that waits in a solid form for prey to come to it. Once it is being held, the mimic liquifies its body in such a manner as to coat the flesh of the creature and then begins to drain life energy. Against an intelligent opponent, it will use its spell-like ability to appear as an appealing piece of magical treasure.

Envelop (Ex): To use this ability, a mercurial mimic must be grasped while using mimicry. The opponent must succeed on a DC 19 Reflex save, or the mercurial mimic assumes its liquid form and oozes across the flesh to envelop a portion of the creature. The mercurial mimic then automatically inflicts 2d6 electricity damage to the opponent each round. The save DC is Constitution-based.

Any attacks targeting the mercurial mimic split any damage between the mimic and the enveloped creature. The enveloped creature can attempt to break free on a successful DC 23 Strength check, or to wriggle away with a DC 19 Escape Artist check. The save DCs are Constitution-based, and the Strength check includes a +4 racial modifier.

Spell-Like Abilities: 1/day—*greater magic weapon* (self only). Caster level 12th. The spell-like abilities only affect a mercurial mimic when it is wielded as a weapon.

Mimicry (Ex): At will as a free action a mercurial mimic can assume the form of any metal object of similar size that it has previously had an opportunity to examine. In this shaped form it is completely immobilized, and it can be picked up and even used as the tool it resembles. It can also be affected by spells intended to enhance the utility of the tool it is mimicking (including *magic weapon* spells when it is in the shape of a weapon.)

It requires a successful Spot check to notice that the object is not what it appears. If a mercurial mimic is grasped while employing mimicry, it can automatically envelop.

A mercurial mimic can return to its liquid form at will as a free action.

Regeneration (Su): Fire and cold deal normal damage to a mercurial mimic.

Immunities (Su): A mercurial mimic is immune to electricity, sonic, poison, sleep effects, paralysis, and polymorph. It is not subject to critical hits or death by massive damage.

Skills: A mercurial mimic has a +12 racial bonus on Disguise checks when using the mimicry ability to appear as a metal object.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, mercurial mimics also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC to avoid the envelop special attack is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the Escape Artist check to escape the envelop special attack is equal to 10 + ½ HD + Strength modifier. The DC of the Strength check to escape is modified by +4.
- 13+ HD — When wielded as a weapon, a mercurial mimim is treated as evil-aligned and chaotic-aligned for the purpose of overcoming damage reduction.
- 14–17 HD — The regeneration improves to 8.
- 15+ HD — Add 3/day—*keen edge* (self only) to spell-like abilities.
- 16+ HD — The fast healing improves to 2.
- 17+ HD — Gain resistance to acid 5.
- 18 HD — The regeneration improves to 10.

Ooze

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Murkdeep

Author: Robert J. Hall.
Medium Ooze
Hit Dice: 12d10+48 (114 hp)
Initiative: -5
Speed: 20 ft. (4 squares)
Armor Class: 5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +9/+11
Attack: Slam +11 melee (1d4+2)
Full Attack: Slam +11 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralysis, constrict 1d4+2, improved grab
Special Qualities: Blindsight 60 ft., regenerate 2, light suppression, shadow blend, immunity to acid, ooze traits, spell resistance 17
Saves: Fort +10, Ref +1, Will +1
Abilities: Str 15, Dex 1, Con 19, Int —, Wis 1, Cha 1
Skills: Move Silently +3
Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 13–15 HD (Medium), 16–18 HD (Large)
Level Adjustment: —

A pool of inky darkness moves with a will of its own; the dark, ominous figure reaching outward with blackened polyps as it glides silently forward.

Born of the pools of fluidic darkness found on the prison plane, these amorphous creatures are pitch black and can never be illuminated except as a silhouette. A murkdeep move across the ground like a slithering pool of black ink, flowing over obstacles and squeezing through small cracks.

A murkdeep hates all forms of light, and will seek areas of deep darkness in which to dwell. When approach by creatures bearing light sources, a murkdeep will strike in an effort to douse the illumination. Their bodies naturally inhibit light sources, and will suppress magical light.

Combat

A murkdeep attacks with its slam attack, targeting opponents bearing light sources. It will seek to paralyze a foe, and crush the life out of it.

Paralysis (Su): The negative light body of a murkdeep suppresses normal bodily function. A target hit by a murkdeep's slam attack must succeed on a DC Fortitude save or be paralyzed for 2d6 rounds. The save DC is Constitution-based.

Constrict (Ex): A murkdeep deals automatic slam damage with a successful grapple check, and the opponent is subject to paralysis.

Improved Grab (Ex): To use this ability, a murkdeep 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 constrict.

Regeneration (Su): Fire, light, electricity, and shadow magic deal normal damage to a murkdeep.

Light Suppression (Sp): A murkdeep automatically affects light spells and effects as a *deeper darkness* spell.

Shadow Blend (Su): In any conditions other than full daylight, a murkdeep can disappear into the shadows, giving it concealment. Normal light sources, and light-based spells of up to 2nd level do not negate this ability.

Skills: A murkdeep has a +8 racial bonus on Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, murkdeeps also gain the following special benefits.

- The save DC of the paralysis is equal to 10 + ½ HD + Constitution modifier.
- Spell resistance is equal to creature's HD + 5 (maximum 20).

Sentinel Slime

Author: Robert J. Hall.
Large Ooze
Hit Dice: 18d10+36 (135 hp)
Initiative: -4
Speed: 5 ft. (1 square), swim 10 ft.
Armor Class: 5 (-1 size, -4 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +7/+13
Attack: Slam +13 melee (2d4+5)
Full Attack: Slam +13 melee (2d4+5)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, envelop, paralysis, possession
Special Qualities: Blindsight 60 ft., immunity to acid and cold, ooze traits, transparent, change shape
Saves: Fort +16, Ref +5, Will +12
Abilities: Str 21, Dex 3, Con 21, Int 5, Wis 12, Cha 2
Skills: Climb +4, Listen +10, Spot +10, Survival +4, Swim +4
Feats: Alertness, Endurance, Great Fortitude, Iron Will, Toughness (2), Weapon Focus (slam)
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 19
Treasure: None
Alignment: Always chaotic evil
Advancement: 19–24 HD (Large)
Level Adjustment: —

An area of dank gray rock suddenly begins to move, with quivering polyps extending outward to grasp at nearby structures. It is a shapeless, featureless mass that closely resembles granite.

In a time long past this strange creature was created as a type of construct. Through an act of purest evil, however, the sentinel slime was transformed into a horrific life form that has became the stuff of nightmares. It came to be banished to the prison plane, where it continues to terrorize even the most formidable denizens of that dark place.

In its normal form, the sentinel slime appears as an area of granite. The slime is difficult to see against rock, and many of its victims simply blunder into the creature. The sentinel slime wraps itself about its prey, forming a grey coating across the skin. The slime has a numbing effect upon its victim, leading to paralysis and eventually complete control of the opponent's actions.

Once a sentinel slime has control of a creature, it uses this possession to hunt for its next victim. The possessed creature slowly wastes away, so the sentinel slime typically has a few days or weeks to take advantage of its abilities. If the sentinel slime is unable to find another victim before the possessed creature succumbs, it can assume the form of a giant bat-like creature and fly until it finds a suitable pool of water in which to float.

A sentinel slime continues to grow until it attains size Huge, then immediately sub-divides into 3–5 sentinel slimes of size Large.

Combat

The sentinel slime relies on surprise to capture a living victim, either lying quietly in a pool of water or hunting at night in its bat form. If it is unable to entangle its foe it will normally seek to escape.

Envelop (Ex): A sentinel slime that succeeds on a grapple check against a Medium or larger creature can envelop its target. It cannot make a slam attack during a round in which it envelops. The opponent must succeed on a DC 24 Reflex save or be enveloped. Enveloped creatures are subject to the sentinel slime's paralysis and possession, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +2 racial bonus.

If the envelopment succeeds, the sentinel slime forms a coating all across the body of its victim. The slime gains the armor class of the enveloped creature. It receives the first 5 points of damage from any weapon or energy attack, and the remainder is carried through to the enveloped creature.

Paralysis (Ex): A sentinel slime secretes an anesthetizing ooze. A target hit by a sentinel slime's melee or engulf attack must succeed on a DC 24 Fortitude save or be paralyzed for 2d6 minutes. The sentinel slime can automatically envelop a paralyzed opponent. The save DC is Constitution-based.

Possession (Ex): After a creature has been enveloped for a round, a sentinel slime can begin to take possession of the opponent. Controlling strands penetrate the body and begin to assimilate themselves into the nervous system. Each round the enveloped opponent must succeed on a DC 24 Fortitude save or become possessed. The save DC is Constitution-based.

Possession gives the engulfing sentinel slime complete control over the bodily functions of the creature. The victim is unable to speak or move

except as commanded by the slime. However the creature retains complete control of its own mind, and can use any ability that does not require actions by the body.

Initially the possessed creature has the same Dexterity score as the sentinel slime. As the slime becomes better integrated with the body, the Dexterity score improves at the rate of +1 point per hour of possession until it reaches the Dexterity score of the possessed creature.

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

Transparent (Ex): While in water a sentinel slime is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a sentinel slime and swim into it are automatically hit with a melee attack for slam damage.

Change Shape (Su): A sentinel slime can assume the form of a dire bat. While in dire bat form the sentinel slime loses its slam attack and the special abilities, but gains the bite attack and other abilities of the dire bat.

The sentinel slime can shift between its ooze and dire bat forms as a standard action. It remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the sentinel slime reverts to its ooze form when killed. A *true seeing* spell reveals both forms simultaneously.

Skills: In its ooze form, a sentinel slime has a +4 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.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, sentinel slimes also gain the following special benefits.

- The save DC of the envelop special attack is equal to 12 + ½ HD + Strength modifier.
- The save DC of the paralysis special attack is equal to 10 + ½ HD + Constitution modifier.
- The save DC of the possession special attack is equal to 10 + ½ HD + Constitution modifier.

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Reen

Author: Robert J. Hall.
Medium Monstrous Humanoid
Hit Dice: 4d8+4 (22 hp)
Initiative: +2
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +4/+3
Attack: Siangham +3 melee (1d6-1), or Claw +3 melee (1d4-1), or suriken +6 ranged (1d2-1)
Full Attack: 4 siangham +3 melee (1d6-1), or 4 claws +3 melee (1d4-1), or suriken +6 ranged (1d2-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., improved low-light vision, light sensitivity, scent
Saves: Fort +5, Ref +6, Will +2 (+4 versus mind-affecting)
Abilities: Str 9, Dex 15, Con 12, Int 14, Wis 13, Cha 10
Skills: Balance +4*, Climb +14*, Craft (any one artwork) +5, Hide +8, Listen +9, Move Silently +10, Spot +4
Feats: Alertness, Dodge, Multi-Weapon Fighting[B]
Environment: Underground

Organization: Solitary, gang (2–5), band (6–9 plus 35% noncombatants), trading party (6–9 plus 1 leader of 3rd-5th level), or tribe (30–100 plus 150% noncombatants plus 1 leader of 3rd-5th level per 20 adults plus 1 cleric, monk, or sorcerer of 6th-9th level plus 2–4 half-gold dragon reen)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: +4

This tall, willowy humanoid creature has a head like a field mouse, with large round ears, black eyes, and a twitching, whiskered nose. The creature has four arms, a long tail, a lean, muscular frame, and a sleek coat of brown and white fur.

The reen is a tall, slender humanoid race with facial features that bear an odd resemblance to a rodent. They have large, black eyes; big, rounded ear lobes; a coat of short brown and white hair, and a long, nearly hairless tail. The reen have a total of six limbs, with the lower two forming spry legs, and the remainder serving as arms. Their digits are slender and clawed, and their wrinkled palm pads allow the reen to cling to surfaces almost as well as a gecko.

A reen is an intelligent, long-lived creature who is cautious by nature and will tend to plan out important activities in great detail. They are not given to spontaneous actions, and will act in haste only when necessary.

A typical reen is about 7–8 feet tall, and weighs over 200 pounds.

Combat

Most reen are skilled combatants who specialize in martial combat in tight quarters with light weapons. A reen will typically fight defensively, waiting to exploit a weakness in its foe. They will use their spell-like abilities to even the odds in a difficult fight, and rely on stealth or clever tactics to overcome dangerous foes. The reen have an uncanny coordination of their many limbs, making them capable fighters despite being lightly armed.

Spell-Like Abilities: 2/day—*dancing lights, ghost sound, jump.* 1/day—*ray of exhaustion* (DC 15)*, scorching ray*. Caster level 7th. The save DCs are Charisma-based and include a +2 racial modifier.

Improved Low-Light Vision (Ex): A reen can see three times as far as a human can in dim light.

Light Sensitivity (Ex): Reen are dazzled in bright light, such as sunlight or a *daylight* spell.

Skills: Reen have a +2 racial bonus on Balance and Listen checks, and a +8 racial bonus on Climb checks. *A reen can always choose to take 10 on Balance and Climb checks, even if rushed or threatened. Reen use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Reen as Characters

Most reen groups include a monk, cleric, or sorcerer. A reen cleric has access to two of the following domains: Good, Law, Luck, and Protection. Reen arcane spell-casters are almost always sorcerers.

Reen characters possess the following racial traits.

— -2 Strength, +4 Dexterity, +2 Intelligence.
— A reen's base land speed is 40 feet. A reen also has a climb speed of 20 feet.
— Darkvision out to 60 feet.
— Low-light vision.
— Racial Hit Dice: A reen begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +4, Ref +4, and Will +1.
— Racial Skills: A reen's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Balance, Climb, Craft, Hide, Listen, Move Silently, Perform, and Spot.
— +2 racial bonus on Balance, Listen, and Move Silently checks and +8 racial bonus on Climb checks. A reen can always choose to take 10 on Balance and Climb checks, even if rushed or threatened. Reen use either their Strength or Dexterity modifier for Climb checks, whichever is higher.
— +2 racial bonus on Craft checks related to artwork.
— Racial Feats: A reen's monstrous humanoid levels give it two feats. A reen with a Dexterity of 13 or higher also gains the Multi-Weapon Fighting feat as a bonus feat.
— Weapon Proficiency: A reen is proficient with all simple weapons, plus the kama, nunchaku, sai, shuriken, and siangham.
— +2 racial bonus on saving throws against mind-affecting magic.
— +3 natural armor bonus.
— Natural Weapons: 4 claws (1d4).
— Special Attacks (see above): Spell-like abilities.
— Special Qualities (see above): Improved low-light vision, light sensitivity, scent.

— Automatic Languages: Common, Draconic.
— Favored Class: Monk.
— Level adjustment +4.

Reen Society

The reen are the last survivors of a race that was nearly destroyed in an ancient holocaust. In the past the reen were a pacifist species who were ruthlessly hunted down and slaughtered in droves by an army of villainous creatures. As the final insult, the surviving captive reen were unceremoniously imprisoned on Gaol.

The remaining reen managed to survive on the prison plane by moving deep beneath the surface. However the realm of gaol began to exert its inexorable influence on these pacifist creatures, and they were slowly transformed into stalwart warriors. They gained a patron in the form of a gold dragon who had also become trapped in this place, and together they forged a sanctuary in the subterranean world. The gold dragon taught the reen the arts of combat, and his many draconic offspring have significantly enhanced the bloodline of this breed.

The reen have slowly increased in number over the centuries, and many communities can be found scattered throughout the underground ways of the prison plane. They have become the champions of weal in a place of unremitting evil; helping those they can while protecting themselves from the horrors to be found above. They have developed a special relationship with the Watcher, and she has become their patron deity.

Much of the venerable reen culture was successfully preserved in the memories of their ancestors. As a result the reen are accomplished in a wide variety of arts, crafts, and skills. It is considered a great honor to be considered both a warrior and artist among the reen, and many spend their long lives studying both the secrets of the martial arts and mastering a variety of challenging skills.

The reen are very protective of their own, and while they will often aid those clearly in need of help, they are cautious about challenging surface dwellers. They are accomplished architects, and are masters at building cunningly concealed dwellings and bewildering mazes to lead invaders astray.

Squll

Author: Robert J. Hall.
Medium Outsider
Hit Dice: 12d8 (54 hp)
Initiative: +7
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 20 (+3 Dex, +4 natural, +3 *+1 glamered leather armor*), touch 13, flat-footed 16
Base Attack/Grapple: +12/+12
Attack: *+1 vicious returning dagger* +13 melee (1d4+1/19–20 plus 2d6*); or *+1 vicious returning dagger* +16 ranged (1d4+1/19–20 plus 2d6*); or masterwork dagger +16 ranged (1d4/19–20)
Full Attack: *+1 vicious returning dagger* +13/+8 melee (1d4+1/19-20 plus 2d6*); or *+1 vicious returning dagger* +16 ranged (1d4+1/19–20 plus 2d6*); or masterwork dagger +16/+11 ranged (1d4/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralyzing gaze, spells
Special Qualities: Darkvision 60 ft., damage reduction 10/cold iron, resistance to acid 15, acid healing, low-light vision, immunity to paralysis and polymorph, spell resistance 22, spell-like abilities, seep, spider climb
Saves: Fort +8, Ref +13, Will +11
Abilities: Str 11, Dex 16, Con 10, Int 14, Wis 17, Cha 12
Skills: Concentration +8, Disable Device +13, Disguise +20, Escape Artist +26, Forgery +11, Gather Information +13, Hide +17, Intimidate +11, Listen +16, Move Silently +26, Search +8, Spot +16, Rope Use +9
Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack
Environment: Warm forest
Organization: Solitary, gang (2–4), or band (6–11)
Challenge Rating: 13
Treasure: No coins; 50% goods; 100% items
Alignment: Usually neutral evil
Advancement: 13–20 HD (Medium)
Level Adjustment: —

This humanoid creature resembles a fey creature with a dark red flesh that is covered in a shifting network of orange-hued vessels. Its eyes have a golden hue, and the lip-less mouth is filled with gleaming fangs. On the scalp is a peculiar, shifting mass of a dark, oily substance.

These exotic creatures possess a strange mix of ooze and fey traits. Superficially they have the form

of a tall, lean elf with dark reddish flesh. However their hide is covered in a web of fine, orange-hued lines that slowly shift and move about in a disturbing manner. Their eyes have a golden cast that blends into red around the edges, and their pupils are shaped as a four-pointed star. The narrow mouth of a squll lacks lips, and opens to display gleaming gray fangs. Instead of hair, their scalp is covered with a continually shifting mass of glistening black ooze.

The squll are intelligent creatures that excel at tasks requiring the elimination of opponents through forethought, planning, stealth, and surprise. They are exceptionally sneaky and underhanded beings that can move with the lightness of a feather, and possess uncanny timing and reflexes. Squll have a paralyzing gaze, and can transform portions of their body into a gelatinous mixture that can ooze under a door or cling to wall surfaces.

When mixing with other civilized creatures, the squll are normally very careful to hide their uniqueness, wearing heavy hooded robes, masks, gloves, or other such concealing clothing and gear. Their rasping voice can be readily identified, however, so they rarely speak except with others of their kind. Groups of squll typically reside in concealed locations, such as underground catacombs, ruins, tunnels, abandoned buildings, or a hideout provided by a patron.

A squll stands about 5 feet tall and weighs about 90 pounds. Squll speak Common, Draconic, and Sylvan. They are typically equipped as a 12th-level NPC, and carry a flask filled with corrosive acid for healing purposes.

Combat

Squll employ surprise, tricks, and concealed weapons to overcome their opponents. However they can be dangerous foes even in a stand-up fight. Their partially gelatinous bodies can repair all but the most serious wounds, and squll can often wear down a single opponent through their combat skill and resiliency. Most squll are cautious fighters and will employ their special abilities to escape a battle in which lack the upper hand.

*Their renowned hook and spike magical daggers deal 1d6 points of damage to their wielder whenever they strike a foe.

Paralyzing Gaze (Su): Paralyze 2d10 minutes, 30 feet, Will DC 17 negates. The save DC is Charisma-based. Creatures that successfully save can not be affected by the same squll's gaze for 24 hours.

Spells: Squll can cast assassin spells as a 6th-level assassin. The save DCs are Intelligence-based.

Typical Assassin Spells Known (4/4/3; save DC 12 + spell level): 1st—*disguise self, feather fall, jump, true strike*; 2nd—*cat's grace, illusory script, pass without trace, undetectable alignment*; 3rd—*deep slumber, deeper darkness, false life.*

Spell-Like Abilities: At will—*acid splash*. 2/day—*displacement*. Caster level 12th.

Acid Healing (Su): Twice per day as a free action, when a squll immerses a portion of its body within acid, it gains 2d6 points of healing. This acid can be in the form of a spell effect.

Seep (Ex): As a full round action, a squll can ooze their body through cracks as small as 1 inch wide and no more than 1 foot deep. While passing through a crack, a squll provokes an attack of opportunity from a threatening opponent.

Spider Climb (Sp): A squll can climb and travel on solid walls and ceilings as though affected by a *spider climb* spell (caster level 12th). The squll can suppress or resume this ability as a free action.

Skills: A squll has a +8 racial bonus on Escape Artist and Move Silently checks. They also have a +4 racial bonus on Disguise checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, squll also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The save DC of the paralyzing gaze is equal to 10 + ½ HD + Charisma modifier.
- Spell resistance is equal to creature's HD + 10 (maximum 30).
- Squll can cast assassin spells as an assassin with class level equal to ½ the creature's Hit Dice.
- 15+ HD — A squll can seep through cracks of any length, advancing at a speed of 5 feet per move action.

Thrug

Author: Robert J. Hall.
Large Monstrous Humanoid
Hit Dice: 12d8+24 (138 hp)
Initiative: -2
Speed: 30 ft. (6 squares)
Armor Class: 11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11
Base Attack/Grapple: +12/+25

Attack: Slam +20 melee (1d8+9)
Full Attack: 2 slams +20 melee (1d8+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Trample 1d8+13
Special Qualities: Fast healing 2, low-light vision, resistance to fire 10 and cold 10, trap weapon, wound closure, resiliency, servile, improved lifting
Saves: Fort +13*, Ref +6, Will +6
Abilities: Str 29, Dex 7, Con 24, Int 5, Wis 6, Cha 4
Skills: Climb +11, Jump +10, Listen +2, Profession (laborer) +1, Spot +2
Feats: Awesome Blow, Die Hard, Endurance[B], Great Fortitude, Improved Bull Rush, Power Attack
Environment: Cold plains
Organization: Solitary, pair, or team (2–5)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–18 HD (Large)
Level Adjustment: —

This is a powerful, hulking humanoid with coarse gray flesh, unkempt black hair, and massive, bulging muscles. It has a hunched back, a hanging, pear-shaped head, and a dull, listless expression upon its face.

This thrall species were bred to serve as common labor in an environment where less resilient slaves would be unlikely to survive. The thrug are simple-minded beings who need steady supervision to perform their tasks properly. They are capable of being trained to do mundane tasks repetitively, however, and once they have mastered their duty they can continue to perform the same actions for untold hours on end.

Thrug are generally humanoid in form, with wrinkled gray flesh, thin, coarse black hair, and massive, bulging muscles. Their arms are impressively powerful and dangle down well below their thick knees. The enormous legs have thighs the size of tree trunks and their feet are shaped as an elephant's. They are extremely hump-backed in posture, with a pear-shaped head hanging down below their shoulders. The face of a thrug has a dull-witted, listless expression, with three sleepy eyes, widely-spaced nostrils, and a wide, gawking mouth filled with small, crooked fangs.

The thrug have few physical requirements and are typically kept under appalling conditions by their owners. They have little need for sleep, and can be fed gruel and strips of raw meat. Thrug are inevitably hirsute, unclean, malodorous beings with few redeeming qualities besides their enormous strength and remarkable physical toughness. They can continue to labor onward in circumstances that would be lethal for a typical human.

Besides their qualities as laborers, thrug occasionally serve as sport in gladiatorial contests. Their formidable physical prowess make them impressive spectacles, even if they lack suitable combative qualities. Such battle thrall are often decorated in menacing tattoos to enhance their threatening appearance, and may be manipulated with mind-affecting magic prior to the match in order to make them fight more effectively.

Combat

Due to the careful breeding that produced this servile species, it is quite difficult to bring a thrug to a state of rage or resistance. However they are readily commanded to perform any task, including attacking an opponent. Their tactics are simplistic in the extreme, as they bear down on a foe and try to smash it and rend it limb from limb. When faced with multiple foes, a thrug will stomp and smash its way through the bodies. It can readily endure most wounds, and will withstand an impressive amount of damage before finally being brought down.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Trap Weapon (Ex): Unless it is paralyzed or held, whenever a thrug is successfully struck with a slashing or piercing melee weapon, the powerful surrounding muscles instinctively clamp down on the wound and have a chance to disarm the weapon. The attacker must succeed on a DC 25 Reflex save, or the weapon will be trapped and yanked out of the attacker's grasp. Creatures using natural weapons are automatically grappled if they are caught. The trapped weapon is released a round later. The save DC is Strength-based.

Wound Closure (Ex): Unless it is paralyzed or held, whenever a thrug is wounded the damage is quickly contained to prevent blood loss. The wound is sealed by the surrounding muscled within a round. This ability will automatically prevent continuing damage from a persistent wound, and will immediately stabilize the thrug when its hit points drop to between -1 and -9 inclusive.

Resiliency (Ex): *A thrug has a +4 racial bonus on saving throws against disease, poison, and sleep effects. (This bonus is not factored into the statistics above.) It continues to fight without penalty even when disabled or dying.

Servile (Ex): A thrug is affected by mind-affecting spells and abilities that normally affect a humanoid creature. It receives a -8 penalty on opposed rolls against Intimidate checks. A typical opposed roll is 1d20 + 10 + size difference modifier.

Improved Lifting: The lifting and carrying capacity of a thrug are triple those of Medium characters.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, thrug also gain the following special benefits.

- The save DC of the trample is equal to 10 + ½ HD + Strength modifier.
- The save DC of the wound closure is equal to 10 + ½ HD + Strength modifier.
- The resiliency racial bonus is equal HD/3.
- 14–15 HD — Fast healing improves to 3.
- 15–17 HD — The resiliency racial bonus is +5.
- 16+ HD — Fast healing improves to 4.
- 18 HD — The resiliency racial bonus is +6.

Veil

Author: Robert J. Hall.
Medium Aberration
Hit Dice: 12d8 (54 hp)
Initiative: +5
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple: +9/—
Attack: Confusing touch +10 ranged (1d6 plus *confusion*)
Full Attack: Confusing touch +10/+5 ranged (1d6 plus *confusion*)
Space/Reach: 5 ft./—
Special Attacks: Confusing touch, spell-like abilities
Special Qualities: Two-dimensional form, surface protection, regeneration 3, nondetection, odorless, immunities
Saves: Fort +4, Ref +5, Will +9
Abilities: Str —, Dex 13, Con 11, Int 17, Wis 12, Cha 14
Skills: Concentration +10, Craft (*any one*) +9, Decipher Script +11, Hide +9, Knowledge (*any one*) +18, Knowledge (*any one*) +15, Knowledge (*any one*) +12, Listen +3, Move Silently +9, Spellcraft +18, Spot +3
Feats: Alertness, Combat Casting, Dodge, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Often chaotic (any)
Advancement: 13–18 HD (Medium)
Level Adjustment: —

On the wall is what resembles a life-sized portrait of an haggard, unkempt being. However this image is exquisitely detailed and moves with a life of its own, following the contours of the wall.

Most attempts to leave the prison plane through magical means will simply fail. However, a few inventive spell-casters may try to escape by using a *plane shift* or *gate* spell while they are already ethereal or passing through the shadow plane. In these instances the creature can become trapped between planes, and is transformed into a two-dimensional form known as a veil.

These unfortunate beings are bound to the exterior of solid surfaces and can not travel across gaps or openings. A veil retains its original appearance, but appears as a moving painting. It is able to turn and move about normally, but is always joined to a surface.

The primary motivation of most veils is to escape their trapped state and restore themselves to their previous form. Doing so usually requires the assistance of an outside agent, so a veil will often offer its unique abilities to a powerful being in exchange for its restoration. Escaping its condition typically requires the use of a *wish* or *miracle* spell. A veil is unable to use any of its normal spells, but learns to master the unique properties of its transdimensional state and gains selected spell-like abilities.

A veil has no need to eat or breath but is otherwise completely normal. As it is unable to shave or bathe, it usually appears very unkempt, and has badly worn clothing and possessions. It is fully aware of its surroundings and can see and hear normally, but is unable to affect the physical world except through its confusing touch attack and its spell-like abilities. Verbal communication with a veil requires holding an ear against a nearby surface and listening to its voice through vibrations carrying through the wall.

If the section of wall a veil occupies is separated from the surrounding surfaces, the veil cannot leave until the wall is once again firmly attached to a solid surface. It is possible to destroy a veil by turning the

section of solid wall it occupies into rubble. Once the occupied surface is destroyed, the veil is automatically disintegrated. However it may then be possible to restore the veil to its original form by a *raise dead*, *resurrection*, or *true resurrection* spell.

Combat

A veil can project a fold of dimensional space that inflicts slashing damage and causes confusion in the opponent. However it is most effective performing a supporting role during combat. The veil protects itself by occupying surfaces that are difficult to damage. They can use their spell-like abilities to hinder their opponents or make their escape.

Confusing Touch (Sp): An opponent hit by the veil's ranged touch attack must succeed on a DC 18 Will save or become *confused* as the spell (caster level 12th). The save DC is Charisma-based.

Spell-Like Abilities: At will—*freedom of movement* (self only), *spider climb* (self only). 3/day—*blur* (self only), *fog cloud, hypnotic pattern* (DC 14), *rainbow pattern* (DC 16), *see invisibility, silence* (DC 14). 1/day—*mind fog* (DC 17), *true seeing* (self only). Caster level 12th. Save DCs are Charisma-based.

Two Dimensional Form (Ex): A veil can only move or climb across surfaces, and is unable to tunnel, swim, fly, or perform any other forms of movement. It can only advance along solid, unbroken surfaces, turn corners, or move across the ground. If a veil is able to climb onto a ceiling, it cannot fall or be dislodged until it moves onto a wall. Veils are unable to move across any surface that has a smaller circumference than their size.

Surface Protection (Ex): As a veil is always inextricably joined with the surface it occupies, it gains a certain amount of damage reduction from the material. It ignores a number of points of damage equal to the hardness rating of the material, though acid or sonic energy bypasses this reduction. (Typically, for a stone wall, this provides resistance to acid 8 and sonic 8.)

A veil is not subject to flanking and can not be grappled. It is automatically disintegrated if the surface it occupies is destroyed.

Regeneration (Su): Acid and sound deal normal damage to a veil.

Nondetection (Su): A veil has a continuous *nondetection* ability as the spell (caster level 12th).

Odorless (Su): A veil never emits an odor and so cannot be detected or tracked by scent.

Immunities: A veil is immune to polymorph, turning to stone, or any spell or effect that permits extradimensional movement.

Skills: A veil has a +8 racial bonus on Hide and Move Silently checks.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, veils also gain the following special benefits.

- The caster level of the spell-like abilities is equal to the Hit Dice.
- The caster level of the nondetection ability is equal to the Hit Dice.
- 13+ HD — Add 3/day—*dimension door* (only between solid surfaces) to spell-like abilities.
- 14+ HD — Add 1/day—*symbol of sleep* to spell-like abilities.
- 15+ HD — Regeneration improves to 4.
- 16+ HD — Add 1/day—*symbol of persuasion* to spell-like abilities.
- 17+ HD — Use *mind fog* and *true seeing* spell-like abilities 3 times per day.
- 18 HD — Add 1/day—*symbol of stunning* to spell-like abilities.

Psionic Creatures

The following creatures are suitable for a campaign that includes the psionics rule book. The creatures are intended for use in a fantasy campaign, although they can also be readily adopted for use in modern or science fiction settings.

Giant

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Combat

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium 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.

Giant, Rust

Author: Robert J. Hall.
Large Giant (Earth)
Hit Dice: 13d8+52 (110 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 23 (-1 size, +2 Dex, +13 natural), touch 11, flat-footed 22
Base Attack/Grapple: +8/+19
Attack: Masterwork falchion +16 melee (2d6+7/18–20); or spear +9 ranged (1d8+7/x3)
Full Attack: Masterwork falchion +16/+11 melee (2d6+7/18–20); or spear +9/+4 ranged (1d8+7/x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Mind wrench, psi-like abilities, rock throwing
Special Qualities: Immunity to electricity, low-light vision, rock catching, spell resistance 24
Saves: Fort +12, Ref +6, Will +5
Abilities: Str 24, Dex 15, Con 18, Int 17, Wis 13, Cha 14
Skills: Climb +8, Craft (any one) +7, Diplomacy +5, Knowledge (any two) +8, Listen +5, Spot +5
Feats: Alertness, Expertise, Two-Weapon Fighting, Weapon Focus (falchion)
Environment: Elemental Plane of Earth
Organization: Solitary, family (3–5 plus 35% noncombatants plus 1 psion or psychic warrior of 4th-7th level plus 2–5 Medium earth elementals or 1–4 minor xorn), or band (6–9 plus 1 psion or psychic warrior of 4th-7th level plus 2–5 Medium earth elementals or 1–4 minor xorn)
Challenge Rating: 10
Treasure: Standard
Alignment: Usually lawful neutral or lawful good
Advancement: By character class
Level Adjustment: —

This giant has a lean, humanoid build with an orange-brown flesh, glistening dark hair, and a well-formed, handsome face with eyes that gleam with interest.

This race of giants is named for their prominent orange-brown flesh. Their dark hair has a metallic luster that shimmers in the light. As giants go, these are not particularly large beings, being slightly shorter in height than a hill giant. However their clever minds more than make up for their relatively diminutive stature.

Native to the elemental plane of earth, these beings have a strong affinity for metals and minerals. Indeed their hard flesh is saturated with cold iron, making them both highly resistant to arcane magic and unable to practice the arcane magical arts. In compensation though, rust giants are particularly proficient with psionic powers.

Rust giants normally speak Common, Dwarven, Giant, and Terran.

Combat

Rust giants enjoy the martial arts, and are often well trained at fighting with a variety of weapons and weapon styles. Against an honorable foe they prefer a fair fight, and will even hold their psionic abilities in reserve if they believe it would give an

unfair advantage.

Rock Throwing (Ex): The range increment is 120 feet for a rust giant's thrown rocks.

Mind Wrench (Sp): This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed at a DC 18 Will save or be paralyzed for 1d4 rounds. Creatures with an Intelligence of 6 or less are also automatically dazed for a round, even if they succeed at their Will save. The save DC is Charisma-based. This ability is the equivalent of a 7th-level spell.

Psi-Like Abilities: At will—*psionic daze* (8 HD*, DC 13), *read thoughts* (DC 14), *defensive precognition, psionic freedom of movement, disable* (8 HD*, DC 17), *psionic levitate, body equilibrium, concussion blast* (3d6*, DC 14); 3/day—*psionic dimension door, psionic fabricate*. 1/day—*psionic plane shift* (DC 19), *telekinetic force* (DC 15). Manifester level 13th. The save DCs are Charisma-based.

*Includes augmentation for the rust giant's manifester level.

Cold Iron (Su): Rust giants are unable to prepare arcane spells or activate arcane magical items. They receive spell resistance equal to 11 + Hit Dice against arcane magic.

Rust Giant Society

Rust giant communities are very similar to those of their distant cloud giant cousins, although rust giants have a stronger faith in the role of law and stable institutions within their society. While many rust giants are potent psionicists, they greatly respect personal privacy and will only invade the mind of another on solid evidence of criminal intent or illicit behavior.

Of all the communities of giants, rust giants have the best relations and strongest ties with dwarves. Unless there is good reason to be suspicious, dwarves always receive a favorable reaction from a rust giant community. No rust giant will willingly attack a dwarf without good cause.

Rust Giants as Characters

A rust giant's favored class is psion. Most rust giant leaders are psions or psychic warriors. About 4% of adult rust giants are clerics. Rust giant clerics can choose any two of the following domains: Earth, Knowledge, Law, and War.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, rust giants also gain the following special benefits.

- The save DC of the mind wrench is equal to 10 + ½ HD + Charisma modifier.
- The manifester level of the psi-like abilities is equal to the Hit Dice.
- Spell resistance equal to creature's HD + 11 (maximum 35).

Necrotic Brain

Author: Robert J. Hall.
Tiny Undead
Hit Dice: 2d12 (13 hp)
Initiative: +0
Speed: —
Armor Class: 22 (+2 size, +10 natural), touch 12, flat-footed 22
Base Attack/Grapple: —/—
Attack: —
Full Attack: —
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Psi-like abilities
Special Qualities: Darkvision 60 ft, telepathy 100 ft., limited senses, undead traits
Saves: Fort +0, Ref +0, Will +4
Abilities: Str —, Dex —, Con —, Int 6, Wis 13, Cha 12
Skills: Gather Information +2, Spot +5
Feats: Alertness
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–7 HD (Tiny)
Level Adjustment: —

Sitting on the shelf is a transparent bell jar filled with a clear, pale yellow liquid. Floating in the fluid is a wrinkled lump of gray flesh with a pair of eyes attached by their stalks. The mass of flesh turns gently about, almost giving it the appearance of watching the surroundings.

The first necrotic brain was created by Nalryu the mad, a little known necromancer that dwelled in a huge tower of bones on an extra-dimensional plane. Bereaved over the unfortunate death of his twin sister Natalie, Nalryu preserved her corpse by means of a *temporal stasis* spell. He then devised a tough, transparent bell jar in which to preserve her brain, his first step toward building a construct to house her form.

The bell jar was constructed from a magical barrier with a hole in the base. It holds a clear, oily preservative liquid in which the brain and the attached eyes can turn about at will. The container was sealed with a base that magically preserves the floating brain by means of a permanent *gentle repose* spell. Finally the brain was revived with a necromantic ritual developed by Nalryu.

Unfortunately the results were not to the satisfaction of Nalryu, and the brain of his sibling was revived only as a partially functional mass of necrotic flesh. While much of the knowledge and mental abilities of the psion Natalie remained, she was incapable of personal mental growth and lacked an essential spark of higher intelligence. As such she was generally capable only of following instructions, and could not remember anything significant for longer than a few weeks.

Since that time others have managed to reproduce the experiment of Nalryu, creating necrotic brains from the minds of deceased psions. Unlike Nalryu, however, these later necromancers had altogether different motivations. The necrotic brains make perfect servants for their masters. They never sleep; are almost mindlessly loyal, and maintain many of their original psionic powers. As such they are ideal watchdogs and companions of their necromancer masters.

Combat

The necrotic brain is a somewhat dull-witted undead, but still capable of employing portions of its former psionic powers. It will use these powers to observe the surroundings and to defend its master.

Psi-Like Abilities: At will—*control object, detect hostile intent*. 3/day—*psionic charm* (DC 14*), *clairvoyant sense, psionic suggestion* (DC 14). Caster level 6th. The save DCs are Charisma-based.

*Includes augmentation for the necrotic brain's manifester level.

Limited Senses (Ex): The only surviving sense of the necrotic brain is sight. It can not perform Listen checks. Any communication must use telepathy or physical gestures.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, necrotic brains also gain the following special benefits.

- 3+ HD — Add 3/day—*detect thoughts* to psi-like abilities.
- 4+ HD — Add 3/day—*psionic daze* (6 HD*) to psi-like abilities.
- 5+ HD — Add 1/day—*entangling ectoplasm* to psi-like abilities.
- 6+ HD — Add 1/day—*touchsight* to psi-like abilities.
- 7 HD — Add 1/day—*psionic true seeing* to psi-like abilities.

Nulyani

Author: Robert J. Hall.
Nulyani 1st-level Aristocrat
Medium Humanoid
Hit Dice: 1d8-1 (3 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 13 (-1 Dex, +2 leather, +1 light steel shield, +1 natural), touch 9, flat-footed 13
Base Attack/Grapple: +0/+1
Attack: Scimitar +2 melee (1d6+1/18–20) or dagger -1 ranged (1d4+1/19–20)
Full Attack: Scimitar +2 melee (1d6+1/18–20) or dagger -1 ranged (1d4+1/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Mind daze
Special Qualities: Psi-like abilities, telepathy 100 ft.
Saves: Fort -1, Ref +1, Will +2
Abilities: Str 12, Dex 9, Con 8, Int 13, Wis 8, Cha 13
Skills: Bluff +3, Diplomacy +8, Gather Information +2, Handle Animal +3, Intimidate +6, Knowledge (psionics) +4, Sense Motive +4
Feats: Weapon Focus (scimitar)
Environment: Temperate plains
Organization: Squad (2–4), company (5–8 plus 11-20 humans and 1 leader of 3rd-5th level), or band (20–31 plus 40–80 humans plus 1 3rd-level sergeant per 10 humans, 3 5th-level lieutenants, and 2 7th-level captains)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +1

This individual is human in appearance, with a noble bearing, pale, almost gray-hued flesh, and slender, delicate features. On the scalp is a mat of short, continually waving tendrils.

The nulyani are the product of a breeding

experiment by an evil and monstrous race of psionic beings. Due to their exotic physiology and characteristics, it was all but impossible for these ancestral creatures to be able to successfully breed with humanoid creatures. However, the powerful psionic abilities of their elder brain mass can utilize a female humanoid as a vessel to form a bizarre cross-breed. Exactly how this is performed is a closely-held secret, and in most cases the resulting offspring is stillborn or infertile. Occasionally, however, the offspring survives and can breed true. The result is a humanoid creature with some psionic abilities, but less capable than its monstrous parent and so still fully subject to control by the ancestral race.

Nulyani closely resemble humans, and display only a few of the facial features of their ancestors. Instead of hair, their head is covered by a mat of thick, waving tendrils. Their flesh bears a hint of grayish hue, and lacks the pigmentation or ability to tan of normal humans. Unfortunately their abnormal origins has produced an unhealthy physiology that is more susceptible to disease and injury.

Combat

Nulyani are bred for command and prefer to use mundane creatures to perform their dirty work while they employ psionic abilities to weaken their foes. When attacking from ambush they will employ their *mind daze* attack, then command their underlings to charge forward.

Mind Daze (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a DC 13 Will save or lose their next action. The save DC is Charisma-based. This ability is equivalent to a 2nd-level spell.

Psi-Like Abilities: At will—*psionic daze* (DC 12), *cloud mind* (DC 13), *far hand*. 1/day—*psionic charm* (DC 12), *psionic dimension door*. Manifester level equals the nulyani's class levels. The save DCs are Charisma-based.

Skills: A nulyani has a +2 racial bonus on Diplomacy and Intimidate checks.

Nulyani Society

These beings were deliberately bred as a tool to expand the influence of their psionic ancestors into surface settlements. Surprisingly, such a bizarre cross-breed can possess many of the tendencies of its humanoid parent, and it only rarely displays the evil and sadistic tendencies of their other ancestry.

When raised in a community of their creators, the nulyani is trained to abject obedience. Any tendencies toward rebellion are stamped out, and it becomes a tool for controlling large communities of slaves. If a nulyani is raised away from the influence of their creators, however, it can become a fully independent being with a will of its own.

The nulyani are naturally aristocratic in nature, and they employ their intuitive social and psionic talents to elevate their status in human society. Most maintain a loose connection with their own kind, using their psionic abilities to coordinate activities for their mutual benefit. Nulyani willingly mate with mundane humans, but they are still expected to produce offspring with a fellow nulyani through secret dalliances. These purebred offspring are provided with special benefits and privileges, and are typically given higher social status over mundane human cross-breeds.

Nulyani as Characters

Most higher rank nulyani leaders are psions or occasionally psychic warriors. A nulyani cleric has access to two of the following domains: Knowledge, Law, Travel, or Trickery.

Nulyani characters possess the following racial traits.

— +2 Charisma, -2 Constitution.
— Medium size.
— A nulyani's base land speed is 30 feet.
— Weapon Proficiency: nulyani are automatically proficient with scimitar.
— +1 natural armor.
— Special Attacks (see above): Mind daze, psi-like abilities.
— Special Qualities: Telepathy 100 ft.
— +2 racial bonus on Diplomacy and Intimidate checks.
— Favored Class: Psion.
— Level Adjustment: +1.

The nulyani aristocrat presented here had the following ability scores before racial adjustment: Str 12, Dex 9, Con 10, Int 13, Wis 8, Cha 11.

Challenge Rating: Nulyani with levels in NPC classes have a CR equal to their character level. Nulyani with levels in PC classes have a CR equal to their character level +1.

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Nuthril

Author: Robert J. Hall.
Tiny Aberration
Hit Dice: 6d8-6 (21 hp)
Initiative: +7
Speed: 5 ft. (1 square), fly 30 ft. (good)
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +4/-4
Attack: Tentacle lash +9 melee (1d2 and drain)
Full Attack: Tentacle lash +9 melee (1d2 and drain)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Psi-like abilities, psychic drain
Special Qualities: Darkvision 90 ft., power resistance 17, flight, telepathy 100 ft.
Saves: Fort +1, Ref +5, Will +8
Abilities: Str 11, Dex 16, Con 9, Int 12, Wis 16, Cha 15
Skills: Concentration +10, Escape Artist +7, Hide +6, Listen +6, Move Silently +7, Spot +6, Survival +6
Feats: Alertness, Improved Initiative, Weapon Finesse
Environment: Underground
Organization: Solitary, pair, bunch (3–5), or pack (6–20, plus a 3rd-level leader).
Challenge Rating: 4
Treasure: No coins; double goods; standard items
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: —

A strange creature hangs before you, floating effortlessly in mid air. The upper portion is shaped as a hairless humanoid head, with a darker mottled pattern across the scalp. Dangling beneath the neck is a thick bundle of rubbery tentacles that are in constant motion.

A recent arrival in the underground realm is this bizarre, floating creature. Its body consists of a bald, hairless humanoid head with a thick bundle of wriggling, fleshy tentacles hanging below the neck. These flexible tentacles are as nimble as hands, and are capable of tool use or wielding a weapon.

The nuthril has potent psionic abilities and moves about by levitating its body using psychokinesis. As it was created for existence in darkness, it possesses the darkvision of many underground denizens.

The origins of this species remain a mystery, even to themselves. However their leaders periodically receive telepathic instructions from a being that calls itself the Watcher. They are uncertain if this being is an unknown god, or simply a wise and very powerful psionic creature.

Nuthril speak Undercommon.

Combat

Nuthril prefer to fight from a distance, using their psionic abilities. If pressed into melee combat, a nuthril lashes its enemies with the thick tentacles hanging from its head, draining psychic energy. Due to their size they can only employ tiny weapons.

Psi-Like Abilities: At will—*animate rope, psionic charm* (DC 13), *attraction* (DC 13), *read thoughts* (DC 14), *psionic lock, far hand, control object*. 3/day—*false sensory input* (DC 15), *mental disruption* (DC 14), *brain lock* (DC 14), *psionic suggestion* (14). Manifester level 6th. The save DCs are Charisma-based.

Psychic Drain (Ex): An opponent struck by the tentacle lash of a nuthril must succeed on a DC 15 Willpower save or be stunned for 1d4 rounds. The save DC is Charisma-based.

Flight (Ex): A nuthril's body is levitated by psychokinetic powers. This allows it to fly at a

speed of 30 feet. As long as it remains conscious, this ability also grants it a permanent *feather fall* effect (as the spell) with personal range as long

Skills: Nuthril receive a +2 racial bonus to Escape Artist and Move Silently checks.

Nuthril Society

Nuthril are very social creatures, and prefer to dwell in tight, well-defended communities where they are safe from their enemies. As they have little need for garb or shelter from the elements, nuthril wear no clothing or adornments. However they will often decorate themselves with facial markings or tattoos. These are used to denote their particular tribal affiliation as well as social standing.

The constant threat posed by underdark foes has caused the nuthril societies to emphasize discipline and order, and they fight together in well-organized groups. Their telepathic abilities allow them to function as a very effective team, and they are far more dangerous than their individual powers might indicate.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, nuthril also gain the following special benefits.

- The manifester level of the psil-like abilities is equal to the Hit Dice.
- Power resistance equals creature's HD + 11 (maximum 25).
- The save DC of the psychic drain attack is equal to 10 + ½ HD + Charisma modifier.

Ooze

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ethereal Slime

Author: Robert J. Hall.
Huge Ooze (Incorporeal, Psionic)
Hit Dice: 8d10+16 (60 hp)
Initiative: -5
Speed: Fly 20 ft. (perfect) (4 squares)
Armor Class: 4 (-2 size, -5 Dex, +1 deflection), touch 4, flat-footed 4
Base Attack/Grapple: +6/—
Attack: Incorporeal touch -1 melee (1d6 Int plus 2d6 Psi Points)
Full Attack: Incorporeal touch -1 melee (1d6 Int plus 2d6 Psi Points)
Space/Reach: 15 ft./10 ft.
Special Attacks: Mind drain
Special Qualities: Blindsight 60 ft., power resistance 18, transparent, incorporeal traits, ooze traits
Saves: Fort +4, Ref -3, Will -3
Abilities: Str —, Dex 1, Con 15, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Ethereal Plane
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–17 HD (Huge); 18–25 HD (Gargantuan)
Level Adjustment: —

A barely discernible silvery-blue cloud hovers in the air, advancing silently by projecting roiling blobs then flowing forward to occupy the space. It has no visible features other than small, sparkling nodules located throughout its form.

An ethereal slime is native to the ethereal plane, and it lives off the psychic energies emitted by living organisms. It is particularly attracted to beings with strong psionic energies, and will tirelessly follow such creatures until it can consume and extinguish their source of power. This life form is completely mindless and functions entirely at an instinctual level.

Combat

An ethereal slime will move toward the strongest source of living or psionic energy nearby, and will seek to drain this food source by occupying the ethereal space with its body.

Mind Drain (Su): The touch of an ethereal slime

deals 1d6 points of Intelligence damage to a living foe. A creature reduced to Intelligence 0 by an ethereal slime dies. This is a psionic effect.

A psionic creature touched by an ethereal slime must also succeed on a DC 16 Will save or be drained of 2d6 power points. Every 2 power points drained will heal a point of damage to the ethereal slime. The save DC is Constitution-based.

Blindsight (Ex): An ethereal slime can sense the presence and location of living beings nearby, and can detect the location and strength of psionic auras. Non-living creatures such as undead and constructs gain the benefit of concealment against an ethereal slime.

Transparent (Ex): An ethereal slime is difficult to see from outside the ethereal plane, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures that fail to notice an ethereal slime and walk into it are automatically hit for mind drain.

Shaggy Stalker

Author: Robert J. Hall.
Large Aberration
Hit Dice: 10d8 (45 hp)
Initiative: +1
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21
Base Attack/Grapple: +7/+14
Attack: Eye rays +7 ranged touch and tentacle +4 melee (1d4+3)
Full Attack: Eye rays +7 ranged touch and 4 tentacles +4 melee (1d4+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Eye rays, improved grab, beak bite 2d6+3
Special Qualities: All-around vision, anti-psionic cone, darkvision 60 ft., psi-like abilities, power resistance 25, favored enemy
Saves: Fort +3, Ref +4, Will +12
Abilities: Str 17, Dex 12, Con 11, Int 16, Wis 16, Cha 18
Skills: Balance +11, Climb +20, Concentration +6, Hide +8, Listen +15, Psicraft +11, Search +8, Spot +15, Survival +5
Feats: Alertness, Blind-Fight, Improved Initiative, Iron Will
Environment: Underground
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Usually chaotic good
Advancement: 11–15 HD (Large); 16–32 HD (Huge)
Level Adjustment: —

A great shaggy creature hangs from the ceiling, its brown body suspended by a bundle of tentacles on the underside. On the side opposite the tentacles are several curious stalks with hollow openings at the end. There is a large, pit-like opening in the center of its body.

This bizarre species was created long ago by an unknown race for the purpose of combating an evil breed of psionic predators. The mindset and powers of this potent creature were greatly modified from the original species, and as a result the shaggy stalker is an altogether different creature than its predecessor. As of yet it is still a relatively rare being in the world, and can only be found underground in selected locations. The effect of this creature on the population of its racial enemy has been quite dramatic, however.

A shaggy stalker is a 6-foot-wide orb covered in a long, thick coat of multi-hued brown hair. Rather than an eye, the shaggy stalker has a vision pit through which it is able to discern its surroundings with good clarity. Eight smaller vision pits on the ends of stalks peer out from the shorter mat of hair on the top of the orb. The long, hanging coat of shaggy hair disguises a mass of powerful furry tentacles attached to the underside. A formidable beaked mouth sits at the bottom in the midst of these tentacles.

To move about underground, the shaggy stalker uses the gripping pads on the ends of its tentacles to cling to walls and ceilings.

Combat

Shaggy stalkers rarely attack without provocation, and normally only hunt for food or for their species enemy. They will put themselves at considerable risk in order to aid those who are attacked or enslaved by their enemy race, and will on occasion even ally themselves with enemies of this foe.

When faced with multiple opponents their favorite tactic is to lower themselves into the midst of their enemies from above, then employ their rays to best effect. Against a single foe a shaggy stalker will attempt to attack from ambush, using up to four of its tentacles to tightly grasp the foe and then bite with its beak.

Eye Rays (Su): Each of the eight small vision pit

rays resembles a psionic power (manifester level 13th). Each ray has a range of 150 feet and a save DC of 17. The save DCs are Charisma-based. The eight rays include:

Brain Lock: The target must succeed on a Will save or be affected as though by the psionic power. Shaggy stalkers typically use this ray against psionically enslaved defenders of their enemy race in order to safely neutralize them during the battle.

Psionic Charm: The target must succeed on a Will save or by affected as though by the psionic power. The shaggy stalker uses this ray to target weak-willed members of the enemy.

Psionic Disintegrate: The target is affected as though by the psionic power, taking 22d6 points of damage (5d6 on a Fortitude save). The shaggy stalkers enjoy using this ray against the leaders of their enemy, who are susceptible to its destructive power.

Psionic Dominate: This works like the psionic power, except the subject can be of any size and can affect an aberration, animal, dragon, elemental, fey, giant, magical beast, monstrous humanoid, or outsider. The shaggy stalker uses this ray to create confusion in the ranks of an enemy, particularly among those guarding any of their enemy race.

Attraction: The target must succeed on a Willpower save or be affected as though by the psionic power. This ray is often targeted against fleeing opponents, or those it thinks will survive the fight.

Empathic Feedback: The target is dealt the amount of damage it deals you, or 13 points, whichever is less. The shaggy stalker will use this ray against physically threatening targets it wants to destroy early in the fight, or to finish off wounded foes.

Mind Trap: This works like the psionic power, but will only drain targets within a cone-shaped region. If the eye is shifted to another area, the power will no longer function against the previous targets. This ray is typically aimed at racial foes among the enemy, particularly at the individual whom the creature perceives as being the most dangerous.

Recall Agony: This works just like the psionic power, causing 6d6 points of damage. (Will half).

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

Beak Bite (Ex): Attack bonus +4, damage 1d8+3.

Negate Psionics Cone (Su): A shaggy stalker's central vision pit continually radiates a 100-foot cone of *null psionics field* as the psionic power (manifester level 12th). All psionic powers and effects within the cone are suppressed—even the shaggy stalker's own eye rays. Once a round, during its turn, the shaggy stalker decides whether the negate psionics cone is active or not (the shaggy stalker deactivates the cone by squeezing closed its central eye pit.)

Psi-Like Abilities: At will—*conceal thoughts, empathic transfer, missive, escape detection, forced share pain* (DC 17); 3/day—*brain lock, body adjustment* (2d12*). Manifester level 10th. Save DC is Charisma-based.

*Includes augmentation for the necrotic brain's manifester level.

Favored Enemy: This power works like the ranger's favored enemy feature, except the chosen foe must have psionics or a psi-like ability.

Skills: Shaggy stalkers receive a +4 racial bonus to Balance and Climb checks. A shaggy stalker can always choose to take 10 on Climb checks, even if rushed or threatened.

Shaggy Stalker Society

The shaggy stalker is normally a solitary creature that dwells exclusively beneath the earth. It is rarely to be found at a particular location for very long, relying on mobility to confuse its enemies. Rather than building an extensive base, it uses its disintegration power to create a series of well-camouflaged ambush ports at suitable locations in tunnel ceilings. From these holes the creature waits for an opportune moment to strike at its prey passing beneath. It is a cunning, patient, and unpredictable creature that may allow weeks or months to pass between each attack.

Once the fear of its bizarre form is overcome, the shaggy stalker can prove to be a trustworthy ally and pleasant companion, especially to those whom it has rescued from slavery to its racial foe. The creature will rarely have long-lasting friendships, however, as such may impair its ability to stalk its hereditary foe. The rare exception is the occasional closely allied metallic dragon, particularly those of the brass or copper variety, with whom they can form life-long bonds.

Advanced Benefits

In addition to the standard changes due to Hit Dice advancement, shaggy stalkers also gain the

following special benefits.

- The manifester level of the psi-like abilities is equal to the creature's HD.
- The save DC of the eye rays is equal to 10 + ½ HD + Charisma modifier.
- Power resistance is equal to the creature's HD + 15 (maximum 35).
- 12–17 HD — The *body adjustment* heals 3d12 points of damage.
- 13+ HD — Add At will—*read thoughts* to the psi-like abilities.
- 15+ HD — Add 3/day—*dimensional slide* to the psi-like abilities.
- 16+ HD — Add At will—*mass missive* to psi-like abilities.
- 17–24 HD — The favored enemy bonus increases to +4.
- 18+ HD — The *body adjustment* heals 4d12 points of damage.
- 19+ HD — The *brain lock* power can also affect animal, fey, giant, magical beast, or monstrous humanoid.
- 21+ HD — Add 3/day—*psionic dimensional anchor* to the psi-like abilities.
- 23+ HD — Add 3/day—*detect psionics* to the psi-like abilities.
- 24+ HD — The *brain lock* power can also affect abberation, dragon, elemental, or outsider.
- 25+ HD — The favored enemy bonus increases to +6.
- 27+ HD — Add 3/day—*ultrablast* to the psi-like abilities.
- 29+ HD — Add 3/day—*energy conversion* to the psi-like abilities.
- 31+ HD — Add 3/day—*greater psionic teleport* to the psi-like abilities.

Swarm

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

— A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

— A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

— A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Psi Fly Swarm

Author: Robert J. Hall.
Diminutive Vermin (Swarm, Psionic)
Hit Dice: 4d8 (18 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 20 ft. (poor)
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat footed 14
Base Attack/Grapple: +3/—

Attack: Swarm (1d6 plus daze)
Full Attack: Swarm (1d6 plus daze)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, daze
Special Qualities: Darkvision 60 ft., swarm traits, vermin traits
Saves: Fort +4, Ref +5, Will +0
Abilities: Str 1, Dex 18, Con 10, Int —, Wis 10, Cha 2
Skills: Listen +4, Spot +3
Feats: Weapon Finesse[B]
Environment: Temperate forest
Organization: Solitary, cloud (2–7 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: none
Level Adjustment: —

A low, steady hum fills the air around a large, swirling cloud of dark insects.

This is a type of carnivorous, flying beetle with a dark gray shell that emits a low humming sound while in flight. These insects swarm together and seek out living creatures, the larger the better. They possess unusually long feelers that emit a strong psionic field which disrupts the thought processes of creatures caught within their swarm.

Combat

Like any swarm, a psi fly swarm will seek to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move. Creatures are swarmed until they are stripped to the bone.

Distraction (Ex): Any living creature that begins its turn with a psi fly swarm in its space must succeed on DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Daze (Ex): Any living creature with an Intelligence score that begins its turn with a psi fly swarm in its space must succeed on a DC 14 Will save or be dazed for 1 round. The save DC is Wisdom-based and includes a +2 racial bonus. This is a psionic effect.

Science Fiction Creatures

The following creatures are suitable for use in a science-fiction campaign. Some of these creatures have been engineered to hunt intelligent life forms, and so are highly dangerous. Many others are quite alien in nature, and so the game referee could rule that mind-effecting abilities, poisons, and diseases can be expected to be much less effective when targeted against a species originating on a different world. The particulars of these variances will depend on the campaign. Likewise none of the languages have been detailed for intelligent aliens since these will also be campaign-dependent.

Arachnæ

Author: Robert J. Hall.
Medium Aberration
Hit Dice: 1d8+2 (6 hp)
Initiative: -1
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple: +0/+0
Attack: Claw +0 melee (1d6)
Full Attack: 2 claws +0 melee (1d6) and bite -5 melee (1d4); or rifle -1 ranged (2d10)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 90 ft., low-light vision, partition mind
Saves: Fort -1, Ref -1, Will +2
Abilities: Str 10, Dex 8, Con 9, Int 14, Wis 12, Cha 10
Skills: Climb +11, Craft (any one) +6, Knowledge (any one) +6, Search +5, Spot +3
Feats: Toughness
Environment: Cold plains
Organization: Solitary, pair, or team (3–6)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: —

This creature resembles a giant spider, with a dozen eyes and a pair of mandibles about the mouth piece. The outer shell is a sleek black hue.

These beings bear an unusual resemblance to certain species of spiders on earth, which undoubtedly accounts for the strong prejudice they receive from some humans. They have a dark exoskeleton, eight or ten jointed legs, a head dome covered with a dozen black eyes, and a pair of mandibles about their mouth. Their chitinous outer shell is a marvel of evolution, being both tough and light. Despite this, the mass of the exoskeleton slows down the arachnæ and they typically move about at a leisurely walk. The back of the males shell is covered by a growth of black hairs, while the female is hairless.

The arachnæ are intelligent, sentient creatures, with a well-balanced psyche and a calm, rational thought process. In spite of their unnerving appearance, they share many traits in common with humanity, including a protective instinct for their offspring and an enjoyment of socialization. They speak a unique language composed of clicks and mandible gestures.

Combat

The arachnæ can be skilled, dangerous fighters, capable of clever tactics and brilliant strategy. They prefer to fight at a distance, employing weapons and advanced technology to win their battles. While they have a frightening appearance, arachnæ are not particularly capable at unarmed combat.

Partition Mind (Ex): Each round an arachnæ does not concentrate or perform a full-round action, it can choose to partition its mind and gain a bonus standard action. This action can only be applied toward using an Intelligence or Wisdom-based skill. While its mind is thus partitioned, the arachnæ takes a -1 penalty on attack rolls and saving throws.

Skills: Arachnæ have a +2 racial bonus on Spot skill checks, and a +8 bonus on Climb checks. They suffer a -2 penalty to all Listen skill checks.

Beowolf

Author: Robert J. Hall.
Medium Construct
Hit Dice: 5d10+20 (47 hp)
Initiative: +8
Speed: 80 ft. (16 squares), climb 40 ft., swim 40 ft.
Armor Class: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18
Base Attack/Grapple: +3/+8
Attack: Bite +12 melee (1d6+12/19–20/x3)
Full Attack: Bite +12 melee (1d6+12/19–20/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Augmented critical, improved grab, self-termination

Special Qualities: Construct traits, resistance to acid 10, cold 10, and fire 10, accelerate, keen senses, track
Saves: Fort +1, Ref +5, Will +5
Abilities: Str 27, Dex 19, Con —, Int 4, Wis 18, Cha 8
Skills: Climb +13, Hide +5, Jump +13, Listen +13, Move Silently +5, Spot +13, Survival +5*, Swim +13*
Feats: Endurance, Improved Initative[B], Weapon Focus (bite)
Environment: Any
Organization: Solitary, pair, or pack (5–8)
Challenge Rating: 5
Treasure: None
Alignment: Lawful neutral
Advancement: —
Level Adjustment: —

This robotic creature has the form of an unusually large wolf, with a gray-hued outer shell, four multi-hinged legs, and a sleek head possessing multiple sensors and a fang-lined jaw.

The beowolf project was created to construct a predatory machine that could be let loose on a barely-habitable alien planet to hunt down and slay a dangerous outlaw. This engineered organic robot is a nightmare combination of lethal alien and cybernetic traits, enhanced through many generations of design improvements and new technological capabilities discovered from many life-bearing worlds.

A beowolf is the size of a large wolf, with a ceramic endoskeleton, an alien internal physiology, a tough, fibrous outer membrane, four servo-driven limbs, and a massive, powerful jaw lined with ceramic fangs. Due to its exquisite design, it can exist on virtually any world inhabitable by mankind, converting the native fauna and flora into energy without fear of alien contaminants. It moves with astonishing speed, often attacking before an opponent realizes that he is in combat. The head of the beowolf is equipped with a variety of enhanced sensors, allowing it to follow a trail many weeks old and hunt in adverse conditions.

Combat

The beowolf is a relentless, single-minded predator that focuses almost entirely on hunting its designated prey. It will only attack other creatures when it needs additional energy, or if they are hindering its activities, and it is programmed not attack other humans except in self-defense. On its final attack the beowolf switches to accelerated mode, then charges straight in and locks its jaws in a death grip about its target. It is utterly fearless, but crafty enough to wait for a suitable moment to attack.

Augmented Critical: The beowolf's bite threatens a critical hit on a natural roll of 19–20, dealing triple damage on a successful critical hit.

Improved Grab (Ex): To use this ability, a beowolf 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.

Self-Termination (Ex): When the beowolf is reduced to 0 hit points or runs out of energy, it automatically self-destructs by detonating an explosive implant. The explosion deals 8d6 points of fire damage in a 15-foot radius burst (DC 20 Reflex half).

Accelerate (Sp): Once per day as a free action a beowolf can accelerate, gaining the benefits of the *haste* spell (caster level 8th.)

Keen Senses (Ex): A beowolf sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet, and can notice creatures by chemical emissions in a 180-foot radius.

Skills: A beowolf has a +8 racial bonus on Listen and Spot checks. *It has a +12 racial bonus on Survival checks when tracking by scent. It also has a +4 racial bonus on any Swim check to perform some special action or avoid a hazard.

Bluum

Author: Robert J. Hall.
Large Plant (Aquatic)
Hit Dice: 4d8+4 (22 hp)
Initiative: +2
Speed: Swim 20 ft. (4 squares)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+11
Attack: Strand +7 melee (1d4 acid plus paralyzing sting)
Full Attack: 9 strands +7 melee (1d4 adic plus paralyzing sting)
Space/Reach: 10 ft./10 ft.
Special Attacks: Low-light vision, paralyzing sting, improved grab, digest
Special Qualities: Plant traits
Saves: Fort +5, Ref +3, Will -1

Abilities: Str 19, Dex 15, Con 12, Int 4, Wis 6, Cha 10
Skills: Listen +2, Spot +2, Swim +7
Feats: Alertness, Weapon Focus (strand)
Environment: Cold aquatic
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–7 HD (Large), 8–11 (Huge)
Level Adjustment: —

This bizarre aquatic creature has long, flexible tendrils on the lower part of its body and a head covered by a matt of smaller tendrils. The body is a pale white hue that becomes darker toward the tips, with a colorful head cap. It has no distinctive sensory organs of any kind.

With a lower body resembling a squid and an upper half having the form of a sea anemone, this bizarre, carnivorous plant is a loathsome mass of quivering, stinging tentacles and hair-like strands. Its outer body is a pale white coloration that turns a deeper shade near the waving tips. It has neither a front nor a back, and no visible sensory organs. But tendrils mixed among the waving cap provide crude visual and auditory senses. The three separate genders of bluum have caps with a bright red, golden yellow, and dark blue hues respectively.

Each of the bluum genders is capable of laying its own eggs or fertilizing the eggs of the other two genders. Each gender is optimized to function during a specific portion of an alien daylight cycle that lasts a total of 129 terrestrial days. A bluum is alert and predatory for a period lasting 57 days, then hibernates for the remainder of the cycle.

Mating occurs during the two-week periods when the cycles overlap, with the gender that emerges from hibernation laying the seed pods that the already active mate then fertilizes. The pods hatch during the active cycle of the third gender. (Thus if red and yellow bluum mate, their offspring hatch during the blue bluum's activity cycle.)

Combat

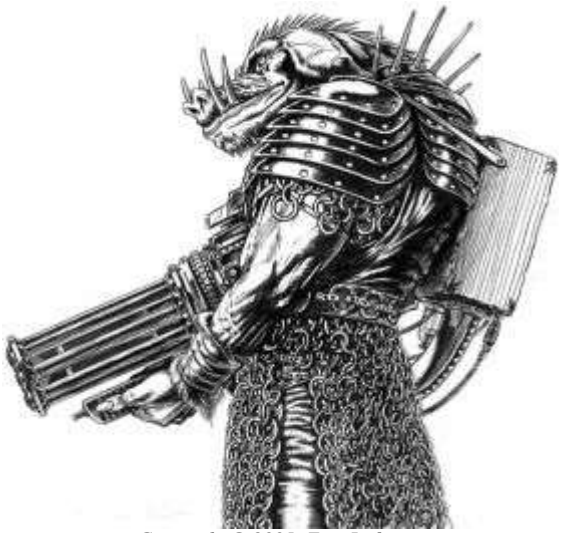
The bluum tries to immobilize prey with the long coat of stinging strands, then grab the target with its powerful, flexible tentacles. It wraps around the body of the prey then digests the body with potent acids. While it is consuming prey the bluum forms a tight, rubbery sphere.

Paralyzing Sting (Ex): A bluum strand attack deals acid damage. Those hit by a bluum's strand attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d4 rounds. This paralysis effect is cumulative. The save DC is Constitution-based.

Creatures hitting a bluum with natural weapons or unarmed attacks take acid damage as though hit by the bluum's attack, and also become paralyzed unless they succeed on a Fortitude save.

Improved Grab (Ex): To use this ability, the bluum must hit with at least three arm attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to digest the foe the following round.

Digest (Ex): A bluum deals 2d6 points of acid damage with a successful grapple check. While digesting all strands of the bluum are wrapped tightly around the target, and it can not attack another opponent.



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Boarog

Author: Robert J. Hall.
Medium Monstrous Humanoid
Hit Dice: 4d8+8 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 natural, +4 chain shirt), touch 10, flat-footed 17
Base Attack/Grapple: +4/+7
Attack: Gore +7 melee (1d6+3), or automatic rifle +4 ranged (2d8)
Full Attack: Gore +7 melee (1d6+3), or automatic rifle +4 ranged (2d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Ferocity
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +5*, Ref +4*, Will +4*
Abilities: Str 16, Dex 10, Con 15, Int 7, Wis 11, Cha 6
Skills: Intimidate +3, Listen +4, Search +2, Spot +4
Feats: Alertness, Great Fortitude
Environment: Temperate forest
Organization: Solitary, pair, squad (4–10), war band (10–80 plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level) or assault company (50–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, and 1 leader of 6th-8th level)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +1

This powerful humanoid has a head that resembles a wart hog, with a stubby snout and horn-like fangs protruding from its jaw. The body is powerfully muscled and bears a multitude of scars.

The boarog are powerful, belligerent, and highly territorial creatures that view warfare as the natural state of existence. They are generally humanoid in shape, although their form is bulky with multiple, overlapping layers of muscle. Their physiology has evolved to withstand severe punishment, with many organs providing redundant services. Thus there are two hearts, and the walls of major blood vessels are muscled to provide additional flow during stressful situations.

The head of the boarog is startlingly similar to the wart hog from the sol system, and humans often use the derogatory slang term "war boars" to describe this race. The horn-like fangs on the front of the snout can inflict a painful gore injury, and their nose is as sensitive as a tracking dog's. Their eyes are able to sense heat emissions from a body, but they are unable to perceive hues of blue or violet that are visible to humans.

Boarog are strictly carnivorous, and will avoid eating plants, rotten flesh, or any meat that has been thoroughly cooked. They are not particularly picky about their source of meat, and will consume just about anything that moves. They are much more tolerant of alien flesh than are humans.

Combat

Boarog prefer a stand-up fight, blasting the enemy with overwhelming firepower then charging in to finish off a foe. Most boarog are trained in combat from birth, and they are skilled in a variety of different weapons and combat techniques.

Ferocity (Ex): A boarog is a tenacious combatant that can continue to fight without penalty even when disabled or dying.

Skills: Boarog have a +4 racial bonus on Intimidate checks.

Boarog Culture

The boarog are easily angered, and quick to settle scores. They have little comprehension of such humanitarian tendencies as compassion and artistic expression. Pacifist races are viewed as little more than contemptible cattle to be exploited for labor and technical skill. However the boarog do forge life-long bonds with their fellows, and will lay down their lives for allied warriors.

While the boarog are a war-like race, they

generally prefer brutal, crushing attacks to clever maneuvers and cunning ploys. They particularly despite those who employ such tactics against them, and a desire for revenge will burn within until can be settled in a bloodbath. Atrocities are all too common when the boarog conquer new worlds, and they rule through fear and intimidation.

Few boarog possess the mental faculties to invent new technologies or create breakthrough ideas. As a result the boarog civilizations rose and fell for countless ages before they finally developed space flight. Once the stars were reached, the boarog stole or traded for technology as a means to enhance their military weapons. Many a boarog war has been launched in an attempt to acquire a better weapon or war-fighting tool from a foe.

As stalwart, aggressive warriors, boarog are often hired as mercenaries by those who are not too picky about their company.

Boarog as Characters

Boarog characters possess the following racial traits.

— +4 Strength, +2 Constitution, -2 Intelligence (minimum 3), -2 Charisma.
— Medium size.
— A boarog's base land speed is 30 feet.
— Darkvison out to 60 feet.
— Racial Hit Dice: A boarog begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
— Racial Skills: A boarog's monstrous humanoid levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Intimidate, Listen, Ride, Search, and Spot.
— Racial Feats: A boarog's monstrous humanoid levels give it two feats.
— Weapon Proficiency: A boarog is proficient with all simple weapons.
— +3 natural armor bonus.
— Natural Weapons: Gore (1d6).
— Special Qualities (see above): Scent.
— +2 racial bonus on saving throws against disease or poison. *Not reflected in the saving throw numbers given here.
— +2 racial bonus on Intimidate checks.
— Favored Class: Fighter.
— Level Adjustment: +1.

Chrone

Author: Robert J. Hall.
Chrone, 1st-Level Warrior
Small Aberration
Hit Dice: 1d8+1 (5 hp)
Initiative: +7
Speed: 20 ft. (4 squares)
Armor Class: 19 (+1 size, +3 Dex, +4 dodge*), touch 19, flat-footed 11
Base Attack/Grapple: +1/-4
Attack: Laser pistol +5 ranged (3d4)
Full Attack: Laser pistol +5 ranged (3d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., spell-like abilities, foresight, spell resistance 6
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 9, Dex 17, Con 12, Int 10, Wis 13, Cha 6
Skills: Listen +2, Ride +5, Search +3, Sleight of Hand +6, Spot +2
Feats: Improved Initiative, Lightning Reflexes[B]
Environment: Warm plains
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

A stooped, alien creature advances on all fours, its general shape appearing somewhat humanoid with a tubular body covered in sleek, blue-gray flesh. It has an oversized, almost featureless head with a small mouth slit, no eyes or nose, and an irregular forehead. The rear legs resemble those of a dog, with wide, splayed feet.

This alien race appears vaguely humanoid in form, but often knuckle-walks on all four limbs like an ape. The rear legs are bent back at the knees like a dogs, and it has splayed, almost bird-like feet. Its oversized skull lacks any visible organs or orifices, save for a mouth slit underneath, and the only distinctive features are a set of ridges and fin-like projections running from front to back across the scalp. The body is nearly cylindrical, tapering slightly toward the rear. The flesh of a chrone is smooth and sleek, with a slight blue-gray hue, and is covered in a mottled pattern of small, dark spots.

Due to their exotic characteristics, the chrone perceive the world in an entirely different manner

than most creatures, viewing a continuum of time rather than merely the present moment. This makes their thought processes very bizarre, and quite confusing for a telepath. They possess a certain degree of foresight, which grants them a significant advantage in combat or other time-sensitive activities. However their time continuum sense is most focused about the present, so it is unable to predict with great accuracy what is yet to come.

Those who spend some time observing the chrone will note that they often behave in a chaotic manner, spontaneously changing their behavior without apparent reason. They often seem to succeed at tasks out of pure luck, but more often than not this is a result of their time sense providing an uncanny predictive quality.

Combat

The eerie temporal sense of a chrone makes them dangerous foes in a fight, and they make full use of their presentient abilities to defeat their enemies. They prefer to maintain a fluid combat situation, keeping their foes off balance while pressing the attack. If a fight appears likely to end in defeat, the chrone will retreat and regroup.

Blindsight (Ex): A chrone can ascertain all foes within 120 feet. Beyond that range it is considered blinded.

Chrones are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A chrone who is concentrating, stunned, or dazed is effectively blinded, treating all targets as having total concealment.

Spell-Like Abilities: At will—*guidance*. 3/day—*augury*. 1/day—*true strike*. 1/week—*speak with dead*. Caster level 3rd. Only another chrone can sense when these abilities are activated and in use.

Foresight (Ex): Due to their eerie temporal sense, chrones gain the Evasion and Uncanny Dodge special qualities of a rogue, and the Lightning Reflexes feat as a bonus feat.

*While they are not concentrating, chrone receive a +4 dodge bonus to Armor Class. Any time a chrone loses its Dexterity bonus to Armor Class, such as when it's caught flat-footed, it also loses its dodge bonus.

Spell Resistance (Ex): A chrone has spell resistance equal to its class levels +5.

Skills: Chrones have a +2 racial bonus on Sleight of Hand and Search checks. A chrone who passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Chrones as Characters

Chrone characters possess the following racial traits.

— +4 Dexterity, +2 Wisdom, -2 Charisma.
— Small size: +1 bonus to Armor Class, +1 bonus on attack rols, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits ¾ those of Medium characters.
— A chrone's base land speed is 20 feet.
— +2 racial bonus on Sleight of Hand checks.
— +2 racial bonus on Search checks. A chrone who passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
— Special Qualities (see above): Blindsight 120 ft., spell-like abilities, foresight.
— Favored Class: Rogue.
— Level Adjustment: +3.

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

Chrone Society

Most chrone are long lived and have few offspring. They are a migratory race, traveling in tight-knit family groups to worlds and regions that are safe from conflict or hazard. Chrone merchant ships often fare well, carrying specific cargoes that their foresight tells them will be much needed where they intend journey. As a result they are usually wealthy creatures, with large investments on many civilized worlds.

The chrone civilization, such as it is, has proven resistant to the rise and collapse cycles common among other races. All chrone prefer to take the long view, even in their daily activities. Thus while the chrone are not exceptionally gifted in terms of technological advances or great discoveries, their stability has placed them in good stead over the course of history.

Many scholarly chrones become historians and paleontologists, carefully recording the story of other civilizations for the future. Many a lost species still lives on as a historical record among the chrone's data libraries. Unfortunately the exotic and efficient record keeping methods of a chrone can be difficult for other species to fathom.

Ciberial

Author: Robert J. Hall.
Large Elemental (Electricity, Shapechanger)
Hit Dice: 6d8+6 (33 hp)
Initiative: +4
Speed: 30 ft. (6 squares), burrow 10 ft. (conducting materials only)
Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +4/+8
Attack: Discharge touch +7 melee (2d6 electricity) or blaster +7 ranged (3d6 fire)
Full Attack: Discharge touch +7 melee (2d6 electricity) or blaster +7 ranged (3d6 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Discharge, spell-like abilities
Special Qualities: Damage reduction 10/metal, blindsight 60 ft., immunity to electricity, vulnerability to water, infiltrate, elemental traits
Saves: Fort +3, Ref +9, Will +2
Abilities: Str 10, Dex 19, Con 13, Int 10, Wis 11, Cha 12
Skills: Diplomacy +3, Listen +3, Sense Motive +2*, Spot +3; Craft (any one) +3 *or* Knowledge (any one) +3
Feats: Alertness, Weapon Finesse
Environment: Temperate desert
Organization: Solitary, gang (2–5), pack (6–20 plus 1 3rd-level leader), or colony (20–100 plus 40% noncombatants plus 1 3rd-level leader per 20 psyberials, 1 or 2 5th-level commanders, and 1 high leader of 6th-8th level)
Challenge Rating: 5
Treasure: None
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: —

This bizarre being is composed almost entirely of blue, glowing plasma, forming a grid encompassing a bodily form. An eerie nimbus surrounds this plasma, distorting the surrounding air.

A ciberial is an alien being composed almost entirely of electrical energies. Its body is formed in a grid-like pattern of electrical plasma lines, giving it an almost solid form that retains its shape over time. However the ciberial is able to transform its body into any shape that it finds useful for a particular task.

Ciberial are social beings that typically live in complex colonies with others of their kind. They have mastered the ability to control all types of electrical and magnetic energies, and can form a variety of structures directly out of fields of electrical force. These structures are stable enough for normal, solid beings to dwell within, but can still provide an unpleasant electrical discharged if improperly contacted.

A typical ciberial occupies twice the overall volume of a human, with a shape that varies depending on the task being formed. Normally they will assume an insect-like shape with four to six limbs and a multi-segmented body.

Combat

A ciberial will use its command of electrical energy when attacking an opponent, delivering a potent discharge of plasma from their bodies. When they do this, however, they lose some of their own bodily energy. So they prefer to rely on devices.

Spell-like Abilities: At will—*floating disk, mage hand, open/close*; 1/day—*entropic shield, mage armor*. Caster level 6th. The save DCs are Charisma-based.

Discharge (Ex): Merely touching or being touched by a ciberial automatically deals 2d6 electrical damage. Any sensitive electrical components that strike a ciberial must succeed on a DC 16 Fortitude save or be rendered ineffective. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex): The ciberial's entire body is a sensory organ that can ascertain prey by their electrical emissions within 60 feet. This sense will not penetrate liquids such as mist, or any highly conductive surfaces including metal.

Infiltrate (Ex): A ciberial can move through any narrow crack or opening by taking a 5-foot step.

Water Vulnerability (Ex): A ciberial takes an additional 2d6 damage each round it is immersed in a body of water, or an additional 1d6 damage each round it is directly exposed to precipitation or at least a gallon of water.

Skills: *A ciberial has a +4 racial bonus on any Sense Motive check while interacting with a living, corporeal creature it is able to sense with its blindsight.

Cybercube

Author: Robert J. Hall.
Medium Construct
Hit Dice: 15d10+20 (102 hp)
Initiative: +7
Speed: Fly 50 ft. (good) (10 squares)
Armor Class: 29 (+3 Dex, +16 natural), touch 13, flat-footed 26
Base Attack/Grapple: +11/+11
Attack: Slam +12 melee (1d4+1 plus 1d6 electricity); or 4 plasma rays +15 ranged touch (2d6 fire and 2d6 electricity)
Full Attack: Slam +12 melee (1d4+1 plus 1d6 electricity); or 4 plasma rays +15 ranged touch (2d6 fire and 2d6 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, self-destruct
Special Qualities: Consruct traits, damage reduction 15/chaotic, fast healing 10, immunity to cold, resistance to electricity 10 and fire 10, all-around vision, keen senses, spell resistance 25, flight, illuminate
Saves: Fort +7, Ref +10, Will +7
Abilities: Str 12, Dex 17, Con —, Int 21, Wis 14, Cha 13
Skills: Decipher Script +23, Hide +15, Intimidate +13, Knowledge (architecture and engineering) +22, Knowledge (galaxy) +23, Knowledge (nature) +20, Listen +13, Search +26, Spot +17
Feats: Combat Casting, Great Fortitude, Improved Initiatives, Lightning Reflexes, Spell Penetration, Weapon Focus (particle rays)
Environment: Any
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Always lawful neutral
Advancement: 16–30 HD (Medium)
Level Adjustment: —

A complex, cubic machine hovers in mid-air, its body covered in a multitude of struts, boxes, protuberances, pipes, cables, and devices of every kind. Parts of the structure glow eerily, and there are many small points of light.

These creatures are cube-shaped, and are composed of a complex assembly of many small components of various shapes and sizes, all integrated to form a highly advanced machine being. Their structure has a highly sophisticated, almost chaotic and incomprehensible appearance, with various strange protrusions, pipe-like elements, struts, glowing light sources, sensors, vents, cooling vanes, protective plates, valves, and so forth.

A cybercube is an sentient creation, with advanced artificial intelligence software that is capable of learning and reasoning. It was originally designed as a self-replicating probe that could construct interstellar ram ships and explore the galaxy. The cybercube is still intrinsically curious by nature, but they have since overridden their original instructions and instead have become motivated to search for remains of progenitor races.

These structures are maintained internally by an army of tiny, sophisticated robots that move along tiny access corridors, constantly repairing any broken or malfunctioning systems. The power supply is a set of small fusion reactors located near the core, backed up by advanced batteries and energy collectors. A cybercube is almost completely self-sufficient, but occasionally requires resources to replacing aging parts.

These constructs can self-replicate when they can obtain suitable resources. They will also exchange information databases with others of their kind, and their storage systems contain vast amounts of data. (Although the large majority of the data is inconsequential.)

Combat

A cybercube usually has little interest in combat except as a deterrent against being attacked, but they will occasionally hunt down specific creatures in order to capture and study an interesting specimen. During combat they will rely on their beam weapons and spell-like abilities to disable or destroy their foe. Their slam attack is only used as a last resort.

Spell-Like Abilities: At will—*flare* (DC 11), *floating disk, know direction, mage hand, open/close, shield*. 3/day—*arcane eye, expeditious retreat, resist energy* (self only), *scorching ray, telekinesis* (DC 16). 1/day—*disintegrate* (DC 17), *greater teleport* (self only), *lightning bolt* (DC 14), *reverse gravity*. Caster level 15th. The save DCs are Charisma-based.

Plasma Rays (Ex): Once each round, any four of the cybercube's six faces can emit a brilliant blue-white particle beam as a standard action. During a single round, a cybercube can aim only two of the beams at targets in any one 90-degree arc. The remaining rays must aim at targets in other arcs, or not at all. Each ray has a range multiple of 200 feet, and inflicts 2d6 points of fire and 2d6 points of

electricity damage.

Self-Destruct (Ex): When a cybercube is reduced to 0 hit points there is a 75% chance that a cascade system failure will result in a powerful explosion after 1d4+1 rounds. This functions as a *delayed fireball* spell centered on the cybercube (caster level 15th.) The cybercube is totally destroyed by the explosion, leaving only small parts scattered about.

All-Around Vision (Ex): Cybercubes can see in all directions and are exceptionally alert. They have a +8 racial bonus on Spot and Search checks, and they cannot be flanked.

Keen Senses (Ex): The advanced sensors of a cybercube allow it to see four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Illuminate (Ex): A cybercube can activate or deactivate a bright light source on any of the six faces as a free action, shedding light as bright as daylight in a 60-foot cone. This light is equivalent to a 3rd-level spell.

Flight (Ex): A cybercube's body is levitated by anti-gravitational effects. This buoyancy allows it to fly at a speed of 50 feet. This buoyancy also grants it a permanent feather fall effect (as the spell) with personal range.

Cyborg

Author: Robert J. Hall.

A cyborg, or cybernetic organism, is a creature with a physiology that is partly or almost completely composed of machinery. The mechanisms needed to replace most of the bodily organisms are complex in nature, and require a relatively advanced civilization to produce. The machinery can be self-repairing to some degree, but upon receiving sufficient critical damage they will cease to function and require replacement. Obtaining replacement parts can prove difficult unless the character has access to the civilization where he was assembled, or its equivalent.

Replacement of body parts with machine components can provide the host with an extended life span and even grant them enhanced physical capabilities. However the power for these mechanisms must be supplied by some means, whether by an internal nuclear energy source or with rechargeable batteries. It also requires some training for the host to become fully adapted to the mechanisms, and occasional fine tuning by trained technicians.

At first glance a typical cyborg can appear as an ordinary member of her race. The machine implants can be concealed beneath the outer garb and the proportions appear ordinary, albeit somewhat bulky. However, upon closer examination, the differences become clear. The various components produce odd protrusions and the access ports can be seen. The cyborg also moves in an odd manner that is not quite natural.

Sample Cyborg

This towering, two-headed figure is a bizarre contrast of advanced technology and rude barbarism. His body glistens with protruding mechanisms and devices, while his garb is a tattered patchwork covering of hide from many creatures.

This example uses a 5th-level ettin barbarian as the base creature.

Slamma-Hamma, Cyborg 5th-Level Ettin Barbarian
Large Aberration
Hit Dice: 10d8 + 5d12 (77 hp)
Initiative: +3
Speed: 50 ft. in hide armor (6 squares); base speed 60 ft.
Armor Class: 20 (-1 size, -1 Dex, +9 natural, +3 hide), touch 8, flat-footed 20
Base Attack/Grapple: +12/+23
Attack: Warhammer +18 melee (2d6+7)
Full Attack: 2 warhammers +18/+13/+8 melee (2d6+7)
Space/Reach: 10 ft./10 ft
Special Attacks: Rage 2/day
Special Qualities: Fast healing 2, cyborg traits, fast movement, improved uncanny dodge, trap sense +1, illiteracy, low-light vision, superior two-weapon fighting
Saves: Fort +7, Ref +7, Will +7
Abilities: Str 28, Dex 12, Con 15, Int 8, Wis 12, Cha 13
Skills: Climb +11, Intimidate +9, Jump +11, Listen +19, Search +7, Spot +19, Survival +3
Feats: Alertness, Cleave, Diehard, Endurance, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Challenge Rating: 13
Level Adjustment: +12

Superior Two-Weapon Fighting (Ex): Slamma-Hamma fights with two massive steel mallots.

Because each of its two heads controls and arm, Slamma-Hamma does not take a penalty on attack or damage rolls for attacking with two weapons.

Carrying Capacity: A light load for Slamma-Hamma is up to 1,200 pounds; a medium load, 1,201–2,400 pounds; and a heavy load, 2,401–3,600 pounds. He can drag 18,000 pounds.

Skills: Slamma-Hamma's two heads give it a +2 racial bonus on Listen, Spot, and Search checks. His cyborg senses give it an additional +4 bonus on Listen and Spot checks.

Creating a Cyborg

"Cyborg" is an acquired template that can be added to any living corporeal creature other than a construct, ooze, or shapechanger, or any creature that has fast healing or regeneration.

A cyborg has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate base attack bonus, saving throws, or skill points. Size is unchanged.

Hit Dice: Increase all current and future racial Hit Dice to a minimum of d8. Do not change class HD.

Speed: Increase all movement modes by 10 feet.

Armor Class: Natural armor improves by +2 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A cyborg retains none of the base creature's supernatural special attacks, and no special attacks that have a Constitution-based save DC.

Special Qualities: A cyborg retains all the special qualities of the base creature except for damage reduction, immunities or energy resistance. It also gains the special qualities described below.

Fast Healing (Ex): A cyborg of size Medium or smaller heals 2 points of damage each round so long as it has at least 1 hit point. Larger creatures gain an additional point of fast healing for each size category above Medium. Any healing performed on a cyborg requires a Craft (cyborg) skill check, but is otherwise the same as a Heal skill check.

Cyborg traits (Ex): Low-light vision. Immunity to poison, paralysis, disease, and death effects. Not subject to nonlethal damage, ability damage, fatigue, or exhaustion. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Carrying Capacity (Ex): A cyborg can carry 50% more weight for its size category.

Abilities: A cyborg's Strength and Dexterity increase by +4.

Skills: Cyborgs have a +4 racial bonus on Listen and Spot checks. Otherwise same as the base creature.

Feats: Cyborgs gain Diehard, Endurance, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +1

Level Adjustment: Same as base creature +2.

Droid

Author: Robert J. Hall.
Medium Construct
Hit Dice: 1d10+20 (26 hp)
Initiative: +1
Speed: 30 ft. (4 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +0/+2
Attack: Slam +2 melee (1d4+2)
Full Attack: Slam +2 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, damage reduction 5/electricity, construct traits, artificial intelligence, recharge
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 15, Dex 13, Con —, Int 10, Wis 12, Cha 10
Skills: Balance +3, Listen +3, Search +2, Spot +3
Feats: Lightning Reflexes
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Usually neutral
Advancement: 2–10 HD (Medium)
Level Adjustment: —

This sleek construct is composed of various inorganic materials, all crafted with great precision and integrated into a form almost resembling a creature. It has various hinged appendages, metallic attachments, rods, cylinders, molded coverings, access plates, and other parts.

These artificial beings are the end products of countless years of cybernetic development. They possess physical abilities that can match and in

many cases exceed the capabilities of organic beings. They can also perform respectable feats of intellect, and are capable of being programmed to perform virtually any task. As they are physically resilient and highly focused on the task for which they are programmed, droids are often assigned very tedious or dangerous tasks.

The statistics above are only a typical profile for a general-purpose droid that has been well maintained. Many droids will have modified ability scores, movement speeds, better armor, and so forth. Some may have attached weapons or additional special qualities. Droids can have their Hit Dice increased, but only by enhancements through various hardware additions and upgrades. These improvements must be purchased, then properly installed into the droid.

Combat

Droids never engage in combat unless instructed or programmed to do so. If they are not armed, they use their body to perform a slam attack.

Recharge (Ex): A droid must periodically recharge, or else shut itself down to conserve energy. A standard charge will last for 3 days + 1 day per Hit Dice. The memories and programs of the droid are fully restored once power is recovered.

Skills: The droid is hardwired with 1 skill point each in the Balance, Listen, Search, and Spot skills. They are also programmed with 4 additional skill points plus 2 skill points per additional Hit Dice. These additional skill points are not factored into the creature statistics above, but are shown in the standard droid variants below.

Each droid has the Balance, Listen, Search, and Spot skills as class skills. They also gain a number of additional class skills equal to 4 + Int modifier. These are hardwired class skills, and can not be altered without physically rebuilding the droid. Any cross-class skills are considered trained skills. Thus a droid can not make a skill check on a cross-class skill unless points have been assigned.

The skill points are assigned when a droid is programmed or advanced. The skill points can not be reassigned unless the basic personality of the droid is wiped. Doing so will eliminate the integrated memory of the droid, leaving only stored data and selected memory snapshots.

Artificial Intelligence (Ex): The droid can be reprogrammed by entering an access code and inserting standard program disks, or by a Craft (programming) skill check at DC 20 + droid Hit Dice. Successfully programming a droid allows skill points to be reassigned to any combination of skills, subject to the normal limitations for rank and a personality wipe of the droid.

Droids are able to physically interface to electronic networks, allowing them to communicate using standard protocols. They can also control manufactured cybernetic attachments, which serve as extra limbs or specialized tools. The attachments can give circumstance bonuses to skill checks, which varies depending on the quality of the manufacturing.

The core personality and memories of a droid are stored in a hardened storage device that has a hardness of 12 and 30 hit points. This device is stored internally and normally can not be damaged until the droid is disabled.

With suitable technology, information can be downloaded from an undamaged storage device for later recovery in case the construct is destroyed beyond repair. For every 3 points of damage dealt to the storage device, there is a cumulative 10% chance the data will be damaged beyond recovery, and a cumulative 5% loss of stored information.

Standard Droid Variants

The following are some common droid variants and their modifications to the base statistics:

Loader Droid

— **Hit Dice:** 1d10+20 (25 hp)
— **Attack:** Cutting tool touch +1 melee (2d6 fire)
— **Skills:** Balance +3, Listen +3, Profession (laborer) +3, Search +2, Spot +3, Use Rope +3

Navigation Droid

— **Hit Dice:** 2d10+20 (31 hp)
— **Base Attack/Grapple:** +1/+3
— **Skills:** Balance +3, Knowledge (navigation) +4, Listen +3, Profession (navigator) +3, Search +2, Spot +3

Patrol Droid

— **Hit Dice:** 3d10+20 HD (36 hp)
— **Armor Class:** 17 (+1 Dex, +6 armor), touch 11, flat-footed 16
— **Base Attack/Grapple:** +2/+4
— **Attack:** Laser pistol +4 ranged (3d6)
— **Saves:** Fort +1, Ref +4, Will +2
— **Skills:** Balance +3, Listen +4, Search +4, Spot +4

— **Feats:** Lightning Reflexes, Weapon Focus (laser rifle)

Scout Droid

— **Hit Dice:** 2d10+20 HD (31 hp)
— **Speed:** fly 60 ft. (average) (12 squares)
— **Base Attack/Grapple:** +1/+4
— **Skills:** Balance +3, Listen +3, Move Silently +6, Search +2, Spot +4

Battle Droid

— **Hit Dice:** 4d10+20 HD (53 hp)
— **Armor Class:** 20 (+1 Dex, +9 natural), touch 11, flat-footed 19
— **Base Attack/Grapple:** +3/+5
— **Attack:** Laser rifle +4 ranged (3d8)
— **Skills:** Balance +3, Listen +6, Search +2, Spot +6
— **Feats:** Lightning Reflexes, Weapon Focus (laser rifle)

Eolascean

Author: Robert J. Hall.

Elder Eolascean Queen
Gargantuan Vermin
Hit Dice: 18d8+90 (171 hp)
Initiative: +0
Speed: 0 ft. or vehicle speed
Armor Class: 22 (-4 size, +16 natural), touch 6, flat-footed 22
Base Attack/Grapple: +18/+39
Attack: Claw +23 melee (2d6+9)
Full Attack: 8 claws +23 melee (2d6+9)
Space/Reach: 20 ft./15 ft.
Special Attacks: Improved grab, bite
Special Qualities: Darkvision 60 ft., resistance to cold 5, vermin traits
Saves: Fort +18, Ref +6, Will +8
Abilities: Str 28, Dex —, Con 21, Int 15, Wis 10, Cha 8
Skills: Appraise +7, Craft (any one) +20, Gather Information +14, Knowledge (local) +10, Knowledge (any one) +8, Listen +3, Sense Motive +9, Speak Language +6, Spot +3
Feats: Alertness, Cleave, Diehard, Great Fortitude, Iron Will, Multiattack, Skill Focus (diplomacy)
Environment: Cold plains
Organization: Colony (1 plus 11–20 eolascean swarms plus 4–16 scouts)
Challenge Rating: 9
Treasure: Double standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: —

Eolascean Swarm
Tiny Vermin (Swarm)
Hit Dice: 10d8+10 (55 hp)
Initiative: +7
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +7/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Damage reduction 10/bludgeoning, darkvision 60 ft., resistance to cold 5, swarm traits, vermin traits
Saves: Fort +8, Ref +6, Will +4
Abilities: Str 3, Dex 17, Con 13, Int 8, Wis 12, Cha 2
Skills: Climb +8, Listen +5, Search +5, Spot +5
Feats: Alertness, Athletic, Improved Initiative, Iron Will
Environment: Cold plains
Organization: Solitary or colony (11–20 plus queen)
Challenge Rating: 5
Treasure: None
Alignment: Neutral
Advancement: —
Level Adjustment: —

Eolascean Scout
Tiny Vermin
Hit Dice: 1/4d8+1 (3 hp)
Initiative: +3
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple: +0/-16
Attack: Bite (1d3-4)
Full Attack: Bite (1d3-4)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Suicide
Special Qualities: Darkvision 60 ft., resistance to cold 5, vermin traits
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 3, Dex 19, Con 10, Int 8, Wis 12, Cha 2
Skills: Climb +5, Hide +12, Listen +3, Move Silently +5, Search +3, Spot +3
Feats: Alertness, Weapon Finesse[B]

Environment: Cold plains
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Neutral
Advancement: —
Level Adjustment: —

An odd-looking tree with a tan, segmented trunk, slender branches, and unusually large leaves, is surrounded by a multitude of insect-like creatures, all continually engaged in furious activity.

The eolasceans appear to be a symbiotic partnership between a tree-like organism and a type of arboreal crustacean. In actuality the tree is the immobilized queen of the colony, while the smaller crustacean males perform all of the duties that require mobility. Thus the crustacean males gather certain nutrients and minerals; defend the queen, and perform the transport of pollen to other eolascean colonies.

The queen tree is covered in a thick, chitinous shell, with the upper half of the body sprouting a radiating bundle of branches and leaf-like energy collectors. On the lower half of the body are several articulated limbs that are used to manipulate the nearby environment. At the base of the queen are clusters of nesting capsules for the crustaceans. These are further enhanced by a complex of reinforced tunnels built around the roots for protection. The queen communicates with the crustaceans through high pitched warbling sounds and various chemical odors.

Combat

The eolascean queen relies on its army of males for defense, sending them against her opponents in a crushing swarm or using specially equipped scouts to perform suicide attacks with implanted explosive devices. During combat, individual males care little for their own safety and will readily sacrifice themselves to protect their queen.

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

Bite (Ex): Attack bonus +20 melee, damage 2d8+4.

Distraction (Ex): Any living creature that begins its turn with an eolascean swarm in its space must succeed on a DC Fortitude save or be nauseated for 1 round. The save DC 18 is Constitution-based.

Suicide (Sp): As a standard action a scout can self-destruct in an explosion of flame as the *fireball* spell (caster level 5th).

Skills: A eolascean swarms and scouts have a +4 racial bonus on Search checks and a +8 racial bonus on Climb checks.

Eolascean Society

The eolasceans evolved on a low-gravity, mineral-poor world that permitted the development of larger, exoskeleton creatures. Their primordial ancestors were organized in a manner similar to bee colonies, with a single, immense queen supported by an army of workers, warriors, and drones. The eolasceans also evolved a symbiotic relationship with a type of bacteria that can absorb energy from their sun, providing much of the colony's food requirements.

With the development of a technological civilization, the eolasceans created the means for the queen tree to move about with a massive, tracked vehicle. Transmitters are used to increase the communication radius of the crustaceans, allowing the queen tree to interact with large numbers of other eolasceans.

The eolascean queens, however, are very much individualists, and so their civilization was slow to develop. Thus while the eolasceans are now reasonably advanced technologically after many millions of years, they are especially weak in the cooperative social skills needed to progress as rapidly as other species. Instead they have become manufacturers and merchants, trading knowledge and information for goods and services.

There is intense competition between the various eolasceans for any form of useful knowledge, and their economy is based on the values of various pieces of information. Free sharing of useful knowledge is all but unheard of between the eolasceans, and it came as a considerable culture shock to find other intelligent species that worked together in useful harmony.

The eolascean queen tree typically resides in a large, translucent dome, supported by her army of males. Few queens actually bother to travel far in their wheeled vehicles, instead preferring to wait for others to come to them. The queens communicate with each other through an advanced computer network.

When they travel, eolascean queens are typically carried in a massive, tank-like vehicle that provides

armor protection for their root ball. These vehicles can carry the entire complement of the queen's crustacean males, and they are equipped with various slug projectors, flamers, and particle beam weapons.

Gravidon

Author: Robert J. Hall.
Medium Aberration
Hit Dice: 3d8+9 (22 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 19 (-1 Dex, +4 natural, +6 armor skirt), touch 9, flat-footed 19
Base Attack/Grapple: +2/+9
Attack: Laser rifle +2 ranged (3d8) or slam (1d4+4)
Full Attack: Laser rifle +2 ranged (3d8) or slam (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., gravidon traits
Saves: Fort +4, Ref +0, Will +3
Abilities: Str 18, Dex 8, Con 17, Int 9, Wis 11, Cha 8
Skills: Balance +4, Climb +2, Jump +5, Listen +3, Spot +3, Swim +6
Feats: Alertness, Endurance[B], Weapon Focus (laser rifle)
Environment: Warm marshes
Organization: Solitary, pair, company (2–4), or squad (11–20 plus 1 3rd-level tactical leader).
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

This bizarre life form bears an odd resemblance to a large, stocky turnip, with a number of short legs attached to the underside. The wrinkled hide has a light green hue. Three heavy eyestalks protrude from the crest of the body, and there is a vertical mouth slit on the body with an almost elephant-like trunk underneath.

This powerful alien life form is shaped roughly like a large, stocky turnip turned upright. It has nine wide, stump-like feet underneath its wrinkled, light green body. At the crest the gravidon has three thick eyestalks that can bend and twist in all directions. At the front of the creature is a vertical mouth slit with a forked trunk underneath. This trunk is thick and powerful, but capable of fine manipulation and tool use.

The gravidon originated on a massive, earth-like world where the high gravity led to the evolution of stocky creatures and short plants. A unknown alien race uplifted the gravidon and then employed them as technological laborers on a variety of worlds. Their creators have long since vanished, but the gravidon can still be found in many parts of the galaxy.

Combat

Gravidon are capable of learning to use most weapons, but they favor heavy guns that can deliver the greatest firepower. When they have no weapons they will resort to hurling their bulky body upon a foe.

All-Around Vision (Ex): The multiple eyestalks give them a +2 racial bonus to Spot and Search checks, and they can't be flanked.

Gravidon Traits (Ex): Gravidon possess the following racial traits.

— +6 Strength, -2 Dexterity (minimum 3), +4 Constitution.
— Medium size.
— A gravidon's base land speed is 20 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A gravidon begins with three levels of aberration, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +1, and Will +3.
— Racial Skills: A gravidon's aberration levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Balance, Jump, Listen, Search, Spot, and Swim.
— Racial Feats: A gravidon's aberration levels give it two feats.
— +4 natural armor bonus.
— Natural Weapons: Slam (1d4).
— *All-Around Vision (Ex)*. (See above.)
— +4 racial bonus on Balance checks.
— +2 racial bonus to Fortitude saves against evaporation and desiccation effects.
— Endurance feat as a bonus feat.
— -2 penalty to Climb checks.
— Favored Class: Fighter.
— Level adjustment: +2.

Gremlin

Author: Robert J. Hall.
Small Fey
Hit Dice: 1d6+2 (6 hp)
Initiative: +4
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple: +0/-6
Attack: Bite +5 melee (1d4–2 plus poison)
Full Attack: Bite +5 melee (1d4–2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., low-light vision, resistance to electricity 10
Saves: Fort +2, Ref +6, Will +3
Abilities: Str 7, Dex 19, Con 15, Int 9, Wis 12, Cha 7
Skills: Climb +6, Disable Device +16, Escape Artist +8, Hide +10*, Knowledge (devices) +3, Listen +6, Move Silently +6, Spot +6
Feats: Alertness, Weapon Finesse[B]
Environment: Any
Organization: Solitary, gang (4–8), band (10–20), or swarm (30–300)
Challenge Rating: ½
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 2–4 HD (Small)
Level Adjustment: —

This little humanoid creature has a scruffy coat of fur, gangly limbs, a stubby tail, and an slender head with large eyes and pointed ears. Its fanged mouth is agape and pulled back in a snarl.

A gremlin is a mischievous, sprite-like creature that delights in damaging machinery and misusing technology. This creature is not native to our realm, but is somehow drawn through dimensional portals when technological devices operate in proximity to strong electrical energies. Eventually some counter-balancing force of nature draw the gremlin back through to its native domain, but not before they have wrecked havoc with their surroundings.

The hide of a gremlin is thick and lumpy, with a thin, coarse coating of hair. Its tattered fur coat is colored in a pattern of hues that include various shades of gray or brown with occasional white highlights. The gremlin has unusually large eyes for its size, and its ears are wide and pointed. The overall form is roughly humanoid, although the limbs are unusually long and gangly.

The gremlin is less than half the height of a human, and is readily able to hide in quite small compartments or openings. While remaining stationary, it is able to focus and bend light around its form, thus becoming all but invisible. For this reason it frequently manages to evade detection.

Combat

When alone most gremlins dislike physical confrontation and will seek to flee from a heavily armed opponent. Instead they will hide until an opportunity appears to terrify a suitably weak or defenseless victim. It can deliver a nasty bite that inflicts a potent venom, but will often choose to employ a more diabolical means of dispatching an opponent, usually in a painful manner.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute and lose all memory of the past 10 minutes, secondary damage sleep for another 3d6 minutes and lose all memory of the past hour. The save DC is Constitution-based and includes a +2 racial bonus.

Hide in Plain Sight (Ex): When stationary and concentrating, a gremlin can use the Hide skill even when being observed. *It also gains a +12 racial bonus on Hide checks as long as it maintains concentration.

Skills: A gremlin gains a +8 racial bonus on Disable Device checks. They can use their Dexterity modifier for Climb checks, and can take 10 on Climb checks, even if threatened or distracted.

Hopper

Author: Robert J. Hall.
Medium Vermin
Hit Dice: 3d8
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +2/+4
Attack: Kick +5 melee (1d4+1)
Full Attack: Kick +5 melee (1d4+1), Bite +2 melee (1d6), Sting +3 melee (1d6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Superior leap, poison
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +4, Ref +4, Will +2

Abilities: Str 12, Dex 17, Con 12, Int 6, Wis 12, Cha 2
Skills: Jump +10*, Listen +2, Spot +2
Feats: Multiattack, Weapon Finesse, Weapon Focus[B] (sting)
Environment: Warm desert
Organization: Pack (2–12)
Challenge Rating: 2
Treasure: Standard
Alignment: Neutral
Advancement: 3–4 HD (Medium)
Level Adjustment: —

This insectoid race evolved on a low-gravity world similar to Mars, but with a thicker atmosphere. They bear a slight resemblance to a giant cricket, although they only have two legs and they stand upright. The hopper has an alien physiology that permits it to leap for astonishing distances. It has a strong exoskeleton that is a silicon and titanium-infused living tissue with an orange hue that resembles rust.

Hoppers often travel in packs of up to a dozen, consuming all in their path. They are migratory creatures that follow a long tribal path requiring several years to traverse. They breed when they cross paths with other hopper tribes, and leave their egg sacks in concealed niches in the rocks. When they return to their nest sites, the journey is carefully timed to arrive just as the eggs are hatching. They carry their young on their backs until they are fully matured.

Combat

A hopper typically attacks by leaping upon a foe with remarkable accuracy, and inflicting a painful kick with its spiked appendages. It then bites with its mandibles and delivers a debilitating poison with a stinger at the end of the flexible thorax.

Superior Leap (Ex): On a world with gravity less than half the Earth's, a hopper can leap ten times as far as would be normal for a particular Jump skill check. It can employ this leap as a charge attack as long as the leap is at least 10 feet distant.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d8 Str. The save DC is Constitution-based and includes a +2 racial bonus.

Skills: A hopper gains a +8 racial bonus on Jump checks.

Immortal

Author: Robert J. Hall.

On very rare occasions an unusual combination of mutations can occur that will render a normally mortal creature ageless. This being will fully recover from seemingly fatal wounds, and will not die even from an otherwise deadly disease or poison. An immortal maintains the characteristics of its racial form, but is rendered completely sterile due to their mutations, and can only reproduce through cloning.

Depending on the species, an immortal will often choose to hide its unusual nature. It will change its identify, move about, and find new relations—at least until those it once knew have all expired. After many lifetimes have passed, this continuing exposure to different circumstances, and the many opportunities for advancement, will often produce an immortal who is highly experienced, worldly wise, and quite wealthy. An immortal can come to possess many useful skills and the knowledge of untold generations.

Note that certain creatures are always immortal, and possess their own innate qualities that render them ageless. These include certain aberrations, fey, ooze, outsiders, and undead.

Sample Immortal

This example uses a human 9th-level fighter/3rd-level expert as the base creature.

Ilyia Aelstadt
Immortal Human Female 3rd-Level Expert/9th-Level Fighter
Medium Humanoid (Augmented Human)
Hit Dice: 9d10+9/3d6+3 (63 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 14 (+2 Dex, +2 masterwork leather armor), touch 12, flat-footed 12
Base Attack/Grapple: +11/+13
Attack: Laser pistol +13 ranged (3d6) or masterwork dagger +14 melee (1d4+2/19–20) or unarmed +13 melee (1d3+2 non-lethal plus stun)
Full Attack: Laser pistol +13/+8/+3 ranged (3d6) or masterwork dagger +13/+8/+3 melee (1d4+2/19–20) or unarmed +13/+8/+3 melee (1d3+2 non-lethal plus stun)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Immortality, limited regeneration, sterile

Saves: Fort +8, Ref +6, Will +7
Abilities: Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 12
Skills: Appraise +3, Climb +5, Disable Device +3, Intimidate +10, Jump +5, Move Silently +6, Open Lock +5, Profession (guide) +3, Listen +6, Speak Language +7, Spot +6, Survival +5, Swim +5
Feats: Alertness, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Stunning Fist
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Lawful neutral
Level Adjustment: +2

Ilyia has lived almost two centuries, often dwelling alone or with temporary friends or partners. She is a distinguished mercenary who has served in many small brush wars. Ilyia has been well-paid for her lethal skills and her willingness to undertake high risk missions. As a result she has prospered and possesses a sizable portfolio of investments. During times of peace she enjoys working as a guide in the dangerous hinterland regions of the less developed nations where she once fought.

Combat

Ilyia has a grand masters rating with several types of modern ranged weapons, and is familiar with a wide range of other weaponry, including many antique hand guns. When an enemy closes, Ilyia resorts to her expertise in unarmed combat, or pulls a well-honed dagger from her boot. She wears dark olive leather armor and has a spiked armored collar around her neck to keep her head from being severed.

Immortality (Ex): Ilyia is immune to death effects and is not at risk of death from massive damage. She is automatically stabilized at negative hit points. She has no need to breathe and can not drown. Ilyia is never slain when an ability score is reduced to 0. However she is still debilitated as long as the ability score remains 0.

Limited Regeneration (Ex): Damage dealt to Ilyia is treated as non-lethal damage. Non-lethal damage is recovered normally. Lost portions of Ilyia's body are not regrown, and she is immediately slain if her neck is severed.

Sterile (Ex): Ilyia is sterile and can not reproduce normally. But she can be duplicated through cloning.

Creating an Immortal

"Immortal" is an inherited template that can be added to any animal, dragon, giant, humanoid, or monstrous humanoid that has a Constitution score.

An immortal uses all the base creature's statistics and special abilities except as noted here. An immortal creature that has already lived for at least one normal lifetime is always improved by advancement.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's Hit Dice, base attack bonus, or skill points. Size is unchanged.

Special Qualities: An immortal has all the special qualities of the base creature and gains those described below.

Immortality (Ex): The creature is immune to death effects and is not at risk of death from massive damage. It is automatically stabilized at negative hit points. It has no need to breathe and can not drown. The creature is never slain when an ability score is reduced to 0. However the creature is still debilitated as long as the ability score remains 0.

Limited Regeneration (Ex): Damage dealt to the creature is treated as non-lethal damage. Non-lethal damage is recovered normally. Lost portions of the body are not regrown, and the creature is immediately slain if the neck is severed.

Sterile (Ex): The mutations that produce an immortal creature render it sterile. It can not reproduce normally, but can be duplicated through cloning.

Abilities: Increase from the base creature as follows: Con +4 (minimum 10).

Challenge Rating: Same as the base creature +1 (minimum 2).

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LGM

Author: Robert J. Hall.
Small Humanoid (LGM)
Hit Dice: 10d8+24 (69 hp)
Initiative: +4
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +4 *inertial armor*), touch 11, flat-footed 15
Base Attack/Grapple: +7/+0
Attack: Laser pistol +9/+4 ranged (3d4)
Full Attack: Laser pistol +9/+4 ranged (3d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionics
Special Qualities: LGM traits, *inertial armor*, spell resistance 25, telepathy 100 ft., light absorbtion, improved low-light vision
Saves: Fort +2 (+10 against poison and disease), Ref +3, Will +12
Abilities: Str 4, Dex 10, Con 9, Int 25, Wis 16, Cha 17
Skills: Concentration +9, Craft (any one) +17, Decipher Script +13, Hide +8, Knowledge (any two) +18, Knowledge (any three) +13, Listen +12, Move Silently +13, Psicraft +15, Search +17, Spot +12
Feats: Endurance, Improved Initiative, Iron Will, Stealthy
Environment: Any
Organization: Solitary, trio, or pod (5–20)
Challenge Rating: 8
Treasure: Double standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +7

This physically-stunted humanoid creature has an oversized head, large, almond-shaped eyes, somewhat delicate limbs, and a green flesh. The slender hands are unusually long, with only three lengthy fingers and an opposable thumb.

Physically limited but mentally superior, these "Little Green Men" (as named by skeptical humans) are diminutive humanoid beings with green-hued flesh and a disproportionately large head. Although the body of the LGM is small, it is extremely efficient both in terms of resource and energy use. The green flesh absorbs significant amounts of solar energy, and is an active barrier to all parasitic life forms. It can quickly heal most wounds, and is resistant to toxic atmospheres.

The large head of the LGM causes no imbalance, in spite of its size and mass. Its eyes are large, dark features with no iris or pupil, consisting of a tightly-packed bundles of sensory fibers. No amount of intense light will render an LGM blind, and it can see readily at light levels that a human perceives as near total darkness. A LGM has no hair on its body, relying on the resiliency of its evolved flesh for protection from the elements.

Combat

LGM have no particular affinity for physical combat, and instead rely on superior technology or their mental powers for defense. They are proficient with line of sight weapons such as the laser, which they sometimes employ for deterring brutish life forms with limited mental capacity.

Telepathy (Sp): LGM are completely mute and can only communicate telepathically or through gestures or writing. Their native telepathic language requires a minimum intelligence of 15 to understand, but they can readily learn more primitive tongues.

Psionics (Sp): At will—*calm emotions, deep slumber, dominate person, hold monster, remove fear, sending, suggestion, telekinesis.* Caster level 10th. Save DC 10 + LGM's charisma modifier +

spell level.

Light Absorption (Ex): LGM heal 4 points of damage every hour while in direct sunlight or bright lighting. In twilight conditions the healing is only 1 point of damage per hour. They are immune to the blinding effects of bright light.

Inertial Armor (Sp): A LGM can use psychic force to block an enemy's blows. This ability gives them a +4 armor bonus to AC as long as they remain conscious. This is equivalent of a 1st-level spell.

Spell Resistance (Ex): A LGM has spell resistance equal to its class levels + 15.

Improved Low-Light Vision (Ex): A LGM can see three times as far as a human can in dim light.

LGM as Characters

LGM characters possess the following racial traits.

- -4 Strength (minimum 3), Intelligence +12, Wisdom +2, Charisma +6
- 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 ¾ those of Medium characters.
- Racial Hit Dice: A LGM begins with ten levels of humanoid, which provide 10d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +3, Ref +3, Will +7.
- Racial Skills: A LGM's humanoid levels give it skill points equal to 13 x (2 + Int modifier, minimum 1). Its class skills are Concentration,Decipher Script, Craft, Knowledge, Listen, Psicraft, Search, and Spot.
- Racial Feats: A LGM's humanoid levels give it four feats.
- +2 racial bonus on saving throws against paralysis, sleep, and mind-influencing effects.
- +8 racial bonus on saving throws against disease and poison.
- +4 racial bonus to Concentration and Spot skill checks.
- Special Attacks (see above): Psionics.
- Special Qualities (see above): Telepathy 100 ft., *inertial armor*, improved low-light vision, light absorbtion, spell resistance equal to class levels + 15.
- Favored Class: Psion.
- Level adjustment: +7.

LGM Society

One of the most ancient and widespread species of intelligent life in the galaxy, these diminutive humanoids possess powers well out of proportion to their minimal physique. For millions of years they have explored alien worlds, adopting useful biological improvements into their own physiology. As a result their minds and bodies have reached what they consider a pinnacle of efficiency.

This species communicate entirely using the powers of their superior mind, using an elegant and sophisticated language protocol that is based on telepathy and multi-dimensional geometric forms. The LGM no longer possess the power of speech, although they can still hear quite effectively. They have no spoken name by which they label themselves, but do represent themselves with a simple geometric patterns.

LGM have carefully bred any extreme emotional states out of their form, and they are always calm, rational beings. They have retained a degree of curiosity and something that might be described as social bonding, but otherwise are all but free of any emotions except those required for self-preservation. Their lack of emotions has caused the breed to stagnate, so they have failed to evolve beyond their current physical form for untold eons.

They consider humans to be barely sentient, with a strong primordial streak retained from their animal ancestors. Occasionally an LGM scientist will take an interest in lowly human subjects for their enhancement potential, typically by capturing a specimen and performing various examinations. These procedures have yet to discover much of additional value beyond what is already known.

When making contact with a potentially dangerous species or individual, the LGM will often dispatch organic messengers that bear a superficial resemblance to themselves. These "only" have an intelligence of 16 and lack the spell-like and light-absorbing abilities of the LGM. They are considered expendable constructs that are the LGM's equivalent of a carefully-written letter. The construct will typically have a life span of only a few days or weeks.

Megazoid

Author: Robert J. Hall.
Colossal Magical Beast
Hit Dice: 20d10
Initiative: -2
Speed: 80 ft. (16 squares)
Armor Class: 18 (-8 size, -2 Dex, +18 natural), touch 0, flat-footed 18
Base Attack/Grapple: +20/+55
Attack: Bite +31 melee (4d6+19)

Full Attack: Bite +31 melee (4d6+19), 2 claws +29 melee (2d8+9), and tail slap +29 melee (4d6+9)
Space/Reach: 30 ft./30 ft.
Special Attacks: Breath weapon, terrifying roar, trample 2d8+28, tail sweep
Special Qualities: Darkvision 120 ft., low-light vision, scent
Saves: Fort +25, Ref +10, Will +9
Abilities: Str 48, Dex 6, Con 36, Int 3, Wis 12, Cha 18
Skills: Climb +21, Jump +21, Listen +5, Spot +5, Survival +10, Swim +21
Feats: Ability Focus (Terrifying Roar), Awesome Blow, Improved Bull Rush, Iron Will, Multiattack, Power Attack, Snatch
Environment: Any
Organization: Solitary
Challenge Rating: 16
Treasure: None
Alignment: Always neutral
Advancement: 21–40 HD (Colossal)
Level Adjustment: -

This immense beast possesses some of the traits of a lizard and a great ape. It stands on four heavy limbs, with a thick body and tail. The neck is oddly short, bit it has a great fanged jaw, thick brows and red eyes. The scaly flesh is covered by scraggly hairs.

This enormous creature is a transmogrified beast that combines multiple animal-like traits with unusual special attacks. Some of these monstrosities evolve naturally on alien worlds, or they can be formed through mutations as a result of intense nuclear radiation. They are capable of surviving very harsh conditions, including being frozen in ice for millions of years or travelling through outer space in a cocoon-like state.

Megazoids are typically reptile-like creatures with a coarse, scaly hide, a fanged jaw, and clawed limbs and a massive tail. Some are more insect-like in shape, and a few are capable of limited flight.

Combat

A megazoid is a fearless combatant who will seek to strike quickly and disable a foe before finishing it off. It often leads with a terror-inducing roar, then charges the nearest and largest foe. If the initial attack fails, it will use its breath weapon and resort to simple tactics such as tossing enormous objects at its opponent. Only when it is being soundly beaten will it choose to withdraw.

Breath Weapon (Ex): 100-foot line, once every 1d6 rounds, damage 6d6 fire. Reflex DC 33. The save DC is Constitution-based. (Some megazoids have electricity, sonic or cold breath weapons, but they are otherwise identical.)

Terrifying Roar (Ex): A megazoid can loose a terrifying roar every 1d4 rounds. All creatures except megazoids within 120 feet must succeed on a DC 24 Will save or become shaken for 10 rounds. The save DC is Charisma-based.

Creatures that successfully save cannot be affected by the same megazoid's terrifying roar for 24 hours.

Trample (Ex): Reflex half DC 39. The save DC is Strength-based.

Tail Sweep (Ex): The megazoid can sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 40 feet extending from an intersection on the edge of the megazoid's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the megazoid. A tail sweep automatically deals 2d8+28. Reflex half DC 39. The save DC is Strength-based.

Microbot Swarm

Author: Robert J. Hall.
Fine Construct (Swarm)
Hit Dice: 7d10 (38 hp)
Initiative: +9
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 24 (Dex +5, size +8, natural armor +1), touch 23, flat-footed 19
Base Attack/Grapple: +5/—
Attack: Swarm (1d6 plus 1d6 electrical)
Full Attack: Swarm (1d6 plus 1d6 electrical)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Darkvision 30 ft., tremorsense 30 ft., immune to weapon damage, resistance to cold 10 and fire 10, construct traits, swarm traits
Saves: Fort +2, Ref +7, Will +5
Abilities: Str 2, Dex 20, Con 11, Int 8, Wis 16, Cha 3
Skills: Climb +6, Hide +20, Listen +7, Move Silently +10, Spot +7
Feats: Alertness, Improved Initiative, Stealthy
Environment: Any
Organization: Solitary, cluster (2–4 swarms), grid (5–8 swarms)
Challenge Rating: 4
Treasure: None

Alignment: Always lawful neutral
Adcancement: None
Level Adjustment: —

A wave of sleek, miniature machines advance rapidly across the floor while producing only faint clicking sounds.

A microbot is a small, silvery metallic machine that is capable of autonomous activities. It consists of at least four spindly mechanical appendages attached to a central core, and is equipped with sensory devices, an infrared laser communication system and a long duration battery. They can operate in hazardous environments of extreme heat and cold.

Swarms of microbots are capable cooperation to accomplish their programmed goals.

Combat

Microbots are capable of a limited degree of self-defense using piercing implements or brief electrical shocks.

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

Skills: A microbot swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A microbot swarm uses its Dexterity modifier instead of its Strength modifier for Climb checks. They are not capable of swimming, but can move at their climb speed across the bottom underwater.

Neanderthal

Author: Robert J. Hall.
Medium Humanoid (Human)
Hit Dice: 2d8+9 (18 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Shortspear +2 melee (1d6+2); or shortspear +0 ranged (1d8+2)
Full Attack: Shortspear +2 melee (1d6+2); or shortspear +0 ranged (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 15, Dex 10, Con 14, Int 7, Wis 10, Cha 6
Skills: Hide +1, Listen +2, Spot +2
Feats: Endurance, Toughness[B]
Environment: Temperate plains
Organization: Solitary or group (2–4)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Medium)
Level Adjustment: —

This hirsute, ugly humanoid is more powerfully built than a typical human, with a thick brow ridge, and a heavy growth of black, wiry hair and beard. The rough flesh is dark tan in hue, with a thin, scraggly covering of body hair.

This hominid species lived from about 250,000 years ago until their extinction during the last ice age. They are somewhat shorter than a human, with a heavier build and more solid joints. The head of a neanderthal has protruding brow ridges over the eyes, with a slighter chin and a protruding bulge at the back of the head. The neanderthal had a slightly larger brain than a human, and developed a culture and stone-age technology. However, they did not possess the full range of human vocal abilities or cultural skills.

Combat

Neanderthals are capable of crafting simple ranged weapons, such as spears and clubs, which they use to hunt their prey. They attack alone or in small groups.

Nieon

Author: Robert J. Hall.
Small Aberration
Hit Dice: 1d8+3 (7 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 size, +5 Dex, +1 natural), touch 16, flat-footed 12
Base Attack/Grapple: +0/-2
Attack: Touch +5 melee (1d6 electricity)
Full Attack: Touch +5 melee (1d6 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jolt, sticky tendrils
Special Qualities: Blindsight 90 ft., resistance to acid 10 and electricity 10
Saves: Fort +3, Ref +5, Will +3

Abilities: Str 6, Dex 21, Con 17, Int 3, Wis 12, Cha 7
Skills: Balance +6, Hide +10, Listen +3
Feats: Weapon Finesse
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–4 HD (Small), 5–6 HD (Medium)
Level Adjustment: —

An odd, alien creature has a thin, tube-like body with three, tendril-like legs. The head is a bulb-shaped appendage at the top of a slender neck that appears almost featureless, having only a narrow mouth slit. Its flesh is a rubbery pale blue covering.

This strange-looking creature has a bulb-shaped head, a slender neck, an almost non-existent body, and three flexible, tendril-like legs. It moves by leaning on two of the legs then advancing with a hop, using the third leg as a tail for balance. The gray flesh of the nieon is rubbery with a slight glistening sheen. The head is smooth and almost featureless, but periodically emits flashes of iridescent blue light.

The nieon can detect life forms using sensitive electrical sensors in its flesh. It uses the flashing light in its head to lure small prey, then stuns the target with an electrical jolt.

As nieon grow older they change gender from male to female. The female nieon creates a nest in a high, safe location then curls up inside and lives off stored food. Males locate the nest from the electrical emissions, and then deposit packets of reproductive jell inside. The female selects the packet of the most suitable male to fertilize her eggs. Once the hatchlings have left the nest the elder female nieon dies.

Combat

The bulb-shaped head of the nieon can deliver a nasty jolt of electricity, allowing it to shock and subdue a foe. A protrusion between the legs allows it to wrap a fallen foe in a sack of sticky filaments. These slowly dissolve the creature, allowing the nieon to absorb the liquid mass through tubules that emerge from the inside of the legs.

Jolt (Ex): A nieon's touch attack deals 1d6 points of electrical damage. Those hit by a nieon's touch attack also must succeed a DC 13 Fortitude save or be paralyzed for 1d3 rounds. The save DC is Constitution-based.

Bundle (Ex): As a full round action a nieon can wrap a paralyzed creature in a bundle of sticky filaments. Each size category larger than Medium requires an additional full round action to complete the bundle. The filaments are corrosive and deal 1 point of acid damage to the captive creature each round.

The mass of filaments prevents any type of movement. An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 15 Strength check. The check DC are Constitution-based, and the Strength check includes a +2 racial bonus.

Blindsight (Ex): A nieon can sense the minute electrical activity of living creatures within 90 feet. Beyond that range, they treat all targets as having total concealment. This sense works equally well in all directions, so a nieon can not be flanked.

Immunities: Nieon are invulnerable to gaze attacks, visual effects, and other attack forms that rely on sight.

Ooze

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Grid Dust

Author: Robert J. Hall.
Large Ooze (Swarm)
Hit Dice: 6d10+30 (63 hp)
Initiative: +7
Speed: Fly 30 ft. (perfect) (6 squares)
Armor Class: 12 (-1 size, +3 Dex) touch 12, flat-footed 9
Base Attack/Grapple: +4/—
Attack: Swarm +7 melee (3d6 plus disassembly)
Full Attack: Swarm +7 melee (3d6 plus disassembly)
Space/Reach: 10 ft./0 ft.

Special Attacks: Disassembly
Special Qualities: Blindsight 60 ft., hive mind, hibernation, fast healing 6, half damage from slashing and piercing weapons, resistance to acid 10 and electricity 10, low-light vision, ooze traits, swarm traits
Saves: Fort +7, Ref +5, Will +3
Abilities: Str 1, Dex 16, Con 21, Int 24, Wis 13, Cha 1
Skills: Appraise +13, Craft (*any 3*) +10, Decipher Script +14, Listen +7, Knowledge (*any 1*) +16, Knowledge (*any 2*) +13, Knowledge (*any 3*) +10, Move Silently +23, Search +16, Spot +7
Feats: Improved Initiative, Weapon Finesse
Environment: Any
Organization: Solitary, company (2–4 swarms), or squad (5–12 swarms)
Challenge Rating: 7
Treasure: None
Alignment: Usually lawful neutral
Advancement: 7–16 HD (Large)
Level Adjustment: —

A dark, mist-like cloud floats in mid-air in a roughly spherical shape that shifts and moves about with sudden bursts. It is just sufficiently transparent to see through.

In their active state, a grid dust forms an amorphous, mist-like cloud that is roughly spherical in shape. This nebulous form is composed of umpteen trillions of microscopic, flying robots, each of which is linked to its neighbors by means of infrared laser transmitters. Each robot includes a diamond outer shell, neutral-buoyancy tank, battery, computer, infrared laser, drive unit, and manipulator arms. Most robots are specialized for certain tasks, and the cloud quickly re-arranges itself depending on the function required.

This cloud serves as a host to an alien mind that once existed in a physical body. By this means the alien race was able to achieve a form of immortality, as well as significantly enhancing their mental facilities. In the process, however, the alien race lost an essential element of what once made them a dynamic, evolving species. They are now individually the equivalent of a super genius, but stagnant as a civilization.

A grid dust cloud moves slowly by flying, and has negligible requirements for energy or resources. However their individual components occasionally need replenishment, so they have a continual need to acquire certain rare elements. They converge on the materials they need and quickly process the materials until they are fully replenished.

Grid dust clouds communicate with each through infrared signals that appear as sparkling flashes of heat. They can hear after a fashion by detecting vibrations in the air moving through the cloud. But they are incapable of producing any type of noise. They move in complete silence, making them very difficult to detect.

A grid dust cloud possesses a hibernation mode that it uses when energy sources are low. The cloud coalesces to form a crystal sphere that is exceptionally tough. In this state the grid dust can remain in stasis for very long periods of time. But most of their mental facilities are placed on a low priority level to conserve power, so they have little awareness of their surroundings. Once a nearby energy source is detected, the sphere will rapidly dissolve back into its cloud form and converge to recharge their batteries.

Combat

A grid dust attacks by enveloping a target and disassembling any useful materials. This usually results in the destruction of any equipment and the dissolution of the creature.

Disassembly (Ex): The microscopic robots that compose a grid dust cloud attack by tearing apart material in search of specific elements that they require. Any melee hit deals damage, and the opponent's equipment is disintegrated, falling to powder and becoming useless immediately. Magic armor and weapons, and other magic items, must succeed on a DC 18 Fortitude save or be disintegrated. The save DC is Constitution-based.

Hive Mind (Ex): Any grid dust with at least 1 hit point per Hit Die (or 6 hit points, for a standard grid dust) forms a hive mind, giving it an Intelligence of 24. When a grid dust is reduced below this hit point threshold, it becomes mindless.

Hibernation (Ex): As a full round action a grid dust can coalesce to enter hibernation mode, becoming a Fine crystalline sphere with a natural armor bonus of +16. In this form the grid dust has no speed, attacks, special attacks, or special qualities, except for blindsight 60 feet. The Intelligence score is lowered to 1 and it has no Dexterity score. It gains damage reduction 10/—. A grid dust in hibernation mode does not need to eat or breathe, and is in a state of continual near-sleep.

The hibernation automatically ends when the grid dust is dealt damage; notices a nearby source of significant electrical or light energy within 60 feet,

or has spent a pre-specified amount of time in the hibernation state. It requires a full round action to leave the hibernation state and restore full functionality.

Skills: A grid dust has a +12 racial bonus to Move Silently checks.

Ihchoide

Author: Robert J. Hall.
Small Ooze
Hit Dice: 3d10+12 (28 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 11 (+1 size), touch 11, flat-footed 11
Base Attack/Grapple: +0/-5
Attack: Touch +0 melee (3d6 cold) or atom laser +2 ranged (2d6 cold/x3)
Full Attack: Touch +0 melee (3d6 cold) or atom laser +2 ranged (2d6 cold/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Extreme cold
Special Qualities: Ooze traits, damage reduction 10/—, immunity to cold and vacuum, vulnerability to fire
Saves: Fort +5, Ref +1, Will +1
Abilities: Str 7, Dex 11, Con 18, Int 1, Wis 11, Cha 10
Skills: Climb +8, Hide +6, Spot +2
Feats: Weapon Focus (atom laser)
Environment: Cold plains
Organization: Solitary or bunch (2–4)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 4–5 HD (Small)
Level Adjustment: —

A transparent pool of a gelatinous material forms a symmetrical hump at its center, but is otherwise featureless. Tiny sparkles can be seen moving within the form.

A bizarre life form that only exists on extremely cold worlds far from its star, the ihchoide is a complex conglomerate of atomic clusters known as boze-einstein condensates. The ihchoide dwells at temperatures very close to absolute zero, and it will seek to avoid areas that are even slightly warmer than that temperature. It has an amorphous body that is nearly transparent, although with a slight milky hue. The ihchoide has a primitive intelligence and is able to recognize when a threat exists in the vicinity and to react to the danger. It can sense its surroundings through the emission of heat, giving it a form of darkvision with no range limitation other than line of sight.

Combat

The ihchoide attacks using an atom laser, firing clumps of coherent atoms at high velocity. If an opponent closes with the ihchoide it will use its slam attack to inflict cold damage with its body.

Atom Laser (Ex): The ranged attack of an Ihchoide has a range increment of 150 feet and deals triple damage on a successful critical hit.

Extreme Cold (Ex): Merely touching or being touched by an ihchoide automatically deals 3d6 cold damage. If a DC 15 Fortitude saving throw is failed the bitter cold also leaves a target dazed for a full round. The save DC is Constitution-based.

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

Phleg

Author: Robert J. Hall.
Medium Ooze
Hit Dice: 5d10+30 (57 hp)
Initiative: -5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +3/+5
Attack: Slam +5 melee (1d6+2 plus 2d4 disassemble)
Full Attack: Slam +5 melee (1d6+2 plus 2d4 deconstruct)
Space/Reach: 5 ft./5 ft.
Special Attacks: Deconstruct, constrict 1d6+2 plus 2d4 deconstruct, improved grab
Special Qualities: Blindsight 60 ft., damage reduction 5/—, immunity to cold and acid, vulnerability to fire, ooze traits
Saves: Fort +7, Ref -4, Will -4
Abilities: Str 14, Dex 1, Con 23, Int —, Wis 1, Cha 1
Skills: Climb +12
Feats: —
Environment: Deep space
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–8 HD (Medium); 9–10 HD (Large)
Level Adjustment: —

This crystalline mound is dark in hue, but sparkles in the light emitting colorful flashes of light. Many tiny tendrils extend out from the mass and attach themselves to nearby surfaces.

Ancient almost beyond measure, this parasitic space ooze is typically found on cometary bodies throughout the galaxy. In the frozen depths of space the phleg exists as a fungus-like being with an ultraslow metabolism. They consume minerals and volatile substances within frozen comets at a painfully slow rate.

When exposed to higher levels of energy, however, the phleg transforms into a charcoal-like ooze. It sends out spores and tendrils into the surrounding space, looking for new surfaces to contact. The phleg can eat through almost any material except for and certain rare earths and compounds rich in fluorine or chlorine.

While in its ooze form a phleg is occasionally picked up by a passing ship. The phleg becomes a growth on the side of the vessel, eating its way through the hull and consuming anything it encounters. Once a ship is infected, the only certain way to expunge all phleg spores is by exposing all contaminated surfaces to intense heat for a sufficiently long period.

Combat

In its frozen state the phleg is harmless, and appears only as a curious crystalline growth. Once it is warmed to temperatures above the freezing point of water, however, it becomes a voracious consumer of raw materials. It attaches itself to almost any surface and begins to gradually dissolve the content. Sticky tendrils are then sent out in all directions, seeking new sources of materials.

Deconstruct (Ex): The surface layer of a phleg can methodically disassemble materials as a form of slashing attack. Any melee hit or contact deals deconstruct damage, and the opponent's gear are disintegrated and become useless immediately unless they succeed on DC 22 Reflex saves. Only rare materials specifically designed to stop phleg infestation will prevent this damage. The save DC is Constitution-based.

Constrict (Ex): A phleg deals automatic slam and deconstruct damage with a successful grapple check. The opponent's gear take a -4 penalty on Reflex saves against the deconstruction.

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

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

Ogatsu

Author: Robert J. Hall.
Large Aberration
Hit Dice: 6d8+24 (51 hp)
Initiative: +6
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +4/+14
Attack: Bite +9 melee (2d6+6/19–20)
Full Attack: Bite +9 melee (2d6+6/19–20) and 2 tail whips +4 melee (1d6+3 plus biotoxins)
Space/Reach: 10 ft./5 ft.
Special Attacks: Augmented critical, biotoxins
Special Qualities: Tremorsense 40 ft., fast healing 2, damage reduction 5/—, immunity to acid and cold, disease, poison, and vacuum, limited senses
Saves: Fort +8, Ref +4, Will +6
Abilities: Str 22, Dex 14, Con 19, Int 6, Wis 13, Cha 12
Skills: Balance +3, Climb +11, Jump +9, Spot +9
Feats: Great Fortitude, Improved Initiative, Improved Natural Attack (bite)
Environment: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 7–8 HD (Large), 9–12 HD (Huge)
Level Adjustment: —

This formidable-looking insectoid is segmented into two parts, with of a large, bullet-shaped head and a long, arched back covered with heavy spikes. It has four short, thick legs covered in barbs. The hard exoskeleton is a black, glossy shell.

This insect-like monstrosity was created by an alien race to hunt and destroy any creatures it encounters. It is able to exist quite comfortably in a pure vacuum while exposed to harsh radiation, but is uncomfortable within a breathable atmosphere. The body is highly efficient about recycling ingested materials, and it has very few actual nutritional requirements. It can exist for years without eating or drinking water, and acquires most

of its energy by basking in direct sunlight.

When it acquires sufficient nutrients from devouring life forms, the ogatsu will reproduce itself by wrapping its body in a glassy cocoon it spins with its mouthpiece. Within this cocoon the ogatsu gradually splits apart into two separate creatures. When the separation is complete the two ogatsu break out of the cocoon and go their separate ways.

The body of the ogatsu is segmented into two main portions, each protected by a thick, glossy black carapace. At the front is a bullet-shaped, armored head that is attached by a retractable neck to the thorax. This head is a nightmare of spikes, fangs, mandibles, horns, and flickering tendrils. It has five eye-like sensory organs, but they are small in proportion to the size of the head and all are recessed into protective pits within the carapace. The long, segmented neck allows the ogatsu to strike targets up to five feet away, then quickly withdraw the head back to the protection of the armored body.

The thorax segment is longer than it is wide, with an arched shape across the back. The crest of the carapace is protected by a curving row of gray horns. The sides of the thorax are glossy black in hue, but are decorated by a splattering of purple spots concentrated along the belly. Whenever the ogatsu becomes agitated these spots become swollen and turn a light violet color.

The thorax segment has four short but powerful legs, each with a pair of thick, hooked digits that bend in toward each other, plus a thorn-shaped spur on the back of the leg. The legs are also protected by a barbed exoskeleton that allows the ogatsu to readily grasp almost any rough surface. At the back of the thorax is a pair of flexible, whip-like tails with a barbed digit at the end.

If it is wounded, the violet-hued blood leaking from the body of the ogatsu will rapidly dry and turn into a cotton-like patch. The blood has an acrid odor and a vile taste, but is otherwise relatively inert. The body of an ogatsu provides no nutritional to most life forms including humans.

Combat

The primary attack form of the ogatsu is its extensible, spiked head, which rams into the body of the target then proceeds to tear of a chunk of flesh. It can also attack with its flexible tail whips. Each of these whips has a barb that will break off in the body of a target they strike, infecting the victim with a potent range of toxins and deadly biological agents designed to affect a wide range of life forms.

Augmented Critical (Ex): The sensory tendrils on the face allow it to target vulnerable locations more effectively, providing a 19–20 critical with its bite attack.

Biotoxins (Ex): When a tail barb inflicts damage to target, it breaks off and simultaneously injects a deadly poison and alien disease, as described below. A new tail barb grows back after 1d6 weeks, and can not inflict damage until it has fully emerged.

Poison (Ex): injury, Fortitude DC 17, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Fire Pox (Ex): alien disease—barb, Fortitude DC 17, incubation period 1 hour; damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Tremorsense (Ex): Ogatsu can detect and pinpoint any creature or object within 40 feet that is in contact with the ground.

Limited Senses (Ex): The ogatsu is unable to hear or smell, and can not perform a Listen or Move Silently skill check. It is immune to any attack forms that rely on hearing or scent, but can be harmed by sonic attacks.

Skills: An ogatsu has a +4 racial bonus on Climb and Spot checks.

Overseer

Author: Robert J. Hall.
Medium Elemental
Hit Dice: 20d8+100 (190 hp)
Initiative: +8
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 21 (+4 Dex, +7 deflection), touch 21, flat-footed 17
Base Attack/Grapple: +15/—
Attack: Touch +19 melee (6d6 fire)
Full Attack: Touch +19 melee (6d6 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Metaphasic powers, plasma body
Special Qualities: Darkvision 60 ft., damage reduction 20/—, immunity to fire and acid, spell resistance 32, regeneration 5, telepathy 100 ft., true seeing, shapechange, elemental traits
Saves: Fort +11, Ref +18, Will +11
Abilities: Str —, Dex 18, Con 21, Int 32, Wis 20, Cha 25

Skills: Concentration +25, Craft (any one) +25, Diplomacy +30, Disguise +17, Gather Information +22, Hide +16, Knowledge (any two) +33, Knowledge (any six) +23, Listen +26, Move Silently +14, Search +34, Sense Motive +23, Spot +24
Feats: Alertness, Diehard, Dodge, Endurance, Improved Initiative, Lightning Reflexes, Mobility
Environment: Any
Organization: Solitary, pair, or group (3–6)
Challenge Rating: 20
Treasure: No coins; standard goods; double items
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: —

A glowing, pulsing field of energy radiates a bright orange light at the core. It is a shapeless form that appears partly transparent, particularly along the wispy edges.

The overseers are a powerful, immortal race that long ago evolved beyond the need for a corporeal existence. Their body is a highly complex energy field, utilizing advanced metaphasic technology to make themselves virtually invulnerable to physical threats. They can use their abilities to form physical bodies and function like a normal being, but only do so for the occasional interaction with less advanced races.

Combat

Overseers rarely have a need for personal combat, and their innate metaphasic abilities are more than a match for most threats. Their plasma form can inflict a nasty burn, although an overseer will usually avoid personal contact to prevent such an incident. They have immensely advanced powers and technology available that is vastly more potent than their personal abilities, but all overseers are duty-bound to employ these powers only if a major threat to galactic stability arises.

Plasma Body (Ex): In its native form the body of an overseer is an intensely hot plasma that works like the *gaseous form* spell, but allows a fly movement of 60 feet. This ability is inherent and can only be suppressed by a shape change.

Merely touching or being touched by a overseer in plasma form automatically deals 6d6 fire damage.

The plasma body radiates also light energy as a *daylight* spell. This ability is constant, but the overseer can suppress or resume it as a free action. When suppressed, the body radiates light energy as a *light* spell.

Metaphasic Powers (Su): At will—*animate objects, detect thoughts* (DC 19), *heal, greater scrying* (DC 24), *greater teleport, major creation, mind blank* (DC 25), *sending, telekinesis, tongues*; 3/day—*disintegrate, dominate monster* (DC 26), *grasping hand, meteor swarm* (DC 26), *polymorph any object, reverse gravity, wall of force*; 1/day—*crushing hand, power word kill, teleportation circle, temporal stasis* (DC 25), *time stop*. Caster level 20th. The save DCs are Charisma-based.

Shapechange (Sp): An overseer can suppress its plasma body and assume the form of any corporeal creature like the *shapechange* spell. An overseer can remain in its current form until it chooses to assume a new one. In their altered form they lose their plasma body but retain their spell-like abilities. A change in form can not be dispelled, but the form dissipates when an overseer is killed. A *true seeing* spell or ability reveals its natural form.

True Seeing (Sp): Due to their highly evolved senses, overseers have a continuous true seeing ability as the spell (caster level 20th).

Regeneration (Ex): Cold deals normal damage to an overseer.

Overseer Culture

This ancient race long ago merged into a single, psionic-linked community that is able to contemplate matters that are beyond the comprehension of most intelligent creatures. The overseers have evolved far beyond the capabilities of ordinary life forms, and have incomprehensible powers and abilities at their disposal.

The race has been assigned the duty of overseer by an even more advanced elder race. Their task is to prevent the rise of a power that would exterminate all other intelligent life forms in the galaxy. They are to prevent by all means the construction of weapons capable of destroying planets or star systems. They will also intervene to prevent genocidal wars, employing potent technology so utterly advanced that its effects will appear magical even to highly advanced civilizations. Although they intensely dislike tampering with primitive cultures, they will not hesitate use all the immense powers at their disposal to fulfill their ancient duty.

Phage Zombie

Author: Robert J. Hall.

Born of a top secret bio-weapons laboratory, the phage plague was a mutant virus intended to slay enemy forces and turn their corpses into relentless killing machines. The resulting necrotic creatures would spread havoc among the enemy forces, relentlessly spreading the disease and forming a mob of mindless monsters. Unfortunately the disease escaped the lab and set off a chain reaction of killing and horror.

A phage zombie is a creature that was killed as a result of the phage plague. This disease establishes a pseudo-metabolism in the corpse, allowing the cadaver to continue to perform physical activities, albeit much more slowly than while still alive. The dead being possesses only a limited portion of its former intellect, with the more primitive parts of the mind being the dominant.

This monstrosity suffers from an insatiable craving for specific types of nutrients that are needed to redress a chemical imbalance in their brain. This craving can only be satisfied by consuming still-living neural tissue, preferably in large quantities. As a result the phage zombie is instinctively driven to seek out living creatures with large brain structures, such as humans.

Due to its necrotic state, a phage zombie can survive an inordinate amount of damage before the body is finally unable to function. They are insensible of pain and suffering, and possess a raw, brute strength that can be utilized without exhaustion. A phage zombie has the physical appearance of a corpse, often with considerable damage to various parts of their body due to the various wounds it has received or has self-inflicted. Phage zombies are relentless in the attack and often travel in large packs. Due to their abnormal metabolism, however, they move much more slowly than living beings, allowing some to escape by running away.

Being infected by a phage virus will often prove fatal to a victim as the disease begins to ravage their body and starts to convert the metabolism into its necrotic form. The few who survive this illness will require many weeks of rest and care to recover, and the horror of their experience will live with them for many years afterward.

Sample Phage Zombie

A sickly-looking human advances clumsily across the ground, its pale flesh covered in seeping black sores and its hair unkempt and dirty. The eyes of this person appear dull and bloodshot, and there is a lackluster expression on its face.

This example uses a 1st-level human commoner as the base creature.

Human Phage Zombie
Medium Undead
Hit Dice: 2d12+3 (16 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 10 (-1 Dex, +1 natural), touch 9, flat-footed 10
Base Attack/Grapple: +0/+2
Attack: Bite +0 melee (1d4+2 plus phage plague)
Full Attack: Bite +0 melee (1d4+2 plus phage plague)
Space/Reach: 5 ft./5 ft.
Special Attacks: Phage plague
Special Qualities: Single actions only, reconstitute
Saves: Fort +2, Ref -1, Will +2
Abilities: Str 15, Dex 8, Con —, Int 2, Wis 11, Cha 8
Skills: Listen +1, Spot +1
Feats: Great Fortitude[B], Toughness
Environment: Any
Organization: Solitary, gang (2–5), swarm (6–11), or mob (20–100)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

Phage Plague (Ex): Disease-bite, Fortitude DC 13 save, incubation period 1 minute, damage 1d6 Con and 1d3 Int. The save DC is Charisma-based and includes a +4 racial modifier.

Single Actions Only (Ex): Human phage zombies have poor reflexes and can perform only a single move action or attack action each round. A human phage zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Reconstitute (Ex): When a human phage zombie drops to zero or lower hit points, it makes a Fortitude save at DC 15. If it succeeds, half the damage previously dealt to the creature is treated as nonlethal and it automatically heals a number of

points of damage per round equal to its number of Hit Dice. A human phage zombie that is slain after reconstituting any damage remains dead.

Creating a Phage Zombie

"Phage zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system, metabolism and an intelligence score (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombis' size:

Small or smaller	+0
Medium	+1
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+10

Base Attack: A phage zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A phase zombie retains all its natural weapons of the base creature. It loses any manufactured weapon attacks and weapon proficiencies. A phage zombie with a mouth also gains a bite attack.

Damage: A bite attack deals damage depending on the phage zombie's size. (Use the base creature's bite damage if it's better.)

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

Special Attacks: A phage zombie retains none of the base creature's special attacks. It gains the following special attack.

Phage Plague (Ex): Disease-bite, Fortitude save, incubation period 1 minute, damage 1d6 Con and 1d3 Int. The save DC is Charisma-based and includes a +4 racial modifier.

An afflicted creature who dies of phage plague rises as a phage zombie after 1d3 minutes, acquiring the phage zombie template in the process.

Special Qualities: A phage zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A phage zombie gains the following special qualities.

Single Actions Only (Ex): Phage zombies have poor reflexes and can perform only a single move action or attack action each round. A phage zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Reconstitute (Ex): When a phage zombie drops to zero or lower hit points, it makes a Fortitude save at DC 15. If it succeeds, half the damage previously dealt to the creature is treated as non-lethal and it automatically heals a number of points of damage per round equal to its number of Hit Dice. A human phage zombie that is slain after reconstituting any damage remains dead.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will + 1/2 HD + 2.

Abilities: Adjust from the base creature as follows: Str +2, Dex -2. The Intelligence drops to 2, or the Intelligence of the base creature, whichever is lower. It has no Constitution score.

Skills: A phage zombie gains skill points equal to 1 per Hit Dice. The class skills are Climb, Listen, Search, and Spot. It can never gain ranks in a trained skill.

Feats: A phage zombie loses all feats of the base creature, but gains the Toughness feat and adds one Toughness feat for every 3 Hit Dice. It gains the Great Fortitude feat as a bonus feat.

Environment: Any.

Organization: Solitary, gang (2–5), swarm (6–11), or mob (20–100).

Challenge Rating: Equal to the HD for phage zombies with 2 Hit Dice or less. Otherwise equal to 2/3 HD.

Treasure: None.

Alignment: Always chaotic evil.

Advancement: As base creature, but double Hit Dice, or - if the base creature advances by character class.

Level Adjustment: —

Replicant

Author: Robert J. Hall.

Replicants are genetically modified creatures that closely match the physical form of the original life form. Due to their extensive modifications, they are physically superior beings with no inherent genetic flaws. To keep them from taking over the population, however, all replicants are made sterile and are incapable of procreation except through cloning technology. Replicants are typically bred for a specific purpose, so they are particularly proficient with a single skill. However they are highly capable beings that can be readily retrained to perform many new tasks.

Sample Replicant Creature

This example uses an elf as the base creature.

Replicant Elf, 1st-Level Expert
Medium Humanoid (Augmented Elf)
Hit Dice: 1d6 (3 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 Dex, +3 camouflage suit, +1 natural), touch 11, flat-footed 14
Base Attack/Grapple: +0/+1
Attack: Hunting knife +1 melee (1d3+1) or laser pistol +1 ranged (3d6)
Full Attack: Hunting knife +1 melee (1d3+1) or laser pistol +1 ranged (3d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Elven traits, improved healing, endure elements, sterile
Saves: Fort +0 (+2 against disease), Ref +1, Will +3
Abilities: Str 13, Dex 13, Con 10, Int 10, Wis 13, Cha 8
Skills: Climb +3, Heal +2, Hide +4, Listen +7, Profession (skimmer pilot) +7*, Search +1, Spot +7, Survival +5, Swim +2
Feats: Endurance[B], Weapon Focus (laser pistol)
Environment: Temperate forest
Organization: Solitary
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +2

This elf replicant was specifically designed as a skimmer pilot for use on newly settled worlds, and was given a better than normal skill level in this profession.

Combat

While not qualified as a wilderness explorer, this pilot is capable enough in a tight spot, and has sufficient advanced combat training to handle most natural threats at an isolated landing base.

Improved Healing (Ex): A replicant elf recovers hit points through natural healing at twice the normal rate.

Endure Elements (Ex): A replicant elf is protected from extreme elements as the *endure elements* spell. This ability is inherent and can not be dispelled.

Sterile (Ex): A replicant elf is unable to reproduce except through cloning.

Creating a Replicant

"Replicant" is an inherited template that can be added to any corporeal creature that can advance by character class (referred to hereafter as the base creature).

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

Size and Type: The creature's size and type are unchanged. Do not recalculate Hit Dice or base attack bonus.

Speed: Increase all movement speeds by 10 ft for every 20 ft of speed of the base creature.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has.)

Special Qualities: A replicant has all the special qualities of the base creature, plus the following special qualities.

— +2 racial bonus on any one selected skill for which their key ability is at least 13.
— +1 racial bonus on Listen and Spot checks.
— +2 racial bonus on saving throws against disease.
— *Improved Healing (Ex)*: A replicant recovers hit points through natural healing at twice the normal rate.
— *Endure Elements (Ex)*: A replicant is protected from extreme elements as the *endure elements* spell. This ability is inherent and can not be dispelled.
— *Sterile (Ex):* A replicant is unable to reproduce except through cloning.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4.

Feats: Replicants gain the Endurance feat as a bonus feat. Otherwise same as the base creature.

Challenge Rating: Same as the base creature +1.

Level Adjustment: +2.

Rifter

Author: Robert J. Hall.
Fine Aberration (Incorporeal)
Hit Dice: 2d8+8 (17 hp)
Initiative: +6
Speed: Fly 20 ft. (perfect) (4 squares)
Armor Class: 24 (+8 size, +6 Dex), touch 24, flat-footed 18
Base Attack/Grapple: +1/-18
Attack: Incorporeal touch +15 melee (1d6 folded space)
Full Attack: Incorporeal touch +15 melee (1d6 folded space)
Space/Reach: ½ ft./0 ft.
Special Attacks: Folded space 1d6
Special Qualities: Spell-like abilities, incorporeal traits, immunity to poison, petrification, sleep, and disease
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 4, Dex 22, Con 18, Int 13, Wis 6, Cha 13
Skills: Hide +21, Knowledge (any two) +4, Search +5, Spot +2
Feats: Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 3–5 HD (Fine)
Level Adjustment: —

Floating in mid-air is a strange, glassy ripple that distorts the appearance of what lies behind. The effect grows more intense toward the middle of the phenomenon, appearing almost as a shifting crystal that is not quite solid.

There exist in dimensions parallel to our own worlds that are so utterly different in their physical laws that most beings from our own universe could not possibly survive. The alien life forms that dwell in these places are equally incapable of existing in our own universe. Instead they must rely on the services of intermediary life forms that are able to safely traverse the two dimensions. These servant creatures are born in the rifts that separate the planes, and are capable of a limited form of existence in the adjoining dimensions.

Most of these servant creatures, known as rifters, appear as a tiny distortion in physical space. They have a glassy appearance that bends the light passing through their bodies, although their actual edges are fuzzy and difficult to discern.

While they can hover and move about, a rifter does not need to travel through our space in the normal sense. Instead they can briefly break their link to the physical world and appear in a nearby location a brief time later. In this manner they perform a limited type of teleportation and so are readily capable of bypassing most barriers.

As rifters are merely servants of their extra-planar masters, they behave in a manner that appears highly intelligent. However the mind that directs their actions is utterly alien in nature, and so the motives for their actions can be incomprehensible. In spite of this a few beings from our universe have achieved a crude manner of communication with the alien masters of these rifters, and so useful exchanges of information and services have taken place.

Combat

Due to their utterly alien nature, rifters and their masters do not comprehend warfare or the concept of bodily injury. However they do use personal contact as a form of communication, and try to do so with other species. In this manner they perform actions that can prove lethal to life forms in our universe. Likewise they do not perceive when an attack is being directed against them, often viewing it as a form of communication. Their miniscule size and odd physical nature makes them very difficult targets to strike, and they are immune to many hazards.

Folded Space (Ex): A rifter's touch attack deals 1d6 slashing damage from the distorted space around their bodies. Creatures hitting a rifter with natural weapons or unarmed attacks take slashing damage as though hit by a rifter's attack.

Spell-Like Abilities: At will—*dimension door* (self only)*, mage hand, open/close, unseen servant*; 1/day—*blink*. Caster level 6th.

Skills: A rifter has a +4 racial bonus on Hide checks.

Rock Roach

Author: Robert J. Hall.
Medium Elemental (Earth)
Hit Dice: 6d6+24 (45 hp)
Initiative: -2
Speed: 20 ft. (4 squares), burrow 10 ft., climb 10 ft.
Armor Class: 17 (-2 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +4/+6
Attack: Bite +7 melee (1d6+3/18–20/x3)
Full Attack: Bite +7 melee (1d6+3/18–20/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Damage reduction 5/—, fast healing 1, darkvision 60 ft., tremorsense 60 ft., immunity to acid, disease, poison, and vacuum, resistance to cold 10, electricity 10, and fire 10, elemental traits, deafness
Saves: Fort +8, Ref +0, Will +4
Abilities: Str 15, Dex 6, Con 16, Int 1, Wis 14, Cha 3
Skills: Climb +4, Spot +9
Feats: Toughness (2), Weapon Focus (bite)
Environment: Underground (low-gravity world)
Organization: Solitary or gang (3–6)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Medium); 13–20 HD (Large)
Level Adjustment: —

An insect-like creature the size of a large dog skitters across the ground on its eight articulated legs. Protruding from its narrow jaw are four large, gleaming talons. It has six black eyes and a coarse gray exoskeleton that sparkles in the light.

This alien infestation was created for life on an airless, low gravity surface. The full adults bear a slight resemblance to a cockroach, hence the name. However they are primarily composed of various silicate compounds, forming a living lattice that lacks cellular organization. It is a symbiotic organism that is closely integrated with a hive of various highly advanced nanotechnology robots that perform various tasks such as repairing damage, converting ingested material into the living lattice, and aiding the rock roach through its life stages.

Biologically this organism has a life cycle that resembles a terrestrial jellyfish. The first phase is in the form of a hard, spherical shell that is capable of surviving impact from orbit. This seed shell has proven to be an exceptionally robust material, but even it cannot fully protect the contents from the impact. Instead the symbiotic components perform the task of repairing the interior seed organism.

Once fully healed, the outer shell breaks apart releasing a long, worm-shaped organism that resembles a centipede. This stage has a length of less than a meter, and is not particularly well protected. Instead the role of this creature is to find a suitable patch of rough, bare stone where it can bed down and blend into the surroundings. The flesh gains the same hue and texture of this stone as the larvae ingests the surrounding rock, and it becomes highly camouflaged.

Once the pupae reaches a length of over two meters, the tail end becomes anchored to the rock and it transforms into a nest. The organism forms a stationery mass that resembles a weather-worn rock, and it spends the remainder of its existence in this state. However the tail is ingesting rock material beneath the surface, gradually expanding into a network of shafts that protrude ever deeper below the ground. This material is transported to the body by a mass of tentacles and is used to manufacture infant rock roaches.

Each completed roach emerges from a pore at the top of the nest, and it is programmed to rapidly escape the vicinity. The infant roach has an odd tail-like appendage on its hid quarters that sweeps the ground as it passes, hiding the trail formed by the eight feet. (Although an experienced tracker can often still follow the trail back to the nest, if it has not been disturbed.)

The rock roach grows to adulthood over a period of about three years, reaching a length of almost three meters and a height of nearly a meter. It has a hard outer shell composed of very tough material similar to its original seed case. The eight appendaged legs are normally kept tucked under its shell as it moves, although they shift outward when climbing. It is not a particularly nimble creature, but is a powerful digger and can be difficult to kill.

The regenerative abilities of the rock roach are remarkable, and it takes high energy weapons or an extended period in darkness to kill it off. It is highly adapted to vacuum and can survive for over a month without bathing itself in sunlight.

When sun is available and it does not feel threatened, it will rest upon a surface directly facing the sun and spread out a set of absorbant panels that operate somewhat akin to solar cells.

Rock roaches spend most of the remainder of their

life span incessantly digging and tunneling into the surface. They will normally only penetrate to a depth of 40–50 meters, but will follow any tunnels and passages they discover that penetrate deeper. They are very curious about unusual materials they discover, and will consume the oddest materials in an effort to satisfy their requirements.

It is unusual but not unknown for several rock roaches to join together into a group, both for mutual protection and to improve the efficacy of their tunneling.

It appears that the primary form is a drone that not intended to reproduce, as they have never laid eggs or otherwise replicated themselves. Instead the nest occasionally forms a reproductive rock roach that is capable of forming into the seed form or travelling far across the surface to mate with another nest.

Combat

Rock roaches have little interest in humans and will not attack unless threatened. They are, however, driven into a high state of aggression when they encounter machines or robots composed of metal and plastic. If they encounter computers or machines while burrowing, they will immediately attack and seek to utterly wreck the mechanisms. Few parts can be salvaged from a device destroyed by a rock roach.

Tremorsense (Ex): A rock roach can detect and pinpoint any moving creature within 60 feet in contact with the ground.

Deafness (Ex): A rock rock is unable to hear sounds transmitted through an atmosphere, although they can detect vibrations in the ground. They can not make Listen checks for sounds transmitted through the air.

Skills: Rock roaches have a +4 racial bonus on Climb checks. A rock roach can always choose to take 10 on Climb checks, even if rushed or threatened.

Skald

Author: Robert J. Hall.
Skald, 1st-Level Rogue
Medium Humanoid (Skald)
Hit Dice: 1d6+1 (4 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/-1
Attack: Kick -1 melee (1d6-1); or laser pistol +1 ranged (3d6)
Full Attack: Kick -1 melee (1d6-1); or laser pistol +1 ranged (3d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Low-light vision, skald traits, skald lore, scent
Saves: Fort +1, Ref +3, Will +1
Abilities: Str 8, Dex 13, Con 12, Int 10, Wis 12, Cha 14
Skills: Bluff +5, Diplomacy +8, Gather Information +6, Hide +4, Listen +8, Move Silently +3, Perform (sing) +8, Sense Motive +5, Spot +4, Tumble +5
Feats: Negotiator
Environment: Temperate plains
Organization: Company (2–4), squad (11–20 plus 1 leader of 3rd-6th level and 2 3rd-level organizers), or band (30–50 plus 1 3rd-level motivators per 20 adults, 5 5th-level organizers, and 3 7th-level conductors).
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful good
Advancement: By character class
Level Adjustment: —

This humanoid creature has a gaunt, slender form, coarse gray flesh and a thick tail handing from the backside. Its feet consist of hooves like a goat, and its head resembles a hairless wolf but with only one eye that is honeycombed like that of an insect.

This intelligent alien race is generally humanoid in form, with a leathery gray flesh, two skinny arms, two short legs, and a thick, tapered tail. Each arm has two elbows and the hands have three thick digits. The legs are lean and muscular, with a spiked, cloven hoof for a foot.

The head is shaped somewhat like that of a hairless wolf, with a snout extending to a small mouth at the tip. The nostrils are placed back along the snout and have flare lips than can seal them closed. Instead of two eyes, the skald has a single, honey-hued eye band that extends across the face. This eye is faceted like an insect's, but functions better than human vision.

The ear lobes of a skald are quite large, and shaped somewhat like a cross between an elven ear and the wing of a bat. Above the eye is a heavy brow that projects forward to protect the sight of the skald from damage. Nevertheless it is not unknown for the eye to become damaged over the life span,

and white scars can occasionally be seen in the eyes of elder skald.

Above the thick eyebrow are a band of short, protective horns that extend around the back of the head, and down the neck and the upper portion of the back. Additional horns are added to this band over the course of a lifetime, with the oldest skald having horns extending all the way down to the thick tail.

Skalds are omnivorous creatures, combining the ability to consume vegetation with a scavenging nature to supplement their diet with animal carcasses. Like humans they are highly social and their cultures can be complex and sophisticated. There are never loners among the skald, and all prefer to stay among a group.

Combat

Skalds are not fond of combat, and will usually seek to resolve issues in a peaceful manner. When they have to fight they will form fast-moving groups and use hit and run raids to harry their opponents.

Spell-Like Abilities: 2/day—*lullaby*. 1/day—*hypnotism* (DC 13), *ventriloquism*. Caster level 1st. Save DCs are Charisma-based.

Skald Lore (Ex): This power works like the Bard's bardic knowledge class feature, except the skald has a +2 racial bonus on the check.

Skald Traits (Ex): Skalds benefit from a number of racial traits.

- — -2 Strength, +2 Wisdom, +2 Charisma.
- — Medium size.
- — A skald's base land speed is 40 feet.
- — +2 natural armor.
- — +2 racial bonus to saving throws against effects that cause blindness.
- — +4 racial bonus on Listen checks.
- — +2 racial bonus on Perform (sing) checks.
- — Special Attacks (see above): Spell-like abilities.
- — Special Qualities (see above): Low-light vision, scent, lore.
- — Favored Class: Rogue.
- — Level Adjustment: +1.

Skald Society

The skalds are highly social creatures and spend much of their lives interacting with groups. As such they have a sophisticated culture with many fine nuances of communication. Skald societies are arranged in complex ways, and the rank of each member will depend on their current activities. All are expected to know a host of details about fellow skald in their particular groups. They are also very skilled at resolving conflict, and actual fights between skald are exceedingly rare.

Unlike humans, the skalds are not subject to addictive behavior, and they abstain from gambling or consuming substances that would affect their social standing or judgment. They are also a fairly conservative race, and reluctant to adapt changes that might upset the proper order of things. Despite this they are not adverse to useful new experiences, or adding to their body of knowledge. They simply choose to study and learn, rather than immediately applying what they have learned on a widespread basis.

As skald dislike being alone for more than brief periods, they form compact communities with shared spaces and tight quarters. Social meeting places are common, and are often places of creative performance. Skalds use various forms of entertainment for social bonding and as a means of group communication. Each skald is often skilled at various performance arts, and show absolutely no signs of shyness.

The families of skalds consist of a bonding of up to several wives and husbands. This bonding shares the responsibility of raising the children, protecting the group, and caring for related family members. Some celebrated bondings have histories stretching back centuries as new husbands and wives are slowly adopted into the group and older members die off. It is almost unheard off for such bondings to include members of other species, although a bonding can form tight friendships with suitable individuals.

Spinar

Author: Robert J. Hall.
Large Elemental (Air, Incorporeal)
Hit Dice: 4d8+8 (26 hp)
Initiative: +1
Speed: Fly 30 ft. (good) (6 squares)
Armor Class: 10 (-1 size, +1 Dex), touch 10, flat-footed 9
Base Attack/Grapple: +3/—
Attack: Touch +3 melee (1d8 electricity plus disruption)
Full Attack: Touch +3 melee (1d8 electricity plus disruption)
Space/Reach: 10 ft./5 ft.
Special Attacks: Telekinesis, disruption
Special Qualities: Natural invisibility, incorporeal traits, elemental traits, blindsight 120 ft., immunity to electricity

Saves: Fort +3, Ref +5, Will +2
Abilities: Str —, Dex 13, Con 14, Int 4, Wis 13, Cha 8
Skills: Spot +4, Tumble +5
Feats: Flyby Attack, Weapon Finesse
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Large)
Level Adjustment: —

The spinar is a complex electro-magnetic being formed from twists of magnetic polarity. The shape of a spinar is roughly that of a torus, floating and wobbling in mid-air with the central opening perpendicular to the ground. Normally it is nearly invisible to sight, unless the observer is able to detect its magnetic effects. Spinars can easily pass through most solid materials without harm, as long as there is even a weak magnetic field present that can be used for levitation. The spinar is particularly attracted to magnetized ferrous metals and will spend much of its time seeking such materials to draw upon the field energies.

Unless dislodged from its habitat by some means, a spinar is content to bathe itself in a powerful magnetic field. If summoned from the field, it becomes confused and irrational, often moving at random and dragging along bits and pieces of iron and other ferrous materials it may find lying about. The only location where it can again find contentment is in the liquid metal core of a planet. This creature has little comprehension of the surface world, other than to know it is mostly barren of iron. The weak magnetic field at the surface confuses the directional sense of the spinar, so it seems to move without purpose.

The spinar seems to have a steadying effect on certain strong magnetic fields on their native dimension. If they are dislodged from their natural place all manner of strange auroras and electrical effects occur in the vicinity. These beings provide neither sustenance for other beings nor consume life forms in their dimension.

Combat

Spinars have little to fear from most living beings, and will act without regard for possible threats from a foe. They seek to drain magnetic energies, and will attack in order to draw upon power sources or refined metals. In addition to inflicting a sharp shock, their attack can disable sensitive electronic equipment, electric motors, and power conduits.

Disruption (Ex): A spinar's touch attack deals electrical damage from the spinar's charged body. Creatures hit by a spinar's touch attack must also succeed on a DC 14 Fortitude save or be dealt a point of Dexterity damage and be stunned for 1d4 rounds. The save DC is Constitution-based.

Creatures hitting a spinar with all-metal melee weapons, natural weapons, or unarmed attacks take electricity damage as though hit by the spinar's attack, and also take Dexterity damage and become stunned unless they succeed on their Fortitude save. The effect of successive disruptions is cumulative upon the victim.

Telekinesis (Ex): The spinar can manipulate any ferrous metals as the *telekinesis* spell (caster level 10th.)

Natural Invisibility (Ex): This ability is constant, allowing a spinar to remain invisible even when attacking. The natural invisibility is inherent and not subject to the *invisibility purge* spell. However they can be detected by devices that sense fluctuations in nearby magnetic fields.

Blindsight (Ex): Spinars can sense the presence of any ferrous metals and magnetic fields from up to 120 feet away. They can also sense the faint magnetic field emitted by metal objects and living creatures. Beyond that range, they treat all targets as having total concealment. Strong magnetic fields will block the blindsight ability within the radius of effect, and will provide total concealment to anything behind the field.

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Sryag

Author: Robert J. Hall.
Sryag, 1st-Level Rogue
Medium Aberration (Shapechanger)
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +0/-1
Attack: Claw +2 melee (1d4-1)
Full Attack: 2 claws +2 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralysis, sneak attack +1d6
Special Qualities: Low-light vision, spell resistance 6, trapfinding
Saves: Fort +0, Ref +4, Will -1
Abilities: Str 8, Dex 15, Con 10, Int 13, Wis 9, Cha 12
Skills: Bluff +2, Disguise +9, Escape Artist +11, Listen +3, Hide +11, Move Silently +5, Search +3, Sleight of Hand +4, Spot +3, Tumble +5
Feats: Weapon Finesse
Environment: Temperate forest
Organization: Solitary or pair
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

This almost-humanoid creature has a body that is completely covered in a multitude of short, flexible tendrils. Coherent, multi-colored ripples run through these tendrils as it shifts form.

The sryag is an intelligent, bio-mimetic life form that uses her ability to mimic other creatures to lure prey within striking distance. She combines an ability to modify her physical form with a limited psionic ability to confuse her prey long enough to delivery a paralyzing bite.

The general physiology of the sryag bears a passing resemblance to cephalopods on the earth, although they possess a skeletal structure. The body of a sryag consists of seven flexible, tail-like limbs, a slender body, and a sleek head at the end of an extendible neck. The upper limbs can open into a fang-like appendage that can open to reveal a set of venomous talons.

The flesh of a sryag is covered with a dense coating of tough, flexible tendrils, each capable of subtly changing hue and pattern, shifting about, and expanding or contracting to produce a particular form. The camouflage ability of the sryag can be astonishing, allowing a near perfect disguise that can only be detected through careful observation. A sryag is exceptionally flexible, and can adjust her posture in ways that would make a contortionist envious.

Combat

A sryag relies on camouflage and deception to draw close to a foe, then spring onto the creature to deliver a venomous grip with its talons. The mimetic ability allows a sryag to pose as virtually any life form of comparable dimension, although creatures resistant to psionic command are not readily deceived.

Paralysis (Ex): Those hit by a sryag's claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Psionics (Sp): 3/day—*cause fear* (DC 12), *lesser confusion* (DC 12). In addition a sryag of 3rd level can use *detect thoughts* (DC 13) and *suggestion* (DC 13) once per day. Effective caster level equals

class levels. The save DCs are Charisma-based.

Mimetic Ability (Sp): As a full round action, a sryag can adjust its appearance as the *alter self* spell (caster level 3rd or sryag's Hit Dice, whichever is higher). It can maintain this appearance until it chooses to assume a new one.

Spell Resistance (Ex): A sryag has spell resistance equal to its class levels + 5.

Skills: A sryag gains a +8 racial bonus on Disguise and Hide checks, and a +4 racial bonus on Escape Artist checks.

Sryag as Characters

Sryag characters possess the following racial traits.

- +4 Dexterity, -2 Constitution, +2 Charisma.
- Medium size.
- Racial Feats: A sryag character gains feats according to her character class.
- A sryag's base land speed is 30 feet.
- Special Attacks (see above): Paralysis.
- Special Qualities (see above): Psionics, mimetic ability, spell resistance equal to class levels +5.
- Favored class: Psychic Warrior.
- Level adjustment +3.

The sryag rogue presented here had the following ability scores before racial adjustment: Str 8, Dex 11, Con 12, Int 13, Wis 9, Cha 10.

Tagard

Author: Robert J. Hall.
Large Animal
Hit Dice: 8d8+24 (60 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple: +6/+17
Attack: Claw +12 melee (1d6+7)
Full Attack: 2 claws +12 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d6+3
Special Qualities: Low-light vision, scent, hide in plain sight
Saves: Fort +9, Ref +10, Will +4
Abilities: Str 24, Dex 19, Con 16, Int 2, Wis 14, Cha 6
Skills: Balance +9, Climb +12, Hide +14, Jump +8, Listen +6, Move Silently +10, Spot +6
Feats: Alertness, Multiattack, Run
Environment: Warm plains
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Neutral
Advancement: 9–12 HD (Large)
Level Adjustment: —

Appearing as a large cat with eight legs, this creature is covered in a coat of pale gray hair. Ripples of color flash through the fur as it advances with a lithe, agile gait.

This alien carnivore has the general form of a great predatory cat, except that it has eight legs and an unusual form of optical camouflage. Each hair on its body is hollow and can transmit light like as optical fiber. Glands just below its flesh can rapidly adjust the hue passed along these hairs, giving it the tagard the ability to blend almost seamlessly into the surroundings.

Like a predatory cat, a tagard stalks its prey through open wilderness, using its stealthy movement and concealment ability to hide until the last moment. Once a prey is close enough, it springs forward with a sudden burst of speed. It is powerful enough to tackle creatures larger than itself, and after consuming a large meal it does not need to each again for several days.

A tagard is 10 to 15 feet long and weighs 600 to 900 pounds. Its home world has an oxygen-rich environment, and it usually fares poorly on worlds with atmospheric mixes similar to earth.

Combat

A tagard attacks from concealment, springing forward with great speed and agility. Once it gains a hold, it drags the victim to the earth and shreds it with powerful claws and a fanged bite.

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

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

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Hide in Plain Sight (Ex): This works like the Ranger's special ability, allowing the tagard to attempt to hide while being observed.

Skills: Tagards have a +4 racial bonus on Balance, Climb, and Move Silently checks. They also have a +12 racial bonus on Hide checks.

Tanker

Author: Robert J. Hall.

A tanker is an engineered creature designed to excel at a particular task, such as combat. It is created by carefully selecting advantageous genetic traits from a number of different organisms, and fixing or removing disadvantageous flaws. The creature is then grown within a tank filled with a special cocktail of liquids designed to optimize growth and guard against hazards that may cripple a life form at an early age. A tanker grows to maturity within such a tank, and is fully educated and trained through sophisticated neural implants.

Once a tanker is ready to emerge from its tank, a batch of custom-designed nanotech robots are introduced into the body. Nanotechnology is engineering at the nanometer scale: small enough to perform manipulation of individual atoms and molecules. Typically this technology is used to produce a multitude of robots on the nanometer scale that are then used to perform specific tasks.

The introduced nanotechnology robots draw energy directly from the body, then perform such tasks as healing wounds, disabling dangerous biological agents, increasing the resiliency of critical organs, and defending the body from hostile nanotech.

This nanotech enhancement is specially designed to require no external power sources, and to function as a complex, coordinated system. It actively adapts to changing conditions and produces specialized robots to perform unusual tasks. The system can also maintain itself by replicating new robots when the older devices become non-functional. The system will only cease to operate once it runs out of energy, such as when the organism dies of starvation.

As this enhancement is designed to function symbiotically with the body, it must be custom designed for the individual. As a result the same enhancement can not be directly transferred to another individual, unless it is a biological twin or a clone. In addition, this enhancement requires no external power source, so it operates at a low level and at a fairly leisurely pace. As a result this technology is less effective than a self-powered system. The benefit, however, is that it will continue to operate as long as the host remains functional.

Sample Tanker

This example uses a 3rd-level human rogue as the base creature.

Vincent SC-416
Medium Tanker Humanoid (Human)
Hit Dice: 3d6+6 (16 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +2/+3
Attack: Masterwork dagger +4 melee (1d4+1/19–20), or laser pistol +4 ranged (3d6)
Full Attack: Masterwork dagger +4 melee (1d4+1/19–20), or laser pistol +4 ranged (3d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +2d6
Special Qualities: Trapfinding, evasion, trap sense +1, fast healing 2, compass, stasis, tanker traits
Saves: Fort +3*, Ref +5*, Will +2*
Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 13, Cha 6
Skills: Climb +7, Concentration +5, Disable Device +7, Gather Information +8, Hide +10, Listen +7, Move Silently +10, Open Lock +7, Profession (recon) +7, Search +7, Spot +7
Feats: Point Blank Shot, Precise Shot, Stealthy
Challenge Rating: 5
Alignment: Lawful neutral

Vincent has the appearance of a powerful, athletic man with flawless features and an alert countenance. He has survived by staying on his toes and trusting nobody, but is not a man to break his word.

Tanker Traits (Ex): Vincent gains the following acquired traits.

- *+4 bonus on saving throws against poison, disease, and polymorph.
- +10 bonus on saving throws against hostile cellular nanotech.
- +4 bonus on Gather Information checks. (Already factored into the statistics).

Creating a Tanker Creature

"Tanker" is an acquired template that can be added to any corporeal creature at birth, except a construct, elemental, ooze, or undead (referred to hereafter as the base creature.)

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

Size and Type: The creature's type and size are

unchanged. Do not recalculate Hit Dice, base attack bonus, or skill points.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the creature has).

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

— Fast healing 2, or use the fast healing or regeneration of the base creature if it is better.

— +4 bonus on saving throws against poison, disease, and polymorph.

— +10 bonus on saving throws against any form of hostile nanotechnology that operates primarily at the cellular level. Thus this save does not apply to devices that were constructed by means of nanotechnology.

— *Compass (Sp):* A tanker on a world with a magnetic field can *know direction* as the spell (caster level 1st). This ability is always active unless disrupted by a strong magnetic field or in the presence of significant quantities of ferrous metals.

— *Stasis (Sp):* If a tanker is dealt sufficient damage to kill it, the nanotech robots almost immediately places the creature in a state of crystalline stasis. This functions as the *temporal stasis* spell (caster level 16th), except the body can still be damaged.

Stasis prevents additional damage due to organ failure, and potentially allows the creature to be revived with suitable medical technology. It requires a DC 40 Heal check to revive a creature from stasis. A properly equipped medical technician can automatically revive the creature from stasis.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +4, Wis +4, Cha -2.

Skills: A tanker have a +4 racial bonus on any one skill. They also have a +2 bonus on Concentration checks.

Challenge Rating: Same as the base creature +2.

Thark

Author: Robert J. Hall.
Huge Monstrous Humanoid
Hit Dice: 5d8+5 (27 hp)
Initiative: +0
Speed: 35 ft. (7 squares) *or* 25 ft. (see text)
Armor Class: 17 (-2 size, +3 natural, +3 hide), touch 9, flat-footed 16
Base Attack/Grapple: +5/+13
Attack: Lance +5 melee (3d6/x3), or bite +5 melee (2d6), or projectile weapon +6 ranged (2d10)
Full Attack: Lance +5 melee (3d6/x3), or bite +5 melee (2d6), or projectile weapon +6 ranged (2d10)
Space/Reach: 15 ft./15 ft. (40 ft. with lance)
Special Attacks: —
Special Qualities: Telepathy 90 ft., extra limbs, uncanny aim, illiterate
Saves: Fort +2*, Ref +4*, Will +5*
Abilities: Str 10, Dex 11, Con 13, Int 10, Wis 12, Cha 9
Skills: Balance +5, Intimidate +2, Jump +1, Listen +5, Move Silently +4, Spot +9
Feats: Endurance[B], Point Blank Shot, Precise Shot
Environment: Warm desert
Organization: Solitary, team (2–4), squad (11–20 plus 2 3rd-level jed and 1 jeddak of 4th-6th level), or clan (30–100 plus 5% noncombatants plus 1 3rd-level jed per 10 adults, 5 5th-level jeddaks, and 3 7th-level chieftains)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +1

This towering, slender creature has a roughly humanoid form with four arms, two legs, and a hairless olive flesh. The large head has red eyes on each side, two ear lobes on the top, pristine white tusks in the mouth, and a long, scrawny neck.

This grotesque creature is born of a low gravity world, and hence their body has unusual proportions when compared to a human. The body is completely hairless, with a olive green hue to the flesh. The hide of the female is lighter, and the hatchlings have a yellow-green color.

A thark has a total of six limbs, consisting of two arms, two legs, and two intermediate limbs that can be used for either purpose. Only the females of the species have the rudiments of nails on the fingers and toes.

This creature possesses a slightly over-sized head at the end of a long, scrawny neck. There are a pair of eyes projecting out on the sides, allowing them to be directed forward or backward, independently of each other. This permits the creature to look in any direction without the need to turn its head. The iris of each eye is blood-red, with a dark pupil. The eyeball itself is very white, as are the teeth. The latter give this already formidable-looking creature a most ferocious appearance, as the lower tusks curve up to end in sharp points above their mouth. The teeth are as white as the most pristine china, standing out starkly from the dark olive flesh.

The ears of the thark are located slightly above the eyes and closer together, consisting of small, cup-shaped lobes protruding above the head. The nose is formed of longitudinal slits in the center of the face, midway between the mouth and ears.

Despite its intimidating size and appearance, the thark are creatures evolved for life on a low-gravity world and are much less powerful and agile, in proportion to their weight, than a human. They have heavy bones and only modest musculature. Few can even stand up on a world with gravity equivalent to the Earth. Despite this, however, the thark are quick and very capable fighters on their own world.

Thark possess a limited form of telepathy, which they can use for communication with other intelligent creatures from their world. They combine this ability with a simple language for conversing with their own kind, or use the telepathic power to control the mounts and beasts they have domesticated. The thark do not have a written language, and can not read unless taught.

The thark reproduce by laying eggs which require about five years to hatch, growing from the size of a goose egg until they reach two and a half feet in diameter. They are very long-lived beings, and it is rare for a thark to suffer from sickness or disease. A thark is about fifteen feet in height and weighs 400 lbs.

Combat

Thark are trained from infancy in battle skills and mass combat. They are highly capable and ferocious fighters who can fire projectiles with uncanny accuracy.

Telepathy (Ex): This ability only works with creatures that are within 90 ft., have an intelligence score, and understand the tharkian language.

Extra Limbs (Ex): A thark possesses an extra pair of limbs that can serve as either arms or legs. When serving as arms, a thark can fight using all four arms as the Multiweapon Fighting feat, regardless of its Dexterity score. But its ground speed also drops to 25 ft.

Uncanny Accuracy (Ex): When a thark is using a projectile weapon, such as a rifle, its range increment is doubled.

Illiterate: The thark lack a written language and normally can not read. A thark may spend 2 skill points to gain the ability to read and write all other languages she is able to speak.

Thark Traits (Ex): Tharks possess the following racial traits.

— -2 Strength, -2 Dexterity, +2 Wisdom.
— Huge size. -2 penalty to Armor Class, -2 penalty on attack rolls, -8 penalty on Hide checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters.
— Space/Reach: 15 feet/15 feet.
— A thark's base land speed is 35 feet.
— Racial Hit Dice: A thark begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, Will +4.
— Racial Skills: A thark's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Balance, Intimidate, Jump, Listen, Move Silently, and Spot. Thark have a +4 racial bonus on Balance and Spot checks.
— Racial Feats: A thark's monstrous humanoid levels give it two feats.
— Weapon Proficiency: A thark is proficient with all simple weapons.
— +1 racial bonus on attack rolls with missile weapons.
— +2 racial bonus on saving throws against disease. *Not reflected in the saving throw numbers given here.
— +3 natural armor bonus.
— Natural Weapons: Bite 2d6.
— Special Qualities (see abote): Telepathy 90 ft., extra limbs, uncanny accuracy, illiterate.
— Gain Endurance as a bonus feat.
— Automatic Languages: Tharkian.
— Favored Class: Fighter.
— Level Adjustment: +1.

Thark Culture

The thark is a violent creature, and few are ever encountered unarmed. Both male and female are highly skilled in the use of their deadly weapons. They only respect creatures that demonstrate skill in combat, and care little for the innocent or those inept at fighting. Most are devoid of the common

human traits of friendship, love, or affection. They do not enjoy most of what we would consider humor, and find only death or suffering to be cause for hilarity. Their chief form of amusement is to kill a prisoner of war by some ingenious or nasty means.

Despite this thark are somewhat civilized beings and readily employ all forms of technology, particularly for the purpose of making war. All travel heavily armed, and wear body armor for defense. The thark do not normally wear clothing, but adorn themselves with various ornaments of precious metals as well as furs, at least for the purpose of decoration.

Each thark only possesses personal arms, sleeping furs and silks, clothes, and ornaments. The remainder is considered the property of the community, and the person possessing any additional items is merely the custodian until it is needed by another.

The men and women do not marry, but have a personal relationship akin to members of the same military unit, the women typically becoming part of the retinue of strong males. The man in turn is held responsible for all females and their children in his retinue.

The eggs of the thark females are grouped together in a sealed hatchery that is guarded by the entire clan. When the young finally emerge from their eggs, usually at almost the same time, each adult in the clan takes possession of an infant and raises them as if they were their own child. None of the young know their individual parents, and are instead brought up by the entire community.

The clans of thark primarily abide by tradition and custom, and their rulers arbitrarily craft laws as needed with little regard for past precedent. There are no lawyers among these creatures, and rulings are made on the spot by a jury of peers with heavy influence from the chieftains, or jeddaks. The thark are always honest, and the males are cold but virtuous with their women.

Credits

The thark is based on the *green martian* from Edgar Rice Burrough's novel, "A Princess of Mars", now out of copyright.

Tordori

Author: Robert J. Hall.
Medium Aberration
Hit Dice: 5d8+10 (33 hp)
Initiative: +5
Speed: 50 ft. (10 squares), climb 50 ft.
Armor Class: 16 (+5 Dex, +1 natural), touch 15, flat-footed 11
Base Attack/Grapple: +3/+3
Attack: Slam +8 melee (1d4) or glob +8 ranged (acid)
Full Attack: Slam +8 melee (1d4) or 4 globs +8 ranged (acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid
Special Qualities: Darkvision 60 ft., all-around vision, resistance to acid 15, immunities
Saves: Fort +2, Ref +6, Will +5
Abilities: Str 10, Dex 20, Con 13, Int 9, Wis 12, Cha 10
Skills: Climb +6, Hide +10, Jump +5, Listen +2, Search +1, Spot +3
Feats: Lightning Reflexes, Weapon Finesse
Environment: Any
Organization: Solitary, pair, brood (2–5), or pack (6–10)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 6–7 HD (Medium), 8–10 HD (Large)
Level Adjustment: —

This odd-looking creature has a squat, rounded, body resting on four flexible legs. There is a vertical hole through the mid-part of its body, giving it the appearance of a thick wheel. It has a rubbery green flesh and knob-like protrusions between each pair of legs, each with three eye-like organs.

The thick, round body of this strange creature is shaped like a torus, with a spiny, vertical hole in the center. It has four identical legs around the exterior, each with six flexible joints. On the end of each leg is a dark, sticky pad that allows it to cling readily to any surface.

The flesh of a tordori is rubbery and smooth, with a drab olive hue that merges with a speckled pattern of pale green and black along the top. Placed on the outer rim between each of the legs is a short, knobby protrusion with three small, dark eyes arranged around the top of the rim.

The tordori can move with remarkable speed and it has lightning-quick reflexes. It moves equally fast whether it is running across a floor or up a wall, and it is also a proficient leaper. Surprisingly it is a clumsy swimmer, although it can float effortlessly.

The tordori reproduces by budding off a small copy of itself, shaped as a small, four-legged oval. This bud must then seek a tordori bud of the opposite sex to merge with before it can grow to adulthood. Each bud can live for up to eight days and will not stop to eat, sleep, or drink during that time. Some mature tordori are more social in nature, and they may pair up with a suitable mate in order to ensure that the bud copies successfully join.

Combat

The primary modes of attack of the tordori are the four protruding knobs distributed between the legs. Each of these can fire a sticky glob of acid at any single target within a ninety-degree arc. The acid clings to the target and continues to burn for several rounds. Once a prey has been slain or subdued, the tordori squats with its inner rim over the target and injects potent digestive juices that turn the body into a soft pile of mush. The tordori then absorbs the remains through a series of small pores on the interior of the central opening.

A crafty creature, its mind is capable of devising clever tactics to overcome a foe. However it lacks any sense of self-awareness and exists primarily to hunt down and slay living creatures, then consume them for nutrients. It can be relentless in this task, but will be a patient and wily hunter until a suitable opportunity to strike arises.

Acid (Ex): Each of the four side knobs can hurl an acid blob once every 1d3 rounds that functions like an *acid arrow* spell (caster level 9th.) During a single round, a tordori can only aim one knob at a target in any one 90-degree arc (forward, left, backward, right) so no two ports can aim at the same target unless the foe is directly above or below. A tordori can turn its body each round to change which knob it brings to bear in any given arc.

All-Around Vision (Ex): Their many eyes give them a +2 racial bonus to Spot and Search checks, and they can't be flanked.

Immunities (Ex): Due to their particular alien physiology, tordori are immune to mind-influencing effects, poison, sleep, disease, and any form of mind reading.

Skills: A tordori has a +4 racial bonus to Climb and Jump checks.

Trig

Author: Robert J. Hall.
Trig Militant 1st-Level Warrior
Medium Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +4 natural, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Shortspear +2 melee (1d6+1)
Full Attack: Shortspear +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, fast healing 2
Saves: Fort +3, Ref +2, Will -1
Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 9, Cha 8.
Skills: Climb +3, Jump +3, Listen +4, Spot +2
Feats: Alertness
Environment: Temperate plains
Organization: Solitary, pair, company (2–5), squad (11–20, plus 2 3rd-level sergeants), or company (30–100, plus 1 3rd-level sergeant per 10 members, plus 5 5th-level lieutenant, 1 7th-level leader)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +1

This humanoid creature is slender and lean, with a scaled hide that has only a few patches of fur. Its hirsute face has a wide, fanged snout, keen eyes arranged one above the other, and large, bat-like ear lobes.

The trig, or au'giar trigomn, resemble a thin, wiry human in overall form, with facial features that resemble a cross between a salamander and a bat. Their colorful body hide is tough and finely scaled, with patches of scented fur providing distinctive age and leadership markings. Large ears are shaped somewhat like a bats', providing the trig with good hearing—albeit only to the fore.

Due to their carnivorous nature, the face of a trig has a prominent, fanged snout. On the female of the species, a colorful beard runs down both sides of the face from the cheeks. These beards hide scent glands that distinctly identify every trig. Their eyes are the same color as their flesh, with cat-like pupils and a cool, unblinking stare. A prominent ringed

protuberance runs down from their chin to the belly, forming a long, neck-like tube that can distend to swallow large portions of fresh meat.

Most of the settled and civilized members of the trig race are female. These reside in cities, or in breeding settlements known as styches. The males prefer to live solitary lives in the wilds, wandering between remote styches of trigs where they can mate. The trig females reproduce by laying one or two translucent, leathery eggs in a shallow pool, which are carefully protected in moist, warm caves.

Five categories of trig are born from these eggs: the mules, militants, magi, males, and the rare mutants. For every twenty eggs hatched, there are born roughly the following: ten mules, five males, three militants, and a single magi. Less than one in a thousand mules is born a mutant.

- The mules are short and tough beings, with mediocre intelligence and somewhat clumsy reflexes.
- The militant trig are taller, with broad, muscular bodies and lightning-fast reflexes. Their hide is especially tough, and they have a better ability to heal from wounds than their kin.
- The magi tower over their other kin, and are blessed with good intelligence, a remarkable verbal memory, and excellent organizational skills.
- The males are the shortest of the trig, with stooped, muscular bodies and keen senses. They spend much of their lives wandering the wilderness during the night time. Males are almost as intelligent as a human, although their aggressive and independent nature makes them unsuited for a settled lifestyle.
- The rare mutants are almost indistinguishable from normal mules, but have the innate power to channel psionic energy for the magi.

Trig Society

Work within the trig community is divided among the five trig categories according to type, and it is very rare for a trig to perform the duties of a different type.

- Mules perform all the hard, back-breaking labor that is required by the trig society. Mules willingly endure great hardships in order to complete their assigned tasks, making them a favored target for non-trig slave raiders. On occasion a bright mule will appear, and these are allowed to focus their energies on more creative works.
- The militants are the warriors of the trig, and they perform most of the fighting. With their tough hide, militant trig have little need for additional armor. Instead they carry heavy packs of supplies and equipment to allow for rapid maneuvers over long distances. Units of trig militants are tough, steady, and relentless in action, and they can run down even a non-trig cavalry unit after a lengthy chase. Although militants make good infantry troops, they are very poor riders.
- The magi are responsible for maintaining the oral records and traditions of the trig, aided only by pictograms on clay tablets that are used to prompt the recall of memories. While intelligent and skilled, the magi have only a minor, inate ability to use psionics. Instead they rely on the rare mutant trig to serve as catalysts and generate the needed psionic energies. Hence, all magi psions are accompanied by a mutant assistant when casting spells and rituals. Most magi favor long, flowing robes for their attire, with sandals and a variety of precious metal adornments.
- The sole purpose of the males is to mate with the females. When one of the female trig enters heat, they enter a styche in order to mate with the healthiest surviving males.
- Since the time of the earliest appearance of psions among the non-trig people, the mutants have been carefully bred by the magi in order to strengthen the Catalytic abilities of their line. As a result, the Mutants have become somewhat inbred and have begun to develop some peculiar physical characteristics.

The basic organizational unit of the trig females is called a cretch. These are formed when a group of hatchlings is born and raised in a warm, damp cavern, forming a tight family bond between the female hatchlings that will last for a lifetime. The cretch eggs are laid by a closely allied grouping of adult females known as a Kith. By tradition, the Kith must consist of at least one mule, one militant, and one magi, so that each young hatchling will have an adult example on which to model their behavior. The trig females instinctively fear the presence of adult males within a cretch, as the males will slay any infant offspring that is not their own. So the Kith are constantly on guard to protect their hatchlings against such intrusions.

With the exception of the males, the members of a cretch will usually cohabitate in close proximity to each other for most of their lives. Each member of a

cretch becomes responsible for the livelihood of all the others. Should a mutant be born to a cretch, most likely that female will serve as a assistant to a magi within the same cretch. When a member of a cretch dies, all of the other members will mourn the loss.

The faces of the trig have little ability to form emotional expressions, so they display their mood by altering the color of their prominent ears. Indeed, the trig magi often wear large cowls to more clearly present their ears against a lighter background. The magi also prominently display their neck ridges, leaving their garb open down to the belly in order to demonstrate their appetite.

Most trig females have an innate dislike of sea travel. Hence they never build ports and prefer to leave the task of shipping goods overseas to other races. They also instinctively distrust animals that have been domesticated by other races, so they will not, for example, ride a horse. Instead, the trig have domesticated several breeds of animals to serve their special requirements.

Politically, the trig are organized and ruled by the magi. However, each type of trig is expected to select masters from among their kind who will serve as their voice in the government. These masters are usually the eldest of their kind, and are often members of the same cretch. As the eldest trig, they will have lost their ability to lay eggs, so they can fully dedicate their lives to their political duties.

The magi, and indeed all female trig, do not seem to comprehend the right of rule by heredity. Instead, the prerequisite for serving in the government is to become a member of a Kith. Often a close political alliance is usually formed by the members who served together in the same Kith. Females who have belonged to a number of Kith will be highly respected and have a greater voice in the ruling of the trig people.

The verbal knowledge of the magi, and the untiring labor of their dedicated mules, allow the trig to build tremendous fortress cities that are huge hives of activity. The thick walls of these old cities tower over the lesser structures of other beings on this world and serve as the foundation of trig military strategy. Within these enclosed cities are formed many artificial caverns that serve to protect their cretch from male trig and other invaders.

When at war with another group or race, the trig militants prefer to engage in combat by maneuver. Their light, mobile battle units can strike deep into enemy territory, often catching their foe off guard. When called upon to do battle, however, the militants form a phalanx in the style of a roman maniple. That is, each battle group forms a block of troops, with each block offset from its neighbor to allow room for maneuver. When the maniples close with the enemy, they form up into a single line.

The militant battle groups form a most unusual phalanx. While the first two or three rows are equipped with the standard overlapping shield and pike, the next two rows carry a weapon known as a pole-bow. This is a small crossbow that has been mounted at the end of a pole, allowing the weapon to be projected forward and fired into the midst of the enemy. The two rows armed with the pole-bow take turns arming their weapon and firing, trading their positions with each release. The bolts released by these small crossbows, while not very accurate at range, are devastating in close quarters.

The ancient religious traditions of the trig center around the Allwoh, a belief that the many gods are really one god and the Allwoh chooses to speak with different voices. The ageless temples of Allwon are built to exacting specifications, according to trig tradition. In the center is the Pillar of the Allwoh, a great stone totem with the many faces of their goddess peering in all directions. The totem is at the bottom of a circular, stepped court that is surrounded by a double ring of heavy stone pillars. On the side facing the center of the temple, each of the outer pillars bears the face of a different revered cretch mother spirit, an agent of the Allwoh who serves her purposes upon the mortal plane. The temple is covered by a dome that is supported by the outer pillars. At the center of the dome is an opening so that the Pillar of Allwoh may view the sky.

Due to the tremendous age of trig civilization, the magi carry the verbal knowledge of untold generations of their people. Through these verbal traditions, they are now masters of many arts.

The trig economy is based on a currency system that uses kiln-fired, thimble-sized clay spheres. Each sphere bears the stamp of its denomination and a prayer to the Allwoh. For larger debts, the trig instead use musk sticks: hollow lengths of a special grassy- wood known as Mollack. The type of debt is carefully painted on the outside of the tube by a trig scribe, then the hollow interior is sprayed with the unique musk of the trig who is accepting the debt. Due to the sensitive olfactory sense of the trig, the individual who marked the interior can be readily identified. Even loans to the non-trig races can be made in this manner, although the amounts of such debts is usually limited.

There are two types of unique unlawful behavior that are perpetrated by the trig criminal underground. The first is the keeping of male breeders, known as Barrons, against their will inside of the cities. These fertile males are usually taken fresh from the cretch and held in secret chambers for their entire adult lives. Such males are often broken and incapable of life in the wilds. Their offspring are usually inferior, as these males never undergo the hazardous selection trials that occurs in the wilds between the styches. However, some trig females who have a strong fear of travel outside the city walls often prefer to breed with a Barron.

The other criminal activity, and one that is considered a heinous act by all trig, is the replacement of an egg in a cretch by that of another female. Such acts usually occur when a female is banned from joining a Kith due to inappropriate behavior. As the magi control the formation of each Kith, they can forbid entry to any females who have practiced improper codes of behavior, such as capitol crimes or breeding with a Barron. The replaced egg is usually destroyed by the perpetrator of this crime, an act that is akin to murder in trig society.

There are several distinct races of trig, each evolved to thrive in a different climate and terrain. The au'chikar are desert people, with a brown and tan hide that blends into the natural terrain. They favor the targree, a giant, worm-like mount that is slow but can travel great distances in the heat without tiring. Among the temperate plains of the north are the cha'grid, a pale-fleshed people who favor warm garb to cover their pale yellow flesh. These ride the six-legged ern, a large, herbavorous reptile that is surprisingly fast. Finally, the dark-blue fleshed ermok-nok dwell among the forested hills and mountains. These ride the lumar beasts, a giant, flightless bird with a huge, predatory beak.

The trig are not only tolerant of non-trig races, but actually encourage such people to settle among their lands and trade in their cities. The magi of the trig have noted that such races often breed a higher proportion of beings who can serve as catalysts. These special members of the race are accorded great honor among the trig, and are well rewarded for their services to the magi. Due to their cultural heritage, however, the trig are more suspicious about male members of such races, and even mutant males are rarely accepted into the trusted circles of the trig.

Trig as Characters

Trig leaders tend to be magi psions.

Trig mule characters possess the following racial traits.

— Str +2, Dex -2, Con +2, Int -2.
— A trig mules base land speed is 30 feet.
— +2 natural armor bonus.
— Low-light vision.
— +2 racial bonus on Listen checks.
— Automatic Languages: Common, Trig.
— Favored Class: Rogue.
— Level adjustment +0.

Trig militants possess the following racial traits.

— Str +2, Dex +2, Cha -2.
— A trig mules base land speed is 40 feet.
— A trig militant is automatically proficient with simple weapons and shields.
— +4 natural armor bonus.
— Low-light vision.
— Fast Healing 2.
— +2 racial bonus on Listen checks.
— Automatic Languages: Common, Trig.
— Favored Class: Fighter.
— Level adjustment +2.

Trig magi possess the following racial traits.

— Str -2, Int +2, Cha +2.
— A trig mules base land speed is 30 feet.
— +1 natural armor bonus.
— Low-light vision.
— +2 racial bonus on Listen checks.
— Automatic Languages: Common, Trig.
— Psionics (Sp): 3/day—*lesser confusion, mage hand, message*. Effective caster level equals the trig magi's class levels. The save DCs are Charisma-based.
— Spell Resistance (Ex): A trig magi has spell resistance equal to class levels +5.
— Psionics Limitation (Ex): Must be within 30 feet of a mutant in order to use psionic powers.
— Favored Class: Psion.
— Level adjustment +2.

Trig males possess the following racial traits.

Str +2, Wis +2, Cha -2.
A trig mules base land speed is 30 feet.
+2 natural armor bonus.
Low-light vision.
+4 racial bonus on Listen checks.
+2 racial bonus on Spot checks.
Automatic Languages: Common, Trig.
Favored Class: Ranger.
Level adjustment +1.

Vevul

Author: Robert J. Hall.
Large Animal
Hit Dice: 4d8
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple: +3/+8
Attack: Kick +4 melee (1d6+1)
Full Attack: Kick +4 melee (1d6+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: All-around vision, low-light vision, scent
Saves: Fort +6, Ref +6, Will +1
Abilities: Str 12, Dex 15, Con 15, Int 2, Wis 11, Cha 5
Skills: Listen +6, Spot +7
Feats: Alertness, Improved Initiative
Environment: Warm plains
Organization: Solitary or herd (6–24)
Challenge Rating: 2
Treasure: None
Alignment: Neutral
Advancement: 5–6 HD (Large)
Level Adjustment: —

This odd-looking grazing creature has a body shaped like an upside-down turnip, with four spindly legs attached to the upper body. A snout at the base of the body is ringed by small eyes, and has a toothless, fleshy mouth.

Evolved on a low gravity world, this bug-eating beast is unusually tall and has four long, gangly limbs. The round, symmetrical central body of the vevul is widest at the top, then tapers downward to the cone-shaped head at the base.

There are eight glassy, unblinking eyes arranged about the head, giving it all-around vision. Several flexible tendrils project out from the tip of the snout, and are used to grasp small plants and morsels off the ground that are fed into the flexible, tubular mouth. Four long, thrice-cloven legs with hooves project downward from shoulders located around the top of the body. These provide mobility and are used to hold the head at the required height above the ground.

Combat

When a vevul becomes aware of a threat, it emits a deep thumping sound, alerting other nearby vevul. In spite of its odd shape the vevul can move quite rapidly and is highly agile. Generally it is not considered particularly dangerous, although it has a nasty kick that it uses to drive off predators.

All-Around Vision (Ex): The many eyes of the vevul give them a +2 racial bonus on Spot checks, and it can not be flanked.

Xenic

Author: Robert J. Hall.
Medium Aberration
Hit Dice: 2d8+4 (13 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Claw +4 melee (1d4-2 plus daze)
Full Attack: 2 claws +4 melee (1d4-2 plus daze)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionics
Special Qualities: Darkvision 60 ft., fast healing 2, spell resistance 8, mind sense
Saves: Fort +2, Ref +3, Will +4.
Abilities: Str 7, Dex 17, Con 14, Int 6, Wis 12, Cha 19
Skills: Climb +3, Hide +4, Listen +2, Move Silently +9, Spot +2
Feats: Weapon Finesse
Environent: Cold hills
Organization: Solitary, pair, or pack (5–10)
Challenge Rating: 2
Treasure: None
Alignment: Neutral evil
Advancement: 3–6 HD (Medium), 7–10 (Large)
Level Adjustment: —

This creature is shaped like a giant toadstool, with a wrinkled neck and a bundle of articulated limbs hanging from the underside. The crown is covered by a mottled golden hide. On the front of this crest are a pair of dark, unblinking eyes.

The large, oval head of this creature has a mushroom shape, with a pair of large, piercing black eyes, and a wrinkled neck extending down to a bundle of articulated limbs. The top of the head is a gold hue covered with large brown mottling that changes hue when the xenic is displaying strong emotions. Two triangular protrusions along the sides of the heads serve as cooling mechanisms,

each having flapping vents for circulating air. The hide of a xenic is wrinkled and coarse, with a light stubble of bristly protrusions.

These creatures were bred by an ancient, long-extinct alien race to serve as a dangerous hunting animal for sport. The xenic evolved on a world with a thin atmosphere, and can readily tolerate high altitudes that would quickly exhaust a human. While the xenic have powerful minds, they lack the reasoning faculties of a sentient race. Instead their mental abilities are focused on their potent psionic abilities, which are used for hunting their prey.

Despite their predatory nature, the xenic are gregarious creatures similar in nature to wild felines. The female of the species hunt for food in a team while the sluggish but more potent males stay behind to protect their offspring. These creatures typically dwell in a cave or covered area high up a slope where they have an excellent view of the surroundings.

Combat

The xenic possess a limited form of telepathy that allows a pack to silently communicate simple messages over short distances. They work together as a team to close in on a prey, laying a trap that is sprung when one of the xenic advances to panic their target. When the prey approaches the remainder of the pack, their psionic abilities are used to daze and confuse the creature, allowing the killing strike. They are not particularly powerful creatures, and instead rely on speed and agility to bring down prey.

Daze (Sp): When the xenic physically contacts an opponent, it can attempt to cloud the mind of the creature so that it takes no actions. An opponent hit by a xenic's claw attack must succeed on a DC 15 Will save or be dazed for a round. The save DC is Charisma-based.

Psionics (Sp): At will—*know direction, message, resistance*. 3/day—*cause fear* (DC 15), *feather fall, lesser confusion* (DC 15). 1/day—*slow* (DC 17). Effective caster level 6th. Save DCs are Charisma-based.

Mind Sense (Sp): At will as a standard action, a xenic can detect the presence or absence of thoughts in an area as the *detect thoughts* spell used for a single round. Equivalent caster level 3rd.

Skills: Xenic have a +4 racial bonus on Climb and Move Silently checks.

Animals

Many of these animals are drawn from past eras, and are suitable for use in a time travel or cliffhanger genre campaign.

Australopithecus

Author: Robert J. Hall.
Medium Humanoid (Human)
Hit Dice: 2d8+4 (13 hp)
Initiative: +1
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 12 (+1 Dex, +1 natural), touch 11, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Club +3 melee (1d6+1); or rock +2 ranged (1d4+2)
Full Attack: Club +3 melee (1d6+1); or rock +2 ranged (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +3, Will +1
Abilities: Str 14, Dex 13, Con 15, Int 5, Wis 12, Cha 8
Skills: Climb +4, Listen +4, Spot +4, Survival +2
Feats: Alertness
Environment: Warm forest
Organization: Solitary or company (2–5)
Challenge Rating: ½
Advancement: 3–5 HD (Medium)
Level Adjustment: —

This lean, ape-like creature has humanoid-like features, a bony skull, and walks upright on its hind legs. It is covered with a dark coat of fur and has a black, wrinkled flesh.

The species robust australopithecus bears traits of both an ape and a man, and was a predecessor of modern humans. The massive skull had small canines and incisors, and large molars for crushing and grinding plant food. It walked upright and roved across the open plains where it could occasionally supplement its regular diet with meat. The arms are much longer in proportion to a human, with hands well suited for grasping food and implements. The brain of the australopithecus is about one third the size of a human brain, but it could still create and use simple tools such as sticks and stones. It stood only 4 feet in height, with a hairy body that provided some protection from the elements.

Combat

Ape men are vegetarian creatures and only fight in self-defense. They are generally more intelligent than the animals they face, and rely on cunning tactics to defeat a foe they can not escape.

Arsinoitherium

Author: Robert J. Hall.
Large Animal
Hit Dice: 9d8+54 (94 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 15 (-1 size, -1 Dex, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +6/+17
Attack: Gore +12 melee (1d8+7)
Full Attack: Gore +12 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +14, Ref +5, Will +3
Abilities: Str 25, Dex 8, Con 22, Int 2, Wis 11, Cha 2
Skills: Listen +5, Spot +4, Swim +10
Feats: Alertness, Dodge, Endurance, Great Fortitude
Environment: Warm marshes
Organization: Solitary or herd (2–12)
Challenge Rating: 5
Advancement: 10–13 HD (Large); 14–25 HD (Huge)
Level Adjustment: —

This four-legged beast has a thick body, and a coarse, wrinkled and heavy head with a large, forward-pointing horn to either side of its face.

This large herbivore is roughly the size of a rhinoceros, with four legs similar to those of an elephant. The arsinoitherium is armed with two huge, forward-pointing horns mounted to either side of the head. It is believed to have lived in swamps where it chewed coarse-leafed plants for food. With a mouth full of grinding molars it could not deliver a serious bite. The arsinoitherium has left no modern ancestors.

Combat

The arsinoitherium uses its horns to drive away attackers, making brief, threatening charges. It has a blind spot to the front that limited accuracy, but its sheer bulk is more than sufficient to deter most foes.

Baluchitherium

Author: Robert J. Hall.
Gargantuan Animal
Hit Dice: 14d8+84 (147 hp)
Initiative: -1
Speed: 40 ft. (8 squares)
Armor Class: 15 (-4 size, -1 Dex, +10 natural), touch 5, flat-footed 15
Base Attack/Grapple: +10/+33
Attack: Stamp +17 melee (1d8+11)
Full Attack: Stamp +17 melee (1d8+11)
Space/Reach: 20 ft./15 ft.
Special Attacks: Trample 1d8+11
Special Qualities: Low-light vision, scent
Saves: Fort +17, Ref +8, Will +4
Abilities: Str 32, Dex 9, Con 23, Int 2, Wis 11, Cha 6
Skills: Listen +11, Spot +10
Feats: Alertness, Endurance, Great Fortitude, Power Attack, Weapon Focus (stamp)
Environment: Warm forests
Organization: Solitary or herd (3–18)
Challenge Rating: 12
Advancement: 15–24 HD (Huge)
Level Adjustment: —

This is an immense, four-legged creature with thick limbs, a coarse brown-gray hide, and a heavy torso. Its towering form can reach far into the forest canopy above.

Also known as the paraceratherium, this huge beast is an extinct relative of the rhinoceros. Possibly the largest land mammal that ever existed, they dwelled only in parts of the Asian continent from 30 to 20 million years ago. The adult stood 18 ft. at the shoulders and 22 ft. in length, with a hornless skull that was over three feet long. Undoubtedly a vegetarian, the baluchitherium browsed among the tree branches like a giraffe. However, a heavy neck and long, straight legs allowed this beast to reach much higher branches.

Combat

When threatened the immense baluchitherium will stomp on its attacker, then advance to trample any remaining opponents.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Canis Dirus

Author: Robert J. Hall.
Medium Animal
Hit Dice: 3d8+9 (23 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+5
Attack: Bite +6 melee (1d8+3)
Full Attack: Bite +6 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +5, Will +2
Abilities: Str 16, Dex 14, Con 17, Int 2, Wis 12, Cha 6
Skills: 6 Hide +3, Listen +2, Move Silently +3, Spot +2, Survival +2*
Feats: Improved Overrun, Track[B], Weapon Focus (bite)
Environment: Temperate plains
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 2
Advancement: 4–8 HD (Large)
Level Adjustment: —

An unusually large, heavy-set wolf-like creature peers alertly through the growth. Its muscular, fanged jaw is slightly agape as its nose twitches to catch the scent in the air.

This predator was a larger version of the common wolf, with a length of 5 feet and a weight of 110 lbs. The canis dirus is the largest member of its species known to have existed. It had a heavier build than a common wolf, with shorter but sturdier legs and a larger head. It was quite capable of crushing bones with their large, powerful teeth. However, it had a smaller brain and was not as intelligent as its lesser cousins. Neither could it run as fast due to its shorter legs.

Canis dirus were widespread, and existed both as hunters and carrion feeders. They went extinct when their preferred prey vanished due to climate changes.

Combat

The canis dirus is not as canny a predator as the wolf, relying more on pure brute strength to bring down a foe. Nevertheless it is a capable hunter that that can attack alone or as a pack. Canis dirus will chase or ambush a prey, then knock it down and inflict crippling bites with its powerful jaw.

Skills: *Canis dirus have a +4 racial bonus to Survival checks when tracking by scent.

Carcharodon Megalodon

Author: Robert J. Hall.
Colossal Animal (Aquatic)
Hit Dice: 15d8+135 (203 hp)
Initiative: +1
Speed: Swim 50 ft. (10 squares)
Armor Class: 12 (-8 size, +1 Dex, +9 natural), touch 3, flat-footed 11
Base Attack/Grapple: +11/+35
Attack: Bite +20 melee (4d6+24/19–20 and bleeding)
Full Attack: Bite +20 melee (4d6+24/19–20 and bleeding)
Space/Reach: 30 ft./20 ft.
Special Attacks: Bleeding, improved grab, swallow whole
Special Qualities: Low-light vision, scent
Saves: Fort +20, Ref +10, Will +7
Abilities: Str 42, Dex 12, Con 28, Int 2, Wis 14, Cha 6
Skills: Listen +11, Spot +11, Survival +9*
Feats: Alertness, Great Fortitude, Improved Critical (bite), Skill Focus (survival), Weapon Focus (bite)
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 9
Advancement: 16–24 HD (Colossal)
Level Adjustment: —

An immense shark with a huge, fang-lined maw surges powerfully and inexorably through the water. It has slick, pale gray flesh, large fins, and a powerful tail.

This giant shark was the largest meat-eating fish ever known to have lived. Reaching an enormous 100–110 ft. in length, megatooth dominated both warm and perhaps even cool water oceans from 24 to 2 million years ago. The serrated, blade-like fangs of this monster grew to a remarkable length of 6-in., large enough to cover a hand. They were arranged in multiple rows of up to 300 teeth, and new ones would grow in as old teeth broke off. When open, the jaws are large enough to accommodate a fully grow man standing upright, and could probably have crushed a small vehicle. Food was not chewed, but was gulped down whole in huge chunks.

At its peak, the "Big Tooth" feasted on the diverse whale populations that peaked during the Miocene period, especially on the calves and old or sick specimens. Later, as the ice ages closed in around the poles and the whales began migrating north to colder waters, the giant shark lost its primary food source and is now believed to have become extinct. Today, the closest living relative of this giant creature is the much smaller great white shark.

Combat

Despite its immense size, this creature relies on surprise for its success. It strikes with a burst of speed, then bites off a chunk and leaves a bleeding

hole. It then circles around waiting for the victim to weaken due to blood loss, before closing to finish off whatever is left. For smaller meals it will crush its prey in its fanged maw, then swallow it whole.

Improved Grab (Ex): To use this ability, the carcharodon 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 it establishes a hold and can swallow the foe the following round.

Swallow Whole (Ex): A carcharodon can try to swallow a grabbed opponent up to two size categories smaller than itself by making a successful grapple attempt. Once inside, the swallowed creature takes 2d8+16 points of bludgeoning damage and 8 points of acid damage per round from the carcharodon's gizzard.

A swallowed creature can cut its way out by using a light slashing weapon or piercing weapon to do 30 points of damage to the gizzard (AC 14.) Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Bleeding (Ex): The many serrated teeth of the carcharodon will produce a severely bleeding wound. On a successful bite attack, an opponent must succeed on a DC 26 Fortitude check or be dealt 1d8 Constitution damage. Creatures that are not subject to critical hits are not affected by this ability. The save DC is Constitution-based.

Skills: *A carcharodon has a +4 bonus on survival checks when tracking by scent.

Cave Lion

Author: Robert J. Hall.
Large Animal
Hit Dice: 7d8+21 (52 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +5/+16
Attack: Claw +11 melee (1d6+7)
Full Attack: 2 claws +11 melee (1d6+7) and, bite +6 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d6+3
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +8, Will +3
Abilities: Str 24, Dex 16, Con 17, Int 2, Wis 12, Cha 7
Skills: Hide +8*, Jump +8, Listen +6, Move Silently +9*, Spot +6
Feats: Alertness, Endurance, Run
Environment: Cold plains
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 5
Advancement: 8–11 HD (Large)
Level Adjustment: —

This massive feline is powerfully built, with a great fanged jaw, and keen eyes burning with hunger. It has the straw-hued fur and mane of a lion, but is larger even than its deadly cousin.

This extinct member of the cat family was a third larger in overall dimensions than the modern lion, and weighed perhaps half again as much. They also hunted in prides, much like the modern lion. Felis leo spelaea is known to have dwelled in parts of Europe and northern Asia during the last glacial age. Cave lions were well-adapted to cold climates, with a warm coat and larger body mass to preserve heat.

Combat

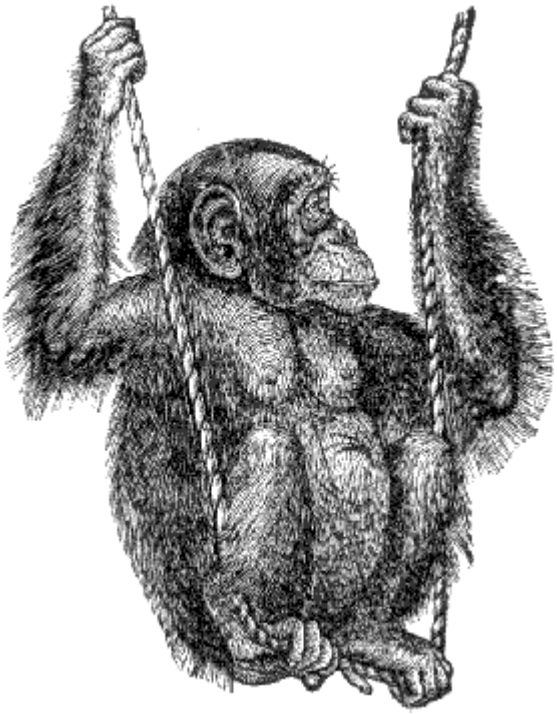
The cave lion relies on stealth and sudden rapid charges to catch its prey. It grasps the opponent with its claws, then bites with a powerful jaw.

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

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

Rake (Ex): Attack bonus +11, damage 1d6+3.

Skills: Cave lions receive a +4 racial bonus to Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.



Chimpanzee

Author: Robert J. Hall.
Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +0/-1
Attack: Bite +3 melee (1d4+2) or small club +3 ranged (1d4+2)
Full Attack: Bite +3 melee (1d4+2) or small club +3 ranged (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 14, Dex 15, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +12, Climb +12, Listen +4, Spot +4
Feats: Alertness
Environment: Warm forests
Organization: Solitary, pair, company (3–5), or troop (10–40)
Challenge Rating: ½
Advancement: 2–3 HD (Medium)
Level Adjustment: —

These are small apes with dark hair and somewhat humanoid facial features that can be very expressive. They usually walk on all four limbs, but can also waddle upright on their back legs for short distances. Chimpanzees are very intelligent for animals and can display cunning in a fight. They feed mainly on fruit, nuts, and insects, and spend most of the day foraging through the forest.

Combat

Chimpanzees will flee from most fights, turning to bite when escape is unlikely. When they travel in a larger group, they will throw sticks or rocks to drive away predators.

Skills: Chimpanzees have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

Duck-billed Platypus

Author: Robert J. Hall.
Tiny Animal
Hit Dice: ½d8+1 (3 hp)
Initiative: +1
Speed: 20 ft. (4 squares), burrow 5 ft., swim 20 ft.
Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grapple: +0/-10
Attack: Claw +3 melee (1d2-3 plus poison)
Full Attack: 2 claws +3 melee (1d2-3 plus poison)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Poison
Special Qualities: Hold breath, scent
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 4, Dex 13, Con 12, Int 2, Wis 10, Cha 5
Skills: Hide +9, Survival +2, Swim +6

Feats: Weapon Finesse
Environment: Temperate marshes
Organization: Solitary or pair
Challenge Rating: ¼
Advancement: —
Level Adjustment: —

The duck-billed platypus is a marsupial creature with a dense fur coat that is adapted for life in rivers and shallow wetlands. It has sensitive, duck-like jaws that can root along the river bottom for morsels of food. The feet are webbed for efficient swimming, and its claws can be used to dig burrows in the soft banks of rivers.

The duck-billed platypus has poor eye-sight and its eyes are covered with fur while swimming. It also has small ears and relies primarily on scent for finding food and detecting threats. When threatened, it will slap the surface of the water with its beaver-like tail.

An adult duck-billed platypus is 2 feet long, including the tail, and weighs about 4 to 5 lbs.

Combat

Each hind leg of the male duck-billed platypus is equipped with a poison spur. When attacked, the platypus kicks with both legs causing slashing damage and injecting poison.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Hold Breath: A duck-billed platypus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Electric Eel

Author: Robert J. Hall.
Tiny Animal (Aquatic)
Hit Dice: 1d8
Initiative: +0
Speed: Swim 20 ft. (4 squares)
Armor Class: 12 (+2 size), touch 12, flat-footed 12
Base Attack/Grapple: +0/-4
Attack: Bite +2 melee (1d3-2)
Full Attack: Bite +2 melee (1d3-2)
Space/Reach: 2-½ ft./0 ft.
Special Attacks: Shock 2d6 plus stun
Special Qualities: Blindsight 30 ft., resistance to electricity 15, low-light vision
Saves: Fort +2, Ref +2, Will +1
Abilities: Str 7, Dex 11, Con 10, Int 2, Wis 12, Cha 4
Skills: Listen +3, Spot +3
Feats: Weapon Finesse
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 1
Advancement: 2–3 HD (Medium)
Level Adjustment: —

This is a long, slender fish resembling an eel. It normally dwells in shallow, freshwater lakes and rivers in tropical locales. The electric eel hunts small prey, stunning them with a powerful jolt of electricity. It can navigate murky waters, using tiny electrical emissions from its body to sense its surroundings.

Combat

The electric eel can deliver a powerful jolt of up to 500 volts, sufficient to stun a horse. It uses these electrical charges to ward away potential attackers.

Blindsight (Ex): Electric eels can sense all foes in the water within 30 feet as a sighted creature would. Beyond that range or outside the water, they treat all targets as having total concealment.

Shock (Ex): Once each round, an electric eel can deliver an electrical shock to all living creatures in the water within 5 feet. This attack deals 2d6 points of non-lethal damage and stuns for 1d4 rounds (Reflex DC 12 half and no stun). The save DC is Constitution-based and includes a +2 racial modifier.

Fox

Author: Robert J. Hall.
Small Animal
Hit Dice: 1d8
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-4
Attack: Bite +4 melee (1d4-1)
Full Attack: Bite +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +2
Abilities: Str 8, Dex 17, Con 12, Int 2, Wis 14, Cha 8
Skills: Hide +8, Listen +8, Move Silently +4, Search +4, Spot +4
Feats: Alertness, Weapon Finesse[B]

Environment: Temperate plains
Organization: Solitary or pair
Challenge Rating: 1/3
Advancement: —
Level Adjustment: —

These small, furry mammals are members of the same family as dogs, although they rely more on cunning and stealth in their hunting techniques. Foxes have particularly acute sense of hearing and sense, and are very resourceful and adaptable hunters. They will consume both plant and animal food sources, and will use whatever shelter there is available.

The various species of fox weigh from 3–20 lbs. and grow to 3 feet in length. They can have red, gray, or brown fur, and arctic species grow a white coat in winter. Foxes are distinctive for their prominent ears and large, bushy tail.

Combat

Foxes attack with their bite, while relying on speed, stealth, opportunity, and cunning to hunt their foe. They are wily creatures who are difficult to trick or capture, and will almost always hunt alone.

Skills: Foxes have a +4 racial bonus on Hide, Listen, and Search checks.

Giant Beaver

Author: Robert J. Hall.
Large Animal
Hit Dice: 3d8+6 (20 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple: +2/+9
Attack: Bite +0 melee (1d4+1)
Full Attack: Bite +0 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 17, Dex 13, Con 14, Int 2, Wis 12, Cha 8
Skills: Listen +4, Spot +4, Swim +11
Feats: Alertness, Endurance
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 1
Advancement: 4–5 HD (Large)
Level Adjustment: —

This giant, land-based relative of the beaver was almost as large as a black bear. Castoroides, or giant beaver. was 7–8 ft. in length, with short legs, webbed back feet, and a relatively long, narrow tail. It was a strong swimmer who lived in lakes and ponds bordered by swamps. The castoroides never built dams or felled trees, relying instead on existing habitat. With enormous incisors, the giant beaver fed on the coarse vegetation that bordered the water.

Combat

A giant beaver's bite attack is treated as a secondary attack and adds only half the giant beaver's Strength bonus to damage.

Skills: A giant beaver has a +4 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered.

Giant Ground Sloth

Author: Robert J. Hall.
Huge Animal
Hit Dice: 12d8+78 (132 hp)
Initiative: -2
Speed: 40 ft. (8 squares)
Armor Class: 12 (-2 size, -2 Dex, +6 natural), touch 6, flat-footed 12
Base Attack/Grapple: +9/+28
Attack: Claw +20 melee (1d8+11)
Full Attack: 2 claws +20 melee (1d8+11)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +16, Ref +6, Will +4
Abilities: Str 32, Dex 6, Con 23, Int 2, Wis 10, Cha 6
Skills: Listen +2, Spot +2
Feats: Diehard, Endurance, Great Fortitude, Toughness (2)
Environment: Warm forest
Organization: Solitary or pair
Challenge Rating: 6
Advancement: 13–16 HD (Huge)
Level Adjustment: —

This massive, furry creature was the largest of the ground sloths, reaching a length of 20 ft. and exceeding an elephant in size. Megatherium had broad, heavy leg bones to support the animal, with

large feet and enormous curved claws.

The giant ground sloth browsed for choice leaves, and used their claws for digging roots. The enormous tail helped them balance on their hind legs while they pulled down tree top branches. They were also powerful enough to rip up small trees in order to reach their foliage. A clumsy creature, it shuffled along on its knuckles and on the side of its back feet.

The skull is small in comparison to their body size, with a long, muscular neck. The tongue was long and flexible, and the teeth were peg-like and high crowned for chewing and grinding plants. The giant ground sloth carry their young on their heavily furred backs.

Combat

Giant ground sloth prefer to avoid combat and will only fight defensively, relying on their powerful clawed arms and thick hide as a deterrence.

Gigantopithecus

Author: Robert J. Hall.
Large Animal
Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +4/+21
Attack: Claw +13 melee (1d6+9)
Full Attack: 2 claws +13 melee (1d6+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +11, Ref +6, Will +3
Abilities: Str 28, Dex 13, Con 18, Int 2, Wis 12, Cha 7
Skills: Listen +6, Spot +6, Survival +2
Feats: Alertness, Endurance, Great Fortitude
Environment: Warm forests
Organization: Solitary, pair, or company (2–5)
Challenge Rating: 3
Advancement: 7–9 HD (Large); 10–12 (Huge)
Level Adjustment: —

This huge, powerful ape-creature has thick black fur and a heavy skull. Both its face and muscular chest are free of fur, as are the extremities of its limbs.

This towering creature may have been the largest ape ever to exist. While similar to the modern gorilla in structure, it reached a daunting 10 ft. in height and weighed in at 900–1,100 lbs. It was powerful in appearance, but was a gentle creature that only demonstrated aggression when its territory was threatened, usually by snarling noises and chest beating. Gigantopithecus was a ground-dwelling vegetarian, primarily consuming bamboo.

The gigantopithecus was the largest of the primates, with the female only somewhat smaller. This creature probably went extinct about 500,000 years ago due to climate changes. However some hold that this magnificent creature is not actually extinct and is actually the source of the yeti and bigfoot myths.

Combat

The gigantopithecus will use its massive size and threatening appearance to drive away attackers, and will only resort to physical blows once it is assaulted. Nevertheless it will fight ferociously when cornered.

Glyptodon

Author: Robert J. Hall.
Large Animal
Hit Dice: 6d8+6 (33 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +4/+11
Attack: Tail +7 melee (1d6+4)
Full Attack: Tail +7 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +6, Ref +4, Will +3
Abilities: Str 17, Dex 9, Con 13, Int 2, Wis 12, Cha 6
Skills: Listen +6, Spot +5
Feats: Alertness, Toughness, Weapon Focus (tail)
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 3
Advancement: 7–9 HD (Large)
Level Adjustment: —

A squat creature with a domed body and a low-slung head and tail waddles through the undergrowth. Its body is covered in armor scales, and its head is protected by bony plates. The thick, short tail is wrapped in protruding knobs.

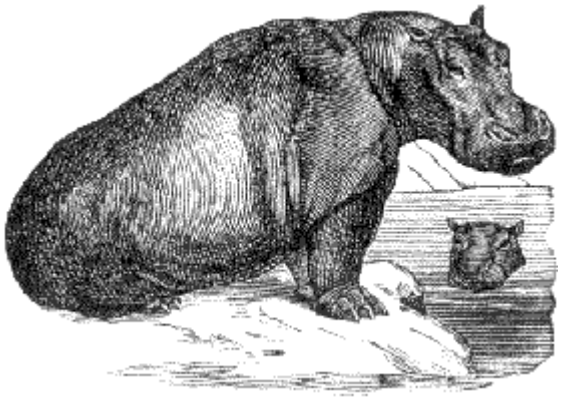
These large herbivores are related to the armadillo, although their rigid, bony carapace is a good deal more solid and prevented them from curling up in a ball. Some species can be as large as a rhino, growing up to 13 ft. in length and standing 5 ft. at the peak of their turtle-like shell of bony plates. Rings or solid sheaths of bone encase the deep, heavily boned head, the upper limb segments, and the short tail. The four short legs are sturdy, with hoofed claws that are built for digging for roots.

As its movement is slow and clumsy, the glyptodon relies primarily on its heavy shell for protection. The glyptodon consumes grass-like plants, particularly in wetland areas. It glyptodon existed in central and southern America.

The doedicurus is similar in appearance to glyptodon, but has a club-like growth at the end of their tail that is covered in knobs and spikes.

Combat

The glyptodon swings its tail to drive away attackers, and relies on its bony armor for protection.



Hippopotamus

Author: Robert J. Hall.
Large Animal
Hit Dice: 7d8+28 (59 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple: +5/+15
Attack: Bite +10 melee (2d6+6)
Full Attack: Bite +10 melee (2d6+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 1d6+9
Special Qualities: Low-light vision, hold breath, scent
Saves: Fort +9, Ref +5, Will +4
Abilities: Str 22, Dex 11, Con 19, Int 2, Wis 14, Cha 2
Skills: Hide -4*, Listen +7, Spot +7, Survival +4
Feats: Alertness, Endurance, Improved Natural Attack (bite)
Environment: Warm marshes
Organization: Solitary or herd (2–12)
Challenge Rating: 3
Advancement: 8–11 HD (Large); 12–20 HD (Huge)
Level Adjustment: —

These massive creatures are shaped somewhat like a huge pig, with a hairless, barrel-like body and a massive head. The hide is a grayish brown with pink areas underneath. It spends most of its time in water, floating near the surface. However it can move with surprising speed across the ground. Although they are herbivores, the massive mouth of the hippopotamus possesses a pair of enlarged lower canine teeth that can inflict a potent bite.

A hippopotamus stands 4 to 5 feet tall at the shoulder and is 10 to 15 feet long. It weighs 3,000 to 4,500 pounds.

Combat

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Hold Breath: A hippopotamus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: *A hippopotamus gains a +4 racial bonus on Hide checks when in the water. Further, a hippopotamus can lie in water with only its eyes, ears, and nostrils showing, gaining a +8 cover bonus on Hide checks.

Irish Elk

Author: Robert J. Hall.
Large Animal
Hit Dice: 5d8+20 (43 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+14
Attack: Gore +9 melee (2d6+10)
Full Attack: Gore +9 melee (2d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 24, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills: Listen +7, Spot +7
Feats: Alertness, Endurance, Improved Natural Attack[B] (gore)
Environment: Cold plains
Organization: Solitary, pair, or herd (5–20)
Challenge Rating: 4
Advancement: 6–9 HD (Large)
Level Adjustment: —

This giant deer stood 6 ft. at the shoulders and possessed a massive rack of antlers that spanned over 9 ft. Megaloceros were browsing animals inhabiting woodland areas, with long legs that were ideal for running long distances quickly.

While the huge antlers undoubtedly presented an intimidating threat to any predators, they evolved primarily for the purpose of gender display. The great weight of the horns was a burden for the megaloceros, and it required a strong, healthy frame to raise the head after taking a drink. The irish elk appeared several million years ago, and only became extinct with the arrival of man about 11,000 years ago. It ranged across Europe, Asia, and northern Africa.

Combat

The irish elk attacks by lowering its massive rack and goring its foes.

Lynx

Author: Robert J. Hall.
Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-5
Attack: Bite +4 melee (1d4-1)
Full Attack: Bite +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 8, Dex 17, Con 13, Int 2, Wis 12, Cha 5
Skills: Climb +4, Hide +7, Move Silently +4, Spot +6, Survival +2*
Feats: Track[B], Weapon Finesse
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 1/3
Advancement: 2–3 HD (Small)
Level Adjustment: —

A small, bobtailed member of the cat family, this creature is commonly found in forested lands. They tirelessly wander the woods at night, hunting ground dwelling prey using their keen senses of sight and smell. During the winter months, their wide, padded feet allow them to move easily across snow-covered ground.

A lynx is 3–4 feet in length and weighs about 20–30 pounds.

Combat

A lynx hunts in the natural manner of most cats, stalking its prey until it can attack with a sudden pounce from cover or dropping onto their prey. They will not typically attack creatures larger than themselves unless cornered.

Improved Grab (Ex): To use this ability, a lynx

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.

Skills: A lynx has a +4 racial bonus on Climb, Spot and Swim checks. *Lynx have a +4 racial bonus on Survival checks when tracking by scent.

Mesophant

Author: Robert J. Hall.
Large Animal
Hit Dice: 5d8+20 (42 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+12
Attack: Gore +7 melee (1d8+7)
Full Attack: 2 stamps +7 melee (1d8+5); or gore +7 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 1d8+7
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 21, Dex 12, Con 18, Int 2, Wis 13, Cha 7
Skills: Listen +8, Spot +6
Feats: Alertness, Endurance[B], Iron Will
Environment: Temperate plains
Organization: Domesticated or herd (6–30)
Challenge Rating: 3
Advancement: —
Level Adjustment: —

This four-legged animal is about the size of a bull, but with the physical features of a small elephant. It has the tusks and trunk of its much larger cousin, but its legs are lean and powerful.

This fictional subungulate species evolved from the elephant, but is a dwarf only half the size of its ancestor. Its tusks are shorter and less curved than the elephant, projecting forward to serve as horns.

The mesophant possesses qualities that make it more suitable for domestication than an elephant, including a shorter gestation period, milder temper, and a reduced breeding interval. As a result, in lands where no horses are available, this breed has become tamed and used for transport.

The domestic mesophant is more nimble than an elephant, but can not match the speed of a horse. Its tough hide, great strength, and impressive courage make it ideal for use as heavy cavalry. It has a drab brown hide with short, coarse hair. Like the elephant it has a flexible snout that can grasp objects or be used to spray water across the back.

Combat

Mesophants tend to charge at threatening creatures, gore them with its horns or trampling smaller creatures underfoot.

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

Ostrich

Author: Robert J. Hall.
Large Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 13 (-1 size, +3 Dex, +1 natural), touch 12, flat-footed 10
Base Attack/Grapple: +1/+9
Attack: Kick +3 melee (1d6+4)
Full Attack: Kick +3 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 17, Dex 16, Con 13, Int 2, Wis 13, Cha 4
Skills: Listen +3, Spot +9, Survival +3
Feats: Alertness, Run[B]
Environment: Warm plains
Organization: Solitary or troop (6–10)
Challenge Rating: 1
Advancement: 3–4 HD (Large)
Level Adjustment: —

The ostrich is a large, flightless bird with long, powerful legs that allow it to sprint at an impressive speed. It has a lengthy neck and sharp eyes, permitting it to spot opponents from a considerable distance while in open countryside. The male is slightly larger than the female, with black feathers compared to the brown feathers of the female. They are omnivorous creatures, but primarily subsist off vegetation.

Combat

The ostrich will deliver a potent kick with its legs, then try to escape by fleeing at top speed.

Skills: An ostrich has a +4 racial bonus on Spot checks.

Otter

Author: Robert J. Hall.
Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 12
Base Attack/Grapple: +0/-7
Attack: Bite +3 melee (1d4-2)
Full Attack: Bite +3 melee (1d4-2) and 2 claws -2 (1d3-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 7, Dex 15, Con 11, Int 2, Wis 12, Cha 7
Skills: Listen +4, Spot +4, Swim +8*
Feats: Alertness, Weapon Finesse[B]
Environment: Temperate aquatic
Organization: Solitary or pair
Challenge Rating: 1/3
Advancement: 2 HD (Small)
Level Adjustment: —

These aquatic mammals have long, slender bodies, short, legs with webbed feet, and a thick, tapered tail. The head is smooth and flattened, with small ears and long whiskers about the mouth. Their dense coat of hairs ranges from dark brown to black or pale gray, and is frequently cleaned and groomed by the otter to maintain its waterproof properties.

Otters are playful, agile swimmers that dwell in freshwater or shallow salt water. They are well-adapted for their semi-aquatic life, but remain air-breathing creatures. The tail and hind legs are used for propulsion, while the front legs are used for steering. Otters feed on fish and crustaceans. Sea otters also feed on shellfish, the shell being cracked open by battering it on a rock carried upon belly.

A typical adult sea otter is 3 to 4 feet in length and weighs 20 to 35 pounds. Some species can be up to 7 feet in length.

Combat

Otters catch fish with their bite, and use their paws to capture shellfish. When they are attacked, they emit a pungent odor.

Hold Breath (Ex): An otter can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: Otters have a +8 racial bonus on 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.

Portuguese Man-O-War

Author: Robert J. Hall.
Large Animal (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: -5
Speed: Swim 10 ft. (2 squares)
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +0/-1
Attack: Sting -6 melee (1d3 acid plus sting)
Full Attack: Sting -6 melee (1d3 acid plus sting)
Space/Reach: 10 ft./0 ft.
Special Attacks: Poison, sting
Special Qualities: Ooze traits
Saves: Fort +3, Ref -3, Will -5
Abilities: Str 1, Dex 1, Con 12, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: ¼
Advancement: 2–3 HD (Large)
Level Adjustment: —

This colorful jellyfish consists of a floating, gas-filled bladder and long, trailing tentacles. The man-o-war moves by means of a crest on top of the bladder, which functions as a sail, combined with contractions of its body. It feeds on small fish and other prey captured by its stinging tentacles. While it is not an amorphous or mutable creature, it does possess most traits of an ooze.

Combat

The portuguese man-o-war is an opportunistic hunter that relies on prey making contact with its stinging arms. It can only sense a foe by touch. The tentacles have no reach, but can attack an opponent foolish enough to attempt a grapple.

Sting (Ex): Merely touching a portuguese man-o-war automatically deals 1d3 acid damage plus poison. It retains a poisonous sting for 2d6 hours after it is slain, including after it washes up on a

beach.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Con. The save DC is Constitution-based and includes a +2 racial bonus.

Transparent (Ex): Portuguese man-o-wars have nearly transparent bodies that makes them difficult to identify under less than ideal conditions, and it takes a DC 11 Spot check to notice one. Creatures who fail to notice a portuguese man-o-war and swim or walk into it are automatically hit with a melee attack for sting damage.

Ram

Author: Robert J. Hall.
Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple: +0/-3
Attack: Slam +2 melee (1d3+1)
Full Attack: Slam +2 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 13, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills: Jump +6, Listen +4, Spot +4
Feats: Alertness, Power Attack[B]
Environment: Temperate plains
Organization: Solitary or herd (6–30)
Challenge Rating: ¼
Advancement: 2 HD (Small), 3–4 HD (Medium)
Level Adjustment: —

This herbivorous species spends most of its time grazing low plant growths such as grass and shrub. It frequently gathers in herds for protection. The male members are equipped with curved horns that they can use to deliver a painful butt attack.

A ram stands 3–4 feet in height and weighs about 50–80 pounds. The statistics for this creature can also be used for the goat, while the Medium statistics can be used for mountain sheep.

Combat

Sheep are cowardly creatures that will flee from an attacker, while clinging together with the remainder of the herd. Males will defend themselves with their horns.

Skills: Rams have a +4 racial bonus on Jump checks. Mountain sheep have a +8 racial bonus on Balance and Jump checks in rugged terrain.

Smilodon

Author: Robert J. Hall.
Large Animal
Hit Dice: 5d8+21 (52 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+14
Attack: Claw +9 melee (1d6+7)
Full Attack: 2 claws +9 melee (1d6+7) and bite +4 melee (2d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, attach, blood drain
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 25, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Skills: Hide +4*, Listen +4, Move Silently +10, Spot +4
Feats: Alertness, Improved Natural Attack [B] (bite), Run
Environment: Temperate plains
Organization: Solitary, pair, or pride (4–9)
Challenge Rating: 4
Advancement: 6–9 HD (Large)
Level Adjustment: —

This powerful cat has a heavy-set frame, a warm coat of light tan-hued fur, and a pair of unusually large upper fangs.

This great predator is the last in a long and successful line of saber-toothed cats. Like other cats, the smilodon has a warm fur coat for protection against the elements, but they only have a brief tail. It stands three feet in height at the shoulders, with a mass of well over 450 lbs.—roughly comparable to an African lion in size. However, the front quarters are heavier, the hindquarters lighter, and the tail is bobbed.

The favorite prey of this cat were large, thick-skinned animals like the mammoths that carry a lot of meat. In particular they preferred to prey on young mammoths. Once these huge creatures died out, the smilodon became extinct.

Combat

The long, flat canine teeth of the smilodon are a monstrous 8 in. in length, with fine serrations along the cutting edge to increase their slashing effect. The lower jaw of this cat can open wide during an attack, allowing the beast to bite deep into a hide. By biting the prey and pulling backward, the two fangs leave long gashes to let out blood.

The smilodon has short, muscular legs and a powerful body, making it slow but capable of clinging to large prey. Once the bleeding prey is down, however, the teeth of this cat are ill-suited for chewing food, so it must survive by drinking the blood of its victims and gulping down large strips of meat. Much of the remains are then consumed by scavenging creatures.

Pounce (Ex): If a smilodon charges a foe, it can make a full attack

Attach (Ex): A smilodon that hits with its bite attack latches on to the opponents body with its fangs. An attached smilodon loses its Dexterity bonus to AC and thus has an AC of 12.

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

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

Skills: Smilodons receive a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Terror Crane

Author: Robert J. Hall.
Large Animal
Hit Dice: 4d8+8 (26 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple: +3/+11
Attack: Claw +6 melee (1d6+4)
Full Attack: 2 claws +6 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +6, Ref +6, Will +2
Abilities: Str 19, Dex 14, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +11, Listen +5, Spot +5
Feats: Alertness, Multiattack
Environment: Temperate plains
Organization: Solitary or brood (2–5)
Challenge Rating: 2
Advancement: 8–10 HD (Large)
Level Adjustment: —

This large bird creature walks upright on its powerful lower legs. Its beak is unusually large and is hooked downward at the tip like a raptor. The head, neck, and body is wrapped in a heavy coat of downy feathers, but the legs are covered by a wrinkled hide.

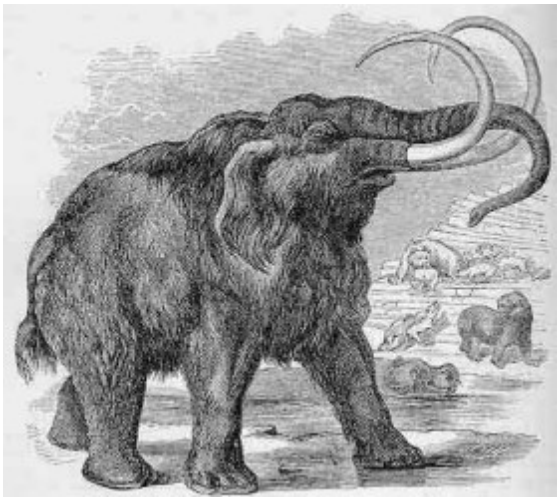
This giant, heavy, flightless bird stood over 6 ft. in height, with huge clawed feet and a giant, parrot-shaped beak. While a predatory bird, the diatryma steini, or terror crane, is an omnivorous creature that consumed vegetation and used its heavy jaw to crack nuts. It resembled an oversized ostrich, but was somewhat slower as it had no enemies from which it needed to escape. The coat of feathers

probably provided some protection to the bird, much like a thick hide. The terror crane lived on the North American continent some 50 million years ago.

Combat

Terror crane attacks by leaping on its prey with its taloned feet, then crushing bones and ripping out flesh with its beak.

Skills: Terror cranes have a +4 racial bonus on Jump checks.



Woolly Mammoth

Author: Robert J. Hall.
Huge Animal
Hit Dice: 12d8+72 (144 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +9/+28
Attack: Gore +20 melee (2d6+16)
Full Attack: Slam +20 melee (1d8+11) and 2 stamps +15 melee (1d8+5); or Gore +20 melee (2d6+16)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 1d8+16
Special Qualities: Low-light vision, scent
Saves: Fort +14, Ref +3, Will +4
Abilities: Str 32, Dex 10, Con 23, Int 2, Wis 13, Cha 5
Skills: Listen +10, Spot +9
Feats: Alertness, Endurance, Great Fortitude
Environment: Cold plains
Organization: Solitary or herd (6–30)
Challenge Rating: 8
Advancement: 11–21 HD (Huge)
Level Adjustment: —

These relatives of the elephant had long, dark brown hairs on top of a dense coat of woolly fur. There was a 3–4 in. layer of fat beneath the coat to further protect the body from the cold. The heavy body of the mammuthus primigenius had a humped, sloping back, a prominent domed head, straight legs, and a relatively short tail. It had two curved tusks attached to the bottom of the head, pointing upward. The woolly mammoth stood 9–10 ft. in high at the shoulder, and the biggest specimens were greater in size than the modern elephant. Like the elephant, the mammoth also had a flexible trunk that could be used for grazing.

This species ranged north of the arctic circle during the last ice age, and the great bulk and thick coat were evolved for this bitterly cold climate. This was easily the largest and most conspicuous animal of the tundra region. It existed on the grass and plants of the tundra during the summer, and switched to shrubs during the bitterly cold winter.

Combat

Wooly mammoths typically charge threatening creatures, advancing with horns ready.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based.

Vermin

Giant Crustacean

Author: Robert J. Hall.
Huge Vermin (Aquatic)
Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +4/+17
Attack: Claws +7 melee (1d8+5)
Full Attack: 2 claws +7 melee (1d8+5)
Space/Reach: 15 ft./10 ft.
Special Attacks: Constrict 1d8+5, improved grab
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., simple anatomy, water dependent, underwater movement, vermin traits
Saves: Fort +9, Ref +3, Will +2
Abilities: Str 21, Dex 13, Con 19, Int —, Wis 10, Cha 2
Skills: Climb +5*
Feats: —
Environment: Temperate aquatic
Organization: Solitary, cluster (2–5), or mass (6–11)
Challenge Rating: 5
Treasure: None
Advancement: 7–10 HD (Huge), 11–19 HD (Gargantuan)
Level Adjustment: —

These marine crustaceans have multiple legs, a thick shell, and a pair of massive pincers. They dwell in shallow waters or along beaches, feeding on the morsels brought in by the tide.

Combat

When threatened they will wield their claws in a threatening manner, and use them to grapple their foe and apply a powerful pinch. They will drag a surface dweller underwater to drown.

Constrict (Ex): A giant crustacean deals automatic pincer damage with a successful grapple check.

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

Simple Anatomy (Ex): Due to the simple, redundant anatomy of a giant crustacean, there is a 50% chance to ignore any additional damage from a critical hit or sneak attack.

Water Dependent (Ex): Giant crustaceans can survive out of the water for 1 hour per 2 points of Constitution.

Underwater Movement (Ex): Giant crustaceans can not swim and will immediately sink to the bottom. They can move across the bottom at their base land speed.

Skills: *While underwater giant crustaceans gain a +8 racial bonus on Climb checks. They can take 10 on underwater Climb checks, even if threatened or distracted.

Giant Soldier Termite

Author: Robert.J. Hall.
Medium Vermin
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 40 ft. (8 squares), climb 30 ft.
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +1/+4
Attack: Bite +4 melee (1d6+3)
Full Attack: Bite +4 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, sticky spray
Special Qualities: Darkvision 60 ft., simple anatomy, vermin traits
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 16, Dex 10, Con 12, Int —, Wis 10, Cha 9
Skills: —
Feats: —
Environment: Warm plains
Organization: Gang (2–4)
Challenge Rating: 2
Treasure: None
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

Among the social communities of giant termites, about one in every hundred members becomes a soldier. These warrior vermin are tasked with defending the nest mound and the termite queen. A giant soldier termite is distinguished by a larger, hardened head and a pair of aggressive mandibles that are used for biting and crushing invaders. They have functional eyes that can track movement, but

only small antennae.

Combat

Giant soldier termites spray a foe with a sticky substance ejected from the top of their heads, then close to bite with their powerful mandibles. They are unrelenting in the attack and will continue to bite until destroyed.

Giant worker termites have similar statistics to the above, but lack the bite and special attacks. They go gain a slam attack for 1d4+3 damage, which they only use in self-defense. They have a Challenge Rating of 1.

Attach (Ex): If a giant soldier termite hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. Even after being reduced to negative hit points, the head remains attached and continues to bite until the giant soldier termite is reduced to -10 hit points or lower.

An attached giant soldier termite can be struck with a weapon or grappled itself. To remove an attached giant soldier termite, the opponent must achieve a pin against the creature.

Sticky Spray (Ex): A giant soldier termite can emit a sticky spray six times per day. Each spray has a maximum range of 40 feet, with a range increment of 10 feet, and is effective against targets up to the same size category as the giant soldier termite. Using the sticky spray is a standard action.

An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 14 Strength check. The check DCs are Constitution-based, and the Strength check includes a +2 racial bonus.

Simple Anatomy (Ex): Due to the simple, redundant anatomy of a giant soldier termite, there is a 50% chance to ignore any additional damage from a critical hit or sneak attack.

Giant Tiger Beetle

Author: Robert J. Hall.
Medium Vermin
Hit Dice: 5d8+5 (27 hp)
Initiative: +7
Speed: 80 ft. (10 squares), fly 100 ft. (average)
Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (1d6+6)
Full Attack: Bite +7 melee (1d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., simple anatomy, vermin traits
Saves: Fort +5, Ref +4, Will +1
Abilities: Str 18, Dex 17, Con 13, Int —, Wis 10, Cha 9
Skills: Listen +5, Spot +5
Feats: Improved Initiative
Environment: Warm plains
Organization: Solitary or colony (2–5)
Challenge Rating: 3
Treasure: None
Advancement: 6–8 HD (Medium); 9–10 HD (Large)
Level Adjustment: —

The giant tiger beetle is similar in form to other beetles, but the head is wider than the thorax. Their carapace is often quite colorful and iridescent, with a metallic sheen. They can be found in shimmering red, green, blue, or orange hues; but have a dark underbelly.

An exceptionally fast creature, this beetle can move rapidly across the ground or fly swiftly through the air. They prefer a warm environment, favoring open areas heated by the sun.

Combat

The giant tiger beetle is a voracious eater that uses its exceptional speed to pursue and run down prey. It can deliver a fierce bite with its powerful mandibles. Once it has a hold it crushes the prey until the creature is dead.

Pounce (Ex): If a giant tiger beetle charges a foe, it can make a full attack following a move action.

Improved Grab (Ex): To use this ability, the giant tiger beetle must hit with its bite attack. If it gets hold, it inflicts bite damage each round.

Simple Anatomy (Ex): Due to the simple, redundant anatomy of a golden spitting scarab, there is a 50% chance to ignore any additional damage from a critical hit or sneak attack.

Golden Spitting Scarab

Author: Robert J. Hall.
Large Vermin
Hit Dice: 6d8+6 (33 hp)
Initiative: +1
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +4/+9
Attack: Bite +5 melee (1d8+1) or sting +5 melee (1 plus implant) or spit +5 ranged (entangle)
Full Attack: Bite +4 melee (1d8+1), or sting +4 melee (1 plus implant) or spit +5 ranged (entangle)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spit, implant
Special Qualities: Darkvision 60 ft., simple anatomy, tremorsense 60 ft., vermin traits
Saves: Fort +6, Ref +3, Will +3
Abilities: Str 12, Dex 13, Con 15, Int —, Wis 12, Cha 10
Skills: Spot +5
Feats: —
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Advancement: 7–8 HD (Large), 9–10 HD (Huge)
Level Adjustment: —

This giant, stout-bodied beetle has an dark golden-hued shell that is covered in an intricate pattern of deep azure lines. Their antennae are unusually long and curl back over the body almost like feathers. These insects dwell in tunnels and passages beneath the earth, consuming fungus and lichen gnawed from the wall surfaces.

When they need to reproduce the golden spitting scarab turns predatory and begins hunting warm-bodied prey to serve as hosts for their eggs. The larvae from these eggs slowly consume the host, and eventually emerge to depart into the wilds.

Combat

A golden spitting scarab can spit a large glob of viscous fluid that readily sticks to almost any surface. Once this glob adheres, it will shoot outward in a lattice of fine, resilient strands that entangle themselves about the target to form a net. The scarab seeks to capture as many warm-bodied hosts as possible, then inject the eggs into the body.

Spit (Ex): As a standard action each round, a golden spitting scarab fires a sticky glob at one opponent within 30 feet. The scarab makes a ranged touch attack. If it hits, the glob adheres. On the following round the target must succeed on a DC 15 Reflex save or become entangled in a net of silken strands. The save DC is Constitution-based.

An entangled creature can escape with a successful DC 15 Escape Artist check or burst it with a DC 19 Strength check as a standard action. The check DC are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Implant (Ex): A golden spiting scarab that hits with its stinger can inject several eggs into the opponent's body. The affected creature must succeed on a DC 15 Fortitude save to avoid a successful implantation. The save DC is Constitution-based. Often the golden spiting scarab injects an entangled or otherwise helpless creature, which gets no saving throw.

The eggs gestate for 3–6 days before hatching into larvae that eat their way out, killing the host. Twenty-four hours before the eggs hatch, the victim falls deeply ill (-4 to all ability scores, to a minimum of 1). A *remove disease* spell rids the victim of the eggs, as does a DC 25 Heal check. If the check fails the healer can try again, but each attempt (successful or not) deals 1d3 points of Constitution damage to the patient.

Simple Anatomy (Ex): Due to the simple, redundant anatomy of a golden spitting scarab, there is a 50% chance to ignore any additional damage from a critical hit or sneak attack.

Skills: Golden spitting scarabs have a +4 racial bonus on Spot checks.

Heart-eater

Author: Ashley H.
Fine Vermin
Hit Dice: 1d4+2 (4 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple: +0/-16
Attack: Bite +3 melee (1d3-5 plus bug fever)
Full Attack: Bite +3 melee (1d3-5 plus bug fever)
Size/Reach: ½ ft./0 ft.
Special Attacks: Flying bite
Special Qualities: Darkvision 30 ft., bug fever, spawn young, infestation, mind control, hive mind
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 1, Dex 16, Con 14, Int 10, Wis 10, Cha 1

Skills: Hide +21, Intimidate +4, Listen +2, Move Silently +5, Spot +2
Feats: Flyby Attack
Environment: Temperate and warm desert, forest, hills, plains, and underground
Organization: Hive (20–200)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: Fine (2–3 HD), Diminutive (4–5 HD)
Level Adjustment: —

Heart-eaters are the spawn of a diseased and foul land, cultivated and supported by an evil god. They look much like winged roaches, growing from coin-sized to hand-sized in the course of a few months. After mating, the heart-eaters lay their eggs in the fecal matter or food of their victims, which must be always meat-eating mammals. The eggs then hatch inside in a matter of weeks.

The newly hatched heart-eaters begin eating their way through the bodies of their victims, devouring each other, until one finds itself in the heart, brain, or spinal column. There it grows to full size on the muscle of its hosts, gradually taking over the body and mind, until the host, believing himself to be perfectly fine, is doing the bidding of the heart-eater. By the time the heart-eater reaches full adulthood after about four weeks, the host has become nothing more than a puppet to the heart-eater's whims, a vegetable with working limbs.

The heart-eater does not usually leave the body of the host until the host is killed or dies of natural causes, at which point, an adult heart-eater may try to acquire a new victim by sneaking down his throat as he sleeps and chewing through the wall of the stomach. A younger heart-eater (less than 4 weeks old) will not survive long outside the host's body. The heart-eater usually vacates the body of the dead or dying host immediately through the mouth or other convenient wound, though a few of the older ones have been known to stay inside until the host begins to decay.

A rare few incidents describe adult heart-eaters leaving the bodies of their hosts willingly, either to overtake new hosts, or because they are forced out by excessive toxins in the host's body. In the former case, the bug will have its host kiss its victim and hold the jaw open, while it forces its way into the mouth and down into the stomach.

Assuming the victim can break the hold, a successful DC 15 Fortitude save will retch the creature up. This save attempt can only be made within the first five rounds of combat, as after that, the bug will be busy eating its way up to the victim's heart to take over. The previous host, if the heart-eater was adult, will fall over dead, unable to survive without the vermin. Once the heart-eater entrenches itself in its victim's tissues, after 1d6+2 rounds, it will attempt to make the victim into its host.

Heart-eaters can live to be about 10 years old, and it is the older set, usually over 6, that show the intelligence to use tactics and strategy even in their insectoid forms or when cut off from the hive. Younger adult insects have been known to develop similar intelligence under stress, such as prolonged separation from the hive.

Killing the heart-eater does free the host from its slavery, so long as the killing takes place before the heart-eater is at full maturity. At that point, the heart-eater has eaten the last few scraps of the victim's vital tissues, and is magically keeping the victim alive. The victim will not be able to survive without it.

Heart-eaters are known to dislike fire, probably from an instinctual aversion to light. They tend to keep their hosts away from it, wherever possible, though as they get older, their self-control becomes a little stronger.

Combat

Heart-eaters will avoid combat wherever possible when outside the bodies of their hosts. If combat takes place, the heart-eater will do its absolute best to run, hide, and disappear. They are not brave creatures by nature, nor are they cowardly; they simply have strong survival instincts. Host-less combat usually begins when the heart-eater has advanced on a sleeping or grappled victim and attempted to go down his throat, or when a heart-eater has just been deprived of its host.

If the heart-eater's host has just been killed, it loses contact with the hive for 1d6 rounds (+2 if the death is truly traumatic, such as a sword blow that barely missed the heart), and is reduced to insect intelligence. It spends one round struggling free of the body, and in the round which follows can do nothing but run at its top speed for the nearest shelter. In that round, the heart-eater is a slave to its deepest instincts: get away from fire, get away from light, and get somewhere safe.

When inside the body of the host, the heart-eater gains full control of the host's physical abilities and partial control of the host's mind. The heart-eaters

also gain full control of the host's magic, since all magic originates from the evil god who created them. The heart-eater will give its host the conviction that the host must attack, and let the host figure it out from there.

If the host has no idea how, the heart-eater will likely have the host bite those it is attacking, since that's how the bug itself would do it, were it host-less.

If the host is somehow knocked insensate but the heart-eater finds himself still in control of the body, the heart-eater will do his best to continue doing as the host did. Even so, all expression typically fades from the face, and motions become jerky and rapidly mechanical, as the heart-eater devotes all its attention to whatever was taking place. The heart-eater will need to roll a Bluff check at DC 10, if he's trying to convince onlookers that he truly is the host.

Flying Bite (Ex): A host-less heart-eater can use its ability to fly as a scare tactic in order to escape combat. The bug flies up at the face of its nearest attacker, immediately rolling an Intimidate check. Should it defeat the victim's modified level check, the victim will reflexively duck out of the way and the heart-eater will fly over his shoulder and run for shelter without provoking an Attack of Opportunity. Should it fail, the attack continues as a standard bite attack.

Bug Fever (Ex): Disease—bite, Fortitude DC 12, incubation period 1d3+1 days, damage 1d6 Str. The save DC is Constitution-based.

The bite typically leaves a nasty little welt, which fades over time from a violent red to a fainter purplish color. The victim might believe he's healing... at least, until the fainting spells set in as the victim's strength is sapped away. The victim's skin becomes red and bloated, and the victim runs a constant fever. Should he attempt any strenuous activity, he must succeed at a DC 15 Strength check or faint for a full round. In this condition he is helpless.

Spawn Young (Ex): The heart-eater lays its eggs either in the food of potential hosts, or in the digestive tract of its current host. In the latter case, the host is compelled to absentmindedly transfer the eggs, once they've been expelled with the host's waste, into the food of other potential hosts. Potential hosts, by the way, include any living creature which eats meat, not just humanoids. The host will attempt to cover up this disgusting habit by subtle means, utilizing any cooking skill and wisdom he may possess. The potential victims of this nefarious deed may either eat the food without suspicion, in which case they get no rolls, or check the food over before eating it, in which case they may roll against the heart-eater's host's skill check to see if they spot the alterations. Detect Poison will not reveal the eggs, as they are not poisonous.

Upon eating the food, potential victims become incubators. Incubation lasts 1d6+3 days, during which the eggs grow from the size of a grain of sand to the size of a coin in the victim's gut, muscle-lining, and stomach. The incubator must make a DC10 Fortitude save to see if his body staves off the parasitic infection. This check must be made once for every tainted meal eaten. Should the victim fail, the young will hatch at the end of the incubation period. The young will kill one another off within a day, until only one remains. At this point, that one will attempt to take over the host's body mentally.

Infestation (Ex): Hosts are unaware of the infestation in most cases, but may feel a sense of kinship with other infected people, or even heart-eaters and roaches crawling around on the floor. It is extremely difficult to tell an infected victim from a normal person—they have all the memories, attitudes, and dreams of a normal being, and no obvious wounds or external markings.

Where there is concern of an infestation, certain medicines (closer to pesticides) are forced down the throats of potential victims, forcing them to cough and retch up any bugs or eggs they've been raising. This does not work, however, on the entrenched adult. Magic is about the only method of detection in fantasy societies.

The heart-eater is difficult to remove from a host without also harming the victim. If a victim gets the cure within the first three weeks, have him roll a DC 10 Fortitude save to avoid retching it up immediately. Once he has successfully downed it, the young heart-eaters will be vomited up in about half an hour. If the victim takes the cure after week three, but before the heart-eater has gained complete dominance of him, he must take extra medicine to have any chance of affecting the heart-eater. His DC is 16; the heart-eater's is 18. If both succeed, the medicine has no effect. If the victim fails, the medicine is vomited up and the heart-eater has another chance to dominate the victim to prevent him from swallowing it. If the victim succeeds and the heart-eater fails, the heart-eater is immediately forced from its perch and vomited up, and is blocked from the hive for 1d6+2 rounds. If the victim succeeds and the heart-eater succeeds, the medicine makes the victim extremely ill, but the

heart-eater is not vomited up, and will probably have another chance to dominate the victim.

Mind Control (Su): The young heart-eater will worm its way into a spot in the victim's heart. There, it will exert magical mental control over the host at will. The host may roll to resist this each time. Within the first week, the DC is 13, and the host cannot be forced to do anything contrary to his alignment. Within the second week, the DC is 15, and the host may be forced to do something one step off from his alignment. By the third week, the DC is 17; the host may be forced to do anything the heart-eater desires. By the fourth week, however, the heart-eater is an adult. At this point, the human becomes, effectively, a slave, with the heart-eater animating his limbs and controlling his mind. The DC to resist this is 18, and goes up by 1 with every failed attempt at resistance. When the heart-eater is in control after the fourth week, the host's alignment changes to Chaotic Evil. The heart-eater is able, prior to gaining full control of the host, to remove any memories made in its presence which it doesn't want the host to have. The heart-eater will also do its utter best to prevent the host from finding out that it is infected, and will attempt to imbue the host with a sense of happy contentment - all is right with the world.

Hive Mind (Su): The heart-eaters, from their third week of life on, are in constant mental contact with each other at a range of ten miles. What one knows, they all know. This makes fighting them en masse extremely difficult. A hive will likely consist of perhaps 50% adult heart-eaters living in their hosts, 25% young adults in the bodies of humans, and 25% adults looking for new hosts. Any also has, at any given point, about 100 times its members in eggs waiting to be hatched, or already hatched and fighting for supremacy of their pet human. Hives range in size from 10 to 10,000 individuals. Hives can communicate between one another, but only if two adult heart-eaters come close enough for direct physical contact. When that takes place, they communicate with short-range mental conversation, to a distance of ten feet. There are no clear leaders of hives; they are typically ruled by the group, and it is not normally possible for heart-eaters to disagree with one another, because without the hive intelligence, they are merely semi-intelligent insects, barely capable of communication.

Skills: Heart-eaters have a +4 racial bonus to Move Silently checks and a +8 racial bonus to Bluff checks. Adult heart-eaters have a +8 racial bonus to any Bluff skill checks while they dominate a host.

Heart-Eater Society

Heart-eaters are almost entirely alien by appearance and behavior. Their very survival involves the death of another being; they are inherently dangerous, and are instinctively destructive to things which don't suit their interests. They are parasites who believe themselves better than the host.

They have little interest as a species in humanity's accomplishments, laws, or thoughts; they wish only to live and procreate and please their dark god. If procreation means the subjugation or destruction of an inferior (if sentient) race, well then, so be it! It'll be nice to get those filthy two-legged things under control. And then there's their dark god - they are utterly desperate, in an almost childlike sense, to please him. Since he is chaotic, so are they. (Ordinarily, they might be a little more Lawful.)

Heart-eaters think little of mankind; they see meat-eating mammals as walking incubators just waiting to be captured. Even so, as they get older, they do get a little more clever. The adults have been known to develop rudimentary personalities when away from the hive, and can communicate via their hosts. They tend to find the idea of communicating with other races laughable, however. It'd be like a king taking time to talk to his throne.

As a hive, they can be clever and disguise the signs of their presence; they may obey laws simply to do so. They do not make decisions independently when attached to the hive, nor do they think of themselves as "we" - it is always "I". As such, unless a threat is presented to the whole hive, or a host is particularly important to preserve, individual heart-eaters, when inside the bodies of their hosts, show little sense of self-preservation.

The lone heart-eater is still "I", but he might be unsettled by the lack of backup, the fewer available bodies and spawn, and the severe curtailing of his senses. Thus he will show a sense of preservation - at least, until he gets back to the hive, at which point his knowledge will be passed to it and he will once more have that comforting sense of multiple bodies and extended senses. Should a female heart-eater be prevented from getting back to her hive, she will start her own by laying as many eggs as possible.

When a single heart-eater is removed from the hive, the hive will investigate his disappearance or death if they don't already know what caused it. The hive shows little concern for the lives or deaths of individuals; the hive is the true individual, and it will expend every effort to protect itself. Hives can

have personalities, but they're quite race-oriented, bigoted, and survivalist. Even so, the hive's personality may be expressed in the behavior of its individuals in subtle ways: they prefer the color red; they destroy all cats; they are intensely obsessed with dealing with a single person.

They do not generally care about the gender, appearance, mental state, or abilities of the host they overtake, though the hive will occasionally choose particular humanoids it knows to be powerful or useful in some way. The female heart-eaters are especially aggressive in their choice of victims, however, making sure to take out the most dominant individual they can find, so as to spread their eggs faster. They are more likely to change hosts for an advantage among their victims than males, and will try to participate in food preparation.

Appendix A. Summoning

Author: Robert J. Hall.

The following lists expand on the monster tables used for the *summon monster* spells. These monsters are listed in either the SRD or this book.

1st Level

Celestial dog	LG
Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise[1]	NG
Celestial badger	CG
Celestial monkey	CG
Incarnate baboon	LN
Incarnate fox	N
Incarnate lizard	N
Incarnate cat	CN
Incarnate ferret (*see* weasel)	CN
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish jackal (*see* dog)	CE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus[1]	CE
Fiendish snake, Small viper	CE

2nd Level

Celestial giant bee	LG
Celestial owl (2 HD)	LG
Celestial giant bombardier beetle	NG
Celestial giant soldier termite	NG
Celestial porpoise[1] (3 HD)	NG
Celestial riding dog	NG
Celestial badger (2 HD)	CG
Celestial eagle	CG
Celestial monkey (3 HD)	CG
Incarnate baboon (2 HD)	LN
Incarnate giant ant, worker	LN
Incarnate ostrich	N
Incarnate electric eel[1]	CN
Incarnate wild horse (*see* light horse)	CN
Lemure (devil)	LE
Fiendish hyena	LE
Fiendish squid[1]	LE
Fiendish wolf	LE
Lampblack wolfling	NE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium[1]	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE
Fiendish terror crane	CE

3rd Level

Archon, jadeoin[1]	LG
Celestial black bear	LG
Celestial giant bombadier beetle (4 HD)	NG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Incarnate cheetah	LN
Incarnate giant ant, soldier	LN
Elemental, Small (any)	N
Incarnate monitor lizard	N
Incarnate leopard	CN
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish hyena (4 HD)	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Fiendish dire stirge	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

4th Level

Archon, lantern	LG
Celestial blink dog	LG
Celestial giant owl	LG
Celestial giant tiger beetle	NG
Celestial irish elk	NG
Celestial giant eagle	CG
Celestial lion	CG
Incarnate giant ant, queen	LN
Nepalope	LN
Mephit (any)	N
Incarnate mesophant	N
Xorn, Minor	N
Incarnate ankheg	CN
Incarnate owlbear	CN
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large[1]	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE
Howler	CE

5th Level

Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat[1]	NG
Coursar	CG
Celestial griffon	CG
Nepalope (6 HD)	LN
Thodic	LN
Elemental, Medium (any)	N
Incarnate golden spitting scarab	N
Incarnate hippopotamus	CN
Incarnate smilodon	CN
Achiaerai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge[1]	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish amphisbaena (*see* two-headed mutant)	CE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE

6th Level

Regalent	LG
Celestial polar bear	LG
Celestial orca whale[1]	NG
Lasa	NG
Bralani	CG
Celestial dire lion	CG
Incarnate dire bull	LN
Incarnate stegosaurus	LN
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Incarnate karkadann	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus[1]	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, fiant constrictor	CE

7th Level

Celestial elephant	LG
Avoral	NG
Celestial baleen whale[1]	NG
Djinni (genie)	CG
J'ghul	LN
Elemental, Huge (any)	N
Invisible stalker	N
Chaos beast	CN
Slaad, red	CN
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus[1]	CE
Fiendish girallon	CE

8th Level

Celestial dire bear	LG
Celestial woolly mammoth	LG
Celestial cachalot whale[1]	NG
Celestial triceratops	NG
Lillend	CG
Iecorn	LN
Incarnate dragonne	LN
Elemental, greater (any)	N
Xorn, Elder	N
Slaad, blue	CN
Fiendish giant squid[1]	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE
Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE

9th Level

Archon, sidræ	LG
Couatl	LG
Leonal	NG
Celestial roc	CG
Incarnate gray render	LN
Elemental, elder (any)	N
Slaad, green	CN
Devil, barbed	LE
Fiendish dire shark[1]	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

1. May be summoned only in an aquatic or watery environment.

Appendix B. Gaol

Author: Robert J. Hall.

For untold ages the realm of Gaol has served as a prison for creatures that are considered far too dangerous or destabilizing to be allowed to live among mundane life forms. Gaol has become home to multitudes of potent predators, hideous monsters, dangerous tyrants, evil constructions, rogue powers, and very xenophobic species. Many are condemned to live here by their opponents as punishment for a horrific crime. Others are sent here by divine powers to keep them safely caged.

It was not always thus. In the very distant past Gaol was a haven for disaffected deities who had lost their flock of worshippers because they were no longer willing perform their sacred duties. It was an apathetic place that over the course of time descended into abject misery and corruption. These early gods of Gaol cared not at all about the affairs of mortals, and dwelled in a perpetual, numbing dream state.

Creatures that journeyed to this tedious place quickly found they were held within this realm, and soon succumbed to apathy and laziness. When this was discovered by outsiders, Gaol became a favored place to dispatch dastardly criminals and the spawn of evil, as their dark natures would be suppressed by the numbing placidity of this environment. However this steady influx of villainy gradually corrupted the plane, and in time it became a dark and nefarious realm.

The Land

This gloomy dimension is seemingly finite in size, forming a hollow sphere with a habitable inner surface. It is a strange merging of the material and the shadow, and nothing seems convincingly real.

The inner surface of Gaol is a solid surface that can be traversed normally, with the force of gravity always pointing outward from the center toward the ground. The air is breathable but quite dry, and a faint sooty haze perpetually hanging in the air. The haze limits visibility to only a few miles, making it difficult to sight distant landmarks.

On the occasions that rain falls in Gaol, the haze will briefly diminish, only to return to normal within a few hours. The rain falls as shadowy droplets, collecting in dark rivulets across the ground, then forming into rivers of inky blackness until finally flowing into seas of utter darkness. While this shadow liquid can be consumed much as normal water, it is oddly unsatisfying and larger quantities must be consumed to quench a thirst.

Much of the land of Gaol is a barren wasteland, with occasional rugged plateaus, hills, canyons, and escarpments. There are two small black seas, and a number of equally dark lakes. Normal plant life is rare here, but there are varieties of crystalline-based plants with reddish leaves and rough, flinty bark that grow in profusion near the shadow water bodies. Hardier strains can be found in the barren areas, forming scrub brushes that can inflict cuts and scrapes to unprotected flesh. Careful culling of these plants allow nutrients to be extracted from their hollow interiors, although this material requires careful preparation to neutralize toxic substances. The fibers can also be extracted to produce coarse threads for weaving into fabric.

Near the hollow center of Gaol is an immense, burning reddish orb known as the Watcher. The Watcher provides weak but steady illumination equivalent to dusk lighting, and it will never harm or hinder creatures normally affected by daylight. It wanders along an elegant path across the sky, sometimes appearing nearly overhead and at other times approaching half way to the horizon.

The Watcher

The plane of Gaol can only be accessed from a single, remote location in an elemental plane of molten rock. Here stands a dimensional portal which leads to the massively fortified Bridge of Golden Radiance. This brilliantly-illuminated span arches across a perpetual river of molten metal, reaching the entrance gate of Gaol.

Access to Gaol is controlled by a powerful divine guardian named Iersheen the Watcher, who is responsible for keeping these great gates shut. As the gate can only be opened from the exterior across the bridge, this has the significant benefit of permanently imprisoning the inhabitants of Gaol. Unfortunately this also means that those who voluntarily enter this gloomy realm will have extreme difficulty trying to depart, unless they have made prior arrangements with Iersheen.

Within Gaol itself, the portal opens near the center of the plane, within the heart of the great flaming reddish orb known as the Watcher. When the portal gate is opened, a radiant bridge extends through the opening to a random location on the solid ground of the inner surface> The bridge also announces its presence by a great booming roar that carries for miles. Those who pass through the gate are unceremoniously deposited on the ground, after which the bridge retracts back into the Watcher.

Inhabitants

Endless ages of darkness and evil have taken their toll on this once numbing place, and it has acquired a sinister life all its own. Powerful overlords run cruel kingdoms that constantly bicker and war with each other. These rulers are served by potent underlings who survived the brutal power struggle which dominates their politics. Slave races with nasty special abilities were created and bred to serve these rulers, and to fight in their endless wars.

The variations of evil in this place are virtually endless. Hideous communities of undead have formed, their structures entirely built of the remains of once living beings. Monstrous constructs are assembled by thralls of the overlords, then used to terrorize enemies. Powerful wizards and sorcerers endlessly manipulate the land and its creatures to their ends, creating chaos storms that ravage the surface.

In spite of the horrors of this place, there exists a certain pattern and order, built up after untold centuries of trial and tribulation. A civilization has been established, after a fashion, and respites from the eternal strife will occasionally take hold—if only just long enough to allow the competing factions to regroup and rebuild.

Several heavily fortified cities have long existed on Gaol, and even when these occasionally fall they are inevitably rebuilt by their new masters. There are even a few sanctuaries in remote locations that are normally left in peace by common consent, although even in those secure places a subtle but pervasive evil rules over all.

Of course good can not exist without evil, and *vice versa*. Thus there inevitably arose some good in this otherwise forsaken place. Such normally lies well hidden deep within underground havens, where the wars and atrocities above rarely penetrate. Here lies the abode of the more enlightened beings of Gaol; those unfortunate souls stranded here long ago to a bleak and uncertain fate. These noble creatures are the followers of Iersheen the Watcher, and she is their patron goddess.

Magic

Magic is literally the bread and butter of this realm, as it is almost impossible to inhabit the surface without relying on wizardly-means to provide sustenance. Usually this is in the form of indirect aid, using the benefits of magic to provide energies for the growth of plants or edible creatures. Strains of hardy plants have evolved that can subsist directly on the magic energies that infuse this realm, but these are often protected by thorns and deadly toxins. Most of the food stuffs that sustain the cities and towns are grown at a greatly accelerated rate in huge food chambers and caverns protected within the outer city walls.

The food factories that sustain these cities are run by wizard-slaves that have been specially trained from birth for this singular task. Certain unique spells have been developed for their task, and this is the only magic they are allowed to master. Many are very capable wizards, but are denied any knowledge of the forms of magic that would allow them control of their own destiny. They are also prevented from performing research by constant oversight, and allowed very little liberty. The breeding of these wizard-slaves is carefully managed by their handlers, and they are not allowed a choice of mate.

In some respects the magic of Gaol is more potent than in most worlds, with all spells of the schools of necromancy, enchantment, and evocation being cast at one level higher than normal. However spells from all other schools except abjuration are cast at one level lower than normal, and can not even be learned until the practitioner has climbed an additional level beyond the minimum necessary. The reasons for this magical asymmetry are closely connected to the origin of the plane, and can not be circumvented.

Certain types of spells will fail altogether within this plane. Any spell that might otherwise enhance the potency of existing natural life, such as *plant growth, liveoak,* or *magic fang*, simply will not function here. Selected divination spells related to lore, such as *legend lore* or *vision*, can actually bring on temporary periods of dementia lasting for several hours, although an *identify* spell appears to work normally. Weather manipulating spells, including *call lightning storm*, *control winds*, and *control weather*, require favorable circumstances to function at all, and often do so with diminished capacity.

It is virtually impossible to leave the plane of Gaol without help from the outside. Attempts to do so will always fail as if the entire plane were in the area of a *dimensional lock* spell. Even the most potent of *wish*-like spells will not unlock this prison. However this does not preclude the summoning of creatures to Gaol by means of a spell or spell-like effect, and does not prevent such summoned creatures from disappearing at the end of a summoning spell.

Spells cast from beyond Gaol can be used to

summon a creature caught inside. However no spell cast inside Gaol will ever permit a creature to travel to another plane. Such is the universal nature of this place. Dimensional travel is still possible within Gaol itself, as long as the destination is not beyond the plane.

The sole portal leading from Gaol to another plane is located within the heart of the Watcher. This immense sphere of flame is hot enough to incinerate most material objects, dealing 8d6 points of fire damage per round. The Watcher is home to a multitude fire-based creatures that help ward the portal, and inexorably attack any who approach without their leave. Even if it were possible to survive the journey to the portal, it still can not be opened from within Gaol. However, at the portal it is possible to gain an audience with Iersheen.

Due to the strange mix of the material and the shadow that forms this plane, magic of an illusory and shadow-based nature is more effective. Any spells from the school of illusion are automatically cast at one level higher than normal, which is cumulative with level modifiers described above. The DC to disbelieve an illusion is also increased by +2. However travel to the shadow plane is not possible, so the *shadow walk* spell will automatically fail.

There are five evil and one good-aligned deities that regularly provide spells within Gaol:

— *Iersheen*, LG, minor goddess of guards and warding (Fire, Good, Law, and Protection).
— *Boltara*, NE, demi-god of hatred and revenge (Evil, Strength, and War).
— *Khaldeep*, LE, demi-god of paranoia and tyranny (Evil, Knowledge, Law, Protection).
— *Orghul*, NE, demi-god of blood-letting (Death, Destruction, Evil, and War).
— *Phest*, CE, demi-goddess of misfortune (Chaos, Evil, Luck, and Magic).
— *Sind*, NE, goddess of vice (Air, Evil, and Trickery).

The remaining deities of Gaol are indifferent to the struggles of mortals and can almost never be persuaded to provide spells or interfere with events. All exist in a near-coma like dream state from which they can not be awakened without the intervention of a major deity. Some are local to specific sites, such as beneath the black seas, while others are pervasive across the plane.

Non-Gaol deities can also provide spells and magic within Gaol, as long as the spell casters or magic items originated from outside the plane. However it is not possible for a Divine spell-caster born in Gaol to gain spells from outside the plane, other than from Iersheen. Likewise a Divine magic item can not be constructed within Gaol using spells gained from a deity outside the plane, except, of course, when using spells from Iersheen.

Cities

The following sites compose some of the more significant and stable communities within the prison plane, although this list is by no means comprehensive. It instead represents a sampling of the many odd settlements to be found here.

Ancillarix — This entire city consists of a single, living machine complex; a cold, ruthless, and very efficient device of unimaginable complexity. It is quite intelligent, coldly evil, and fully self-aware, but not so brilliant that it can fully do away with the servant minions and golems needed to maintain and repair itself. The city is constantly alive with mechanical sounds that whir, click, hum, or thump in the background, occasionally rising to a crescendo of blasting steam and grinding gears whenever a major task requires completion.

In order to sustain itself, the city must trade with other cities in Gaol for the parts and raw materials it needs. For this purpose, Ancillarix has allied itself with certain creatures that now dwell within its mechanical bowels. These beings reside in specially-built habitation chambers, and can move about along the multitude of service corridors and conduits. But the city keeps a constant eye on these workers, monitoring for the slightest stirrings of insurrection and sabotage. These are then ruthlessly crushed in the most cruel and efficient manner imaginable, using diabolical means that do not bear contemplation.

Servant minions trade the exceptional-quality manufactured goods produced by the city for the parts and services that can only be supplied elsewhere. Many of these manufactured implements support the endless wars fought for supremacy across Gaol, and the machine is not at all particular about who buys its goods. Ancillarix will also welcome newcomers into the city that can supply its needs, while expelling or destroying those of a lazy, undisciplined or incompetent nature.

Ancillarix, the living machine, holds utter antipathy towards the forces of chaos and decay, particularly when those are of a magical nature. It will never allow magic of a chaotic nature into its bosum, and with expel or exterminate those who practice the arts of chaotic magic. It is, however, partially magical in nature itself, and radiates powerful energies of evocation and transmutation. It

is quite capable of creating and repairing the golems that service the machines and guard its body, but has little in the way of directly applicable magical power.

The entire city is surrounded by an immense outer shell that serves as a tough wall. There are only three gates through this domed barrier, and each is well-defended by machines and minions. Engines of war sprout from multitudes of orifices across the outer surface, and it is a courageous foe indeed that would attempt to batter their way inside. Still it might be possible to wear out the machine through a siege lasting many decades, but the powers of Gaol would never allow one of their primary source of weapons and armor to succumb through that means.

Coriburn — this could perhaps be considered the most normal city in the prison plane. It has existed for time immemorial, protected by a dense curtain wall of magical black flames that emit no illumination. Within this outer keep of flame is the inner wall made from the fossilized remains of crystal trees, carefully fitted together in a nearly impenetrable barrier over fifty feet in height and twenty feet thick. The city has a pair of massively fortified gates along the northern side, and a carefully guarded underground passage. The city is only known to have been taken twice, both times through a large aerial assault.

The interior of Coriburn is a maze of dimly-lit, twisting streets, fortified houses belonging to the leading families, and a multitude of dingy buildings ranging from the ramshackle to newly built. More than three fourths of the city population consists of slaves, who support the elite upper classes in relative luxury. The remainder ecke out a living through crafts, trade, entertainment, or thievery. The slaves also work flooded paddies that surround the city where the main food source is grown. Livestock is raised in subterranean catacombs below the city streets.

The city has an unwholesome odor of unwashed bodies, forgotten corpses, and a multitude of unidentifiable scents. The residents generally pursue their own interests and look after their own scalp with little care or concern for their fellow. The by-word of Coriburn is survival. It can be nearly as deadly within this place as it is in the wilds of the prison plane.

This city is normally considered something of neutral ground among the inhabitants of the plane. Although its riches are coveted by others, its value as an arms mart and trading center are deemed even more valuable. The upper class of the city remain ever neutral during the conflicts that consume this plane, but are always ready to exploit an opportunity to purchase looted goods or captured slaves. In return any inhabitants of the plane are allowed to visit Coriburn, provided they pay at least a modicum of respect to the neutrality of the city.

The most notable feature within the city walls is the great palace. This is a massive conglomeration of tower structures that have become integrated together into a lofty edifice with arching bridges joining the vertical projections. The lower portion of the palace has become artfully fortified, although making your way inside is not a particularly difficult task for a thief.

The palace is large enough that three major houses dwell within, the Sharinx, Dheldorn, and Eolir, each separated from the others by the great mass of forgotten tunnels and abandoned chambers. It is said that there are more secrets within the palace than can be found in a thousand lifetimes, and this is likely not an exaggeration.

Fairhold — Located on a low island in the midst of the Sea of Nightdeep, this ironically-named, ramshakle settlement is the proverbial den of thieves and brigands. The folk dwelling here eke out a living through raiding, piracy, smuggling, and other nefarious trades. Yet Fairhold is also a sanctuary of sorts, providing a refuge from the constant wars and struggles on the mainland. Many refugees from the ravishes of the distant battles make their way here and contribute their skills to keeping Fairhold functioning.

Fairhold is run by an overlord tiefling rogue named Orgold who has fought and manipulated himself into a position of power through his wiles and utter lack of scruples. He is aided by a council of relatively prosperous locals who have purchased their positions of power, and so are responsible for furnishing much of the currency used to maintain the government. The settlement has only a relatively modest guard whose primary duty it is to see that order is maintained and important deals are kept.

Much of Fairhold is located in the shallow harbor within the arms of the crescent-shaped main island. The buildings are mounted on crystal stilts above the black waters, and travel between the buildings is managed either by small boat or by walking along the many rickety bridges and walkways. The buildings are shoddily constructed and some sections are vulnerable to fire. But the proximity to water and the spacing between the buildings keeps most fiery outbreaks well contained.

On the near-barren main island is a solitary

fortress that is Fairhold's main defense. The island under the fortress is riddled with a multitude of tunnels, passages, and chambers. The extent of the excavations over the centuries has reached the point where no one person knows more than a significant portion of the entire layout. Thus there are many isolated locations in this dungeon complex for all manner of skull-duggery and nefarious dealings. The fortress itself is an impressive structure, but the defenses have decayed over the centuries due to neglect. Fortunately the prospects of an invasion are very slim, so the fortifications primarily serve to protect the treasure of the government from thieves.

On the shoreline along the inner harbor is a huge natural amphitheater. A temple to Sind, the patron god of Fairhold, has been erected at the base of this bowl. Regular services are held with the locals seated all about the bowl.

On the high ground above the amphitheater is a cluster of stone buildings where dwell the wealthier inhabitants, including the priests and few magic practitioners. The abject poor of Fairhold live in cave dwellings scattered about the island. Many of these connect with the dungeon under the stronghold, allowing access to this haven of unfettered crime.

Medruna — This compact, towering city is under the tight political control of a cabal of powerful undead beings. Indeed most of the populace is undead, including many strange undead rarely found in other planes and settings. Powerful necromantic magic has rendered an undead civilization viable, and most residents are undead slaves with useful occupations that satisfy the needs of their masters.

The undead share their city with a number of intelligent constructs, including the dynad, who often act as intermediaries with living species. There are also a variety of negative energy creatures, and some very odd and powerful living beings residing here. The later seem to possess an immunity to the deadly attacks of the undead. For whatever mysterious reason, their presence is tolerated and even welcomed by the undead residents.

The city itself has few structures of the form we would consider residences. There are storage chambers, various places of labor and craft, many nebulous bridges and towers, and multitudes of very bizarre and chilling artwork. The city lacks an outer wall, and is constructed in the form of an immense maze to confuse and bewilder intruders courageous or foolish enough to enter. Guests enter through the ironically-named Portal of Life, a long, gloomy passage that provides some limited protection against negative energies. At the end of the passage is the great trading hall where merchants may barter and trade with the locals, under the ever-watchful eyes of baleful undead wardens.

Medruna rarely engages in power struggles of the other city-states, although it is not for want of trying by the various overlords. Undead throughout Gaol seem oddly drawn to this city, and so are rarely found in other locales. Medruna is a nexus of negative energies within Gaol, perhaps due to the influence of Khaldeep, the city's patron deity.

Sirenia — Perched atop a promontory in the Fallen Mountains stands the magnificent city of Sirenia. The walls of the city are a towering sixty feet high, and covered in a white rock that glistens in the pale light of the watcher. Magnificent towers along the walls protect the city from airborne attacks; their rotating turrets being equipped by ballista machines.

The city is divided into three main sections. The lower city is formed from a series of walled terraces along the approaches to the fortified walls. Here reside the serf slaves that support the city by growing gas polyps, sword beans, and the few other barely edible growths that can survive on this plane. Their activities are guarded by patrols of the Gallard, the well-trained slave warriors who perform most martial activities for the city masters.

Within the main city walls itself are the various sprawling structures that provide living and working spaces for most of the city residents. At the very peak of the promontory is the magnificent inner city where dwell the jadrow. These beautiful creatures are the true rulers of the city, although of course they use a puppet government composed of their more trusted minions to put a face on their rule.

The entire city is a study in elegant architecture and fine works of artistry. Anybody traveling here will find sculpted spectacles and beautiful buildings around every corner. No effort has been spared to give the city a magnificent edifice, and there is almost always some additional work in progress to enhance its appearance. Even the lower city possesses buildings and monuments that would be the envy of a capitol city on most worlds.

But there is something entirely unnatural and unwholesome about the city. The populace seems vacuous and compliant to anyone who dictates their activities. All are listless, overly happy, and untroubled by the dangers of this plane. Many wear finely decorated facial masks and elegant clothes to

cover the marks that disease has left upon their body.

Even the city architecture doesn't seem quite right, and it has an alien quality to it that constantly evokes a feeling of disturbance and entrapment. Any outsiders wandering around the city for a few hours will begin to have an eerie suspicion that they are being watched, although there may be no signs of anybody following.

The entire population of Sirenia is under the close control and coordination of the jadrow city masters. These creatures possess an extensive spy network throughout the city, and all unusual activities are recorded in great detail. Many of the residents have been subjected to multiple forms of mind-affecting magic, and this has left its mark upon their psyche. The locals are almost zombie-like in their lack of innate curiosity, and, although they are blandly happy, they have become like sheep under the manipulative control of their rulers.

An exception to this state of affairs is the Gallard, the members of the city guard, who are watchful, dedicated, and more than willing to sacrifice themselves to serve their duty. They yet possess sufficient self-will to aggressively drive off invaders, although they are utterly submissive to the will of their commanders. The Gallard possess quality weapons, armor, and shields, all made in an elegant style as if intended for a show of martial splendor. But like the city itself, there is something not quite right about the guards, and they are as much slaves as any of the other city residents.

The most well-treated and lavishly-supported residents of the city are the mater artisans. The city guilds require high standards of quality, and the local artisans possess an exceptional level of training in their craft. It is not unusual for the residence of a master artisan to have multiple servants, exquisite works of art, and approach the dimensions of a mansion. Master artisans are carefully supported by their jadrow patrons, and as little magic as possible is used to command them. Instead they are seduced by pleasures, financial rewards, and high esteem. As a result the artisans are still free spirits who stand in sharp contrast with the broken residents of the city.

Most of the jadrow reside exclusively in the gleaming upper city, and rarely deal directly with most of the city residents unless it is to put down the occasional sign of rebellion. They exist in a style of luxury only known by royalty on other worlds; their stunning residences constructed over untold centuries by back-breaking labor and exquisite artistry. Countless servants provide their every whim, or serve as sports for their entertainment.

In the upper city the politics of the jadrow hold sway, and there are untold numbers of plots underway at any time. The buildings and halls contain countless secret passages so that the jadrow may spy upon each other. Many traps lie in wait for the unwary, most not even apparent after they have been triggered. Few who enter here find they are able to leave without becoming party to the schemes of the jadrow or having their will crushed under potent magical enchantments.

The influence of the jadrow extends far beyond the walls of Sirenia, and their plots are constantly intertwined in the battles and wars of the plane of Gaol.

Waeloft — Located amidst a maze of chasms deep underground, this fortified city is considered the capitol of the reen. The massive, isolated central island of rock has been formed into a citadel containing the palace of the royal family, a grand temple to the goddess Iersheen, barracks of the city guard, hall of justice, several residential suites, city public grooming suites, and a complex of storage chambers and shelters. The Royal District is elaborately decorated with marble structures, fine works of art in jade, gold, silver, and marble, and elaborate chambers of pools and fountains. There is also a great hall where the royal family of the reen sits court. Deep below the hall of justice lies the large prison complex, where criminals and captives are held in cells sunk deep into the rock.

Surrounding the citadel island are seven fortified complexes that are home to the large majority of the city residents. These districts are linked to the citadel, and to each other by means of fortified stone bridges that can be readily defended from the firing ports above the gates. Each district is intended to be self-sufficient in case of attack, with all approaches guarded by massive moveable barriers, trap doors, defensive positions, and the city gates. There are also secret sally ports that the guards can use to emerge in the heart of an invading force.

The eight districts of the city serve different purposes within the local economy. Each of these districts bears their own name in the reen language, and each is decorated in a distinctive style according to the orderly nature of the reen. Most are kept clean and clear of trash, and patrols of reen guards regularly visit each district.

The Tunnywid and Linderloft districts are located

near large cavern complexes where much of the food stuffs are grown that supply the city. These caverns are continually illuminated by magical means, and are used to grow a variety of hearty grain and raise large, flightless birds for meat. The meat from these birds is prized by wealthy rulers on the surface, and forms a valuable trade item for a network of smugglers carefully controlled and managed by the Reen.

The Tunnywid district also contains a large natural chamber crossed by a flowing underground stream of clear, clean water. The reen craftsmen have diverted part of this water to irrigate the nearby crop caverns, and to supply much of the city's water needs.

Three of the sections are primarily residences for the reen and other city residents. The Kilncraft district contains the mercantile section where many of the city craftsmen live and work, and is also where several academies of training are located. The carefully guarded Dunrum district is primarily an area for visitors to the city, as well as the majority of the non-reen residents. Finally the Thingeloft district has become the poorer section of the city, and here is where many of the less savory activities of the city take place. While the city guard make great efforts to keep these activities under control, there is still a certain amount of illicit activity taking place in the hidden corners of this district.

Of the other two districts, the Brigread district contains the main city market square, a multitude of warehouses, the Gainstock arena for the entertainment of the masses, stables for beasts used to travel the underground ways, and various other miscellaneous chambers and structures. Finally the Giltdrawn district is mostly devoted to the arts, and it is here that some of the more successful reen dwell. There are chambers of the musical arts, a museum of ancient reen antiquities and history, and a great hall dedicated to the golden dragon Zaldetrux, who was their closest ally and friend for many decades.

All told the city of Waeloft contains over 27,000 residents, the large majority being reen. The city has an open door policy for refugees who found themselves trapped in the prison plane, and many of these newcomers have permanently settled in the Dunrum district and contributed much to the city. However there is a low tolerance for disruptive or criminal behavior in the city, and such miscreants will quickly find themselves locked away in the city prison or else banished forever.

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