Bestiary

Malfearous



Creatures of the West

OGL 3.5

Bestiary Malfearous

By
Stephen C. Klauk

Edited by
John Klauk

Illustrations by
Jason Ruehl
Stephen C. Klauk

Special Thanks

To my Friday Night Players for letting themselves be mauled by the creatures herein in the name of playtesting. Also, to the members of PlanetAD&D, whose insight and passion for the D&D game helped to better many of these monsters and gave me a place to bounce ideas off people before they inadvertently killed somebody's real character. Also, many thanks to Sean Macdonald and his amazing creature creator at the Kencyclopedia – it has saved me many hours of tedious work. Well done Sean!

Playtesters

The (Original) Friday Night Random Campaign: Kenneth, Ryan, Dallas, Charles & Krystal

Compatible with the 3.5 version of the world's most popular fantasy roleplaying game.

Introduction

It took twenty years to make this book.

Of course, this wasn't continuous work. The first few ideas for monsters came from short stories I wrote in my youth – namely the ideas for the baetle, sand dwarves, the arctic-fire dragon and skelekings (at that time called skelatons – I had a penchant for misspelling things on purpose to make new monsters). Back even before this, I had creatures that might only be now expressed as templated creatures – a fiendish half-gold red dragon named Dreadful Nightmares, to name one. One of those stories that spawned these creatures, about two sslaunn, a dwarf and a demigod named Tuma, even won me a local writing award.

Back then, I had little knowledge about D&D® – yeah, I had been playing it since about '79, but I knew nothing of an "advanced version" during my formative years of play. Most of the games I ran were free form, since I couldn't take the dice to school, and we only had about an hour at most to play at any given time. This all started back around 1981, and in 1985 or so, something miraculous came about – the Monster Manual II®. Within its hallow pages was a single shining statement that birthed these very creatures. The idea, that one day, there may be more books on monsters.

I so wanted to be involved in that process. It was then, on a single sheet of loose-leaf paper that I started to write down names for creatures I wanted to make. Some of them were just names, some were creatures I had already used either in my story writings or in my games.

In my spare time – which I had more of in my younger years – I worked on fleshing out each creature. Some, which had merely been a name scratched onto paper, taunted me to come up with something inspiring enough to fit their odd names. Others just came into being unbidden, as if they had just been waiting for the chance to see the light of day. As the editions of D&D® marched on, so too did my list, though with each edition change, I didn't seem to get as far along in my list of monsters.

Then came 3rd edition. Suddenly, while monsters were much more detailed than in previous editions, they were also much more tedious. The complexity of converting the monsters began to reach the point of a slow drift into insanity, and I fretted I would never complete my project.

Thankfully, the computer came to my rescue. With the aid of the wonderful creature creator at the Kencyclopedia, I was able to let the computer crank out the monsters, and I could worry about the details of taking the creature beyond a soup of stats and make it seem like a believable, detailed creature.

Of course, then 3.5 came out, and I had to go back through everything I had made and recalculate (and I am hoping that I got everything correct, finally). Luckily, once again, the Kencyclopedia came to my rescue.

It's been an arduous journey to this point, but I must say that I have enjoyed it immensely. I have a thriving campaign world on the verge of being published, and these grand old creatures – which started the whole project so long ago, are the forbearers of things to come.

I still haven't stopped creating creatures; in fact, there are still another two books to come – let's hope it doesn't take another twenty years to put together.

D&D, Monster Manual II are registered trademarks of the Wizards of the Coast, and their use above is not meant as a challenge to that trademark.

Artist's Introduction

I want to thank my Mom and Dad for fueling my interest in art and mythology, and encouraging me in all my pursuits; Stephen for giving me this opportunity to publish my artwork; and Cole Austin and the members of PlanetADnD.com for their critiques and suggestions on my illustrations for this book.

I couldn't have done it without you!

Jason Ruehl

Index

Introduction 2
Artist's Introduction 2
Index 3
Monsters by Type 7
Monsters Introduction 10
Reading The Entries 10
Statistics Block *10*
Description Block *15*
Open Content 16
Acid Frog 17
Acidion 18
Acidion Miner *19*
Adaptoid 20
Albino Guardian Cobra 21
Amazon 22
Amazon Huntress *23*
Amazon Mankiller *24*
AnimalFolk 25
Badgerfolk 28
Badgerfolk Mercenary *28*
Badgerfolk Berserker *29*
Animix 30
Vermix *31*
Animix Animal Forms 31
Combat Forms *31*
Disguise Forms *32*
Scout Forms *32*
Multi-purpose Forms *33*
Travel Forms *33*
All Other Animal Forms *33*
Asqua 34
Asqua Seacaster *35*
Asunder 36
Aunto 37
Automatia 39
Automatia Minotaur 40
Avatar, Technological 41
Technological Avatar of Apollo 42
Bachantail 44
Backknife 45
Backknife Unseen Blade *47*
Backknife Assassin *47*
Slugknife 48
Baetle 51
Banshee Beast 52
Bat, General 53
Blaze Bat 54
Blaze Bat Swarm 54
Butcher Bat 55
Crystal Bat 56
Crystal Bat Swarm 56
Darknight Bat 57
Darknight Bat Shadoweer *58*
Darknight Bat Hand of Shadow *58*
Darknight Bat Soulthief *59*
Enfolder Bat 60
Enfolder Bat Will of the Wind *61*
Enfolder Bat Death Curtain *61*
Bejorn 62
Bejorn Mastermind *63*
Birds of Renown 64
Harmonic Nightingale 65
Harmonic Nightingale Bard *66*
Harmonic Nightingale Minstrel *67*
Harmonic Nightingale Maestro *67*
Owl of Wisdom 68
Owl of Wisdom Cleric *69*
Owl of Wisdom Mystic *70*
Owl of Wisdom Prophet *70*
Pirate Parrot 71
Pirate Parrot Buccaneer *72*
Pirate Parrot First Mate *72*
Pirate Parrot Sea Captain *73*
Rogue Raven 74
Rogue Raven Wanderer *75*
Rogue Raven Seeker *75*
Rogue Raven Findsman *76*
Swashbuckler Sparrow 77
Swashbuckler Sparrow Errant *78*
Swashbuckler Sparrow Duelist *78*
Swashbuckler Sparrow Guardian *79*
Swashbuckler Sparrow Swarm *79*
WarHawk 80
Warhawk Paladin *81*
Warhawk Defender *81*
Warhawk Justicar *82*
Wizard Jay 83
Wizard Jay Diviner *84*
Wizard Jay Invoker *85*
Wizard Jay Archmage *85*
Blackmount 86
Bladegrass Behemoth 87
Borropi 88
Bronze Lion 90
Burglarcat 91
Burglarcat Rogue *92*
Burglarcat Con Artist *93*
Burglarcat Prince *93*
Cadriff 95
Cadriff Prowler *96*
Cadriff Caretaker *97*
Cadriff Forestkeeper *97*
Chamber Pudding 98
Chita 99
Chita Brother *100*
Chita Master *101*
Chita Lord *101*
Clops 103
Megaclops 103
Triclops 105
Cobra Dragon 107
Corragon 108
Creepwood 110
Crocdad 111
Death Beater 112
Demon, Infernix 113
Common Infernix 113
Common Infernix 114
Advanced Infernixes 115
Black Infernix 117
Green Infernix 118
Red Infernix 119
Silver Infernix 120
Infernix Lord 121
Demon 123
Leppon Demon 124
Paugguard Demon 125
Desert Mold 126
Devilbloom 128
Devilhand 130
Devilhand Myrmidon *132*
Devilhand Hellspawn *132*
Dire Chicken 133
Doomskull 134
Dracogorgamira 135
Dragon, General 136
Amber Dragon 141
Archer Dragon 143
Arctic-Fire Dragon 145
Black Shadow Dragon 147
Ceramic Dragon 149
Gray Dragon 151
Lancor Dragon 153
Orange Dragon 155
Paper Dragon 157
Pearl Dragon 159
Purple Dragon 161
Sky Dragon 163
Storm Dragon 165
Tyrannodragon 167
Yellow Dragon 169
Xaven Dragon 171
Dragonfolk, Algalue 173
Algalue Mercenary *175*
Algalue Champion *175*
Algalue Hero *176*
Dragonfolk, Tyres Haul 177
Tyres Haul Sorcerer *178*
Tyres Haul Arcanist *179*
Tyres Haul Dracon *179*
Dragonsnail 180
Drake 181
Black Drake 182
Blue Drake 183
Green Drake 184
Red Drake 185
White Drake 186
Drakeroot 187
Dread Cat 188
Dread Kitten 189
Dread Fey 190
Dreader 192
Dreader Ranger *193*

Dreader Stalker *194*
DUVAPOLUS 195
DWARF, GENERAL 196
Coral Dwarf 198
Coral Dwarf Peacekeeper . *199*
Coral Dwarf Tidewalker ... *199*
Coral Dwarf Tsunami *200*
Desert Dwarf 201
Desert Dwarf Nomad *202*
Desert Dwarf Dervish *203*
Desert Dwarf Sheik *203*
Ice Dwarf 205
Ice Dwarf Cold Rager *206*
Ice Dwarf Iceblood *207*
Ice Dwarf Iceheart *207*
Sand Dwarf 208
Sand Dwarf Scout *209*
Sand Dwarf Infiltrator *210*
Sand Dwarf Unseen Killer *211*
ELEMENTAL, PLANT 212
ELEMENTAL BONFIRE LORD 214
ELEMENTAL EARTHQUAKE LORD 216
ELEMENTAL RIPTIDE LORD 218
ELEMENTAL TORNADO LORD 219
ELEMENTAL TORNADO LORD 220
ELF, GENERAL 223
Ash Elf 224
Ash Elf Deceiver *226*
Falcon Elf 227
Falcon Elf Skymage *228*
Falcon Elf Skyknight *229*
Falcon Elf Aerial Lord *230*
Light Elf 231
Light Elf Glamour *234*
Light Elf Protector *234*
Surf Elf 235
Surf Elf Wavemaker *236*
Surf Elf Lifeguard *237*
Surf Elf Lifekeeper *237*
Shadow Elf 239
Shadow Elf Enticer *240*
Shadow Elf Secretkeeper ... *241*
Shadow Elf Shadowlord *241*
EYE SALAMANDER 242
EYE SALAMANDER 243
FALCONI 244
FAUXFOLK 245
Fauxfolk Troublemaker *246*
Fauxfolk Agent *247*
Fauxfolk Spy *247*
FISTOR 248
FLAME-INGO 249
FOROK 250
Forok Warlock *252*
FURCAP 253
GARAGATOR 254
GHARGOYLE 255
GIANT, GENERAL 256
Rock Giant 257
Shadow Giant 259
Wind Giant 261
Wind Giant Messenger *263*
GLEMLI 264
Glemli Bellringer *265*
Glemli Courtier *266*
Glemli Balladeer *266*
GLITCHEN 267
GNOME, GENERAL 268
GOANE DOUA 269
GOBLIN BEAST 270
Goblin Boar 270
GOBLINOID, GENERAL 271
GOLDEN UNICORN 272
GOLEM, TECHNOLOGICAL 274
GORGONA 276
Gorgona Offspring 277
GOSS 278
Goss 279
Blue Goss 280
Elder Goss 282
GUADWARRIOR 284
Demiguad Warrior 285
Demiguad Elf Warrior *286*
Demiguad Elf Mercenary . *287*
Demiguad Elf Myrmidon .. *287*
Demiguad Elf Archer *288*
Gleaming Guadwarrior 289
Gleaming Guadwarrior Battlehardened *290*
Gripper Guadwarrior 292
Moaner Guadwarrior 293
Spirit Guadwarrior 294
GUAZ DE 295
Guaz De Shapeshifter *296*
Guaz De Changelord *297*
Guaz De Master of Subterfuge *297*
HALFLING, GENERAL 299
Dark halfling 300
Dark Halfling Creeper *302*
Dark Halfling Watchman .. *302*
Dark Halfling Don *303*
Hairfoot Halfling 304
Hairfoot Halfling Sergeant *305*
Hairfoot Halfling Lieutenant *305*
Hairfoot Halfling Sheriff .. *305*
Stout Halfling 306
Stout Halfling Sojourner ... *307*
Stout Halfling Marshall *307*
Stout Halfling Governor ... *308*
HAUK 309
Hauk Wingman *310*
Hauk Winged Knight *310*
Hauk Cloudmaster *311*
HERMAPHRODITE 312
Hermaphrodite Lyricist *313*
Hermaphrodite Entertainer *314*
Hermaphrodite Courtier ... *314*
HUMAN, GENERAL 315
Aegyptian Human 315
Aegyptian Human 316
Aegyptian Sergeant *317*
Aegyptian Charioteer *317*
Aegyptian Pharaoh's Guard *318*
Afarian Human 319
Afarian Mercenary *320*
Afarian Myrmidon *320*
Afarian Hero *321*
Aharati Human 322
Aharati Brave *323*
Aharati Spirit Warrior *324*
Aharati Chief *325*
Aztec Human 326
Aztec Jaguar Warrior *327*
Aztec Eagle Warrior *328*
Aztec War Priest *328*
Dhoric Human 329
Dhoric Centurion *330*
Dhoric Spatzi *330*
Dhoric Spatzi *331*
Dhoric Augustus *331*
Ghan Human 333
Ghan Horseman *334*
Ghan Horselord *335*
Ghan Horse Khan *336*
Nippon Human 337
Nippon Samurai *338*
Nippon Enlightened Warrior *339*
Nippon Mystic Blade *339*
Randese Human 340
Randese Mamaluke *341*
Randese Saracen *342*
Randese Seleucid *342*
Ubunti Human 343
Ubunti Xhosa Slinger *344*
Ubunti Zulu Spearman *345*
Ubunti Shaka Swordsman . *345*
Skierian Human 346
Skierian Sahib *347*
Skierian Sirdar *348*
Skierian Maharajah *348*
HUMSLAYER 349
HUNDRA 350
ID BEAST 352
INFERNUS MANTIS 353
IRON EAGLE 354
IRONCLAD FALCON 356
JAVANA 357
Javana Spinner *358*
Javana Tailor *359*
Javana Weaver *359*
JUNGO 360
K'LESS TAU 361
K'less Tau 361
Great Tau 363
KARROCK 365
KEEPER 366
KET-TET-KNECK 368

Ket-tet-kneck Harrier *369*
Ket-tet-kneck Eater of the Dead *370*
Ket-tet-kneck Devourer of Souls *371*
KHAO TOJI 372
Khao Toji Raider *373*
Khao Toji Bounty Hunter .. *374*
Khao Toji Elf Hunter *374*
KOBOLD, GENERAL 375
Kobold Trapper *375*
Kobold Sorcerer *376*
Kobold Lord of Scales *377*
KORAX 378
LAVA BLOB 379
LEODUSA 380
LICH, CYBER 381
Cyberlich Initiate 383
Cyberlich Cyborg *384*
Cyberlich Android *384*
Cyberlich Mechanoid *385*
LIVING DEAD 386
Living Dead Human Commoner 387
Living Dead Plaguebearer *388*
Living Dead Lord of Disease *388*
LYCAN, GENERAL 389
Lycan Feats *389*
Tiger Lycan 392
Tiger Lycan Samurai *393*
Tiger Lycan Champion *393*
LYCANTHROPE, GENERAL 394
Werebadger 400
Werebadger Loner *402*
Werebadger Hermit *403*
Giant WereEagle 404
WereEagle Overseer *405*
WereEagle Azure Lord *406*
Werehorse 407
Werehorse Runner *408*
Werehorse Windrunner *409*
Giant Wereowl 410
Giant Wereowl Savant *411*
Wereowl Yogi *412*
Wereraven 413
Wereraven Scavenger *415*
Wereraven Collector *416*
Werespider 417
Werespider Skulker *419*
Werespider Arachlord *419*
Werespider Arachlord *420*
Werethrush 421
Werethrush Gallivanter *423*
Werethrush Rover *424*
MAGEBORN 425
Mageborn True Sorcerer .. *426*
Mageborn Enchanter *427*
Mageborn Chosen *427*
MAGIC MONKEY 428
MAKALK MEREKA 429
Makalk Mereka Acrobat ... *430*
Makalk Mereka Skimmer .. *431*
Makalk Mereka Warlord .. *431*
MANDRAGON 432
MANGYCORE 433
MANTRAP 434
MASSMORPHER 435
MAUGHTLEY 437
Maughtley Rager *439*
Maughtley Dwarfkiller *439*
MEGLASS 440
Meglass Degenerate *442*
Meglass Talon of Doom ... *442*
MENTEN 443
Enforcer 444
Menten Enforcer Eldritch Brain *445*
Menten 446
Menten Aristocrat *449*
Menten Harbinger *449*
Menten Sorcerer 450
Menten Sorcerer Secretkeeper *451*
Menten Sorcerer Razer *452*
Thrallkin 453
Thrallkin Slaveherder *455*
Thrallkin Aspirant *455*
METAL BLACK PANTHER 456
METHANE SHARK 457
MIANKIN 459
MINIEZYE 460
MIXIE 462
MOKAPPIN 464
MUGETET 465
MUNDOG 467
N'RAD 468
NATU 470
NEMENTOR 471
Nementor Apprentice *472*
Nementor Hellmage *473*
Nementor Hellbinder *473*
OCCULUS 474
OLANGEUSO 476
ORM, GENERAL 477
Blood Orm 478
Fire Orm 479
Frost Orm 480
PEGICORN 481
Pegicorn Defender 482
PHARAOH'S GUARD 483
PLAINSRUNNER 484
PUMMELWOOD 485
REBEL DANCER 486
REDBONES 487
RHUTHA 489
ROCKMORPH 490
RUBBULION 491
SIEGE KNIGHT 492
SHRIEK HORROR 493
SHRUBFOLK 494
Shrubfolk Knight of Knie .. *495*
Shrubfolk Knight of Ikney . *496*
Shrubfolk Knight of Womg *496*
SIPCHLORAS 497
Sipchloras Marauder *498*
Sipchloras Plaguewright ... *499*
SKELEKING 500
Skeleking Duke *501*
Skeleking Baron *502*
Skeleking Warrior-King *502*
SKULLEON 503
SLIPNAER 504
SPACE SPORE 505
SPACE SPORE SPAWN 507
Sample Space Spore Spawn .. 508
Space Spore Spawn Scout . *509*
Space Spore Spawn Warrior *509*
Space Spore Spawn Symbiote *509*
SSLAUNN 510
Dryad Sslaunn 511
STORMBRINGER 512
TAMANI 513
TAURII 515
Taurii Captain *517*
Taurii General *517*
Taurii WarKing *517*
TECHNOBEAST 518
TechnoWarhorse 519
TETHER OOZE 520
TROLL, GENERAL 521
Common Troll 522
Common Troll Veteran *523*
Common Troll Warlord *523*
Feral Troll 524
Feral Troll Mauler *525*
Feral Troll Decapitator *525*
High Troll 526
High Troll Hexer *528*
High Troll Trollock *529*
Mud Troll 530
Night Troll 531
Roarin 532
TUNDRABEAST 533
TYRANNOSPHERE 533
TYRANNOSPHERE 534
UGLAMA 536
Uglama Pensive *537*
Uglama Forester *538*
UNICERIS 540
UNITEREA 541
VERGUNG 542
VIPERLISK 543
VOID OOZE 544
WARGOG 545
WATCHER IN THE WOODS 547
WARLOCK, IMMORTAL 549
WAVEWOULF 551
WARRIORKIN, GENERAL 552
Adamantine Warriorkin 553
Bearded Warriorkin 554

Black Warriorkin 555
Bone Warriorkin 556
Crystal Warriorkin 557
Gold Warriorkin 558
Leather Warriorkin 559
Longeared Warriorkin 560
Quilted Warriorkin 561
Steel Warriorkin 562
Tin Warriorkin 563
Wood Warriorkin 564
ZAMADON 565
Zamadon Spartan *566*
Zamadon Hoplite *566*
ZOOTHOLINIC 567
MONSTERS BY CR 568
CUSTOMER SUPPORT 573
MONSTER TOKENS 574
Questions & Answers 609
Errata 611

Monsters by Type

The monsters are listed below according to their type or subtype.

Aberration: Acidion, Great Tau (K'less Tau), Javana, K'less Tau, Mandragon, Massmorpher, Mugetet, Slugknife, Spirit Guadwarrior (Guadwarrior), Occulus, Sipchloras, Tyrannosphere, Vergung, Wargog, Zootholinic

(Air): Blue Goss (Goss), Elder Goss (Goss), Goss, Makalk Mereka, Methane Shark, Sky Dragon (Dragon), Slipnaer, Storm Dragon (Dragon), Stormbringer, Wind Giant (Giant)

Animal: Bachantail, Dire Chicken, Falconi, Rhutha

(Aquatic): Bachantail, Surf Elf (Elf), Mokappin

(Augmented Human): Mageborn

(Avian): Hauk

(Chaotic): Ash Elf (Elf), Black Infernix (Demon, Infernix), Common Infernix (Demon, Infernix), Devilbloom, Green Infernix (Demon, Infernix), Gripper Guadwarrior (Guadwarrior), Leppon (Demon), Paugguard (Demon), Red Infernix (Demon, Infernix), Silver Infernix (Demon, Infernix)

(Cold): Arctic Fire Dragon (Dragon), Frost Orm (Orm), Roarin (Troll), Tundrabeast

Construct: Adamantine Warriorkin (Warriorkin), Automatia Minotaur, Bearded Warriorkin (Warriorkin), Black Warriorkin (Warriorkin), Bone Warriorkin (Warriorkin), Bronze Lion, Crystal Warriorkin (Warriorkin), Cyberlich, Doomskull, Fistor, Gold Warriorkin (Warriorkin), Id Beast, Leather Warriorkin (Warriorkin), Longeared Warriorkin (Warriorkin), Metal Black Panther, Pharaoh's Guard, Quilted Warriorkin (Warriorkin), Rockmorph, Siege Knight, Steel Warriorkin (Warriorkin), Technological Avatar of Apollo (Avatar, Technological), Technological Golem (Golem, Technological), Technowarhorse, Tin Warriorkin (Warriorkin), Wood Warriorkin (Warriorkin)

Demon: Black Infernix (Demon, Infernix), Common Infernix (Demon, Infernix), Green Infernix (Demon, Infernix), Leppon (Demon), Paugguard (Demon), Red Infernix (Demon, Infernix), Silver Infernix (Demon, Infernix)

Dragon: Amber Dragon (Dragon), Archer Dragon (Dragon), Arctic Fire Dragon (Dragon), Banshee Beast, Black Drake (Drake), Black Shadow Dragon (Dragon), Blood Orm (Orm), Blue Drake (Drake), Ceramic Dragon (Dragon), Corragon, Dragonsnail, Fire Orm (Orm), Frost Orm (Orm), Goane Doua, Gray Dragon (Dragon), Green Drake (Drake), Lancor Dragon (Dragon), Orange Dragon (Dragon), Paper Dragon (Dragon), Pearl Dragon (Dragon), Purple Dragon (Dragon), Red Drake (Drake), Sky Dragon (Dragon), Storm Dragon (Dragon), Tundrabeast, Tyrannodragon (Dragon), White Drake (Drake), Yellow Dragon (Dragon), Xaven Dragon (Dragon)

(Dwarf): Coral Dwarf (Dwarf), Desert Dwarf (Dwarf), Ice Dwarf (Dwarf), Sand Dwarf (Dwarf), Werebadger (Lycanthrope)

(Earth): Archer Dragon (Dragon), Ceramic Dragon (Dragon), Corragon, Elemental Earthquake Lord, Ghargoyle, Gray Dragon (Dragon), Ironclad Falcon, Lancor Dragon (Dragon), Lava Blob, Mugetet, Paper Dragon (Dragon), Pharaoh's Guard, Purple Dragon (Dragon), Rock Giant (Giant), Rockmorph, Rubbulion, Tyrannodragon (Dragon), Uglama, Uniterea, Yellow Dragon (Dragon)

Elemental: Blue Goss (Goss), Elder Goss (Goss), Elemental Bonfire Lord, Elemental Earthquake Lord, Elemental Riptide Lord, Elemental Tornado Lord, Goss, Plant Elemental (Elemental, Plant), Stormbringer, Uniterea

(Elf): Ash Elf (Elf), Demiguad Elf (Guad), Falcon Elf (Elf), Light Elf (Elf), Surf Elf (Elf), Shadow Elf (Elf), Wereeagle (Lycanthrope), Werespider (Lycanthrope)

(Evil): Ash Elf (Elf), Asunder, Baetle, Bejorn, Black Infernix (Demon, Infernix), Common Infernix (Demon, Infernix), Devilbloom, Infernus Mantis, Green Infernix (Demon, Infernix), Red Infernix (Demon, Infernix), Silver Infernix (Demon, Infernix), Skeleking

(Extraplanar): Adamantine Warriorkin (Warriorkin), Asunder, Baetle, Bearded Warriorkin (Warriorkin), Black Infernix (Demon, Infernix), Black Warriorkin (Warriorkin), Blue Goss (Goss), Bone Warriorkin (Warriorkin), Common Infernix (Demon, Infernix), Crystal Warriorkin (Warriorkin), Devilbloom, Gold Warriorkin (Warriorkin), Devilhand, Elemental Bonfire Lord, Elemental Earthquake Lord, Elemental Riptide Lord, Elemental Tornado lord, Green Infernix (Demon, Infernix), Leather Warriorkin (Warriorkin), Longeared Warriorkin (Warriorkin), Infernus Mantis, Leppon (Demon), Occulus, Paugguard (Demon), Quilted Warriorkin (Warriorkin), Rebel Dancer, Red Infernix (Demon, Infernix), Silver Infernix (Demon, Infernix), Steel Warriorkin (Warriorkin), Tin Warriorkin (Warriorkin), Uniterea, Wargog, Wood Warriorkin (Warriorkin)

(Feline): Cadriff, Chita, Dreader

Fey: Animalfolk, Asqua, Dread Fey, Dryad Sslaunn, Glemli, Khao Toji, Miankins, Miniezye, Mixie, Mokappin, N'rad

(Fire): Amber Dragon (Dragon, Amber), Arctic Fire Dragon (Dragon, Arctic Fire), Blood Orm (Orm), Dragonsnail, Elder Goss (Goss), Elemental Bonfire Lord, Flame-ingo, Forok, Goss, Lancor Dragon (Dragon), Lava Blob, Orange Dragon (Dragon), Redbones

Giant: Forok, Megaclops (Clops), Rock Giant (Giant), Shadow Giant (Giant), Triclops (Clops), Uglama, Wind Giant (Giant)

(Goblinoid): Backknife, Common Troll (Troll), Fauxfolk, Feral Troll (Troll), High Troll (Troll), Mud Troll (Troll), Night Troll (Troll), Roarin (Troll)

(Gnome): Werethrush (Lycanthrope)

(Halfling): Dark halfling (Halfling), Hairfoot Halfling (Halfling), Kendling Halfling (Halfling), Stout Halfling (Halfling), Wereraven (Lycanthrope)

Humanoid: Aegyptian Human (Human), Afarian Human (Human), Amazon, Aharati Human (Human), Aztec Human (Human), Backknife, Cadriff, Chita, Common Troll (Troll), Coral Dwarf (Dwarf), Dark halfling (Halfling), Desert Dwarf (Dwarf), Dhoric Human (Human), Feral Troll (Troll), Ghan Human (Human),

High Troll (Troll), Lycan, Ice Dwarf (Dwarf), Hairfoot Halfling (Halfling), Hauk, Kendling (Halfling), Mageborn, Mud Troll (Troll), Night Troll (Troll), Nippon Human (Human), Randese Human (Human), Roarin (Troll), Sand Dwarf (Dwarf), Skierian Human (Human), Shadow Elf (Elf), Stout Halfling (Halfling), Ubunti Human (Human), Werebadger (Lycanthrope), Wereeagle (Lycanthrope), Werehorse (Lycanthrope), Wereowl (Lycanthrope), Wereraven (Lycanthrope), Werespider (Lycanthrope), Werethrush (Lycanthrope), Zamadon

(Human): Aegyptian Human (Human), Afarian Human (Human), Aharati Human (Human), Aztec Human (Human), Dhoric Human (Human), Ghan Human (Human), Nippon Human (Human), Randese Human (Human), Skierian Human (Human), Ubunti Human (Human), Werehorse (Lycanthrope), Wereowl (Lycanthrope)

(Incorporeal): Black Dragon Shadow (Dragon), Death Beater, Id Beast, Keeper, Night Troll (Troll), Moaner Guadwarrior (Guadwarrior), Spirit Guadwarrior (Guadwarrior), Tether Ooze, Void Ooze

(Lawful): Gleaming Guadwarrior (Guadwarrior), Light Elf (Elf)

Magical Beast: Acid Frog, Albino Guardian Cobra, Animix, Blackmount, Blaze Bat (Bat, Amberosian), Borropi, Burglarcat, Butcher Bat (Bat, Amberosian), Cobra Dragon, Crocdad, Crystal Bat (Bat, Amberosian), Darknight Bat (Bat, Amberosian), Dracogorgamira, Dread Cat, Dread Kitten, Duvapolus, Enfolder Bat (Bat, Amberosian), Eye Salamander, Flamingo, Furcap, Garagator, Goblin Boar, Golden Unicorn, Gorgona, Harmonic Nightingale (Birds of Renown), Hundra, Iron Eagle, Ironclad Falcon, Leodusa, Magic Monkey, Mangycore, Methane Shark, Mundog, Olangeuso, Owl of Wisdom (Birds of Renown), Pegicorn, Pirate Parrot (Birds of Renown), Plainsrunner, Rogue Raven (Birds of Renown), Slipnaer, Swashbuckler Sparrow (Birds of Renown), Uniceris, Viperlisk, Warhawk (Birds of Renown), Watcher in the Woods, Wavewoulf, Wizard Jay (Birds of Renown)

Monstrous Humanoid: Algalue (Dragonfolk), Dreader, Fauxfolk, Guaz De, Ket-tet-kneck, Makalk Mereka, Maughtley, Meglass, Surf Elf (Elf), Menten, Menten Enforcer (Menten), Menten Sorcerer (Menten), Menten, Taurii, Thrallkin (Menten), Rebel Dancer, Tyres Haul (Dragonfolk)

Ooze: Chamber Pudding, Lava Blob, Rubbulion, Void Ooze

Outsider: Adaptoid, Ash Elf (Elf), Asunder, Aunto, Baetle, Bejorn, Black Infernix (Demon, Infernix), Common Infernix (Demon, Infernix), Demiguad Elf (Guadwarrior), Devilhand, Gleaming Guadwarrior (Guadwarrior), Green Infernix (Demon, Infernix), Gripper Guadwarrior (Guadwarrior), Immortal Warlock (Warlock, Immortal), Infernus Mantis, Leppon (Demon), Light Elf (Elf), Moaner Guadwarrior (Guadwarrior), Nementor, Paugguard (Demon), Red Infernix (Demon, Infernix), Silver Infernix (Demon, Infernix)

(Native): Ash Elf (Elf), Bejorn, Demiguad Elf (Guadwarrior), Gleaming Guadwarrior (Guadwarrior), Gripper Guadwarrior (Guadwarrior), Immortal Warlock (Warlock, Immortal), Light Elf (Elf), Moaner Guadwarrior (Guadwarrior), Stormbringer

Plant: Bladegrass Behemoth, Creepwood, Desert Mold, Devilbloom, Drakeroot, Glitchen, Humslayer, Jungo, Korax, Mantrap, Natu, Plant Elemental (Elemental, Plant), Pummelwood, Shriek Horror, Shrubfolk, Space Spore, Space Spore Spawn

(Reptilian): Albino Guardian Cobra, Algalue (Dragonfolk), Cobra Dragon, Hundra, Mandragon, Viperlisk

(Shadow): Black Dragon Shadow (Shadow), Shadow Elf (Elf), Shadow Giant (Giant)

(Shapechanger): Animix, Fauxfolk, Dryad Sslaunn, Guaz De, Lycan, Massmorpher, Werebadger (Lycanthrope), Wereeagle (Lycanthrope), Werehorse (Lycanthrope), Wereowl (Lycanthrope), Wereraven (Lycanthrope), Werespider (Lycanthrope), Werethrush (Lycanthrope)

(Swarm): Blaze Bat Swarm (Bat), Crystal Bat Swarm (Swarm), Space Spore, Swashbuckler Sparrow Swarm (Bird of Renown)

(Titan spawn): Amazon, Hermaphrodite, Zamadon

Undead: Death Beater, Ghargoyle, Karrock, Keeper, Living Dead, Redbones, Skeleking, Skulleon

Vermin:

(Water): Blood Orm (Orm), Elemental Riptide Lord, Pearl Dragon (Dragon)

The following is a list of creatures that have access to spells, psionics, divine spellcasting or technology. Those creatures marked with an asterisk (*) have spells in classes that are secondary spellcasters (assassins, blackguards, paladin & rangers). Creatures with a double-S ([§]) gain spellcasting levels by adding favored classes.

Arcane Spellcasting Creatures: Algalue[§] (Dragonfolk), Amber Dragon (Dragon), Archer Dragon (Dragon), Artic-Fire Dragon (Dragon), Ash Elf (Elf), Asqua Seacaster[§] (Asqua), Aunto, Backknife Assassin[§]* (Backknife), Blue Drake (Drake), Borropi, Burglarcat[§], Ceramic Dragon (Dragon), Falcon Elf[§] (Elf), Guaz De[§], Glemli[§], Golden Unicorn, Gray Dragon (Dragon), Green Drake (Drake), Harmonic Nightingale[§] (Birds of Renown), High Troll[§] (Troll), Immortal Warlock (Warlock, Immortal), K'less Tau, Ket-tet-kneck[§]*, Light Elf (Elf), Lancor Dragon (Dragon), Longeared Warriorkin (Warriorkin), Mageborn[§], Makalk Mereka[§], Meglass, Menten Sorcerer (Menten), Nementor, Olangeuso, Orange Dragon (Dragon), Paper Dragon (Dragon), Pearl Dragon (Dragon), Pegicorn, Purple Dragon (Dragon), Red Drake (Drake), Rogue Raven[§] (Birds of Renown), Sipchloras, Sky Dragon (Dragon), Storm Dragon (Dragon), Technological Avatar of Apollo (Avatar, Technological), Tyrannosphere, Tyres Haul[§] (Dragonfolk), Ubunti[§] (Human), Yellow Dragon (Dragon), Wizard Jay[§] (Birds of Renown), Xaven Dragon (Dragon)

Divine Spellcasting Creatures: Aharati Human[§] (Human), Algalue (Dragonfolk)*, Aztec Human[§] (Human), Burglarcat[§], Cadriff[§]*, Dreader[§]*, Javana[§]*, Keeper, Khao Toji[§]*, Lycan (Lycan) [§]*, Mixie, Mokappin[§]*, Owl of Wisdom[§] (Birds of Renown),

Shadow Elf[§] (Elf), Skierian Human[§] (Human), Surf Elf[§]* (Elf), Technological Avatar of Apollo (Avatar, Technological), Uglama, Warhawk[§]* (Birds of Renown)
Psionic Creatures: Black Shadow Dragon (Dragon), Enforcer Menten (Menten), Menten, Menten Enforcer, Mundog, Thrallkin[§] (Menten), Wavewoulf
Technological Creatures: Automatia Minotaur (Automatia), Cyberlich (Lich, Cyber), Metal Black Panther, Technological Avatar of Apollo (Avatar, Technological), Technological Golem (Golem), Technowarhorse (Technobeast)

The following is a list of the templates found in this book.
Templates: Animalfolk, Automatia, Cyberlich (Lich, Cyber), Demiguad, Goblin Beast, Lycanthrope, Nementor, Skeleking, Space Spore Spawn, Sslaunn, Technobeast, Technological Avatar (Avatar, Technological)

The following lists are for monsters of interest to the player characters.

Animal Companions: Dire Chicken, Falconi, Furcap, Rhutha
Characters: Acidion, Aegyptian Human (Human), Afarian Human (Human), Aharati Human (Human), Amazon, Animalfolk, Ash Elf (Elf), Asqua, Aztec Human (Human), Backknife, Dark Halfling (Halfling), Darknight Bat (Bat), Bejorn, Burglarcat, Cadriff, Chita, Common Troll (Troll), Coral Dwarf (Dwarf) Dhoric Human (Human), Desert Dwarf (Dwarf), Devilhand, Dreader, Falcon Elf (Elf), Fauxfolk, Feral Troll (Troll), Forok, Ghan Human (Human), Glemli, Guaz De, Hairfoot Halfling (Halfling), Harmonic Nightingale (Bird of Renown), Hauk, Hermaphrodite, High Troll (Troll), Ice Dwarf (Dwarf), Ket-tet-kneck, Khao Toji, Kobold, Light Elf (Elf), Lycan, Mageborn, Makalk Mereka, Maughtley, Menten, Menten Enforcer (Menten), Nippon Human (Human), Owl of Wisdom (Bird of Renown), Pirate Parrot (Bird of Renown), Randese Human (Human), Rock Giant (Giant), Rogue Raven (Bird of Renown), Sand Dwarf (Dwarf), Shadow Elf (Elf), Shrubfolk, Sipchloras, Skierian Human (Human), Slugknife (Backknife), Stout Halfling (Halfling), Surf Elf (Elf), Swashbuckler Sparrow (Bird of Renown), Taurii, Thrallkin (Menten), Ubunti Human (Human), Uglama, Warhawk (Bird of Renown), Wind Giant (Giant), Wizard Jay (Bird of Renown), Zamadon
Cohorts: Animix, Adamantine Warriorkin (Warriorkin), Baetle, Banshee Beast, Bearded Warriorkin (Warriorkin), Black Warriorkin (Warriorkin), Blackmount, Blaze Bat (Bat), Butcher Bat (Bat), Bone Warriorkin (Warriorkin), Crystal Bat (Bat), Crystal Warriorkin (Warriorkin), Dreader, Fistor, Forok, Furcap, Gold Warriorkin (Warriorkin), Ket-tet-Kneck, Leather Warriorkin (Warriorkin), Longeared Warriorkin (Warriorkin), Massmorpher, Megaclops (Clops), Quilted Warriorkin (Warriorkin), Rhutha, Steel Warriorkin (Warriorkin), Tin Warriorkin (Warriorkin), Triclops (Clops), Wood Warriorkin (Warriorkin), Zootholinic
Constructible: Bronze Lion, Doomskull, Fistor, Metal Black Panther, Redbones, Siege Knight, Skeleking, Technological Golem (Golem), Technowarhorse (Technobeast)
Familiars: Blaze Bat (Bat), Crystal Bat (Bat), Dread Kitten, Eye Salamander, Harmonic Nightingale (Bird of Renown), Owl of Wisdom (Bird of Renown), Pirate Parrot (Bird of Renown), Rogue Raven (Bird of Renown), Swashbuckler Sparrow (Bird of Renown), Warhawk (Bird of Renown), Wizard Jay (Bird of Renown), Watcher in the Woods
Mounts: Black Drake (Drake), Blackmount, Blue Drake (Drake), Dire Chicken, Goane Doua, Goblin Boar (Goblin Beast), Green Drake (Drake), Ironclad Falcon, Plainsrunner, Red Drake (Drake), Rhutha, Slipnaer, Technowarhorse, White Drake (Drake)
Summonables: Plant Elemental (Elemental), Blue Goss (Goss), Goss

Monsters Introduction

Reading The Entries

Each monster description is organized in the same general format, as outlined below. This information is reproduced from the SRD, with some elaboration where the entries vary from the standard layout.

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.

New Subtypes

Feline: This is a humanoid subtype, and can be taken as a favored enemy by rangers. It includes those creatures with cat-like features and/or mannerisms.

Shadow: A creature with the shadow subtype comes from or has a link to the plane of shadow. On a failed saving throw, shadow creatures take double damage from spells with the light descriptor. Shadow creatures affected by the dazzle condition from a spell or effect with the light descriptor instead treat the condition as being blinded.

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 AC 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.

New Weapons

The following is a list of new weapons that can be found in the various creature entries.

Blowgun: Favored by primitive people who use it for hunting. A blowgun is a hollow tube about two feet long. The darts that are used in the weapon do very little damage, but are usually covered with poison. It takes a move-equivalent action to load a dart into this weapon. You can apply Rapid Reload to using this weapon, making reloading a free action. It is considered an exotic two-handed ranged weapon.
Cost: 5 gp; **Dam:** 1; **Crit:** 20/x2; **Range Inc:** 20 feet; **Wt:** 1 lb; **Type:** Piercing.
Blowgun darts: Cost: 1 sp; **Wt:** -.

Chakram: Favored by Skierian scouts and assassins, the chakram is a circular loop of metal whose outer edge is a sharp blade. Using it is dangerous to an untrained wielder, thus it is an exotic weapon. Skierians treat it as a martial weapon instead.
Cost: 10 gp; **Dam:** 1d4; **Crit:** 18-20/x2; **Range Inc:** 30 ft.; **Wt:** 2 lbs.; **Type:** Slashing.

Katana: Favored by the samurai culture of the far east, the katana has a slightly curved single-edged blade. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a katana two-handed as a martial weapon.
Cost: 250 gp; **Dam:** 1d10; **Crit:** 18-20/x2; **Wt:** 6 lbs; **Type:** Slashing.

Khopesh: Favored by people of the lands of Iiannhanex and Llannhanex, the khopesh is a Bronze Age sword that has a blade that is shaped like a stretched question mark. You can use the khopesh to perform trip attacks. If you fail the trip attack, you can drop the khopesh to keep from being tripped yourself. For characters not native to Egyptian culture, this is considered an exotic weapon; otherwise it is considered a one-handed martial weapon.
Cost: 17 gp; **Dam:** 1d8; **Crit:** 20/x4; **Wt:** 5 lbs. **Type:** Slashing

Macahuitl: This weapon is favored for warfare among the Aztec of Lost Vale. It consists of a moderate, flat length of wood (almost like a paddle) with obsidian glass or teeth embedded along the flat edges, giving it double-sided sword-like edge. For characters not native to Aztec culture, this is considered an exotic weapon; otherwise it is considered a one-handed martial weapon.
Cost: 15 gp; **Dam:** 1d6; **Crit:** 20/x3; **Weight:** 3 lbs. **Type:** Bludgeoning and Slashing.

No-Dachi: The no-dachi, or horse sword, is a very large two-handed weapon available in oriental lands. It is too large for a character to use without special training, thus it is an exotic weapon. Even with appropriate training, it instills a –2 penalty to hit.
Cost: 200 gp; **Dam:** 2d8; **Crit:** 20/x3; **Wt:** 8 lbs.; **Type:** Slashing

Tiger Claw: An exotic weapon used by monks, Skierians and some Nippon, tiger claws are metal gauntlets from which protrude three blades, giving the wielder the appearance of having bladed claws. A character wearing tiger claws gains a +4 bonus against being disarmed. Tiger claws are considered exotic light weapons. Skierians treat tiger claws as light martial weapons. Monks may use tiger claws with their unarmed attacks.
Cost: 5 gp, **Dam:** 1d4, **Crit:** x3; **Wt:** 1 lb., **Type:** Slashing and Piercing.

Warstaff: The warstaff is a long wooden staff with a cudgel-like end on one side. It is a double weapon. It is treated as a martial weapon.
Cost: 35 gp, **Dam:** 1d8/1d6, **Crit:** x2/x2; **Wt:** 6 lbs., **Type:** Bludgeoning.

Zanzer: Used by coral dwarves, on one end it sports a harpoon-like hook and on the other it bears a great double-bladed axe. It is a double weapon. On a hit with the harpoon head, the attacker may start a grapple. If he loses the grapple, he may elect to drop the Zanzer instead of suffering a reversal. Coral dwarves treat this as a martial weapon. All others treat it as an exotic weapon.
Cost: 50 gp, **Dam:** 1d6/1d8, **Crit:** x3/x3; **Wt:** 15 lb., **Type:** Piercing & Slashing.

New Masterwork Qualities (From the Amberos Play Guide)

Weapons, armor and shields can be made masterwork in different ways, allowing for different game effects. Only one masterwork quality can be applied to an item, and each of the different masterwork qualities still qualifies an item to be enchanted. The masterwork quality as described below *replaces* the normal masterwork quality modifiers to an item; it does not stack with the original masterwork rules. The different masterwork qualities are described below.

The standard masterwork quality for a weapon is considered to be Balanced (+1 bonus to hit). With the exception of Balanced and Razor-sharp, masterwork qualities retain their functionality in magical weapons. Masterwork qualities are applied before magical modifiers or feat modifiers. So for example, a *+1 keen barbed scimitar* has a critical range of 13-20/x2.

The standard masterwork quality for armor is considered to be Fitted (reduce armor check by 1).

The standard masterwork quality for shields is considered to be Durable (reduce armor check by 1).

Caster: The armor is loose-fitting to accommodate the intricate gestures required in spellcasting. Caster's armor reduces the chance of spell failure by 10%, but also reduces the Armor Bonus by –1. Padded armor cannot be made into caster armor. *Cost:* +150 gp

Damage

This line indicates the damage caused by each attack listed in the Attack and Full Attack line.

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 ½ the creature's Strength bonus.

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 1½ times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only ½ 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.

Height/Weight

The "average" range of height for a creature is given here in feet and inches; for long creatures (such as dragons, worms and quadrupeds), this is the length of the creature. The number in parentheses is the average height/length of the creature. In most cases, females are 10%-30% shorter.

Avians tend to have a wingspan approximately triple their height.

Weight

The "average" weight range for the creature is given here in pounds (lbs.). The number in parentheses is the average weight for the creature. In most cases, females are 15-40% lighter.

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 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.

Damage Reduction (Variant Rules): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural

Author's Notes – DR and other monster books: The alternate DR rules harkens back to previous editions of the rules, where many creatures required weapons with a certain magic bonus to be harmed. These rules seek to bring some of that quality back, as well as render creatures immune (above and beyond spell resistance) to certain low-level spells. If you choose to use the alternate DR rules listed above, you may desire to carry this ability over to creatures from other books. The conversion is quite simple – for every 4 CR, give the creature a +1. Thus, for example, a CR 8 creature that normally has DR 5/magic would have DR 5/magic +2. If you're building your own monsters, we suggest the following

CR 1/8 – 1	DR 2/magic +0	CR 5-8	DR 5/magic +2	CR 13-16	DR 10/magic +4
CR 1-4	DR 5/magic +1	CR 9-12	DR 10/magic +3	CR 17-20	DR 15/magic +5

weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

In the case of magic damage reduction, a number follows. If the magic weapon does not have an enhancement bonus equal to or greater than the plus listed, it does not bypass damage reduction. Likewise, if the creature is attacked with damage-inflicting spells that are not of a spell level equal to or greater than the indicated plus, the creature gains its damage reduction against the attack. It should be noted that spells that deal energy damage (acid, cold, electricity, fire or sonic as well as negative energy and force spells) which normally bypass damage reduction will have their damage reduced if they are not of sufficient level to bypass the damage reduction. Likewise, the creature gains a +2 bonus to Spell Resistance (if any) per spell level below the minimum to bypass DR.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well.

A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Spell Resistance (Variant Rules): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. *To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + ½ caster level + ½ level of spell cast).* If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw. If you use this method, you may wish to change SR for monsters from other books to the method of calculating SR below.

The standard rules set a creature's spell resistance at 11 + CR of the monster. However, for the purposes of this book, a different standard was adopted. Creatures in this book have their spell resistance calculated at 11 + ½ HD + Cha modifier. In most creatures, this tends to provide spell resistance lower than calculating it by CR, but in the case of natural spell-using creatures, may often be higher than what is expected.

If a creature has the "lesser magic resistance" special quality, it gains a +5 bonus to SR (already calculated in). If the creature has the "magic resistant" special quality, it gains a +10 bonus to SR (again, already calculated in). Finally, certain creatures that have DR/magic gain a bonus to SR when spells are used against them that are lower level than the minimum weapon plus to bypass DR. The creature gains a +2 bonus to spell resistance per spell level below the minimum.

If you wish to use the standard rules to recalculate the SR of the monsters within, just remember that the standard formula is 11 + CR of the creature.

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.

Some feats are listed with a special superscript marking after it. These feats are bonus feats granted by race or class abilities. The explanation of the notations is listed below.

B = Racial bonus feat
E = Epic Feat
F = Fighter class bonus feat
K = Eldritch knight class bonus feat
M= Monk class bonus feat
P = Psion class bonus feat
R = Ranger class bonus feat
S = Scientist class bonus feat
W = Wizard class bonus feat
Z = Psionic Warrior class bonus feat

New Feats

Armor Casting
You are skilled at casting spells in armor
Prerequisite: Armor Proficiency
Benefit: Choose an armor or shield type you have proficiency in when you choose this feat. While you wear the armor you have chosen, the Arcane Spell Failure chance is reduced by -10%. The chance of spell failure cannot be reduced below 0%.

Beastmaster
You have a more powerful animal companion than normal.
Prerequisites: 4 or more HD, animal companion or special mount
Benefit: When determining the type of animal companion you qualify for, you may add ½ your Hit Dice to your druid levels or ¼ your Hit Dice to your ranger levels, or for a special mount your Hit Dice to your paladin level. Your HD has no effect on the level benefits your animal companion gains. (Thus, an 8 HD creature with 3 levels of druid could start with a brown bear, dire boar or any animal that requires 7th level or higher. When calculating Bonus HD, Natural Armor Adj., Str/Dex Adj., Bonus Tricks and special abilities for the animal companion, the above creature would only count its 3 levels of druid for calculating the bonuses).

Improved Aid Another
Your skill not only allows you to aid an attacker, but land a deadlier blow
Prerequisites: Combat Expertise, Int 13+, BAB 4+
Benefit: When using the aid another action in combat, you not only add +2 to an ally's attack roll, the ally deals an additional +1d6 damage.
Normal: Aid another is used only with skills. To aid another in combat, designate an ally who is attacking the same opponent as you and make a touch attack roll against the target as a standard action. If you succeed the touch attack, you deal no damage, but your designated ally gains a +2 bonus to hit on his attacks for the round.

Improved Weapon Size
You are capable of wielding larger than normal weapons.
Prerequisite: Strength 13+, BAB 1+
Benefit: You can wield a large weapon designed for two-handed use normally in one hand. You suffer a –2 penalty to hit due to the somewhat unwieldy size of the weapon. You cannot use this feat to wield a large weapon in your off-hand.

Spell Enhancement
Your spells last longer in the school you have chosen.
Benefit: When you take this feat, choose a school of magic. When determining the duration of a spell of the chosen school, you are treated one level higher than normal. This does not affect damage, save DC or caster level for dispelling or countering effects.

Spell Enhancement, Improved
Your spells last longer in the school you have chosen.
Prerequisites: Spell Enhancement
Benefit: When you take this feat, choose a school of magic in which you have taken spell enhancement. When determining the duration of a spell of the chosen school, you are treated as two levels higher than normal. This does not affect damage, save DC or caster level for dispelling or countering effects. This bonus replaces the one from spell enhancement.

Environment

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

Extraplanar Creatures

Many outsiders or elementals hail from planes other than Amberos. If you are not playing an Amberos campaign and do not wish to use its planar geography, you may substitute the listed planes as follows:

Plane	Substitute
Abyss	A strongly chaotic and evil-aligned plane
Agennomar	A mildly evil-aligned plane
Arcadia	A strongly good-aligned plane
Asgard	A mildly chaotic and good-aligned plane
Aurora	Plane of dreams or ethereal
Beastlands	A mildly neutral-aligned plane
Gehenna	A mildly evil-aligned plane
Hades	A mildly neutral-aligned plane
Hell	A lawful and evil-aligned plane
Limbo	A strongly chaotic-aligned plane
Nirvana	A strongly neutral-aligned plane
Olympus	A mildly chaotic and good-aligned plane
Pandemonium	A mildly chaotic and evil-aligned plane
Seven Heavens	A strongly lawful and good-aligned plane
Tarterus	A mildly chaotic and evil-aligned plane

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 4 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.

Description Block

The information following the statistic block gives expanded information to run the creature in the game, as well as describing tactics, the ecological niche of the creature and other factors.

First Appearance

The italicized text gives DMs a way to describe the creature when its true nature is first revealed. The description often factors the creature's tactics or general demeanor into the description and may not always be appropriate to the situation. Feel free to modify or discard the description to fit the encounter.

Overview

The paragraphs following the creature's description give an overview of the creatures and its general habits. The final paragraph states what languages the creature usually knows.

Combat

The information here describes the general tactics of a stereotypical member of this race. These are general guidelines and can be modified as the DM sees fit. This section ends with expanded information about the special attacks and special abilities the creature possesses.

Typical Spell List

This entry is only found in creatures capable of casting spells or using psionic abilities. It gives a pregenerated list of spells for use by the creature. The list is not absolute and may be modified as the DM suits.

Society

This entry is only found in creatures that organize themselves into large cultural groups. It gives information for a stereotypical community the creature belongs to. As always, there are atypical examples of every society and the DM is free to change, alter or ignore portions of the society entry as needed.

On Amberos

This information gives anecdotal information about the creature as befits a campaign set on Amberos. Many undead and extraplanar creatures lack this entry as they either have no special niche on Amberos or, being extraplanar, hail from regions beyond Amberos.

As Characters

This gives a brief insight into why a member of this species might take up a life of adventurer. Following is a list of information required to build the race into a player character. The section ends with information on the gods worshipped by the race and domains allowed for worshippers of that god. Note that player characters tend to be exceptional, and the character is not required to worship the god presented in the entry.

For those races that are advanced by class levels, example characters follow. These are not absolutes, but represent additional creature builds that can quickly be dropped into an adventure. All example characters use the elite array of 15, 14, 13, 12, 10, and 8, before racial and level modifiers. If you are deconstructing the stats, please note there may be additional modifiers for level (+1 for every 4 character levels) and/or magic items added into the ability scores.

Note that the abbreviated stat profile only lists the changes from the main entry. The value of the creature's gear is listed in a separate entry and should be deducted from any treasure it would normally have. The DM is free to modify the gear used by the creature; it is simply presented to ease in equipping and statting the creature.

Open Content

All portions of this document are open content with the following exceptions. All information in the subheading of "on Amberos" is closed content, as are all illustrations. References to the gods of Amberos – Aspus, Dhorian, Discoff, Shame, The Dark One and the like normally found in the "As Characters" blocks are closed content. References to countries or landmarks of Amberos such as The Kingdom of Vall Vega, The Empire of Swordfall, Golens, Twilight Forest and the like are closed content. All illustrations are closed content and may not be reproduced without the express written consent of the artist.

Acid Frog

Medium Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+3 (+3 Dex)
Speed:	40 feet (8 squares) swim 20 feet (4 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat 12
BAB/Grapple:	+2/+3
Attack:	Claw +3 melee (1d4+1) or Spit +5 ranged touch (4d4 acid)
Full Attack:	3 Claws +3 melee (1d4+1) or Spit +5 ranged touch (4d4 acid)
Space/Reach:	5 ft./5 ft.
Length:	4 ft + 4d6 inches (5 ft. 2 in.)
Weight:	200 + 10d8 lbs (245 lbs.)
Special Att:	Entangle, Leap Attack, Spit acid
Special Qual:	Acid immunity, acid skin, darkvision 60 ft.
Saves:	Fort +2, Ref +2, Will +0
Abilities:	S12 D16 C12 I1 W12 C5
Skills:	Jump +16, Listen +3, Spot +2
Feats:	Multiattack[B], Point-Blank Shot
Environment:	Temperate or Warm Swamp
Organization:	Solitary or Pride (5-20)
CR:	1*
Treasure:	None
Alignment:	Always Neutral
Advancement:	4 HD (Large), 5-8 HD (Huge)
Level Adj:	-

* If submerged in acid, treat the acid pool as a trap to determine the correct CR for the encounter.

The water erupts to reveal a man-sized mottled green tree frog. It has three forward legs that it holds close to its body, as if ready to spring. Its large eyes glow with an inner yellow light and it licks its mouth with its sticky tongue. A small bit of the creature's spittle falls to the ground, where it hisses and spits as it chews away at the ground underneath.

Acid Frogs are aggressive denizens of the swamp and marshlands with a powerful natural defense their bodies secrete acid that can eat through almost all materials. Acid frogs normally dine on smaller animals native to their habitat, and in scarce times have been known to become cannibalistic. All tadpoles and newt-frog stages are solid black.

Combat

Acid Frogs are unnaturally aggressive, and will often attack opponents much larger than themselves. Only female acid frogs will shy from attacking other females. The acid frog generally strikes by thrusting itself upwards, making it appear to stand for a few seconds, in which it strikes with its three clawed arms. Acid frogs are well-known for using bull rushes.

Acid Immunity (Ex): An acid frog takes no damage from acid attacks.

Acid Skin (Ex): Any item that touches the skin of an acid frog is exposing itself to the slimy acid secretions that cover the frog's skin. The acid causes 1d6 damage on contact, Reflex DC 12 save for half damage.

An acid frog that remains at least half-submerged in an single area of stagnant water for a minute or more causes an area 15 feet in diameter around itself to deal 1d6 acid damage per round. For each additional acid frog in the area of effect, the damage is increased by 1d6, up to 20d6 per round. The acid can be dispersed by vigorous motion and the application of more non-acid liquid (minimum 20 gallons per 5 ft. cube), dropping the damage by one die per 5 rounds of dilution. In large bodies of water, the acid naturally degrades one die of damage in one minute.

Entangle (Ex): Instead of clawing, the acid frog can lash out with its acid coated tongue as a +5 touch ranged attack with a range of 10 feet. The tongue can withstand 8 hit points of damage before it is severed. If the tongue lands a blow, the victim must make a DC 17 Reflex save or be considered grappled.

Leap Attack (Ex): As a special charge attack, if a acid frog leaps at least 10 feet to engage a foe (ending the leap in contact with the opponent), it may make a full attack.

Spit Acid (Ex): If backed into a corner, the acid frog can strike out with a vicious acid spittle. The spittle is a ranged touch attack with a +5 bonus to hit and can be shot out to a distance of 30 feet and affects one target, causing 4d4 damage on the first round, and an additional 2d4 damage for two additional rounds. A DC 15 Reflex save negates the additional damage. The acid frog can use its spittle only once per minute.

Skills: An acid frog has a +8 racial bonus to Jump checks. An acid frog can take 10 when swimming, even when rushed or threatened. It can run while swimming, provided it moves in a straight line.



Acid Frogs on Amberos

Most acid frogs can be found deep in the Golens. During spawning season, travelers had best to beware the sound of croaking; the concentration of acid frogs is such that pools of near-pure acid can be found in such areas, leading unwary travelers to their doom.

Acidion

Medium Aberration

Hit Dice:	1d8 (4 hp)
Initiative:	+3 (+3 Dex)
Speed:	Float 30 feet (6 squares), burrow 30 feet (6 squares)
Armor Class:	14 (+3 Dex, +1 Deflection), touch 13, flat 11
BAB/Grapple:	+0/–
Attack:	Slam +2 melee (1d6 acid)
Full Attack:	2 Slams +2 melee (1d6 acid)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. + 2d6 in. (4 ft. 7 in.)
Weight:	55 lbs + 2d10 lbs. (66 lbs.)
Special Att:	Acid spray
Special Qual:	Acid body, Darkvision 60 ft., immune to acid, invisibility
Saves:	Fort +0, Ref +0, Will +2
Abilities:	S- D15 C10 I13 W13 Ch6
Skills:	Listen +4, Sense Motive +5, Search +5, Spot +7
Feats:	Alertness
Environment:	Any Underground
Organization:	Warren (20-60)
CR:	1
Treasure:	No coins; double gems; no standard items
Alignment:	Neutral Good
Advancement:	By character class
Level Adj:	+2

You can hardly make out the creature before you as its shape slightly shimmers and swirl. You can make out a somewhat humanoid shape slightly floating above the ground. There is also an acrid smell in the air about the thing, and its red eyes glint at you as it regards you carefully.

Acidions appear as tapering humanoids made of a clear, glossy liquid. They have human-like eyes with multiple brilliant hues, often seemingly made of some sort of amorphic gemstone. Acidion young under the age of three have not yet mastered the ability to alter their body shape and appear as circular balls with golden or silver eyes. Acidions seem to levitate wherever they desire to go, their form remaining a few inches from the ground at all times. Acidions communicate by shifting shape and colors. They cannot speak and it is unknown how they are able to sense their surroundings.

Combat

Though acidions can be very dangerous opponents, most have taken a passive lifestyle and avoid combat whenever they can. If forced to fight they will strike with acid-formed appendages that deals no physical damage, but burns the victim with acid.

Acid Body (Ex): An acidion is made of pure acid. Acidions gain a +1 deflection bonus against any physical attacks and there is a 50% chance the attack deals no damage. The miss chance does not apply to area effect attacks, but is not negated by ghost touch weapons. Further, any successful strike to an Acidion causes 1d6 acid damage to the item used in the attack. If an acidion strikes a foe, the foe suffers acid damage from the attack.



Acid Spray (Ex): As a full-attack action, an acidion may eject a portion of its body against opponents. Anyone within a 15 ft. cone in front of the acidion must make a Reflex save DC 15 or suffer 1d6 acid damage, plus an additional 1d6 acid damage for the next two rounds. A successful save inflicts half damage from the initial spray and no additional damage in the following rounds. The acid spray can be used up to twice a day, but the second usage slays the acidion instantly.

Invisibility (Ex): As a full round action, acidions may attempt to avoid combat by fluctuating their acid content so as to make them seemingly vanish and become invisible. An acidion doing this is treated as if using the arcane spell *invisibility*, but it cannot be countered or dispelled and lasts for as long as the acidion concentrates (concentration requires a standard action).

Acidions on Amberos

Most acidions can be found underneath the Crystalmire Mountains and the tendrils that spiral off from those great mountains. The Dur-Wundar Empire of dwarves once had a pact with the acidions and built for them a grand hall in the mountains just for their kind. However, after the fall of the Dur-Wundar Empire, most of the acidions simply abandoned the hall, and it lies uninhabited deep in the earth still. There are rumor still spoken about the vast treasures given to the acidions in trade for their skills at mining thought to still lay in the abandoned hall.

Acidion Characters

Acidions are communal creatures, and it is a rare occasion that individuals rise above the norm to become adventurers in their own right.

Acidion characters have the following features:

- **Aberration Type.**
- **Medium size**
- **Darkvision 60 feet.**
- **Base Speed Float 30 feet.** Acidions float a few inches above ground level, but cannot fly. They will not activate any device or trap that requires

it to be stepped on. An acidion cannot cross open areas such as pits or other gaps without descending to the bottom, moving across and back up, and suffer falling damage as normal.

- **No Strength score.** Acidions are made of liquid and incapable of exerting strength on physical objects. Acidions cannot use or carry equipment, armor or weapons. When making physical attacks, they use their dexterity score instead of their strength to hit.
- **Dex +4, Int +2, Wis +2, Cha –4.** Acidions have quick reflexes and are slightly smarter and more perceptive than other races. However, their communal society prevents much individual development.
- **Natural Attacks.** An acidion gains 2 slam attacks. These slam attacks deal no damage directly, but add 1d8 acid damage for contacting the acidion.
- **Acid Body (Ex):** An acidion is made of pure acid. Acidions gain a +1 deflection bonus against any physical attacks and there is a 50% chance the attack deals no damage. The miss chance does not apply to area effect attacks, but is not negated by ghost touch weapons. Further, any successful strike to an Acidion causes 1d8 acid damage to the item used in the attack. If an acidion strikes a foe, the foe suffers acid damage from the attack.
- **Acid Spray (Ex):** An acidion may eject a portion of its body against opponents. Anyone within a 180 degree arc in front of the acidion must make a Reflex save (DC 10 + Dex mod + ½ level/HD) or suffer 1d10 acid damage for three rounds. The acid spray can be used up to twice a day, but the second usage slays the acidion instantly.
- **Invisibility (Ex):** As a full round action, acidions may attempt to avoid combat by fluctuating their acid content so as to make them seemingly vanish and become invisible. An acidion doing this is treated as if using the arcane spell invisibility, but it cannot be countered or dispelled.
- **No speech (Ex):** Acidions are incapable of speech, and if they are a spellcaster must take the Silent Spell metamagic feat to cast any spell with a verbal component.
- **Automatic Languages:** Common **Bonus Languages:** Dwarven, Gnomish, Terran.
- **Favored Class:** Rogue.
- **Acidion spellcasters are almost unknown.** To cast spells requiring material components, they must have the Eschew Materials feat. They cannot cast spells at all that require costly material components. To cast spells requiring a verbal component they must apply the Silent Spell metamagic feat to any such spell they cast. Acidion spellcasters cannot create magic items.
- **Level Adjustment:** +2

Acidions have no gods, and may choose any two domains as clerics.

Acidion Miner

Acidion Rogue 5;**hp:** 27
S- D20 C14 I15 W14 Ch6; **Fort** +3**, Ref** +9**, Will** +3
Init: +5 **Move:** Float 30 ft.
AC: 16 (+5 Dex, +1 Deflection), touch 16, flat 11
BAB/Grapple: +3/-
Full Attack: 2 slams +8 melee (1d6 acid)
Special Att: Acid spray, sneak attack +3d6
Special Qual: Acid body, evasion, immune to acid, invisibility, trap sense +1, uncanny dodge
Skills: Appraise +12, Climb +10, Disable Device +12, Hide +15, Knowledge (Architecture) +7, Listen +14, Move Silently +15, Search +12, Sense Motive +12, Spot +14
Feats: Alertness, Weapon Focus (Slam), Combat Reflexes
CR: 5
Gear: None
Total: 0 gp (4,300 gp)

Evasion (Ex): An acidion miner can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): An acidion miner gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): An acidion miner can react to danger before its senses would normally allow it to do so. She retains her Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Adaptoid

Medium Outsider

Hit Dice:	6d8 (27 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	20 (+10 natural), touch 10, flat 20
BAB/Grapple:	+6/+6
Attack:	Claw +6 melee (1d4 + carrier attack)
Full Attack:	2 claw +6 melee (1d4 + carrier attack)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 3d8 in. (6 ft. 1 in.)
Weight:	100 lbs + 2d12 lbs. (113 lbs.)
Special Att:	Adaptive attack, Carrier Attack, hypnotic gaze
Special Qual:	Adaptation, astral projection, combat healing, SR 24
Saves:	Fort +25, Ref +25, Will +28
Abilities:	S10 D10 C10 I16 W16 Ch10
Skills:	Escape Artist +9, Intimidate +9, Listen +12, Spot +12, Sense Motive +12, Move Silently +9, Hide +9, Knowledge (the Planes) +12, Spot +12, Survival +12, Use Magic Device +9
Feats:	Skill Focus (Hide), Skill Focus (Sense Motive), Skill Focus (Move Silently), Alertness, Track
Environment:	Astral
Organization:	Solitary
CR:	4
Treasure:	Double normal
Alignment:	Chaotic Evil
Advancement:	7-10 HD (Medium-size)
Level Adj:	+4

Suddenly, the air seems to part, and in the void appears a brackish-blue humanoid creature. Its black arms end in a pair of oversized gray hands that sport wickedly sharp and long nails. It stares at you with huge, glowing yellow eyes and its mouth parts in a wicked grin.

Adaptoids normally dwell on the astral plane, only occasionally manifesting themselves to wreak havoc on the mortal plane. Sages are unsure what an adaptoids purpose is, but adaptoids seem to thrive on absorbing attacks, as if the race were some sort of masochists. Yet, in addition to absorbing massive amounts of damage, the creatures also tend to drain the life essence of those they encounter.

There has been some conjecture that adaptoids might be some form of unusual undead of the outer planes, and that those who are drained of life by an adaptoid are cursed to rise as one themselves. However, there has been no hard proof of the latter.

Adaptoids communicates telepathically, though it occasionally lets out a pathetic, pain-ridden grunt.

Combat

Despite the adaptoid's fearsome appearance, the creature is virtually incapable of attacking physically. It instead steps from the astral plane into the prime, and using its wicked gaze, hypnotizes a victim to fight for it.

Adaptation (Su): An adaptoid is very difficult to harm. After it has been successfully struck by an attack type (acid, cold, electricity, fire, sonic, piercing, slashing, bludgeoning, etc.) that attack no longer causes any damage to an adaptoid for the same combat. This affects spells as well as ranged and melee attacks. An adaptoid's adaptive ability grants it a +20 bonus to all saving throws and a +10 bonus to Spell Resistance.

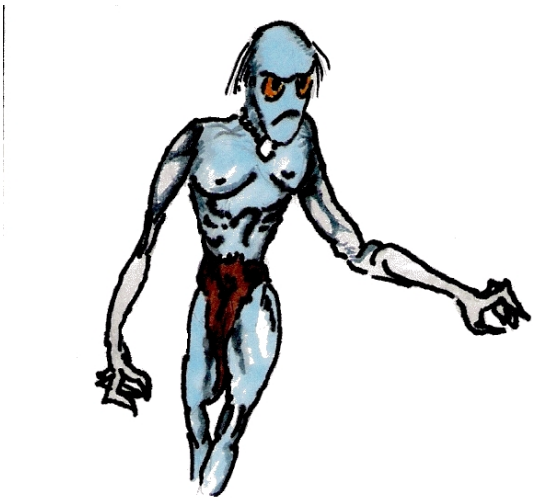
Adaptive Attack (Su): An adaptoid's natural attacks bypass damage reduction, regardless of type.

Astral Projection (Su): The adaptoid can slip between the prime material and astral plane at will. The action takes a move action to complete.

Combat Healing (Su): Once an adaptoid has become immune to an attack form, future attacks of the same type heal it of ½ the amount of damage that it would normally take.

Hypnotic Gaze (Su): Range 60 ft., DC 21 Will save or affected as if under a *Dominate Monster* spell cast at 6th level ability. The control is broken if the adaptoid leaves the plane its victim is on. An adaptoid can only control one individual at a time.

Carrier Attack (Su): The adaptoid can merge a part of itself with a hypnotized victim to cause the victim's unarmed or armed attacks to add a negative level to an opponent on a successful strike. Regardless of the number of attacks a round the hypnotized victim makes, only one level is drained a round. The adaptoid gains 5 temporary hit points for each level drained. Negative levels are permanent after 24 hours if a Fort DC 13 save is failed. Check separately for each level.



Albino Guardian Cobra

Huge Magical Beast (Reptilian)

Hit Dice:	8d10+40 (84 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 feet (10 squares)
Armor Class:	19 (-2 size, +3 Dex, +8 natural), Touch 11, flat 16
BAB/Grapple:	+8/+22
Attack:	Bite +14 melee (2d6+8 + poison)
Full Attack:	Bite +14 melee (2d6+8 + poison)
Space/Reach:	15 ft./10 ft.
Length:	20 ft. + 2d4 ft. (25 ft.)
Weight:	2,000 lbs + 2d10 x 10 lbs (2,110 lbs)
Special Att:	Constrict 1d8+10, hypnotic sway, improved grab, poison spittle, poison
Special Qual:	Darkvision 60 ft., fast healing 3, low-light vision, scent
Saves:	Fort +11, Ref +11, Will +7
Abilities:	S27 D17 C21 I13 W21 Ch15
Skills:	Diplomacy +12, Search +11, Spot +17
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Any underground
Organization:	Solitary, or Brood (2-5)
CR:	8
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)

Rising before you is a bone-white cobra that must be nearly twenty feet in length. It holds its massive head up, swaying slightly, as a forked tongue slips between its fanged jaws. Its eyes have a hypnotic quality to them as they watch you without blinking.

Ever mysterious and enigmatic, an albino guardian cobra is a quasi-divine snake either created or summoned to protect knowledge, treasure or a tomb. Though highly egotistical, it will guard whatever it is appointed without complaint.

An albino guardian cobra appears as a huge white cobra with a black skull-and-crossbones design upon the back of its hood. An albino guardian cobra speaks Common and Celestial.

Combat

An albino guardian cobra gathers up its coils and rears up, displaying its hood whenever its charge is threatened. It will attempt to warn away intruders, but if pressed, will strike generally by spitting at one opponent, and then striking at others with its bite in the following rounds.

Constrict (Ex): If an albino guardian cobra successfully grapples an opponent, it can constrict its victim for 1d10+12 damage.

Fast Healing (Su): An albino guardian cobra heals 3 hit points per round except from acid or unholy attacks. If reduced to 0 or less hit points, the fast healing ceases working until the cobra returns to at least 1 hit point.

Hypnotic Sway (Su): As a move-equivalent action, an albino guardian cobra rears up and sways back and forth like a pendulum. Those within 15 feet who are looking at the albino guardian cobra must make a Will save DC 16 or become hypnotized for as long as the creature continues to sway. If the albino guardian cobra attacks a hypnotized victim, the trance is immediately broken. This effect otherwise acts like a *hypnotism* spell cast at 8th level ability.

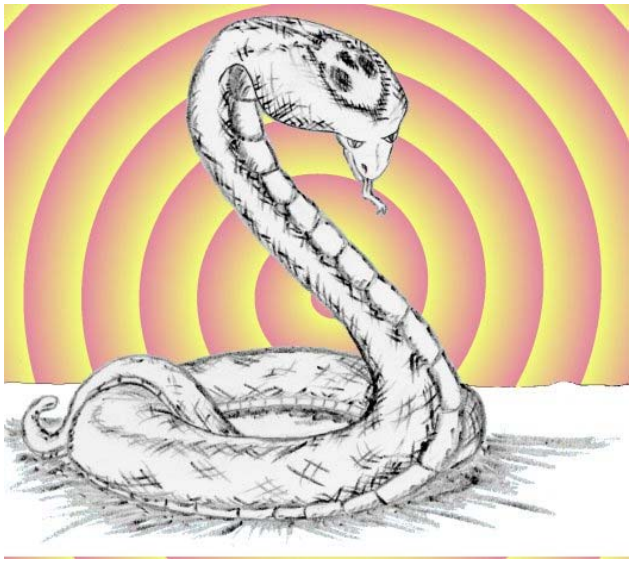
Improved Grab (Ex): If an albino guardian cobra hits with a bite, it may attempt to start a grapple without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): The albino guardian cobra's bite injects a fast-acting neurotoxin (Fort DC: 19; init: 1d6+1 con; sec: 2d6 con).

Poison Spittle (Ex): Once per minute, the albino guardian cobra can spit a globule of poison at foes as a +11 ranged touch attack (Fort DC: 19; init: blindness; sec: 1d6 con). Range increment 10 ft.

Albino Guardian Cobras on Amberos

These creatures were often employed during the Dark Age in Amberos by the Skienlands to guard the tombs of the many rakshasa-blooded rulers of the land. Albino guardian cobras are also rumored to guard the great tombs of Spi Dak Su and Chiamung and Spi Dak Su legend speaks of a "Albino King" of the race with whom the Nippon made bargains with to guard their greatest tombs during the Elvin Golden Age.



Amazon

Sample Warrior 1
Medium Humanoid (Titanspawn)

Hit Dice:	1d8 (4 hp)
Initiative:	+4 (+4 Dex)
Speed:	40 ft. (8 squares)
Armor Class:	18 (+4 Dex, +3 studded leather, +1 light steel shield), touch 14, flat 14
BAB/Grapple:	+1/+3
Attack:	Short sword +4 melee (1d6+2; 19-20/x2) or shortbow +4 ranged (1d6;x3)
Full Attack:	Short sword +4 melee (1d6+2; 19-20/x2) or shortbow +4 ranged (1d6;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 3d6 in. (5 ft. 10 in.)
Weight:	100 lbs. + 1d6 x 10 lbs. (135 lbs.)
Special Att:	-
Special Qual:	-
Saves:	Fort +2, Ref +4, Will +0
Abilities:	S15 D18 C11 I10 W11 Ch12
Skills:	Balance +2, Climb +0, Escape Artist +2, Hide +2, Jump +6, Listen +0, Move Silently +2, Sleight of Hand +2, Spot +0, Swim -7, Tumble +6
Feats:	Acrobatic, Light armor proficiency[B], Martial weapon proficiency[B], Mounted Combat[B], Weapon Finesse[B]
Environment:	Any land
Organization:	Solitary, Company (2-5), Patrol (5-20), Troop (20-40), Clan (40-60), or Nation (60+)
CR:	½
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By class level
Level Adj:	+3

This rather becoming female human is dressed in decorated studded leather, bearing a sword in one hand, and a bronze shield in the other. Across her back is strapped a war bow. Her stance is both defiant and confident.

The titans long ago created three distinct races that were the precursors to humans - the male zamadons, the female amazons and the male-female hermaphrodites. The idea was that each race would excel at the skills given only to it, but the ideal failed. The amazons rebelled against being ruled by the zamadons, and the hermaphrodites became so infatuated with reproduction that their purpose to breed more zamadons and amazons became lost. As for the amazons, these ultimate females became well-known as a warrior race the match of the male zamadons, and easily any match for the later mortal race of humans. Their cunning and vicious hatred of men still exists to this date, and they are warriors almost without par.

Amazons speak Common.



Combat

Amazons are cunning female warriors, who use their brains as much as their brawn. While most prefer to fight with spears against melee opponents, the amazons have great skill with bows, and are quite adept at mounted combat. Where zamadons prefer to strike en masse with overpowering force, amazons prefer guerilla tactics and high mobility attacks, often striking and departing before their opponents can mount an effective counter-attack.

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

Society

Although mighty warriors, the titans imbued within the female amazons the greatest qualities of females, which the amazons have not quite completely purged. They have a fondness for art and beauty, though such is often cloaked under a veil of militaristic simplicity. Also strong in the amazon race is the mothering instinct, and among amazon tribes it is not uncommon for the whole tribe to endure periods of fraternizing with males for the sole purpose of parenting

children. The children of such unions are always female, and the amazons often abandon or kill their male mates once their initial need is through.

Amazons on Amberos

In the Time Before Time, amazons, zamadons and hermaphrodites dwelled on Amberos as the creations of the Greek Pantheon, before those gods were put to sleep. By the time the continent of Amberos rose from the ocean, the amazons had already formed their own culture and society, and eventually migrated from it to the mainland. They can mostly be found in the Southern Kingdom, and legend has it that their original homeland is somewhere off the southern coast of Amberos.

Amazon Characters

It is not uncommon for individual amazon warriors to strike out on their own either to champion for their race or otherwise stand out from the norm.

An amazon has the following special abilities:

- **Medium size.**
- **Normal Vision.**
- **Base speed 40 ft.** Amazons are taught to be quick on their feet.
- **+2 Str, +6 Dex, +2 Wis, +4 Cha.** Amazons are incredibly strong, quick and hardy. They also are cunning opponents, often exploiting an enemy's weakness. Finally, all amazons have strong personalities, and quite often end up as leaders among lesser races.
- **Bonus Feats:** Light Armor Proficiency, Martial Weapon Proficiency, Mounted Combat and Weapon Finesse. All amazons are trained in the art of war, regardless of what later profession they may also take up.
- **Automatic Languages:** Common **Bonus Languages:** Draconic, Dwarven, Elvin, Gnomish, Goblinoid.
- **Favored Class:** Fighter
- **Level Adjustment:** +3

Amazons worship either the Greek gods or the Greek titans. Amazon clerics may choose from the domains Strength, War or Chaos.

Amazon Huntress

Amazon Fighter 7; **hp** 45
S17 D21 C13 I10 W14 Ch12; **Fort** +6, **Ref** +7, **Will** +4
Init: +5 **Speed:** 40 ft. (8 squares)
AC: 21 (+5 Dex, +4 *studded leather +1*, +2 *light steel shield +1*), touch 15, flat 16
BAB/Grapple: +7/+10
Full Attack: *+1 Short sword +13/+8 melee* (1d6+4; 19-20/x2) or composite shortbow (+3 Str) +12/+7 ranged (1d6+2;x3)
Skills: Balance +5, Climb +3, Escape Artist +5, Hide +9, Jump +9, Listen +2, Move Silently +4, Sleight of Hand +5, Spot +7, Swim -3, Tumble +8
Feats: Acrobatic, Combat Expertise[F], Dodge[F], Light armor proficiency[B], Martial weapon proficiency[B], Mobility[F], Mounted Combat[B], Point Blank Shot, Spring Attack[F], Weapon Finesse [B]
CR: 7
Gear: *studded leather +1* (1,175 gp), *light steel shield +1* (1,159 gp), *+1 short sword* (2,310 gp), composite shortbow (+3 Str) (600 gp)
Total 5,244 gp (7,200 gp)

Amazon Mankiller

Amazon Fighter 7/Ranger 7; **hp** 91
S19 D23 C13 I10 W14 Ch12; **Fort** +14, **Ref** +9, **Will** +6
Init: +6 **Speed:** 40 ft. (8 squares)
AC: 23 (+6 Dex, +4 *leather +2*, +3 *light steel shield +2*), touch 16, flat 17
BAB/Grapple: +14/+18
Full Attack: *+3 Short sword* +23/+18/+13 melee (1d6+7; 19-20/x2) or *+1 male humanoid bane composite shortbow (+3 Str)* +21/+16/+11 ranged (1d6+4/x3)
(rapid shot: +19/+19/+14/+9 ranged)
Special Att: Favored enemy
Special Qual: Animal Companion, Wild Empathy +9, Woodland Stride
Skills: Balance +6, Climb +11, Escape Artist +6, Hide +17, Jump +10, Listen +2, Move Silently +12, Sleight of Hand +6, Spot +13, Survival +7, Swim +5, Tumble +9
Feats: Acrobatic, Combat Expertise[F], Dodge[F], Endurance[R], Light armor proficiency[B], Martial weapon proficiency[B], Manyshot[R], Mobility[F], Mounted Archery, Mounted Combat[B], Point Blank Shot, Precise Shot, Rapid Shot[R], Spring Attack[F], Track[R], Weapon Finesse[B]
CR: 14
Gear: *cloak of resistance +2* (4,000 gp), *gauntlets of ogre power* (4,000 gp), *leather +2* (4,160 gp), *light steel shield +2* (4,159 gp), *+3 shortsword* (18,310 gp), *+1 male humanoid bane composite shortbow* (+3 Str) (8,600 gp)
Total 43,229 gp (45,000 gp)

Favored Enemy: An amazon mankiller's favored enemies are humanoid (male) +4 and magical beast +2
Woodland Stride (Ex): An amazon mankiller may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Light Warhorse Companion
Large animal; HD 5d8+15; hp 37; Init +1; Spd 60 ft.; AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk +3; Grp +10; Atk Hoof +5 melee (1d4+3); Full Atk 2 hooves +5 melee (1d4+3) and bite +0 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ evasion, low–light vision, scent; AL (Always) N; SV Fort +7, Ref +6, Will +2; Str 17, Dex 14, Con 17, Int 2, Wis 13, Cha 6.
Skills and Feats: Listen +6, Spot +6; Endurance, Run.
Carrying Capacity: A light load 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.
Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

AnimalFolk

Animalfolk are fey creatures whose appearance matches animals found in the wild mixed with humanoid qualities. They normally live in communities on par with human civilizations, though they generally live in peace with their natural surroundings. The "races" intermingle freely, though each breed normally has a caste and occupation somewhat dictated by natural talents. Communities made of Animalfolk are rarely of one type, though inter-"racial" marriages are rare. Offspring of mixed "race" marriages gain the traits of one of the two parents (50% chance of each), not a mixing of both. Animalfolk have humanoid bodies topped with the head of their animal's namesake. Their body is covered as per the animal type they represent, so a Bearfolk will have a bear's head and soft fur covering his body, while a Alligatorfolk will have an alligator's head and be covered with tough scales.

Animalfolk are not related to lizardfolk, beastmen or other such creatures. There are tales that the true homeland of the Animalfolk lies in huge cities built into the natural surroundings in the most remote and forgotten of locations.



Creating AnimalFolk

"Animalfolk" is a template that can be added to any Animal. The creature's type changes to Fey and it becomes medium size.

Hit Dice: 1d6, regardless of the animal's old hit dice.

Speed: 30 feet base. If the creature it is based off can fly, the animalfolk can do so at 60 ft (average). If the base animal can burrow, the animalfolk can do so at 20 ft. and gains a +8 bonus to Climb. If the base animal can swim, it does so at 60 ft. and gains a +8 bonus to swim checks.

Armor Class: The animalfolk gains a +2 natural armor bonus.

Attacks: The animalfolk gains the normal attack routines of the base animal. The bonus to hit is a base of +1 for primary attack methods, -4 for secondary attacks.

Damage: Any bite attack the animalfolk gains causes 1d6 damage. Any claw attacks the animalfolk gains deals 1d4 damage, and gore attacks deal 1d6 damage.

Special Attacks: The animalfolk retains the special attacks of the base creature. Damage from attacks such as rend are modified by the damage the animalfolk's normal damage inflicts.

Special Qualities: Same as the base creature. All animalfolk also have the ability to use Wild Empathy, as per the druid ability, on creatures similar to themselves once per day. For example, a Lionfolk can use the ability on lions or any other hunting cat and a Sparrowfolk could use the ability on any bird. Animalfolk can cast *Speak With Animals* three times a day, but are limited to speaking with animals of their own base type. Both abilities are cast at 1st level ability or at a level equal to their character level, whichever is higher.

Saves: the base saves for animalfolk is Fort +0, Ref +2, Will +2, modified by ability scores and feats.

Abilities: Animalfolk have a base of 10 in every ability score. If the base animal has a score higher than 10 in a particular ability, use that score instead. Intelligence is a special case; for Animalfolk the Intelligence score should also match the animal's base Wisdom score. There is a modifier to certain abilities based on the creature's original size, as noted below (effects are NOT cumulative with each size change):

When adding character levels, subtract 10 from the animalfolk's ability score (or 11 if odd) to find the racial modifier to the ability.

Modify Ability as follows for size:

Original Size	*Str*	*Dex*	*Con*
Fine	+9	-2	0
Diminutive	+9	-2	0
Tiny	+4	0	0
Small	+2	0	0
Medium-Size	0	0	0
Large	-4	+0	-2
Huge	-8	+2	-4
Gargantuan	-12	+4	-8
Colossal	-16	+6	-12

Skills: Animalfolk recalculates skill points based on being fey and 1 HD. Use the base creature's skill list to determine racial skills to apply skill points to. Remaining skill points may be spent on other skills as normal. Note that on the base animal ability modifiers have already been added in, and will need to be recalculated. The Animalfolk also receives any racial bonuses to skills that the animal normally gains.
Feats: The animalfolk gains the bonus feats available to the animal, and may choose any one of the animal's regular feats as its base feat.
Climate/Terrain: As per base creature
Organization: Solitary, Troupe (2-5), Band (6-20) or Community (100-500)
CR: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement: As per character class.
Level Adj: see table

Animalfolk Society

Animalfolk prefer to dwell in natural surroundings with minimal impact on the natural appearance or flow of nature. Communities tend to blend into the surroundings and agriculture is sparse. Most animalfolk are vegetarians, but they do domesticate animals for their byproducts (fertilizer, milk, cheeses, eggs, etc.) or as pets/companions. Animalfolk are mostly patriarchal, though a few matriarchal communities do exist. Except for a few breeds, animalfolk shun violence and prefer to humiliate or subjugate foes they face, preferring enslaving those who have wronged them instead of killing.

Though animalfolk mix freely between the various "races", there are broad castes within the society. The lionfolk and elkfolk, comprising the Animalfolk royalty and nobility respectively, usually control the highest positions. Elephantfolk and owlfolk tend to lead the religious aspects of animalfolk society, while apefolk and eaglefolk lead the armies. Badgerfolk and wolverinefolk often make themselves available as mercenaries, and a wide range of animalfolk (Often those with aggressive or predatory nature) fill out the ranks of animalfolk military forces. Most of the other animalfolk fill the ranks as commoners and tradesmen. Very rarely, some animalfolk (such as the foxfolk "gypsies" and wolffolk rangers) are wanderers or loners outside the normal communities of the animalfolk.

Animalfolk mixed "race" marriages are not unknown. The children of such unions have a 40% chance of taking after either parent, or 20% chance of being of an entirely different race. For example, a giraffefolk and a lionfolk union has a 40% chance of a child that is a giraffefolk, a 40% chance the child will be lionfolk, and a 20% chance it will be some sort of other animalfolk – a goatfolk is as likely as elephantfolk child. A giraffe/lion folk mix is not possible. Neither child nor parent suffers any negative social or physical drawbacks from the unusual birth, as the animalfolk accept this result as a normal manifestation of their ties to natural forces.

Listed below are the ability modifiers, special animal abilities and bonus feats the different species of animalfolk gain. Also listed is the animalfolk's favored class.

Animalfolk on Amberos

Most animalfolk actually hail from the continent of Aur-Seth, south beyond the Wild Wastes. Most Amberosians only encounter animalfolk as part of the semi-wild tribes of the Wild Wastes, and few Amberosians realize how culturally advance animalfolk truly are; while there are no large cities in the Wild Wastes, the continent of Aur-Seth is dotted with several cities of thousands of animalfolk.

Animalfolk Species	Str	Dex	Con	Int	Wis	Cha	Special Qual	Bonus Feats	Favored Class	LA
Apefolk	+6	+4	+0	+2	+2	+0	Low-light vision, scent	-	Fighter	+2
Baboonfolk	+4	+4	+2	+2	+2	+0	Low-light vision, scent	-	Cleric	+2
Badgerfolk	+0	+6	+4	+2	+2	+0	Rage, Low-light vision, scent, burrow 20 ft.	Track, Weapon Finesse	Fighter	+2
Batfolk	+0	+2	+0	+4	+4	+0	Blindsense 20 ft., Low-light vision, +4 racial bonus to spot and listen, fly 60 ft. (ave)	-	Rogue	+2
Bearfolk	+8	+2	+4	+2	+2	+0	Low-light vision, scent	-	Fighter	+3
Bisonfolk	+8	+0	+2	+2	+2	+0	Low-light vision, scent	-	Warrior	+2
Boarfolk	+4	+0	+6	+2	+2	+0	Ferocity, Low-light vision, scent	-	Noble	+2
Bovinefolk	+6	+0	+2	+2	+2	+0	Low-light vision, scent	-	Commoner	+2
Camelfolk	+4	+6	+0	+2	+2	+0	Low-light vision, scent	-	Bard	+2
Catfolk	+0	+4	+0	+2	+2	+0	Low-light vision, scent, +4 racial bonus to climb, hide and move silently. +8 racial bonus to Balance	Weapon Finesse	Rogue	+1
Cheetahfolk	+6	+8	+4	+2	+2	+0	Low-light vision, scent, sprint, trip		Fighter	+3
Chickenfolk	+0	+4	+0	+4	+4	+0	Low-light vision, scent	Weapon Finesse	Bard	+1
Crocodilefolk	+8	+2	+6	+2	+2	+0	Improved grab, hold breath, low-light vision, +8 racial bonus to swim	-	Ranger	+3
Deerfolk	+0	+4	+2	+2	+2	+0	Low-light vision, scent	-	Druid	+2
Dogfolk	+4	+6	+4	+2	+2	+0	Low-light vision, scent, +4 racial bonus on jump	Track	Fighter	+3
Donkeyfolk	+0	+2	+2	+2	+2	+0	Low-light vision, scent, +2 racial bonus to balance	-	Commoner	+1
Eaglefolk	+2	+4	+2	+4	+4	+0	Low-light vision, +8 racial bonus to Spot, fly 60 ft. (ave)	Weapon Finesse	Noble	+2
Elephantfolk	+12	+2	+6	+2	+2	+0	Low-light vision, scent, trample	-	Cleric	+4
Elkfolk	+6	+4	+2	+2	+2	+0	Low-light vision, scent	-	Noble	+3
Foxfolk	+0	+4	+2	+4	+4	+0	Low-light vision, scent	Weapon Finesse	Rogue	+2
Giraffefolk	+2	+4	+0	+2	+2	+0	Low-light vision, scent	-	Druid	+2
Hawkfolk	+0	+6	+0	+4	+4	+0	Low-light vision	Weapon Finesse	Paladin	+2
Hippofolk	+8	+2	+8	+2	+2	+0	Low-light vision, scent, +8 bonus to swim	-	Commoner	+3
Horsefolk	+0	+2	+2	+2	+2	+0	Low-light vision, scent	-	Commoner	+1
Hyenafolk	+4	+4	+4	+2	+2	+0	Low-light vision, scent	-	Cleric	+3
Leopardfolk	+6	+8	+4	+2	+2	+0	Improved grab, low-light vision, pounce, rake, scent, +4 racial bonus on Hide and Move Silently. +8 racial bonus on Balance and Climb	-	Rogue	+4
Lionfolk	+6	+8	+0	+2	+2	+0	Improved grab, low-light vision, pounce, rake, scent. +4 racial bonus to Balance, Hide, Move Silently.	-	Noble	+3
Lizardfolk	+6	+4	+6	+2	+2	+0	Low-light vision, +8 racial bonus to Swim. +4 racial bonus to Hide and Move Silently	-	Fighter	+3
Monkeyfolk	+0	+4	+0	+2	+2	+0	Low-light vision	-	Monk	+1
Owlfolk	+0	+6	+0	+4	+4	+0	Low-light vision. +8 racial bonus to Listen. +14 racial bonus to move silently, fly 60 ft. (ave)		Wizard	+3
Oxfolk	+8	+0	+2	+2	+2	+0	Low-light vision, scent	-	Expert	+2
Pigfolk	+2	+2	+4	+2	+2	+0	Low-light vision, scent	-	Expert	+2
Ratfolk	+0	+4	+0	+2	+2	+0	Low-light vision, scent. +4 racial bonus to Hide and Move Silently. +8 racial bonus to Balance, Climb and Swim	Weapon Finesse	Rogue	+1
Ravenfolk	+0	+4	+0	+4	+4	+0	Low-light vision, fly 60 ft. (ave)	Weapon Finesse	Bard	+2
Rhinofolk	+8	+0	+8	+2	+2	+0	Low-light vision, powerful charge	-	Fighter	+3
Sheepfolk	+0	+2	+0	+2	+2	+0	Low-light vision	-	Commoner	+1
Snakefolk	+6	+6	+2	+2	+2	+0	Constrict, improved grab, scent	-	Healer	+3
Tigerfolk	+8	+4	+2	+2	+2	+0	Improved grab, low-light vision, pounce, rake, scent. +4 racial bonus to Balance, Hide and Move Silently	-	Rogue	+3
Toadfolk	+0	+2	+0	+4	+4	+0	Amphibious, low-light vision, +4 racial bonus to hide	-	Expert	+2
Viperfolk	+0	+6	+0	+2	+2	+0	Poison, scent	-	Ranger	+2
Weaselfolk	+0	+4	+0	+2	+2	+0	Attach, low-light vision, scent	-	Rogue	+1
Wolffolk	+2	+4	+4	+2	+2	+0	Low-light vision, scent, trip	Track	Ranger	+3
Wolverinefolk	+4	+4	+8	+2	+2	+0	Low-light vision, rage, scent	Track	Barbarian	+4

Badgerfolk

Medium Fey

Hit Dice: 1d6+2 (5 hp)
Initiative: +3 (+3 Dex)
Speed: 30 feet (6 squares), burrow 20 feet (4 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat 12
BAB/Grapple: +0/+0
Attack: Claw +3 melee (1d4)
Full Attack: 2 claws +3 melee (1d4), bite -2 melee (1d6)
Space/Reach: 5 ft./5 ft
Height: 5 ft. + 2d6 in. (5 ft. 6 in.)
Weight: 200 + 4d10 lbs. (222 lbs.)
Special Att: Rage
Special Qual: Badger affinity, low-light vision, scent, wild empathy +1
Saves: Fort +3, Ref +3, Will +0
Abilities: S10 D16 C14 I12 W12 Ch10
Skills: Balance +9, Craft (Woodworking) +5, Escape Artist +9, Knowledge (Nature) +5, Listen +5, Spot +5, Survival +5
Feats: Agile, Track[B], Weapon Finesse[B]
Environment: Temperate forest, hills, plains and underground
Organization: Solitary, Troupe (2-5), Band (6-20) or Community (100-500)
CR: ½
Treasure: Standard
Alignment: Usually Neutral
Advancement: By character class
Level Adj: +2

This humanoid stands slightly shorter than a human with a badger-like head and covered in short, gray fur. His hands end in clawed fingers speckled with dirt.

Badgerfolk tend to hire themselves out as mercenaries, though some have been know to take up sedentary jobs as scribes or lawyers.

Combat

When entering combat, badgerfolk immediately rage, fighting to their own death or until all opponents are slain or driven off.

A badgerfolk's racial ability score modifiers are Str +0, Dex +6, Con +4, Int +2, Wis +2, Cha –4.

Rage (Ex): A badgerfolk that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. Badgerfolk cannot end their rage voluntarily.

Badger Affinity (Sp): A badgerfolk may use its natural Wild Empathy ability on any badger or other burrowing mammal once per day. A badgerfolk may use its ability to *Speak With Animals* to talk to any badger three times a day as if cast at 1st level or the badgerfolk's character level, whichever is higher.

Badgerfolk Mercenary

Badgerfolk Fighter 5**; hp** 47
S16 D19 C18 I12 W14 Ch8**; Fort** +8**, Ref** +5**, Will** +3
Init: +3 **Speed:** 30 ft., burrow 20 ft.
AC: 23 (+4 Dex, +2 natural, +5 *chain shirt +1*, +2 mw small steel shield), touch 14, flat 19
BAB/Grapple: +5/+8
Full Attack: *+1 Short sword* +10 melee (1d6+6; 19-20/x2) and bite +4 melee (1d6+1)
or 2 claws +9 melee (1d4+3) and bite +4 melee (1d6+1)
or composite longbow (+3 Str) +9 ranged (1d8+3;x3)
Special Att: Rage
Special Qual: Badger affinity, low-light vision, scent, wild empathy +4
Skills: Balance +3, Climb +7, Escape Artist +3, Hide +3, Jump +7, Listen +1, Move Silently +3, Ride +9, Sleight of Hand +3, Spot +6, Swim +2
Feats: Cleave, Power Attack[F], Improved Shield Bash, Track[B], Weapon Finesse[B], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F]
CR: 5
Gear: *chain shirt +1* (1,250 gp), mw small steel shield (159 gp), *+1 shortsword* (2,310 gp), composite longbow (Str +3) (400 gp)
Total 4,119 gp (4,300 gp)

Badgerfolk Berserker

Badgerfolk Fighter 5/Barbarian 7**; hp** 83
S18 D19 C18 I12 W14 Ch8**; Fort** +13**, Ref** +7**, Will** +4
Init: +3 **Speed:** 30 ft., burrow 20 ft.
AC: 26 (+4 Dex, +2 natural, +6 *chain shirt +2*, +4 *small steel shield +2*), touch 14, flat 22
BAB/Grapple: +12/+16
Full Attack: *+2 Shortsword* +19/+14/+9 melee (1d6+6; 19-20/x2) and bite +6 melee (1d6+2)
or 2 claws +16 melee (1d4+4) and bite +11 melee (1d6+2)
or *+2 composite longbow (+4 Str)* +18/+13/+8 ranged (1d8+6;x3)
Special Att: Rage 3x/day
Special Qual: Badger affinity, DR 1/-, fast movement, improved uncanny dodge, low-light vision, scent, trap sense +1, uncanny dodge, wild empathy +11
Skills: Balance +3, Climb +13, Escape Artist +3, Hide +3, Intimidate +12, Jump +7, Listen +1, Move Silently +3, Ride +16, Sleight of Hand +3, Spot +13, Swim +2
Feats: Cleave, Power Attack[F], Improved Bull Rush, Improved Shield Bash, Improved Sunder, Iron Will, Track[B], Weapon Finesse[B], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F]
CR: 12
Gear: *chain shirt +2* (4,250 gp), *small steel shield +2* (4,159 gp), *+2 shortsword* (8,310 gp), *+2 composite longbow (+4 Str)* (8,800 gp)
Total 25,519 gp (27,000 gp)

Improved Uncanny Dodge (Ex): A badgerfolk berserker can no longer be flanked. This defense denies a rogue the ability to sneak attack the badgerfolk berserker by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A badgerfolk berserker gains +4 Strength and Constitution, a +2 bonus to Will saves but takes a –2 penalty to Armor Class when raging. A badgerfolk berserker's rage lasts 8 rounds and can be performed 3x/day. A badgerfolk berserker cannot rage twice in the same combat. After the rage ends, the badgerfolk berserker is considered fatigued.

Trap Sense (Ex): A badgerfolk berserker gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A badgerfolk berserker retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Animix

Medium Magical Beast (Shapechanger)

Hit Dice: 10d8+30 (75 hp)
Initiative: +3 (+3 Dex)
Speed: Fly 30 feet (6 squares) (perfect)
Armor Class: 17 (+4 natural, +3 Dex), touch 13, flat 14
BAB/Grapple: +10/+13
Attack: Slam +7 melee (1d6+3)
Full Attack: Slam +7 melee (1d6+3)
Space/Reach: 5 ft./ 5 ft
Height: 5 ft. diameter cloud in cloud form When shapechanged, as animal height/length +20%
Weight: 10 lbs. + 2d6 lbs. (16 lbs.) in cloud form When shapechanged, as animal weight +20%
Special Att: Charm monster, blink, sliver strike
Special Qual: Animal empathy, darkvision 60 ft., DR 5/silver, shapechange
Saves: Fort +11, Ref +11, Will +6
Abilities: Climb +3, Disguise +16, Bluff +16, Handle Animal +16, Sense Motive +16, Jump +16, Swim +3
Skills: S16 D16 C16 I16 W16 Ch16
Feats: Alertness[B], Dodge, Improved Trip, Mobility, Spring Attack
Environment: Any
Organization: Solitary or pack (1 animix plus 5-20 animals)
CR: 7
Treasure: No coins, standard gems, no magic
Alignment: Always Lawful Evil
Advancement: Large (11-15 HD), Huge (16-20 HD)
Level Adj: +4 (Cohort only)

The creature's form before you slips and slides away, liquefying into a silver gas that twinkles with glints of gold.

An animix is a silvery gas that is fully capable of transforming into any animal shape it desires. However, the form it assumes is always of the largest size for its kind and it's fur or hide is noticeably streaked with silver.

Some animixes have been known to accompany druids and their animal companions.

Combat

Animix avoid combat whenever possible, and are likely to flee any personal combat they are forced to engage in. When forced into combat, they use their mutable shape to slam into an opponent, gaining two slam attacks a round. They will attempt to knock opponents to the ground with these slams where it can finish them off easier.

Animal Empathy (Ex): An animix can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The animix rolls 1d20+13 to determine the wild empathy check result.



The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the animix and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

Shapechange (Ex): The animix can assume the shape of any animal. Treat this as if the animix had used the spell *Shapechange*, at 10th level ability, limited to animal forms only. Unlike the normal *shapechange* spell, the animix keeps its special attacks and special qualities, while also obtaining the extraordinary abilities of its new form. It always appears to be the largest specimen of its type (largest advancement it can obtain), and is noticeably marked by a silver streak down its back. The shapechange lasts until it chooses to change shape again.

Silver Strike (Ex): An animix's natural attacks are treated as silver weapons for bypassing DR.

Charm Monster (Su): An animix prefers to use its natural *Charm* ability to control creatures similar to what it has transformed into. It is possible for the animix to control up to 20 HD of other animals or magical beasts with an Intelligence of 1 or 2. It is a DC 17 Will save to avert the charm. A given creature can only be affected once per day and the charm lasts for 1 day.

Blink (Su): The second ability of the animix is its ability to *Blink* as per the wizard's spell at will. This ability is used at 10th level casting ability.

Animix on Amberos

Most animix can be found in rural areas across Amberos and beyond. Very rarely are they found in total wilderness areas, seeming to prefer to rule over domesticated animals. There have been some tales from Nydonna's Sea Kingdom of aquatic versions of this creature, whose natural form appears as a glimmering current of water.

Vermix

The vermix is a variant animix that can assume the form of vermin creatures. In their natural state, they appear as a dark cloud with glowing red pinpoints of light that resemble eyes. The vermix has DR 5/cold iron instead of DR 5/silver and can only assume vermin shapes with its shapechange ability. Other than these changes, it is identical to the animix.

Animix Animal Forms

The following stat block changes are shown below to assist the DM when the Animix changes shape. The animix is not restricted to these forms; they are merely presented here to speed up play.

Note: In the feat section, a superscript X denotes that the animix cannot gain the benefit of the feat in its altered form (mainly because it does not have a 13 Dex).

Combat Forms

Dire Bat

Large Size (12 HD)

hp: 75 hp
Init: +6
Speed: 20 ft. (4 squares), fly 40 ft. (good)
AC: 20 (1 size, +6 Dex, +5 natural), touch 15, flat 14
BAB/Grapple: +10/+16
Full Attack: Bite +12 melee (1d8+4)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, blindsense 30 ft., darkvision 60 ft., DR 5/silver, shape change
Saves: Fort +11, Reflex +13, Will +6
Abilities: S17 D22 C17 I16 W16 Ch16
Skills: Climb +3, Disguise +16, Bluff +16, Handle Animal +16, Jump +10, Listen +9*, Sense Motive +16, Spot +9*, Swim +3
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Tiger, Dire

Large Size (20 HD)

hp: 75 hp
Init: +2
Speed: 40 ft. (8 squares)
AC: 17 (1 size, +2 Dex, +6 natural), touch 11, flat 15
BAB/Grapple: +10/+21
Full Attack: 2 claws +17 melee (2d4+8) and bite +12 melee (2d6+4)
Special Att: Blink, charm monster, improved grab, pounce, rake 2d4+4, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, scent, shape change
Saves: Fort +11, Reflex +10, Will +6
Abilities: S27 D15 C17 I16 W16 Ch16
Skills: Climb +8, Disguise +16, Bluff +16, Handle Animal +16, Hide +2*, Jump +24, Listen +5, Move Silently +6, Sense Motive +16, Spot +5, Swim +8
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Tyrannosaurus

Huge Size (20 HD)

hp: 75 hp
Init: +1
Speed: 40 ft. (8 squares)
AC: 14 (2 size, +1 Dex, +5 natural) touch 9, flat 13
BAB/Grapple: +10/+25
Full Attack: Bite +17 melee (3d6+13)
Special Att: Blink, charm monster, improved grab, silver strike, swallow whole
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, scent, shape change
Saves: Fort +13, Reflex +9, Will +6
Abilities: S28 D12 C21 I16 W16 Ch16
Skills: Climb +9, Disguise +16, Bluff +16, Handle Animal +16, Jump +26, Listen +7, Sense Motive +16, Spot +7, Swim +9
Feats: Alertness[B], Dodge[X], Mobility[X], Spring Attack[X], Improved Trip

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Shark, Huge

Huge Size (17 HD)

hp: 75 hp
Init: +2
Speed: Swim 60 ft. (12 squares)
AC: 15 (2 size, +2 Dex, +5 natural), touch 10, flat 13
BAB/Grapple: +10/+21
Full Attack: Bite +13 melee (2d6+7)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, blindsense, darkvision 60 ft., DR 5/silver, keen scent, shape change
Saves: Fort +10, Reflex +10, Will +6
Abilities: S21 D15 C15 I16 W16 Ch16
Skills: Climb +5, Disguise +16, Bluff +16, Handle Animal +16, Jump +30, Listen +5, Sense Motive +16, Spot +5, Swim +13
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: A shark 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.

Disguise Forms

Cat

Tiny Size (1/2 HD)

hp: 75 hp **Init:** +2
Speed: 30 ft. (6 squares)
AC: 14 (+2 size, +2 Dex), touch 14, flat 12
BAB/Grapple: +10/+0
Full Attack: 2 claws +14 melee (1d2-4) and bite +9 melee (1d3-4)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, scent, shape change
Saves: Fort +8, Reflex +10, Will +6
Abilities: S3 D15 C10 I16 W16 Ch16
Skills: Balance +10, Climb +0, Disguise +16, Bluff +16, Handle Animal +16, Hide +14*, Jump +9, Listen +5, Move Silently +6, Sense Motive +16, Spot +5, Swim -4
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip, Weapon Finesse[B]

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

Raven

Tiny Size (1/4 HD)

hp: 75 hp **Init:** +2
Speed: 10 ft. (2 squares), fly 40 ft. (average)
AC: 14 (+2 size, +2 Dex), touch 14, flat 12
BAB/Grapple: +10/-1
Full Attack: Claws +14 melee (1d2-5)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, shape change
Saves: Fort +8, Reflex +10, Will +6
Abilities: S1 D15 C10 I16 W16 Ch16
Skills: Climb -5, Disguise +16, Bluff +16, Handle Animal +16, Jump -4, Listen +5, Sense Motive +16, Spot +5, Swim -5
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Toad

Diminutive Size (1/4 HD)

hp: 75 hp **Init:** +1
Speed: 5 ft. (1 square)
AC: 15 (+4 size, +1 Dex), touch 15, flat 14
BAB/Grapple: +10/-3
Full Attack: –
Special Att: Blink, charm monster, silver strike
Special Qual: Amphibious, animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, shape change
Saves: Fort +8, Reflex +8, Will +6
Abilities: S1 D12 C11 I16 W16 Ch16
Skills: Climb -5, Disguise +16, Bluff +16, Handle Animal +16, Hide +17, Jump -4, Listen +5, Sense Motive +16, Spot +5, Swim -5
Feats: Alertness[B], Dodge[X], Mobility[X], Spring Attack[X], Improved Trip

Skills: +4 to Hide checks

Scout Forms

Badger

Small Size (2 HD)

hp: 75 hp **Init:** +2
Speed: 30 ft. (6 squares), burrow 10 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat 12
Full Attack: 2 claws +14 melee (1d2-1) and bite +9 melee (1d3-1)
Special Att: Blink, charm monster, rage, silver strike
Special Qual: DR 5/silver, low-light vision, scent, shape change
Saves: Fort +6, Reflex +7, Will +7
Abilities: S8 D17 C15 I16 W16 Ch16
Skills: Climb -1, Disguise +16, Bluff +16, Handle Animal +16, Jump +12, Listen +5, Sense Motive +16, Spot +5, Swim -1
Feats: Dodge, Mobility, Spring Attack, Improved Trip

Skills: +4 bonus on escape artist checks

Hawk

Tiny Size (1 HD)

hp: 75 hp **Init:** +3
Speed: 10 ft. (2 squares), fly 60 ft. (average)
AC: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
BAB/Grapple: +10/+2
Full Attack: Talons +15 melee (1d4-2)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, shape change
Saves: Fort +8, Reflex +11, Will +6
Abilities: S6 D17 C10 I16 W16 Ch16
Skills: Climb -2, Disguise +16, Bluff +16, Handle Animal +16, Jump -1, Listen +5, Sense Motive +16, Spot +5, Swim -2
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: Hawks have a +8 racial bonus on Spot checks.

Octopus

Medium Size (6 HD)

hp: 75 hp **Init:** +2
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
BAB/Grapple: +10/+13
Full Attack: Arms +13 melee (1d2+3) and bite +8 melee (1d4+1)
Special Att: Blink, charm monster, improved grab, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, ink cloud, jet, low-light vision, shape change
Saves: Fort +9, Reflex +10, Will +6
Abilities: S16 D15 C13 I16 W16 Ch16
Skills: Climb +3, Disguise +16, Bluff +16, Handle Animal +16, Jump +16, Listen +5, Sense Motive +16, Spot +5, Swim +3
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also has a +10 racial bonus on Escape Artist checks. An octopus 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.

Multi-purpose Forms

Elephant

Huge Size (20 HD)

hp: 75 hp **Init:** +0
Speed: 40 ft. (8 squares)
AC: 15 (2 size, +7 natural), touch 8, flat-footed 15
BAB/Grapple: +10/+26
Full Attack: Slam +18 melee (2d6+10) and 2 stamps +13 melee (2d6+5); or gore +18 melee (2d8+15)
Special Att: Blink, charm monster, silver strike, trample 2d8+15
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, scent, shape change
Saves: Fort +13, Reflex +8, Will +6
Abilities: S30 D10 C21 I16 W16 Ch16
Skills: Climb +10, Disguise +16, Bluff +16, Handle Animal +16, Jump +23, Listen +5, Sense Motive +16, Spot +5, Swim +10
Feats: Alertness[B], Dodge[X], Mobility[X], Spring Attack[X], Improved Trip

Squid, Giant

Gargantuan Size (20 HD)

hp: 75 hp **Init:** +3
Speed: 80 ft. (16 squares)
AC: 19 (4 size, +3 Dex, +10 natural), touch 9, flat-footed 16
BAB/Grapple: +10/+30
Full Attack: 10 tentacles +18 melee (1d8+12) and bite +13 melee (3d8+6)
Special Att: Blink, charm monster, constrict 1d8+12, improved grab, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, ink cloud, jet, low-light vision, shape change
Saves: Fort +11, Reflex +11, Will +6
Abilities: S34 D17 C17 I16 W16 Ch16
Skills: Climb +12, Disguise +16, Bluff +16, Handle Animal +16, Jump -, Listen +5, Sense Motive +16, Spot +5, Swim +12
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: +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.

Travel Forms

Horse, Light

Large Size (3 HD)

hp: 75 hp **Init:** +1
Speed: 60 ft. (12 squares)
AC: 13 (1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
BAB/Grapple: +10/+15
Full Attack: 2 hooves +6 melee (1d4+1)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, low-light vision, scent, shape change
Saves: Fort +10, Reflex +9, Will +6
Abilities: S14 D13 C15 I16 W16 Ch16
Skills: Climb +2, Disguise +16, Bluff +16, Handle Animal +16, Jump +27, Listen +5, Sense Motive +16, Spot +5, Swim +2
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Porpoise

Large Size (6 HD)

hp: 75 hp **Init:** +2
Speed: Swim 80 ft. (16 squares)
AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
BAB/Grapple: +10/+17
Full Attack: Slam +13 melee (2d4+6)
Special Att: Blink, charm monster, silver strike
Special Qual: Animal empathy, blindsight 120 ft., Darkvision 60 ft., DR 5/silver, hold breath, low-light vision, shape change
Saves: Fort +8, Reflex +8, Will +6
Abilities: S19 D15 C17 I16 W16 Ch16
Skills: Climb +4, Disguise +16, Bluff +16, Handle Animal +16, Jump +37, Listen +5, Sense Motive +16, Spot +5, Swim +4
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip

Skills: +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.

All Other Animal Forms

Animal's Size (Max Advanced HD [up to 20])

hp: 75 hp **Init:** As creatures Dex modifier
Speed: As creature
AC: As creature
BAB/Grapple: +10/+10 + size mod + Str mod
Full Attack: As creature, recalculate bonus to hit using Animix's BAB
Special Att: Blink, charm monster, silver strike plus as creature
Special Qual: Animal empathy, Darkvision 60 ft., DR 5/silver, shape change plus as creature
Saves: Fort +8 + Con mod, Reflex +8 + Dex mod, Will +6 (Wis added in)
Abilities: S As creature D As creature C As creature I16 W16 Ch16
Skills: Climb +(Str mod), Disguise +16, Bluff +16, Handle Animal +16, Jump +13 +(Str mod), Listen +5, Sense Motive +16, Spot +5, Swim +(Str Mod)
Feats: Alertness[B], Dodge, Mobility, Spring Attack, Improved Trip plus creatures bonus feats

Skills: As creature

Asqua

Medium Fey

Hit Dice:	1d6+1 (4 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 feet (6 squares), Swim 45 feet (9 squares)
Armor Class:	18 (+4 natural, +4 Dex), touch 14, flat 14
BAB/Grapple:	+0/+0
Attacks:	Trident +3 melee (1d8)
Full Attack:	Trident +3 melee (1d8)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 2d4 in. (5 ft. 5 in.)
Weight:	75 lbs + 2d4 x 10 lbs. (125 lbs.)
Special Att:	Lightning discharge
Special Qual:	Cold immunity, lightning immunity, low-light vision, fast healing 1
Saves:	Fort +1, Ref +8, Will +2
Abilities:	S10 D19 C12 I13 W10 Ch10
Skills:	Handle Animal +4, Move Silently +4, Search +4, Sense Motive +4, Spot +4, Swim +12, Use Magic Device +4
Feats:	Lightning Reflexes
Environment:	Temperate Ocean
Organization:	Solitary, Patrol (2-5), Band (5-20) or Clan (40-60)
CR:	1
Treasure:	Standard
Alignment:	Usually Lawful Good
Advancement:	As character class
Level Adj:	+4

Gliding through the water, you can see a blue-green humanoid that seems to be covered in fine fish scales. The only thing the being wears is kelp-green cloak and boots that seem to be made of glistening fish scales. In his hands he holds a golden trident, and a determined look seems burned into his face.

Asqua are a race of blue-green faeries that dwell in the sea. They are related to sea elves and mermen, and will associate with either freely.

Asqua speak Elvin and Common.

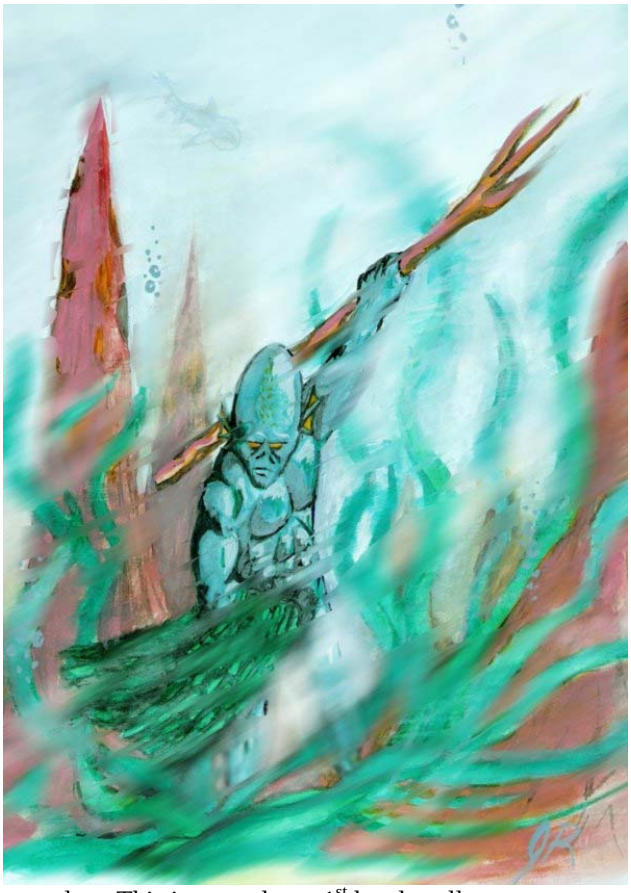
Combat

Asqua are peaceful, and are neutral towards beings from the "world above". However, they have a hatred of sahuagin and locathah, and will attack such creatures on sight.

If forced to fight, asqua prefer the use of a one-handed trident.

Cold Immunity (Ex): An asqua is immune to all forms of cold, natural or magical in nature.

Lightning Discharge (Sp): In desperation, an asqua can release a electrical discharge that inflicts 1d10 points of damage to those whom fall in the 20' long, 5' wide path of the lightning. Unlike normal electricity that tends to diffuse in a globe-like pattern, the Asqua can magically maintain this bolt-like shape. Creatures with the aquatic subtype may make a DC 11 Reflex saving throw to half the damage. The Asqua can produce the discharge once per day. This is treated as a 1st level spell.



Fast Healing (Ex): While an asqua is in contact with salt water, it heals 1 hit point per round, one round after being harmed. The asqua cannot heal fire or acid damage, if it can somehow be dispensed on the asqua. It is not possible for an asqua to breathe air, and they lose their fast healing powers once removed from salt water.

Lightning Immunity (Ex): Asqua are immune to all forms of lightning, natural or magical.

Asqua Characters

Though asqua rarely venture to the surface, they do travel quite a bit under the sea. It is not uncommon for lone asqua to venture away from their communities in small groups, seeking adventure wherever they may roam.

Asqua characters have the following abilities:

- **Fey Type.**
- **Medium size.**
- **Low-light Vision.** An asqua can see in dim or twilight conditions twice as far as a normal human.
- **Base Speed 30 feet, Swim 45 feet.**
- **+4 natural AC.** A tough, flexible coating of fish scales protects an asqua's skin.
- **+8 Dex, +2 Con, +2 Int.** Asqua are lithe and hardy. They are also quick learners.
- **Cold Immunity (Ex):** An asqua is immune to all forms of cold, natural or magical in nature.
- **Lightning Discharge (Sp):** In desperation, an asqua can release a electrical discharge that inflicts 1d10 electrical damage + 1d10 electrical damage/3 levels or HD to those whom fall in the

20 feet long, 5 foot wide path of the lightning. Unlike normal electricity that tends to diffuse in a globe-like pattern, the Asqua can magically maintain this bolt-like shape. Creatures with the aquatic subtype can make a Reflex save DC 10 + ½ level + Con Mod for half damage. The Asqua can produce the discharge only once per day. This is treated as a spell of a level equal to ½ the Asqua's level or Hit Dice.

- **Lightning Immunity (Ex):** Asqua are immune to all forms of lightning, natural or magical.
- **Fast Healing (Ex):** While an asqua is in contact with salt water, it heals 1 hit point per round, one round after being harmed. The only thing that can prevent the healing is fire or acid, if it can somehow be dispensed on the asqua. It is not possible for an asqua to breathe air, and they lose their healing powers once removed from salt water.
- **Weapon Familiarity:** All asqua are skilled in the use of trident and nets and may use them without suffering non-proficient penalties
- **+8 racial bonus to Swim checks.** Asqua are natural swimmers.
- **Automatic Languages:** Common, Elvin **Bonus Languages:** Aquan, Giant, Goblinoid, Triton
- **Favored Class:** Wizard
- **Level Adjustment:** +4

Asqua worship Triton, god of the sea. Such clerics can choose two of the following three domains: Law, Water, or Weather.

Asqua on Amberos

Asqua are generally friendly towards sea elves and mermen, and there is a large colony of asqua that comprises a mercenary household in Nydonna's Sea Kingdom. Asqua can also be found in the northern and western seas, though tales of asqua in the southern seas is virtually unknown. There are no known asqua living in the Wyvern Sea or the Forna Ocean; the exact reason for such is unknown.

Asqua Seacaster

Asqua Wizard 7**; hp** 24
S10 D22 C13 I20 W13 Ch8**; Fort** +5**, Ref** +2**, Will** +5
Init: +6 **Speed:** 30 ft., swim 45 ft.
AC: 24 (+6 Dex, +4 natural, +4 *Mage Armor*), touch 16, flat 18
BAB/Grapple: +3/+3
Full Attack: *+1 Trident* +5 melee (1d8+1)
Special Att: Lightning discharge, spells
Special Qual: Cold immunity, lightning immunity, fast healing 1, weapon familiarity
Skills: Concentration +11, Craft (Alchemy) +14, Decipher Script +8, Knowledge (Arcana) +14, Knowledge (Nature) +14, Spellcraft +14, Swim +8
Feats: Brew Potion[W], Eschew Materials, Scribe Scroll[W], Spell Focus (Evocation), Weapon Focus (Trident)
CR: 8
Gear: *headband of intellect +2* (4,000 gp), *+1 Trident* (2,315 gp), *potion of cure moderate wounds* (300 gp)
Total: 6,615 gp (9,400 gp)
Lightning Discharge (Sp): Deals 3d10 damage, Reflex save DC 14 half, treat as a 3rd level spell.

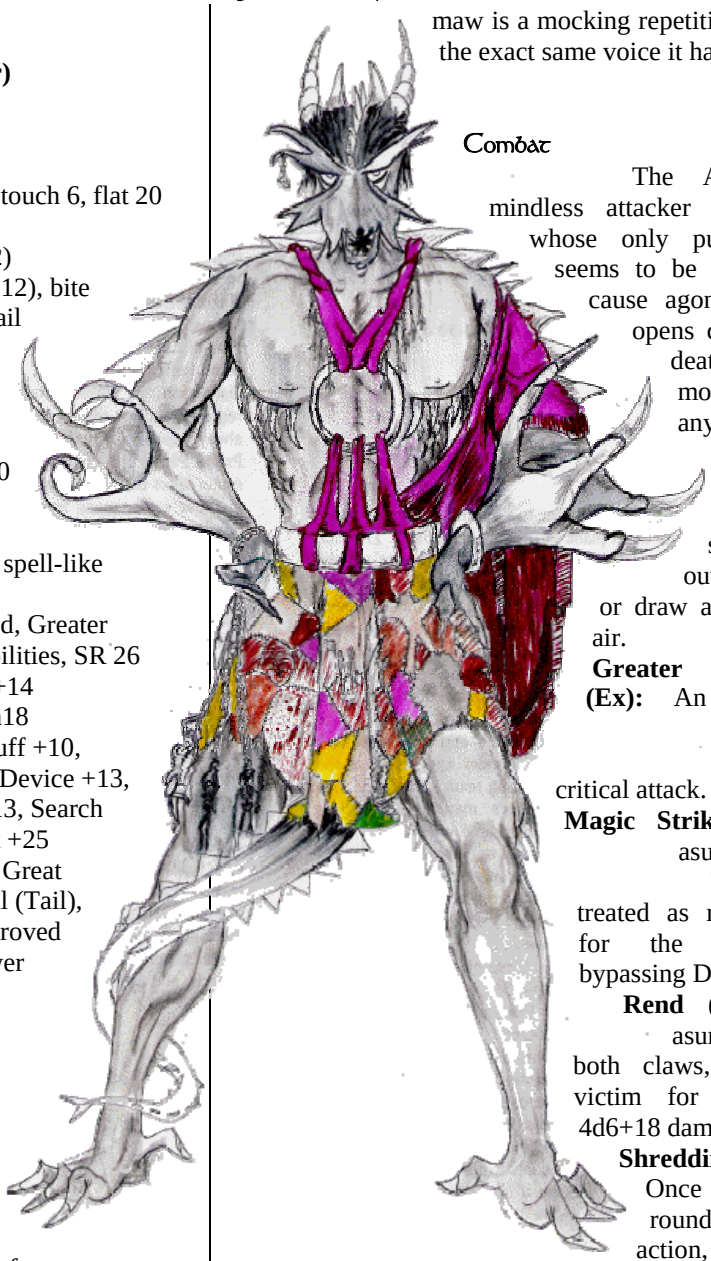
Typical Spell List

(4/6/4/3/2; Caster level 7; Spell DC 15 + Spell level)
0: *Dancing Lights, Detect Magic, Flare, Ray of Frost*
1st: *Mage Armor*,Obscuring Mist, Protection from Evil, Shocking Grasp, Summon Monster I*
2nd: *Alter Self, Blur, Detect Thoughts, Hypnotic Pattern*
3rd: *Deep Slumber, Hold Person, Lightning Bolt,*
4th: *Charm Monster, Ice Storm*
* This spell is considered to already be in effect

Asunder

Gargantuan Outsider (Evil, Extraplanar)

Hit Dice:	22d8+154 (253 hp)
Initiative:	+4
Speed:	40 feet (8 squares)
Armor Class:	20 (-4 size, +14 natural), touch 6, flat 20
BAB/Grapple:	+22/+38
Attack:	Claw +30 melee (2d6+12)
Full Attack:	2 claws +30 melee (2d6+12), bite +28 melee (2d8+6) and tail +28 melee (2d8+6;19-20/x2)
Space/Reach:	20 ft./ 20 ft.
Height:	50 ft. + 1d10 ft. (55 ft.)
Weight:	35,000 lbs + 1d10 x 1,000 lbs (40,500 lbs)
Special Att:	Magic strike, rend 4d6+18, shredding sight, spell-like abilities
Special Qual:	DR 15/magic +3 and good, Greater Fortification, Outsider abilities, SR 26
Saves:	Fort +20, Ref +13, Will +14
Abilities:	S35 D10 C25 I6 W12 Ch18
Skills:	Craft (Alchemy) +10, Bluff +10, Diplomacy +17, Disable Device +13, Intimidate +29, Listen +13, Search +25, Spellcraft +10, Spot +25
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Critical (Tail), Improved Initiative, Improved Sunder, Multiattack, Power Attack
Environment:	Any
Organization:	Solitary
CR:	18
Treasure:	Normal
Alignment:	Chaotic Evil
Advancement:	Gargantuan (23-38 HD)
Level Adj:	–



An enormous humanoid stands before you, reeking of rotting meat. Its skin is covered in stone gray scales and it is dressed in the skins of animals – and humanoids. Some of the pelts still drip with the gore of having been freshly torn from its owner. Its clawed hands are six-fingered, with twin thumbs, each ending in razor-sharp nails. It also sports a long, sinuous tail covered with cruel bards. The creature has a frightening leer and solid white eyes.

The asunder is a creature from the lower planes, but its exact plane of origin is unknown. Travelers and sages have tried to track down the creature's native plane, and have found huge concentrations of the beasts in suspended animation in Tarterus. It is thought though, that this is actually a prison rather than the place of origin.

Asunder prefer to litter their lairs with deadly traps, often incorporating alchemical items into the traps. They especially enjoy traps that maim or take an usually long time to kill the victim.

The only noise that echoes from the Asunder's maw is a mocking repetition of sounds in the exact same voice it has heard before.

Combat

The Asunder is a mindless attacker once engaged, whose only purpose in life seems to be to destroy and cause agony. It usually opens combat with its death gaze, then moves to melee anyone who survives the initial assault, occasionally stopping to spit out a power word or draw a symbol in the air.

Greater Fortification (Ex): An asunder has a 75% chance to negate any critical attack.

Magic Strike (Ex): An asunder's natural attacks are treated as magic weapons for the purposes of bypassing DR.

Rend (Ex): If an asunder hits with both claws, it rends the victim for an additional 4d6+18 damage.

Shredding sight (Ex): Once every three rounds, as a standard action, the Asunder can release a 60 foot cone of red energy. Those caught in the beam must make a Fort DC 28 save or their bodies rip themselves apart over a period of one round (this is treated as slashing damage). Success on the save still inflicts 9d6 slashing damage to those caught in the cone, and stuns the victim one round. Those slain cannot be raised short of a *True Resurrection*, *Wish* or more powerful magic. This is treated as a 9th level spell with a caster level of 22 for purposes of dispelling or countering.

Spell-Like Abilities (Sp): *Power Word Stun* – 1x/day, *Power Word Blind* – 1x/day, *Power Word Kill* – 1x/day, *Symbol of Fear* – 1x/day, *Symbol of Pain* – 1x/day, *Symbol of Stunning* – 1x/day, *Symbol of Weakness* – 1x/day, *Spell Turning* – 1x/day. Caster level 22.

Aunto

Medium Outsider (Incorporeal, Native)

Hit Dice:	7d8 (31 hp)
Initiative:	+2 (+2 Dex)
Speed:	Fly 50 feet (10 squares) (Perfect)
Armor Class:	14 (+2 Dex, deflection +2), touch 14, flat 12
BAB/Grapple:	+7/+7
Attack:	Slam +9 touch (1d3 + ability drain)
Full Attack:	Slam +9 touch (1d3 + ability drain)
Space/Reach:	5 ft. / 5 ft.
Height:	6 ft.
Weight:	0 lbs.
Special Att:	Corrupting touch, magic strike
Special Qual:	DR 15/magic +2, outsider qualities, spells, SR 16, spell stealing
Saves:	Fort +5, Ref +7, Will +8
Abilities:	S– D15 C- I17 W17 Ch15
Skills:	Concentration +10, Decipher Script +13, Diplomacy +12, Gather Information +12, Hide +15, Intimidate +12, Knowledge (Law) +16, Search +10, Sense Motive +13, Spot +13, Use Rope +12
Feats:	Skill Focus (Knowledge [Law]), Track, Weapon Focus (Slam)
Environment:	Any ruins
Organization:	Solitary or Jury (6-12)
CR:	6
Treasure:	None
Alignment:	Lawful Neutral
Advancement:	As sorcerer + 7 levels
Level Adj:	–

A volumous, tattered white robe floats in the air before you, topped with an equally black orb that is only discernable as a head because of the glowing triangular yellow eyes set in the otherwise featureless orb. Atop the orb is a conical white hat that is covered in magical symbols. It raises its arm, which ends in a black velvet glove and points in your direction.

Aunto is an ancient Kassian word that means "Dreaded Judge". This word fairly fits the description of an Aunto, which appears as a featureless circular head with glowing white triangles for eyes and usually wearing a cone hat. Below the black head floats a judge's robe, with the only other features protruding from the floating creature being two disembodied, shadowy hands. Auntos never speak or communicate in any means other than pointing at its intended victim and then attacking.

Combat

Auntos are never encountered by chance. The aunto is a punisher, sent from unknown sources to punish those whom willingly break a country's laws. The aunto has no ties to the country in which it appears, and answers to no force or power, completing its task without straying from course.

The aunto, when first seen, will float to within a few feet of its intended victim(s), point at the subject(s), then wordlessly launch itself into attack.



Corrupting Touch (Ex): The aunto will attack in combat by slamming its opponent with its fist. The touch inflicts 1d4 damage and will drain one point of Strength and Constitution permanently for each hit, Fort DC 32 save to avoid. If the victim is reduced to 0 Strength or Constitution by the aunto, they are slain and can only be restored to life with a *Wish* or *Miracle* spell.

Hidden Mind (Ex): Aunto are unaffected by attacks that affect the mind, such as *charm*, domination, *maze*, illusions and other magics. Psionics have no effect on aunto. They are immune to *sleep* and hold spells as well.

Magic Strike (Su): An aunto's natural attacks are treated as magic weapons for the purposes of bypassing DR.

Spell Stealing (Su): As an standard action, the aunto may steal spells from the memory of wizards or sorcerers within 30 feet. The victim must make a DC 19 Will save or lose their highest level prepared spell, which becomes part of the aunto's repertoire of spells. Such lost spells may be rememorized after a night of rest.

Spells: The aunto can cast spells as 7th level sorcerer. An aunto never needs to use a verbal component to cast a spell. Auntos may also cast spells taken by the spell stealing ability; they may cast such stolen spells once at 7th level caster ability.

Typical Spell List

(6/7/7/4; Caster Level 7; Spell DC 12 + Spell Level)
0: *Acid Splash, Arcane Mark, Daze, Disrupt Undead, Flare, Open/Close, Touch of Fatigue*
1st: *Burning Hands, Color Spray, Magic Missile*, Shield, True Strike*
2nd: *Protection From Arrows, Resist Energy, Searing Ray*
3rd: *Dispel Magic, Hold Person*
* Replace with *Magic Bolt* in an Amberos campaign

Auntos on Amberos

Relics of the Technological Age, there are rumored to only be 12 Auntos in existence on Amberos. One is thought to guard the Pyramids of Kufu, another the Genesis Pits of Lost Vale, yet another guards Tsre Vestu and the others guard locations that varies by tale including the Golens, the Steaming Horns, Mako Volcano and even the Glacier of Seasons.



Automatia

Automatia are constructs shaped to resemble some other living thing, and are powered by technological engines. They may appear indistinguishable from the creature they may copy or may have a metallic finish to them, with silver or black being the most common colors. The template may be applied to any humanoid, monstrous humanoid, animal, beast, magical beast, giant, dragon or aberration.

Hit Dice: Change die to 1d10

Speed: As the normal creature, but gains the ability to sprint at 10x the base creature's normal speed

Armor Class: The creature gains a +4 natural armor bonus. This stacks with any natural armor bonus the creature already has.

BAB: The creature uses a cleric's BAB, which may be better or worse than the creature's normal BAB.

Special Att:

Adamantine Strike (Ex): An automatia's natural attacks are treated as adamantine for the purposes of bypassing DR.

Special Qual: The creature gains construct qualities:

- No Constitution score.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease , death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Constructs do not eat, sleep, or breathe.

If the automatia has been built to be indistinguishable from the creature it copies, it gains a +10 bonus to disguise itself as the creature it imitates.

The creature gains DR based on its size, as follows:

Size	*DR*
Diminutive	None
Tiny	1/Adamantine
Small	3/Adamantine
Medium	5/Adamantine
Large	8/Adamantine
Huge	10/Adamantine
Gargantuan	13/Adamantine
Colossal	15/Adamantine

Abilities: The creature gains a +4 bonus to Strength and Dexterity. As a construct, the creature has no Constitution score. An automatia has an Intelligence of -.

Skills: The automatia keeps the same skill point allocation as the base creature, though the total may change due to the modification to its ability score. An automatia can use skills that are Int based, despite its lack of Intelligence.

Feats: The automatia retains the use of the base creatures feat. It may use feats with an Intelligence requirement even though it does not meet the Intelligence requirement.

CR: +1

Automatia on Amberos

The mysterious Time of Technology in Amberos's past brought with it many strange and wonderful things. While most have been long destroyed due the ravages of time, there are a precious few automata from the era that have survived. While most have been inactive over the centuries and only lately activated (often by accident), there are a few rare automata that have been active since ancient times.

Automatia Minotaur

Large Construct

Hit Dice:	6d10+30 (63 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares), sprint 300 ft. (60 squares)
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
BAB/Grapple:	+4/+14
Attack:	Gore +9 melee (1d8+6)
Full Attack:	Gore +9 melee (1d8+6) or greataxe +9 melee (3d6+9)
Space/Reach:	10 ft./10 ft.
Height:	7 ft. 1 in.
Weight:	4,000 lbs.
Special Att:	Adamantine strike, powerful charge
Special Qual:	Construct traits, DR 8/Adamantine, darkvision 60ft., low-light vision, natural cunning, scent
Saves:	Fort +4, Ref +4, Will +2
Abilities:	S23 D14 C- I- W10 Ch8
Skills:	Intimidate +2, Listen +7, Search +4, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Any land
Organization:	Solitary or Gang (2-5)
CR:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adj:	-

The bull-headed humanoid before you is made of a glossy black metal with bone white horns and a holding a great metal axe in its hands. The sounds of whirring gears and heavy pistons echo with each metallic footfall of the creature.

Automatia minotaurs were created as impressive warriors during the age of technology, and a rare few have managed to survive into Amberos's current world. Most are now without direction, seeking battle wherever they can find it.

Combat

An automatia minotaur usually initiates combat with its powerful charge, trampling whoever might be in its way. Against a single foe, the automatia will then engage in melee. If faced against multiple foes, it will attempt to "push" through the group and continue using the charge against the same foe, attempting to isolate or disrupt the group.

Adamantine Strike (Ex): An automatia minotaur's natural attacks are treated as adamantine weapons for the purposes of bypassing DR.

Powerful Charge (Ex): When an automatia minotaur makes a charge, its lowers its horns at the opponent and charges, gaining a +9 attack bonus and dealing 4d6+9 damage if successful, in addition to the normal benefits and hazards of a charge.

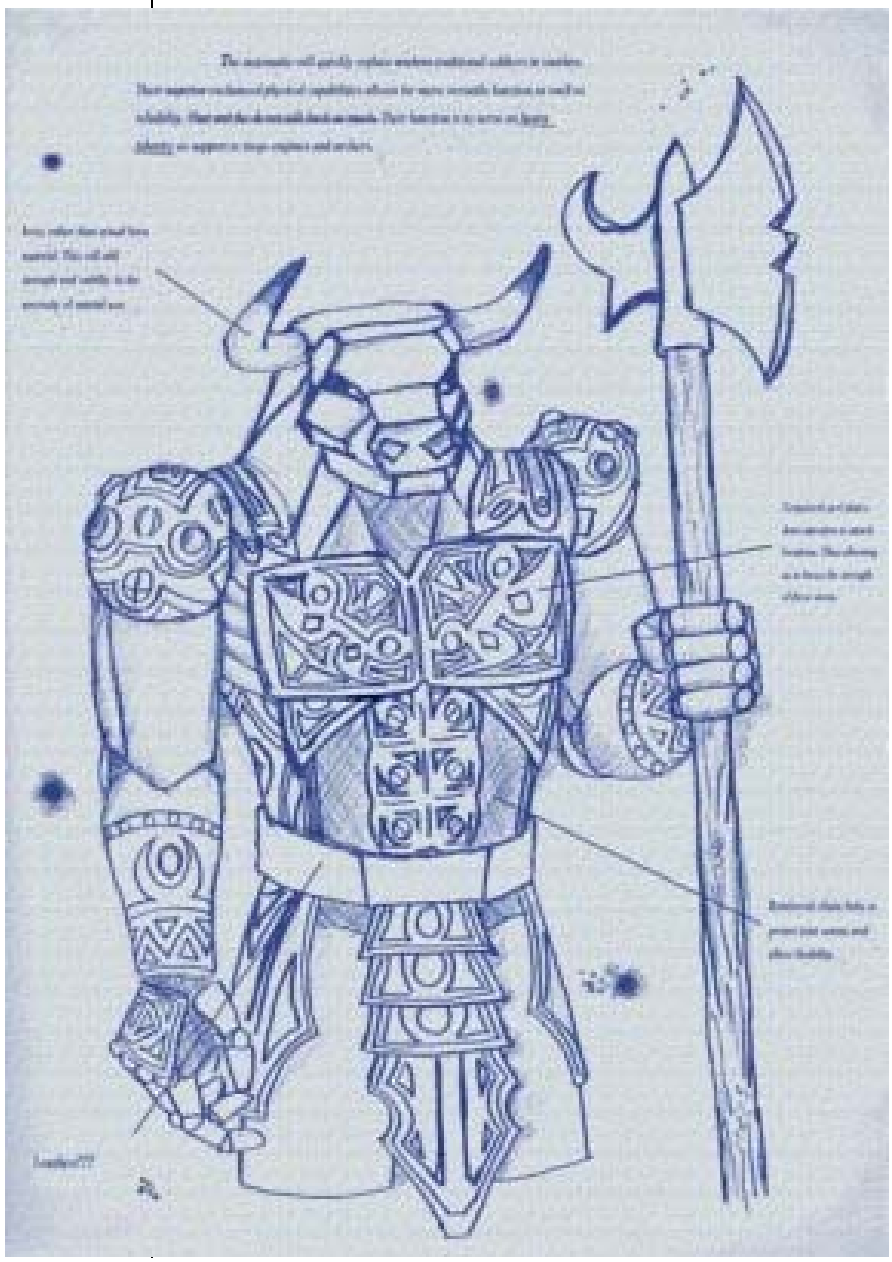
Natural Cunning (Ex): Automatia minotaurs possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies.

Skills: Automatia minotaurs have a +4 racial bonus on Search, Spot and Listen checks.

Creating an Automatia Minotaur

An automatia minotaur's frame weighs 1,400 lbs. and costs 1,000 gp to fashion. It requires a Craft (Technological Device) DC 26 and 12 days to assemble. An automatia minotaur can be active for 2,100 minutes (35 hours) before it must recharge.

CL 13th; Craft Construct; Price 10,800 gp; Cost 3,600 gp + 144 xp; Recharge 100 gp



Avatar, Technological

While the time of Technology brought many wonders to Amberos, it also brought the greatest blasphemy to Amberos. When the Wars of Technology broke out, the Aegyptians created a technological construct that was modeled after the Egyptian god Ra. Soon after, the Dhorics created a god-like construct they dubbed Apollo to face off against Ra, and the techno-god building arms race began. It is not known exactly how many technological gods were produced, or which one awoke the sleeping Ancient Ones, but their wrath was great when they discovered the mock-ups created in their name, and destroyed them all before punishing the human races for their indiscretions.

However, it has become apparent that at least two of the technological "avatars" avoided destruction by the true gods. There may possibly be more, still in hiding across the continent or on other planes.

Technological Avatars are modeled after the Ancient Gods themselves, and can only be applied to their specific avatars. While technological avatars are considerably weaker that the real copy, they are generally more powerful than any mortal being.

Size: Always Large, regardless of original's size.

Hit Dice: All technological avatars have 15d10 hit dice, plus 15 class levels, regardless of the original's Hit Dice. The class level should approximate a fraction of the true avatar's levels.

Speed: 50 feet (6 squares), fly 300 ft (60 squares)

Armor Class: The avatar has a +10 natural AC bonus, and any armor bonus and dexterity bonuses to it AC. If the avatar has armor, it has a +5 copy All other AC bonuses the original copy has is not duplicated

BAB: The creature uses a cleric's BAB, regardless of the original copy's BAB.

Attack: The creature uses a copy of the avatar's primary weapon, with only a total +10 bonus enhancement bonus, including any special abilities of the item (such as flaming, disruption, etc.)

Spec Att: The avatar gains the following special attacks:

- **Adamantine Strike (Ex):** A technological avatar's attacks (natural and weapon) are treated as adamantine weapons for the purpose of bypassing DR.
- **Divine Strike (Su):** Once every 10 rounds, a technological avatar can make a ranged strike that affects a 10 foot diameter area up to 120 feet away that deals 15d6 divine damage (Fort DC 25 + Charisma modifier for half damage). The divine strike can look like anything the avatar desires – a lightning bolt, a rain of arrows, a ray of blackness, whatever.

Spec Qual: The avatar has DR 15/Adamantine. It has construct qualities, making it immune to mind-affecting effects, death effects, critical hits, poison and ability/level drain. The avatar does not need to eat, drink or breathe. It is immune to all magical spells, psionics and technological effects as if it had unbeatable spell resistance. If reduced to 0 hit points, the avatar is destroyed.

The Avatar retains the special abilities of 15 levels worth of character classes. The avatar may be multiclassed, but can only select classes available to the original and cannot exceed the class level of the original copy.

Technological Avatars do not have a divine rank and cannot grant spells to worshippers.

Abilities: The avatar has the same ability scores as the original copy

Feats: Calculate as if the avatar had 15 character levels and 15 HD of construct, and chosen from the list the original copy possesses. The avatar cannot have more levels in a class than the original copy. Feat prerequisites must be fulfilled normally.

Skills: Calculate normally for 15 HD of construct - (2 + Int modifier) x 18 , plus the skill points gained from class levels.

CR: 15

The known technological avatars of Amberos that were created are listed below:

Avatar	*Status*
Apollo	In hiding
Ares	Destroyed
Hermes	Destroyed
Horus	In hiding
Loki	Destroyed
Odin	Destroyed
Quetzalcoatl	Unknown, thought hiding
Ra	Destroyed
Thor	Destroyed
Thoth	Unknown, thought destroyed

Technological Avatar of Apollo

Large Construct
Fighter 2, Bard 7, Wizard 3, Cleric 3

Hit Dice: 15d10 + 2d10 + 7d6 + 3d4 + 3d8 + 30 hp (169 hp)
Initiative: +15 (+11 Dex, +4 improved initiative)
Speed: 50 feet (10 squares), fly 300 feet (60 squares)
Armor Class: 30 (-1 size, +10 natural, +11 Dex), touch 20, flat 19
BAB/Grapple: +21/+31
Attack: *+5 speed holy composite longbow (+12 Str)* +31 ranged (2d6+12;19-20/x3) or Unarmed attack +27 melee (1d6 +7)
Full Attack: *+5 speed holy composite longbow(+12 Str)* +31/+26/+21/+16 ranged (2d6+12;19-20/x3)
(rapid shot: +29/+29/+24/+19/+14)
or Unarmed attack +27/+22/+17/+12 melee (1d6+7)
Space/Reach: 10 ft./ 5 ft.
Height: 15 ft.
Weight: 3,000 lbs.
Special Att: Adamantine strike, divine strike
Special Qual: Bardic Knowledge +24, Bardic music 7, DR 15/Adamantine, construct qualities, portfolio sense, spells, spontaneous *cure* casting, technological avatar immunities, turn undead
Saves: Fort +18 , Reflex +18 , Will +21
Abilities: S24 D33 C- I40 W30 Ch34
Skills: Craft (Bowyer/Fletcher) +48, Craft (Woodworking) +48, Disguise +45, Heal +43, Listen +43, Knowledge (History) +48, Knowledge (Religion) +48, Perform (Wind Instrument) +46, Spellcraft +43, Profession (Herbalist) +43, Use Magic Device +43, Spot +43
Feats: Dodge, Far Shot, Great Fortitude, Improved Critical (Longbow), Improved Initiative, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Run, Shot on the Run, Skill Focus (Perform), Weapon Focus (Composite Longbow)
Environment: Any
Organization: Unique
CR: 20
Treasure: *+5 speed holy composite longbow (+12 Str)* (201, 600 gp)
Alignment: Chaotic Good
Advancement: None

Before you stands what appears to be a male human who towers at least nine feet tall. His skin has a golden glow that feels comfortably warm, and he is dressed in a sparkling white toga that shifts in an unseen wind and which brings to your nostrils the smell of fresh flowers. Slung across his back is a powerful bow, which is carved with symbols of the sun. His powerful arms are set upon his hips, as if he is awaiting you to acknowledge his superiority.

The technological avatar of Apollo is a rather arrogant being, and expects those it encounters to fall in worship to it without question. Those that doubt its divinity or refuse to acknowledge the construct as their one true divine god find themselves on the receiving end of its bow attacks.

The technological avatar of Apollo speaks Common, Abysmal, Ancient, Celestial, Infernal, Elvin, Dwarven, Gnomish, Goblin, Giant, Draconic, Druidic, Auran, Ignan, Trade and Terran.

Combat

The technological avatar of Apollo will generally take flight and rain arrows down on its foes from above. The avatar also delights in wresting or sparring in controlled settings, granting the chance to prove it is superior to any mortal being.

If somehow defeated when sparring, the avatar almost always flies into a rage, seeking to destroy its attacker for such a humiliation.

Adamantine Strike (Ex): A technological avatar's attacks (natural and weapon) are treated as adamantine weapons for the purpose of bypassing DR.

Bardic Music: The technological avatar can use the bardic music ability for the following effects: *Countersong*, *Fascinate*, *Inspire Courage*, *Inspire Competence*, or *Suggestion*. See the bardic music ability for effects. The technological avatar can use its bardic music ability 7 times a day. It's perform check is +46.

Divine Strike (Su): Once every 10 rounds, a technological avatar can make a ranged strike that affects a 10 foot diameter area up to 120 feet away. This attack deals 15d6 divine damage (Fort DC 37 for half damage) to all creatures in the area of effect. The divine strike of Apollo takes the form of a rain of fiery arrows.

Spells: The technological avatar of Apollo can cast spells as a 7th level bard, 3rd level Wizard and 3rd level cleric with the domains of Fire and Sun.

Turn Undead (Su): The technological avatar can turn undead 15x/day. Turning check: +14; Turning damage 2d6 + 15.

Typical spell list

Bard (3/5/5/3; spell DC 22 + spell level; caster level 7)
0th: Daze, Detect Magic, Flare, Light, Message, Summon Instrument
1st: *Charm Person, Disguise Self, Hypnotism, Identify*
2nd: *Blindness/Deafness, Heroism, Invisibility, Suggestion*
3rd: *Daylight, Lesser Geas*

Cleric (4/5+1/4+1; spell DC 20 + spell level; caster level 3)
0th: *Create Water, Guidance, Resistance, Read Magic*
1st: *Bane, Bless, Bless Water, Burning Hands*, Command, Doom*
2nd: *Bull's Strength, Eagle's Splendor, Produce Flame*, Resist Energy, Zone of Truth*

Wizard (4/6/5; spell DC 25 + spell level; caster level 3)
0th: *Arcane Mark, Open/Close, Read Magic, Touch of Fatigue*
1st: *Alarm, Comprehend Languages, Sleep, True Strike*
2nd: *Continual Flame, Detect Thoughts, Glitterdust, Locate Object, Summon Swarm*

Technological Avatar of Apollo on Amberos

Currently in seclusion, the exact location of the avatar of Apollo is unknown, though ancient tales place it somewhere in the Crystalmire mountains near Misake. It is thought that the avatar of Apollo has collected a small band of "worshippers" in its seclusion – said to be an underground city lit by the avatar's own inner light.



Bachantail

Large Animal (Aquatic)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+6 (+2 Dex, +4 improved init)
Speed:	Flop 5 feet (1 square), Swim 45 ft. (9 squares)
Armor Class:	15 (+2 Dex, +4 natural, -1 size), touch 11, flat 13
BAB/Grapple:	+3/+9
Attack:	Bite +6 melee (1d10+6)
Full Attack:	Bite +6 melee (1d10+6)
Space/Reach:	10 ft./ 5 ft.
Length:	7 ft. + 2d6 in. (7 ft. 7 in.)
Weight:	350 lbs. + 2d6 x 10 lbs (420 lbs.)
Special Att:	Swallow whole
Special Qual:	–
Saves:	Fort +7, Ref +6, Will -1
Abilities:	S18 D15 C17 I2 W6 Ch10
Skills:	Jump +11*, Listen +0, Spot +0, Swim +14
Feats:	Alertness, Improved initiative
Environment:	Temperate or Cold Ocean
Organization:	Pack (5-20)
CR:	3
Treasure:	None
Alignment:	Always Neutral
Advancement:	Large (5-7 HD), Huge (8-15 HD), Gargantuan (16-20 HD)
Level Adj:	–

The creature that has flopped onto the deck is slightly longer than a man is tall. The whole of the fish is a sea-green color, with a red, spiny fin along its back. It has a wide, bass-like maw that gapes open again and again as the huge fish struggles to breath air. Its huge, lidless eyes dart about, moving as if both fearful and hopeful someone will push it back overboard.

The bachantail is a dangerous predator of the seas. It has the unusual tactic of "landing" itself on a dry area, attempting to lure prey close by feigning helplessness so as to draw victims close enough to swallow it. The fish hunt in packs, with one of the members often using itself as bait to draw other unsuspecting victims into the water in an attempt to rescue a swallowed companion.

Combat

Bachantail are encountered only at sea, at least a mile from land. Occasionally these huge fish leap aboard a boat where they flop about attempting to attract attention.

When a victim comes within 5 feet of the huge fish, it suddenly leaps at the victim, engaging in a grapple and hoping to swallow the victim. Its next action is to then leap overboard before being caught, hopefully drawing more foolish prey into following it into the water. Normally, that will be where the remaining pack will then attack the others entering the water to save their comrade. A bachantail can survive out of water for up to 2 minutes before it is forced to leap back into water, else it suffocates and dies.



Swallow Whole (Ex): If a bachantail successfully grapples an opponent, it may attempt to swallow the opponent on the next round with a successful grapple check. A bachantail can hold one man-sized, two small, four tiny, sixteen diminutive or thirty-two fine-sized creatures. Those swallowed must make a Fortitude DC 19 save or be rendered into a catatonic state by the bachantail's digestive juices. The catatonic state lasts for 1 minute per exposure. Regardless if the save is made, the victim suffers 1d4 points of acid damage each round. It takes 8 hit points of damage from small piercing or slashing weapons to cut out of the bachantail. After a victim makes an escape, the stomach muscles seal the wound close.

Skills: A bachantail gains a +10 bonus to swim checks and can take 10 on a swim check even when threatened. A bachantail can run when swimming, provided it moves in a straight line. Also, a bachantail has an uncanny ability to jump; it can perform a standing broad jump as if it were making a running broad jump, but does not have to move 10 feet to make the jump and is not limited by its land-based movement rate for how far it can jump.

Bachantail on Amberos

Bachantail are nuisance of the waters south of Amberos and in the Forna sea. They are rarely encountered in the eastern ocean, and there are no tales of bachantail in the waters of the north or off the west coast of Amberos.

Backknife

Small Humanoid (Goblinoid)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 feet
Armor Class:	15 (+1 size, +2 Dex, +2 leather), touch 13, flat 13
BAB/Grapple:	+0/-4
Attack:	Short sword +0 melee (1d4-1;19-20/x2)
Full Attack:	Short sword +0 melee (1d4-1;19-20/x2), bite +1 melee (1d3-1)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. + 1d4 in. (3 ft. 2 in.)
Weight:	30 lbs. + 1d10 lbs. (35 lbs.)
Special Att:	Rage, Swallow
Special Qual:	Fearful presence, heightened sight
Saves:	Fort +3, Ref +2, Will +1
Abilities:	S9 D15 C12 I11 W13 Ch8
Skills:	Hide +6, Move Silently +6, Spot +1
Feats:	Track, Weapon Focus (Bite)[B]
Environment:	Any non-arctic
Organization:	Solitary, Sneak (2-5), Pack (5-20 plus 0-5 unseen blades), Horde (20-40 plus 1-10 unseen blades and 1-3 assassins), Tribe (20-60 plus 1-10 unseen blades and 0-3 assassins and 1 slugknife)
CR:	½
Treasure:	Double coins
Alignment:	Neutral Evil
Advancement:	As character class
Level Adj:	+2

This small, black-clothed humanoid is wrapped from head to toe in a cloth suit that hides all of its features except for its red, glowing eyes and huge, green-lipped maw filled with sharp teeth and dripping with foul slime. As it approaches it gibbers, growls and cackles in your direction.

Backknifes are a lost and demented race of goblinoids whose origins are unknown. They keep their faces wrapped in heavy cloth and dress in black clothing. They often wear gloves and soft boots made of oiled black leather. Their features are menacing and emancipated, and their skin is a mottled brown or green. Their mouths, when exposed, have sickly, green lips and drip with slime. The backknife has but three fingers and three toes, and many wear altered clothing to hide these notable differences. The weapons a backknife carries are always curved and often covered with runes, even if not magical. The eyes of a backknife glow a menacing red, and if they pull aside the scarf that covers their vicious maws, it will reveal a wide, inhumanly large mouth filled with razor-sharp needle-like teeth. The jaw can easily unhinge, allowing the backknife to swallow a man-sized victim whole.

Combat

Backknifes always attempt to melee with their opponents, even if such could lead to their death. They are not mindless however, and use very complex strategies and wave attacks to bring down resilient foes.

Fearful Presence (Ex): The mere sight of a backknife causes fear as these creatures advance, mumbling arcane words and lithely dancing with flashing weapons. Those who fail a Willpower save (DC 15) suffer a –2 morale penalty to attacks against the backknife.

Poison Use (Ex): Backknifes normally coat their weapons in venom. They prefer a distilled spider venom (DC 15; Init: 1d4 strength, Sec: 1d4 strength).

Rage (Ex): Once a backknife draws blood, it has a 50% chance of going into a rage. The rage acts like the barbarian ability of the same name. The rage lasts for 10 rounds, then the backknife becomes winded as a barbarian.

Swallow Whole (Ex): If a backknife slays an opponent, or its opponent falls prone and is helpless, the backknife may bend down and attempt to swallow the victim. This is a grapple attack, at a –6 to hit penalty. Unlike a normal



swallow attack, a backknife can swallow an opponent of up to medium size. Its gizzard can hold one man-sized victim, two small opponents, four tiny, eight diminutive or sixteen fine-sized victims. It takes four successful grapple attacks for the backknife to swallow a Medium

victim, and one round to swallow smaller opponents. While being swallowed, the victim suffers 1d6 damage each round from the backknife's digestive system. Once it has swallowed a man-sized foe, the backknife's body enlarges to at least man-sized proportions. Creatures caught inside the backknife can attempt to cut their way out with small slashing weapons by dealing 4 points of damage to the AC 10 interior.

A backknife can swallow one medium or small-sized opponent, 2 tiny opponents, or 4 diminutive opponents.

Heightened Sight (Ex): Backknifes can see in complete darkness or see invisible, ethereal or astral prey up to 60 feet away, but cannot normally attack into the ethereal or astral plane. However, the foul creatures will make motions at such creatures, hoping to lure the creatures into the Mortal realm to devour.

Backknife on Amberos

Backnives are the creation of Ziga, who seized a small community of Halflings shortly after they were freed from the grip of Gwieze in the Golens. Twisting their bodies as is her wont, she created them for the express purpose of using them as assassins against the good races of Amberos. Most existing Backknife clans can be found in the Twilight Mountains or working from the Golens. Small bands of backknife assassins can be encountered almost anywhere, often in the employ of goblinoids loyal to Ziga (if for no other reason than the backknife might kill the goblinoids if they didn't revere Ziga.)

Backknife Characters

Most backknifes live a horrid life of betrayal, torture and pain, driven with a desire to kill others. There are a few who are capable of becoming feared overlords of their brethren, and even fewer who escape their society and turn against their life of evil. The latter generally have short life spans, for a lone backknife is easy prey for his bloodthirsty cousins.

A backknife character has the following abilities:

- **Small size.** A backknife has a +1 size modifier to hit and AC. They suffer a –4 penalty to grapple checks, but gain a +4 bonus to hide checks. Small creatures have ¾ normal lifting and carry capacity limits of those of a medium creature.
- **Base speed 20 feet.**
- **-2 Str, +4 Dex,+2 Con, +2 Wis, -2 Cha.** Backknifes are relatively weak, but nimble and hardy. They have a relative cunning, but Ziga's domination of the race has stripped much of their individuality.
- **Fearful Presence (Ex):** The mere sight of a backknife causes fear as these creatures advance, mumbling arcane words and lithely dancing with flashing weapons. Those who fail a Willpower save (DC 10) suffer a –2 morale penalty to attacks against the backknife. The save is charisma-based.
- **Poison Use (Ex):** Backknifes normally coat their weapons in venom and do not suffer the chance of poisoning themselves when doing so. They prefer a distilled spider venom (DC 15; Init: 1d4 strength, Sec: 1d4 strength, cost: 250 gp).
- **Rage (Ex):** Once a backknife draws blood, may enter a rage. The rage acts like the barbarian ability of the same name. The rage lasts for 10 rounds, then the backknife becomes winded as a barbarian. A backknife may rage once a day.
- **Swallow Whole (Ex):** If a backknife slays an opponent, or its opponent falls prone and is helpless, the backknife may bend down and attempt to swallow the victim. This is a grapple attack, at a –6 to hit penalty. Unlike a normal swallow attack, a backknife can swallow an opponent of up to medium size. Its gizzard can hold one man-sized victim, two small opponents, four tiny, eight diminutive or sixteen fine-sized victims. It takes four successful grapple attacks for the backknife to swallow a Medium victim, and one round to swallow smaller opponents. While being swallowed, the victim suffers 1d6 damage each round from the backknife's digestive system. Once it has swallowed a man-sized foe, the backknife's body enlarges to at least man-sized proportions. . Creatures caught inside the backknife can attempt to cut their way out with small slashing weapons by dealing 4 points of damage to the AC 10 interior. A backknife can swallow one medium or small-sized opponent, 2 tiny opponents, or 4 diminutive opponents.
- **Heightened Sight (Ex):** Backknifes can see in complete darkness or see invisible, ethereal or astral prey up to 60 feet away, but cannot normally attack into the ethereal or astral plane.
- **Bite Attack.** A backknife has a natural bite attack that deals 1d3 damage + Str modifier.
- **Weapon Focus (Bite)** as a bonus feat.
- **Metamorphosis:** When a backknife reaches 75 +2d6 years old (Old age), it transforms into a Slugknife once the character pays the XP to raise the Level Adjustment to match that of a slugknife.
- **Automatic Languages:** Common, Backknife **Bonus Languages:** Dwarven, Elvin, Giant, Goblinoid.
- **Favored Class:** Rogue. Many experienced backknifes become assassins under Ziga's control.
- **Level Adjustment:** +2

Backknifes worship Ziga and a backknife priest may choose two of the three domains of Chaos, Evil and Destruction.

Backknife Unseen Blade

Backknife Rogue 6; **hp** 39
S11 D20 C16 I12 W12 Ch6; **Fort** +6, **Ref** +11, **Will** +4
Init: +5 **Speed:** 20 feet
AC: 20 (+1 size, +5 Dex, +4 *studded leather +1*), touch 16, flat 15
BAB/Grapple: +4/+1
Full Attack: *+1 Short Sword* +11 melee (1d4;19-20/x2), bite +6 melee (1d3)
Special Att: Poison use, rage, sneak attack +3d6, swallow
Special Qual: Evasion, fearful presence, heightened sight, trap sense +2, uncanny dodge
Skills: Craft (Trapmaking) +10, Disable Device +10, Disguise +7, Escape Artist +14, Hide +21, Move Silently +14, Search +10, Sleight of Hand +14, Tumble +14
Feats: Skill Focus (Hide), Track, Weapon Finesse, Weapon Focus (Bite)[B]
CR: 6
Gear: *cloak of resistance +1* (1,000 gp), *studded leather +1* (1,112 gp, 5 sp), *+1 short sword* (2,305 gp), *potion of invisibility* (CL 3) (300 gp), 2 *potions of cure moderate wounds* (CL 3) (600 gp)
Total 5,367 gp 5 sp (5,600 gp)

Evasion (Ex): A backknife unseen blade can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A backknife unseen blade gains an intuitive sense that alerts her to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A backknife unseen blade can react to danger before her senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.



Backknife Assassin

Backknife Rogue 6/Assassin 8; **hp** 91
S11 D20 C16 I14 W12 Ch6; **Fort** +11, **Ref** +18, **Will** +9
Init: +5 **Speed:** 20 feet
AC: 23 (+1 size, +5 Dex, +7 *studded leather +4*) touch 16, flat 18
BAB/Grapple: +10/+7
Full Attack: *+2 keen Shortsword* +18/+13 melee (1d4+2;17-20/x2), bite +11 melee (1d3)
Special Att: Death attack, poison use, rage, sneak attack +7d6, swallow
Special Qual: +4 save against poison, evasion, fearful presence, heightened sight, improved uncanny dodge, spells, trap sense +2, uncanny dodge
Skills: Craft (Trapmaking) +18, Disable Device +10, Disguise +15, Escape Artist +14, Hide +29, Move Silently +22, Open Lock +12, Search +14, Sleight of Hand +14, Tumble +20
Feats: Great Fortitude, Iron Will, Skill Focus (Hide), Track, Weapon Finesse, Weapon Focus (Bite)[B]
CR: 14
Gear: *cloak of resistance +2* (4,000 gp), *dust of disappearance* (3,500 gp), *studded leather +4* (16,112 gp, 5 sp), *+2 keen shortsword* (18,305 gp), 2 *potions: cure serious wounds* (CL 5) (1,500 gp)
Total 43,467 gp, 5 sp (45,000 gp)

Death Attack: Must study victim for 3 rounds and succeed with a melee sneak attack. Victim must make a Fort save DC 19 or die.

Evasion (Ex): A backknife assassin can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A backknife assassin gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A backknife assassin can react to danger before her senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A backknife assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin.

Typical Spell List

(4/4/3/1; Caster level 8; Spell DC 12 + Spell level)
1st: *Feather Fall, Jump, Obscuring Mist, True Strike*
2nd: *Cat's Grace, Darkness, Invisibility, Spider Climb*
3rd: *Deep Slumber, False Life, Misdirection, Nondetection*
4th: *Dimension Door, Freedom of Movement, Greater Invisibility*

Slugknife

Huge Aberration

Hit Dice:	12d8+60 (114 hp)
Initiative:	+0
Speed:	10 feet (2 squares)
Armor Class:	12 (+4 natural, -2 size), touch 8, flat 12
BAB/Grapple:	+9/+24
Attack:	Bite +19 melee (2d8+9; 19-20/x2)
Full Attack:	Bite +19 melee (2d8+9;19-20/x2), 2 slams +14 melee (1d6+4)
Space/Reach:	20 ft./10 ft.
Height:	16 ft. + 1d8 ft. (20 ft. 6 in.)
Weight:	20,000 lbs + 5d4 x 200 lbs. (22, 400 lbs.)
Special Att:	Rage, improved grab, swallow whole
Special Qual:	Blindsense 120 ft., fearful presence, heightened sight, poison immunity
Saves:	Fort +13, Ref +6, Will +7
Abilities:	S28 D10 C21 I15 W17 Ch8
Skills:	Craft (trapmaking) +17, Diplomacy +14, Disable Device +15, Gather Information +4, Hide +4, Intimidate +14, Move Silently +4, Sense Motive +9, Spot +14
Feats:	Improved Critical (Bite), Power attack, Track, Weapon Focus (Bite), Weapon Specialization (Bite)
Environment:	Any non-artic
Organization:	Solitary or Clan (1 slugknife and 5-20 backknife)
CR:	6
Treasure:	Double normal
Alignment:	Always Neutral Evil
Advancement:	Gargantuan (13-24 HD), Colossal (25-48 HD)
Level Adj:	+3

A slug-like creature slithers before you, pulling itself along with its short, powerful forearms. There is a sickly smell in the air – a mix of flowers and rotten fish, coming from the creature.

Slugknives have a faint resemblance to backknifes, but have a long tapering body that gives them a slug-like appearance. They have no necks left, for they are grossly overweight, but their mouth is filled with razor-sharp teeth. The legs of the slugknife have atrophied, so that the fearsome creature must crawl along at a very reduced rate. Most slugknives who have a backknife entourage prefer to be carried from place to place by these lesser beings.

Slugknives vary little from backknifes, though their ponderously slow gait makes pursuing foes unlikely. Slugknives enjoy creating traps to snatch the unwary, and are quite adept at making wilderness pits and other traps, using their slimy coating as a sort of glue.

Combat

Unlike backknifes, slugknives prefer subterfuge, domination and blackmail to outright combat. They often use their backknife cohorts to attack for them, watching and planning to make the most effective strikes against their enemies. If forced into combat, slugknives generally attack by slamming their massive bodies against their foes or attempting to swallow enemies.



Improved Grab (Ex): If a slugknife hits a foe with a slam or a bite, it can initiate a grapple without provoking an attack of opportunity. If it successfully grapples the foe with a slam, it can transfer the victim to its mouth as a free action next round.

Swallow Whole (Ex): If a slugknife starts the round with a victim in its mouth, it will attempt to swallow the victim with a successful grapple attack. A slugknife can swallow one huge victim, two large opponents, four Medium, eight tiny, sixteen diminutive or thirty-two fine-sized victims. While being swallowed, the victim suffers 2d10 damage each round from the slugknife's digestive system. Once it has swallowed a huge foe, the slugknife's body enlarges to at least gargantuan proportions. A victim can attempt to escape by dealing 25 hit points to the AC 12 interior. Once a victim escapes, the slugknife's stomach muscles seal the opening shut.

Fearful Presence (Ex): The mere sight of a slugknife causes fear as these creatures advance, mumbling arcane words and using its vast strength to push aside obstacles. Those who fail a Will DC 15 save are shaken for the remainder of the combat.

Poison Use (Ex): Slugknives retain the knowledge they had as a backknife to coat items in venom. They prefer a distilled spider venom (DC 15; Init: 1d4 strength, Sec: 1d4 strength). Since slugknives rarely use weapons, they often use it to coat any traps they have created.

Heightened Sight (Ex): Slugknives can see in total darkness and see invisible, ethereal or astral prey out to a distance of 60 feet, but cannot attack into the ethereal or astral plane. However, the foul creatures will make motions at such creatures, hoping to pull the creatures into the prime plane to devour.

Rage (Ex): A slugknife can rage 5 times per day, at will. The rage acts like the barbarian ability of the same name.

The rage lasts for 10 rounds, then the slugknife becomes winded as a barbarian.

Cocoon (Ex): When dormant, a slugknife weaves a cocoon about itself. This takes 20 minutes to perform. The cocoon is coated in a foul fluid that repulses those who attempt to come within 30 feet of it. A fortitude save (DC 19) must be made to approach within 30 feet. When the slugknife prepares to exit its dormant state, the horrid smell of the cocoon alters, in so much as that humanoids that are within 360 feet of the cocoon will smell a fragrance so sweet that it acts as an attractant. The victim must make a Fortitude DC 19 save or move at their normal speed towards the cocoon. Upon reaching the cocoon, the victim must make another Will DC 19 save or stand in a trance. Victims in a trance can be brought back to their senses with hard slapping or attacks. Once a victim comes within fifteen feet of the cocoon, the slugknife is awakened, and may exit the cocoon next round.

Poison Immunity (Ex): Slugknives are immune to all poisons.

Slugknives on Amberos

Slugknives are practically unknown on Amberos, as Ziga tends to not trust these "leaders" of their race, preferring to keep the backknifes under her direct rule. However, there are a few known Slugknives to emerge in the clans of the Twilight Mountains – and at least one in the Golens. So far, the Slugknives have teetered between wars among their own kind and plots sparked by Ziga to send the backknife assassins abroad on quests in Ziga's name. So long as the Slugknives continue to follow Ziga's desires, it seems they will keep their positions as leaders of their foul race.

Slugknife Characters

Slugknives have more freedom to develop a personality and skills than backknifes, and having already lived so long, many become powerful adventurer-types in their own right.

A slugknife character gains the following abilities:

- **Aberration type**
- **Huge size.** The character suffers a -2 to hit bonus and a –2 penalty to AC. The character also gains a +8 bonus to grapple.
- **Base speed 10 feet.** Slugknives move very slowly by pulling their bulk across the ground.
- **12d8 racial hit dice.** The character adds his constitution bonus to the total (minimum 1 hit point per hit dice).
- **Base Attack Bonus +9.**
- **+4 natural AC.** A slugknife's hide is tough and leathery, offering some protection against attacks.
- **Improved Grab (Ex):** If a slugknife hits a foe with a slam or a bite, it can initiate a grapple without provoking an attack of opportunity. If it successfully grapples the foe with a slam, it can transfer the victim to its mouth as a free action next round.
- **Swallow Whole (Ex):** If a slugknife starts the



round with a victim in its mouth, it will attempt to swallow the victim with a successful grapple attack. A slugknife can swallow one huge victim, two large opponents, four Medium, eight tiny, sixteen diminutive or thirty-two fine-sized victims. While being swallowed, the victim suffers 2d10 damage each round from the slugknife's digestive system. Once it has swallowed a huge foe, the slugknife's body enlarges to at least gargantuan proportions. A victim can attempt to escape by dealing 25 hit points to the AC 12 interior. Once a victim escapes, the slugknife's stomach muscles seal the opening shut.

- **Blindsense (Ex):** A slugknife has developed a non-visual sixth sense that allows it to maneuver and fight as well as a sighted creature. It can detect creatures or items despite invisibility, darkness and most kinds of concealment out to a range of 120 feet.
- **Heightened Sight (Ex):** Slugknives can see in complete darkness, as well as see invisible, ethereal or astral prey out to a distance of 60 feet, but cannot attack into the ethereal or astral plane.
- **Rage (Ex):** A slugknife can rage 5 times per day, at will. The rage acts like the barbarian ability of the same name. The rage lasts for 10 rounds, then the slugknife becomes winded as a barbarian.
- **Cocoon (Ex):** A slugknife can weave a cocoon about itself to attract food. This takes 20 minutes to perform. The cocoon is coated in a foul fluid that repulses those who attempt to come within 30 feet of it. A Fortitude save (DC 10 + Con Mod + ½ levels & HD) must be made to approach within 30 feet. When the slugknife prepares to exit its dormant state, the horrid smell of the cocoon alters, in so much as that humanoids that are within 360 feet of the cocoon will smell a fragrance so sweet that it acts as an attractant. The victim must make a Fortitude save (DC 10 + Con Mod + ½ levels & HD) or move at their normal speed towards the cocoon. Upon reaching the cocoon, the victim must make another Will save (DC 10 + Con Mod + ½ levels & HD) or stand in a trance. Victims in a trance can be brought back to their senses with hard slapping or attacks. Once a victim comes within fifteen feet of the cocoon, the slugknife is awakened, and may exit the cocoon next round.
- **Poison Immunity (Ex):** Slugknives are immune to all poisons.
- **+18 Str, +10 Con, +4 Int, +6 Wis, -2 Cha.** Slugknives are exceptionally strong and robust. Their great age makes them much smarter and wiser than most. However, their race's domination by the forces of evil has taken away much of their individuality.
- **(2+Int mod) x 15 skill points.** A slugknife's racial skills are Craft, Diplomacy, Disable Device, Gather Information, Hide, Intimidate, Move Silently, Sense Motive, and Spot.
- **Favored Class:** Rogue
- **Level Adjustment:** +3

Slugknives generally worship Ziga and may choose two of the three following domains: Chaos, Evil or Death.

Backknife to Slugknife

Sudden Transformation

A backknife character may choose to accumulate XP toward the sudden transformation from backknife to slugknife. The character must accumulate enough XP to advance 11 levels, without actually taking any class levels. For example, a backknife Rogue 6 must accumulate enough experience to become an 17th level character to transform into a Slugknife (and retain 6 levels of rogue).

Sudden transformation adds the "Slugknife Characters" entry information to the PC with the following modifications.

- **(2+ Int mod) x 12 skill points.** A slugknife's racial skills are Craft, Diplomacy, Disable Device, Gather Information, Hide, Intimidate, Move Silently, Sense Motive, and Spot.

Gradual Transformation

If a character wishes to roleplay the gradual transformation from backknife to slugknife, the following monster class table is provided. The table assumes the character starts as a Backknife.

Backknife to Slugknife Gradual Transformation

Level	*HD*	*BAB*	*Fort*	*Reflex*	*Will*	*Special*
1	2d8	+1	+0	+0	+1	Medium-size, +2 Str
2	3d8	+2	+1	+1	+1	+2 Int
3	4d8	+2	+1	+1	+2	Rage x2, +2 Str
4	5d8	+3	+1	+1	+2	+2 Wis, +2 Con
5	6d8	+4	+2	+2	+3	Large size +4 Str, -2 Dex
6	7d8	+4	+2	+3	+3	Poison Immunity, +4 Con
7	7d8	+5	+2	+2	+3	+4 Str
8	8d8	+5	+2	+2	+4	+2 Int, +2 Con
9	9d8	+6	+3	+3	+4	+2 Str
10	10d8	+7	+3	+3	+5	+2 Wis
11	11d8	+8	+3	+3	+5	Huge size, +4 Str, -2 Dex, +2 Con
12	12d8	+9	+3	+3	+6	Metamorphosis, Cocoon, Base speed 10 feet

Baetle

Huge Outsider (Evil, Extraplanar)

Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	45 feet (9 squares)
Armor Class:	21 (-2 size, +13 natural), touch 8, flat 21
BAB/Grapple:	+8/+25
Attack:	Claw +15 melee (2d8+9)
Full Attack:	2 claws +15 melee (2d8+9), pincher +10 melee (1d12+4)
Space/Reach:	15 ft./10 ft.
Height:	19 ft. + 1d4 ft. (21 ft. 6 in.)
Weight:	15,000 lbs. + 2d10 x 100 lbs (16,100 lbs.)
Special Att:	Acid spittle, constrict 2d8+9, improved grab, poison gas, rend
Special Qual:	Blindsight 120 ft., Darkvision 120 ft., immune to poison, acid, fire and cold, Outsider traits
Saves:	Fort +11, Ref +6, Will +7
Abilities:	S28 D10 C20 I6 W13 Ch6
Skills:	Gather Information +9, Intimidate +9, Spot +12, Listen +12, Search +9, Sense Motive +12
Feats:	Cleave, Power Attack, Track
Environment:	Lower Planes
Organization:	Solitary (1), Hunt (2-5), Pack (5-20)
CR:	7
Treasure:	None
Alignment:	Lawful Evil
Advancement:	Gargantuan (16 HD), Colossal (32 HD)
Level Adj:	+2 (cohort)

A hulking bulk rises before you - a huge beetle-like creature with enormous pinchers, and black, vast eyes. It has no mouth, instead having four whip-like tentacles instead of mandibles. At the tail end of its body is a huge, scorpion-like stinger.

Baetles are creatures from the lower planes often sent to retrieve victims at the behest of a demon or other minion of evil. They are relentless in their pursuit of their prey, and are fearless in the completion of their mission. These creatures are direct rivals to retrievers, and the two races have been known to battle each other whenever they cross paths.

A Baetle speaks common and infernal.

Combat

Baetles are terrible creatures in combat, striking with their huge pincher claws and the great pincher at the end of its abdomen.

Acid Spittle (Ex): The baetle can spit up to 10 feet as a ranged touch attack with a +8 to hit. If the acid hits, it causes 8d4 initial damage and an additional 1d4 damage per round for 10 rounds.

Blindsight (Ex): Baetles are immune to visual illusions and can "see" invisible creatures out to a range of 120 feet.

Constrict (Ex): Victims held in the baetle's claw suffer 2d8+9 damage with a successful grapple check.

Improved Grab (Ex): If a baetle hits an opponent with its pincher, it can automatically start a grapple.

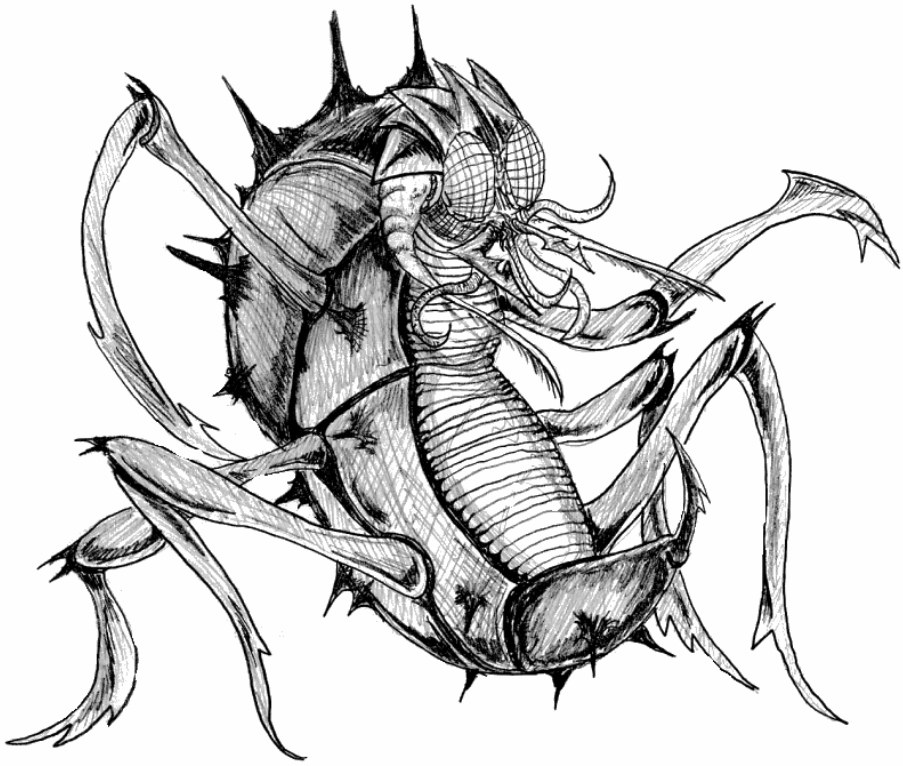
Poison Gas (Ex): The baetle reserves the use of its poison cloud attack for when it must flee, and in such cases, will expel a stinking black cloud of deadly fumes into the air, covering a 15 foot radius area with the gas. (Inhaled; DC 19, Init: 3d6 Con, Sec: 1d6 Con)

Rend (Ex): If a baetle hits an opponent with both claws in a round, it may rend the opponent for an additional 4d8 +13 damage.

Baetles on Amberos

Often used by the Dark One for retrieval or assassination missions, these vile creatures were also employed by Tuma the Destroyer as shock troopers in his attempts to spread chaos and destruction across Amberos.

Most baetles found on Amberos have been summoned for a specific mission, and will be returned to their plane of origin upon completion or failure of their mission.



Banshee Beast

Huge Dragon

Hit Dice:	19d12+152 (275 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares), fly 90 ft. (poor) (18 squares)
Armor Class:	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18
BAB/Grapple:	+19/+34
Attack:	Bite +24 melee (3d6+7;19-20/x2)
Full Attack:	Bite +24 melee (3d6+7;19-20/x2) and 2 claws +22 melee (2d6+3) and tail +22 melee (3d6+3)
Space/Reach:	15 ft./15 ft.
Length:	25 ft. + 2d4 ft. (30 ft.)
Weight:	24,000 lbs + 3d8 x 100 lbs (25,350 lbs.)
Special Att:	Fear aura, poison, death scream, magic strike
Special Qual:	DR 15/magic +2, darkvision 60 ft., dragon traits, fast healing 20, low-light vision, scent, SR 17
Saves:	Fort +19, Ref +13, Will +12
Abilities:	S24 D15 C27 I8 W13 Ch6
Skills:	Climb +18, Hide +5, Intimidate +9, Jump +18, Listen +14, Search +10, Sense Motive +12, Spot +14, Survival +22
Feats:	Alertness, Improved Critical (Bite), Improved Natural Attack (Bite), Multiattack, Snatch, Track, Wingover
Environment:	Any plains, mountains, marshes
Organization:	Solitary, Brood (2-5), or Murder (5-20)
CR:	18
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj:	+3 (cohort)

A horrid creature swoops from the skies. It is the color of ash, with a long, sinuous neck like a great serpent. As it lands, it black wings fold back and double as front legs for the horrid beast. It's long tail whips from side to side, bearing an enormous stinger that drips with a green, burning fluid.

A banshee beast is an evil, dragon-like creature that is a master of fear and destruction. They are huge draconic creatures that are gray to black in color. Their wings double as their front arms and they have a deadly stinger upon their tail that drips a green, acidic poison.

Banshee beasts speak draconic.

Combat

Normally a banshee beast will strike from the air, only landing once it has cornered its prey or to disgorge a rider. At their heart though, banshee beasts are cowards and will flee a battle that goes poorly

Fear Aura (Su): The use of this ability is a free action. The aura cause panic in those within 120 feet. Will DC 17.

Magic Strike (Su): A banshee beast's natural attacks are treated as magic for the purposes of bypassing DR.

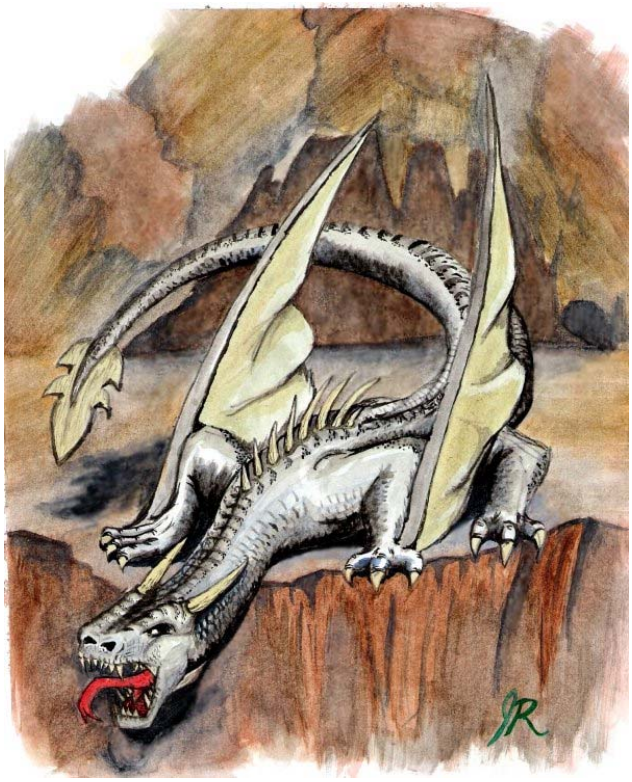
Poison (Ex): The banshee beast delivers an acidic poison from its stinger. Banshee beast poison Fort DC: 27; injury; init: 2d6 damage + 2d6 Con; sec: 1d6 damage + 1d8 Con.

Death Scream (Su): The banshee beast can utter a dreadful, soul-shattering scream that pierces to the soul of its opponents once per day. Those within 120 feet of the banshee beast must make a Fort DC 25 save or die. Those who make the saving throw still suffer 9d6 damage. Stopping one's ears ahead of time allows opponents to avoid the death effect, but not the damage portion. Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Fast Healing (Ex): A banshee beast heals 20 hit points of damage per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. It does not allow lost body parts to be reattached.

Banshee Beasts on Amberos

Banshee Beasts were created by the goblinoids during the Elvin Golden Age, who secreted away eggs of sleeping dragons in Aurora and experimented on the eggs. Most Banshee beasts can now be found in and around Dark Valley, though individual specimens have been encountered across the continent. As a side note, dragons hate these vile creatures, and do their utmost to destroy them whenever one is encountered.



Bat, General

Bats are mammals related to rodents such as rats – they are, sometimes referred to as "flying rats". All bats have the following common features.

Blindsense: Bats use echolocation to pinpoint creatures. The exact radius of the echolocation varies from bat to bat and is noted in its description. Opponents still have total concealment against the bat unless it can actually see them

Skills: Bats have a +4 racial bonus on Spot and Listen Checks. These bonuses are lost if the blindsense is negated.

Bats on Amberos

Bats can be found just about anywhere on Amberos, but the more unusual kinds of bats tend to congregate in and around the Crystalmire Mountains. Sages are unsure if there is some weird magic in the area that has caused the various strange mutations in bats or if bats themselves are simply highly mutable creatures.

Blaze Bat

Tiny Magical Beast (Fire)
Hit Dice: 1d10 (5 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet (2 squares), Fly 30 feet (6 squares) (Average)
Armor Class: 17 (+5 Dex, +2 size), touch 17, flat 12
BAB/Grapple: +0/-10
Attack: Bite +7 melee (1d3-4)
Full Attack: Bite +7 melee (1d3-4)
Space/Reach: 2½ ft/0 ft
Length: 1 ft. + 1d6 in. (1 ft. 3 in.)
Weight: 2 + 1d4 lbs. (4 lbs.)
Special Att: Fire aura
Special Qual: Blindsense 30 ft., fire dependency, low-light vision
Saves: Fort +2, Ref +7, Will +2
Abilities: S2 D20 C10 I1 W14 Ch6
Skills: Listen +8, Spot +4
Feats: Alertness, Weapon Finesse[B]
Environment: Hot mountains
Organization: Flock (40-60)
CR: ½
Treasure: No coins, double gems, no goods
Alignment: Neutral
Advancement: Small (2 HD)
Level Adj: +2 (Cohort)

This small, flying rodent appears to be aflame. A crackling sound emanates from its flapping, fiery red wings as it flies about.

Blaze bats have a taste for combustible materials - especially paper and wood. However, they greatly fear armed attack, and will dart in and out of range trying to avoid blows and stealing a meal at the same time.



Combat

A blaze bat attacks by swooping at a foe and biting them. Note that a victim bitten by a blaze bat also suffers the effects of the bat's fire aura.

Blindsense (Ex): A blaze bat uses echolocation to pinpoint creatures within 30 feet. Opponents still have total concealment against the bat unless it can actually see them.

Fire Aura (Ex): A blaze bat emits constant heat, and a character within 5 feet of the bat must make a Fortitude save DC 12 or suffer 1d6 fire damage. Any item that contacts a blaze bat must make a Fort save DC 12 or burn to cinders, taking 1d3 fire damage a round.

Fire Dependency (Ex): The blaze bat suffers 1d4 non-lethal damage for each minute it is exposed to temperatures below 80 degrees Fahrenheit.

Blaze Bats on Amberos

These horrid creatures infest the Steaming Horns of Smanvalla, though there have been occasional encounters with the creatures in other volcanic regions.

Blaze Bat Swarm

Tiny Magical Beast (Fire, Swarm)
Hit Dice: 3d10 (16 hp)
Initiative: +5 (+5 Dex)
Speed: 10 feet (2 squares), Fly 30 feet (6 squares) (Average)
Armor Class: 17 (+2 size, +5 Dex), touch 17, flat 12
BAB/Grapple: +0/-10
Attack: Swarm (1d6 + 3d6 fire)
Full Attack: Swarm (1d6 + 3d6 fire)
Space/Reach: 10 ft/0 ft
Special Att: Distraction, fire aura
Special Qual: Blindsense, fire dependency, half damage from slashing and piercing, low-light vision
Saves: Fort +4, Ref +8, Will +3
Abilities: S2 D20 C10 I1 W14 Ch6
Skills: Listen +10, Spot +4
Feats: Alertness, Fly-by Attack, Weapon Finesse[B]
Environment: Hot mountains
Organization: Solitary, bonfire (2-4 swarms), inferno (5-10 swarms)
CR: 2
Treasure: No coins, double gems, no goods
Alignment: Neutral
Advancement: Small (2 HD)
Level Adj: +2 (Cohort)

A blaze bat swarm is a fiery inferno of swooping, burning bats.

Combat

A blaze bat swarm engulfs its prey in a swirling aura of fire.

Fire Aura (Ex): A swarm of blaze bats emits a trail of fiery flames that deals 1d6 per hit die of the swarm (in this case, 3d6 fire damage). A successful Reflex save DC 15 halves the damage.

Butcher Bat

Medium Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), Fly 35 feet (7 squares) (Average)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat 11
BAB/Grapple:	+1/+3
Attack:	Claw +4 melee (1d6+2;19-20/x2)
Full Attack:	2 Claws +4 melee (1d6+2;19-20/x2), bite –2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Length:	3 ft. + 2d8 in. (3 ft. 9 in.)
Weight:	5 + 2d4 lbs (10 lbs.)
Special Att:	Death shriek
Special Qual:	Blindsense, low-light vision
Saves:	Fort +5, Ref +5, Will +0
Abilities:	S15 D15 C12 I5 W10 Ch12
Skills:	Listen +2, Hide +5, Spot +2
Feats:	Alertness, Fly-by Attack[B], Improved Critical (Claw)[B], Weapon Focus (Claw)[B]
Environment:	Underground
Organization:	Brood (2-5)
CR:	1
Treasure:	Double coins, normal gems, no goods or magic
Alignment:	Always Neutral Evil
Advancement:	Large (3-4 HD), Huge (5-8 HD)
Level Adj:	+3 (Cohort)

A man-sized bat swoops at you. Its skin is as black as pitch and it utters a hellish screech as it swoops down. Its feet end in sharp, ivory talons, which reach for you as it approaches.

Butcher bats are devilish monsters that delight in devouring living flesh. These vicious creatures hunt by night, and are normally encountered in caves and other subterranean areas that are near to the surface. The butcher bat pack hunts both underground and within ½ mile above ground near the cavern entrance.

Butcher bats speak their own language, based on the screeches they can emit. At least part of their language is beyond the normal hearing range of most humanoids.

Combat

When they spot prey, whether it is humanoid or otherwise, the entire pack descends upon the meal, intent upon rending the victim apart. The butcher bat is well equipped to commit this act, striking with barbed, rending fangs and lightning speed.

Blindsense (Ex): A butcher bat uses echolocation to pinpoint creatures within 60 feet. Opponents have total concealment against the bat unless it can actually see them.

Death Shriek (Ex): When the butcher bat slays its first victim, as a standard action it lets out a piercing shriek that can be heard a distance of up to 1 mile away. Those within 5 feet of the butcher bat when it lets out this shriek must make a Fortitude DC 12 save or be deafened for 1d4+1 rounds and suffer 1d12 non-lethal damage. The butcher bat does this only on the first time it makes a kill. Other butcher bats are immune to the keening effect. The butcher bat's keening will bring 1d4 additional butcher bats to the scene in 1d20 rounds.



Butcher Bats on Amberos

There is a large concentration of butcher bats on the edge of the Golens and a smattering of the beasts in the lands of Sarve and Vactorstein.

In ancient times the nobility of the Skienlands kept butcher bats, though the creatures are very rarely encountered in those lands, usually in the Yaz Forest.

Crystal Bat

Tiny Magical Beast
Hit Dice: 1d10 (5 hp)
Initiative: +3 (+3 Dex)
Speed: 10 feet (2 squares), Fly 20 feet (4 squares) (Poor)
Armor Class: 19 (+3 Dex, +2 size, +4 natural), touch 15, flat 16
BAB/Grapple: +0/-12
Attack: Bite +5 melee (1d4-2 + crystal fate)
Full Attack: Bite +5 melee (1d4-2 + crystal fate)
Space/Reach: 2½ ft./0 ft.
Length: 2 ft. + 2d6 in. (2 ft. 7 in.)
Weight: 7 + 1d4 lbs. (9 lbs.)
Special Att: Crystal fate, magic strike
Special Qual: Blindsense, DR 5/magic +1, low-light vision
Saves: Fort +2, Ref +5, Will +1
Abilities: S6 D17 C10 I1 W13 Ch5
Skills: Listen +7, Spot +2
Feats: Alertness, Weapon Finesse[B]
Environment: Cold or Temperate Mountains
Organization: Solitary, Family (2-5), Colony (5-20)
CR: ½
Treasure: No coins, double gems, No goods
Alignment: Always Neutral
Advancement: Small (2-4 HD)
Level Adj: +2 (Cohort)

A glass-like, small creature flies about. It has transparent wings and makes a sound like tinkling glass as it moves.

Crystal bats are transparent rodents with glittering wings. Their fur gives them a crystalline hue, and when still, they are often mistaken for crystal statues or other gemstones. They are highly territorial, and will fight by means of their bite.

Combat

Crystal bats are highly territorial and will attack any enemy that enters their hunting space. A crystal bat normally strikes by biting an opponent.

Blindsense (Ex): A crystal bat uses echolocation to pinpoint creatures within 30 feet. Opponents still have total concealment against the bat unless it can actually see them.

Crystal fate (Su): The bite of crystal bat causes several of the creature's crystalline teeth to snap off in the wound, where they attempt to work their way into the victim's bloodstream, acting as a deadly poison (DC: 10; Initial Damage: 1d4 Dexterity, Secondary Damage: 3d4 Dexterity). The save DC is Constitution-based.

Magic Strike (Su): A crystal bat's natural attacks are treated as magic for the purposes of bypassing DR.

Crystal Bats on Amberos

Most crystal bats can be found amid the peaks of the Crystalmire mountains where they are most troublesome during the winter months when they tend to appear in large swarms across the Methane sea.

Crystal Bat Swarm

Tiny Magical Beast (Swarm)
Hit Dice: 10d10 (55 hp)
Initiative: +3 (+3 Dex)
Speed: 10 feet (2 squares), Fly 20 feet (4 squares) (Poor)
Armor Class: 19 (+3 Dex, +2 size, +4 natural), touch 15, flat 16
BAB/Grapple: +10/–
Attack: Swarm (1d6 + crystal fate)
Full Attack: Swarm (1d6 + crystal fate)
Space/Reach: 10 ft./0 ft.
Length: 2 ft. + 2d6 in. (2 ft. 7 in.)
Weight: 7 + 1d4 lbs. (9 lbs.)
Special Att: Crystal fate, dazzling display, distraction, magic strike
Special Qual: Blindsense, DR 5/magic +1, half damage from slashing and piercing, low-light vision, swarm traits
Saves: Fort +9, Ref +10, Will +6
Abilities: S6 D17 C10 I1 W13 Ch5
Skills: Listen +12, Spot +7
Feats: Ability Focus (Dazzling Display), Alertness, Great Fortitude, Iron Will, Weapon Finesse[B]
Environment: Cold or Temperate Mountains
Organization: Solitary, flight (2-4 swarms), or colony (11-20 swarms)
CR: 5
Treasure: No coins, double gems, No goods
Alignment: Always Neutral
Advancement: Small (2-4 HD)
Level Adj: +2 (Cohort)

A swarm of glass-like, small creature flies about. They have transparent wings and make a sound like tinkling glass as they move.

Crystal bats swarms are carnivorous groups of hunting crystal bats, seeking flesh to devour. They are highly territorial, and will fight by means of their bite.

Combat

Crystal bats are highly territorial and will attack any enemy that enters their hunting space. A crystal bat normally strikes by biting an opponent.

Blindsense (Ex): A crystal bat uses echolocation to pinpoint creatures within 30 feet. Opponents still have total concealment against the bat unless it can actually see them.

Crystal fate (Su): DC: 15; Initial Damage: 1d4 Dexterity, Secondary Damage: 3d4 Dexterity. The save DC is Constitution-based.

Dazzling Display (Su): The glinting light sparkling off a crystal bat swarm in flight has a hypnotic quality to it. Those within 60 feet viewing a crystal bat swarm in flight must make a DC 14 Will save or be fascinated for 1 round. The save DC is Charisma-based.

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

Darknight Bat

Diminutive Magical Beast

Hit Dice:	1d10-1 (4 hp)
Initiative:	+6 (+6 Dex)
Speed:	10 feet (2 squares), Fly 45 ft (9 squares) (Average)
Armor Class:	20 (+6 Dex, +4 size), touch 20, Flat 14
BAB/Grapple:	+0/-13
Attack:	Bite +10 melee (1d2-5)
Full Attack:	Bite +10 melee (1d2-5)
Space/Reach:	1 ft./ 0 ft.
Length:	3 in. + 1d3 in. (4 in.)
Weight:	1d8 / 16 lbs. (1/4 lb.)
Special Att:	Blood drain
Special Qual:	Blindsense 40 ft., Darkvision 60 ft., Phantom Voice
Saves:	Fort +1, Ref +8, Will +3
Abilities:	S1, D23 C8 I12 W17 Ch13
Skills:	Bluff +5, Hide +22, Listen +7
Feats:	Dodge, Weapon Finesse[B]
Environment:	Underground
Organization:	Solitary or Brace (2)
CR:	¼
Treasure:	Standard
Alignment:	Often Chaotic Evil
Advancement:	As character class
Level Adj:	+2

You finally catch sight of the sound – a small, rat-like creature hiding in the shadows of the nearby rocks. Its skin is the same color of the stone with small, white tufts of hair protruding from its fox-like ears.

Darknight bats are underground-dwelling bats that are evil and have great cunning. They are gifted with advanced vocal cords, and can reproduce most sounds they have heard with great accuracy. They use this ability to mislead and isolate opponents where they can overwhelm the victim.

Darknight bats speak Undercommon and one other language – usually Drow, Duergar or Deep gnome.

Combat

Darknight bats do not generally attack their victims through flight, but instead will leap onto a victim from a nearby precipice or other area, cling to their victim and then hook into victim and draw out his blood.

Blood drain (Su): The bite of a darknight bat allows it to drain blood from the victim. The bat can drain a large amount of blood magically in a very short time, leaving its victims mere husks in a less than a minute. The darknight drains 1d4 Constitution per round. It does not need to attach itself to the victim to drain the blood. When it has drained 4 points, the bat is full and will usually slink away.

Blindsense (Ex): A darknight bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Phantom Voice (Ex): The darknight bat can imitate any sound it has heard in the past, up to the volume of a roaring lion. It can also make the sound appear to come from any spot within 30 feet of its own location. The true source of the sound can be determined by succeeding a DC 20 Listen check.

Darknight Bats on Amberos

Most darknight bats can be found in the deepearth under Amberos. They are sometimes captured and trained as scouts or messengers by drow or the other underground races. There is rumored to be a "city" of darknight bats somewhere near the underneath caverns beneath the Wyvern Sea, but no expedition to find such a city has managed to survive the underground volcanic vents of the area.

Darknight Bat Characters

Darknight bat adventurers are usually loners, striking out by themselves to seek treasure for their own purposes.

A darknight bat character has the following abilities:

- **Magical Beast Type**
- **Base speed 10 feet, Fly 45 feet (Average)**
- **Diminutive Size.** A darknight bat gains a +4 size bonus to hit and to AC. However, it suffers a –12 penalty to grapple checks, but gains a +12 bonus to hide checks.
- **No Reach.** A darknight bat does not threaten the spaces surrounding it and suffers attacks of opportunity when entering the threatened areas of another creature.
- **Darkvision 60 feet.** Darknight bats can see in darkness as if it were daylight out to 60 feet. Darkvision is black-and-white only.
- **Blood drain (Su):** The bite of a darknight allows it to drain blood from the victim. The bat can drain a large amount of blood magically in a very short time, leaving its victims mere husks in a less than a minute. The darknight drains 1d4 Constitution per round. It does not need to attach itself to the victim to drain the blood. When it has drained 4 points, the bat is full and will usually slink away.
- **Phantom Voice (Ex):** The darknight bat can imitate any sound it has heard in the past, up to the volume of a roaring lion. It can also make the sound appear to come from any spot within 30 feet of its own location. The true source of the sound can be determined by succeeding a DC 20 Listen check.
- **Str –10, Dex +12, Con –2, Int +2, Wis +6, Cha +2.** Darknight bats are physically weak and slight. They are extremely agile and cunning, and are quick learners.
- **Favored Class:** Rogue
- **Automatic Languages:** Undercommon **Bonus Languages:** Draconic, Drow, Duergar, Deep gnome, and Giant.
- **Level Adjustment:** +2

Darknight bats worship Gwieze, the lord of shadows. Clerics may choose from two of the following three domains: Chaos, Evil, and Trickery.

Darknight Bat Shadoweer

Darknight Bat Rogue 6;**hp:** 21
S1 D30 C10 I15 W16 Ch16;**Fort** +2**, Ref** +15**, Will** +5
Init: +9 **Move:** 10 ft., fly 45 ft. (ave)
AC: 25 (+4 size, +10 Dex, +1 *bracers of armor +1*) touch 24, flat 15
BAB/Grapple: +4/-9
Full Attack: bite +15 melee (1d2-5)
Special Att: blood drain, sneak attack +3d6
Special Qual: blindsense 40 ft., darkvision 60 ft., evasion, phantom voice, trap sense, +2 trapfinding, uncanny dodge
Skills: Bluff +12, Disguise +12, Escape Artist +19, Hide +19, Listen +12, Move Silently +19, Search +11, Spot +12, Tumble +19, Use Magic Device +12
Feats: Dodge, Fly-by Attack, Weapon Finesse[B], Weapon Focus (Bite)
CR: 6
Gear: *bracers of armor +1* (1,000 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,300 gp (5,600 gp)

Evasion (Ex): A darknight bat shadoweer can avoid even magical and unusual attacks with great agility.
If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A darknight bat shadoweer gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A darknight bat shadoweer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Darknight Bat Hand of Shadow

Darknight Bat Rogue 7/Assassin 5;**hp:** 42
S1 D30 C10 I15 W16 Ch16;**Fort** +2**, Ref** +14**, Will** +5
Init: +10 **Move:** 10 ft., fly 45 ft. (ave)
AC: 27 (+4 size, +10 Dex, +3 *bracers of armor +3*) touch 24, flat 17
BAB/Grapple: +8/-5
Full Attack: *+1 elf bane dagger* +17/+12 melee (1d1-4;19-20/x2), bite +17 melee (1d2-5)
Special Att: blood drain, death attack, poison use, sneak attack +10d6, spells
Special Qual: blindsense 40 ft., darkvision 60 ft., evasion, improved uncanny dodge, phantom voice, trap sense +2, trapfinding, uncanny dodge, +2 save vs. poison
Skills: Bluff +18, Disguise +18, Escape Artist +24, Hide +24, Listen +13, Move Silently +24, Search +12, Spot +13, Tumble +24, Use Magic Device +13
Feats: Dodge, Fly-by Attack, Hover, Improved Initiative, Weapon Finesse[B], Weapon Focus (Bite)
CR: 12
Gear: *bracers of armor +3* (9,000 gp), *+1 elf bane dagger* (8,302 gp), *gloves of dexterity +2* (4,000 gp), *type III necklace of fireballs* (4,350 gp), *potion of cure serious wounds* (750 gp)
Total: 26,402 gp (27,000 gp)

Evasion (Ex): A darknight bat hand of shadow can avoid even magical and unusual attacks with great agility.
If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Death Attack: 3 rounds study; DC 17 Fort save sneak attack or die/paralyzed 1d6+5 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack.
Improved Uncanny Dodge (Ex): A darknight hand of shadow can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack.
Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.
Trap Sense (Ex): A darknight bat hand of shadow gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A darknight bat shadoweer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List
(4/3/0;Caster Level 5;DC 12 + Spell Level)
1st: *Obscuring Mist, Sleep, True Strike*
2nd: *Alter Self, Cat's Grace, Invisibility*
3rd: Unable to cast

Darknight Bat Soulthief

Darknight Bat Rogue 7/Assassin 5/Cleric 6;**hp:** 42
S1 D34 C10 I16 W16 Ch16;**Fort** +11**, Ref** +27**, Will** +14
Init: +16 **Move:** 10 ft., fly 45 ft. (ave)
AC: 33 (+4 size, +12 Dex, +7 *bracers of armor +7*) touch 25, flat 21
BAB/Grapple: +12/-1
Full Attack: *+1 elf bane spell storing*[S] *wounding dagger* +23/+18/+13 melee (1d1-4;19-20/x2), bite +23 melee (1d2-5)
Special Att: blood drain, death attack, poison use, rebuke undead, sneak attack +10d6, spells
Special Qual: blindsense 40 ft., darkvision 60 ft., evasion, improved uncanny dodge, phantom voice, trap sense +2, trapfinding, uncanny dodge, +2 save vs. poison
Skills: Bluff +18, Concentration +6, Disguise +18, Escape Artist +26, Hide +31, Knowledge (Religion) + 12, Knowledge (The Planes) +9, Listen +13, Move Silently +28, Search +12, Spellcraft +9, Spot +13, Tumble +26, Use Magic Device +13
Feats: Dodge, Fly-by Attack, Hover, Improved Initiative, Skill Focus (Hide), Stealthy, Weapon Finesse[B], Weapon Focus (Bite)
CR: 18
Gear: *bracers of armor +7* (49,000 gp), *+1 elf bane spell storing wounding dagger* (50,300 gp, 2 sp, 5 cp + 60 gp), *cloak of resistance +4* (16,000 gp), *gloves of dexterity +4* (16,000 gp), *type III necklace of fireballs* (4,350 gp), *wand of greater invisibility* (10 charges) (4,200 gp), *potion of cure serious wounds* (750 gp), 6 onyx gems (100 gp each) [animate dead]
Total: 125,260 gp, 2 sp, 5 cp (130,000 gp)

S: The spell stored in the dagger is *Death Knell*

Evasion (Ex): A darknight bat soulstealer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Death Attack: 3 rounds study; DC 17 Fort save sneak attack or die/paralyzed 1d6+5 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Improved Uncanny Dodge (Ex): A darknight soulstealer can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Rebuke Undead (Su): 6x/day; Turn check 1d20+3; Turn damage 2d6+9

Trap Sense (Ex): A darknight bat soulstealer gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A darknight bat shadoweer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Assassin Spell List
(4/3/1;Caster Level 5;DC 12 + Spell Level)
1st: *Obscuring Mist, Sleep, True Strike*
2nd: *Alter Self, Cat's Grace, Invisibility*
3rd:

Typical Cleric Spell List
(5/5/5/4;Caster Level 6; Spell DC 13 + Spell Level; Domain: Evil, Trickery)
0: *Cure Minor Wounds, Detect Magic, Guidance, Resistance, Virtue*
1st: *Bane, Command, Deathwatch, Doom, Protection from Good**
2nd: *Augury, Death Knell, Desecrate*, Hold Person, Sound Burst*
3rd: *Animate Dead, Dispel Magic, Deeper Darkness, Non-detection*
* Evil spell; Caster level +1

Enfolder Bat

Large Magical Beast

Hit Dice:	4d10+8 (28 hp)
Initiative:	+1 (+1 Dex)
Speed:	10 feet (2 squares), Fly 50 ft (10 squares) (Clumsy)
Armor Class:	14 (+1 Dex, +4 natural, -1 size) touch 10, flat 13
BAB/Grapple:	+4/+9
Attack:	Slam +6 melee (1d6+2)
Full Attack:	Slam +6 melee (1d6+2), bite –1 melee (1d8+1)
Space/Reach:	10 ft./5 ft.
Length:	7 ft. + 3d8 in. (8 ft. 1 in.)
Weight:	125 + 5d10 lbs. (151 lbs.)
Special Att:	Enfold
Special Qual:	Blindsense 40 ft., low-light vision
Saves:	Fort +6, Ref +5, Will +4
Abilities:	S14 D12 C14 I6 W12 Ch6
Skills:	Listen +10, Spot +3
Feats:	Alertness, Iron Will
Environment:	Any temperate or tropical
Organization:	Solitary or Brood (2-5)
CR:	2
Treasure:	No coins, standard goods and magic items
Alignment:	Usually Chaotic Neutral
Advancement:	Huge (8 HD), Gargantuan (16 HD) or By Character Class
Level Adjust:	+3

Suddenly from the sky down swoops a huge, bat-like creature whose wings are like a great blood-red curtain. Its huge mouth is filled with razor-sharp teeth and its wings are tipped with deadly talons.

Enfolder bats are among the largest bats on Amberos. They are not particularly fierce, but those caught in the beast's hunting grounds are likely to be considered food.

Combat

Enfolder bats attack by swooping down upon prey and encasing it in its wings. Thus captured, the enfolder then rends the victim apart with claws and teeth, feasting as quickly as it can to avoid allowing the victim a chance to escape or injure the enfolder bat.

Blindsense (Ex): An enfolder bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Enfold (Ex): If the enfolder bats hits an opponent with its slam attack, it may automatically attempt a grapple attack. If it pins its opponent, the enfolder bat has wrapped its victim in its wings and may automatically succeed at biting the victim on following rounds. The bat may only enfold one victim at a time, of medium-size or smaller. The bat will disengage if it suffers ½ its hit points or more in damage or is slain before it can escape.

Enfolder Bats on Amberos

Colonies of enfolder bats are known to exist in the bordering hills and mountains between Barbed March and the Principalities of Xatmas in southern Amberos. Because of their intelligent, adaptive nature, enfolder bat individuals and small clans can be found in nearly any hilly, swampy or mountainous area of Amberos



Enfolder Bat Characters

Enfolder bats are communal creatures, and often adventure in groups. However, sometimes an enfolder bat's companions may be slain and the lone bat may become an adventurer out of a desire for revenge or the need to survive on its own.

Enfolder bats characters have the following abilities:

- **Magical Beast Type**
- **Large size.** The enfolder bat suffers a –1 penalty to hit and to AC. It gains a +4 grapple bonus and suffers a –4 penalty to Hide checks. A large character can lift or carry twice as much as a Medium character.
- **4d10 hit points.** To this total the enfolder bat adds 4x its constitution modifier (minimum 1 hp/HD).
- **+4 Natural Armor**
- **Base Attack Bonus +4**
- **Base Speed 10 feet, Fly 50 feet (clumsy)**
- **+4 Str, +2 Dex, +4 Con, -4 Int, +2 Wis, -4 Cha.** Enfolder bats are strong, healthy and nimble. They are cunning hunters, but rarely understand how to use tools, language or books.
- **Base Fort +4, Reflex +4, Will +1**
- **(2 + Int Mod) x7 skill points.** An enfolder bat's racial skills are Listen and Spot.
- **2 racial feats**
- **Natural Attack:** An enfolder bat has a natural slam attack that deals 1d6 + Str modifier damage and a bite that deals 1d8 + ½ Str modifier damage. The bite is a secondary attack.
- **Enfold (Ex):** If the enfolder bats hits an opponent with its slam attack, it may automatically attempt a grapple attack. If it pins its opponent, the enfolder bat has wrapped its victim in its wings and may automatically succeed at biting the victim on following rounds.

The bat may only enfold one victim at a time, of medium-size or smaller.

- **Blindsense (Ex):** An enfolder bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.
- **Illiterate:** Regardless what class Enfolder bats take, they are considered to be illiterate unless they spend 2 skill points to be literate.
- **Favored Class:** Cleric
- **Level Adjustment:** +3

Enfolder bats worship Vermnia and can choose two of the three following domains: Air, Chaos, and Travel.

Enfolder Bat Will of the Wind

4HD Enfolder Bat Cleric 5**; hp** 71
S18 D14 C17 I6 W20 Ch4**;Fort** +11**, Ref** +7**, Will** +12
Init: +2 **Speed:** 10 ft., fly 50 ft.
AC: 20 (-1 size, +2 Dex, +4 natural, +6 *Breastplate +1*) touch 11, flat 19
BAB/Grapple: +7/+14
Full Attack: Slam +10 melee (1d6+4), bite +5 melee (1d8+2)
Special Att: Enfold, spells, turn undead
Special Qual: Blindsense 40 ft., low-light vision
Skills: Knowledge (Religion) +3, Listen +9, Spot +8
Feats: Alertness, Augment Summoning, Iron Will, Spell Focus (Conjuration)
CR: 7
Gear: *Breastplate +1* (1,550 gp), *Periapt of Wisdom +2* (4,000 gp), *Peal of Power* (1st) (1,000 gp), onyx gem (250 gp) [animate dead]
Total: 6,800 gp (7,200 gp)
Turn Undead: 1x/day; Turn check –1; Turn damage 2d6+2

Typical Spells Known

(5/6/4/3; Caster Level 5; DC 15 + Spell Level; Air, Chaos)
0: *Detect Poison, Guidance, Resistance, Virtue*
1st: *Bane, Entropic Shield*DC*, Doom, Obscuring Mist, Sanctuary, Summon Monster I*S
2nd: *Aid, Hold Person, Resist Energy, Wind Wall*D
3rd: *Animate Dead, Gaseous Form*D*, Summon Monster III*S
D= Domain spell
C= Chaos Spell; +1 DC
S= Conjuration Spell; +1 DC; +4 Str, Con to summoned creatures

Enfolder Bat Death Curtain

4HD Enfolder Bat Cleric 5/Rogue 5**; hp** 104
S18 D16 C17 I6 W20 Ch4**;Fort** +12**, Ref** +11**, Will** +13
Init: +7 **Speed:** 10 ft., fly 50 ft.
AC: 22 (-1 size, +3 Dex, +4 natural, +6 *mithral breastplate of shadows +1*, +1 *amulet of natural armor +1*) touch 12, flat 21
BAB/Grapple: +10/+17
Full Attack: Slam +13 melee (1d6+4), bite +8 melee (1d8+2)
Special Att: Enfold, sneak attack +3d6, spells, turn undead
Special Qual: Blindsense 40 ft., evasion, low-light vision, trap sense +1, trapfinding, uncanny dodge
Skills: Escape Artist +8, Hide +10, Knowledge (Religion) +5, Listen +14, Move Silently +8, Spot +13, Tumble +4
Feats: Alertness, Augment Summoning, Improved Initiative, Iron Will, Spell Focus (Conjuration)
CR: 12
Gear: *mithral breastplate of shadows +1* (9,100 gp), *amulet of natural armor +1* (2,000 gp), *Periapt of Wisdom +2* (4,000 gp), *Gloves of Dexterity +2* (4,000 gp), *Pearl of Power* (1st) (1,000 gp), *Pearl of Power* (3rd) (9,000 gp), onyx gem (250 gp) [animate dead]
Total: 24,800 gp (27,000 gp)

Evasion (Ex): If an enfolder bat death curtain makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Turn Undead: 1x/day; Turn check –1; Turn damage 2d6+2
Uncanny Dodge (Ex): An enfolder bat death curtain can react to danger before her senses would normally allow it to do so. It retains its Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spells Known

(5/6/4/3; Caster Level 5; DC 15 + Spell Level; Air, Chaos)
0: *Detect Poison, Guidance, Resistance, Virtue*
1st: *Bane, Entropic Shield*DC*, Doom, Obscuring Mist, Sanctuary, Summon Monster I*S
2nd: *Aid, Hold Person, Resist Energy, Wind Wall*D
3rd: *Animate Dead, Gaseous Form*D*, Summon Monster III*S
D= Domain spell
C= Chaos Spell; +1 DC
S= Conjuration Spell; +1 DC; +4 Str, Con to summoned creatures

Bejorn

Medium Outsider (Evil, Native)

Hit Dice:	8d8+8 (40 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	45 feet (9 squares), Fly 30 feet (6 squares) (Poor)
Armor Class:	18 (+4 Dex, +4 natural), touch 14, flat 14
BAB/Grapple:	+8/+8
Attack:	Claw +12 melee (1d4 + paralysis)
Full Attack:	2 Claws +12 melee (1d4 + paralysis), Bite +6 melee (1d6 + poison)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 1d8 in. (5 ft. 10 in.)
Weight:	170 + 5d8 lbs. (192 lbs.)
Special Att:	Paralysis, poison, suggestive gaze
Special Qual:	DR 5/Blunt, Darkvision 60 ft.
Saves:	Fort +7, Ref +10, Will +9
Abilities:	S10 D19 C12 I14 W16 C14
Skills:	Bluff +13, Diplomacy +13, Disguise +13, Disable Device +13, Hide +23, Listen +14, Move Silently +15, Spot +14
Feats:	Improved Initiative, Multiattack, Weapon Finesse
Environment:	Any
Organization:	Solitary, Stag (1 bejorn plus one charmed slave), or Cult (1 bejorn plus 5-25 1st level cultists)
CR:	5
Treasure:	Normal coins, double gems, double goods
Alignment:	Chaotic Evil
Advancement:	By character class
Level Adj:	+4

You barely catch the glint of the black-skinned humanoid. It has a pair of large, bat-like wings and there is a glaze to its skin as if it were made of smooth obsidian rock. The creature's eyes glow a brilliant blue-white like tiny moons, and you can see its long yellow fangs drip with some brackish fluid.

Bejorns are natives of an unknown outer plane that only seem to be encountered on the prime plane. They are often encountered on the fringes of humanoid settlements, covertly hiding and influencing members of the community to commit the foulest of acts.

Bejorns speak common, infernal and abysmal.

Combat

Incredibly swift and intelligent, when forced to fight, bejorns prefer to strike opponents with hit and run tactics. They are careful to directly confront well-armed and prepared opponents and shun groups of any kind. They normally strike in darkness, especially when opponents are sleeping or not on guard for attack. bejorns are capable of devising traps (preferring to immobilize, instead of kill) and forcing opponents into constricted areas in an attempt to gain the edge in combat. Bejorns never engage in aerial combat, though they may drag an opponent high into the air and then drop them from a considerable height.

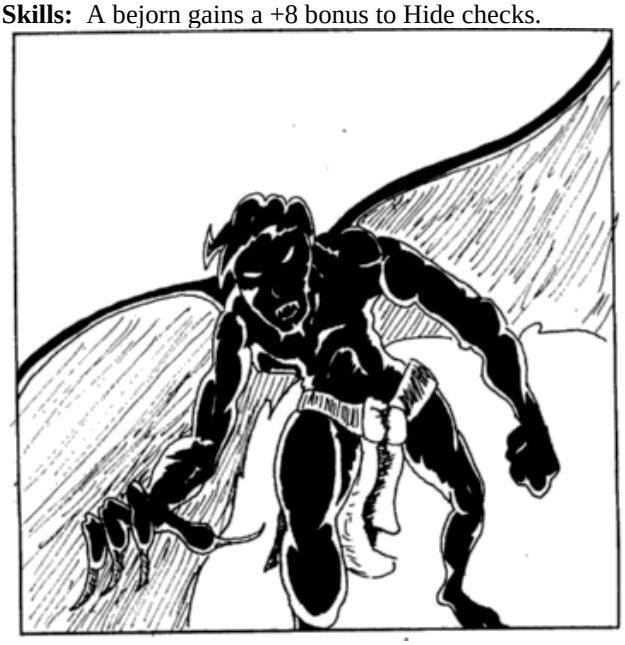
Bejorns prefer to avoid direct combat whenever possible, instead attempting to lure lone individuals to an isolated area to *Charm* them and use them to bring helpless prey to their lair to feast upon. If the bejorn believes that someone is becoming suspicious about its existence or someone suspects the *Charmed* slave of the bejorn to be committing foul acts, the bejorn will either attempt to slay the *Charm* slave or frame him for the murders it commits, and then move on to a new area.

Paralysis (Su): The claws of a bejorn cause paralysis in victims who fail a Fortitude DC 15 save. The paralysis lasts for 1d4 minutes.

Poison (Ex): The bite of a bejorn inflicts a cataleptic sleep to fall over the victim. Poison (DC 15; injury; init 1d3 Con, Sec: Sleep). If the victim is put to sleep, it lasts for 1d3 hours.

Suggestive gaze (Su): As a standard action, a bejorn may use its gaze to gain mental control over a victim. If the victim fails a Will DC 16 save, they will follow the mental commands of the bejorn, as per *Suggestion*. The victim may attempt to break the charm once each day. If the charm is broken, the victim has no memory of the bejorns commands.

Skills: A bejorn gains a +8 bonus to Hide checks.



Bejorn Society

Bejorns prefer to hide in the abandoned dwellings of other races and subtly manipulate other humanoids to do their killing, leaving the victim to be blamed when the time to move on comes around. Bejorn cannot stand the presence of another of their kind, and will seek to eliminate another bejorn it discovers. It is unknown how they reproduce as even male and female bejorns will kill each other on sight.

Bejorns on Amberos

Since there are no records of bejorn before the appearance of undead on Amberos, many sages believe that these creatures are, in some sense, spirits of the dead

returned from the outer planes. There are no known natural habitats for bejorn – instead they seem to live off the fringes of humanoid society, inspiring destruction and death wherever they are found, and moving on when discovered.

Bejorn Characters

It is not uncommon to encounter bejorn with character levels, as they are prone to wander and involve themselves in all manner of activities.

Bejorn characters gain the following abilities:

- **Outsider Type.**
- **Medium size**
- **Evil Subtype.** A bejorn who has not renounced its evil heritage has the evil subtype.
- **Darkvision 60 feet.** A bejorn can see in darkness as if it were daylight. Darkvision is black-and-white only.
- **Base Speed 45 feet, Fly 30 feet (poor)**
- **8d8 Hit dice.** A bejorn adds eight times its Constitution bonus to this total (minimum 1 hit point per hit die).
- **+8 Base Attack Bonus.**
- **Suggestive gaze (Su):** As a standard action, a bejorn may use its gaze to gain mental control over a victim. If the victim fails a Will save (DC 10 + ½ HD/levels + Cha Mod), they will follow the mental commands of the bejorn, as per *Suggestion*. The victim may attempt to break the charm once each day. If the charm is broken, the victim has no memory of the bejorns commands. This is treated as a spell equal to ½ the HD/level of the bejorn.
- **Paralysis (Su):** The claws of a bejorn cause paralysis in victims who fail a Fortitude saving throw (DC 10 + ½ HD/level + Con mod). The paralysis lasts for 1d4 minutes.
- **Poison (Ex):** The bite of a bejorn inflicts a cataleptic sleep to fall over the victim. Poison (DC 10 + ½ HD/level + Con Mod; injury; init 1d3 Con, Sec: Sleep). If the victim is put to sleep, it lasts for 1d3 hours.
- **+8 Dex, +2 Con, +4 Int,+6 Wis, +4 Cha.** Bejorn are agile and difficult to kill. Their superior minds learn quickly and are full of cunning. They have a strong sense of self and can often easily manipulate others.
- **Fort +6, Reflex +6, Will +6.**
- **(8 + Int mod) x10 skill points.** A bejorn's racial skills are Bluff, Diplomacy, Disable Device, Disguise, Hide, Listen, Move Silently, and Spot.
- **+8 Racial bonus to hide checks.** Above all, bejorn are sneaky and stealthy, and have learned to naturally hide in dark shadows, where they become near-invisible.
- **Favored Class:** Rogue
- **Level Adjustment:** +4

Bejorn priests worship Gwieze and can choose from the domains of Evil, Death and Trickery.

Bejorn Mastermind

8 HD Bejorn Rogue 6; **hp** 57
S13 D24 C16 I12 W14 Ch16;**Fort** +11,**Ref** +18, **Will** +10
Init: +11 **Move:**45 ft., fly 30 ft. (poor)
AC: 23 (+7 Dex, +4 natural, +3 *shadow improved silent moves padded armor +1*) touch 17, flat 16
BAB/Grapple: +12/+13
Full Attack: 2 claws +19 melee (1d4+1 + paralysis), bite +17 melee (1d6 + poison)
Special Att: Paralysis, poison, sneak attack +3d6, suggestive gaze
Special Qual: DR 10/Blunt, darkvision 60 ft., evasion, trapfinding, trap sense, uncanny dodge
Skills: Bluff +19, Diplomacy +19, Disguise +19, Disable Device +19, Hide +34, Listen +20, Move Silently +31, Spot +20
Feats: Improved Initiative, Multiattack, Weapon Finesse, Weapon Focus (Claws), Weapon Focus (Bite)
CR: 11
Gear: *shadow improved silent moves padded armor +1* (19,905 gp), *potion of cure serious wounds* (750 gp)
Total: 20,655 gp (21,000 gp)
Suggestive gaze (Su): Will DC 20; 7th level spell equivalent
Paralysis (Su): Fort save DC 20
Poison (Ex): Fort save DC 20
Evasion (Ex): If a bejorn mastermind makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A bejorn mastermind can react to danger before its senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Birds of Renown

Inspired by, or perhaps the reason for such tales, birds of renown encompass many of the aspects people attribute or prize about a particular bird. Unlike their normal kin, birds of renown are very intelligent, and have been known not only to accompany famous individuals, but also to strike out on adventures of their own.

Birds of Renown on Amberos

According to legend, Hera of the Greek Pantheon of the Ancient Ones elevated the first bird of renown from animal status. The first bird of renown was the offspring of Athena's owl companion, the owls of wisdom. The next to elevate birds to renowned status was Odin of the Norse Pantheon, who elevated the offspring of his two raven companions. It is not known who created the swashbuckler sparrows, pirate parrots and wizard jays, but it is known that one of the lesser Chinese gods gifted the Emperor of Chiamung's nightingale with offspring that became the harmonic nightingales. However, which Chinese god performed the deed is unclear, as it was apparently done anomalously.

Author's Note – Bird of Renown Abuse: The birds of renown can present a change of pace and a challenge for players who don't really want to get into the combat side of the game much. However, because of the way the magic system works, it is all too easy to create bird of renown spellcasters or rogues that break the game system in half. While all attempts have been made to make the birds both enjoyable and comparable to the other races, if they are giving you problems, here are some alternatives to banishing the races from your game:

1) **Strength minuses:** When creating the character, if the bird of renown's strength would be reduced below 1 because of racial modifiers, the extra penalty must be applied to another score. For example, if a character started with a 8 Str for his harmonic nightingale (-10 Str) before racial modifiers, the Strength would be reduced to 1 and the player would have to subtract 3 from other ability scores.
2) **Scale Magic & Sneak Attack:** With the smaller birds, it makes sense to scale magic damage and sneak attack damage downward based on size below small; for tiny birds, 1d6 damage become 1d4, and for diminutive and fine birds, 1d6 damage becomes 1d3, for example. This rule should be applied carefully and with consideration whether or not the DM wishes to increase magic damage for creatures larger than normal (Huge & Gargantuan becomes 1d8, Colossal becomes 1d10). The latter is NOT recommended. Sneak attack damage should NEVER be increased above 1d6 due to size.
3) **Change the Level Adjustment:** Harmonic Nightingale: +3, Owl of Wisdom +2, Pirate Parrot +2, Rogue Raven +2, Swashbuckler Sparrow +4, Warhawk +2, Wizard Jay +3

Harmonic Nightingale

Fine Magical Beast

Hit Dice:	¼d10 (1 hp)
Initiative:	+4 (+4 Dex)
Speed:	15 feet (3 squares), fly 50 ft. (10 squares) (good)
Armor Class:	22 (+8 size, +4 Dex), touch 22, flat 18
BAB/Grapple:	+0/-20
Attack:	Rapier +12 melee (1d1-5;18-20/x2) or Claw +12 melee (1d1-5)
Full Attack:	Rapier +12 melee (1d1-5;18-20/x2) or claw +7 melee (1d1-5)
Space/Reach:	2½ ft./0 ft.
Height:	4 in + 1d2 in. (5 in.)
Weight:	1d4/ 16 lb.(1/8 lb.)
Special Att:	Spells
Special Qual:	Low-light vision, song of power
Saves:	Fort +2, Ref +6, Will +1
Abilities:	S1 D19 C11 I11 W13 C17
Skills:	Concentration +0, Gather Information +3, Hide +20, Perform (Song) +18, Spot +1
Feats:	Skill Focus (Perform), Weapon Finesse[B]
Environment:	Temperate plains, forest
Organization:	Solitary, Duo (2), or Company (2-5)
CR:	¼
Treasure:	25% coins, no goods, 25% magic
Alignment:	Often neutral good
Advancement:	By Character Class
Level Adj:	+0

This small gray bird would fit in a human's hand. It wears a miniature backpack strapped on by a leather harness and holds an elegant rapier in one tiny claw.

The harmonic nightingale is a small gray bird whose song is both beautiful and powerful. A harmonic Nightingale has low-light vision and can speak Common and one other language – usually Celestial.

Combat

Nightingales are not fighters, but singers. They use their power of song to drive away evil, calm emotions and bring health and peace to those who listen. If forced to defend themselves physically, they will strike with their claws, usually at the eyes or face of their opponent.

Spells: A harmonic nightingale can cast spells as if it were a 1st level bard (spell DC 13 + spell level) . It may not use the metamagic feat silent spell.

Song of Power (Su): Once per day, the harmonic nightingale may use the bardic music power as if it were a bard of level equal to double its hit dice. Individual harmonic nightingales can combine their ability to combine their effective hit dice for determining what power they can effect.

Skills: A harmonic nightingale has a +8 racial bonus to perform (sing) checks.

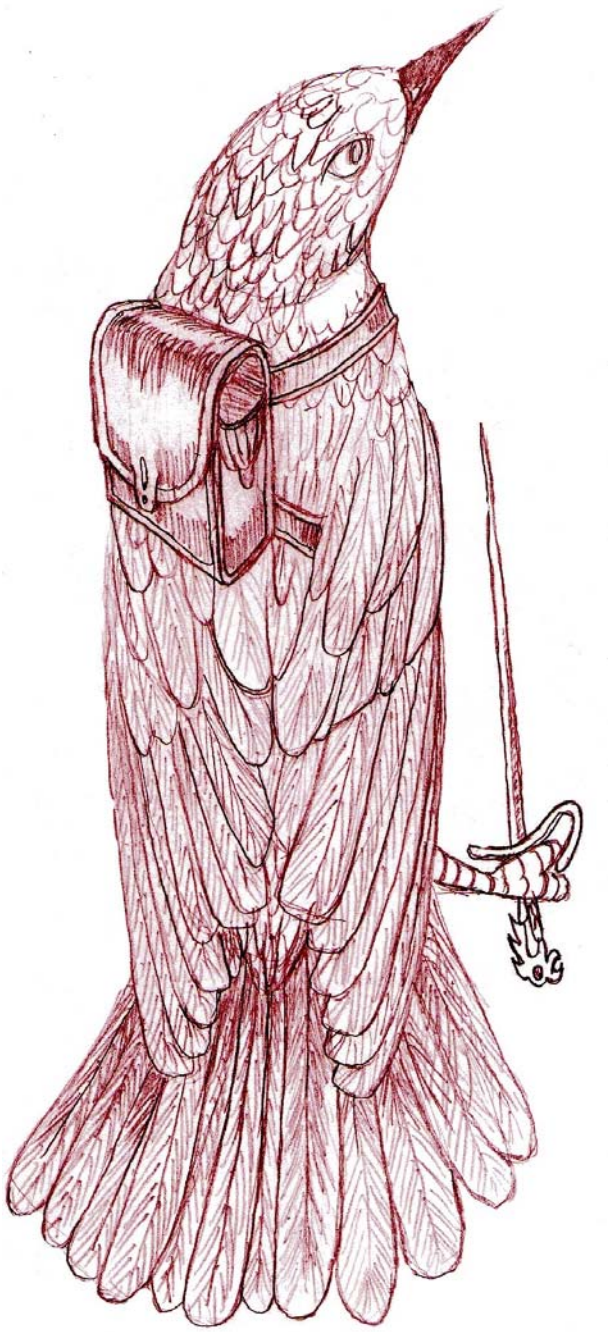
Typical Spell List

(2; Caster Level 1; Spell DC 13)

0: *Ghost Sound, Lullaby*

Harmonic Nightingales on Amberos

The Chiamung Emperor is known to have established an entire garden for harmonic nightingales to visit at his palace, but the creatures rarely remain at the gardens for more than a few months at a time before they are overcome by wanderlust. Most harmonic nightingales can be encountered in southwest Amberos, ranging from



the FarrenLands east to Nyrr Ryann and south through the Wild Wastes and Nauwflouwd. They are rarely encountered in the east, except as prisoners taken by

curious or greedy individuals who cherish the music of the harmonic nightingale.

Harmonic Nightingale Characters

While nightingales are creatures that enjoy travel, they are few and far apart, and rarely involve themselves in sojourns that will lead to trouble and danger. There are an adventurous few however, who happily seek trouble or become involved in dangerous matters.

Harmonic nightingale characters gain the following abilities:

- **Magical Beast**
- **Fine size.** A harmonic nightingale gains a +8 bonus to AC and to hit. It also suffers a –16 Grapple penalty and a +16 bonus to hide.
- **Low-light vision.** A Harmonic Nightingale can see twice as far as a human in dim or twilight conditions.
- **Base speed 15 feet, Fly 50 feet (good).**
- **Natural Attack.** A harmonic nightingale has a natural claw attack that deals 1d1 + Str Modifier damage.
- **0 foot reach.** A harmonic nightingale does not threaten adjacent squares and cannot make attacks of opportunity.
- **Song of Power (Su):** Once per day, the harmonic nightingale may use the bardic music power as if it were bard of level equal to double its hit dice or levels (minimum 2nd level). Individual harmonic nightingales can combine their ability to combine their effective hit dice for determining what power they can effect.
- **Str –10, Dex +8, Wis +2, Cha +6.** Harmonic nightingales are natural charmers, but as small birds, are physically weak. They are incredibly agile and have a better-than-average grasp of their surroundings.
- **Skills:** A harmonic nightingale has a +8 racial bonus to perform (sing) checks.
- **Weapon Finesse** as a bonus racial feat.
- **Limited Grasp:** When not flying, a harmonic nightingale can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A harmonic nightingale cannot use its claw attack when on the ground. A harmonic nightingale may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any except secret languages (such as Druidic)
- **Favored Class:** Bard.
- **Level Adjustment:** –

Harmonic Nightingale Bard

Harmonic Nightingale Bard 5; **hp** 17
S1 D21 C10 I14 W14 Ch22; **Fort** +1, **Ref** +9, **Will** +6
Init: +5 **Speed:** 15 ft., fly 50 ft. (good)
AC: 27 (+8 size, +5 Dex, +4 *studded leather +1)*, touch 23, flat 22
BAB/Grapple: +3/-17
Full Attack: *+1 rapier* +17 melee (1d1-4;18-20/x2), claw +11 melee (1d1-5)
Special Att: Fascinate, spells
Special Qual: Bardic music, bardic knowledge, countersong, inspire courage +1, inspire competence, low-light vision, song of power
Skills: Diplomacy +16, Escape Artist +23, Hide +13, Perform (Sing) +17, Sense Motive +12, Spellcraft +10, Tumble +13, Use Magic Device +14
Feats: Negotiator, Skill Focus (Perform [Sing]), Weapon Finesse[B]
CR: 5
Gear: *studded leather +1* (1,151 gp, 5 sp, 6 cp), *+1 rapier* (2,301 gp, 2 sp, 5 cp)
Total 3,452 gp, 8 sp, 1 cp (4,300 gp)
Bardic Knowledge: +7
Bardic Music: 5x/day, +17 Perform (Sing) ; *Countersong*, *Fascinate*, *Inspire Courage*, and *Inspire competence*. See the bardic abilities for information.

Typical Spell List

(3/5/3; Caster Level 5; Spell DC 16 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby, Mage Hand, Open/Close*
1st: *Cause Fear, Charm Person, Cure Light Wounds, Lesser Confusion*
2nd: *Blur, Cure Moderate Wounds, Heroism*

Harmonic Nightingale Minstrel

Harmonic Nightingale Bard 10; **hp** 35
S1 D21 C10 I14 W14 Ch23; **Fort** +3, **Ref** +12, **Will** +9
Init: +5 **Speed:** 15 ft., fly 50 ft. (good)
AC: 28 (+8 size, +5 Dex, +5 *studded leather +2)*, touch 23, flat 23
BAB/Grapple: +7/-13
Full Attack: *+1shock rapier* +21/+16 melee (1d1-4 + 1d6 electricity;18-20/x2), claw +15 melee (1d1-5)
Special Att: Fascinate, spells
Special Qual: Bardic music, bardic knowledge, countersong, inspire courage +2, inspire competence, inspire greatness, low-light vision, song of power, suggestion
Skills: Diplomacy +21, Escape Artist +23, Hide +18, Listen +7, Perform (Sing) +22, Sense Motive +17, Spellcraft +15, Tumble +18, Use Magic Device +19
Feats: Greater Spell Focus (Enchantment), Negotiator, Skill Focus (Perform [Sing]), Spell Focus (Enchantment), Weapon Finesse[B]
CR: 10
Gear: *studded leather +2* (4,175 gp), *+1 shock rapier* (8,320 gp)
Total 12,495 gp (16,000 gp)
Bardic Knowledge: +12
Bardic Music: 10x/day, +22 Perform (Sing) ; *Countersong*, *Fascinate*, *Inspire Courage*, *Inspire competence*, *Suggestion* and *Inspire Greatness*. See the bardic abilities for information.

Typical Spell List

(3/5/5/3/1; Caster Level 10; Spell DC 16 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby*, Mage Hand, Open/Close*
1st: *Cause Fear*, Charm Person*, Cure Light Wounds, Lesser Confusion**
2nd: *Blur, Calm Emotions*,Cure Moderate Wounds, Heroism**
3rd: *Charm Monster*, Cure Serious Wounds, Deep Slumber*, Dispel Magic*
4th: *Break Enchantment, Greater Invisibility*
* Enchantment spell (+2 DC)

Harmonic Nightingale Maestro

Harmonic Nightingale Bard 15; **hp** 52
S1 D21 C10 I14 W14 Ch28; **Fort** +5, **Ref** +14, **Will** +11
Init: +5 **Speed:** 15 ft., fly 50 ft. (good)
AC: 31 (+8 size, +5 Dex, +8 *studded leather +5)*, touch 23, flat 26
BAB/Grapple: +11/-9
Full Attack: *+2 shock rapier* +26/+21/+16 melee (1d1-3 + 1d6 electricity; 18-20/x2), claw +19 melee (1d1-5)
Special Att: Fascinate, spells
Special Qual: Bardic music, bardic knowledge, countersong, inspire courage +2, inspire competence, inspire greatness, low-light vision, song of power, suggestion
Skills: Diplomacy +23, Escape Artist +28, Hide +23, Listen +12, Perform (Sing) +29, Sense Motive +22, Spellcraft +15, Spot +5, Tumble +23, Use Magic Device +26
Feats: Create Wondrous Item, Dodge, Greater Spell Focus (Enchantment), Negotiator, Skill Focus (Perform [Sing]), Spell Focus (Enchantment), Weapon Finesse[B]
CR: 15
Gear: *cloak of charisma +2* (4,000 gp), *ioun stone (pink & green sphere)* (8,000 gp), *studded leather +5* (25,175 gp), *+2 shock rapier* (18,320 gp)
Total 55,495 gp (59,000 gp)
Bardic Knowledge: +17
Bardic Music: 10x/day, +29 Perform (Sing) ; *Countersong*, *Fascinate*, *Inspire Courage*, *Inspire competence*, *Suggestion*, *Inspire Greatness*, *Song of Freedom* and *Inspire Heroics*. See the bardic abilities for information.

Typical Spell List

(4/7/5/5/5/4; Caster Level 15; Spell DC 19 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby, Mage Hand, Open/Close*
1st: *Cause Fear, Charm Person, Cure Light Wounds, Lesser Confusion*
2nd: *Blur, Calm Emotions, Cure Moderate Wounds, Heroism**
3rd: *Charm Monster, Cure Serious Wounds, Deep Slumber, Dispel Magic*
4th: *Break Enchantment, Dominate Person*, Greater Invisibility, Shadow Conjuration*
5th: *Mass Suggestion*, Shadow Evocation, Song of Discord**
* Enchantment spell (+2 DC)

Owl of Wisdom

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+3 (+3 Dex)
Speed:	15 feet (3 squares), 40 ft. (8 squares) (good)
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat 12
BAB/Grapple:	+0/-13
Attack:	Claw +5 melee (1d2-5)
Full Attack:	Claw +5 melee (1d2-5)
Space/Reach:	2½ ft./0 ft.
Height:	1 ft. + 2d6 in (1 ft. 7 in.)
Weight:	½ lb. + 1d8/8 lbs. (1 lb.)
Special Att:	Spells
Special Qual:	Darkvision 60 ft., Low-light vision
Saves:	Fort +2, Ref +5, Will +1
Abilities:	S4 D17 C11 I11 W14 Ch11
Skills:	Listen +10, Knowledge (Religion) +4, Move Silently +17, Search +2, Sense Motive +2, Spot +2*
Feats:	Spell Penetration, Weapon Finesse[B]
Environment:	Cold or Temperate plains, forest, hills, mountains
Organization:	Solitary, Brood (2-5 plus 0-1 cleric), or Council (5-20 plus 1-5 clerics plus 0-1 mystics)
CR:	¼
Treasure:	Standard
Alignment:	Often Neutral Good
Advancement:	By Character Class
Level Adj:	+0

This bird appears to be common brown owl, though it is girded about its midsection with a leather belt and has an unusual air of intelligence about it.

An owl of wisdom has the general appearance of a barn owl, though it is much more intelligent. An owl of wisdom has mystical ties to divine power, and is often sought out for their wisdom or magical abilities. Owls of wisdom are staunch foes of evil, and will often help others to combat any evil they learn of.

An owl of wisdom can speak common and celestial.

Combat

An owl of wisdom will generally use its spells to aid and help its allies, only swooping in to attack if it has no other option. An owl of wisdom may retreat from a combat that goes against it, but its enemies can be assured it will seek to rest, rearm, and once again face any foe it is forced to leave behind.

Spells: An owl of wisdom can cast spells as a 1st level cleric (DC 12 + spell level).

Skills: Owls of wisdom have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Typical Spell List

(3/3; Caster Level 1; Spell DC 12 + Spell level)

0: *Cure Minor Wounds, Guidance, Virtue*

1st: *Bless, Sanctuary*[D]*, Shield of Faith*

D= Domain spell

Owls of Wisdom on Amberos

Thought to have been gifts of the Greek goddess Athena to the formative members of the ancient White Council during the Elvin Golden Age, most Owls of Wisdom dwell in the region of Misake, Misake Barbarians, Barbed March and the Principalities of Xatmas. Some Owls of Wisdom are still sacred to the people of Misake, and the Oracle of Melethos is the most prominent and sought out Owl of Wisdom in the city-states.



Owl of Wisdom Characters

Owls of Wisdom are generally too sensible to seek adventure, but there are many who are drawn into adventurous lives while performing other duties.

An owl of wisdom character has the following abilities.

- **Magical beast**

- **Tiny Size.** An owl of wisdom gains a +2 AC bonus and a +2 bonus to hit. However, it suffers a –8 penalty to grapple and a +8 bonus to hide.
- **Low-light vision.** An Owl of Wisdom can see twice as far as a human in dim or twilight conditions.
- **Base Speed 15 feet, Fly 40 feet (good).**
- **-6 Str, +6 Dex, +4 Wis.** As small birds, owls of wisdom are weak but quick. They are, of course, much wiser than most.
- **Skills:** Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.
- **Weapon Finesse** as a bonus racial feat.
- **Natural Attack.** An owl of wisdom has a natural claw attack that deals 1d3 + Str modifier damage.
- **No reach.** An owl of wisdom does not threaten adjacent squares and cannot make attacks of opportunity.
- **Limited Grasp:** When not flying, an owl of wisdom can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. An owl of wisdom cannot use its claw attack when on the ground. An owl of wisdom may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any except secret languages (such as Druidic)
- **Favored Class:** Cleric.
- **Level Adjustment:** –

Owls of Wisdom worship the Greek goddess Athena, goddess of wisdom and war. Clerics may choose from two of the three following domains: Protection, Strength or War.

Owl of Wisdom Cleric

Owl of Wisdom Cleric 5; **hp** 27
S2 D16 C13 I12 W20 Ch14;**Fort** +5**, Ref** +4, **Will** +9
Init: +0 **Move:**15 ft, fly 40 ft. (good)
AC: 21 (+2 size, +3 Dex, +6 *chain mail +1*), touch 15, flat 19
BAB/Grapple: +3/-9
Full Attack: *+1 shortspear* +9 melee (1d3-3) or claw +8 melee (1d2-4)
Special Att: Turn undead
Special Qual: Low-light vision, Spells
Skills: Balance +0, Climb –7, Concentration +5, Diplomacy +10, Escape Artist +0, Heal +13, Hide +0, Jump –13, Knowledge (Religion) +9, Listen +13, Move Silently +13, Spot +5*, Swim -10
Feats: Combat Casting, Extra Turning, Weapon Finesse[B], Weapon Focus (shortspear)[D]
CR: 5
Gear: *chain mail +1* (1,300 gp), *+1 shortspear* (2,302 gp)
Total 3,602 gp (4,300 gp)

* An owl of wisdom has a +8 racial bonus on Spot checks in areas of shadowy illumination.

Protective Ward (Su): Grant touched individual +5 resistance bonus to on next saving throw 1x/day. Duration 1 hour.
Turn Undead: 5x/day; Turning check 1d20+4; Turning Damage 2d6+7

Typical Spell List

(5/6/4/3; Caster Level 5; Spell DC 15 + Spell Level; Domain: Protection, War)
0: *Cure Minor Wounds, Detect Magic, Guidance, Light, Virtue*
1st: *Bless, Cause Fear, Command, Detect Evil, Remove Fear, Sanctuary*[D]
2nd: *Aid, Align Weapon, Hold Person, Spiritual Weapon*[D]
3rd: *Dispel Magic, Protection from Energy*[D]*, Searing Light*
D = Domain spell

Owl of Wisdom Mystic

Owl of Wisdom Cleric 10; **hp** 45
S2 D16 C13 I12 W21 Ch14;**Fort** +9**, Ref** +7, **Will** +13
Init: +0 **Move:**15 ft, fly 40 ft. (good)
AC: 22 (+2 size, +3 Dex, +7 *chain mail +2*), touch 15, flat 19
BAB/Grapple: +7/-5
Full Attack: *+1 flaming shortspear* +14/+9 melee (1d3-3 + 1d6 fire) or claw +12 melee (1d2-4)
Special Att: Turn undead
Special Qual: Low-light vision, Spells
Skills: Balance –1, Climb –8, Concentration +10, Diplomacy +15, Escape Artist –1, Heal +13, Hide –1, Jump –14, Knowledge (Religion) +9, Listen +13, Move Silently +13, Spellcraft +6, Spot +5*, Swim -12
Feats: Combat Casting, Extra Turning, Fly-by Attack, Hover, Weapon Finesse[B], Weapon Focus (shortspear)
CR: 10
Gear: *cloak of resistance +1* (4,000 gp), *chain mail +2* (4,300 gp), *+1 flaming shortspear* (8,302 gp), holy water font (100 gp) [scrying]
Total 12,702 gp (16,000 gp)

* An owl of wisdom has a +8 racial bonus on Spot checks in areas of shadowy illumination.

Protective Ward (Su): Grant touched individual +10 resistance bonus to on next saving throw 1x/day. Duration 1 hour.
Turn Undead: 9x/day; Turning check 1d20+4; Turning Damage 2d6+12

Typical Spell List

(6/7/6/5/5/4; Caster Level 10; Spell DC 15 + Spell Level; Domains: Protection, War)
0: *Cure Minor Wounds, Detect Magic, Guidance, Light, Mending, Virtue*
1st: *Bless, Cause Fear, Command, Detect Evil, Divine Favor, Remove Fear, Sanctuary*[D]
2nd: *Aid, Align Weapon, Augury, Eagle's Splendor, Hold Person, Spiritual Weapon*[D]
3rd: *Dispel Magic, Protection from Energy*[D]*, Remove Curse, Searing Light, Wind Wall*
4th: *Death Ward, Discern Lies, Freedom of Movement, Restoration, Spell Immunity*[D]
5th: *Flame Strike*[D]*, Greater Command, Raise Dead, Scrying*
D = Domain spell

Owl of Wisdom Prophet

Owl of Wisdom Cleric 15; **hp** 82
S2 D16 C13 I12 W24 Ch14;**Fort** +10**, Ref** +8, **Will** +16
Init: +0 **Move:**15 ft, fly 40 ft. (good)
AC: 23 (+2 size, +3 Dex, +8 *chain mail +3*), touch 15, flat 20
BAB/Grapple: +11/-1
Full Attack: *+1 flaming disruption shortspear* +17/+12/+7 melee (1d3-3 + 1d6 fire) or claw +15 melee (1d2-4)
Special Att: Turn undead
Special Qual: Low-light vision, Spells
Skills: Balance –1, Climb –8, Concentration +15, Diplomacy +20, Escape Artist –1, Heal +14, Hide –1, Jump –14, Knowledge (Religion) +14, Listen +14, Move Silently +13, Spellcraft +6, Spot +6*, Swim -12
Feats: Brew Potion, Combat Casting, Extra Turning, Hover, Improved Turning, Fly-by Attack, Weapon Finesse[B]
CR: 15
Gear: *cloak of resistance +1* (4,000 gp), *periapt of wisdom +2* (4,000 gp), *chain mail +3* (9,300 gp), *+1 flaming disruption shortspear* (32,302 gp), holy water font (100 gp) [scrying], ointment (250 gp) [true seeing]
Total 53,952 gp (59,000 gp)

* An owl of wisdom has a +8 racial bonus on Spot checks in areas of shadowy illumination.

Protective Ward (Su): Grant touched individual +15 resistance bonus to on next saving throw 1x/day. Duration 1 hour.
Turn Undead: 9x/day; Turning check 1d20+4; Turning Damage 2d6+18

Typical Spell List

(6/8/8/8/6/6/5/4/2; Caster Level 15; Spell DC 17 + Spell Level; Domain Protection, War)
0: *Cure Minor Wounds, Detect Magic, Guidance, Light, Mending, Virtue*
1st: *Bless, Comprehend Languages, Cause Fear, Command, Detect Evil, Divine Favor, Remove Fear, Sanctuary*[D]
2nd: *Aid, Align Weapon, Augury, Eagle's Splendor, Enthrall, Hold Person, Lesser Restoration, Spiritual Weapon*[D]
3rd: *Blindness/Deafness, Daylight, Dispel Magic, Protection from Energy*[D]*, Remove Curse, Searing Light, Speak With Dead, Wind Wall*
4th: *Death Ward, Discern Lies, Divination, Freedom of Movement, Restoration, Spell Immunity*[D]
5th: *Command, Flame Strike*[D]*, Greater Command, Raise Dead, Scrying, True Seeing*
6th: *Animate Objects, Blade Barrier*[D]*, Geas/Quest, Planar Ally*
7th: *Holy Word, Power Word - Blind*[D]
D = Domain spell

Pirate Parrot

Tiny Magical Beast
Rogue 1

Hit Dice:	1d6 (2 hp)
Initiative:	+4 (+4 Dex)
Speed:	15 feet (3 squares), fly 50 ft. (8 squares) (good)
Armor Class:	17 (+2 size, +5 Dex), touch 17, flat 12
BAB/Grapple:	+0/-13
Attack:	Rapier +7 melee (1d3-4;18-20/x2) or Claw +7 melee (1d2-4)
Full Attack:	Rapier +7 melee (1d3-4;18-20/x2) or Claw +7 melee (1d2-4), bite +2 melee (1d3-4)
Space/Reach:	2½ ft. /0 ft.
Height:	1 ft. 6 in. + 1d6 in. (1 ft. 9 in.)
Weight:	1 lbs. + 1d2 lbs. (2 lbs.)
Special Att:	Sneak attack +1d6
Special Qual:	Low-light vision, mimic, trapfinding
Saves:	Fort +0, Ref +7, Will -1
Abilities:	S2 D21 C11 I10 W9 Ch8
Skills:	Bluff +3*, Disguise +3*, Escape Artist +8, Gather Information +3, Intimidate +3*, Listen +9, Profession (Sailor) +4, Sleight of Hand +5, Spot +5
Feats:	Alertness, Weapon Finesse[B]
Environment:	Warm forest, hills
Organization:	Solitary, Brace (2), Crew (2-5 plus 0-1 buccaneers), Raiding Party (2-5 buccaneers) or Galley (5-20 plus 2-5 buccaneers plus 0-1 first mate plus 0-1 sea captain)
CR:	¼
Treasure:	Standard
Alignment:	Usually Neutral Evil
Advancement:	By Character Class
Level Adj:	+0

This bird appears to be a colorful macaw that wears a golden earring and sports a cloth cap. There is a malevolent intelligence in its eyes.

Pirate parrots are multi-colored parrots with a penchant for falling in with evil beings – in particular, pirates. Pirate parrots have an innate knowledge of seamanship and a sharp, if not vicious attitude. They are excellent mimicry artists, with an exceptional skill at mocking foes or sowing confusion with their mimicry.

A pirate parrot can speak common and up to three additional languages. They have low-light vision.

Combat

Pirate parrots are harassers, often flying in to distract a foe or strike when the foe's attention is diverted elsewhere. They are general cowards, and will often exaggerate a wound to lull foes into lowering their guard or making quick their own escape.

The pirate parrot presented above has the following ability scores before racial modifiers. Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8.

Mimic (Ex): A pirate parrot can imitate nearly any sound it has heard before. When attempting to bluff, intimidate or use the disguise skill, it gains a +8 racial bonus if the action is based off of sound.

Skills: A pirate parrot has a +4 racial bonus to listen checks.

Pirate Parrots on Amberos

Pirate Parrots seem to be natives of the islands off the west coast of Amberos. Of late, several of the birds have taken up with the Dragon Armada, acting as scouts for locating ships to plunder and acting as spies for the fleet.



Pirate Parrot Characters

Pirate parrots are often companions to pirate lords, and there are tales among the parrots of their kind who, after years of raiding, came to control their own ship.

Pirate parrots characters have the following abilities.

- **Magical Beast**
- **Tiny size.** A pirate parrot gains a +2 to hit and AC. The character suffers a –8 penalty to grapple, but gains a +8 bonus to hide.
- **Low-light vision.** A pirate parrot can see twice as far as a human in dim or twilight conditions.
- **Base speed 15 feet, fly 50 feet (good)**
- **Mimic (Ex):** A pirate parrot can imitate nearly any sound it has heard before. When attempting to bluff, intimidate or use the disguise skill, it gains a +8 racial bonus if the action is based off of sound.

- **Weapon Finesse** as a bonus racial feat.

- **Natural attack.** A pirate parrot has a natural claw attack that deals 1d2 + Str modifier damage and a bite attack that deals 1d3 + ½ Str modifier damage. The bite attack is considered a secondary attack.
- **No reach.** A pirate parrot does not threaten adjacent squares and cannot make attacks of opportunity.
- **-10 Str, +8 Dex.** As a small bird, pirate parrots are physically weak, but quick and agile.
- **Skills:** A pirate parrot has a +4 racial bonus to listen checks.
- **Limited Grasp:** When not flying, a pirate parrot can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A pirate parrot may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any except secret languages (such as Druidic)
- **Favored Class:** Rogue
- **Level Adjustment:** –

Pirate Parrot Buccaneer

Pirate Parrot Rogue 3/Fighter 2; **hp** 26
S5 D23 C13 I10 W12 Ch8;**Fort** +5**, Ref** +9**, Will** +2
Init: +6 **Move:** 15 ft., fly 50 ft. (good)
AC: 21 (+2 size, +6 Dex, +3 *leather +1*), touch 18, flat 15
BAB/Grapple: +4/-7
Full Attack: *+1 rapier* +13 melee (1d3-2;18-20/x2) or claw +12 melee (1d2-3), bite +7 melee (1d3-3)
Special Att: Sneak attack +2d6
Special Qual: Evasion, low-light vision, mimic, trapfinding, trap sense +1
Skills: Balance +6, Bluff +6, Climb –3, Escape Artist +6, Hide +21, Intimidate +6, Jump –9, Listen +15, Move Silently +13, Profession (Sailor) +10, Spot +11, Swim –3, Tumble +13
Feats: Alertness, Dodge[F], Fly-by Attack, Weapon Finesse[B], Weapon Focus (Rapier)[F]
CR: 5
Gear: *leather +1* (1,160 gp), *+1 rapier* (2,320 gp) **Total** 3,480 gp (4,300 gp)

Evasion (Ex): If a pirate parrot buccaneer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Pirate Parrot First Mate

Pirate Parrot Rogue 6/Fighter 4; **hp** 53
S6 D23 C13 I10 W12 Ch8;**Fort** +7**, Ref** +12**, Will** +4
Init: +6 **Move:** 15 ft., fly 50 ft. (good)
AC: 23 (+2 size, +6 Dex, +5 *leather +3*), touch 18, flat 17
BAB/Grapple: +8/-2
Full Attack: *+2 rapier* +17/+12 melee (1d3;18-20/x2) or claw +16 melee (1d2-2), bite +11 melee (1d3-2)
Special Att: Sneak attack +3d6
Special Qual: Evasion, low-light vision, mimic, trapfinding, trap sense +2, uncanny dodge
Skills: Balance +6, Bluff +9, Climb –3, Escape Artist +9, Hide +21, Intimidate +9, Jump –9, Listen +16, Move Silently +16, Profession (Sailor) +10, Search +9, Spot +12, Swim –3, Tumble +13
Feats: Alertness, Dodge[F], Fly-By Attack, Hover, Mobility, Weapon Finesse[B], Weapon Focus (Rapier)[F], Weapon Specialization (Rapier)[F]
CR: 10
Gear: *leather +3* (4,160 gp), *+2 rapier* (8,320 gp) **Total** 12,480 gp (27,000 gp)

Evasion (Ex): If a pirate parrot first mate makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A pirate parrot first mate retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Pirate Parrot Sea Captain

Pirate Parrot Rogue 9/Fighter 6; **hp** 94
S6 D23 C14 I10 W12 Ch8;**Fort** +10**, Ref** +14**, Will** +8
Init: +6 **Move:** 15 ft., fly 50 ft. (good)
AC: 25 (+2 size, +6 Dex, +7 *leather +5*), touch 18, flat 19
BAB/Grapple: +12/+4
Full Attack: *+2 wounding rapier* +17/+12/+7 melee (1d3;15-20/x2) or claw +16 melee (1d2-2), bite +11 melee (1d3-2)
Special Att: Sneak attack +5d6
Special Qual: Evasion, improved uncanny dodge, low-light vision, mimic, trapfinding, trap sense +3, uncanny dodge
Skills: Balance +6, Bluff +15, Climb –3, Escape Artist +9, Hide +21, Intimidate +15, Jump –9, Listen +20, Move Silently +16, Profession (Sailor) +13, Search +12, Spot +16, Swim –3, Tumble +13
Feats: Alertness, Dodge[F], Fly-By Attack, Hover, Improved Critical (Rapier)[F], Iron Will, Leadership, Mobility, Weapon Finesse[B], Weapon Focus (Rapier)[F], Weapon Specialization (Rapier)[F]
CR: 15
Gear: *leather +5* (25,160 gp), *+2 wounding rapier* (32,320 gp)
Total 57,480 gp (59,000 gp)

Evasion (Ex): If a pirate parrot sea captain makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A pirate parrot sea captain can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

Trap Sense (Ex): +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A pirate parrot sea captain retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Leadership: Leadership score 14; One 10th level cohort (pirate parrot first mate); Fifteen 1st level followers (pirate parrot marauder); One 2nd level follower (pirate parrot bosun)

Pirate Parrot Marauder: CR 1; pirate parrot Rogue 1; hp 5; Init +6; Spd 15 ft., fly 50 ft (good); AC 20 (+2 size, +6 Dex, +2 mw studded leather) touch 18, flat 14; BAB +0; Gpl –10; Full Atk rapier +7 melee (1d3-4;18-20/x2); Space/Reach: 2½ ft./0 ft.; SA sneak attack +1d6; SQ low-light vision, mimic, trapfinding; SV Fort +2, Ref +8, Will +1; Str 3 Dex 23 Con 14 Int 10 Wis 12 Cha 8
Skills and Feats: Bluff +3, Craft (Trapmaking) +4, Escape Artist +10, Gather Information +3, Listen +3, Open Lock +4, Profession (Sailor) +4, Sleight of Hand +10, Spot +3, Use Rope +4; Alertness, Weapon Finesse[B]
Gear: mw studded leather (175 gp), mw rapier (320 gp), gold earring (25 gp) **Total:** 520 gp (900 gp)

Pirate Parrot Bosun: CR 2; pirate parrot Rogue 2; hp 11; Init +6; Spd 15 ft., fly 50 ft (good); AC 18 (+2 size, +6 Dex) touch 18, flat 12; BAB +0; Gpl –10; Full Atk rapier +6 melee (1d3-4;18-20/x2); Space/Reach: 2½ ft./0 ft.; SA sneak attack +1d6; SQ low-light vision, mimic, trapfinding; SV Fort +2, Ref +8, Will +1; Str 3 Dex 23 Con 14 Int 10 Wis 12 Cha 8
Skills and Feats: Bluff +4, Craft (Trapmaking) +5, Escape Artist +11, Gather Information +4, Listen +4, Open Lock +5, Profession (Sailor) +5, Sleight of Hand +11, Spot +4, Use Rope +5; Alertness, Weapon Finesse[B]
Gear: *studded leather +1* (1,175 gp), mw rapier (320 gp), *potion of cure moderate wounds* (300 gp) **Total:** 1,795 gp (2,000 gp)

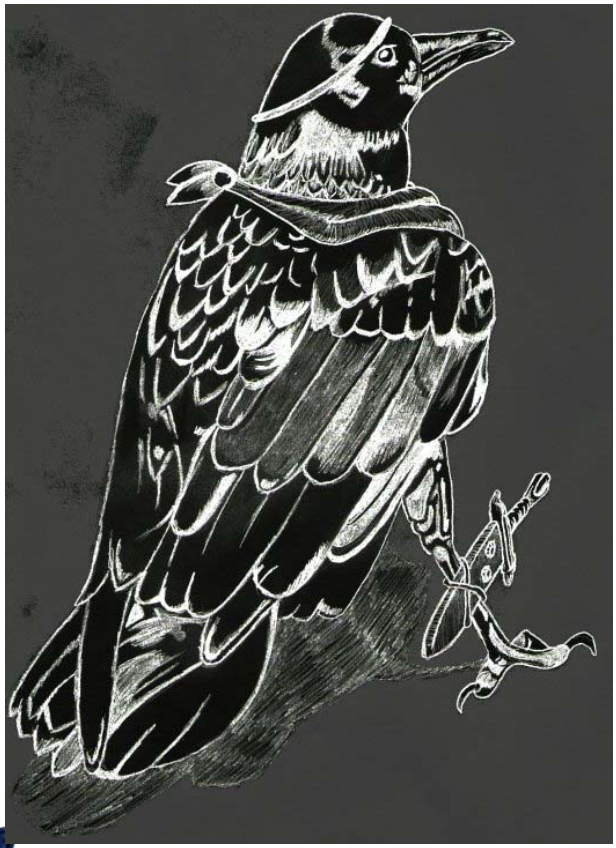
Rogue Raven

Tiny Magical Beast

Hit Dice:	½d10 (2 hp)
Initiative:	+4 (+4 Dex)
Speed:	15 feet (3 squares), fly 40 feet (8 squares) (average)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat 12
BAB/Grapple:	+0/-13
Attack:	Claw +4 melee (1d2-5)
Full Attack:	Claw +4 melee (1d2-5), Beak –1 melee (1d3-4)
Space/Reach:	2 ½ ft. /0 ft.
Height:	1 ft. 6 in. + 1d6 in. (1 ft. 9 in.)
Weight:	1 lb. + 1d4 /4 lbs. (1½ lbs.)
Special Att:	–
Special Qual:	Low-light vision, Tongues
Saves:	Fort +2, Ref +6, Will +2
Abilities:	S1 D15 C11 I11 W14 Ch11
Skills:	Disguise +4, Escape Artist +6, Hide +10, Listen +4, Spot +4
Feats:	Alertness, Weapon Finesse[B]
Environment:	Temperate plains, mountains
Organization:	Solitary, Brood (2-5), or Murder (5-20)
CR:	¼
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By Character Class
Level Adj:	+0

This bird appears to be common raven, though it has been decorated with bits of clothing and appears to have a weapon strapped to its foreleg.

Wanderers and explorers, rogue ravens are driven by an insatiable curiosity and penchant for getting into trouble. They are rarely outwardly evil, though they can easily fall in with a bad crowd or pick up nasty habits. A rogue raven appears to be a regular raven in most respects, though they generally have reddish eyes and are capable of comprehending and speaking any tongue they hear.



Combat

A rogue raven rarely engages in straightforward combat; they prefer to swoop in and strike, then quickly move out of harm's way before the opponent can strike back. They have vicious talons with which they generally attack the face and eyes of their opponent, and they can also use their sharp beaks to peck opponents who get too close.

Tongues (Su): A rogue raven can speak fluently and understand any language it has heard. It cannot use this ability with non-spoken language.

Rogue Raven Characters

Rogue Ravens always seem to be in the middle of some sort of adventure, and it is not uncommon for them to become adventurers with a few levels under their belts. A rogue raven character has the following abilities.

- **Magical Beast type.**
- **Tiny Size.** A rogue raven gains a +2 AC bonus and a +2 bonus to hit. However, it suffers a –8 penalty to grapple. It gains a +8 bonus to Hide.
- **Low-light vision.** A rogue raven can see twice as far as a human in dim or twilight conditions.
- **Base Speed 15 feet, Fly 40 feet (average)**
- **Tongues (Su):** A rogue raven can speak fluently and understand any language it has heard. It cannot use this ability with non-spoken language.
- **-10 Str, +4 Dex.** As a small bird, a rogue raven is physically weak, but quick.
- **Weapon Finesse** as a bonus racial feat.
- **Natural Attack.** A rogue raven has a natural claw attack that deals 1d2 + Str modifier damage and a bite attack that deals 1d3 + ½ Str modifier damage. The bite attack is considered a secondary attack.
- **No reach.** A rogue raven does not threaten adjacent squares and cannot make attacks of opportunity.
- **Limited Grasp:** When not flying, a rogue raven can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A rogue raven cannot use its claw attack when on the ground. A rogue raven may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any except secret languages (such as Druidic)
- **Favored Class:** Rogue.
- **Level Adjustment:** –

Rogue Raven Wanderer

Rogue Raven Rogue 4/Wizard 1; **hp** 16
S1 D19 C10 I14 W12 Ch14;**Fort** +1, **Ref** +9, **Will** +4
Init: 4 **Move:** 15 ft., fly 40 ft. (ave)
AC: 17 (+2 size, +4 Dex, +1 *bracers of armor +1*), touch 16, flat 13
BAB/Grapple: +3/-10
Full Attack: *+1 Shortsword* +10 melee (1d3-4;19-20/x2) or claw +9 melee (1d2-5), bite +4 melee (1d3-5)
Special Att: Sneak attack +2d6
Special Qual: Evasion, trap sense +1, trapfinding, uncanny dodge
Skills: Bluff +9, Concentration +2, Decipher Script +9, Disable Device +9, Escape Artist +11, Gather Information +8, Knowledge (Arcana) +7, Listen +8, Search +9, Sleight of Hand +6, Spellcraft +9, Spot +8, Tumble +6
Feats: Combat Expertise, Improved Feint, Scribe Scroll[W], Weapon Finesse[B]
CR: 5
Gear: *+1 shortsword* (2,310 gp), *bracers of armor +1* (1,000 gp)
Total: 3,310 gp (4,300 gp)

Evasion (Ex): If a rogue raven wanderer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue raven wanderer retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Typical Spell List

(3/2; Caster Level 1; Spell DC 11 + Spell Level)
0: *Flare, Mage Hand, Prestidigitation*
1st: *Hypnotism, Ventriloquism*

Rogue Raven Seeker

Rogue Raven Rogue 4/Wiz 5/Arcane Trickster 1;**hp** 29
S1 D19 C10 I15 W12 Ch14;**Fort** +7, **Ref** +11, **Will** +9
Init: +4 **Move:** 15 ft., fly 40 ft. (ave)
AC: 20 (+2 size, +4 Dex, +4 *Mage Armor*), touch 16, flat 16
BAB/Grapple: +5/-8
Full Attack: *+1 Shortsword* +12 melee (1d3-4;19-20/x2)
or claw +11 melee (1d2-5), bite +6 melee (1d3-5)
Special Att: Sneak attack +2d6
Special Qual: Evasion, ranged ledgermain 1x/day, trap sense +1, trapfinding, uncanny dodge
Skills: Bluff +10, Concentration +7, Decipher Script +9, Disable Device +9, Escape Artist +11, Gather Information +9, Knowledge (Arcana) +11, Listen +8, Search +9, Sleight of Hand +6, Spellcraft +10, Spot +8, Tumble +6
Feats: Combat Expertise, Extend Spell[W], Great Fortitude, Improved Disarm, Improved Feint, Scribe Scroll[W], Weapon Finesse[B]
CR: 10
Gear: *+1 shortsword* (2,310 gp), *rod of lesser metamagic extend* (3,000 gp), *ring of mind shielding* (8,000 gp), phantom dust (50 gp) [phantom trap]
Total 13,360 gp (16,000 gp)

Evasion (Ex): If a rogue raven wanderer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Ranged Legerdemain: A rogue raven wanderer can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue raven wanderer retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(4/4/4/2; Caster Level 6; Spell DC 11 + Spell Level)
0: *Daze, Flare, Mage Hand, Prestidigitation*
1st: *Charm Person, Hypnotism, Mage Armor*, Ventriloquism*
2nd: *Daze Monster, Flaming Sphere, Phantom Trap, Scorching Ray*
3rd: *Dispel Magic, Extended Invisibility*
* Normally active when encountered

Rogue Raven Findsman

Rogue Raven Rogue 4/Wizard 5/ Arcane Trickster 6; **hp** 41

S1 D19 C10 I16 W12 Ch14;**Fort** +9, **Ref** +14, **Will** +12

Init: +4 **Move:** 15 ft., fly 40 ft. (ave)

AC: 21 (+2 size, +4 Dex, +5 *Bracers of Armor +5*), touch 16, flat 17

BAB/Grapple: +8/-5

Full Attack: *+3 Shortsword* +17/+12 melee (1d3-2;19-20/x2)
or claw +14 melee (1d2-5), bite +9 melee (1d3-5)

Special Att: Impromptu sneak attack 1/day, sneak attack +3d6

Special Qual: Evasion, ranged ledgermain 2x/day, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +15, Concentration +7, Decipher Script +9, Disable Device +9, Escape Artist +16, Gather Information +14, Knowledge (Arcana) +11, Listen +8, Open Lock +9, Search +9, Sleight of Hand +11, Spellcraft +10, Spot +8, Tumble +6

Feats: Combat Expertise, Dodge, Extend Spell[W], Great Fortitude, Hover, Improved Disarm, Improved Feint, Scribe Scroll[W], Weapon Finesse[B]

CR: 15

Gear: *rod of lesser metamagic extend* (3,000 gp), *ring of mind shielding* (8,000 gp), *bracers of armor +5* (25,000 gp), *+3 shortsword* (18,320 gp), phantom dust (50 gp) [phantom trap]
Total 54,370 gp (59,000 gp)

Evasion (Ex): If a rogue raven findsman makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Ranged Legerdemain: A rogue raven findsman can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A rogue raven findsman retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(4/5/5/4/3/2/1; Caster Level 11; Spell DC 12 + Spell Level)

0: *Daze, Flare, Mage Hand, Prestidigitation*

1st: *Charm Person, Extended Mage Hand, Hypnotism, Mage Armor*, Ventriloquism*

2nd: *Daze Monster, Flaming Sphere, Phantom Trap, Scorching Ray*

3rd: *Deep Slumber, Dispel Magic, Extended Invisibility, Major Image*

4th: *Extended Arcane Sight, Fire Shield, Phantasmal Killer*

5th: *Extended Greater Invisibility, Interposing Hand*

6th: *Greater Dispel Magic*

* Normally active when encountered

Swashbuckler Sparrow

Diminutive Magical Beast

Hit Dice: ¼d10 (1 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 15 feet (3 squares), fly 50 ft. (10 squares) (good)
Armor Class: 19 (+4 size, +5 Dex), touch 19, flat 14
BAB/Grapple: +0/-15
Attack: Rapier +9 melee (1d1-4;18-20/x2)
Full Attack: Rapier +9 melee (1d1-4;18-20/x2)
Space/Reach: 2 ½ ft./0 ft.
Height: 6 in. + 1d3 in. (7 in.)
Weight: 1d3 / 8 lbs. (1/8 lbs.)
Special Att: Distract
Special Qual: Evasion, low-light vision
Saves: Fort +2, Ref +7, Will 0
Abilities: S3 D21 C11 I10 W10 Ch12
Skills: Sense Motive +4, Tumble +9, Spot +0
Feats: Improved Initiative, Weapon Finesse[B]
Environment: Temperate plains
Organization: Solitary, Troupe (2-5 plus 0-1 Errants), Company (5-20 plus 1-3 Errants plus 0-1 Duelists), Brigade (20-60 plus 2-5 Errants plus 0-1 Duelists + 0-1 Guardians), Nation (60+)
CR: ¼
Treasure: Standard
Alignment: Usually Neutral Good
Advancement: By Character Class
Level Adj: +0

This small, arrow-winged bird reminds you of a sparrow, though it is dressed with the trappings of a swashbuckler. It even sports a small rapier in one of its tiny claws.

Sleek and normally unassuming, the swashbuckler sparrow is a small, arrow-winged bird with unusual skill and a penchant for flashy colors and styles. Swashbuckler sparrows often dress themselves in colorful bits of ribbon or cloth, and their race has managed to learn how to work materials such as wood and iron into tools. Warrior members of their race usually employ tiny rapiers they have crafted themselves, for example.

Swashbuckler sparrows have an innate hatred of evil beings, and generally will not pass up an opportunity to descend upon them en masse. They have a particular hatred of pirate parrots, and are almost sure to attack them on sight.

A swashbuckler sparrow can speak common.

Combat

Quick and agile, many opponents find taking on swashbuckler sparrows to be a dizzying task as the bird zips about, flashing its tiny rapier to poke at opponents and quickly dodge aside of return blows. Perhaps the worst bit is the sparrows attack in droves, striking and swooping away so quickly an opponent has no hope of being able to return the attack.

Distract (Ex): Those attacked by a swashbuckler sparrow is nauseated for 1 round; a Fort save (DC 10) negates the effect. Spellcasting or concentrating on spells while under attack requires a Concentration check (DC 15 + spell level). Using skills that involve patience and concentration requires a DC 15 Concentration check.

Evasion (Ex): A swashbuckler sparrow can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the swashbuckler sparrow is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

Swashbuckler Sparrows on Amberos

The largest concentration, and seeming source of Swashbuckler Sparrows is on a small, uninhabited island in the Ksiki colonies. Within flying distance of PortsReach Isle, the capital of the Ksiki Colonies, the birds have spread throughout the isles and to the southeast mainland. Individual Swashbuckler Sparrows can be encountered in nearly any civilized area due the birds tendency to travel, and there are rumors that the birds are spreading west to face off in a massive war against the Pirate Parrots.



Swashbuckler Sparrow Characters

Of the birds of renown, swashbuckler sparrows are second only to rogue ravens in the number of adventurers the race produces. A swashbuckler sparrow character gains the following special abilities

- **Magical Beast type**
- **Diminutive Size.** Swashbuckler sparrows gain a +4 bonus to AC and to hit rolls, but suffer a –12 penalty to grapple checks. It gains a +12 bonus to Hide.
- **Low-light vision.** A swashbuckler sparrow can see twice as far as a human in dim or twilight conditions.
- **Base speed 15 feet, fly 50 feet (good)**
- **Distract (Ex):** Those attacked by a swashbuckler sparrow are nauseated for 1 round; a Fort save DC 10 + ½ Base Attack Bonus + Dex modifier negates the effect. Spellcasting or concentrating on spells while under attack

requires a Concentration check (DC 15 + spell level). Using skills that involve patience and concentration requires a DC 15 Concentration check. The distract check is Wisdom based.

- **Evasion (Ex):** A swashbuckler sparrow can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the swashbuckler sparrow is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.
- **-8 Str, +10 Dex, +2 Cha.** As small birds, swashbuckler sparrows are physically weak, but extremely agile. Swashbuckler sparrows are outgoing creatures, and easily make friends and influence others.
- **Weapon Finesse** as a bonus racial feat.
- **Natural Attack.** A swashbuckler sparrow has a natural claw attack that deals 1d1+ Str modifier damage.
- **No reach.** A swashbuckler sparrow does not threaten adjacent squares and cannot make attacks of opportunity.
- **Limited Grasp:** When not flying, a swashbuckler sparrow can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A swashbuckler sparrow cannot use its claw attack when on the ground. A swashbuckler sparrow may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any, except secret languages (such as Druidic)
- **Favored Class:** Fighter
- **Level Adjustment:** –

Swashbuckler Sparrow Errant

Swashbuckler Sparrow Fighter 3/Rogue 2; **hp**28
S4 D26 C13 I14 W10 Ch10 ;**Fort** +4**, Ref** +11**, Will** +1
Init: +12 **Move:** 15 ft., fly 50 ft. (good)
AC: 24 (+4 size, +8 Dex, +2 *padded armor +1*), touch 21, flat 16
BAB/Grapple: +4/-11
Full Attack: *+1 rapier* +17 melee (1d1-2;18-20/x2) or claw +16 melee (1d1-3)
Special Att: Sneak Attack +1d6
Special Qual: Evasion, trapfinding
Skills: Bluff +7, Climb +3, Hide +20, Jump -1, Perform (Dance) +6, Spot +3, Tumble +16
Feats: Dodge[F], Improved Initiative, Mobility, Weapon Finesse[B], Weapon Focus (Rapier)[F]
CR: 5
Gear: *padded armor +1* (1,155 gp), *+1 rapier* (2,320 gp)
Total 3,475 gp (4,300 gp)

Evasion (Ex): A swashbuckler sparrow errant can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Swashbuckler Sparrow Duelist

Swashbuckler Sparrow Fighter 3/Rogue 2/ Duelist 5; **hp**66
S4 D26 C14 I14 W10 Ch10 ;**Fort** +4**, Ref** +13**, Will** +1
Init: +14 **Move:** 15 ft., fly 50 ft. (good)
AC: 27 (+4 size, +8 Dex, +2 Int, +3 *padded armor +2*), touch 24, flat 17
BAB/Grapple: +9/-6
Full Attack: *+2 rapier* +22/+17 melee (1d1;18-20/x2) or claw +20 melee (1d1-3)
Special Att: Precise strike +1d6, sneak Attack +1d6
Special Qual: Canny defense, enhanced mobility, evasion, grace, improved reaction +2, trapfinding
Skills: Bluff +12, Climb +8, Hide +20, Jump +2, Perform (Dance) +6, Spot +8, Tumble +20
Feats: Dodge[F], Fly-by Attack, Hover, Improved Initiative, Mobility, Weapon Finesse[B], Weapon Focus (Rapier)[F]
CR: 10
Gear: *padded armor +2* (4,155 gp), *+2 rapier* (8,320 gp)
Total 13,475 gp (16,000 gp)

Evasion (Ex): A swashbuckler sparrow duelist can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Swashbuckler Sparrow Guardian

Swashbuckler Sparrow Fighter 6/Rogue 2/ Duelist 7; **hp**66
S4 D26 C14 I14 W10 Ch10 ;**Fort** +11**, Ref** +22**, Will** +8
Init: +14 **Move:** 15 ft., fly 50 ft. (good)
AC: 32 (+4 size, +8 Dex, +2 Int, +2 deflection, +6 *padded armor +5*), touch 26, flat 22
BAB/Grapple: +14/-1
Full Attack: *+2 defending rapier* +27/+22/+17 melee (1d1+2;18-20/x2) or claw +25 melee (1d1-3)
Special Att: Precise strike +1d6, sneak Attack +1d6
Special Qual: Canny defense, enhanced mobility, evasion, grace, improved reaction +2, trapfinding
Skills: Bluff +15, Climb +8, Hide +20, Jump +2, Perform (Dance) +6, Spot +11, Tumble +22
Feats: Combat Expertise[F], Dodge[F], Fly-by Attack, Hover, Improved Feint, Improved Initiative, Iron Will, Mobility, Weapon Finesse[B], Weapon Focus (Rapier)[F], Weapon Specialization (Rapier)[F]
CR: 15
Gear: *cloak of resistance +2, ring of protection +2* (8,000 gp), *padded armor +5* (25,155 gp), *+2 defending rapier* (18,3200 gp)
Total 51,475 gp (59,000 gp)

Evasion (Ex): If a swashbuckler sparrow guardian makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Acrobatic Charge (Ex): A swashbuckler sparrow guardian gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): If a swashbuckler sparrow guardian chooses to fight defensively or use total defense in melee combat, she gains an additional +7 dodge bonus to AC.

Swashbuckler Sparrow Swarm

Diminutive Magical Beast (Swarm)
Hit Dice: 3d10 (16 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 15 feet (3 squares), fly 50 ft. (10 squares) (good)
Armor Class: 19 (+4 size, +5 Dex), touch 19, flat 14
BAB/Grapple: +3/-
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Att: Distract
Special Qual: Evasion, immune to weapon damage, low-light vision, swarm traits
Saves: Fort +3, Ref +10, Will +1
Abilities: S3 D21 C11 I10 W10 Ch12
Skills: Sense Motive +4, Tumble +9, Spot +0
Feats: Improved Initiative, Lightning Reflexes, Weapon Finesse[B]
Environment: Temperate plains
Organization: Solitary, Company (2-5 swarms), or Brigade (5-20 swarms)
CR: 3
Treasure: Standard
Alignment: Usually Neutral Good
Advancement: By Character Class
Level Adj: +0

A swashbuckler sparrow swarm consists of approximately 5,000 individual swashbuckler sparrows that have united to bring down a great evil. Generally, all members of the swarm are armed with tiny rapiers or daggers.

Combat

A swashbuckler sparrow swarm envelops it prey, attempting to bring down its foes with an unending barrage of fly-by rapier cuts to the opponent.

Distract (Ex): Living creatures vulnerable to a swarms damage that begin its turn with a swarm in its square is nauseated for 1 round; a Fort save DC 11 negates the effect. Spellcasting or concentrating on spells while under attack requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Evasion (Ex): If a swashbuckler swarm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the swarm instead takes no damage. A helpless character does not gain the benefit of evasion.

WarHawk

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+3 (+3 Dex)
Speed:	15 feet (3 squares), fly 70 feet (14 squares) (average)
Armor Class:	16 (+2 size, +3 Dex, +1 Padded Armor), touch 15, flat 13
BAB/Grapple:	+1/-11
Attack:	Claw +5 melee (1d2-2)
Full Attack:	Claw +5 melee (1d2-2)
Space/Reach:	2 ½ ft./0 ft.
Height:	2 ft. + 3d6 in. (2 ft. 10 in.)
Weight:	1 lb. + 1d4 lbs. (3 lbs.)
Special Att:	–
Special Qual:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	S6 D17 C10 I11 W14 Ch10
Skills:	Craft(Leatherworking) +2, Sense Motive +6, Spot +12
Feats:	Alertness, Weapon Finesse[B]
Environment:	Temperate forest, mountains
Organization:	Solitary, Hunt (2-5), Company (5-20)
CR:	¼
Treasure:	Standard
Alignment:	Usually Lawful Good
Advancement:	By Character Class
Level Adj:	+0

This creature appears to be a red-brown hawk, but is dressed in what appears to be armor. It has an intelligent gleam in its eye.

The warhawk has the appearance of a regular red-tailed hawk, and has about a 2 ½ ft. wingspan. These creatures are extremely intelligent and have aligned themselves with the forces of good. Warhawks have gained the skill to craft their own armor and weapons, and can manipulate small tools in their talons. They are fierce warriors with little time for those who are not engaged in the battle against evil. They will sometimes ally themselves with paladins of other races to hunt down evil.

A warhawk can speak common and celestial. They have low-light vision and darkvision to 30 feet.

Combat

Warhawks enter combat with a loud screech, tearing at foes with their sharp talons. They sometimes employ weapons sized for their kind, with double weapons being favored, but usable only while flying.

Warhawk Characters

Warhawks are adventurous souls, and it is not uncommon to find them as adventurers.

Warhawk characters gain the following abilities.

- **Magical Beast**
- **Tiny size.** Warhawks gain a +2 bonus to AC and to hit rolls, but suffer a –8 penalty to grapple checks. It gains a +8 bonus to Hide.
- **Low-light vision.** A warhawk can see twice as far as a human in dim or twilight conditions.
- **Base speed 10 feet, fly 70 feet (good)**
- **Str –4, Dex +6, Wis +4.** Warhawks are physically weak, but quite quick and wise.
- **+4 racial bonus to Spot.**
- **Weapon Finesse** as a racial feat.
- **Natural Attack.** A warhawk has a natural claw (talon) attack that deals 1d2 + Str modifier damage.
- **No reach.** A warhawk does not threaten adjacent squares and cannot make attacks of opportunity.
- **Limited Grasp:** When not flying, a warhawk can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A warhawk cannot use its claw attack when on the ground. A warhawk may employ both hands while flying.
- **Automatic Languages:** Common **Bonus Languages:** Any, except secret languages (such as Druidic)
- **Favored Class:** Paladin
- **Level Adjustment: –**



Warhawk Paladin

Warhawk Paladin 5;**hp** 27
S10 D14 C10 I12 W17 Ch16;**Fort** +7**, Ref** +6**, Will** +7
Init: +2 **Move:** 10 ft., fly 70 ft. (good)
AC: 20 (+2 size, +2 Dex, +6 *chain mail +1*), touch 14, flat 18
BAB/Grapple: +5/-3
Full Attack: *+1 morningstar* +8 melee (1d4+1) or claw +9 melee (1d2)
Special Att: Smite evil 2x/day, spells, turn undead
Special Qual: Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands
Skills: Balance –4, Climb –4, Craft (Armorsmith) +5, Craft (Weaponsmith) +5, Diplomacy +11, Escape Artist –2, Hide +6, Jump –16, Listen +5, Sense Motive +11, Spot +9, Swim -8
Feats: Alertness, Weapon Finesse[B], Weapon Focus (Morningstar)
CR: 5
Gear: *chain mail +1* (1,300 gp), *+1 morningstar* (2,308 gp)
Total 3,608 gp (4,300 gp)
***Detect Evil* (Sp):** At will, a paladin can use *detect evil*, as the spell.
Smite Evil (Su): 2x/day, +3 to attack, +5 damage to evil creatures.
Lay on Hands (Su): Heal 15 hit points per day
Aura of Courage (Su): A warhawk paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.
Divine Health (Ex): A warhawk paladin is immune to all diseases, including supernatural and magical diseases.
Turn Undead: 6x/day; Turning check +3; Turning Damage 2d6+5

Typical Spell List

(1; Caster Level 2; Spell DC 14)
1st: *Bless*

Warhawk Defender

Warhawk Paladin 10;**hp** 55
S13 D14 C10 I12 W17 Ch16;**Fort** +10**, Ref** +8**, Will** +9
Init: +2 **Move:** 10 ft., fly 70 ft. (good)
AC: 21 (+2 size, +2 Dex, +7 mithral half-plate), touch 14, flat 19
BAB/Grapple: +10/+3
Full Attack: *+1 morningstar* +15/+10 melee (1d4+2) or claw +14 melee (1d2+1)
Special Att: Smite evil 3x/day, spells, turn undead
Special Qual: Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 2x/week
Skills: Balance –2, Climb –3,Craft (Armorsmith) +10, Craft (Weaponsmith) +10, Diplomacy +16, Escape Artist –2, Hide +6, Jump –15, Listen +5, Sense Motive +16, Spot +9, Swim -7
Feats: Alertness, Fly-by Attack, Hover, Weapon Finesse[B], Weapon Focus (Morningstar)
CR: 10
Gear: *gauntlets of ogre power* (4,000 gp), mithral half-plate (9,600 gp), *+1 morningstar* 2,308 gp)
Total 15,908 gp (16,000 gp)
***Detect Evil* (Sp):** At will, a paladin can use *detect evil*, as the spell.
Smite Evil (Su): 3x/day, +3 to attack, +10 damage to evil creatures.
Lay on Hands (Su): Heal 30 hit points per day
Aura of Courage (Su): A warhawk paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.
Divine Health (Ex): A warhawk paladin is immune to all diseases, including supernatural and magical diseases.
Turn Undead: 6x/day; Turning check 1d20+3; Turning Damage 2d6+8

Typical Spell List

(2/2; Caster Level 5; Spell DC 13 + Spell level)
1st: *Bless, Divine Favor*
2nd: *Bull's Strength, Shield Other*

Warhawk Justicar

Warhawk Paladin 15;**hp** 82
S14 D14 C10 I12 W17 Ch16;**Fort** +15**,Ref** +13**, Will** +14
Init: +2 **Move:** 10 ft., fly 70 ft. (good)
AC: 25 (+2 size, +2 Dex, +11 *mithral half-plate +4*), touch 14, flat 23
BAB/Grapple: +15/+10
Full Attack: *+2 flaming morningstar* +22/+17/+12 melee (1d4+4 +1d6 fire) or claw +20 melee (1d2+2)
Special Att: Smite evil 4x/day, spells, turn undead
Special Qual: Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 4x/week
Skills: Balance –2, Climb –4,Craft (Armorsmith) +10, Craft (Weaponsmith) +10, Diplomacy +16, Escape Artist –2, Hide +6, Jump –14, Knowledge (Religion) +6, Listen +7, Sense Motive +16, Spot +12, Swim -7
Feats: Alertness, Fly-by Attack, Hover, Improved Turning, Weapon Finesse[B], Weapon Focus (Morningstar)
CR: 15
Gear: *cloak of resistance +3* (9,000 gp), *gauntlets of ogre power* (4, 000 gp), *mithral half-plate +4* (25,600 gp), *+2 flaming Morningstar* (18,308 gp)
Total 56,908 gp (59,000 gp)

***Detect Evil* (Sp):** At will, a warhawk justicar can use *detect evil*, as the spell.
Smite Evil (Su): 4x/day, +3 to attack, +15 damage to evil creatures.
Lay on Hands (Su): Heal 45 hit points per day
Aura of Courage (Su): A warhawk justicar is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.
Divine Health (Ex): A warhawk justicar is immune to all diseases, including supernatural and magical diseases.
Turn Undead: 6x/day; Turning check +5; Turning Damage 2d6+11

Typical Spell List

(3/2/2/1; Caster Level 7; Spell DC 13 + Spell level)
1st: *Bless, Divine Favor, Lesser Restoration*
2nd: Bull's Strength, Shield Other
3rd: *Dispel Magic, Prayer*
4th: *Holy Sword*

Wizard Jay

Diminutive Magical Beast

Hit Dice: ¼d10 (1 hp)
Initiative: +4 (+4 Dex)
Speed: 15 feet (3 squares), fly 50 ft. (10 squares) (good)
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat 14
BAB/Grapple: +0/-17
Attack: Claw +8 melee (1d1-4)
Full Attack: Claw +8 melee (1d1-4)
Space/Reach: 2 ½ ft./0 ft.
Height: 9 in. + 1d6 in. (1 ft.)
Weight: 1d4 / 8 lbs. (1/4 lb.)
Special Att: Spells
Special Qual: Low-light vision
Saves: Fort +2, Ref +6, Will 0
Abilities: S1 D19 C11 I14 W11 Ch13
Skills: Concentration +0, Hide +16, Knowledge (Arcana) +4, Perform (Sing) +5, Spellcraft +4
Feats: Combat Casting, Weapon Finesse[B]
Environment: Temperate plains, forest, hills
Organization: Solitary, Cluster (2-5), or Conclave (5-20)
CR: ¼
Treasure: 25% coins or goods, 1 magic item
Alignment: Often neutral
Advancement: By Character Class
Level Adj: +0

This small bird has a white belly and colorful plumage. Strapped to its side is what seems to be a small pouch filled with various materials. There is an unusual gleam of intelligence in the bird's eye.

Of all the birds of renown, wizard jays are the most unusual. They have a wingspan a little over one foot, and are generically multi-colored, though the pattern varies by bird.

Some wizard jays are single-colored, with a white breast. These "specialist" jays ascribe to a single school of magic, as a wizard specialist. The common colors of specialist wizard jays is shown below:

Color	*School*
Black	Necromancy
Blue	Divination
Gray	Illusion
Green	Transmutation
Pink	Enchantment
Red	Evocation
White	Abjuration
Yellow	Conjuration

A wizard jay can speak common and draconic.

Combat

Wizard jays avoid melee combat, keeping a distance as they use their spells to fight their enemies. If forced to physically defend themselves, they can weakly strike with their talons, aiming for the eyes and face of their opponents.

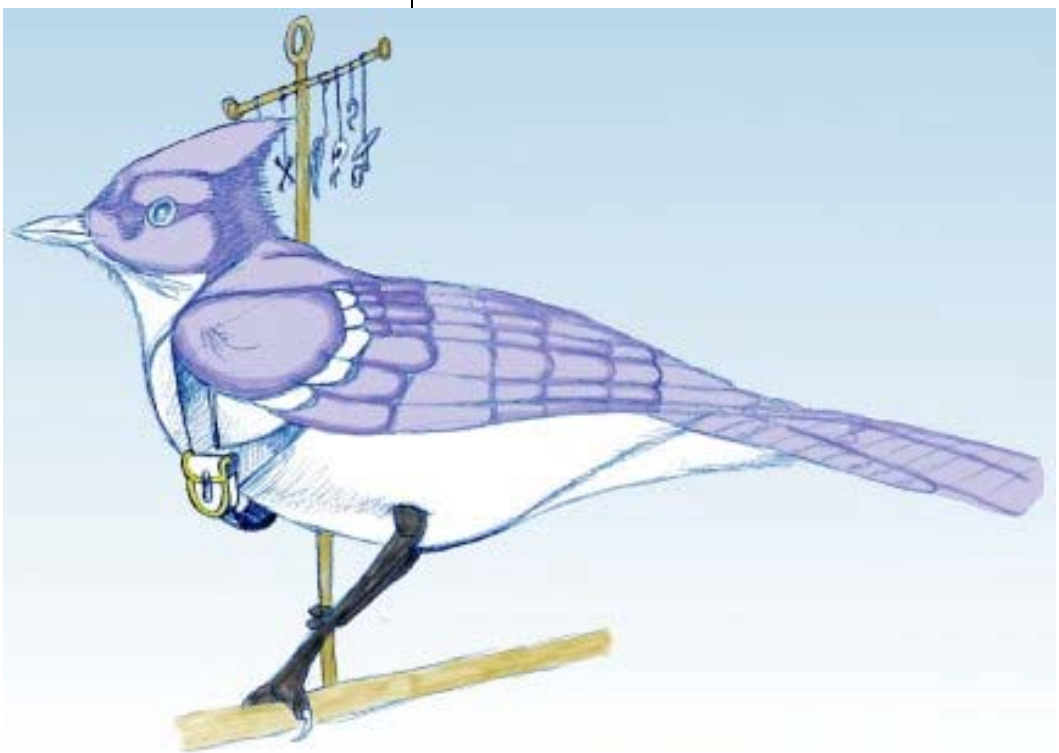
Spells: A wizard jay can cast spells as if it were a 1st level wizard (spell DC 12 + spell level).

Typical Spell List

(3/2; Caster Level 1; Spell DC 12 + Spell level)
0: *Daze, Detect Magic, Mage Hand*
1st: *Mage Armor, Magic Missile**
* Replace with *Magic Bolt* in Amberos campaign

Wizard Jay on Amberos

It is believed that Wizard Jays are the magical offspring of familiars that were popular in the Dark Age Thuer's Realm – precursor to the Silkna Kingdom. This is supported by the fact that Wizard Jay flocks can only be found within about 150 miles of the City of Sinka, though individual birds have been encountered as far south as the Southern Kingdom and as far east as South Jsarath and Simera.



Wizard Jay Characters

Wizard Jays tend to avoid trouble where they can, but there are many well-known powerful wizard jays that earned their prowess against evil creatures and other fell opponents.

Wizard jay characters gain the following abilities.

- **Magical Beast**
- **Diminutive size.** Wizard Jays gain a +4 bonus to AC and to hit rolls, but suffer a –12 penalty to grapple checks and gains a +12 to Hide rolls.
- **Low-light vision.** A wizard jay can see twice as far as a human in dim or twilight conditions.
- **Base speed 10 feet, fly 50 feet (average)**
- **Innate magic ability.** Wizard jays that do not take wizard as a class can cast wizard spells as a first level wizard. Wizard jays that take levels of wizard cast and memorize spells as +1 level higher. However, wizard jays cannot take the silent metamagic feat and may not take familiars.
- **Str –10, Dex +8, Int +4, Cha +2.** As small birds, wizard jays are physically weak, but very agile. Their familiarity with magic makes them unusually intelligent and they have a strong sense of self.
- **Weapon Finesse** as a racial feat
- **Natural Attack.** A wizard jay has a natural claw attack that deals 1d1 + Str modifier damage.
- **No reach.** A wizard jay does not threaten adjacent squares and cannot make attacks of opportunity.
- **Limited Grasp:** When not flying, a wizard jay can only use one leg as a hand. When so using a leg as a hand, it moves at ½ normal rate. A wizard jay cannot use its claw attack while on the ground. A wizard jay may employ both hands while flying.
- **Automatic Languages:** Common, Draconic **Bonus Languages:** Any, except secret languages (such as druidic)
- **Favored Class:** Wizard
- **Level Adjustment: –**

Wizard Jay Diviner

Wizard Jay (Blue) Diviner 5; **hp** 17
S1 D22 C13 I20 W12 Ch12;**Fort** +2 **, Ref** +7**, Will** +5
Init: +6 **Move:** 10 ft. fly 50 ft. (average)
AC: 20 (+4 size, +6 Dex), touch 20, flat 14
BAB/Grapple: +2/-15
Full Attack: *+1 dagger* +13 melee (1d1-4;19-20/x2) or claw +12 melee (1d1-5)
Special Att: Spells
Special Qual: Innate magical ability, low-light vision
Skills: Concentration +9, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Local) +13, Listen +3, Spellcraft +8, Spot +3
Feats: Improved Counterspell, Scribe Scroll[W], Still Spell[W], Spell Focus (Divination), Weapon Finesse[B]
CR: 5
Gear: *+1 dagger* (2,302 gp), *scroll of identify (CL 5)* (225 gp), *scroll of clairaudience/clairvoyance (CL 5)* (375 gp), *scroll of Locate Object (CL 5)* (250 gp), pearl (100 gp) [identify]
Total 3,252 gp (4,300 gp)

Typical Spell List

(5/6/5/4; Caster Level 6; Spell DC 15 + Spell Level; Prohibited School: Necromancy)
0: *Acid Splash, Mage Hand, Detect Magic*, Read Magic*, Prestidigitation*
1st: *Burning Hands, Comprehend Languages*, Identify*, Reduce Person, True Strike**
2nd: *Daze Monster, Detect Thoughts*, Gust of Wind, Hypnotic Pattern, See Invisibility**
3rd: *Arcane Sight*, Dispel Magic, Hold Person, Tongues**
* Divination spell

Wizard Jay Invoker

Wizard Jay (Red) Evoker 10; **hp** 35
S1 D22 C13 I21 W12 Ch12;**Fort** +4 **, Ref** +9**, Will** +8
Init: +6 **Move:** 10 ft. fly 50 ft. (average)
AC: 21 (+4 size, +6 Dex, +1 *bracers of armor +1*), touch 20, flat 15
BAB/Grapple: +5/-12
Full Attack: *+1 dagger* +16 melee (1d1-4;19-20/x2) or claw +15 melee (1d1-5) or *wand of fireballs (CL 10, 25 charges)* (10d6 fire)
Special Att: Spells
Special Qual: Innate magical ability, low-light vision
Skills: Concentration +14, Craft (Alchemy) +6, Decipher Script +18, Knowledge (Arcana) +18, Knowledge (History) +18, Knowledge (Local) +18, Listen +4, Spellcraft +13, Spot +4
Feats: Eschew Materials, Greater Spell Focus (Evocation), Improved Counterspell, Maximize Spell[W], Scribe Scroll[W], Still Spell[W], Spell Focus (Evocation), Weapon Finesse[B]
CR: 10
Gear: *bracers of armor +1* (1,000 gp), *wand of fireballs (CL 10, 25 charges)* (11,250 gp), *+1 dagger* (2,302 gp)
Total 13,552 gp (16,000 gp)

Typical Spell List

(5/7/6/6/5/4/2; Caster Level 11; Spell DC 15 + Spell Level; Prohibited School: Conjuration, Illusion)
0: *Detect Magic, Flare*, Mage Hand, Prestidigitation, Ray of Frost**
1st: *Burning Hands*, Charm Person, Magic Missile**, Reduce Person, Shield, Shocking Grasp*, Sleep*
2nd: *Cat's Grace, Pyrotechnics, Resist Energy, Scorching Ray*, Spectral Hand, Still Burning Hands**
3rd: *Blink, Dispel Magic, Fireball*, Hold Person, Lightning Bolt*, Slow*
4th: *Confusion, Lesser Globe of Invulnerability, Mass Reduce Person, Maximized Burning Hands*, Wall of Fire**
5th: *Cone of Cold*, Dominate Person, Hold Monster, Mind Fog*
6th: *Chain Lightning*, Maximized Fireball**
* Evocation spell DC +2
** Replace with *Magic Bolt* in an Amberos campaign

Wizard Jay Archmage

Wizard Jay (multicolored) Wizard 12/Archmage 3; **hp** 47
S1 D22 C13 I24 W12 Ch12;**Fort** +9 **, Ref** +14**, Will** +15
Init: +6 **Move:** 10 ft. fly 50 ft. (average)
AC: 26 (+4 size, +6 Dex, +6 *bracers of armor +6*), touch 20, flat 20
BAB/Grapple: +7/-10
Full Attack: *+1 dagger* +18 melee (1d1-4;19-20/x2) or claw +17 melee (1d1-5) or *wand of fireballs* (CL 10) (25 charges) (10d6 fire)
Special Att: Spells
Special Qual: Innate magical ability, low-light vision, mastery of counterspelling, mastery of elements
Skills: Concentration +18, Craft (Alchemy) +7, Decipher Script +19, Knowledge (Arcana) +19, Knowledge (History) +19, Knowledge (Local) +19, Listen +4, Spellcraft +17, Spot +4
Feats: Combat Casting, Eschew Materials, Improved Counterspell, Maximize Spell[W], Scribe Scroll[W], Skill Focus (Spellcraft), Spell Focus (Conjuration), Spell Focus (Evocation), Still Spell[W], Weapon Finesse[B]
CR: 15
Gear: *bracers of armor +6* (32,000 gp), *cloak of resistance +2* (4,000 gp),*headband of intellect +2* (4,000 gp), *wand of fireballs (CL 10, 25 charges)* (11,250 gp), *+1 dagger* (2,302 gp)
Total 52,552 gp (59,000 gp)

Mastery of Counterspelling: When the wizard jay archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The wizard jay archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Typical Spell List

(4/6/6/5/5/5/4/2/1; Caster Level 16; Spell DC 16 + Spell Level)
0: *Detect Magic, Flare*, Mage Hand, Prestidigitation*
1st: *Burning Hands*, Charm Person*, Magic Missile**, Reduce Person, Shocking Grasp*, Sleep**
2nd: *Cat's Grace, Pyrotechnics, Resist Energy, Scorching Ray*, Spectral Hand, Still Burning Hands**
3rd: *Dispel Magic, Fireball*, Hold Person*, Lightning Bolt*, Slow*
4th: *Confusion*, Lesser Globe of Invulnerability, Mass Reduce Person, Maximized Burning Hands*, Wall of Fire**
5th: *Cone of Cold*, Dominate Person*, Hold Monster*, Mind Fog**
6th: *Chain Lightning*, Disintegrate, Maximized Fireball*, True Seeing*
7th: *Limited Wish, Prismatic Spray**
8th: *Polymorph Any Object*
* Evocation or Enchantment spell DC +1
** Replace with Magic Bolt in an Amberos campaign

Blackmount

Large Magical Beast

Hit Dice:	6d10+6 (39 hp)
Initiative:	+1 (+1 Dex)
Speed:	50 feet (10 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat 15
BAB/Grapple:	+6/+11
Attack:	Gore +7 melee (1d10+2)
Full Attack:	Gore +7 melee (1d10+2), 2 hooves +2 melee (1d6+1)
Space/Reach:	10 ft./5 ft
Length:	7 ft 6 in. + 2d8 in. (8 ft. 3 in.)
Weight:	1,000 lbs. + 2d10 x 10 lbs. (1,110 lbs.)
Special Att:	Flammable breath, magic strike, trample 1d8+3
Special Qual:	DR 5/magic +1, darkvision 60 ft.
Saves:	Fort +5, Ref +2, Will +2
Abilities:	S15 D13 C15 I14 W13 Ch10
Skills:	Intimidate +9, Jump +19, Listen +12, Spot +12
Feats:	Alertness, Improved Bull Rush, Power Attack
Environment:	Temperate Plains
Organization:	Herd
CR:	3
Treasure:	None
Alignment:	Usually Lawful Neutral (Evil Tendencies)
Advancement:	Large (7-11 HD), Huge (12 HD)
Level Adj:	+2 (Cohort)

It stands in the open, brazenly defiant of you. At first glance, it appears to be a large horse, but its forehead is covered in an axe-shaped blade that runs from snout to the tip of its ears. Likewise, its teeth are sharp, not flat and its eyes have a cat-like slit to them. Each breath emits a sulfurous blast of steam, and it stomps its razor-sharp hooves in impatience as it readies to charge.

Blackmounts are fierce, horse-like beasts that roam wild, untamed plains. They resemble large horses with a great axe-bladed horn upon their forehead and long, blade-shaped ears. They have sharp teeth to defend themselves with and their unusual eyes give them a wicked appearance. Blackmounts are curious and generally peaceful, but can be vicious and unforgiving to predators that dare attack their herds.

Blackmounts speak their own language. They cannot speak other languages without magical aid, but can learn other languages if exposed to them.

Combat

When a herd of blackmounts is attacked, the males harass the attackers while the females and young flee for safety. If pressed or surrounded, the group will form a tight circle and defend the herd. However, the great intelligence of these creatures means they can usually adapt quickly to unusual situations, and their actions tend towards defensive behaviors.

Flammable Breath(Su): Against aggressive or numerous foes, a blackmount can breath a cloud of explosive vapors that envelopes a 10 foot diameter area up to 25 feet from the blackmount. The explosive gas ignites at the end of the round. The cloud deals 3d8 fire damage upon detonation (DC 13 Reflex for half). The blackmount can breath the vapor only once every 5 rounds.

Magic Strike (Su): A blackmount's natural attacks are treated as magic for the purposes of bypassing DR.

Trample(Ex): Damage 1d8+3. A Reflex save 15 halves the damage taken. The DC is Strength based.

Females have no forehead blade and cannot breath the explosive vapors. If forced to fight, they can only bite and kick. Young can only attack by biting.



Training A Blackmount

Blackmount steeds can only be trained if captured during infancy. Adult blackmounts are too intelligent and willful to accept a rider.

Training a Blackmount for combat riding takes 4 weeks (DC 24). Purchasing a trained Blackmount costs 2,000 gp.

A Blackmount's carrying capacity is light: up to 99 lbs, medium: 100-399 lbs and heavy: 400-600 lbs. A blackmount can drag 3,000 lbs.

Blackmount on Amberos

Once, herds of Blackmount raced across the southern lands of Amberos. However, the number of Blackmounts has been rapidly dwindling since after the Dark Age, and wild herds are now usually only encountered in wild areas of Dark Valley, Nauwflouwd, the Southern Kingdom and Zarkasti.

While Barbed March is devoid of wild herds of Blackmount, the animal has been occasionally domesticated by the March Riders and often sees use in their exotic menagerie of cavalry beasts.

Bladegrass Behemoth

Huge Plant

Hit Dice:	12d8+48 (102 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
BAB/Grapple:	+9/+24
Attack:	Slam +15 melee (1d8+9;18-20/x2)
Full Attack:	2 Slams +15 melee (1d8+9;18-20/x2)
Space/Reach:	15 ft./15 ft.
Special Att:	Constrict, improved grab
Special Qual:	DR 10/slashing, immune to lightning, low-light vision, natural concealment, plant traits
Saves:	Fort +12, Ref +8, Will +2
Abilities:	S25 D15 C19 I6 W7 Ch7
Skills:	Climb +12, Hide –1*, Listen -2, Spot +3
Feats:	Combat Reflexes, Improved Critical (Slam), Lightning Reflexes, Weapon Focus (Slam), Weapon Specialization (Slam)
Environment:	Temperate forests or plains
Organization:	Solitary, or Brood (2-5)
CR:	10
Treasure:	None
Alignment:	Always neutral (evil tendencies)
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj:	-

Rising before you is a swirling, moving mass of sharp-bladed grass stems, whirling in a form that appears like that of a green humanoid being.

The bladegrass behemoth is a mass of ordinary grass empowered with mobility and intellect by some infernal force. The thing lives only to slake its taste for blood, and one that has recently been in battle will often be stained with crimson from the blood of its former victims. The creature will hunt virtually anything, though most animals with the scent ability seem to be able to sense something amiss when near to one of these fiends.

Bladegrass behemoths are incapable of speech, though they often make a roaring noise like wind over a grassy plain when attacking. Their slashing limbs often create a disconcerting whistling sound, like that of an arrow in flight.

Combat

Bladegrass behemoths generally lie in wait when not active, appearing as nothing more than a large patch of green grass, which suddenly swirls to life at the approach of prey. A bladegrass behemoth's attacks are rather straightforward - it rushes the nearest and largest group of enemies and attempts to maul them before moving on to the next group. A bladegrass behemoth luckily rarely chases fleeing foes, though it will certainly attempt to cut them down as they flee.

Constrict (Ex): A bladegrass behemoth that has successfully grabbed a victim deals 2d8+7 (20/x2) bludgeoning damage per round.



Improved Grab (Ex): If a bladegrass behemoth hits with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required, and only works on opponents of Large size or smaller. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Natural Concealment (Ex): The body of the bladegrass behemoth is made of individual blades of grass, making connecting a solid blow all the more difficult. All attacks made against it suffer a 20% miss chance, excluding area effect attacks.

Skills: The bladegrass behemoth gains a +10 hide bonus in grassy surroundings

Bladegrass Behemoths on Amberos

Yet another creature found primarily in the cursed Living Forest of the Kingdom of Vall Vega, bladegrass behemoths are not unique to those cursed woods. For several centuries, the druids of Kennestone have used bladegrass behemoths to protect the grasslands around Kennestone forest, and they have also been encountered in the wild grasslands of southwestern Amberos.

Borropi

Tiny Magical Beast (Aquatic)

Hit Dice:	1d8 + 21d4 (56 hp)
Initiative:	+3 (+3 Dex)
Speed:	swim 60 feet (12 squares)
Armor Class:	20 (+3 Dex, +5 Insight, +2 size), touch 20, flat 17
BAB/Grapple:	+10/+0
Attack:	Tail Slap +10 melee (1d2-2)
Full Attack:	Tail Slap +10 melee (1d2-2)
Space/Reach:	2 ft./0 ft.
Length:	1 ft. + 1d6 in. (1 ft. 3 in.)
Weight:	5 + 1d4 lbs. (7 lbs.)
Special Att:	—
Special Qual:	Low-light vision, Spells, Wish
Saves:	Fort +9, Ref +12, Will +19*
Abilities:	S6 D16 C10 I21 W21 Ch16
Skills:	Concentration +25, Craft (Alchemy) +30, Decipher Script +30, Knowledge (Arcana) +33, Knowledge (Local) +33, Knowledge (Nobility) +33, Listen +6, Sense Motive +10, Spellcraft +33, Spot +6
Feats:	Alertness, Lightning Reflexes, Skill Focus (Knowledge (Arcana)), Skill Focus (Knowledge (Local)), Skill Focus (Knowledge (Nobility)), Skill Focus (Spellcraft), Willpower
Environment:	Temperate Seas and Rivers
Organization:	Solitary (1)
CR:	10
Treasure:	Double gems
Alignment:	Always Chaotic Good
Advancement:	None

* A borropi who has lost his forehead gem has Fort +2, Ref +3, Will +5

You see gliding in the water below you a wide, white fish with pink fins. From the side of its lips protrude long feelers and a large green emerald appears to be stuck in the middle of its forehead.

Borropi appear as a colorful catfish-like creature capable of human speech. Though they are slow and careful speakers, they are lightning quick in the water. The creature has a large, green emerald embedded in its forehead, and it is this gem that gives them great magical powers.

Borropi generally speak the tongue of whatever surface-dwellers use nearby, along with up to 4 more additional languages, as well as Common. While Borropi cannot leave the water, they often stick their heads above water to talk to surface dwellers.

Combat

Borropi are not designed to fight. They have very powerful magical spells at their disposal, but very rarely are such spells offensive in nature. If they are forced into a corner, they can slap at opponents with their tail, but prefer to use their spells to escape, using their innate *Wish* ability if forced.

Borropi can cast spells as if they were 21st level transmuters, with their magical gem replacing the need for all material components. They also have a special *Wish* ability. Once per day, either for themselves or for the benefit of others, the Borropi can use the gem in its forehead to cast a *Wish* spell (not requiring any material component, and the borropi can cast it underwater or in air as it chooses, but must be able to speak).

Luckily, borropi are not greedy, and reserve the use of the *Wish* spell to secret itself to safety if it should be caught in a bad situation. Once caught however, it is possible to force the borropi to use the *Wish* power for the benefit of its captor, if it has not yet already used the *Wish* for the day.

Spells: A borropi can cast spells as a 21st level Transmuter (Wizard specialist). The borropi's green gem negates the need for any material components the spell normally needs.

Wish (Sp): Once a day, the borropi can use the 9th level arcane spell, *Wish*. The borropi may only use this power if it has its forehead gem. The borropi's forehead gem allows the Borropi to forgo the material and XP requirements of the spell. It still needs to speak the wish to activate the power.



Typical Spell List

(4/7/6/6/6/6/5/5/5/5; Caster Level 21;Spell DC 15 + spell level)

0: *Arcane Mark, Detect Magic, Mage Hand, Read Magic*

1st: *Endure Elements, Expedious Retreat*, Hypnotism, Identify, Jump*, Mage Armor, Obscuring Mist*

2nd: *Cat's Grace*,Detect Thoughts, Fox's Cunning*, Hypnotic Pattern, Mirror Image, Whispering Wind**

3rd: *Arcane Sight, Dispel Magic, Shrink Item*, Slow*, Suggestion, Water Breathing*

4th: *Charm Monster, Lesser Geas, Mnemonic Enhancer*, Polymorph*, Resilient Sphere, Scrying*

5th: *Baleful Polymorph*, Contact Other Plane, Break Enchantment, Fabricate*, Telepathic Bond*

6th: *Control Water*, Legend Lore, Repulsion, Veil*

7th: *Control Weather*, Greater Teleport, Insanity, Instant Summons*

8th: *Demand, Mind Blank, Moment of Prescience, Polymorph Any Object*, Temporal Status**

9th: *Foresight, Freedom, Refuge, Summon Monster IX, Time Stop**

* Transmutation spell

Borropi on Amberos

Tales have placed most Borropi sighting off the west coast of Amberos, particularly near Saltbrine, Shovnov Coast, the FarrenLands and Millos. There are many tales of Borropi helping fishermen of good alignment and high moral character to better their lot in life via their magical abilities. There are just as many tales of (Millese) merchants who have been cursed for their greed and foolishness attempting to force Borropi to do their bidding.

Bronze Lion

Large Construct

Hit Dice:	5d10 (27 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 feet (8 squares)
Armor Class:	19 (-1 size, +8 natural, +2 Dex), touch 11, flat 17
BAB/Grapple:	+2/+9
Full Attack:	2 claws +8 melee (1d6+3), bite +3 melee (1d8+7)
Damage:	claw 1d6+3, bite 1d8+7
Space/Reach:	10 ft./5 ft.
Length:	6 ft. 6 in.
Weight:	1,000 lbs.
Special Att:	Pounce, improved grab, rake 1d4+3, disintegrate gaze
Special Qual:	Construct traits, DR 10/magic +1, Darkvision 60 ft.
Saves:	Fort -, Ref +7, Will +2
Abilities:	S25, D15 C- I2 W12 Ch6
Skills:	Balance +7, Hide +4, Jump +9, Listen +5, Move Silently +6, Spot +5
Feats:	Cleave, Power Attack
Environment:	Any
Organization:	Solitary (1), Pair(2) or Pride(3-10)
CR:	4
Treasure:	None
Alignment:	Always Neutral
Advancement:	6-10 HD (Medium), 11-20 HD (Large), 21-40 HD (Huge), 41-80 HD (Colossal)

The sound of grinding metal emanates from this large, bronze-colored lion. It is obviously made of bronzed metal, like a moving statue come to life. Its mane does not flow, being carved of the luminous metal, and its eyes shine with glimmering rubies.

Bronze lions appear as huge lions made of cast bronze. Older bronze lions that have been inactive for a while may bear noticeable tarnishing and possibly pitting of the metal. All bronze lions have glimmering ruby eyes, though again, older lions may have tarnished or dull stones.

Combat

A bronze lion engages it foes by first rising from its dormant state and using its *Disintegration Gaze* at one target. It will then move to melee opponents, using its terrible gaze attack whenever possible. The bronze lion can easily learn from any mistakes it makes in combat, and will attempt new strategies when old ones will not work. However, the bronze lion cannot make amazing leaps in intuition and predict new motions from its enemies, though once it has seen an enemy accomplish a feat, it will respond with an appropriate counterattack next time.

Disintegration Gaze (Su): Once every five rounds, a bronze lion may affix its gaze on an opponent with its ruby eyes who is within 30 feet. The gaze deals 10d6 damage to the target, half if a DC 14 Fortitude save is successful. If used against objects, the gaze ignores hardness.

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

Pounce (Ex): If a bronze lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A bronze lion that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the bronze lion pounces on an opponent, it can also rake.

Creating a Bronze Lion

The body of the Bronze lion is fashioned from 1,000 lbs of bronze with a DC 13 Craft (Armorsmith) or DC 13 Craft (Blacksmith). Also, a pair of rubies worth no less than 500 gp each must be acquired for the eyes. Thus, the total body cost is 1,500 gp.

Then, the mage casts upon the statue, *Animate Object*, *Summon Monster VII*, and *Disintegrate* in succession (all spells must be cast upon the statue within 24 hours of the first spell or the whole is ruined). The bronze lion will then animate and can be given commands as the creator desires.

(CL 10; craft construct; *Animate object*, *Disintegrate*, *Summon Monster VI*; Price: 6,000 gp; Cost: 3,000 gp + 120 XP)

Bronze Lions on Amberos

The original Bronze Lions were technological/magical creations designed by Fineburr the Astronomican to defend Mako Volcano during the First Dragon War. His designs were copied and an arcane version drafted to aid in the defense of other places vital to the creation of the artifacts of the First Dragon War. After the war, the plans slipped through the hands of various mages in Swordfall, the Kingdom of Vall Vega, Silkna Kingdom and eventually even Randu. Thus it is possible to encounter bronze lions in just about any realm except possibly Lost Vale, the Evan Cordum, Dark Valley or the Federation.



Burglarcat

Tiny Magical Beast

Hit Dice:	½d10 (2 hp)
Initiative:	+10 (+6 Dex, +4 improved initiative)
Speed:	15 feet (3 squares)
Armor Class:	18 (+2 size, +6 Dex), touch 18, flat 12
BAB/Grapple:	+0/-10
Attack:	Rapier +6 melee (1d4-4;18-20/x2)
Full Attack:	Rapier +6 melee (1d4-4;18-20/x2), bite +6 melee (1d3-4)
Space/Reach:	2 ½ ft. / 0 ft.
Height:	1 ft. 9 in. + 1d6 in. (2 ft.)
Weight:	10 lbs. + 2d8 lbs. (19 lbs.)
Special Att:	—
Special Qual:	Low-light vision
Saves:	Fort +2 , Ref +8, Will +0
Abilities:	S3 D23 C10 I12 W16 Ch10
Skills:	Hide +20, Move Silently +12 , Listen +6, Pick Pocket +14, Spot +6
Feats:	Improved Initiative[B], Skill Focus (Pick Pocket), Weapon Finesse[B]
Environment:	Any Temperate
Organization:	Single (1), Pair (2) or Pack (5-20)
CR:	¼
Treasure:	double coins and gems
Alignment:	Neutral
Advancement:	By character level
Level Adj:	+3

A small humanoid darts out of the shadows, revealing a quick-moving blur of gray and black. You see it just long enough to notice that it's elongated, fox-like face looks as though it is wearing a black mask and that it's thick, bushy tail is marked with several black rings.

The burglarcat is a nuisance to adventures and civilized society. It resembles in many ways a raccoon, with a mask-like patch of fur on its face and a long tail. However, its body has a more catlike build than a raccoon and the creature possesses a human-like intelligence. Some burglarcats adopt clothing, though usually with a very garish taste. They have a penchant for stealth and stealing small objects of value.

Burglarcats speak Common.

Combat

Burglarcats avoid combat with creatures larger than themselves, using their stealth and silent skills to avoid being detected. A burglarcat backed into a corner will hiss and snarl, biting its victim as a last resort.

Burglarcats on Amberos

Burglarcats have no habitats of their own, and tend to only be encountered in large towns or cities – or traveling between such places. There is rumor among the races of a burglarcat "prince", often referred to as Bootstrap the Lucky. According to tales, he makes his home in one of the largest cities on Amberos (thought to be the City of Sinka, Devilmount, Imperial City, Wardon or another such capital) where he gathers tribute and trinkets from his people. Some scholars believe there may be more than one "prince", each using the same name so as to confuse those who may attempt to seek him out.

Burglarcats are greatly disliked by most other intelligent, good races. This is mostly due to their thieving habits, except in Llinn, where they are sometimes adopted as halfling "pets". However, most others refer to them as "accomplices".



Burglarcat Characters

Though it is not uncommon for Burglarcats to engage themselves in thievery, there are rare few that are actually brave enough to count themselves as adventurers or adventurer companions.

A burglarcat gains the following abilities:

- **Magical Beast type.**
- **Tiny Size.** A burglarcat gains a +2 bonus to AC and to hit. It suffers a –8 penalty to grapple checks, but gains a +8 bonus to hide.
- **Low-light vision.** A burglarcat can see twice as far as a human in dim or twilight conditions.
- **Base speed 15 feet**

- **Str –8, Dex +12, Int +2, Wis +6.** Burglarcats are physically weak, but incredibly quick and cunning. They also are known to be quick learners.
- **Natural Attack:** A burglarcat has a unarmed bite that deals 1d3 + Str mod .
- **0 foot reach.** A burglarcat does not threaten adjacent squares and cannot make attacks of opportunity.
- **Improved Initiative and Weapon Finesse.** A burglarcat has these two feats as a bonus racial feat.
- **+4 racial bonus to Hide, Move Silently and Pick Pockets.** Mischievous and curious, burglarcats are good at hiding and sneaking about, as well as palming items they see as interesting.
- **Automatic Languages:** Common. **Bonus Languages:** Elvin, Gnomish and Pixie.
- **Favored Class:** Rogue.
- **Level Adjustment:** +3

Burglarcats worship Discoff, the goddess of Trickery. Burglarcat clerics may choose two of the three domains from Luck, Trickery and Travel.

Burglarcat Rogue

Burglarcat Rogue 5; **hp** 17
S1 D28 C10 I15 W18 Ch14;**Fort** +1**, Ref** +13**, Will** +5
Init: +13 **Move:** 15 ft.
AC: 22 (+2 size, +9 Dex, +1 *bracers of armor +1*), touch 21, flat 13
BAB/Grapple: +3/-10
Full Attack: *+1 rapier* +13 melee (1d3-4;18-20/x2), mw dagger +13 melee (1d2-5;19-20/x2), bite +14 melee (1d3-5)
Special Att: Sneak attack +3d6
Special Qual: Evasion, trap sense +1, trapfinding, uncanny dodge
Skills: Appraise +10, Bluff +10, Escape Artist +17, Hide +29, Listen +12, Move Silently +21 , Pick Pocket +21, Spot +12, Tumble +17
Feats: Improved Initiative[B], Skill Focus (Pick Pocket), Two-weapon fighting, Weapon Finesse[B]
CR: 5
Gear: *+1 rapier* (2,320 gp), mw dagger (302 gp), *bracers of armor +1* (1,000 gp), *potion of cure light wounds* (CL 1) (50 gp), *Elixir of Sneaking* (250 gp)
Total: 3,922 gp (4,300 gp)

Evasion (Ex): A burglarcat rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A burglarcat rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A burglarcat rogue can react to danger before his senses would normally allow her to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Burglarcat Con Artist

Burglarcat Rogue 5/Cleric 5; **hp** 40
S1 D29 C10 I15 W18 Ch14;**Fort** +6**, Ref** +14**, Will** +10
Init: +13 **Move:** 15 ft.
AC: 23 (+2 size, +9 Dex, +2 *bracers of armor +2*), touch 21, flat 14
BAB/Grapple: +6/-7
Full Attack: *+1 frost rapier* +16/+11 melee (1d3-4 + 1d6 cold;18-20/x2), *+1 dagger* +16 melee (1d2-4;19-20/x2), bite +17 melee (1d3-5)
Special Att: Sneak attack +3d6, turn undead
Special Qual: Evasion, spells, trap sense +1, trapfinding, uncanny dodge
Skills: Appraise +10, Bluff +18, Diplomacy +4, Disguise +7, Escape Artist +16, Hide +33, Listen +12, Move Silently +20 , Pick Pocket +20, Profession (Con Artist) +7, Sense Motive +6, Spot +12, Tumble +16
Feats: Improved Initiative[B], Negotiator, Skill Focus (Bluff), Skill Focus (Pick Pocket), Two-weapon fighting, Weapon Finesse[B]
CR: 10
Gear: *+1 frost rapier* (8,320 gp), *bracers of armor +2* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of glibness* (1,200 gp), *potion of cure moderate wounds* (300 gp), diamond dust (50 gp) [nondetection]
Total: 14,870 gp (16,000 gp)

Evasion (Ex): If a burglarcat con artist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A burglarcat con artist gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Turn Undead: 5x/day; Turning Check +2; Turning Damage 2d6+7
Uncanny Dodge (Ex): A burglarcat con artist retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(5/5/4/3; Caster Level 5; Spell DC 14 + Spell Level; Domain: Luck, Trickery)
0: *Create Water, Detect Magic, Guidance, Light, Purify Food and Drink, Resistance*
1st: *Comprehend Languages, Disguise Self*[D]*, Sanctuary, Shield of Faith, Summon Monster I*
2nd: *Augury, Calm Emotions, Invisiblity*[D]*, Make Whole*
3rd: *Bestow Curse, Locate Object, Nondetection*[D]

Burglarcat Prince

Burglarcat Rogue 5/Cleric 5/Enchanter 5; **hp** 52
S1 D30 C10 I15 W18 Ch16;**Fort** +6**, Ref** +15**, Will** +13
Init: +14 **Move:** 15 ft.
AC: 27 (+2 size, +10 Dex, +5 *bracers of Armor +5*), touch 22, flat 17
BAB/Grapple: +8/-5
Full Attack: *+2 frost rapier* +20/+15 melee (1d3-3 + 1d6 cold;18-20/x2), *+2 dagger* +20 melee (1d2-3;19-20/x2) or bite +20 melee (1d3-5)
Special Att: Sneak attack +3d6, turn undead
Special Qual: Evasion, spells, trap sense +1, trapfinding, uncanny dodge
Skills: Appraise +10, Bluff +19, Diplomacy +5, Disguise +8, Escape Artist +16, Hide +33, Listen +12, Move Silently +20 , Pick Pocket +20, Profession (Con Artist) +7, Search +7, Sense Motive +6, Spellcraft +12, Spot +12, Tumble +16
Feats: Brew Potion[W], Improved Counterspell, Improved Initiative[B], Negotiator, Scribe Scroll[W], Skill Focus (Bluff), Skill Focus (Pick Pocket), Spell Focus (Enchantment), Two-weapon fighting, Weapon Finesse[B]
CR: 5
Gear: *+2 frost rapier* (18,320 gp), *bracers of armor +5* (25,000 gp), *cloak of charisma +2* (4,000 gp), *ring of protection +1* (2,000 gp), *robe of useful items* (7,000 gp), *potion of glibness* (1,200 gp), *potion of cure serious wounds* (750 gp), diamond dust (50 gp) [nondetection]
Total: 58,320 gp (59,000 gp)

Evasion (Ex): If a burglarcat prince makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A burglarcat prince gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Turn Undead: 5x/day; Turning Check +2; Turning Damage 2d6+7
Uncanny Dodge (Ex): A burglarcat prince retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Typical Spell List (Cleric)

(5/5/4/3; Caster Level 5; Spell DC 14 + Spell Level; Domain: Luck, Trickery)
0: *Create Water, Detect Magic, Guidance, Light, Purify Food and Drink, Resistance*
1st: *Comprehend Languages, Disguise Self*[D]*, Sanctuary, Shield of Faith, Summon Monster I*
2nd: *Augury, Calm Emotions, Invisiblity*[D]*, Make Whole*
3rd: *Bestow Curse, Locate Object, Nondetection*[D]

Typical Spell List (Wizard)

(5/5/4/3; Caster Level 5; Spell DC 13 + Spell Level; Prohibited School: Necromancy, Abjuration)

0: *Arcane Mark, Daze*, Flare, Mage Hand, Prestidigitation*
1st: *Charm Person*, Floating Disc, Hypnotism*, Sleep*, Spider Climb*
2nd: *Detect Thoughts, Hideous Laughter*, Summon Swarm, Touch of Idiocy**
3rd: *Stinking Cloud, Suggestion**
* Enchantment spell

Cadriff

Medium Humanoid (Feline)

Hit Dice:	1d8 (4 hp)
Initiative:	+3 (Dex +3)
Speed:	30 feet (6 squares), Climb 30 feet (6 squares)
Armor Class:	13 (Dex +3), touch 13, flat 10
BAB/Grapple:	+0/-1
Attack:	Club +0 melee (1d6-1) or claw +0 melee (1d4-1)
Full Attack:	Club +0 melee (1d6-1) or 2 claws +0 melee (1d4-1)
Space/Reach:	5 ft/5 ft.
Height:	5 ft. 6 in. + 1d8 in. (5 ft. 10 in.)
Weight:	110 lbs. + 5d8 lbs. (132 lbs.)
Special Att:	Mind-numbing purr
Special Qual:	Low-light vision, Power Resistance 13
Saves:	Fort +0, Reflex +4, Will +2
Abilities:	S8 D16 C12 I8 W14 Ch10
Skills:	Climb +11, Jump +5, Listen +3
Feats:	Lightning Reflexes
Environment:	Warm Forest
Organization:	Mated Pair (2) or Clan (25 – 100)
CR:	¼
Treasure:	no coins; standard goods & gems
Alignment:	Neutral (good tendencies)
Advancement:	As per character class
Level Adj:	+2

From the trees descends a sleek creature reminiscent of a thin monkey, with a chest of brown hair and arms and legs covered in white fur. It's chimpanzee-like face is surrounded by a great mane of brown hair and it gives off an odd purr as its long tail, wrapped about a tree above you, stops the creature a few feet from the ground.

The cadriff appears as a sleek cross between a spider monkey and a great lion. They do not walk completely upright, instead moving with a slight hunch. Cadriffs cannot form human words, and instead speak in purrs, growls and bestial howls. They are capable of employing weapons, tools and armor, though they tend to be crude and made of bone or wood. All cadriffs possess strong, sinewy tails with which they can support themselves from tree limbs. They are the mortal enemies of su-monsters.

Cadriff speak their own language, which is made of hard-sounding syllables, growls and purrs. Those that dwell near civilized areas often learn common as well.

Combat

The cadriff is a fierce fighter when engaged, though they loathe to initiate combat. They prefer to drive off opponents with growls and threatening postures, only backing up their growls as necessary. Most are equipped with makeshift clubs, reserving ranged weapons such as rocks or rough spears for last resort.

Psychic Resistance(Su): Cadriffs have a PR 13 against psionic abilities. Cadriffs with class levels increase this to PR 10 + level + Wis bonus.

Mind-numbing Purr(Ex): As a full round action, the cadriff can emit a soft purr that affects those in a 15 foot radius as if they were struck by a *Feeblemind* spell (DC 15) for as long as the cadriff continues to purr. Once the cadriff ceases to purr, the effect wears off in 2d4 rounds.

Cadriff Society

Cadriffs make their homes in enormous trees out of the reach of ground-based predators. These areas tend to be nest-like platforms built out of leaves, twigs and bound vines, protected from the elements by the canopy of the tree they fill. Cadriffs are intelligent enough that some tribes have managed to tame animals that they employ to help guard their homes or use for the animal's byproducts (such as milk) for food. Cadriffs are vegetarians and do not normally kill domesticated animals for food.

Cadriffs have a love of nature, but do not associate normally with such like-minded individuals. Cadriffs take active hands in planting trees, arranging scenic flowers and making the area of the jungles and thick forests they dwell in extremely beautiful. The designs created by cadriffs tend to be simple, yet effective, and often feature repetitive motifs.

An unusual note should be made about cadriff nature. These creatures prefer to have very detailed and rigidly scheduled lives, and are capable of performing the same action day after day without ever becoming bored or indifferent to the task. They are extremely hostile about being forced to adapt their schedule and have little inquisitiveness, generally satisfied with the knowledge they have already acquired.

All cadriffs are monogamous, and marriages are arranged as soon as the young are born. Cadriffs reach adulthood at age 13, and will be bonded with their mate shortly afterwards. The bonding is for life, which is



usually 65 years, and if one should die, the other tends to sink into deep depression, and suicide among such individuals is high. Those that do not commit suicide often adopt a Chaotic nature, and are driven from their colony.

Cadriff on Amberos

Most cadriff clans can be found in the Wild Wastes of southwest Amberos, though there are small clans of Cadriff in the Lands of Sarve and scattered through the Kirranays. It is thought at least one clan also exists somewhere in the Evan Cordum, but the elves will not speak of it, for reasons unknown. Cadriff also seem to have taken to the islands off the east and west coast of Amberos, and on these islands have been found ruins suggesting they may have had an empire of some type in the distant past – during the Elvin Golden Age.

Cadriff Characters

Cadriff communities are tightly knit and wandering adventures coming from their ranks are rare indeed. Those who do leave their communities tend to be outcasts or loners. Cadriff normally worship ancestor spirits and the spirit of nature, though they may adopt worship of Belli after contact with human or other humanoid civilizations.

Cadriff have the following abilities:

- **Low-light vision.** A cadriff can see twice as far as a human in dim or twilight conditions.
- **Base speed 30 feet, Climb speed 30 feet**
- **Power Resistance(Su):** Cadriff are naturally resistant to Psionics and have a power resistance of 10 + Cha bonus + level. Cadriff who take psionic classes lose the Power Resistance.
- **Mind-numbing Purr(Ex):** As a full round action, the cadriff can emit a soft purr that affects those in a 15 foot radius as if they were struck by a *Feeblemind* spell (DC 10 + Con mod + ½ level) for as long as the cadriff continues to purr. Once the cadriff ceases to purr, the effect wears off in 2d4 rounds.
- **Feral:** Cadriff are unfamiliar with manufactured tools and items made of metal. If using a tool, weapon or armor with metal components, they suffer a –2 penalty to Skill rolls, attack rolls and/or AC as appropriate. They must expend a feat to remove this restriction.
- **-2 Str, +6 Dex, +2 Con, +8 Int, +4 Wis.** Cadriff are quick and hardy, but their sleek forms lack physical strength. Cadriff are highly intelligent and have an innate sense of the world around them.
- **+8 racial bonus to climb.** Cadriff are natural climbers and at home among the trees, even more so than on the ground.
- **Automatic Languages:** Common, Cadriff. **Bonus Languages:** Dwarven, Elvin, Gnomish, Goblinoid.
- **Favored Class:** Ranger
- **Level Adjustment:** +3

Cadriff Prowler

Cadriff Ranger 5; **hp** 37
S14 D20 C15 I18 W16 Ch8;**Fort** +6**, Ref** +9**, Will** +4
Init: +5 **Move:** 30 ft., Climb 30 ft.
AC: 16 (+5 Dex, +1 natural), touch 15, flat 11
BAB/Grapple: +5/+7
Full Attack: *+1 Club* +8 melee (1d6+3)
or 2 claws +7 melee (1d4+2)
or sling +11 ranged (1d4+2)
Special Att: Mind-numbing purr
Special Qual: Favored Enemy (Aberration, Construct), Feral, Power Resistance 14, Wild empathy
Skills: Climb +18, Handle Animal +7, Jump +10, Knowledge (Nature) +12, Search +12, Spot +11, Survival +11, Use Rope +13
Feats: Endurance[R], Point Blank Shot, Rapid Shot[R], Track[R], Weapon Focus (Sling)
CR: 5
Gear: *+1 club* (2,000 gp), *amulet of natural armor +1* (2,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,300 gp (4,300 gp)
Favored Enemy: +4 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Aberrations; +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Constructs
Mind-numbing Purr(Ex): As a full round action, the cadriff can emit a soft purr that affects those in a 15 foot radius as if they were struck by a *Feeblemind* spell (DC 14) for as long as the cadriff continues to purr. Once the cadriff ceases to purr, the effect wears off in 2d4 rounds.
Wild Empathy: +4

Typical Spell List

(1; Caster Level 2; Spell DC 14)
1st: *Longstrider*

Eagle Animal Companion: Small animal; HD 1d8+1; hp 5; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +0; Grp –4; Atk Talon +3 melee (1d4); Full 2 talons +3 melee (1d4) and bite –2 (1d4); Space/Reach 5 ft./5 ft.; SA —; SQ link, low–light vision, share spells; AL (Always) N; SV Fort +3, Ref +4,
Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.
Skills and Feats: Listen +4, Spot +16; Alertness, Weapon Finesse[B]. (Eagles have a +8 racial bonus on Spot checks.)

Cadriff Caretaker

Cadriff Ranger 10; **hp** 37
S15 D20 C15 I18 W16 Ch8;**Fort** +10**, Ref** +13**, Will** +7
Init: +2 **Move:** 30 ft., Climb 30 ft.
AC: 21 (+5 Dex, +6 *chain shirt +2*), touch 15, flat 16
BAB/Grapple: +10/+12
Full Attack: *+1 Club* +13/+8 melee (1d6+3)
or 2 claws +12 melee (1d4+2)
or *+1 thundering sling* +17 ranged (1d4+3 + 1d6 sonic)
Special Att: Mind-numbing purr
Special Qual: Evasion, favored enemy (Aberration, Construct), power resistance 19, spells, swift tracker, wild empathy, woodland stride
Skills: Balance +4, Climb +22, Escape Artist +4, Handle Animal +12, Jump +14, Knowledge (Nature) +17, Move Silently +4, Search +17, Spot +16, Survival +16, Swim +0, Use Rope +18
Feats: Endurance[R], Manyshot[R], Point Blank Shot, Rapid Shot[R], Track[R], Weapon Focus (Sling)
CR: 10
Gear: *+1 club* (2,000 gp), *+1 thundering sling* (8,000 gp), *chain shirt +2* (4,250 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance +1* (1,000 gp)
Total: 16,000 gp (16,000 gp)

Favored Enemy: +6 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Aberrations; +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Constructs; +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Giants
Mind-numbing Purr(Ex): As a full round action, the cadriff can emit a soft purr that affects those in a 15 foot radius as if they were struck by a *Feeblemind* spell (DC 17) for as long as the cadriff continues to purr. Once the cadriff ceases to purr, the effect wears off in 2d4 rounds.
Wild Empathy: +9

Typical Spell List

(2/2; Caster Level 5; Spell DC 13 + Spell Level)
1st: *Entangle, Longstrider*
2nd: *Hold Animal, Protection from Energy*

Eagle Animal Companion: Small animal; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Atk +2; Grp –2; Atk Talon +3 melee (1d4); Full 2 talons +5 melee (1d4) and bite +0 (1d4); Space/Reach 5 ft./5 ft.; SA —; SQ evasion, link, low–light vision, share spells; AL (Always) N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6.
Skills and Feats: Listen +6, Spot +18; Alertness, Fly-by Attack, Weapon Finesse[B]. (Eagles have a +8 racial bonus on Spot checks.)

Cadriff Forestkeeper

Cadriff Ranger 10/Druid 5; **hp** 69
S16 D20 C15 I18 W16 Ch8;**Fort** +13**, Ref** +13**, Will** +10
Init: +5 **Move:** 30 ft., Climb 30 ft.
AC: 24 (+5 Dex, +9 *chain shirt +5*), touch 15, flat 19
BAB/Grapple: +13/+16
Full Attack: *+2 Club* +18/+13 melee (1d6+4)
or 2 claws +16 melee (1d4+2)
or *+2 thundering sling* +21 ranged (1d4+4 + 1d6 sonic)
Special Att: Mind-numbing purr
Special Qual: Evasion, favored enemy (Aberration, Construct), nature sense, power resistance 24, resist nature's lure, swift tracker, trackless step, wild empathy, wild shape 1x/day, woodland stride
Skills: Balance +4, Climb +22, Concentration +7, Diplomacy +9, Escape Artist +4, Handle Animal +17, Heal +7, Jump +14, Knowledge (Nature) +19, Move Silently +4, Search +17, Spellcraft +9, Spot +21, Survival +23, Swim +0, Use Rope +18
Feats: Endurance[R], Manyshot[R], Natural Spell, Point Blank Shot, Rapid Shot[R], Spell Penetration, Track[R], Weapon Focus (Sling)
CR: 15
Gear: *+1 club* (2,000 gp), *+2 thundering sling* (18,000 gp), *chain shirt +5* (25,250 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance +1* (1,000 gp), *amulet of natural armor +1* (2,000 gp)
Total: 59,000 gp (59,000 gp)

Favored Enemy: +6 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Aberrations; +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Constructs; +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. Giants
Mind-numbing Purr(Ex): As a full round action, the cadriff can emit a soft purr that affects those in a 15 foot radius as if they were struck by a *Feeblemind* spell (DC 19) for as long as the cadriff continues to purr. Once the cadriff ceases to purr, the effect wears off in 2d4 rounds.
Resist Nature's Lure (Ex): A cadriff forestkeeper gains a +4 bonus on saving throws against the spell-like abilities of fey.
Trackless Step (Ex): A cadriff forestkeeper leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
Wild Empathy: +14
Woodland Stride (Ex): A cadriff forestkeeper may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her 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 her.

Typical Spell List (Druid)

(5/4/3/2; Caster Level 5; Spell DC 13 + spell level)
0: *Create Water, Detect Poison, Flare, Guidance, Mending*
1st: *Charm Animals, Detect Snares and Pits, Goodberry, Magic Fang*
2nd: *Barkskin, Heat Metal, Tree Shape*
3rd: *Cure Moderate Wounds, Poison*

Typical Spells (Ranger)

(2/2; Caster Level 5; Spell DC 13 + Spell Level)
1st: *Entangle, Longstrider*
2nd: *Hold Animal, Protection from Energy*

Eagle Animal Companion: Small animal; HD 7d8+7; hp 38; Init +4; Spd 10 ft., fly 80 ft. (average); AC 22 (+1 size, +4 Dex, +7 natural), touch 15, flat-footed 18; Base Atk +5; Grp +2; Atk Talon +9 melee (1d4); Full 2 talons +10 melee (1d4) and bite +7 (1d4); Space/Reach 5 ft./5 ft.; SA —; SQ evasion, link, low–light vision, share spells; AL (Always) N; SV Fort +6, Ref +9, Will +4; Str 13, Dex 18, Con 12, Int 2, Wis 14, Cha 6.
Skills and Feats: Listen +10, Spot +22; Alertness, Fly-by Attack, Multiattack, Weapon Finesse[B], Weapon Focus (Claw). (Eagles have a +8 racial bonus on Spot checks.)

Chamber Pudding

Huge Ooze
Hit Dice: 16d10+80 (168 hp)
Initiative: -5 (-5 Dex)
Speed: 10 ft. (2 squares)
Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3
BAB/Grapple: +12/+31
Attack: Slam +21 melee (1d8+11)
Full Attack: Slam +21 melee (1d8+11)
Space/Reach: 15 ft./5 ft.
Special Att: Constrict, entangle, improved grab, paralysis, swallow whole
Special Qual: Blindsense, DR 15/-, ooze traits
Saves: Fort +12, Ref +2, Will +2
Abilities: S33 D1 C21 I1 W1 Ch1
Skills: Hide +6*, Listen -5, Spot -5
Feats: Blind Fighting, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Track
Environment: Any underground
Organization: Solitary
CR: 12
Treasure: None
Alignment: Always neutral
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adj: -

The floor underneath you suddenly begins to twist and move even as you sink into it, revealing it to be some sort of stone-colored ooze.

Chamber puddings are deadly creatures bred by wizards and other creatures to defend specific areas. Though mindless, they tend to remain in one area, devouring prey that wander onto its surface.

Combat

Chamber oozes masquerade as the surface of a room, waiting for victims to enter their clutches. They then relax their granite-hard surfaces, hoping to entangle victims in their own mass then overwhelm and subsume them.

Constrict (Ex): A chamber ooze can crush an opponent, dealing 1d8+16 bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): If a chamber ooze hits a large-sized opponent or smaller with a slam, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. A chamber ooze that has successfully grabbed an opponent can create another pseudopod with which to conduct a slam attack against other opponents while it continues to hold the current opponent. A chamber ooze can grapple up to 9 large opponents, 36 medium, 144 small or 576 tiny or smaller opponents at one time (Large count as 4 creatures, medium sized 1, small ½ a creature and tiny or smaller as ¼ a creature).

Paralysis (Ex): A chamber pudding that has swallowed prey can attempt to paralyze said prey. Engulfed prey must make a Fort save DC 23 each round they are swallowed or be paralyzed for 2d4 rounds.

Swallow Whole (Ex): If a chamber pudding begins its turn with an large-sized or smaller opponent held in one of its pseudopods, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey. A swallowed creature is considered to be grappled, while the chamber pudding is not. The swallowed creature takes constriction damage and 2d6 acid damage per round. Also, the victim is subjected to the paralytic enzymes of the chamber ooze (see Paralysis above). A swallowed creature can try to cut its way free with any light slashing weapon by dealing 8 points of damage to the chamber ooze's AC 10 interior in a single round (otherwise the chamber ooze simply subsumes the creature again), or it can just try to escape the grapple.

Skills: When disguised as an area of stonework, a chamber pudding gains a +10 bonus to its Hide check.

Chamber Pudding on Amberos

Bred by Raonoake Major, chamber puddings are a novelty among the nobles of Roonhawk (and some nobles of the Hawk Lands), who often employ the chamber pudding to guard their fortresses against intruders. Some wizards of the Ice Mages have a fondness for the creatures as well, and interest in their use has been sparked in the City of Sinka of the Silkna Kingdom. There are rumors that chamber puddings are used to protect the capital/castle of Vall Vega in the Kingdom of Vall Vega, but the government there is unwilling to confirm the reports.

Chita

Medium Humanoid (Feline)
Sample Monk 1

Hit Dice:	1d8 (4 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 feet (6 squares)
Armor Class:	16 (+3 Dex, +2 Wis, +1 Insight), touch 16, flat 13
BAB/Grapple:	+0/+1
Attack:	Unarmed strike +1 melee (1d8+1) or claw +1 melee (1d6+1)
Full Attack:	Unarmed strike +1 melee (1d8+1) or 2 claws +1 melee (1d6+1) or Flurry of blows –1/–1 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 9 in. + 2d6 in. (6 ft. 4 in.)
Weight:	220 + 5d10 lbs. (247 lbs.)
Special Att:	Flurry of Blows
Special Qual:	Low-light vision
Saves:	Fort +3, Reflex +6, Will +5
Abilities:	S12 D16 C11 I9 W15 Ch6
Skills:	Climb +8, Jump +8, Listen +4, Sense Motive +6, Spot +2
Feats:	Dodge, Improved Initiative[b], Stunning Fist
Environment:	Temperate Forest & Mountains
Organization:	Solitary, Cloister (2-5), Clan (5-20 + one 5th level brother), Monastery (20-60 + 1-3 5th level brothers + 1 10th level master)
CR:	1
Treasure:	Standard
Alignment:	Always Lawful (evil tendencies)
Advancement:	By Character Class
Level Adj:	+2

Standing before you is a man-sized hunting cat standing on two legs, much as if a jaguar had been turned into a man. It is dressed in a split-pant battle robe you have seen among several monastic orders. The creature holds its clawed hands in a martial position as its tail twitches in anticipation behind it. It's slitted eyes focus on you, as if studying both your tenacity and noting your every motion.

The chita are a race of monastic warriors bred to fight and die for the glory of their race. They appear as humanoid beings covered in soft fur and having cat-like heads. Their colorations range across the bounds of different breeds of cats, from black as a panther, to a spotted leopard, to a striped tiger and even golden mane-bearing lions.

Chitas speak Common, and often communicate secretly via a series of hand signals they have devised.

Combat

Chitas are ruthless in combat, seeking to kill all other humanoid beings that they feel to be inferior to their own breed. Chita are well-versed in unarmed combat and martial arts, using them to full advantage to keep opponents reeling. They often use height to their advantage, leaping down onto or away from opponents.

The Chita presented above has the following scores before racial modifiers: Str 10 , Dex 12, Con 11, Int 9, Wis 13, Cha 8.

Skills: A chita gains a +4 bonus to Climb, Jump and Listen Skill Checks.



Chita Society

Chitas are born into monastic life and experience harsh discipline throughout their life. The chita follow a belief that one day they are destined to rule the world, and train relentlessly to be the very best to conquer any foe they meet.

The monastic leaders control every aspect of the chita's life. Females and males are kept in separate quarters, allowed only to mingle during the mating season. During mating cycles, members of the opposite sex are chosen by the heads of the monastery to mate, and only stay together long enough to ensure pregnancy in the female. The appearance of the chita parents does not seem to influence the appearance of child – a panther-headed male may mate with a tiger-headed female and produce a leopard-headed child.

Females remain isolated through the 6 month gestation period (speeded up from the normal 10 months by the chita's exceptional monkish training), after which from 1 to 4 chita are born. When the child is born it taken from the mother and raised by nursemaids and teachers. Only the children of the leaders are allowed to remain with their parents, though they endure years of grueling training to eventually replace their elders. Chitas are considered mature at the age of 15, at which time they take their place amongst the warrior adults.

Chita on Amberos

It is believed by many sages that the chita are actually an offshoot of the cadriff – some sort of splinter sect that may have evolved as an ancient cadriff empire crumbled. There are several large clans of Chitas in the Tuan hills near Chiamung, and they often perform raids into the Brotherhood of Glory, the Principalities of Xatmas and Barbed March. Chita are virtually unknown elsewhere, unless they have formed a secret splinter clan far from their "homeland".

Chita Characters

A chita's favored class is monk. Chita monastic leaders are the most powerful monks in their clan, chita clerics worship Titanicus and can chose two following domains: Death, Strength, and War. There are very few chita wizards, and chita seem more inclined to produce sorcerers.

Chita gain the following special abilities:

- **Low-light vision.** A chita can see twice as far as a human in dim or twilight conditions.
- **Base speed 30 feet**
- **+2 Str, +4 Dex, +2 Wis, -2 Cha:** Chitas are trained to be strong, quick and perceptive. However, the same training causes their personality to be quashed.
- **Natural Attacks:** An unarmed chita can strike with its two claws for 1d6 damage each. If the chita has monk levels, its unarmed attacks are increased by one die size. A chita does not suffer off-hand penalties when striking with its claws.
- **Martial Training:** A chita raised by its own kind gains a +1 Insight bonus to AC, +1 for every 5 levels and the Improved Initiative feat for free.
- **Racial Skills:** A chita gains a +2 racial bonus to Climb, Jump and Listen skills.
- **Favored Class:** Monk. A chita may freely multiclass between monk and other classes and may continue to advance as a monk even after obtaining a new class.
- **Automatic Languages:** Common, Chita sign language. **Bonus Languages:** Draconic, Dwarven, Elvin, Gnomish , Goblinoid.
- **Level Adj:** +2

Chita Brother

Chita Monk 5; **hp** 22
S10 D14 C12 I13 W16 Ch8; **Fort** +5**, Ref** +6**, Will** +7
Init: +6 **Move:** 40 ft.
AC: 20 (+2 Dex, +3 Wis, +1 Monk, +2 Insight, +1 *bracers of armor +1*, +1 deflection) Touch 19, Flat 18
BAB/Grapple: +3/+3
Full Attack: Unarmed strike +3 melee (1d10)
or 2 claws +3 melee (1d6)
or Flurry of Blows +2/+2 melee (1d10)
Damage: Unarmed strike 1d10, claw 1d6
Special Att: Flurry of blows, ki strike (magic)
Special Qual: Evasion, low-light vision, purity of body, slow fall 20 ft., still mind
Skills: Climb +12, Jump +16, Listen +11, Sense Motive +11, Spot +11
Feats: Combat Reflexes[M], Deflect Arrows, Dodge, Improved Initiative[B], Improved Unarmed Strike[M], Stunning Fist[M]
CR: 5
Gear: *bracers of armor +1* (1,000 gp), *ring of protection +1* (2,000 gp), *elixir of fire breath* (1,100 gp), *2 potions of cure lt. wounds* (100 gp)
Total: 4,200 gp (4,300 gp)

Evasion (Ex): A chita brother makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A chita brother gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

***Ki* Strike (Su):** A chita brother's unarmed attacks are empowered with *ki.* Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with DR.

Slow Fall (Ex): A chita brother within arm's reach of a wall can use it to slow her descent as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A chita brother gains immunity to all diseases except for supernatural and magical diseases.

Chita Master

Chita Monk 10; **hp** 45
S10 D15 C12 I13 W18 Ch8; **Fort** +8 **, Ref** +9**, Will** +11
Init: +6 **Move:** 40 ft.
AC: 26 (+2 Dex, +4 Wis, +2 Monk, +3 Insight, +3 *bracers of armor +3*, +1 deflection, +1 natural) Touch 22, Flat 24
BAB/Grapple: +7/+7
Full Attack: Unarmed strike +7/+2 melee (1d10) or 2 claws +7 melee (1d6) or Flurry of Blows +7/+7/+2 melee (1d10)
Special Att: Flurry of blows, ki strike (magic, lawful)
Special Qual: Evasion, low-light vision, improved evasion, purity of body, slow fall 50 ft., still mind, wholeness of body
Skills: Climb +17, Jump +21, Listen +17, Sense Motive +17, Spot +17
Feats: Combat Reflexes[M], Deflect Arrows, Dodge, Improved Initiative[B], Improved Trip[M], Improved Unarmed Strike[M], Mobility, Spring Attack, Stunning Fist[M]
CR: 10
Gear: *bracers of armor +3* (8,000 gp), *periapt of wisdom +2* (4,000 gp), *ring of protection +1* (2,000 gp), *amulet of natural armor +1* (2,000 gp)
Total: 16,000 gp (16,000 gp)

Evasion (Ex): If a chita master makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless monk does not gain the benefit of evasion.
Improved Evasion (Ex): A chita master's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.
***Ki* Strike (Su):** A chita master's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with DR.
Slow Fall (Ex): A chita master within arm's reach of a wall can use it to slow her descent as if the fall were 50 feet shorter than it actually is.
Still Mind (Ex): A chita master gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
Purity of Body (Ex): A chita master gains immunity to all diseases except for supernatural and magical diseases.
Wholeness of Body (Su): A chita master can heal her own wounds. She can heal 20 hit points each day, and she can spread this healing out among several uses.

Chita Lord

Chita Monk 15; **hp** 67
S10 D18 C12 I13 W18 Ch8;**Fort** +10**, Ref** +13**, Will** +13
Init: +8 **Move:** 80 ft.
AC: 31 (+4 Dex, +4 Wis, +4 Monk, +4 Insight, +5 *bracers of armor +5*) Touch 26, Flat 27
BAB/Grapple: +11/+11
Full Attack: Unarmed strike +11/+6/+1 melee (3d10) or 2 claws +11 melee (1d6) or Flurry of Blows +11/+11/+11/+6/+1 melee (3d10)
Damage: Unarmed strike 3d10, claw 1d6
Special Att: Flurry of blows, ki strike (magic, lawful), quivering palm
Special Qual: Abundant step, diamond body, diamond soul, evasion, low-light vision, improved evasion, purity of body, slow fall 70 ft., still mind, wholeness of body
Skills: Climb +17, Jump +37, Listen +17, Sense Motive +17, Spot +17
Feats: Combat Expertise, Combat Reflexes[M], Deflect Arrows, Dodge, Improved Initiative[B], Improved Trip[M], Improved Unarmed Strike[M], Mobility, Spring Attack, Stunning Fist[M], Whirlwind Attack
CR: 15
Gear: *bracers of armor +5* (25,000 gp), *cloak of resistance +2* (4,000 gp), *ring of protection +2* (8,000 gp), *gloves of dexterity* (4,000 gp), *periapt of wisdom +2* (4,000 gp), *monk's belt* (13,000 gp), *potion of cure serious wounds* (750 gp)
Total: 58,750 gp

Evasion (Ex): If a chita lord makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless monk does not gain the benefit of evasion.
Improved Evasion (Ex): A chita lord's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.
***Ki* Strike (Su):** A chita lord's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons and lawful weapons for the purpose of dealing damage to creatures with DR.
Slow Fall (Ex): A chita lord within arm's reach of a wall can use it to slow her descent as if the fall were 70 feet shorter than it actually is.
Still Mind (Ex): A chita lord gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
Purity of Body (Ex): A chita lord gains immunity to all diseases except for supernatural and magical diseases.
Wholeness of Body (Su): A chita lord can heal her own wounds. He can heal 30 hit points each day, and he can spread this healing out among several uses.
Diamond Body (Su): A chita lord gains immunity to poisons of all kinds.

Abundant Step (Su): A chita lord can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level is 7th.

Diamond Soul (Ex): A chita lord has spell resistance 27

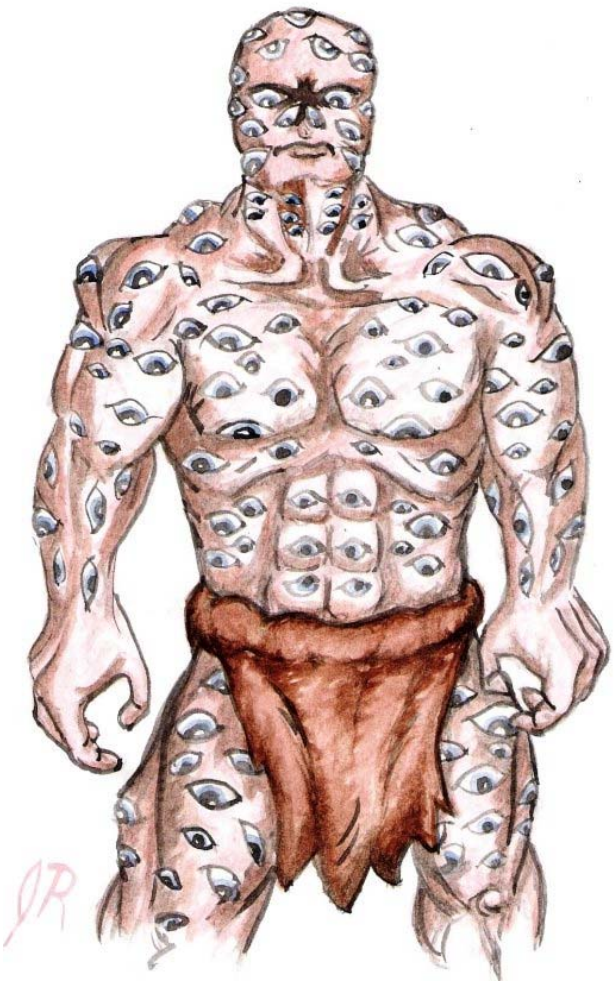
Quivering Palm (Su): A chita lord can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once a week, and he must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw DC 20, it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but another one at a later time may still affect it.

Clops

Along with their kin, the Cyclops, the clopic creatures all share one usual trait – they are humanoids with a varying amount of eyes. Usually at least one of their eyes provides them with magical powers, and they tend to be of enormous size and not-so-gentle disposition to the other mortal races.

Clops on Amberos

The clops were created as a servant race to the Titans, preceding the creation of the giants. They were given special assignments – the Cyclops worked in the forges of Hephaestus, the Triclops were servants to the Olympian Ancient Ones and the Megaclops were defenders of the secrets of Tsre Vestu. When their Titan masters were later scattered or imprisoned in Tarterus, the clopic races began to seek out their own ways in the world. Many still revere the titans who make them, though some have become embittered by their treatment in the world and have become killers and haters of all things godly.



Megaclops

Huge Giant

Hit Dice:	8d8+32 (68 hp)
Initiative:	+6 (+4 Improved Initiative, +2 Dex)
Speed:	40 feet (8 squares)
Armor Class:	21 (-1 size, +2 Dex, +4 natural, +6 insight), touch 17, flat 19
BAB/Grapple:	+6/+19
Attack:	Slam +11 melee (1d6+7)
Full Attack:	2 Slams +11melee (1d6+7)
Space/Reach:	10 ft./15 ft.
Height:	28 ft + 1d4 ft. (30 ft.)
Weight:	5,000 lbs + 4d10 x 100 lbs (7,200 lbs.)
Special Att:	Gaze Magic, spell gaze
Special Qual:	All-around sight, gaze defense, magic resistant, SR 30
Saves:	Fort +8,Ref +4, Will +5
Abilities:	S24 D15 C19 I19 W17 Ch20
Skills:	Gather Information +16, Knowledge (Arcana) +15, Listen +3, Spot +22, Search +15, Sense Motive +14, Use Magic Device +16
Feats:	Improved Initiative, Quicken Spell-like Ability, Spell Enhancement (Abjuration)
Environment:	Any non-urban
Organization:	Solitary, Watch (3) or Family (2-12)
CR:	18
Treasure:	Standard coins & items, double gems and magic items
Alignment:	Always Chaotic Good
Advancement:	9-12HD (huge), 13-16 HD (gargantuan)
Level Adj:	+10 (cohort)

A mountainous humanoid rises before you, bald and tall. It wears practically no clothing other than a loincloth, and you quickly realize why. Its skin is covered with numerous eyes, with seemingly hundreds about its head, across its chest and down its arms and legs. There are so many eyes it has no room on its head for ears or nose, and the mouth is only a tiny slit in its face.

Megaclops appear as gigantic humanoids that wear very little clothing and whose body is covered with a multitude of eyes. Any clothing they wear tends to be decorated with holes to allow the multitude of eyes to peer about. Megaclops are quiet and friendly, if allowed to be so, but slightly aloof. They can speak Common, Elvin, Dwarven, Giant, and a number of extra languages equal to their Intelligence score (not modifier, but the full Intelligence score).

Combat

Megaclops always attempt to avoid confrontation, and will often warn off attackers with a minor display of one its minor powers. However, if forced into combat, a megaclops will strike with spell attacks.

All-Around Sight(Ex): The megaclops always has a eye open, some of which have magical sight, and it is very difficult to not be seen by the megaclops. The megaclops

gains a +8 racial bonus to Spot and Search rolls and a +4 insight bonus to saves against visual illusions. A megaclops also cannot be flanked. Finally, a megaclops is always treated as if having *Greater Arcane Sight* always active, at 19th level ability.

Gaze Defense (Sp): As a standard action, the megaclops can defend itself from magical attacks by erecting a screen of magical power, up to once per minute. This screen acts like a *prismatic sphere*, but covers an area of effect 5 feet past the megaclop's space (overriding the spell's original description). A megaclops cannot use metamagic feats on effects created with this ability.

Gaze Magic (Sp): A megaclops can cast spells as if it were a 19th level sorcerer, with a spell enhancement in Abjuration. A megaclops cannot use metamagic feats on effects created with this ability, but does not need any verbal, somatic or material components to use these spells.

Magic Resistant (Su): A megaclops gains a +10 bonus to Spell Resistance.

Spell Gaze (Sp): As a swift action, the megaclops is capable of directing a ray of raw spell power with an effect that deals 9d6 damage, and may deal acid, cold, electricity, fire, sonic or piercing damage. This is a ranged touched attack with a +8 bonus to hit and a range of 120 feet. There is no save against the effect, but spell resistance affects it. This is treated as a 3rd level spell with a caster level of 18.

Typical Spell List

(6/8/7/7/7/7/6/6/6/4; CL 19; Spell DC 15 + Spell Level)

0: *Arcane Mark, Daze, Detect Magic, Read Magic, Open/Close, Message, Ray of Frost, Resistance*[A], *Touch of Fatigue*

1st: *Alarm*[A], *Hold Portal*[A], *Identify, Mage Armor**, *Obscuring Mist*

2nd: *Arcane Lock*[A], *Glitterdust, Protection from Arrows**[A], *Resist Energy**[A], *Summon Swarm*

3rd: *Deep Slumber, Dispel Magic*[A], *Hold Person, Summon Monster III*

4th: *Charm Monster, Locate Creature, Resilient Sphere, Stoneskin*[A]

5th: *Break Enchantment*[A], *Contact other Plane, Dismissal*[A], *Mind Fog*

6th: *Greater Dispel Magic*[A], *Greater Heroism, Repulsion*[A]

7th: *Sequester*[A], *Spell Turning*[A], *Vision*

8th: *Clenched Fist, Discern Location, Protection from Spells**[A]

9th: *Freedom*[A], *Imprisonment*[A]

A = Abjuration spell; DC +2

* = if expecting combat, these spells will already be in effect

Megaclops Society

Megaclops are normally lone wanderers who travel to seek out information. They have a fondness for obscure lore and bardic song, and sometimes have been known to become mentors for young sorcerers and bards of good alignment.

In rare instances, Megaclops have been known to band into a small three-member group known as a Watch. A Watch has a specific purpose for its creation – usually to battle some evil that has reared its head in the megaclop's domain.

Megaclops have been known to settle down in family enclaves that include many siblings and several generations of megaclops. The focus of such megaclops has often changed from the gathering of lore and ballads to the secret keeping of such knowledge. Intruders are rarely welcome into their abode.

Megaclops on Amberos

Megaclops claim that they were the original defenders of Tsre Vestu before the rise of Amberos. There, they lived on tiny islands dotting the massive sea. After the rise of Amberos, their civilization was destroyed and they were forced into a nomadic existence, though they remained near Tsre Vestu. When Stormonu returned to Amberos, he "dismissed" them, and the megaclops have wandered the continent since then.

New Feat

Spell Enhancement

Your spells last longer in the school you have chosen.

Benefit: When you take this feat, choose a school of magic. When determining the duration of a spell of the chosen school, you are treated one level higher than normal. This does not affect damage, save DC or caster level for dispelling or countering effects.

Triclops

Huge Giant

Hit Dice: 7d8 + 28 (56 hp)
Initiative: +3 (+3 Dex)
Speed: 50 feet (10 squares)
Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat 17
BAB/Grapple: +5/+18
Attack: Greatclub +11 melee (2d8+10)
Full Attack: Greatclub +11 melee (2d8+10)
Space/Reach: 15 ft./10 ft.
Height: 20 ft. + 1d8 ft. (24 ft.)
Weight: 5,000 lbs + 3d10 x 50 lbs. (5,800 lbs.)
Special Att: Curse Gaze, Spells
Special Qual: Anti-magic Gaze, Truesight, Immune to Lightning
Saves: Fort +10, Ref +5, Will +2
Abilities: S25 D15 C18 I12 W10 Ch15
Skills: Bluff +13, Intimidate +13, Listen +0, Spot +18
Feats: Cleave, Eschew Materials[B], Improved Sunder, Power Attack
Environment: Temperate Plains and Mountains
Organization: Solitary, Triad (3) or Tribe (6-36)
CR: 7
Treasure: Standard
Alignment: Always Chaotic Evil
Advancement: 8-12 HD (huge), 13-14 HD (gargantuan)
Level Adj: +3 (cohort)

You are in the presence of a towering, unsavory humanoid that bulges with muscles and has a surly expression on his face. Furthermore, this creature stares at you with not two, but three eyes – the third set firmly above the bridge of it's nose, and which looks down upon you with even more malice than the other two combined. The creature holds a spiked club in its massive hands and seems to be contemplating not if, but when to use it on you.

Triclops appear as large humanoids with rippling muscles and a set of triple eyes, the third placed above the bridge of the nose. Triclops prefer to wear the skins of gigantic animals, and their weapons are crude, consisting primarily of uprooted trees or bones of gigantic animals.

Combat

Triclops are aggressive and will often strike first and ask questions later. They find human meat (and in fact, all meat) delicious and will pursue such prey to devour them. A triclops will normally strike by means of its giant club, though it might use its spell-like gaze to weaken or incapacitate dangerous foes beforehand.

Anti-magic Gaze(Su): The triclop's third eye constantly radiates a cone of anti-magic out to a distance of 30 feet in a 90 degree arc in front of the creature (45 degrees to each side the triclops faces). This gaze has the same effect as an *Anti-magic field*.

Curse Gaze(Su): One of the more frightening abilities of the triclops is their ability to invoke a curse by means of a gaze attack projected from their third eye. When reduced to 25% or less of its total hit points, the third eye can emit a reddish cone that affects an area 30 feet long and 30 feet wide at the far end. Anyone caught in the area of effect must make a DC 16 Will save or fall under the effects of a *curse* spell. The triclops must forgo the use of its antimagic gaze from its eye to use the curse effect.



Spells: All triclops have a natural affinity for magic and can cast spells as if they were a 5th level sorcerer. A triclops spells are treated as being naturally having the Still metamagic feat applied without an increase in spell level.

Truesight(Su): The third eye of the triclops grants it the ability to use *True Seeing* at will. This ability is in effect even if the triclops uses his anti-magic gaze or curse gaze.

Immune to Lightning (Ex): Triclops take no damage from lightning attacks.

Skills: The triclops 3rd eye gives it a +4 bonus to Spot checks.

Typical Spell List

(6/7/5; Caster Level 5; Spell DC 11 + Spell Level)

0: *still Acid Splash, still Dancing Lights, still Detect Magic, still Ghost Sound, still Mage Hand, still Resistance*

1st: *still Floating Disc, still Shield, still Summon Monster I, still True Strike*

2nd: *still Invisibility, still Summon Swarm*

Triclops Society

Triclops live in small communities, utilizing caves and other underground lairs as their homes. Their clans are matriarchal, though males typically outnumber females by four to one or more. Triclops communities normally take extreme pains to disguise the entrance to their clan, and punish trespassers with horrific tortures and death. Some communities herd giant sheep or other magically enlarged herd animals. Communities sensitive to the threat of discovery rarely keep herd animals and forage, hunt or raid for food.

Triclops prize determination and a serious, almost bestial mindset, but these huge giants do take time to sing and tell jokes at special gatherings held once each full moon. These gatherings usually are attended by four to five communities and concentrate on trading goods, news and providing an outlet for the tribes to compete and generally enjoy themselves.

Triclops on Amberos

According to triclops legends, these creatures lived with their cyclopic brethren among the Greek gods. The triclops were charged with protecting the houses of the gods on Olympus, but when the Greek gods later learned that the Amberosian god Dhorian had sneaked past the lax guardians, the Olympians cast the triclops down to Amberos as punishment. Most triclops clans have moved outward from Tsre Vestu since their ousting, and most now dwell in the hilly and mountainous regions near Misake and the Principalities of Xatmas.

Cobra Dragon

Huge Magical Beast (Reptilian)

Hit Dice:	8d10+64 (108 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 70 feet (14 squares) (14 squares) (average)
Armor Class:	25 (-2 size, +4 Dex, +13 natural), touch 12, flat-footed 21
BAB/Grapple:	+8/+27
Attack:	Bite +17 melee (2d6+11 + poison)
Full Attack:	Bite +17 melee (2d6+11 + poison)
Space/Reach:	15 ft./15 ft.
Length:	30 ft. + 1d10 ft. (35 ft.)
Weight:	6,000 lbs + 2d10 x 100 lbs. (7,100 lbs.)
Special Att:	Acid breath, constrict, improved grab, magic strike, poison
Special Qual:	DR 10/magic +2, darkvision 60 ft., immune to acid, low-light vision
Saves:	Fort +14, Ref +12, Will +5
Abilities:	S33 D19 C27 I5 W16 Ch5
Skills:	Climb +14, Hide -4, Listen +3, Spot +6, Survival +6, Swim +13
Feats:	Hover, Improved Initiative, Lightning Reflexes
Environment:	Warm deserts, forests, mountains
Organization:	Solitary, Pith (2), or Den (3-5)
CR:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adj:	-

This green, snake-like creature is held aloft in the air by a vast cobra-like hood that undulates like a pair of wings. The creature's black tongue flickers and sniffs the air as the creatures coils twist and twirl like a kite's tail.

The cobra dragon is a actually a large reptilian creature capable of flight that is more related to snakes than dragons. It has a nasty temperament and has been known to attack victims out of pure spite or for a few shiny objects the creature glimpsed upon the victim.

Combat

A cobra dragon usually waits in treetops, diving down to ensnare and constrict foes that wander underneath it. Cobra dragons may precede their decent with their acid breath weapon, usually if there are four or more creatures traveling with its intended prey. Cobra dragons also have a tendency to lurk near rivers or other bodies of water, and attack creatures while they attempt to cross. Cobra dragons will usually attempt to drown such prey, occasionally using their venom to quickly strike and paralyze a foe, then move off and wait for the paralysis to set in and the victim to drown before retrieving the victim.

Acid Breath (Ex): Once every 1d4 rounds, a cobra dragon can breathe a cone of acid 40 feet long that deals 8d6 acid damage (Reflex DC 22 for half).

Constrict (Ex): A cobra dragon can crush an opponent, dealing 4d6+16 bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): If a cobra dragon hits a medium-sized or smaller opponent with its bite attack, it may start a grapple for free without suffering an attack of opportunity.

Magic Strike (Su): A cobra dragon's natural attacks are treated as magic for the purposes of bypassing DR.

Poison (Ex): DC 22; Injected, Init: 1d10 Dex, Sec: 1d8 Dex

Cobra Dragons on Amberos

The exact origins of cobra dragons are unknown, but a frightening number of the beasts lair in Lost Vale and hunt the perimeter of the Boiling Sea. It is thought by many sages they may be products of the genesis pits since they are encountered nowhere else on Amberos, but this is, at best, speculation.



Corragon

Huge Dragon (Earth)

Hit Dice:	19d12+152 (275 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	10 ft. (2 squares), fly 70 ft. (average) (14 squares)
Armor Class:	22 (-2 size, +4 Dex, +10 natural), touch 12, flat-footed 18
BAB/Grapple:	+19/+33
Attack:	Bite +23 melee (3d6+6 + poison;19-20/x2)
Full Attack:	Bite +23 melee (3d6+6 + poison;19-20/x2)
Space/Reach:	15 ft./15 ft.
Length:	28 ft. + 4d6 in. (29 ft. 2 in.)
Weight:	20,000 lbs. + 2d10x100 lbs. (21,000 lbs.)
Special Att:	Breath weapon, magic strike, poison, spells
Special Qual:	Darkvision 60 ft., DR 10/magic +2, dragon traits, fast healing 5, low-light vision, SR 23
Saves:	Fort +19, Ref +17, Will +12
Abilities:	S22 D19 C27 I10 W13 Ch18
Skills:	Bluff +11, Concentration +8, Escape Artist +15, Hide +7, Intimidate +15, Listen +25, Search +11, Sense Motive +12, Spot +25, Survival +12, Tumble +15
Feats:	Alertness[B], Flyby Attack, Improved Critical (Bite), Improved Bull Rush, Improved Initiative[B], Improved Natural Attack (Bite), Lightning Reflexes, Power Attack, Snatch
Environment:	Warm deserts, marshes
Organization:	Solitary, or Den (2-5)
CR:	14
Treasure:	None
Alignment:	Always neutral evil
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj:	-

Rippling in the air ahead of you is what first appears to a long, sinuous banner of shimmering colors. As it nears, you can make out what looks to be an enormously long, glittering cobra, if its hood were drawn along the whole length of its body. As it nears, it rears up, hissing, revealing a black design etched into its underbelly.

The corragon is a unique draconic creature that appears to be a flying snake. While of average intelligence, the creature's lack of limbs has prevented the creature from creating or using tools. However, this has not improved the disposition of the beast, which feels that anything it cannot use should not be available for anyone else either. A corragon can only speak in hisses and growls, but can learn other languages – often understanding draconic.

Combat

A corragon uses its flying ability to swoop in and strike, attempting to use its speed to break through its opponent's defenses. The creature loves to destroy objects, and will often attempt to snatch prized objects from opponents and destroy them or use its bulk to smash down or melt structures or other defenses.

Breath Weapon (Su): As a standard action, the corragon can breath a 90 ft. line of fire dealing 10d8 damage. A character that makes a successful DC 26 Reflex save takes half damage.

Fast Healing (Ex): A corragon heals 5 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Magic Strike (Su): A corragon's natural attacks are treated as magic for the purposes of bypassing DR.

Poison (Ex): The bite of a corragon delivers a deadly acidic neurotoxin (DC 26, Injury; Init: 2d6 Con and 1d6



acid; Second: 1d8 Con and 1d6 acid).

Spell-like abilities (Sp): A corragon has several spell-like abilities at its disposal, as follows: *Magic Missile* – at will, *Charm Person* – at will, *Greater Dispel Magic* – 3x/day, *Protection from Energy* – 3x/day, *Locate Creature* - 1x/day, *Fire Shield* – 1x/day, *Stoneskin* – 1x/day, *Circle of Death* – 1x/day. Caster Level 18.

A dragon possesses the following traits

- Immunity to magic sleep effects and paralysis effects.

Corragons on Amberos

Corragons are the spawn of Blacks Dragons, created during the First Dragon War by black dragon magic and meddling with the strange energies of the Twilight Forest. The black dragons sought to create a "warrior breed" by exposing unhatched eggs to the weird inter-dimensional magics of the Twilight Forest, and the resulting hatchlings became Corragons – which immediately turned on their black dragon "masters".

Corragons mostly infest the border area around the Twilight Forest in Simera, but have been seen as far south as the Wyvern Sea. Black Dragons and Corragons have a natural enmity despite their magical relation, and the two will often fight to the death on sight of one another.

Creepwood

Medium Plant

Hit Dice:	4d8 (18 hp)
Initiative:	+4 (0 Dex, +4 Improved Initiative)
Speed:	10 ft. (2 squares), burrow 10 ft. (2 squares)
Armor Class:	13 (+3 natural), touch 10, flat-footed 13
BAB/Grapple:	+3/+6
Attack:	Slam +6 melee (1d4+3)
Full Attack:	6 Slams +6 melee (1d4+3), bite +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Att:	Ability drain, constrict, improved grab, swallow whole
Special Qual:	Low-light vision, plant traits
Saves:	Fort +6, Ref +1, Will +1
Abilities:	S16 D11 C10 I1 W11 Ch4
Skills:	Climb +10, Hide +0*, Listen 0, Spot 0
Feats:	Great Fortitude, Improved Initiative
Environment:	Temperate, Warm forests, hills
Organization:	Solitary, or Covey (2-5)
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	-

What appears to be a tangle of tree roots or vines suddenly erupts from the ground, sending lashing tendrils in every direction.

A creepwood is a hunting plant that consumes the flesh of victims to fuel its metabolism. The creepwood looks exactly like a tangle of tree roots or vines, sometimes with a few leaves visible. the majority of the plant dwells under the surface and can only move about by uprooting itself.

Combat

Creepwoods lie in wait until other creatures come within its reach. It often hides itself in a sheltered crevice or near a body of water where it is more likely to find food. The creepwood is carefully to bury the bones of its victim to avoid giving away its true nature, but will strike at just about any living creature in range, though it seems to prefer unarmored targets. The creepwood will attempt to strike as many targets as possible, though it will generally attempt to feed off one target at time

Ability Damage (Ex): A victim grappled by the creepwood is the target of the creature's many smaller roots, which attempt to bore into the victim's skin and draw away their blood. Each round the victim is held, it must make a Fort save (DC 12) or suffer 1d4 temporary Con damage.

Constrict (Ex): A creepwood that has successfully grappled an opponent deals 1d6 bludgeoning damage in addition to the 1d4+3 damage from the grappling tentacle.

Improved Grab (Ex): If a creepwood hits with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity if the opponent is medium size or smaller. No initial touch attack is required. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. When a creepwood gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Swallow Whole (Ex): If a creepwood begins its turn with a small or smaller opponent held, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes 1d6+1 bludgeoning damage and suffers an additional 1d4 Con damage. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (AC 11, hp: 6), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. A creepwood's gizzard can hold two small, four tiny, eight diminutive or 16 fine creatures.

Skills: When hiding in natural surroundings, a creepwood gains a +8 bonus to hide.



Creepwood on Amberos

Creepwood infests the Living Forest of the Kingdom of Vall Vega, but it is not the only place the deadly weed can be found. Sarve also transplanted the deadly plant to his homeland, intending it to be a protective barrier against outsiders. The plant can also be found in the Golens, and it has been sighted in points east of these vast swampy areas.

Crocdad

Huge Magical Beast

Hit Dice:	8d10+40 hp (84 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares), swim 60 feet (12 squares)
Armor Class:	17 (-2 size,+1 Dex, +8 natural), touch 9, flat 16
BAB/Grapple:	+8/+22
Attack:	Bite +14 melee (2d6+8)
Full Attack:	Bite +14 melee (2d6+8), tail +9 melee (1d10+4)
Space/Reach:	15 ft. /10 ft.
Length:	16 ft. + 2d4 ft. (21 ft.)
Weight:	4,000 lbs + 1d10x100 lbs (4,550 lb)
Special Att:	Hypnotic gaze, improved grab
Special Qual:	Churn water
Saves:	Fort +11, Reflex +7, Will +4
Abilities:	S26 D12 C20 I13 W14 Ch 6
Skills:	Bluff +8, Hide +4*, Spot +8, Listen +8, Swim +16
Feats:	Improved Sunder, Power Attack, Track
Environment:	Temperate Swamp or Underground
Organization:	Solitary or Pack (1 + 2-30 Crocodiles)
CR:	5
Treasure:	None
Alignment:	Always Neutral Evil
Advancement:	Huge (9 HD – 15 HD), Gargantuan (16 HD – 32 HD)



The water suddenly explodes to reveal a huge crocodile form. Its mouth is large enough to snap the head off a horse, and the smell of rotting meat wafts from its open mouth full of yellowed teeth. The creature is the color of dung, and its surface is covered in hard, spiked scales. The massive tail behind the creature churns and foams the surrounding water, making it difficult to react to the creature's onslaught.

Crocdads are thought to be god-forms of crocodiles, similar in aspect to the animal lords or legendary animals. The crocdad has the appearance of a great crocodile, often a mud-brown in color, but occasionally an emerald green with a stark white underbelly. Crocdads are much more mobile than their crocodile cousins, and can easily hunt down and slay human prey, which they delight to eat of, even more than animal flesh.

Crocdads are capable of speech, often in rather raspy common. Though intelligent, they are extremely difficult to trust, and will even turn on other normal crocodiles and devour or slay them when hungry.

Combat

Crocdads never cease to hunger. Though they are carnivorous, they have at times proven themselves capable of eating a wide variety of foods - trees, dirt and even refuse, if so inclined. They prefer to lie silently in wait for victims, covering themselves with leaves and dirt or masquerading as dead logs in the water. A crocdad will strike with its bite at anything in reach, crushing boats and sinking its contents and devouring anything it can get its maw around.

Churn Water (Ex): When in one foot or more deep water, as a move-equivalent action the crocdad may thrash its tail in the water to provide a small defense and attack bonus. The crocdad makes a feint (Bluff check vs. Sense motive) check against all opponents within its reach. Those who fall for the feint have a –2 penalty to hit, and suffer a +2 penalty to AC for one round.

Hypnotic Gaze (Su): Crocdads have the uncanny ability to hypnotize their victims by making a gaze attack (DC 18 Will save to negate). The *hypnotism* acts as the *hypnotism* spell cast at 8th level ability. Crocdads usually use this ability to make prey stay in place for easy feeding or may use it to lure victims to walk towards the crocdad at his base movement rate, possibly following the crocdad into deep water or other areas where the crocdad may slay the victim easier. A crocdad's gaze remains in effect until eye contact is broken for a full round or more or the victim is injured or attacked. Thus, it normally uses it only against solitary prey.

Improved Grab (Ex): If a crocdad hits an opponent with its bite attack, it may start a grapple for free.

Skills: A crocdad has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocdad gains a +4 racial bonus on Hide checks when in the water. Further, a crocdad can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Crocdads on Amberos

Most crocdads can be found in the vast swamp of the Golens and the Lands of Sarve. Unusually ill-tempered specimens have been encountered in Vactorstein, and an unusual albino version has been chronicled in the fjords of the Jsarath region.

Death Beater

Small Undead (Incorporeal)
Hit Dice: 5d12 (32 hp)
Initiative: +2 (+2 Dex)
Speed: fly 50 ft. (good) (10 squares)
Armor Class: 20 (+1 size, +2 Dex, +1 deflection, +6 natural), touch 14, flat-footed 18
BAB/Grapple: +2/+2
Attack: Warhammer +7 melee (1d10+4;x3)
Full Attack: Primary Warhammer +3 melee (1d10+4;x3), off-hand warhammer +3 melee (1d10+2;x3)
Space/Reach: 5 ft./5 ft.
Height: 2 ft.
Weight: Nil
Special Att: Corrupting touch, silver strike
Special Qual: DR 5/silver, darkvision 60 ft., solid soul, undead traits
Saves: Fort +1, Ref +3, Will +2
Abilities: S19 D15 C– I– W6 Ch4
Skills: Hide +6, Listen -2, Spot -2
Feats: Fly-by Attack, Improved weapon size[B], Two-Weapon Fighting
Environment: Any underground
Organization: Solitary
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Small); 11-15 HD (Medium)
Level Adj: –

From farther down the corridor you hear a dreadful drumming sound, growing louder with each heartbeat-like resonance. A few moments later a terrible visage appears from the darkness – it seems to be the ghostly head of a man from underneath which sprout a pair of gangly, sickly white arms. Each arm holds a solid, iron hammer, which the creature raps against the walls as it glides through the air towards you.

The death beater appears as a ghostly face with a great maw filled with sharp teeth. Stretching out from this vile shape extends two long and sinewy arms each bearing a large iron mallet. As the creature moves underground, it emits a low moan and beats these iron mallets against the nearby walls, creating a reverberating echo. This echo can usually be heard for hundreds of feet underground, and sounds like the massive beating of some inhuman heart. It is unknown what event creates a death beater, but they are often found in mines, dungeon hallways and tombs where many beings have lost their lives in previous accidents.

Combat

The death beater normally does not engage in combat. The creature simply moves mindlessly along, rapping its hammers against the walls as it moves down empty corridors. Anyone who gets in its way takes a chance of being struck with one of the two massive hammers that it wields. Death beaters will not chase opponents or double-back to strike a foe again unless it is part of their never-ending travel circuit.

Corrupting Touch(Su): Any creature the death beater passes through must make a Fort save DC 15 or suffer 1d4+1 temporary Strength damage. A death beater can only affect a single individual by passing through them once a round, but can pass through multiple foes in a single round.

Silver Strike (Ex): A death beater's attacks are treated as silver weapons for purposes of bypassing DR.

Solid Soul (Su): Unlike other incorporeal beings, a death beater can interact with the corporeal world if it so chooses. It generally uses this ability to handle the enormous warhammers it is found with. A death beater has a strength score and gains the benefit of natural armor, but all attacks against it – including spells and magic weapons have a 50% miss chance (except for positive energy, negative energy, force effects such as *Magic Missile*, or attacks made with ghost touch weapons). A death beater can enter and pass through solid objects as an incorporeal creature. The death beater's own attacks do not pass through (ignore) natural armor, armor, and shields. A death beater can grapple or be grappled, but has the option to slip free of a grapple any time it chooses as a free action. If a death beater chooses, it can suppress this ability and become fully incorporeal (the warhammers remain part of the death beater's incorporeal form). While fully incorporeal, its stats change as follows:

BAB/Grapple: +2/-
AC: 14 (+1 size, +2 Dex, +1 deflection), touch 14, flat 12
Attack: Warhammer +4 touch (1d10/x3)
Full Attack: Primary Warhammer +0 touch (1d10/x3), off-hand Warhammer +0 touch (1d10/x3)



Demon, Infernix

A infernix was at one time a powerful demon in the abyss that was punished by having it's soul ripped into pieces for foul crimes that even the creatures of the abyss cannot forgive. The rending leaves behind a near-mindless host of slaves willing to fight and die at the whim of other demons or demon lords.

As part of their curse, Infernix cannot advance until their souls are made whole. However, while they start off weak, as the weaker bodies of the infernix are destroyed, the survivors become much more powerful.

Infernixes are always encounter in packs that add up to 15 infernix. Individual infernixes that are members of a single pack will not willingly move more than one mile apart from the remainder of the pack.

Shared Soul (Su): For every infernix that dies, the survivor gains a +1 bonus to hit, +2 to Strength and Charisma, +1 natural armor and +5 hit points. It is treated as having an additional hit dice for the purposes of spells effective against it. For every two infernix that dies, the remaining infernix gain a +1 bonus to all saves. Finally, as the infernix numbers dwindle, they gain the following bonuses.

Common/White Infernix Advancement Chart

# of Infernix slain	*Str Mod*	*Cha Mod*	*Nat AC Mod*	*BAB Mod*	*HD/HP Mod*	*Fort Mod*	*Reflex Mod*	*Will Mod*	*CR*	*Ability*
1	+2	+1	+1	+1	(2) +5	+1	+1	+1	1	
2	+4	+2	+2	+2	(3) +10	+1	+1	+1	1	Cleave
3	+6	+3	+3	+3	(4) +15	+2	+2	+2	2	
4	+8	+4	+4	+4	(5) +20	+2	+2	+2	2	Flight 90 feet (clumsy) (18 squares)
5	+10	+5	+5	+5	(6) +25	+2	+2	+2	3	Improved Sunder
6	+12	+6	+6	+6	(7) +30	+3	+3	+3	3	DR 10/cold iron
7	+14	+7	+7	+7	(8) +35	+3	+3	+3	4	Large Size (-1 To Hit & AC, -4 to Hide, +4 to Grapple, Reach 10 feet)
8	+16	+8	+8	+8	(9) +40	+4	+4	+4	4	Improved Critical (claws)
9	+18	+9	+9	+9	(10) +45	+4	+4	+4	5	
10	+20	+10	+10	+10	(11) +50	+5	+5	+5	6	Spells
11	+22	+11	+11	+11	(12) +55	+5	+5	+5	7	Diehard
12	+24	+12	+12	+12	(13) +60	+6	+6	+6	7	Regeneration
13	+26	+13	+13	+13	(14) +65	+6	+6	+6	8	DR 10/cold iron and good
14	+28	+14	+14	+14	(15) +70	+7	+7	+7	8	Weapon of Fire, Improved Critical (Weapon of Fire)

Flight (Ex): A pair of bat-like wings springs from the Infernix's back, granting it the ability to fly at a rate of 90 feet (clumsy).

DR 10/iron (Su): The Infernix gains DR 10/iron.

Large Size (Ex): The Infernix increases in size, suffering a –1 penalty to hit and to AC as well as gaining a –4 penalty to Hide. It gains a +4 bonus to grapple attacks. A large character can lift or carry twice as much as a Medium character. Natural attacks increase one die size.

Spells: The Infernix gains the ability to use spells as if it were a sorcerer of a level equal to ½ its base attack bonus. The DC for its spell abilities is Charisma-based.

Regeneration (Su): The Infernix can regenerate a number of hit points per round equal to ½ its base attack bonus, rounded down. The Infernix can reattach severed limbs by holding them to the stump for 1 minute.

Weapon of Fire (Su): At will as a free action, the Infernix can create in its hand a longsword made of fire. The longsword deals 2d8 + Str mod + 1d6 fire damage. The Infernix cannot be disarmed of the weapon.

Outsider Traits

- Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Infernix on Amberos

Infernix are the creation of Ziga, who used her magical might to rip apart those demons that displeased her. The strongest of the Infernix were made from those demon lords Ziga cast down when she took up residence in the Abyss after her fallout with the Circle of Good during the Elvin Golden Age.

Ziga allows wizards and sorcerers to summon these creatures to act as scouts, warriors and hunters. Those sent back to the abyss by their destruction on the prime plane are once again ripped apart into infernix shards.

Author's Note – The Infernix Pack: If you're planning to run characters against a full pack of Infernix, we strongly advise you to figure out the stat blocks for the Infernix at each advancement point before you play so you'll have them ahead of time. This is especially true once there are going to be 10 dead infernix on the field – suddenly the remaining Infernix EACH becomes 5th level sorcerers!

Common Infernix

(Counts as 1 Infernix)
Medium Outsider (Demon, Chaos, Evil, Extraplanar)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat 12
BAB/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1)
Full Attack:	2 Claw +2 melee (1d4+1) and bite -3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Height:	5 ft + 2d6 in. (5 ft. 7 in.)
Weight:	150 lbs. + 4d10 lbs (172 lbs.)
Special Att:	Cold iron strike, rage, roar
Special Qual:	DR 5/cold iron, darkvision 60 ft., outsider traits, Scent, shared soul, death coup
Saves:	Fort +3, Ref +2, Will +1
Abilities:	S12 D10 C12 I9 W8 Ch7
Skills:	Climb +5, Hide +4, Jump +5, Listen +3, Search +3, Spot +3, Survival +3
Feats:	Endurance[B], Power Attack
Environment:	Abyss
Organization:	Pack (15)
CR:	1
Treasure:	None
Alignment:	Always Chaotic Evil
Advancement:	see below
Level Adj:	-

This hunched humanoid is covered in chitinous warts and horns. It bounds towards you on a pair of cloven-hooved legs, letting out a vicious, gurgling roar as it clicks its iron-hard black nails against its hooved feet.

The common white infernix appears as a hunched and tortured humanoid with animal-like legs that end in black-nailed cloven hooves. It's hands are slightly enlarged and end in wicked talon-like nails as black as its cloven feet. Its body is covered with hardened warts and horn-like bony protrusions. However, as each fragment dies, the shattered soul reforms, strengthening the fragments until the original demon is reformed in a single, powerful body.

Because of the many varieties of demons, there are many varieties of infernix. There are known to be common white infernixes, fire-breathing red infernixes, gas-spewing green infernix, death gazing black infernixes, and the rumors of invisible "silver" infernixes.

Combat

Infernix are machines of destruction, rushing to engage an enemy and fighting without fear of death. As individuals die, the others swell with the power of the absorbed soul, making the infernix even more vicious and cruel. Infernix tend to favor pursuing and killing foes that kill its lesser incarnations, becoming stronger and more able to retaliate against a foe as more of its host shells are slain.

Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.

Rage (Ex): As per the barbarian ability, once per day a infernix may rage to gain a +4 bonus to Strength and Constitution, but suffering a -2 to AC. The raging infernix also gains the +2 Will save bonus. A infernix's rage lasts for 5 rounds, but it is not exhausted after the rage.

Roar (Su): As a standard action, a infernix may emit a howl that affects a 30 foot spread. Those in the area of effect must make a Will save (DC 11) or become panicked for 2d6 rounds. The will save is constitution based. An opponent with double or more the infernix's hit dice is not affected.



Advanced Infernixes

Infernix (1 slain) CR 1; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 2d8+2; hp 10;Init: +0; Spd 30 ft; AC 13 (+3 natural), touch 10, flat 13; BAB/Gpl +2/+4; Atk Claw +4 melee (1d4+2); Full Atk 2 Claws +4 melee (1d4+2), Bite –1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 12); SQ DR 5/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +4, Ref +3, Will +2; AB Str 14, Dex 10, Con 12, Int 9, Wis 8, Cha 8
Skills & Feats: Climb +7, Hide +5, Jump +7, Listen +4, Search +4, Spot +4, Survival +4; Endurance[B], Power Attack

---

Infernix (2 slain) CR 1; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 3d8+3; hp 15; Init: +0; Spd 30 ft; AC 14 (+4 natural), touch 10, flat 14; BAB/Gpl +3/+6; Atk Claw +6 melee (1d4+3); Full Atk 2 Claws +6 melee (1d4+3), Bite +1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 12); SQ DR 5/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +4, Ref +3, Will +2; AB Str 16, Dex 10, Con 12, Int 9, Wis 8, Cha 9
Skills & Feats: Climb +9, Hide +6, Jump +9, Listen +5, Search +5, Spot +5, Survival +5; Cleave, Endurance[B], Power Attack

---

Infernix (3 slain) CR 2; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 4d8+4; hp 20; Init: +0; Spd 30 ft; AC 13 (+3 natural), touch 10, flat 13; BAB/Gpl +4/+8; Atk Claw +8 melee (1d4+4); Full Atk 2 Claws +8 melee (1d4+4), Bite +3 melee (1d6+2); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 13); SQ DR 5/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +5, Ref +4, Will +3; AB Str 18, Dex 10, Con 12, Int 9, Wis 8, Cha 10
Skills & Feats: Climb +11, Hide +7, Jump +11, Listen +6, Search +6, Spot +6, Survival +6; Cleave, Endurance[B], Power Attack

---

Infernix (4 slain) CR 2; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 5d8+5; hp 25; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 14 (+4 natural), touch 10, flat 14; BAB/Gpl +5/+10; Atk Claw +10 melee (1d4+5); Full Atk 2 Claws +10 melee (1d4+5), Bite +5 melee (1d6+2); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 13); SQ DR 5/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +5, Ref +4, Will +3; AB Str 20, Dex 10, Con 12, Int 9, Wis 8, Cha 11
Skills & Feats: Climb +11, Hide +7, Jump +11, Listen +6, Search +6, Spot +6, Survival +6; Cleave, Endurance[B], Power Attack

---

Infernix (5 slain) CR 3; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 6d8+6; hp 30; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 15 (+5 natural), touch 10, flat 15; BAB/Gpl +6/+12; Atk Claw +12 melee (1d4+6); Full Atk 2 Claws +12 melee (1d4+6), Bite +7 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 14); SQ DR 5/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +6, Ref +5, Will +4; AB Str 22, Dex 10, Con 12, Int 9, Wis 8, Cha 12
Skills & Feats: Climb +13, Hide +8, Jump +13, Listen +7, Search +7, Spot +7, Survival +7; Cleave, Endurance[B], Improved Sunder, Power Attack

---

Infernix (6 slain) CR 3; Medium Outsider (Chaos, Demon, Evil, Extraplanar); HD 7d8+7; hp 35; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 16 (+6 natural), touch 10, flat 16; BAB/Gpl +7/+14; Atk Claw +14 melee (1d4+7); Full Atk 2 Claws +14 melee (1d4+7), Bite +9 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA Cold Iron Strike, Rage, Roar (DC 14); SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +6, Ref +5, Will +5; AB Str 24, Dex 10, Con 12, Int 9, Wis 8, Cha 13
Skills & Feats: Climb +15, Hide +9, Jump +15, Listen +8, Search +8, Spot +8, Survival +8; Cleave, Endurance[B], Improved Sunder, Power Attack

---

Infernix (7 slain) CR 4; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 8d8+8; hp 40; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 16 (-1 size, +7 natural), touch 9, flat 16; BAB/Gpl +8/+20; Atk Claw +15 melee (1d6+8); Full Atk 2 Claws +15 melee (1d6+8), Bite +10 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 15); SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +7, Ref +6, Will +5; AB Str 26, Dex 10, Con 12, Int 9, Wis 8, Cha 14
Skills & Feats: Climb +17, Hide +6, Jump +17, Listen +9, Search +9, Spot +9, Survival +9; Cleave, Endurance[B], Improved Sunder, Power Attack

---

Infernix (8 slain) CR 5; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 9d8+9; hp 45; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 17 (-1 size, +8 natural), touch 9, flat 17; BAB/Gpl +9/+22; Atk Claw +17 melee (1d6+9); Full Atk 2 Claws +17 melee (1d6+9), Bite +12 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 15); SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +7, Ref +6, Will +5; AB Str 28, Dex 10, Con 12, Int 9, Wis 8, Cha 15
Skills & Feats: Climb +19, Hide +7, Jump +19, Listen +10, Search +10, Spot +10, Survival +10; Cleave, Endurance[B], Improved Critical (Claws), Improved Sunder, Power Attack

---

Infernix (9 slain) CR 6; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 10d8+10; hp 50; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 18 (-1 size, +9 natural), touch 9, flat 18; BAB/Gpl +10/+24; Atk Claw +19 melee (1d6+10); Full Atk 2 Claws +19 melee (1d6+10), Bite +14 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 16); SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +8, Ref +7, Will +6; AB Str 30, Dex 10, Con 12, Int 9, Wis 8, Cha 16
Skills & Feats: Climb +21, Hide +8, Jump +21, Listen +11, Search +11, Spot +11, Survival +11; Cleave, Endurance[B], Improved Critical (Claws), Improved Sunder, Power Attack

Infernix (10 slain) CR 7; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 11d8+11; hp 55; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 19 (-1 size, +10 natural), touch 9, flat 19; BAB/Gpl +11/+26; Atk Claw +21 melee (1d6+11); Full Atk 2 Claws +21 melee (1d6+11), Bite +16 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 16), Spells; SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +8, Ref +7, Will +6; AB Str 32, Dex 10, Con 12, Int 9, Wis 8, Cha 17
Skills & Feats: Climb +21, Concentration +7, Hide +8, Jump +21, Listen +11, Search +11, Spot +11, Survival +11; Cleave, Endurance[B], Improved Critical (Claws), Improved Sunder, Power Attack

Typical Spell List
(6/7/5; Caster Level 5; Spell DC 13+Spell Level)
0: *Acid Splash, Detect Magic, Disrupt Undead, Flare, Mage Hand, Open/Close*
1st: *Burning Hands, Magic Missile, Shield, True Strike*
2nd: *Blur, Invisibility*

Infernix (11 slain) CR 8; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 12d8+12; hp 60; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 20 (-1 size, +11 natural), touch 9, flat 20; BAB/Gpl +12/+28; Atk Claw +23 melee (1d6+12); Full Atk 2 Claws +23 melee (1d6+12), Bite +18 melee (1d8+6); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 17), Spells; SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, scent, shared soul, death coup; SV Fort +9, Ref +8, Will +7; AB Str 34, Dex 10, Con 12, Int 9, Wis 8, Cha 18
Skills & Feats: Climb +23, Concentration +8, Hide +9, Jump +23, Listen +12, Search +12, Spot +12, Survival +11; Cleave, Endurance[B], Diehard, Improved Critical (Claws), Improved Sunder, Power Attack

Typical Spell List
(6/7/6/4; Caster Level 6; Spell DC 14+Spell Level)
0: *Acid Splash, Detect Magic, Disrupt Undead, Flare, Mage Hand, Open/Close, Touch of Fatigue*
1st: *Burning Hands, Magic Missile, Shield, True Strike*
2nd: *Blur, Invisibility*
3rd: *Fireball*

Infernix (12 slain) CR 8; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 13d8+13; hp 65; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 21 (-1 size, +12 natural), touch 9, flat 21; BAB/Gpl +13/+30; Atk Claw +25 melee (1d4+13); Full Atk 2 Claws +25 melee (1d4+13), Bite +20 melee (1d6+6); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 17), Spells; SQ DR 10/cold iron; darkvision 60 ft., Outsider traits, regeneration 6, scent, shared soul, death coup; SV Fort +9, Ref +8, Will +7; AB Str 36, Dex 10, Con 12, Int 9, Wis 8, Cha 19
Skills & Feats: Climb +25, Concentration +9, Hide +10, Jump +25, Listen +13, Search +13, Spot +13, Survival +11; Cleave, Endurance[B], Diehard, Improved Critical (Claws), Improved Sunder, Power Attack

Typical Spell List
(6/7/6/4; Caster Level 6; Spell DC 14+Spell Level)
0: *Acid Splash, Detect Magic, Disrupt Undead, Flare, Mage Hand, Open/Close,*
1st: *Burning Hands, Magic Missile, Shield, True Strike*
2nd: *Blur, Invisibility*
3rd: *Fireball*

Infernix (13 slain) CR 9; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 14d8+14; hp 70; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 22 (-1 size, +13 natural), touch 9, flat 22; BAB/Gpl +14/+32; Atk Claw +27 melee (1d4+14); Full Atk 2 Claws +27 melee (1d6+14), Bite +25 melee (1d8+7); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 18), Spells; SQ DR 10/cold iron and good; darkvision 60 ft., Outsider traits, regeneration 7, scent, shared soul, death coup; SV Fort +10, Ref +9, Will +8; AB Str 38, Dex 10, Con 12, Int 9, Wis 8, Cha 20
Skills & Feats: Climb +27, Concentration +10, Hide +11, Jump +27, Listen +14, Search +14, Spot +14, Survival +11; Cleave, Endurance[B], Diehard, Improved Critical (Claws), Improved Sunder, Power Attack

Typical Spell List
(6/7/7/5; Caster Level 7; Spell DC 15+Spell Level)
0: *Acid Splash, Detect Magic, Disrupt Undead, Flare, Mage Hand, Open/Close, Touch of Fatigue*
1st: *Burning Hands, Magic Missile, Shield, Shocking Grasp, True Strike*
2nd: *Blur, Invisibility, Web*
3rd: *Dispel Magic, Fireball*

Infernix (14 slain) CR 9; Large Outsider (Chaos, Demon, Evil, Extraplanar); HD 15d8+15; hp 75; Init: +0; Spd 30 ft, fly 90 ft. (clumsy); AC 23 (-1 size, +14 natural), touch 9, flat 23; BAB/Gpl +15/+34; Atk Claw +29 melee (1d4+15) or Weapon of Fire +29 melee (2d8+15 + 1d6 fire;17-20/x2); Full Atk 2 Claws +29 melee (1d6+15), Bite +25 melee (1d8+7) or Weapon of Fire +29/+24/+19 melee (2d8+15 + 1d6 fire); Space/Reach 10 ft./10 ft.; SA Cold Iron Strike, Rage, Roar (DC 18), Spells; SQ DR 10/cold iron and good; darkvision 60 ft., Outsider traits, regeneration 7, scent, shared soul, death coup; SV Fort +10, Ref +9, Will +8; AB Str 40, Dex 10, Con 12, Int 9, Wis 8, Cha 21
Skills & Feats: Climb +29, Concentration +11, Hide +12, Jump +29, Listen +15, Search +15, Spot +15, Survival +11; Cleave, Endurance[B], Diehard, Improved Critical (Claws), Improved Critical (Weapon of Fire), Improved Sunder, Power Attack

Typical Spell List
(6/7/7/5; Caster Level 7; Spell DC 15+Spell Level)
0: *Acid Splash, Detect Magic, Disrupt Undead, Flare, Mage Hand, Open/Close, Touch of Fatigue*
1st: *Burning Hands, Magic Missile, Shield, Shocking Grasp, True Strike*
2nd: *Blur, Invisibility, Web*
3rd: *Dispel Magic, Fireball*

Black Infernix

(Counts as 5 Infernix)
Medium Outsider (Demon, Chaos, Evil, Extraplanar)

Hit Dice:	5d8+5 (27 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 90 ft (18 squares) (clumsy)
Armor Class:	16 (+6 natural), touch 10, flat 16
BAB/Grapple:	+5/+10
Attack:	Claw +10 melee (1d4+5)
Full Attack:	3 claws +10 melee (1d4+5) and bite +5 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. 6 in. + 2d6 in. (7 ft. 1 in)
Weight:	250 lbs. + 2d8x10 lbs. (340 lbs.)
Special Att:	Cold iron strike, dread gaze, rage, roar
Special Qual:	DR 5/cold iron, darkvision 60 ft., outsider traits, scent, acid resistance 15
Saves:	Fort +5, Ref +4, Will +3
Abilities:	S20 D10 C12 I18 W8 Ch11
Skills:	Bluff +11, Climb +13, Concentration +9, Hide +8, Intimidate +11, Listen +7, Move Silently +8, Search +12, Sense Motive +7, Spot +7, Survival +7, Use Magic Device +8
Feats:	Cleave, Endurance[B], Power Attack
Environment:	Abyss
Organization:	Pack (3 Black Infernix, or 1 + 10 White Infernix)
CR:	4 (see below)
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	see below
Level Adj:	-

This hunched humanoid unfurls it great black, bat-like wings to reveal it has long, cruel thorns that sprout from its twisted body. Its leg are those of a horse or other animal, ending in sharp cloven hooves. The creature has three arms – one on each side and final sprouting from its chest. The creature looks at you most foully with blazing yellow eyes and malice clearly etched into its features.

A black infernix is one of the four known mutations of the infernix "breed". Black as night, the black infernix has a large portion of its former demonic nature, which grants it extra abilities above and beyond a normal infernix.

A black infernix counts as 5 common/white infernixes.

Combat

Black infernixes generally hang back in combat, using their dire gaze to weaken foes, and directing the lesser infernixes in a startling intelligent manner against opponents, reaping the benefit as its comrades are slain.

Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.

Dread Gaze (Su): Those viewing the black infernix must make a Fort save DC 12 each round to avoid accidentally meeting the foul gaze of the black infernix. Once per round, as an attack action, the black infernix may attempt to affix an opponent's gaze who is not looking



away and within 30 feet. The victim must make a DC 16 Fort to avoid being affected. The black infernix's gaze deals 2d8 damage to those who fail their saving throw. The DC is Charisma-based, and increases an additional +1 for every two infernix slain. The damage from the gaze also increases by +1d8 per two infernix slain.

Rage (Ex): As per the barbarian ability, once per day a black infernix may rage to gain a +4 bonus to Strength and Constitution, but suffering a -2 to AC. The raging black infernix also gains the +2 Will save bonus. A black infernix's rage lasts for 5 rounds, but it is not exhausted after the rage.

Roar (Su): As a standard action, a black infernix may emit a howl that affects a 30 foot spread. Those in the area of effect must make a Will save (DC 13) or become panicked for 2d6 rounds. The will save is constitution based. An opponent with double or more the infernix's hit dice is not affected.

Death Coup (Su): If a black infernix is slain, all surviving infernix take on a blackish hue and gain the Dread Gaze ability (at 5d8 damage) of the black infernix and Acid Resistance 15, as well as grow a 3rd arm, granting them an additional claw attack. The surviving infernix gain +1 CR above and beyond their normal advancement. A slain black infernix counts as 5 infernix for the purposes of improving the survivor's stats.

Acid Resistance (Ex): A black infernix may ignore up to 15 points of acid damage a round.

If using the Advanced Infernixes, start at Infernix (4 slain). ***Add:*** **CR** +2; **Full Atk:** 3 Claws +10 melee (1d4+5), Bite +5 melee (1d6+2) **SA:** Dread Gaze (DC 15;2d8) (+1 DC & +1d8 damage per 2 infernix slain); **SQ:** Acid Resistance 15; **AB** +9 Int; **Skills:** Bluff +11, Concentration +9, Sense Motive +7, Use Magic Device +8 (+1 to each skill per infernix slain)

Green Infernix

(Counts as 3 Infernix)
Medium Outsider (Demon, Chaos, Evil, Extraplanar)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+4 natural), touch 10, flat 14
BAB/Grapple:	+3/+6
Attack:	Bite +6 melee (1d4+3)
Full Attack:	Bite +6 melee (1d4+3) and 2 claw +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. + 2d8 in. (6 ft. 9 in)
Weight:	200 lbs + 2d6x10 lbs. (270 lbs.)
Special Att:	Breath weapon, cold iron strike, rage, roar
Special Qual:	DR 5/cold iron, darkvision 60 ft., outsider traits, scent, SR 10
Saves:	Fort +4, Ref +3, Will +2
Abilities:	S16 D10 C12 I14 W8 Ch9
Skills:	Climb +9, Hide +6, Intimidate +5, Jump +9, Listen +5, Move Silently +6, Search +8, Sense Motive +5, Spot +5, Survival +5
Feats:	Cleave, Endurance[B], Power Attack
Environment:	Any land
Organization:	Pack (5 Green Infernix, or 1 + 12 White Infernix)
CR:	2 (see below)
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	see below
Level Adj:	-

The twisted form of a humanoid creature lurks before you, with a face covered with warts and boils. Its long, spindly legs are like that of a goat's, with greenish fur and small horns protruding at the knees. The creature's feet end in cloven hooves and there is a foul smell in the air around the whole thing – like that of a charnel house.

A green infernix is one of the four known mutations of the infernix "breed". Green of skin, the infernixes have a greater soul shard than normal infernixes, which grants them extra abilities above and beyond a normal infernix.

A green infernix counts as 3 common/white infernixes for increasing stats of the survivors.

Combat

Green infernixes will attempt to find the strongest foe in combat, often hanging back a round or two to gauge an enemy before attacking. When it does engage, it generally attempts to breath on the foe to weaken them, before launching into melee. Once engaged, a green infernix will only stop fighting once it or its opponent is dead.

Breath Weapon (Su): Once per minute, a green infernix can breath a cloud of noxious poisonous gas. The cloud can be breathed up to 10 feet away from the infernix, and fills a 5 foot cube. Poison cloud (DC: 13, Init: 1d3 con, sec: nauseated 2d6 rounds). The cloud remains for 3 rounds. The poison DC is constitution-based.



Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.

Rage (Ex): As per the barbarian ability, once per day a green infernix may rage to gain a +4 bonus to Strength and Constitution, but suffering a -2 to AC. The raging green infernix also gains the +2 Will save bonus. A green infernix's rage lasts for 5 rounds, but it is not exhausted after the rage.

Roar (Su): As a standard action, a green infernix may emit a howl that affects a 30 foot spread. Those in the area of effect must make a Will save (DC 12) or become panicked for 2d6 rounds. The will save is constitution based. An opponent with double or more the infernix's hit dice is not affected.

Death Coup (Su): When a green infernix is slain, all remaining infernixes gain a green tint and sprout an extra head that can breath green Infernix poison. The surviving infernixes gain a +1 CR above all other enhancements they normally gain. A slain green infernix counts as 3 dead infernix.

If using the Advanced Infernixes, start at Infernix (2 slain).
Add: **CR** +1; **SA:** Breath Weapon (DC 13); **SQ:** Acid Resistance 15, SR 10 (+2 to SR per 2 infernix slain); **AB** +5 Int; **Skills:** Intimidate +5, Move Silently +7, Sense Motive +5(+1 to each skill per infernix slain)

Red Infernix

(Counts as 2 Infernix)
Medium Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice:	2d8+2 (11 hp)
Init:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 natural), touch 10, flat 13
BAB/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 Claws +4 melee and bite -1 melee
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d6 in. (6 ft. 1 in.)
Weight:	175 lbs. + 2d6x10 lbs (235 lbs.)
Special Att:	Cold iron strike, fire breath, rage, roar
Special Qual:	DR 5/cold iron, darkvision 60 ft., outsider traits, scent, shared soul, resistance to fire 15, death coup
Saves:	Fort +4, Ref +3, Will +2
Abilities:	S14 D10 C12 I12 W8 Ch8
Skills:	Climb +7, Hide +5, Intimidate +5, Listen +4, Move Silently +5, Search +6, Sense Motive +4, Spot +4, Survival +4
Feats:	Endurance[B], Power Attack
Environment:	Abyss
Organization:	Pack (7 Red Infernix + 1 white infernix, or 1 red infernix + 13 white infernix)
CR:	2 (see below)
Treasure:	None
Alignment:	Always Chaotic Evil
Advancement:	see below
Level Adj:	-

This red-eyed, tortured humanoid looks as if it has not slept for days. Its skin is red and scaly, with bits of bone-white horn protruding from odd areas across its body. It has goat-like legs that end in cloven hooves, and its mouth is filled with numerous thick and sharp yellowing teeth. From its nostrils come puffs of reddish flame.

A red infernix is one of the four known mutations of the infernix "breed". Red-hued, the red infernix has a greater soul shard than normal infernixes, which grants them extra abilities above and beyond a normal infernix.

A red infernix counts as 2 common/white infernixes for the purposes of increasing the stats of the survivors.

Combat

Red infernix enjoy rushing into combat, especially against opponents who openly use fire attacks. They attack opponents madly, clawing, biting and breathing on foes until driven off or they slay their foe.

Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.

Fire Breath (Su): Once every 1d4 rounds, a red infernix can breath a line of fire 10 feet long and 5 feet wide. Those caught in the area of effect suffer 2d6 fire damage (DC 12 Reflex for half). For every two infernix slain, the damage increases by 1d6, and for every two infernix slain, the save DC increases by +1.



Fire Resistance (Su): A red infernix can ignore 15 points of fire damage from any given attack.

Rage (Ex): As per the barbarian ability, once per day a red infernix may rage to gain a +4 bonus to Strength and Constitution, but suffering a -2 to AC. The raging red infernix also gains the +2 Will save bonus. A red infernix's rage lasts for 5 rounds, but it is not exhausted after the rage.

Roar (Su): As a standard action, a red infernix may emit a howl that affects a 30 foot spread. Those in the area of effect must make a Will save (DC 12) or become panicked for 2d6 rounds. The will save is constitution based. An opponent with double or more the infernix's hit dice is not affected.

Death Coup (Su): When a red infernix is slain, all surviving infernix gain a reddish hue and gain the Fire breath and Fire resistance ability of the red infernix. A slain red infernix counts as 2 infernixes.

If using the Advanced Infernixes, start at Infernix (1 slain). ***Add:*** **CR** +1; **SA:** Fire Breath (DC 12); **SQ:** Fire Resistance 15; **AB** +3 Int; **Skills:** Intimidate +4, Move Silently +6 (+1 to each skill per infernix slain)

Silver Infernix

(Counts as 10 Infernix)
Large Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice:	10d8+10 (55 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 90 ft. (clumsy)
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
BAB/Grapple:	+10/+24
Attack:	Claw +19 melee (1d6+10;19-20/x2)
Full Attack:	4 Claw +19 melee (1d6+10;19-20/x2) and bite +14 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Height:	7ft. + 1d4 ft. (8 ft. 6 in.)
Weight:	220 + 2d10x10 lbs. (330 lbs.)
Special Att:	Ability damage, cold iron strike
Special Qual:	DR 10/cold iron, darkvision 60ft., invisibility, outsider traits, resistance to electricity 20, scent, spell-like abilities
Saves:	Fort +8, Ref +7, Will +6
Abilities:	S30 D10 C12 I25 W8 Ch16
Skills:	Bluff +16, Climb +23, Concentration +14, Escape Artist +13, Hide +9, Knowledge (Arcana) +20, Knowledge (the planes) +20, Listen +12, Move Silently +13, Search +20, Spellcraft +20, Spot +12, Survival +12, Use Magic Device +16
Feats:	Cleave, Endurance[B], Improved Critical (Claws), Improved Sunder, Power Attack
Environment:	Abyss
Organization:	Pack (1 + 5 white infernix)
CR:	13
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	see below
Level Adj:	-

For the flash of an instant, you see a large, humanoid creature, with legs like that of a goat. Its entire body seems to be made of tarnished silver, including the hair on its legs and its bat-like wings . In that single flash, you can make out that its body is covered in long, hard spikes and that its face is twisted in utter malice, but you can make out no more before it once again disappears.

The silver infernix is the rarest and most feared of the various infernix "mutations". Invisible to normal sight, to those capable of gaining a glimpse of a silver infernix they appear to be made of tarnished silver. They have great abilities above and beyond those of normal infernixes.

A silver infernix counts as 10 common/white infernixes for increasing stats of the survivors.

Combat

Silver infernix strike swiftly and with great vengeance, destroying anything and everything in their wake. It is not unknown for them to kill the few white infernixes surrounding them for to increase their own power.

Ability Drain (Su): The claws of a silver infernix steal the strength of its victims, draining 1d2 Strength per hit.

Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.

Invisible (Su): Silver infernix are normally invisible, and appear only for a split second as they attack. A silver infernix can become invisible again as a free action; normally, they are only visible for a split second as they attack. This ability otherwise functions as the spell *invisibility* cast at 10th level ability.

Resistance to Electricity (Su): A silver infernix can ignore up to 20 points of damage from any electrical attack.

Spell-like Abilities (Su): A silver infernix can use the following spell-like abilities: *dancing lights* 3x/day, *true strike* 2x/day, *shocking grasp* 2x/day, *call lightning* 2x/day, *lightning bolt* 2x/day, *lesser globe of invulnerability* 1x/day, *chain lightning* 1x/day. All abilities have a base DC 13 + spell level. The DC is Charisma based. All abilities have a caster level of 10.

Death Coup (Su): When a silver infernix is slain, the surviving infernix gain the silver infernix's invisibility, ability drain and resistance to electricity abilities. Surviving infernix also sprout two additional arms, granting an extra 2 claw attacks per round. The surviving infernix gain +1 CR above and beyond any changes they received due to the death of the silver infernix. A slain silver infernix counts as 10 slain infernix for the purposes of increasing the stats of the survivors.



If using the Advanced Infernixes, start at Infernix (9 slain).
Add: **CR** +7; **Full Atk:** 4 Claws +19 melee (1d6+10;19-20x2) **SA:** Ability Drain; **SQ:** Electricity Resistance 20, Invisibility, Spell-like Abilities ; **AB** +16 Int; **Skills:** Bluff +16, Concentration +13, Escape Artist +13, Intimidate +16, Knowledge (Arcana) +20, Knowledge (The Planes) +20, Sense Motive +7, Use Magic Device +16 (+1 to each skill per infernix slain; treat Concentration skill on the Advancement table as Spellcraft instead)

Infernix Lord

(Counts as 20 Infernix)
Large Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice:	15d8+15 (142 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 90 ft. (clumsy) (18 squares)
Armor Class:	25 (-1 size, +16 natural), touch 9, flat-footed 25
BAB/Grapple:	+15/+34
Attack:	Claw +29 melee (1d6+10; 19-20/x2) or Weapon of Fire +29 melee (2d8+10 + 1d6 fire;17-20/x2)
Full Attack:	Weapon of Fire +29/+24/+19 melee (2d8+15 + 1d6 fire;17-20/x2) or 2 Claws +29 melee (1d6+10;19-20/x2) and bite +24 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Height:	9ft. + 1d6 ft. (12 ft. 6 in.)
Weight:	280 + 2d10x10 lbs. (390 lbs.)
Special Att:	Ability damage, breath weapon, cold iron strike, dread gaze, rage, roar
Special Qual:	acid resistance 20, DR 15/cold iron, darkvision 60 ft., electricity resistance 20, fire resistance 20, invisibility, outsider traits, regeneration 7, scent, spell-like abilities, SR 22
Saves:	Fort +10, Ref +9, Will +8
Abilities:	S40 D10 C21 I25 W8 Ch21
Skills:	Bluff +23, Climb +28, Concentration +23, Escape Artist +18, Hide +14, Intimidate +23, Knowledge (Arcana) +25, Knowledge (the planes) +25, Listen +17, Move Silently +18, Search +25, Spellcraft +25, Spot +17, Survival +17, Use Magic Device +23
Feats:	Cleave, Diehard, Improved Critical (Claws), Improved Critical (Weapon of Fire), Improved Sunder, Power Attack
Environment:	Abyss
Organization:	Solitary
CR:	15
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	16-32 HD (Large)
Level Adj:	-

The air momentarily parts to reveal a monstrous, towering humanoid that is nearly twice the height of a man. Its body is covered in hard bumps and small horns protrude from its body. Sprouting from its back are a pair of bat-like wings, and in its hand is a blade made of fire.

Encountering a fully "assembled" infernix lord is a very rare occurrence; only one or two are known to exist at all, and they are very secretive of their existence. Infernix lords shun lesser infernix but avoid killing them when possible to avoid accidentally reintegrating their brethren and creating competition for the domains they inhabit.

Infernix lords speak Abyssal, Common and Infernal.

Combat

If a infernix lord has advance warning, it will attempt to buff itself before combat begins. Once it is in the presence of its enemies, however, it quickly wades into melee, relying on its strength and weapons and rarely utilizing spells in direct combat. Before the severing of the many infernix lords souls, the infernix lords would willingly fight to their destruction or the destruction of their enemy. However, the surviving infernix lords have often learned to retreat when facing an overwhelming foe or when badly injured, often departing the fight with a last attack spell to distract, elude or deter pursuers.

A infernix lord has all the abilities of white, red, green and silver infernixes, and uses the abilities as best it can.

Ability Drain (Su): The claws of a silver infernix steal the strength of its victims, draining 1d2 Strength per hit.
Breath Weapon (Su): Once per minute, a infernix lord can breath a cloud of noxious poisonous gas. The cloud can be breathed up to 20 feet away from the infernix lord, and fills a 10 foot cube. Poison cloud (DC: 22, Init: 1d3 con, sec: nauseated 2d6 rounds). The cloud remains for 3 rounds. The poison DC is constitution-based.
Cold Iron Strike (Ex): An infernix's natural attacks are treated as cold iron for the purposes of bypassing DR.
Dread Gaze (Su): Those viewing the infernix lord must make a Fort save DC 22 each round to avoid accidentally meeting the foul gaze of the infernix lord. Once per round, as an attack action, the infernix lord may attempt to affix an opponent's gaze who is not looking away and within 30 feet. The victim must make a DC 26 Fort to avoid being affected. The infernix lord's gaze deals 7d8 damage to those who fail their saving throw. The infernix lord cannot use this ability while invisible.
Fire Breath (Su): Once every 1d4 rounds, a infernix lord can breath a cone of fire 30 feet long. Those caught in the area of effect suffer 9d6 fire damage (DC 18 Reflex for half).
Invisible (Su): Infernix lords are normally invisible, and appear only for a split second as they attack. A infernix lord can become invisible again as a free action; normally, they are only visible for a split second as they attack. This ability otherwise functions as the spell *invisibility* cast at 15th level ability.
Rage (Ex): As per the barbarian ability, once per day a infernix lord may rage to gain a +6 bonus to Strength and Constitution, but suffering a -2 to AC. The raging infernix lord also gains the +3 Will save bonus. A infernix lord's rage lasts for 8 rounds, but it is not exhausted after the rage.
Regeneration (Su): The infernix lord can regenerate 7 hit points per round. The Infernix can reattach severed limbs by holding them to the stump for 1 minute.
Roar (Su): As a standard action, a infernix lord may emit a howl that affects a 30 foot spread. Those in the area of effect must make a Will save (DC 22) or become panicked for 2d6 rounds. The will save is constitution based.

Spell-like Abilities (Sp): A infernix lord can use spell-like abilities as if it were a 15th level sorcerer.

Typical Spell List

(6/8/7/7/7/7/6/4; CL 15; Spell DC 15 + Spell Level)

0th: *Acid Splash, Dancing Lights, Detect Magic, Ghost Sound, Mage Hand, Message, Flare, Open, Resistance*

1st: *Disguise Self, Mage Armor, Obscuring Mist, Protection from Good, True Strike*

2nd: *Daze Monster, Detect Thoughts, Gust of Wind, Mirror Image, Protection from Arrows*

3rd: *Arcane Sight, Blink, Dispel Magic, Heroism, Phantom Steed*

4th: *Minor Creation, Phantasmal Killer, Shout, Stoneskin*

5th: *Contact Other Plane, Dismissal, Prying Eyes, Teleport*

6th: *Chain Lightning, Circle of Death, Globe of Invulnerability*

7th: *Insanity, Spell Turning*



Demon

Creatures of the Abyss, demons are evil spirits who thrive on destruction, corruption and the fulfillment of their own petty desires. Most demons are self-aggrandizing, and rarely look beyond their own selfish needs and desires. Surprisingly, many demons interact with the mortal realm, often seeking to increase their own power base or to cause as much mayhem and destruction as they can garner.

Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

—***Summon* (Sp):** Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

—**Telepathy.**

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Demons on Amberos

Due to magics put in place long ago, demons are unable to visit the mortal realm of their own accord. They must be drawn to the mortal plane by a being native to that plane. Once on the mortal plane, they are only curbed by the ability of their summoner to contain them.

Ziga, the queen of corruption, has made her home among the demons of the Abyss. However, the presence of demons even predates Ziga's presence and there are indications that the original demons of the Abyss have been present since the time of the Ancient Ones. Though the demons of the Abyss are not all under her control, she rules a large court of the evil spirits, who have been bound to her by pacts of great and terrible power. Ziga constantly tempts mortals to evil in an attempt to draw them directly to the Abyss to fashion demons from the unfortunate mortal's soul.

Despite Ziga's vast resources and minions, there are still several demon lords – many who predate her appearance in the Abyss – who plot and plan against the queen of corruption.

Leppon Demon

Large Outsider (Demon, Chaos, Extraplanar)

Hit Dice: 7d8+21 (52 hp)
Initiative: +3 (+3 Dex)
Speed: 50 feet (10 squares), climb 40 feet (8 squares)
Armor Class: 24 (-1 size, +3 Dex, +11 natural, +1 light wooden shield) Touch 12, flat 21
BAB/Grapple: +7/+20
Attack: Claw +15 melee (1d6+9) or *+1 Unholy longsword* +16 melee (2d6+10;19-20/x2)
Attacks: 4 claws +15 melee (1d6+9), bite +13 melee, sting +13 melee (1d10+4 + poison)
Or primary *+1 Unholy Longsword* +16 melee (2d6+10;19-20/x2), spiked Small wooden shield +12 melee (1d6+5) , 2 claws +15 melee (1d6+9), sting +13 melee (1d10+4 + poison)
Space/Reach: 10 ft./10 ft.
Height/Length: 9 ft. + 1d4 ft. (11 ft. 6 in.)
Weight: 750 lbs. + 1d10x10 lbs. (805 lbs.)
Special Att: Haste, poison, rend, weapon pounce
Special Qual: demon traits, DR 5/good, darkvision, fast healing 5, immunities, low-light vision, SR 17
Saves: Fort +8, Ref +8, Will +8
Abilities: S29 D17 C17 I13 W16 Ch16
Skills: Balance +9, Climb +15, Intimidate +9, Jump +23, Listen +9, Search +7, Spot +9, Tumble +9
Feats: Improved Shield Bash, Multiattack, Multiweapon Fighting
Environment: Agennomar, Abyss or Gehenna
Organization: Solitary, Pair, Brood (2-5), Pack (5-20), or Drove (20-40)
CR: 9
Treasure: *+1 Unholy Longsword* (8,315 gp) and Standard
Alignment: Always chaotic evil
Advancement: 8-14 HD (Large); 15-21 HD (Huge)

This six-legged creature scrambles about with a foul grin on its panther-like face. It looks as if some fiend had taken a once-black panther, slapped on the legs from another panther and then pulled the creature to twice its normal length, leaving the fur red from the gruesome work. Four of the former legs are now arms, each bearing wicked claws and capable of wielding weapons if it chose. Its long tail ends in a vicious barb, and it whips about in a frantic motion behind the creature, but the stretched tail looks long enough to easily reach in front of the creature.

Leppons are used as both warriors and royal guard among several layers of the abyss. Because they tend to be so valued, they often have a mercenary mindset.

Leppons speak Abysmal and Common.

Combat

Leppons live to fight and battle. Unlike many other demons, they are quite capable of fighting in organized groups and employing large-scale battlefield tactics with relative ease. When fighting individually, they rely on their speed and ability to land a terrifying number of blows in a short span of time.

Haste (Su): as per the spell, 3x/day for 10 rounds at a time.

Poison (Ex): The sting of a leppon contains a deadly poison that transforms the victim into a quasit. (Fort DC 16; init: 1d4 Wis; sec: transformation).

Fast Healing (Ex): A leppon heals 5 hit points a round except from good attacks. A leppon reduced to 0 or less hit points does not regain hit points.

Immunities (Ex): Immune to fire and acid, takes half damage from cold and electrical attacks. Immune to charm and hold spells.

Improved Grab (Ex): If a leppon's stinger hits, it may begin a grapple for free. If the grapple succeeds, the victim suffers the stinger attack every round and is +4 to be hit with the leppon's other attacks.

Rend (Ex): For every two claws a leppon strikes a single target with, it may deal an additional 2d6+13 points of damage.

Weapon Pounce (Ex): If a leppon charges, it can strike with all weapons or claw attacks (and its stinger) at the end of the charge.



Leppons on Amberos

Leppons are not usually encountered on Amberos proper, though they can be summoned from the abyss. Ziga does not normally employ Leppons in her forces, and many of them still roam the abyss with no legion to the Queen of Corruption.

Paugguard Demon

Large Outsider (Demon, Chaos, Evil, Extraplanar)

Hit Dice: 8d8+24 (60 hp)
Initiative: +0
Speed: 30 feet (6 squares), fly 80 feet (16 squares) (poor)
Armor Class: 15 (-1 size, +6 natural), touch 9, flat 15
BAB/Grapple: +8/+18
Attack: Bite +13 melee (1d8+6 + energy drain) or *+1 Vicious Halberd* +14 melee (2d8+9 + 2d6;x3)
Full Attack: Bite +13 melee (1d8+6 + energy drain), 2 claw +8 melee (1d6+3), or *+1 Vicious Halberd* +14 melee (2d8+9 + 2d6;x3)
Space/Reach: 10 ft./10 ft. (20 ft. w/ halberd)
Height/Weight: 8 ft. + 2d10 in. (8 ft. 11 in.)
Weight: 300 lbs. + 2d10x10 lbs. (410 lbs.)
Special Att: Energy drain
Special Qual: demon traits, DR 5/good, regeneration 5, SR 13, true sight
Saves: Fort +9, Ref +6, Will +7
Abilities: S23 D11 C17 I9 W12 Ch7
Skills: Climb +14, Handle Animal +6, Intimidate +6, Jump +14, Listen +9, Ride +8, Search +7, Spot +9
Feats: Cleave, Power Attack, Sunder
Environment: Abyss
CR: 6
Treasure: *+1 Vicious Halberd* (8,310 gp) and Standard
Organization: Solitary, Gang (2-5), or Squad (5-20)
Alignment: Always chaotic evil
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

The creature is a portly humanoid nearly as wide as it is tall. It features are porcine, with a piggish snout and short, prickly red hair that covers its rolls of fat. A pair of powerful, backward bending legs hold the enormous thing up, its feet ending in cloven red hooves. The creature reeks of a hundred foul smells and makes a pig-like squeal as it moves, shifting its black poleaxe from one hand to the other. A pair of dirty gray bat-like wings protrude from the things back, and occasionally flap as it moves.

Paugguards are very simple-minded guardian demons and delight in their jobs of patrolling and guarding. Unfortunately, they can be tricked fairly easily, and do not work well as team members when facing an organized opposing force.

Paugguards speak Abysmal.

Combat

Paugguards usually fight by attempting to strike opponents with their *+1 Vicious Halberds*. If an opponent moves inside their reach with the halberd, they will bite at that foe, if other foes are still in range of their halberd. If facing a lone opponent, paugguards usually put away the halberd and strike with claws and bite. Paugguards are rather unimaginative in combat, and will usually wade into melee against the most dangerous



looking foe. They tend to ignore spellcasters and ranged attackers in favor of armored opponents. They will often continue fighting even when overmatched by an opponent.

Paugguards who are in the employ of other creatures are often outfitted with armor to better protect them while guarding – a chain shirt being the most common type of armor employed (CR +1).

Energy Drain (Su): The bite of a paugguard inflicts a negative level on an opponent, and grants the paugguard 5 temporary hit points. After 24 hours, if a Fort DC 17 is failed, the negative level is permanent.

Demon Traits (Su): Immune to electricity and poison. Resistance to acid 10, cold 10 and fire 10.

Regeneration (Su): A paugguard regenerates 5 hit points a round except from cold or good attacks. A paugguard can regrow lost limbs in a day, but cannot reattach severed limbs.

Summon Demon (Sp): Once per day, a Paugguard may attempt to summon 1d10 dretch with an 80% chance of success, a paugguard with a 50% chance of success, or a babau with a 20% chance of success. This ability is the equivalent of a 4th level spell.

True Sight (Su): A paugguard is treated as if under the constant effects of a constant *true seeing* spell.

Paugguards on Amberos

Unlike the mercenary Leppons, Ziga employs droves of Paugguards throughout her realm in the abyss. Paugguards are formed directly from Dretch in Ziga's realms, and it seems that she is the only being capable of creating or properly controlling them. Ziga rarely allows mortals to summon Paugguards out of her realm, and has been known to send erinyes to punish the offender and retrieve the paugguard.

Desert Mold

Large Plant
Hit Dice: 5d8 (22 hp)
Initiative: -5 (-5 Dex)
Speed: Grow 5 ft. (1 square)
Armor Class: 7 (-1 size, -5 Dex, +3 natural), touch 4, flat 7
BAB/Grapple: +3/+12
Attack: Slam +8 melee (slam 1d4+6)
Full Attack: Slam +8 melee (slam 1d4+6)
Damage: Slam 1d4
Space/Reach: 10 ft./15 ft.
Diameter: 8 ft. + 2d4 ft. (13 ft.)
Weight: 50 lbs. + 1d8x5 lbs. (72 lbs.)
Special Att: Anesthetic touch, exploding sporeball, improved grab, silent death, water drain
Special Qual: DR 5/slashing, fire vulnerability, grow, plant qualities, water sense
Saves: Fort +4, Ref -, Will -5
Abilities: S22 D1 C10 I- W1 Ch4
Skills: Hide +4*, Move Silently +8
Feats: none
Environment: Warm Desert
Organization: Solitary
CR: 2
Treasure: None
Alignment: nil
Advancement: Large (6-8 HD), Huge (9-16 HD), Gargantuan (17-30 HD)

The ground is covered in a carpet of reddish-orange growth that resembles a moldy carpet. The growth is dotted with several warty puffballs. The puffballs are translucent and seem to be half or more filled with some sort of fluid.

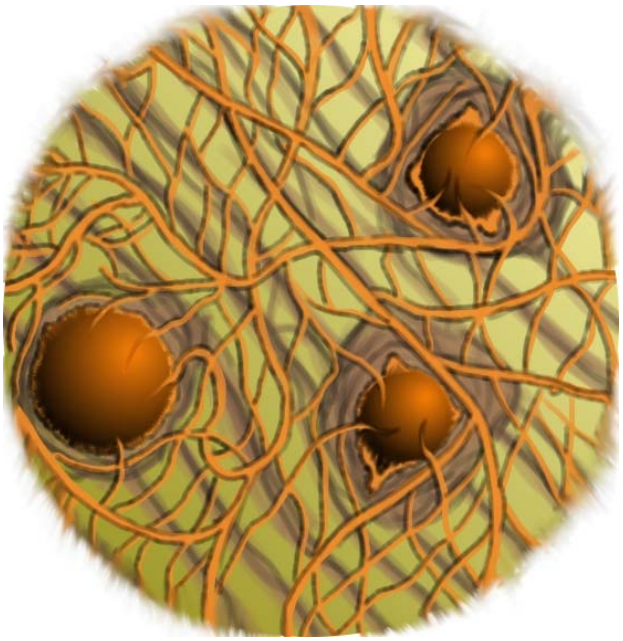
Desert mold is a fungus-like growth encountered in hot climates with little or no ground cover. Most of the fungus grows into soft, sandy ground a few inches below the ground. At night, rhizome growths quickly emerge seeking out sources of water. If it locates a source, it attempts to drain it dry, and stores the water in large sporeballs that erupt in contact with the sun or heat, spreading spores to other areas. Because of its reaction to heat and light, desert mold is only active during periods of relative darkness.

Combat

When encountered, desert mold is usually hiding under the sand, concealing its tendrils and sporeballs from the sun. Once desert mold detects water, and conditions permit easy access to the water (sleeping prey, nighttime conditions, etc.), the desert mold rises/grows out of the sand and acts.

Desert mold attacks by quickly growing in the direction of the water source. It can grow at a rate of one foot per round towards a target up to fifteen feet away.

Anesthetic Touch (Ex): The touch of a desert mold's rhizome growths deadens flesh. A creature struck by the desert mold's slam attack must make a Fort DC 12 save or lose 1d4 Dex. The lost Dexterity returns after 1 minute. The anesthetic touch also allows the desert mold to easily attack sleeping prey (see Silent Death).



Exploding Sporeballs (Ex): Water drained by desert mold is stored in spherical growths near the center of the plant. Each sphere is approximately 1 foot across. There will be one spore for every 4 points of Con desert mold has drained, plus 2 initial sporeballs. If the sporeballs are attacked or exposed to fire or direct sunlight, they explode for 1d4 damage to all within 5 feet. A successful DC 14 Reflex save halves this damage. Furthermore, the water is contaminated with desert mold spores, and will splash on targets that fail the save. The spores will not thrive in or on living beings, but will settle into material such as cloth and leather, and begin growing as soon as conditions are right. Infected materials can be cleaned by rubbing with alcohol or with a *purify food and drink* spell. A DC 17 Knowledge (Nature) check or DC 22 Survival check will reveal this information.

Improved Grab (Ex): Desert mold attacks by growing over and around its target. If desert mold hits a target with its slam attack, it can attempt a grapple for free.

Fire Vulnerability (Ex): Fire deals double damage to desert mold. Direct sunlight causes the rhizome growths of desert mold to quickly wither, reducing its strength by 4 for each round of exposure to full sunlight or its equivalent.

Grow (Ex): By expending water it has stored, desert mold can grow to fill a 5 ft. square as a move action. This grants the desert mold 4 extra hit points as part of the growth. There is no limit to the mold's growth beyond the amount of water the mold has stored. A single sporeball will supply four rounds of growth. (Note: A Large desert mold must grow 5 times to become Huge, and 12 times to become Gargantuan)

Silent Death (Ex): If a desert mold attacks a sleeping or otherwise unconscious or unaware opponent, it can make a Move Silently roll to initiate a grapple (opposed by the victim's Spot check, at –10 if asleep or unconscious), using its anesthetic touch ability to prevent the victim from detecting it latching on. A sleeping victim is treated as having a Dex of 0 (-5 modifier). If it succeeds the

Move Silently check, the desert mold has successfully grappled the opponent and can use its water drain ability without waking or alerting the victim. While so draining, the desert mold deals no slam damage and can only drain 1 point of Con per round without waking the victim. The victim gets a new Spot check each round to attempt to wake up and realize it's being attacked.

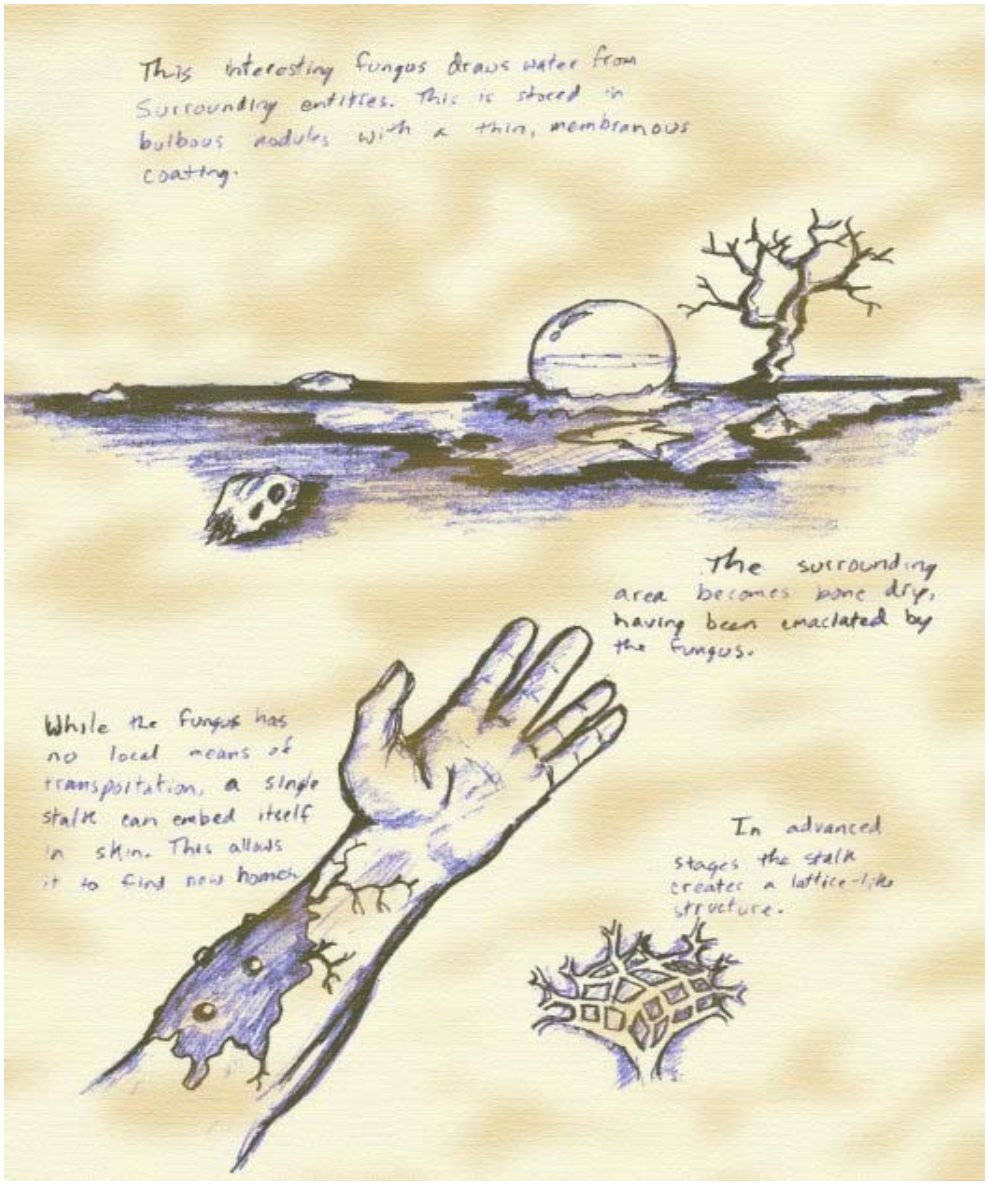
Water Drain (Ex): This is the desert mold's standard attack method. Once it has gained a sufficient hold of a living victim with a circulatory system, the plant begins to drain water. If it is currently grappling an opponent, the desert mold can drain 1d4 Con per round from the victim. This drain will immediately awaken a sleeping victim (unless the desert mold is using its silent death ability). The desert mold can use the drained water to power its growth ability, using 1 point of drained Con for each use of growth.

Water Sense (Ex): Desert mold can sense the presence of water or living creatures that come within 30 feet of it.

Skills: When hiding in sandy environments, desert mold gains a +8 bonus to hide checks.

Desert Mold on Amberos

Desert mold is a blight sometimes found in the lands of Llannhanex, and in some of the more remote regions of Iiannhanex. There are accounts of desert mold from Randu, but they seem to be transplants from the Llannhanex strain.



Devilbloom

Medium Plant (Evil, Extraplanar, Lawful)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	5 ft. (1 square)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
BAB/Grapple:	+6/+14
Attack:	Slam +10 melee (1d4+4)
Full Attack:	3 Slams +10 melee (1d4+4)
Space/Reach:	5 ft./15 ft.
Special Att:	Improved grab, paralysis, soul strip, torture
Special Qual:	Blindsight 30 ft., Blossoms of souls, distill soul, DR 10/good, fire resistance 10, plant traits, soul fruit, SR 19
Saves:	Fort +10, Ref +4, Will +5
Abilities:	S19 D10 C19 I17 W13 Ch19
Skills:	Craft (Alchemy) +14, Diplomacy +15, Disguise +4*, Hide +0*, Intimidate +15, Listen +1, Sense Motive +12, Spot +1, Use Magic Device +15
Feats:	Brew Potion[B], Improved Grapple[B], Improved Initiative, Iron Will, Lightning Reflexes
Environment:	Hell
Organization:	Solitary, or Brood (2-5)
CR:	7
Treasure:	None
Alignment:	Always Lawful Evil
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adj:	-

This tall plant has a long stalks of bloody red vine and wide, blade-shaped black leaves. Numerous tendrils climb to the sky and slowly shift about. You get the sensation you are being watched - by the plant.

Devilblooms are unusual plants raised in hell for two purposes - to torture and imprison creatures. While Devilblooms are only capable of very slow movement, their tendrils have long reach, and they have enormous strength to catch and hold prey.

Devils often collect and display the fruit from a devilbloom. Devilbloom fruit made from a celestial's soul sells for quite a bit of money in the realm of Hell, and fruit made from demons are often juiced and discarded or fed to sickly infernal animals. Some archfiends even turn those devils that disappoint them into devilbloom fruit – either keeping the fruit for display or feeding it fiendish animals as punishment for the imprisoned devil. Sometimes, devils "gift" the fruit to unknowing mortals they despise, hoping they will be foolish enough to consume the fruit and give the devil a more willing minion.

Devilblooms can speak Infernal, Abysmal, Celestial and common.



Combat

Devilblooms usually have their prey brought to them to be worked on, but sometimes they find they must deal with creatures that come upon them. Devilblooms strike by lashing out with their long, blade-leaf covered tendrils and attempt to entangle and pin foes. Once pinned, the devilbloom will either torture the victim (if prey was brought to it by devils) or attempt to strip the soul out of the pinned victim. Once the victim's soul has been stripped, the devilbloom "consumes" it, imprisoning the soul in a ripening fruit on its body. The devilbloom then buries any remaining body, using the carcass for fertilizer. Outsiders "soul stripped" by a devilbloom leave no carcass behind.

Blindsight (Ex): A devilbloom has no visual organs, but can ascertain all foes within 30 ft. using sound, scent and vibration.

Blossoms of Souls (Su): At any given time, a Devilbloom sports 1d4+1 Soul fruits.

Distill Soul (Su): Devilblooms also have the odd gift of being expert alchemists. They have the ability to distill soul fruits into potions or other exotic items if they so choose. They may replace any spell requirements to brew a potion with the life-force from a soul fruit. In such a case, treat the soul contained within the fruit as a spell of ½ the imprisoned soul's character level. A devilbloom needs no material costs nor spends any XP to make a potion when using soul fruits to create a potion.

Improved Grab (Ex): If a devilbloom hits with its slam, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Once it has successfully grappled an opponent, a devilbloom always attempts to pin the opponent. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of

opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Paralysis (Ex): The slam attacks of a devilbloom can paralyze opponents (Fort DC 18). Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis lasts 1d4+2 rounds.

Soul strip (Su): As a full-round action, a devilbloom may attempt to strip out the life-force of a victim it has successfully pinned. The victim makes a Fort save DC 18 or is instantly slain as its life force is drawn out of its body and consumed by the devilbloom. A victim whose life force has been consumed by the devilbloom cannot be raised or resurrected until the soul is freed. Creatures that do not have souls (usually Constructs and elementals, but not outsiders such as demons & devils) are unaffected by this attack.

Soul Fruit (Su): A soul consumed by a devilbloom becomes a fruit on the devilbloom in 1d4+1 minutes. This fruit can be picked and even eaten, the latter of which unleashes the soul into the body of the victim who consumes it. Any creature that consumes a soul fruit must make a Will save (DC 10 + ½ soul's original HD + soul's Cha modifier) or be possessed by the consumed soul. If the creature makes the save, the soul is sent on to its final rest. The original controller of the body may attempt to reassert control once every hour or whenever the body is under duress (such as during combat) or the current controller sleeps. Various magic circle spells can suppress the usurping soul, if the soul would be affected by such a spell.

Also, it is possible to squeeze the juice from a soul fruit onto a non-living object or item (including the soul's former body), allowing the soul to animate the object as if it were its own body. If a soul is returned to a dead body it may take the body as its own, but suffers from any wounds, diseases, poisons or other afflictions still present in the body.

If a soul fruit remains on a devilbloom for 60 days, the fruit drops to the ground and produces a new devilbloom in 1d3 days. Once the new devilbloom erupts from the fruit, the original soul that it was created from cannot be recovered short of a *wish* or *miracle*.

Devilbloom fruit that is picked before the 60 days will not transform into a new devilbloom tree, and will remain preserved until eaten or the soul trapped within is freed.

Torture (Ex): A devilbloom is skilled in methods to torture individuals. If it has pinned an individual, as a full round action the devilbloom can attempt to torture an individual. The victim automatically suffers 1d4+4 nonlethal damage and must make a DC 18 Will save or suffer 1 point of temporary Wisdom damage and be driven insane (as per the spell *Confusion*; on a result that the individual would attack the devilbloom, the victim must make a second Will save at DC 18 to carry out the attack) for 1d4+1 minutes. Devilblooms are notorious for torturing individuals to the brink of the loss of all Wisdom (1-2 points left), then repeating the process the next day, after the victim has had some time to recover.

Skills: When hiding among natural flora, a devilbloom gains a +8 racial bonus to Disguise and Hide checks.

Devilhand

Medium Outsider (Extraplanar)

Hit Dice:	5d8+35 (55 hp)
Initiative:	+7 (+7 Dex)
Speed:	20 feet (4 squares)
Armor Class:	19 (+2 natural, +7 Dex), touch 17, flat 12
BAB/Grapple:	+5/+16
Attack:	Body Slam +12 melee (1d10+7) or Longsword +12 melee (1d8+3;19-20/x2) or Slam +12 melee (1d6+3)
Full Attack:	Body Slam +12 melee (1d10+7) Or 3 longswords +10 melee (1d8+3;19-20/x2) and 2 slams +12 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 1d12 in. (5 ft. 6 in.)
Weight:	180 lbs. + 1d8x10 lbs. (225 lbs.)
Special Att:	Magic strike, stunning fist
Special Qual:	DR 5/magic +1, Darkvision 60 ft., acid, fire and electricity resistance 5
Saves:	Fort +11, Ref +11, Will +11
Abilities:	S25 D25 C25 I25 W25 Ch25
Skills:	Climb +15, Craft (Weaponsmith) +15, Craft (Blacksmith) +15, Craft (Stonemason) +15, Decipher Script +15, Disable Device +15, Escape Artist +15, Hide +15, Jump +9, Move Silently +15, Profession (Blacksmith) +15, Open Lock +15, Sleight of Hand +15, Spot +15, Use Magic Device +15
Feats:	Cleave, Improved Unarmed Attack[B], Improved Grapple, Multiweapon Fighting[B], Power Attack
Environment:	Underground Gehenna
Organization:	Solitary or clan (5-50)
CR:	5
Treasure:	Standard coins & gems, double items
Alignment:	Usually neutral evil
Advancement:	By Character Class
Level Adj:	+6

The creature before you resembles a reddish, enlarged hand the size of a man, standing erect on its stump of a wrist. The palm of the hand reveals a human-like face and has three longsword, one strapped against its forefinger, another against its index finger and the last against its pinky .

Devilhand are a bizarre race of extraplanar beings that have an appearance similar to a red, human-like hand neatly severed at the wrist. They are capable of standing erect on the wrist stump and revealing a human-like face that is normally concealed in the palm. The tips of their fingers are extremely sticky, allowing them to "hold" items by sticking them against the tips of the fingers. They walk by using short hops using the wrist stump as a base.

A rare few devilhands (termed lefties) have their face on the back of the hand and walk by using their forefinger and middle finger to walk on, often while still carrying items in their other fingers. Oddly enough, a lefties face is orientated so it is right-side up when standing on its fingers, and thus is considered upside-down when standing on its wrist stump. Because lefties use two fingers as legs, they can only employ up to three weapons in combat, but have a base movement rate of 50 feet. Lefties are very rare, making up about 5% of Devilhand populations. Lefties are generally treated no different than any other race treats a left-handed individual.

Devilhands speak common, infernal and dwarf. They are also capable of speaking up to three other languages.

Combat

Devilhands usually attack by charging a foe and attempting to stun them with their stunning ability. They then attempt to keep the foe stunned by slamming them with another stunning strike and following by shredding their foe with a full power attack barrage of swords. They prefer to concentrate all of their attacks on a single foe before moving on to the next, and prefer to skewer unarmored foes before tackling stronger opponents.

Magic Strike (Ex): A devilhand's natural attacks are treated as magic for the purposes of bypassing DR.

Powerful Limbs (Ex): A devilhand can use any one-handed weapon when fighting with multiple weapons and does not suffer the to-hit penalty for not using light weapons. Likewise, the devilhand receives its full Strength bonus to damage with any weapon or natural attacks employing its fingers.

Stunning Fist (Ex): Fort DC 19; As per the feat of the same name, usable five times a day. The devilhand performs this attack by curling its fingers into a fist and leaping at the opponent, using its body slam attack.

Devilhand Society

Devilhands hail from Gehenna, where they tirelessly labor in the forges of the daemons, creating whatever their masters decree. Some of these creatures have escaped their enslavement to the daemons and taken up residence in colonies on the prime plane.

Devilhands have a hatred of dwarves as they see dwarves as a competitor race. Devilhand communities have been known to war with dwarves, infiltrating dwarven society and causing havoc until slain or they best the dwarves and drive them out.

Devilhands not under the rule of the daemons in Gehenna have been known to create, sell and repair wares for other races, though they are a difficult race to trust for they tend to be covetous about payment for their items, and are not above robbing a wealthy-looking prospect.

Devilhand on Amberos

An ancient clan of Devilhands that escaped daemon control is the direct cause of the destruction of the Dur-Wundar empire. Most of the ancient tunnels of the dwarven Dur-Wundar empire is now in the hands of this rogue clan. The dwarves have recently learned that the daemons from whom the Devilhands fled returned and had attempted to recapture the Devilhands. The result was that many of the Dur-Wundar halls and tunnels were

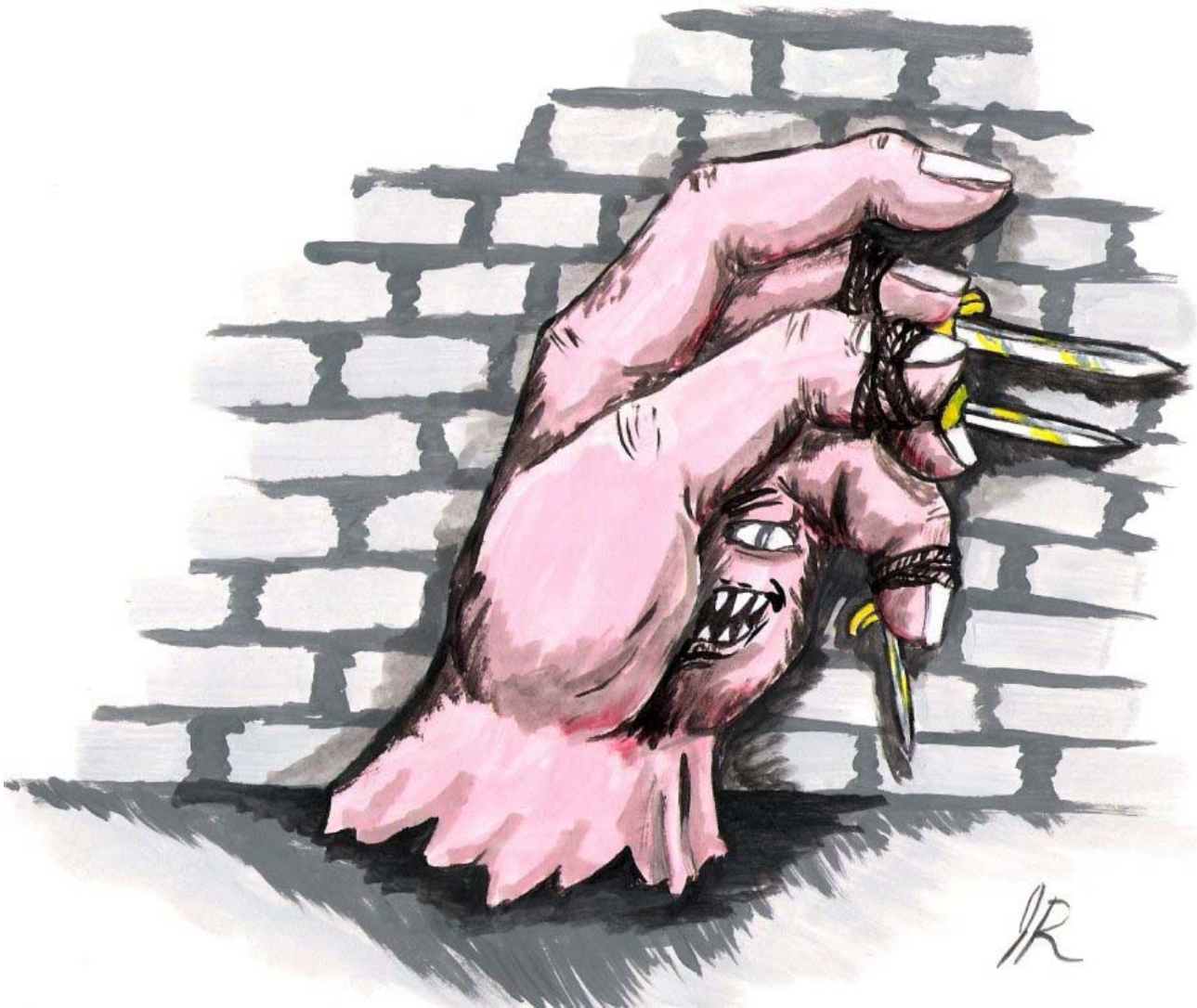
abandoned as the Devilhands fled deeper into the earth, and now the Dur-Wundar are beginning expeditions to reclaim the old halls.

Devilhand Characters

Rogue devilhands, while rare, are an adventurous sort who will seek to make use of their skills to garner profit and prestige for themselves. Though they are capable of choosing their own life path, very few stray far from the selfish evil of their race.

A Devilhand character has the following abilities.

- **Base speed is 20 feet.** Lefties have a base movement rate of 50 feet. Normal devilhands cannot use footwear. Lefties can use footwear.
- **Medium size.**
- **Darkvision 60 feet.** A devilhand can see in total darkness as if it were broad daylight, out to a range of 60 feet. Darkvision is black-and-white only.
- **Outsider type.**
- **5d8 racial hit dice.** The devilhand applies five times its Constitution modifier to the hit point total. A devilhand gains a minimum of 1 hit point per hit dice.
- **+2 Natural armor bonus.**
- **(8 + Int Mod) x 8 skill points.** The devilhand's racial skills are Climb, Craft, Decipher Script, Disable Device, Escape Artist, Hide, Move Silently, Jump, Profession, Open Lock, Sleight of Hand, Spot and Use Magic Device.
- **Base saves Fort +4, Reflex +4, Will +4.**
- **+14 Str, +14 Dex, +14 Con, +14 Int, +14 Wis, +14 Cha.** Devilhands are superior in body and mind to most beings.
- **Racial Feats.** Improved Unarmed Attack and Multi-weapon fighting.
- **5 arms.** A Leftie has 3 arms. The devilhand can use these arms to manipulate tools and qualifies for the multiweapon and multiattack feats.
- **DR 5/magic +1.**
- **Magic Strike (Ex):** A devilhand's natural attacks are treated as magic for the purposes of bypassing DR.
- **Powerful Limbs (Ex):** A devilhand can use any one-handed weapon when fighting with multiple weapons and does not suffer the to-hit penalty for not using light weapons. Likewise, the devilhand receives its full Strength bonus to damage with any weapon or natural attacks employing its fingers.
- **Stunning Fist (Ex):** As per the feat of the same name, usable five times a day, plus once per day per 4 class levels. The devilhand performs this attack by curling its fingers into a fist and leaping at the opponent.
- **Resistance to Acid, fire and electricity 5.**
- **Natural Attack.** A devilhand can slam



opponents with its body for 1d10 + Str modifier damage, or it can use up to all five fingers to make individual slam attacks that deal 1d6 + ½ Str modifier.

- A devilhand that uses weapons in its "fingers" gains only ½ Strength modifier with the weapons. It cannot wield two-handed weapons.
- **Favored Class:** Fighter.
- **Level Adjustment:** +6.

Devilhands, originating from Gehenna, do not worship gods. However, devilhand clerics have often made bargains with various daemons in return for clerical powers. Such clerics can choose two domains from the list of Darkness, Evil or Fire.

Devilhand Myrmidon

5 HD Devilhand Fighter 6; **hp** 154
S30 D27 C28 I26 W24 Ch22 ;**Fort** +9**, Ref** +6**, Will** +6
Init: +8 **Move:** 20 ft.
AC: 23 (+8 Dex, +2 natural, +3 *bracers of armor +3*), touch 18, flat 15
BAB/Grapple: +12/+26
Full Attack: five *+1 longswords* +22/+17/+12 melee (1d8+8;19-20/x2) or body slam +22 melee (1d10+10)
Special Att: Magic strike, stunning fist
Special Qual: DR 5/magic +1, darkvision 60 ft., resistance to acid, fire and electricity 5
Skills: Climb +24, Craft (Weaponsmith) +22, Craft (Blacksmith) +22, Craft (Stonemason) +22, Decipher Script +19, Disable Device +16, Escape Artist +19, Hide +16, Jump +18, Move Silently +16, Profession (Blacksmith) +21, Open Lock +16, Sleight of Hand +16, Spot +18, Use Magic Device +11
Feats: Cleave, Combat Expertise[F], Combat Reflexes[F], Improved Disarm, Improved Grapple, Improved Unarmed Strike[B], Multiweapon fighting[B], Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)[F]
CR: 11
Gear: *bracers of armor +3* (9,000 gp), *five +1 longswords* (11,575 gp)
Total: 20,575 gp (21,000 gp)

Devilhand Hellspawn

5 HD Half-fiend Devilhand Fighter 11; **hp** 243
S34 D32 C30 I30 W24 Ch24 ;**Fort** +4**, Ref** +4**, Will** +4
Init: +9 **Move:** 20 ft., fly 20 ft.
AC: 31 (+9 Dex, +3 natural, +5 *bracers of armor +5* +2 *ring of protection +2)***,** touch 21, flat 20
BAB/Grapple: +16/+30
Full Attack: five *+1 flaming dwarf bane longswords* +29/+24/+19/+14 melee (1d8+8 + 1d6 fire;19-20/x2) and bite +21 melee (1d6+5)
or 5 claws +26 melee (1d6+5) and bite +21 melee (1d6+5)
or Body slam (1d10+12)
Special Att: Magic strike, stunning fist
Special Qual: DR 5/magic +1, darkvision 60 ft., immune to poison, resistance to acid, cold, electricity and fire 10, spell-like abilities, SR 26
Skills: Climb +29, Craft (Weaponsmith) +27, Craft (Blacksmith) +27, Craft (Stonemason) +27, Decipher Script +19, Disable Device +16, Escape Artist +21, Hide +16, Jump +23, Move Silently +18, Profession (Blacksmith) +26, Open Lock +16, Ride +14, Sleight of Hand +18, Spot +20, Use Magic Device +13
Feats: Cleave, Combat Expertise[F], Combat Reflexes[F], Greater Weapon Focus (Longsword), Improved Disarm, Improved Grapple, Improved Unarmed Strike[B], Mounted Combat[F], Multiweapon fighting[B], Power Attack, Ride-by Attack[F], Spirited Charge, Weapon Focus (Longsword), Weapon Specialization (Longsword)[F]
CR: 18
Gear: *bracers of armor +5* (25,000 gp), *five +1 flaming dwarf bane longswords* (91,575 gp), *ring of protection +2* (8,000 gp)
Total: 124,575 gp (130,000 gp)
Spell-like abilities (Sp): *Darkness* 3x/day, *Desecrate* – 1x/day, *Unholy Blight* – 1x/day, *Poison* – 3x/day, *Contagion* – 1x/day, *Blasphemy* – 1x/day, *Unholy Aura* – 3x/day, *Unhallow* – 1x/day, *Horrid Wilting* – 1x/day

Nightmare Mount: CR 5; LA +4 (cohort); Large outsider (evil, extraplanar); HD 6d8+18; hp 45; Init +6; Spd 40 ft., fly 90 ft. (good); AC 24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22; Base Atk +6; Grp +14; Atk Hoof +9 melee (1d8+4 plus 1d4 fire); Full Atk 2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA flaming hooves, smoke; SQ astral projection, darkvision 60 ft., etherealness; AL (Always) NE; SV Fort +8, Ref +7, Will +6; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12.
Skills and Feats: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks); Alertness, Improved Initiative, Run.
***Astral Projection* and *Etherealness* (Su):** These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.
Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.
Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.
Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15– foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone.
The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Dire Chicken

Medium Animal

Hit Dice:	4d8 (18 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares), fly 30 ft. (poor)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
BAB/Grapple:	+3/+5
Attack:	Bite +5 melee (1d6+2)
Full Attack:	Bite +5 melee (1d6+2) and 2 claw +0 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. + 2d8 inches (6 ft. 9 in.)
Weight:	100 lbs + 2d10 x 5 lbs. (150 lbs.)
Special Att:	Crow, pounce
Special Qual:	Limited flight, low-light vision
Saves:	Fort +4, Ref +5, Will +2
Abilities:	S15 D12 C11 I2 W13 Ch8
Skills:	Climb +2*, Escape Artist +5, Jump +2*, Listen +3, Spot +3
Feats:	Alertness, Dodge
Environment:	Temperate land
Organization:	Solitary, Brood (2-5), or Nest (5-20)
CR:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+0 (Animal Companion)

This enormous rooster has small wattles and very sharp spurs. It eyes you cautiously as it occasionally pecks the ground nearby.

There are many faerie tales filled with stories where the hero or villain rides giant roosters as their preferred mount; these tales are actually speaking of dire chickens.

Dire chickens are generally wild, and often raised by druids, halfling or gnome societies who fancy the odd creatures. Some communities use dire chickens not only as mounts, but also as a food source, though any halfling can tell you that these birds make poor eating, and dire chicken eggs are not only difficult to make omelettes from, but are a taste that is acquired only over time.

Combat

A dire chicken is much more aggressive than regular chickens, and will often attack any being (not bearing food) that comes near them. Males generally attack by charging foes and pecking at them and raking with claws, while females will generally aerially assault their foes, using their flapping wings to confuse as they strike with claws.

Crow (Ex): As a full-round action, a male dire chicken may unleash a loud crooning that temporarily deafens those whom hear it. Those within 30 feet of the crowing dire chicken must make a Fort save (DC12) or be deafened for 1d4 rounds.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack

Limited Flight (Ex): Dire chickens can only remain airborne for a short period of time. A dire chicken must land at the end of each round of flight. Likewise, a dire chicken can fall any distance over 10 feet and land safely as long as its wings are not bound.

Skills: Dire chickens gain a +8 racial bonus to climb and jump checks if their wings are unbound.



Training A Dire Chicken

Of all dire animals, Dire Chickens are the easiest to domesticate. Male dire chickens (Roosters) make excellent mounts if raised for such duty since infancy. A dire chicken mount costs 350 gp to purchase. It is a DC 20 Animal Handling check to properly train the animal for combat riding. Dire chickens cannot be trained for general riding.

Dire Chickens on Amberos

Oddly enough, there are several Dire Chicken ranches in Llinn where the animals are raised for food stock or as mounts.

The druidic orders of Aluski Sath Tusko and Kennestone abhor these creatures and have severely punished druids of their order who have summoned or otherwise dealt with the creatures. The exact reason for this dislike is not known outside of these druidic groups, but curiously does not extend to other dire animal specimens.

Doomskull

Tiny Construct

Hit Dice:	3d10+3 (19 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	fly 70 ft. (good) (14 squares) (can't run)
Armor Class:	21 (+2 size, +6 Dex, +3 natural), touch 18, flat-footed 15
BAB/Grapple:	+2/-11
Attack:	Bite -1 melee (1d3-5)
Full Attack:	Bite -1 melee (1d3-5)
Space/Reach:	2-1/2 ft./0 ft.
Height:	1 ft.
Weight:	3 lbs.
Special Att:	Doomgrind
Special Qual:	Construct traits, darkvision 60 ft., DR 2/bludgeoning, low-light vision, spell immunity
Saves:	Fort +1, Ref +7, Will +1
Abilities:	S1 D23 C- I8 W10 Ch10
Skills:	Hide +20, Listen 0, Spot 0
Feats:	Improved Initiative, Toughness
Environment:	Any land
Organization:	Solitary
CR:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Tiny); 7-9 HD (Small)
Level Adj:	-

Hidden amid a pile of rocks, a gray skull suddenly rises, its eye sockets glowing with two tiny pinpoints of red light. As the skull rises in the air, its iron teeth gnash and chatter.

A doomskull is a necromantic construct designed to kill intruders. It does so by rising from it's hidden location and using a sonic attack to kill other beings or constructs that enter the area it "protects". Though a doomskull is somewhat intelligent, it will only communicate with its master. It can speak any language its caster knows.

Combat

A doomskull is a simple construct designed to kill. It will attack any living thing that comes within 30 feet, unless it has been commanded by its master to ignore the being. Doomskulls continue to attack until destroyed or their opponent is slain. They then settle back down in their hiding place and wait for the next victim to wander by.

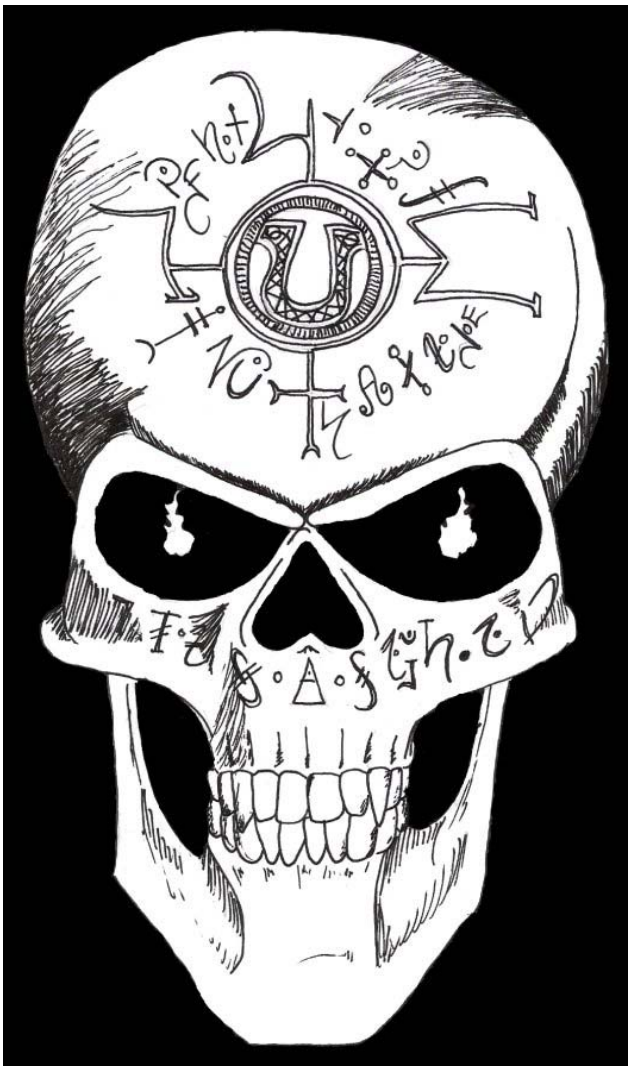
Doomgrind (Su): A doomskull can gnash and chatter its teeth to create a grinding sonic attack that deals 2d6 sonic damage per round to any creature within 30 feet. A successful Fort save DC 11 halves the damage.

Spell Immunity (Ex): A doomskull is immune to spells as if it had an unbeatable spell resistance. *Cure* spells directed at it deal damage equal to the amount they would normally inflict, while *Inflict* spells will heal the doomskull by an amount that would normally deal damage to it. Spells that deal special damage to undead (such as *Searing Light*) affect a doomskull and do so as if its type were undead (it is immune to turning, however).

Creating a Doomskull

A doomskull is created from a humanoid skull mixed with a few drops of the caster's blood and a bit of mandrake root. The materials cost 50 gp. Properly enchanting the skull requires a DC 13 Spellcraft or DC 13 Knowledge (Arcana) check.

CL6; craft construct; *Animate Dead*, *Shout*, *Levitate*; Price: 3,000 gp; Cost 1,550 gp + 62 XP.



Dracogorgamira



Large Magical Beast

Hit Dice:	12d8+84 (138 hp)
Initiative:	+6 (+2 Dex, +4 Improved Init)
Speed:	40 feet (8 squares), fly 120 ft. (24 squares) (Clumsy)
Armor Class:	32 (-1 size, +2 Dex, +21 natural), touch 11, flat 30
BAB/Grapple:	+12/+22
Attack:	Goat head bite +17 melee (2d6+6)
Full Attack:	Goat head bite +17 melee (2d6+6), two tail slams +12 melee (1d6+3 +1d4 spikes [1d6+3]) or Goat head bite +17 melee (2d6+6), two snake head bite +12 melee (1d4+3 + poison)
Space/Reach:	10 ft./15 ft.
Length:	12 ft. + 2d4 ft. (17 ft.)
Weight:	1,000 lbs. + 2d10x100 lbs. (2,100 lbs.)
Special Att:	Death breath, disgorge, magic strike, petrifaction gaze
Special Qual:	DR 10/magic +2, scent, SR 20
Saves:	Fort +15, Ref +10, Will +9
Abilities:	S22 D15 C25 I10 W16 Ch16
Skills:	Hide +9, Intimidate +10, Listen +9, Move Silently +8, Spot +10, Survival +3
Feats:	Alertness, Combat Reflexes[B], Improved Initiative, Iron Will, Stealthy, Weapon Focus(Breath)
Environment:	Any
Organization:	Solitary or Brood (2-5)
CR:	16
Treasure:	Double coins & gems; no items
Alignment:	Always Chaotic Evil
Advancement:	Huge (13-15 HD), Gargantuan (16-22 HD)

This truly horrid beast appears to be made from the body of a brown bull, with a green, snake-like neck and the white head of a goat. A pair of fiery red batwings protrude from the creature's shoulders and it has twin green tails, lined with a ridge of spines and ending in the head of a snake. The creature's eyes are as black as coal. It snarls and growls as it moves, and the thing stinks of a horrid, unpleasant musk – like rotten cabbage.

Dracogorgamiras are horrid beasts that turn the areas where they are found into wastelands. They are voracious creatures with an appetite for anything they can turn to ash. They seem hateful towards all living things, whether plant, animal or sentient creature. They are known to be merciless and despite their intelligence do not seem to understand language or care to speak. The only noise the creature seems capable of making is dragon-like growls and roars.

Combat

These creatures are extremely aggressive and avaricious, and will attack with little or no provocation, fighting to the death to obtain even a small treasure, morsel of food or simple to slay interlopers who have entered its territory. Dracogorgamiras are quick to use their breath weapon against foes, and follow up with their deadly bite.

Death Breath (Su): The Dracogorgamira can spit an utterly black beam that deals 12d8 negative energy damage to foes in a 30 foot long cone with a terminal end 30 feet in diameter. A successful Fort save DC 23 reduces the damage taken to half. The dracogorgamira can use this breath weapon once every one minute. This is a death effect.

Disgorge (Ex): Once per combat, a dracogorgamira can disgorge the foul contents of its stomach onto opponents. This is an attack action that takes the place of the dracogorgamira's goat head bite. It is a cone 10 ft. long and those caught in the area must make a DC 23 Fort save or be nauseated for a round.

Magic Strike (Su): A dracogorgamira's natural attacks are treated as magic for the purposes of bypassing DR.

Petrifying Gaze (Su): 30 ft. range, Fort save DC 19 or be transformed into stone. The creature's gaze extends into the ethereal and astral planes.

Poison(Ex): The snake headed tails of the dracogorgamira can inject a lethal poison (DC 23; init 1d8 Con, sec 1d8 Con).

Dracogorgamiras on Amberos

The first encounter with a dracogorgamira can be traced back to records of the Elvin Golden Age, when Greensbeech Earthlayer slew one of the foul beasts that was menacing the area near the Forna Sea, at the request of the Golgoloth empire. Many elvin sages now believe that the original Dracogorgamira had been created by Ziga, and she was working with the Golgoloth empire in an effort to kill the elvin king.

Since that time, only a handful of Dracogorgamiras have made an appearance – some in Aurora and others in elf or goblin controlled lands. As the centuries have rolled past and the lands of the elves and goblins have fallen to the empires of men, dracogorgamiras have been spotted in areas such as the Golens, Riddlekill and among the Crystalmire mountains.

Dragon, General

The dragons of Amberos are much like the dragons of other worlds with perhaps one major exception. Unlike the dragons of most other worlds, these huge beasts have managed, at one time in their past, to put aside differences to form their own society. Though that society still exists in the lands known to dragonkind as the Federation (and to humans as the Dark Lands), most dragons have reverted either back to a tribal organization or struck out as loners.

According to draconic lore, the first two beings to ever assume a draconic form was the Babylonian goddess Tiamat and the Nippon god Budhamit, when they attempted to drive the otherworldly ancient mage Stormonu away from the great mountain Tsre Vestu. When the two gods chased Stormonu to the dream plane of Aurora, the two gods fell to sleep and eventually spawned the first draconic children (the metallic dragons), the first and greatest of whom was Guaradrell the Awesome. Guaradrell was coaxed to Amberos by the first wizard of Amberos named Mage, and went on a rampage of killing and destruction. He was finally slain by the Amberosian god Dhorian, and his shattered body and soul reincarnated to become many of the lesser dragons (chromatic dragons, from his soul) and dragon-kin (from his body). In time, many of the dragons from Aurora would cross over into Amberos, increasing the number of different dragon races by a large amount

Amberosian dragons do not worship gods, though they generally respect Tiamat and Budhamit as their "grandparents".

Lone dragons on Amberos are rare and unusual, and only the mightiest of dragons look to themselves to survive. The more common form of draconic unit is the tribe, a loose knit organization generally based on dragons that are related by blood. Dragon tribes normally are divided along lines of color, and can consist of 5-20 dragons of various ages, led by one dragon who is of Venerable age or older. Dragon tribes tend to be secluded affairs where humankind and the other races have learned not to tread. A dragon tribe usually claims a territory no larger than 50 square miles, and usually bases itself in remote lands that even humankind would find inaccessible or hostile.

Among dragons an ancient code was forged after the death of Guaradrell to prevent dragonkind from devolving into rampaging monstrosities that were a danger to everything that lived. This code, known as "The Way", imposed several limitations on dragons. The first part of the code allowed no dragon to slay another dragon. The second part of the code forbid dragons from permanently taking another shape or permanently augmenting themselves in unnatural ways while the final part called upon dragons to help one another in times of need. Both Federation and tribal dragons respect the code, though singular renegades (who have been cast out of tribes or chose solitude) rarely bind themselves to such a law.

Dragon General Aspects

Dragon Age Categories		
Category	(Years)	Age
1	Wyrmling	0-5
2	Very young	6-15
3	Young	16-25
4	Juvenile	26-50
5	Young adult	51-100
6	Adult	101-200
7	Mature adult	201-400
8	Old	401-600
9	Very old	601-800
10	Ancient	801-1,000
11	Wyrm	1,001-1,200
12	Great wyrm	1,201+

All dragons speak Draconic.

Dragon Face and Reach

Size	Face	Reach
Tiny	2 1/2 ft.	5 ft.*
Small	5 ft.	5 ft.
Medium-size	5 ft.	5 ft.
Large	10 ft.	10 ft.*
Huge	20 ft.	10 ft.
Gargantuan	40 ft.	15 ft.
Colossal	80 ft.	15 ft.

*Greater than normal reach for a creature of this size.

Authors Note - Half-Dragons and other Draconic Abominations: The dragons of Amberos are a very elitist set of creatures, and in many ways, a manifestation of pure magic. Half-dragons can only be alchemically created on Amberos and cannot be born. Humanoids who fall to a dragons affections do not produce half-dragons on Amberos - they instead produce full-blooded dragons (if the mother is not draconic) and is often terminal for the mother, or fail to produce young at all (if the mother is draconic). This also means that classes and feats that rely on a draconic heritage or association with or becoming dragons are unavailable in Amberos. As for sorcerers, they draw their magic source from other means - at one time on Amberos even humans had the talent to weave sorcerous magic innately.

Half-dragons can still be encountered on Amberos - unlike many other campaign worlds, the dragon breeds are known to intermix (such as the infamous Dreadful Nightmares who is a half-gold, half-red dragon). Evil dragons have been known to infuse magical beasts or animals with draconic blood to create half-dragons (such as the banshee beast), and some wizards have attempted alchemical versions of their own half-dragon creations (such as the goane doua). In most cases, the created half-dragon creature is sterile, and short of a *wish*, *miracle* or such magic cannot produce offspring.

The Tyres haul are perhaps the only known exception to this rule - having been borne of elvin and draconic parents. Many believe it was elvin magic, and perhaps the influence of the realm of Aurora, that allowed them to exist.

Dragon Attacks

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	1d4	1d3	-	-	-	-
Small	1d6	1d4	-	-	-	-
Medium-size	1d8	1d6	1d4	-	-	-
Large	2d6	1d8	1d6	1d8	-	-
Huge	2d8	2d6	1d8	2d6	2d8	-
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies). The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a –5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to –2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

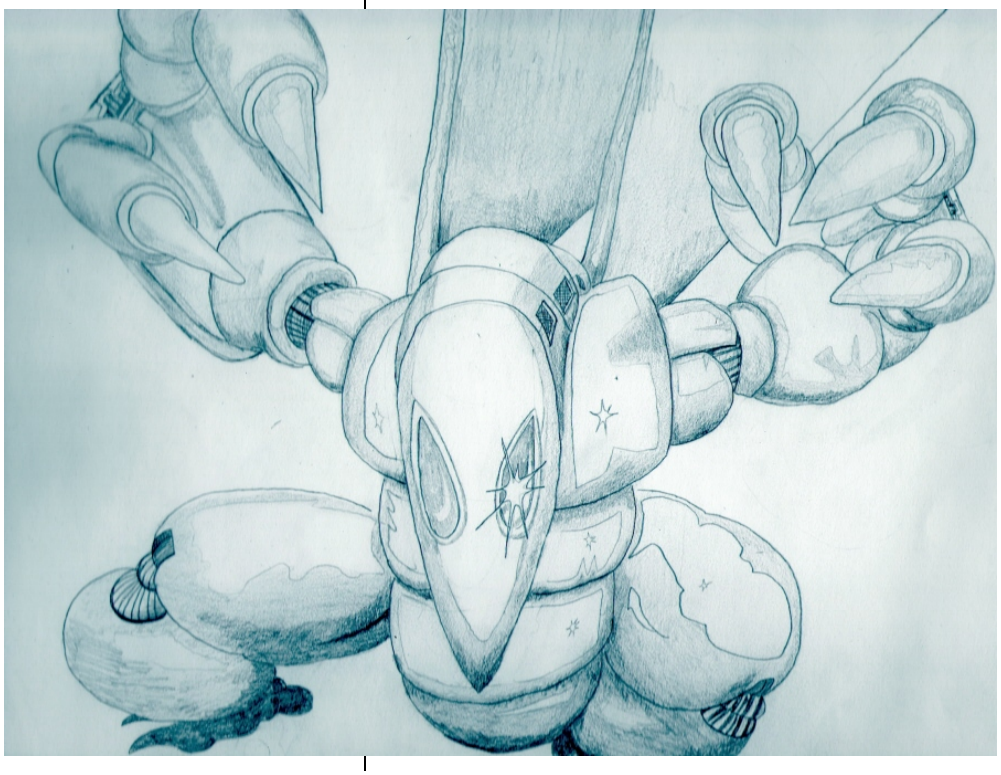
A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules.

A dragon can always use its breath weapon while



grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against non-damaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Magic Strike (Su): As creatures of magic, all true dragons, regardless of age category, treat their natural attacks as magic for the purposes of bypassing DR.

Dragon Breath Weapons

Dragon Size	*Line* (Length)*	*Cone** (Length)*
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium-size	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.
**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 dragon's HD + dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domains as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities listed for its age plus all previous ones, using its age category or its sorcerer caster level, whichever is higher, as the caster level. The save DC is 10 + dragon's Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise specified.

Immunities (Ex): All dragons are immune to sleep and paralysis effects. Each variety of dragon is immune to one or two additional forms of attack no matter what its age, as listed in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as listed in the variety descriptions.

Blindsight (Ex): A dragon can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet x the dragon's age category.

Keen Senses (Ex): A dragon sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet x the dragon's age category.

Skills: All dragons have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover, and any metamagic feat that is available and useful to sorcerers.

Dragon Overland Movement

Dragons are exceedingly strong flyers and can cover vast distances quickly.

Flight Speed	*100 feet*	*150 feet*	*200 feet*	*250 feet*
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland. If a dragon attempts a hustle or forced march, check for non-lethal damage once every 2 hours instead of every hour.

Dragonhide (variant rules)

Armorsmiths can work with dragonhides to produce masterwork armor or shields as shown on the table below. One dragon produces enough hide for a single suit of masterwork hide armor for a creature up to one size smaller than the dragon. By selecting only choice

scales and bits of hide, an armorsmith can produce one suit of masterwork scale mail for a creature up to two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, there is enough hide to produce a small or large masterwork shield in addition to the armor, provided that the dragon is of at least Large size.

Age	*AC Bonus*	*Resist*	*Cost*
Wyrmling	-	2	+300 gp
Very Young	-	4	+600 gp
Young	-	6	+900 gp
Juvenile	-	8	+1,200 gp
Young Adult	-	10	+1,500 gp
Adult	-	12	+1,800 gp
Mature Adult	+1	14	+2,600 gp
Old	+2	16	+4,400 gp
Very Old	+3	18	+7,200 gp
Ancient	+4	20	+11,000 gp
Wyrm	+5	22	+15,800 gp
Great Wyrm	+6	24	+21,600 gp

Dragonhide is tougher than most normal armors, and usually grants a better armor bonus than regular armors made from lesser materials. Dragon armor provides a +1 Armor Bonus for each age category past Adult of the dragon it came from, above and beyond the normal armor bonus the type of armor it is crafted into should have. Likewise, the armor grants 2 points of energy resistance per age categories of the dragon, as shown on the table below.

Dragonhide is treated as masterwork armor for calculating base cost. There is an additional cost associated with the armor based on the age category of the dragon, as in the previous table.

Dragon Type	*Resistance*
Air	Sonic 2
Earth	Acid 2
Fire	Fire 2
Radiant	Lightning 2
Shadow	Negative 2
Water	Cold 2



Amber Dragon

Dragon (Fire)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Chaotic Neutral
Advancement: Wyrmling 6-8 HD (Medium); Very Young 10-12 HD (Large); Young 14-15 HD (Large); Juvenile 16-18 HD (Large); Young Adult 20-21 HD (Huge); Adult 22-24 HD (Huge); Mature Adult 26-27 HD (Huge); Old 28-30 HD (Gargantuan); Very Old 32-33 HD (Gargantuan); Ancient 34-36 HD (Gargantuan); Wyrm 38-39 HD (Gargantuan); Great Wyrm 40-42 HD (Colossal)

The Amber dragon, slang for Amberosian dragon, is a cousin to the red dragon, but a far more powerful spell-casting beast. They are as vain and covetous as reds, but their temperament is almost impossible to predict; they are even more volatile than red dragons.



The amber dragon adult is a reddish brown with the younger dragons being redder and the older dragons becoming a golden yellow, giving some of the aging dragons a flame swept appearance. Amber dragons have huge breastplate scales that are a golden yellow and have razor-sharp edges. Unlike most other dragons, their faces are encased in a tough single-piece carapace that is frocked with sharp points and horns. They tend to have golden, curling ram-like horns. Combined with the overly sharp fangs, claws and spikes of the dragon, these beasts are not only deadly wizards, but deadly fighters as well.

Combat

Amber dragons are very sly and crafty, and are continuously planning and counter planning how to attack an opponent. These dragon will attack enemies with little provocation, but always have a sound reason behind their attack - perhaps to steal the opponents treasure or magical items, or to destroy those its sees as a threat or future threat. They act cautiously around powerful opponents, but will rarely strike a deal with such groups, instead seeking to weaken and then destroy such opponents.

The amber dragon will attempt to strike out of range of its opponent's weapons in some sort of cover. The dragon will normally attack with spells and breath, disengaging when it no longer has useful spells available to it. Ambers tend only to engage in melee if they are sure they have seriously weakened their opponents so that they run little risk of being defeated. The amber dragon will never directly engage a group containing a wizard, and will seek to destroy such individuals first by means of subterfuge, before facing the remainder of the group.

Breath Weapon (Su): An amber dragon has one type of breath weapon, a line of magmatic fire. The magmatic fire continues to burn for an additional 2 rounds, dealing 1d6 damage per age category of the dragon if the initial save is failed. Each round, the victim may make a reflex save to halve the additional damage.

Spell-Like abilities (Sp): 3/day – (Juvenile)*Minor Globe of Invulnerability*; At will – (Adult)*Polymorph*; 3/day – (Old)*Suggestion*; 1/day (Ancient)*Anti-magic shell* and (Great Wyrm) *Greater Teleport.*

Skills: Intimidate, Spellcraft and Use Magic Device are considered class skills for amber dragons.

Amber Dragons on Amberos

Shortly after the fall of Guaradrell, the ancient dragons of Amberos had not split, and there were many red dragon and gold dragons that mated in those earlier years. The result of these matings were amber dragons, which have now taken their place among dragonkind, though they stand apart from

either good or evil.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	M	5d12 + 10 (42 hp)	17 (+7 natural) touch 10, flat 17	17	10	15	14	15	14
Very Young	L	9d12 + 27 (85 hp)	19 (+10 natural, -1 size), touch 9, flat 19	21	10	17	16	17	16
Young	L	13d12 + 39 (123 hp)	22 (+13 natural, -1 size), touch 9, flat 22	25	10	17	16	17	16
Juvenile	L	15d12 + 60 (157 hp)	25 (+16 natural, -1 size), touch 9, flat 25	29	10	19	18	19	18
Young Adult	H	19d12 + 95 (218 hp)	27 (+19 natural, -2 size), touch 8, flat 27	31	10	21	18	19	18
Adult	H	21d12 + 105 (241 hp)	30 (+22 natural, -2 size), touch 8, flat 30	33	10	21	20	21	20
Mature Adult	H	25d12 + 150 (312 hp)	33 (+25 natural, -2 size), touch 8, flat 33	33	10	23	20	21	20
Old	G	27d12 + 189 (364 hp)	34 (+28 natural, -4 size), touch 6, flat 34	35	10	25	24	25	24
Very Old	G	31d12 + 248 (449 hp)	37 (+31 natural, -4 size), touch 6, flat 37	37	10	27	26	27	26
Ancient	G	33d12 + 297 (511 hp)	40 (+34 natural, -4 size), touch 6, flat 40	39	10	29	28	29	28
Wyrm	G	37d12 + 370 (610 hp)	43 (+37 natural, -4 size), touch 6, flat 43	41	10	31	30	31	30
Great Wyrm	C	39d12 + 390 (643 hp)	42 (+40 natural, -8 size), touch 2, flat 42	45	10	31	32	33	32

Age	Base Attack/ Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+5/+8	+8	+6	+4	+6	2d12 (16)	–	–	–
Very Young	+9/+18	+13	+9	+6	+9	4d12 (19)	–	18	1st
Young	+13/+24	+19	+11	+8	+11	6d12 (21)	–	20	3rd
Juvenile	+15/+28	+23	+13	+9	+13	8d12 (23)	–	22	5th
Young Adult	+19/+37	+27	+16	+11	+15	10d12 (25)	23	24	7th
Adult	+21/+40	+30	+17	+12	+17	12d12 (27)	25	26	9th
Mature Adult	+25/+44	+32	+20	+14	+19	14d12 (29)	27	28	12th
Old	+27/+52	+35	+22	+15	+22	16d12 (32)	30	31	15th
Very Old	+31/+56	+40	+25	+17	+25	18d12 (35)	33	34	17th
Ancient	+33/+59	+43	+27	+18	+27	20d12 (38)	36	37	19th
Wyrm	+37/+64	+46	+30	+20	+30	22d12 (40)	38	39	21st
Great Wyrm	+30/+72	+48	+31	+21	+32	24d12 (42)	40	41	23rd

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	Immunity to fire	3
Very Young	40 feet (8 squares), fly 150 ft. (poor) (30 squares)		5
Young	40 feet (8 squares), fly 150 ft. (poor) (30 squares)		7
Juvenile	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Minor Globe of Invulnerability*	10
Young Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	DR 5/magic +1	13
Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Polymorph Self*	15
Mature Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	DR 10/magic +2	18
Old	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Suggestion*	20
Very Old	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	DR 15/magic +3	21
Ancient	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Anti-magic shell*	23
Wyrm	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	DR 20/magic +4	24
Great Wyrm	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Teleport without Error*	26

Archer Dragon

Dragon (Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 3-4 HD (Small); Very Young 5-6 HD (Medium); Young 7-8 HD (Medium); Juvenile 9-10 HD (Large); Young Adult 11-12 HD (Large); Adult 13-14 HD (Huge); Mature Adult 15-16 HD (Huge); Old 17-18 HD (Huge); Very Old 19-20 HD (Gargantuan); Ancient 21-22 HD (Gargantuan); Wyrm 23-24 HD (Gargantuan); Great Wyrm 25-30 HD (Gargantuan)

The archer dragon is among one of the smallest true dragons on Amberos.

The archer dragon adult is a gleaming obsidian with the younger dragons having darker and duller scales and the older dragons covered with more barbs and sharp angles. The scales of an archer dragon are shaped like massive arrowheads, and they have many horns and barbs upon their body that grow thicker, longer, and sharper as they age. The head of the archer dragon is very streamlined, with the eyes and nose recessed into the pointed cowl that adorns their head. Archer dragons do not have facial horns, but instead their massive head is shaped like a great pointed "V", with the "horns" sweeping out the rear portion of the "V".

Combat

Archer dragons prefer to strike from ambush or from a superior position. They will often fake being badly wounded to draw out attackers into a trap or where they can be easily isolated and destroyed.

It is not unusual for archer dragon to swoop in on opponents and steal away a single individual. The individual is usually held prisoner by the dragon for ransom – in some cases indefinitely.

Breath Weapon (Su): An archer dragon has a single linear breath weapon consisting of razor-sharp spikes of magical obsidian stone.
Spell-Like abilities (Sp): 1/day/2 age levels – (Young)*Acid Arrow*, 1/day – (Old)*Blade Barrier*, 1/day (Wyrm) *Meld With Stone.*
Skills: Balance, Hide, and Move Silently are class skills for Archer Dragons.

Archer Dragons on Amberos

Said to be borne from where the blood of Guaradrell mixed with the arrows of Dhorian in their titanic battle, archer dragons are generally found near the Wyvern sea or Forna sea. These dragons have always spurned the Federation, and no known archer dragons participated in the First Dragon War nor has any of the dragons allied with the Federation.



Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12+2 (15)	15 (+1 size, +4 natural), touch 11, flat 15	11	10	13	9	13	11
Very Young	M	4d12+8 (34)	16 (+6 natural), touch 10, flat 16	13	10	14	10	14	11
Young	M	6d12+12 (51)	17 (+7 natural), touch 10, flat 17	15	10	15	11	15	11
Juvenile	L	8d12+24 (76)	17 (-1 size, +8 natural), touch 9, flat 17	17	10	16	12	17	11
Young Adult	L	10d12+30 (95)	18 (-1 size, +9 natural), touch 9, flat 18	19	10	17	13	19	11
Adult	H	12d12+48 (126)	18 (-2 size, +10 natural), touch 8, flat 18	21	10	19	14	21	13
Mature Adult	H	14d12+70 (161)	19 (-2 size, +11 natural), touch 8, flat 19	22	10	20	15	23	15
Old	H	16d12+80 (184)	20 (-2 size, +12 natural), touch 8, flat 20	24	10	21	16	25	17
Very Old	G	18d12+108 (225)	20 (-4 size, +14 natural), touch 6, flat 20	26	10	23	17	27	19
Ancient	G	20d12 + 140 (270)	21 (-4 size, +15 natural), touch 6, flat 21	28	10	25	18	29	21
Wyrm	G	22d12 + 154 (297)	23 (-4 size, +17 natural), touch 6, flat 23	30	10	27	19	31	23
Great Wyrm	G	24d12 + 192 (348)	25 (-4 size, +19 natural), touch 6, flat 25	31	10	28	20	33	25

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/-1	+3	+4	+3	+4	1d6 (12)	–	–	–
Very Young	+4/+5	+6	+6	+4	+6	2d6 (14)	–	–	–
Young	+6/+8	+8	+7	+5	+7	3d6 (16)	–	–	–
Juvenile	+8/+14	+10	+9	+6	+9	4d6 (17)	14	–	–
Young Adult	+10/+17	+13	+10	+7	+11	5d6 (18)	15	–	1st
Adult	+12/+23	+15	+12	+8	+13	6d6 (20)	17	18	2nd
Mature Adult	+14/+26	+18	+14	+9	+15	7d6 (22)	19	20	4th
Old	+16/+29	+21	+15	+10	+17	8d6 (23)	21	22	6th
Very Old	+18/+34	+22	+17	+11	+19	9d6 (25)	23	24	8th
Ancient	+20/+37	+25	+19	+12	+21	10d6 (27)	25	26	10th
Wyrm	+22/+40	+28	+21	+13	+23	11d6 (29)	27	28	12th
Great Wyrm	+24/+52	+40	+23	+14	+25	12d6 (31)	29	30	14th

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 150 ft (average) (30 squares)	Acid Immunity	1
Very Young	40 feet (8 squares), fly 150 ft (average) (30 squares)		2
Young	40 feet (8 squares), fly 150 ft (average) (30 squares)	Blade Storm	3
Juvenile	40 feet (8 squares), fly 150 ft (average) (30 squares)		4
Young Adult	40 feet (8 squares), fly 150 ft (average) (30 squares)		5
Adult	40 feet (8 squares), fly 150 ft (average) (30 squares)	DR 5/magic +1	7
Mature Adult	40 feet (8 squares), fly 150 ft (average) (30 squares)		9
Old	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Blade Barrier*	11
Very Old	40 feet (8 squares), fly 150 ft. (poor) (30 squares)		12
Ancient	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	DR 10/magic +2	14
Wyrm	40 feet (8 squares), fly 150 ft. (clumsy) (30 squares)	*Meld With Stone*	16
Great Wyrm	40 feet (8 squares), fly 150 ft. (clumsy) (30 squares)	DR 15/magic +3	18

Arctic-Fire Dragon

Dragon (Cold, Fire)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Chaotic Evil
Advancement: Wyrmling 8-10 HD (Medium); Very Young 11-13 HD (Large); Young 15-16 HD (Large); Juvenile 17-19 HD (Large); Young Adult 20-22 HD (Huge); Adult 23-25 HD (Huge); Mature Adult 26-28 HD (Huge); Old 29-31 HD (Gargantuan); Very Old 29-31 HD (Gargantuan); Ancient 25-27 HD (Gargantuan); Wyrm 38-40 HD (Gargantuan); Great Wyrm 40-45 HD (Colossal)

The Arctic Fire dragon is an ancient cousin to the red dragon that has adapted itself to cold regions. Though they reach the tremendous size of red dragons, their features are generally closer in appearance to a white dragon. They are often mistaken for white dragons until they unleash their hellish fire upon opponents.

Combat

Arctic fire dragons often will hide in snow embankments or outcroppings, striking by ambush by unleashing a blast of fire on unwary opponents. An arctic fire dragon often chooses terrain where its fire will melt the snow to either plunge victims into icy waters or to impede their movement by turning the surrounding snow into sticky slush. In some cases the dragon will cause an avalanche or other natural disaster to kill or capture foes.

Once it has performed this initial attack, the dragon will tend to keep its distance to repeat the attack until victims are so weakened that closing to melee will not present a hazard to the dragon.

Against foes that are prepared for the dragon's attacks, the arctic fire dragon often flees, not giving such opponents the chance to lay the dragon low.

Breath Weapon (Su): The arctic fire dragon breaths a cone of fire or a line of icy sleet.



Spell-Like abilities (Sp): (Wyrmling) At will – *Camouflage*, (Young) At will – *Sleet Storm*, (Adult) 3x/day - *Pass Without Trace*, (Old) 1/day/2 age categories – *Suggestion*, (Ancient) 3x/day –*Locate Object*, (Great Wyrm)1x/day - *Vanish*.

Skills: Bluff, Hide and Jump are considered class skills for arctic-fire dragons.

Arctic-Fire Dragons on Amberos

Much like amber dragons, arctic-fire dragons are the results of matings between red dragons and white dragons. Most arctic-fire dragons have taken residence in the Glacier of Seasons, though a few can be found in snow-capped mountains of the Crystalmire mountains or in South Jsarath.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	M	7d12+14 (59 hp)	16 (+6 natural), touch 10, flat 16	17	10	15	11	11	10
Very Young	L	10d12+30 (95 hp)	18 (–1 size, +9 natural), touch 9, flat 18	21	10	16	12	13	12
Young	L	13d12 +39 (123 hp)	21 (–1 size, +12 natural), touch 9, flat 21	25	10	17	13	14	12
Juvenile	L	16d12 + 64 (168 hp)	24 (–1 size, +15 natural), touch 9, flat 24	29	10	19	14	15	14
Young Adult	H	19d12 + 95 (218 hp)	26 (–2 size, +18 natural), touch 8, flat 26	31	10	20	15	16	14
Adult	H	22d12 + 110 (253 hp)	29 (–2 size, +21 natural), touch 8, flat 29	33	10	21	16	19	16
Mature Adult	H	25d12 + 150 (312 hp)	32 (–2 size, +24 natural), touch 8, flat 32	33	10	23	18	20	18
Old	G	28d12 +196 (378 hp)	33 (–4 size, +27 natural), touch 6, flat 33	35	10	25	20	21	20
Very Old	G	31d12 +248 (449 hp)	36 (–4 size, +30 natural), touch 6, flat 36	37	10	27	22	23	22
Ancient	G	34d12 + 306 (527 hp)	39 (–4 size, +33 natural), touch 6, flat 39	39	10	29	24	25	24
Wyrm	G	37d12 +370 (610 hp)	42 (–4 size, +36 natural), touch 6, flat 42	41	10	30	25	26	24
Great Wyrm	C	40d12 + 400 (660 hp)	41 (–8 size, +39 natural), touch 2, flat 41	45	10	31	26	27	26

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level*
Wyrmling	+7/+10	+10	+7	+5	+5	2d10 (15)	-	-	-
Very Young	+10/+18	+14	+10	+7	+8	4d10 (18)	-	-	-
Young	+13/+23	+19	+11	+8	+10	6d10 (19)	-	-	1st
Juvenile	+16/+28	+24	+14	+10	+12	8d10 (22)	-	-	3rd
Young Adult	+19/+35	+27	+16	+11	+14	10d10 (24)	21	20	5th
Adult	+22/+39	+31	+18	+13	+17	12d10(26)	24	22	7th
Mature Adult	+25/+42	+34	+20	+14	+19	14d10 (28)	26	24	9th
Old	+28/+48	+36	+23	+16	+21	16d10 (31)	29	25	11th
Very Old	+31/+52	+40	+25	+17	+23	18d10 (33)	31	27	13th
Ancient	+34/+56	+44	+28	+19	+26	20d10 (36)	34	29	15th
Wyrm	+37/+60	+48	+30	+20	+28	22d10 (38)	35	31	17th
Great Wyrm	+40/+65	+49	+32	+22	+30	24d10 (40)	38	33	19th

* can also cast cleric spells and those from the Evil, Fire and Cold domains as arcane spells

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Camouflage*	3
Very Young	40 feet (8 squares), fly 150 ft. (poor) (30 squares)		5
Young	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Sleet Storm*	7
Juvenile	40 feet (8 squares), fly 150 ft. (poor) (30 squares)		10
Young Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	DR 5/magic +1	13
Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	*Pass Without Trace*	15
Mature Adult	40 feet (8 squares), fly 150 ft. (poor) (30 squares)	DR 10/magic +2	18
Old	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Suggestion*	20
Very Old	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	DR 15/magic +3	21
Ancient	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Locate Object*	23
Wyrm	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	DR 20/magic +4	24
Great Wyrm	40 feet (8 squares), fly 200 ft. (clumsy) (30 squares)	*Vanish*	26

Black Shadow Dragon

Dragon (Psionic, Shadow)
Climate/Terrain: Any
Organization: Solitary
Challenge Ratings:
Treasure: Double Standard
Alignment: Usually Neutral (Evil tendencies)
Advancement: By character class

Black shadow dragons are fearsome dragons that were once dragons of another type (chromatic, metallic or gemstone) that became so unbelievably powerful they have left their bodies behind, becoming pure magical or psionic power. Though many still collect treasure, most black shadow dragons have grown beyond the need for material wealth and instead seek to devour the souls of others to increase their own power. Black Shadow dragons are extremely dangerous opponents, and a dragon does not manifest the ability to transform himself or herself into one until at least reaching adult age.

A black shadow dragon appears as a dark stain in the air in a relative draconic shape. What was once the dragon's eyes glow with power – the precise color depends on the whim of the dragon, but it is usually the color of what the dragon once was.

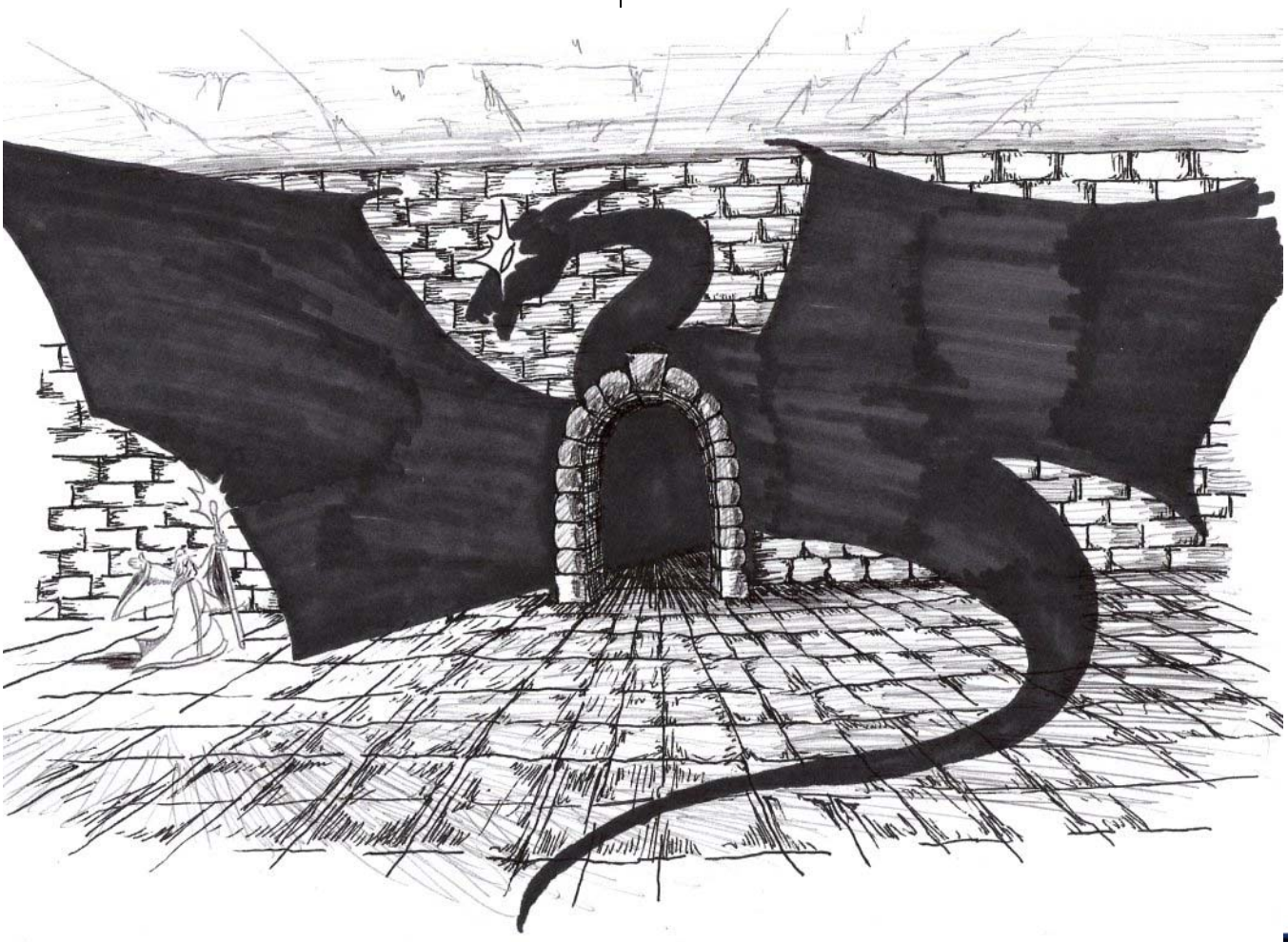
Combat

Black shadow dragons use their shadow form and powerful magical ability to blast opponents. Their shadowy material forms usually can cause only minimal damage, but their ability to remain undetected and powerful psionic abilities often makes them more than a match for most opponents.

Breath Weapon (Su): A shadow dragon's breath weapon is a radius burst of sonic energy out to a range of 10 feet per age level. Also, after they have lost half their hit points, they can expel a line of negative energy that inflicts one negative level per age level of the dragon on those struck by the breath weapon.

Psi-Like abilities (Ps): *Shadow Form* – At will (Adult), *Ethereal Jaunt* – At will (Mature Adult), *Shadow Walk* – At will (Old), *Telekinesis* - At will (Very Old), *Dream* – At will (Ancient), *Scry* - At will (Wyrm), *Astral Travel* – At will (Great Wyrm)

Shadow Form (Ps): At will, a shadow dragon inhabits and animates it own shadow. The dragon's former body falls into a catatonic sleep and the dragon can move and act as if the shadow were its own body, including manifesting psionic abilities or using its psi-like abilities. The shadow is incorporeal, and invisible in total darkness. If the shadow form is destroyed, the soul flees back to the dragon's body instantly, awakening it with half its normal hit points. If the soul is trapped or otherwise destroyed, the sleeping dragon's form is likewise slain. If destroyed, the shadow dragon cannot manifest another shadow form



for 24 hours. Dismissing a shadow form that is in existence is a move action.

Skills: Bluff, Hide and Sense Motive are considered class skills for black shadow dragons.

Black Shadow Dragons of Amberos

The oldest tales of black shadow dragons comes from Stormonu himself, and his adventures in the mountain Tsre Vestu. Even since that time, black shadow dragons have remained in the shadows of events, manipulating things for their own personal gain.

It is rumored that a council of black shadow dragons instigated the First Dragon War by convincing dragonkind to take up the fight against humanity, though no proof of their involvement – and the fate of the so called "Shadow Council" is unknown.

Currently there is believed to be a black shadow dragon active in the Golens and yet another known as "The Black Menace" in Spi Dak Su. Rumors in the west often speak of a black shadow dragon moving Randu towards war, but so far these rumors have revealed no such plot.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Adult	H	25d12 + 100 (262 hp)	27 (-2 size, +15 natural, +4 Dex), touch 12, flat 23	19	19	19	19	19	19
Mature Adult	H	27d12 + 135 (310 hp)	32 (-2 size, +19 natural, +5 Dex) touch 13, flat 27	21	21	21	20	20	21
Old	G	29d12 + 174 (362 hp)	35 (-4 size, +23 natural, +6 Dex) touch 12, flat 29	23	23	23	22	22	23
Very Old	G	31d12 + 217 (418 hp)	40 (-4 size, +27 natural, +7 Dex), touch 13, flat 33	25	25	25	24	24	25
Ancient	G	33d12 + 264 (478 hp)	45 (-4 size, +31 natural, +8 Dex), touch 14, flat 37	27	27	27	24	24	27
Wyrm	C	35d12 + 315 (542 hp)	46 (-8 size, +35 natural, +9 Dex), touch 11, flat 37	29	29	29	25	25	29
Great Wyrm	C	37d12 + 370 (610 hp)	51 (-8 size, +39 natural, +10 Dex), touch 12, flat 41	31	31	31	26	27	31

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Manifester Level
Adult	+25/+22	+27	+18	+18	+18	12d8 (16)	16	22	10th
Mature Adult	+27/+38	+30	+20	+20	+20	13d8 (18)	18	24	13th
Old	+29/+45	+33	+21	+21	+21	13d8 (20)	20	26	15th
Very Old	+31/+48	+36	+23	+23	+23	14d8 (22)	22	28	17th
Ancient	+33/+51	+39	+24	+24	+23	14d8 (25)	24	30	19th
Wyrm	+35/+58	+42	+26	+26	+24	15d8 (27)	26	32	23rd
Great Wyrm	+37/+61	+45	+27	+27	+25	15d8 (29)	28	34	25th

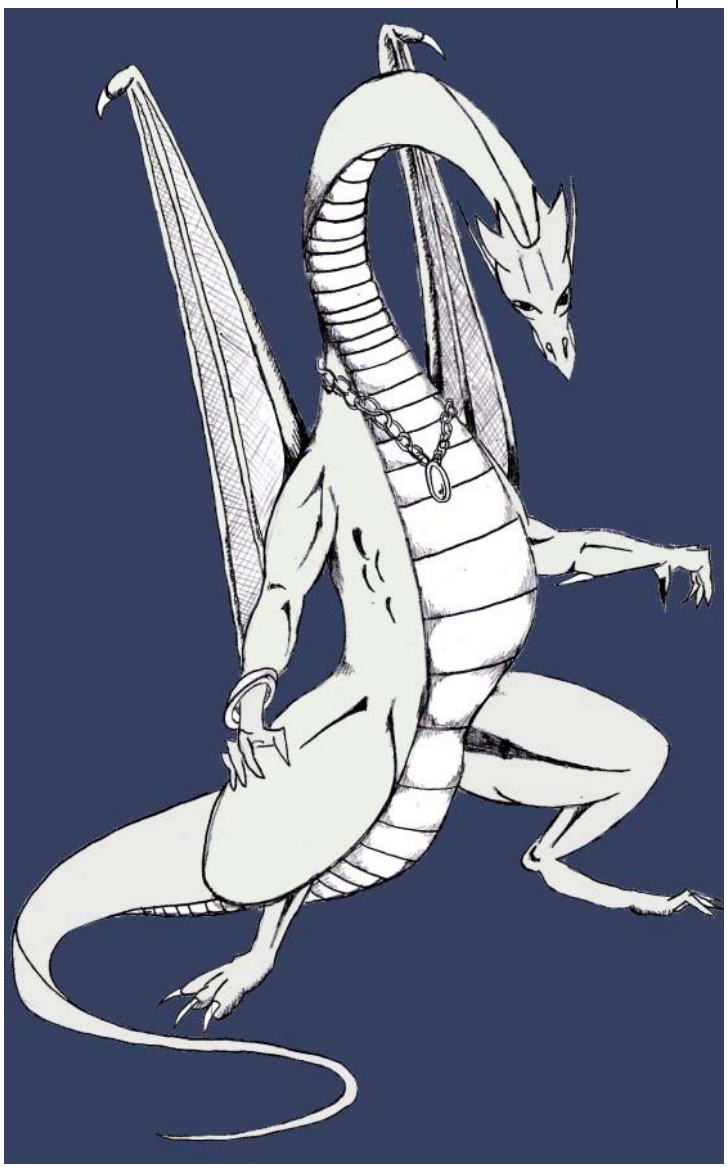
A black shadow dragon uses psionics, not spells

Age	Speed	Special Abilities	CR
Adult	70 feet (14 squares), fly 150 ft. (perfect)	DR10/Cold Iron, Shadow Form	17
Mature Adult	70 feet (14 squares), fly 150 ft. (perfect)	Immune to Cold, *Ethereal Jaunt*	19
Old	70 feet (14 squares), fly 150 ft. (perfect)	DR 15/Cold Iron, *Shadow Walk*	21
Very Old	70 feet (14 squares), fly 150 ft. (perfect)	Immune to Electricity, *Telekinesis*	23
Ancient	70 feet (14 squares), fly 150 ft. (perfect)	DR 20/Cold Iron, *Dream*	24
Wyrm	70 feet (14 squares), fly 150 ft. (perfect)	Immune to Fire and Acid, *Scry*	26
Great Wyrm	70 feet (14 squares), fly 150 ft. (perfect)	DR 25/Cold Iron, *Astral Travel*	28

Ceramic Dragon

Dragon (Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Chaotic Good
Advancement: Wyrmling 3 HD (Small); Very Young 4-5 HD (Small); Young 6-7 HD (Medium); Juvenile 8-9 HD (Medium); Young Adult 10-12 HD (Medium); Adult 13-15 HD (Large); Mature Adult 16-17 HD (Large); Old 18-19 HD (Huge); Very Old 20 HD (Huge); Ancient 21-22 HD (Gargantuan); Wyrm 22-23 HD (Gargantuan); Great Wyrm 23-25 HD (Gargantuan)

Known also as "art" dragons, these regally white dragons have tightly interlocking scales that make the whole creature appear to be molded of a single piece of white china. They have pupiless, brown eyes with the same glossy luster as their skin.



Ceramic dragons are fond of paintings, jewelry, songs and other hard-to-master talents. They have been known to sponsor bards and artisans, often in secret, allowing a talented being to become well-known and wealthy for their talents. However, those who spurn their draconic sponsors, or worse, attempt to turn on them for profit, easily find themselves ruined in the process, and their sponsor long gone with the wealth it helped to accumulate.

Combat

Ceramic dragons, while capable of presenting themselves as dangerous adversaries, rarely engage in open combat. They are much more adept at political and social maneuvering to accomplish their tasks, and are very good at remaining out of the reach of combat-minded individuals.

Breath Weapon (Su): The breath weapon of the ceramic dragon is a cone of sonic power. Those caught in the breath weapon not only suffer damage from the sonic waves, but are deafened for 2d4 rounds if they fail to save against the attack.

Spell-Like abilities (Sp): *Identify* - 1x/age category (Young), *Scrying* - 3x/day (Adult), *Legend Lore* - 1x/day (Old), *Foresight* - 3x/day (Ancient), *Greater Arcane Sight* - 3x/day (Great Wyrm)

Skills: Appraise, Craft and Diplomacy are considered class skills for ceramic dragons.

Ceramic Dragons on Amberos

Ceramic dragons are a bit of a mystery on Amberos, and it is thought they may have come from Aurora. Encounters with these dragons generally occur at the edge of humanoid civilizations, and one never knows just where they will show up.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12 + 4 (17 hp)	16 (+1 size, +5 natural), touch 11, flat 16	16	10	15	11	11	13
Very Young	S	3d12 + 6 (25 hp)	18 (+1 size, +7 natural), touch 11, flat 18	17	10	15	11	11	13
Young	M	5d12 + 15 (48 hp)	17 (+7 natural) touch 10, flat 17	19	10	17	13	13	15
Juvenile	M	7d12 + 28 (73 hp)	19 (+9 natural) touch 10, flat 19	21	10	19	15	15	17
Young Adult	M	9d12 + 36 (94 hp)	21 (+11 natural), touch 10, flat 21	21	10	19	17	15	19
Adult	L	12d12 + 60 (138 hp)	22 (-1 size, +13 natural), touch 9, flat 22	23	10	21	17	17	21
Mature Adult	L	15d12 + 90 (187 hp)	24 (-1 size, +15 natural), touch 9, flat 24	23	10	23	19	19	21
Old	H	17d12 + 102 (212 hp)	26 (-2 size, +18 natural), touch 8, flat 26	25	10	23	21	21	23
Very Old	H	19d12 + 133 (256 hp)	28 (-2 size, +20 natural), touch 8, flat 28	27	10	25	23	21	25
Ancient	G	20d12 + 140 (270 hp)	28 (-4 size, +22 natural) touch 6, flat 28	27	10	27	25	23	27
Wyrm	G	21d12 + 168 (304 hp)	30 (-4 size, +24 natural), touch 6, flat 30	29	10	27	27	25	29
Great Wyrm	G	22d12 + 176 (319 hp)	32 (-4 size, +26 natural), touch 6, flat 32	29	10	29	29	27	30

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/+1	+5	+5	+3	+3	1d10 (14)	-	-	-
Very Young	+3/+2	+6	+5	+3	+3	2d10 (15)	-	-	-
Young	+5/+9	+9	+7	+4	+5	3d10 (15)	15	-	-
Juvenile	+7/+12	+12	+9	+5	+7	4d10 (17)	16	17	1st
Young Adult	+9/+14	+14	+10	+6	+8	5d10 (18)	18	19	3rd
Adult	+12/+22	+18	+13	+8	+11	6d10 (21)	21	22	5th
Mature Adult	+15/+25	+21	+15	+9	+13	7d10 (23)	22	24	7th
Old	+17/+32	+24	+16	+10	+15	8d10 (24)	24	25	9th
Very Old	+19/+35	+27	+18	+11	+17	9d10 (26)	26	27	11th
Ancient	+20/+40	+28	+25	+12	+18	10d10 (28)	28	29	13th
Wyrm	+21/+42	+30	+25	+12	+19	11d10 (28)	29	29	15th
Great Wyrm	+22/+43	+31	+27	+13	+21	11d10 (30)	31	31	17th

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 100 ft. (20 squares)	Immunity to Sonic	2
Very Young	40 feet (8 squares), fly 100 ft. (20 squares)		3
Young	40 feet (8 squares), fly 100 ft. (20 squares)	*Identify*	4
Juvenile	40 feet (8 squares), fly 100 ft. (20 squares)		5
Young Adult	40 feet (8 squares), fly 100 ft. (20 squares)	DR 5/magic +1	7
Adult	40 feet (8 squares), fly 100 ft. (20 squares)	*Scrying*	9
Mature Adult	40 feet (8 squares), fly 100 ft. (20 squares)		11
Old	40 feet (8 squares), fly 100 ft. (20 squares)	*Legend Lore*	13
Very Old	40 feet (8 squares), fly 100 ft. (20 squares)	DR 10/magic +1	14
Ancient	40 feet (8 squares), fly 100 ft. (20 squares)	*Foresight*	15
Wyrm	40 feet (8 squares), fly 100 ft. (20 squares)	DR 15/magic +3	16
Great Wyrm	40 feet (8 squares), fly 100 ft. (20 squares)	*Greater Arcane Sight*	18

Gray Dragon

Dragon (Chromatic, Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Neutral Evil
Advancement: Wyrmling 2 HD (Small); Very Young 3-4 HD (Small); Young 5-6 HD (Medium); Juvenile 7 HD (Medium); Young Adult 8 HD (Medium); Adult 9 HD (Large); Mature Adult 10 HD (Large); Old 11-12 HD (Large); Very Old 13 HD (Huge); Ancient 14 HD (Huge); Wyrm 15-16 HD (Huge); Great Wyrm 16-18 HD (Gargantuan)

Gray dragons are ancient crossbreeds of black and white dragons that have long ago bred true. They prefer to dwell in caverns in the side of rocky outcroppings, and have a voracious appetite that more often than not gets them in trouble with nearby settlements.

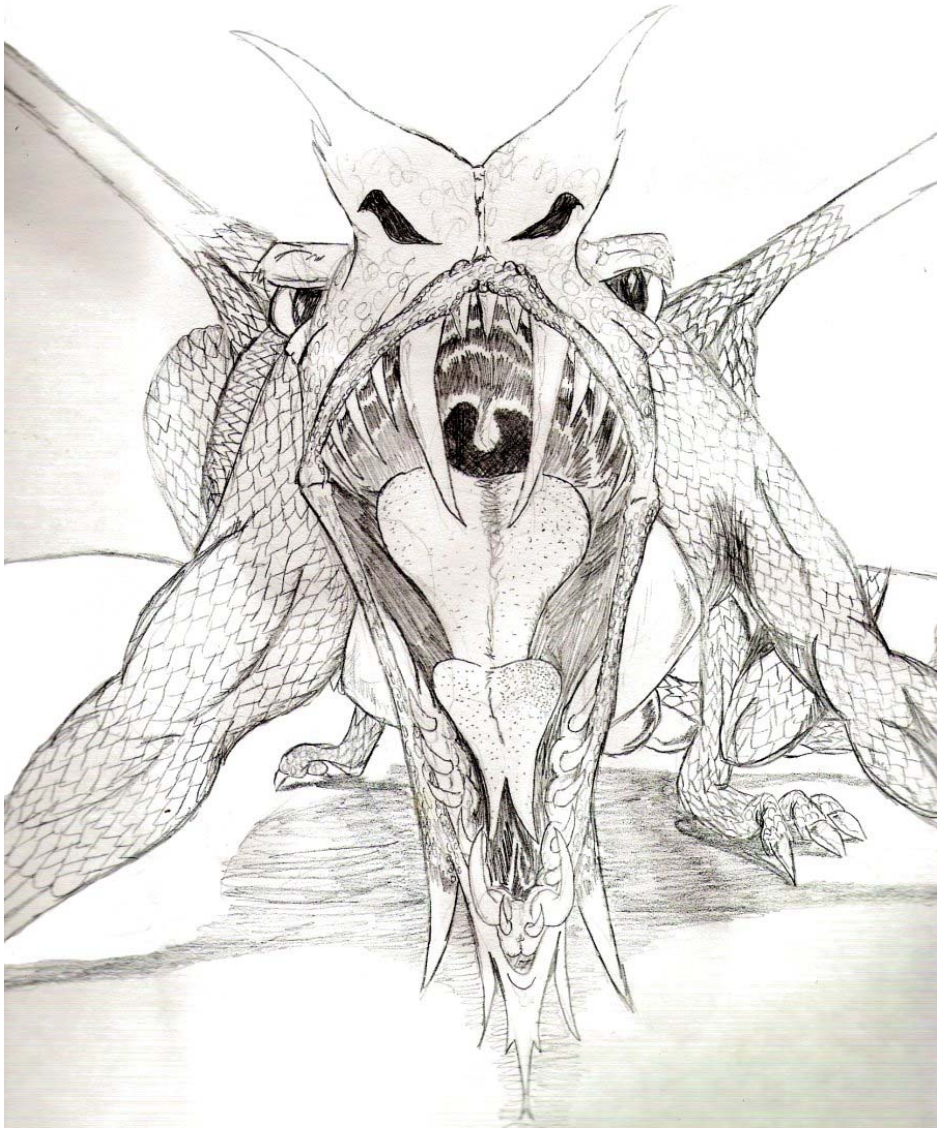
Combat

Gray dragons, while feral and cunning, are rarely thinking dragons. They often rely on their brute strength and ability to take flight to overpower and bring down a foe. They are quite savage in combat, and unless unable to visibly harm their opponents, will not back down or flee a combat until it is victorious or slain.

Breath Weapon (Su): Gray dragons breath a line of granite slurry that magically liquefies their enemy. Those slain by their breath weapon have their body and equipment reduced to the same material, and are treated as if they have been disintegrated.

Spell-Like abilities (Sp): *Warp Wood* – 3x/day (Young), *Transmute Rock to Mud* – 3x/day (Young Adult), *Stone Shape* – 1x/day/age category (Old), *Disintegrate* (objects only) – 1x/day (Great Wyrm)

Skills: Bluff, Hide and Move Silently are considered class skills for gray dragons.



Gray Dragons on Amberos

Much like archer dragons, gray dragons never came to embrace the Federation, and tend to blame the humanoids for the death of their "father", Guaradrell. Gray dragons can be found across Amberos, often stirring up trouble in their father's name.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	1d12 (6 hp)	16 (+1 size, +5 natural), touch 11, flat 16	10	10	10	6	6	6
Very Young	S	2d12 + 2 (15 hp)	16 (+1 size, +5 natural), touch 11, flat 16	12	10	12	6	8	7
Young	M	4d12 + 4 (30 hp)	16 (+6 natural), touch 10, flat 16	13	10	13	7	9	8
Juvenile	M	6d12 + 12 (51 hp)	17 (+7 natural), touch 10, flat 17	15	10	14	8	10	9
Young Adult	M	7d12 + 21 (66 hp)	18 (+8 natural), touch 10, flat 18	17	10	16	9	12	10
Adult	L	8d12 + 32 (84 hp)	18 (-1 size, +9 natural), touch 9, flat 18	19	10	18	10	14	11
Mature Adult	L	9d12 + 36 (94 hp)	19 (-1 size, +10 natural), touch 9, flat 19	20	10	18	10	15	12
Old	L	10d12 + 40 (105 hp)	20 (-1 size, +11 natural), touch 9, flat 20	21	10	19	11	16	13
Very Old	H	12d12 + 48 (126 hp)	20 (-2 size, +12 natural), touch 8, flat 20	21	10	19	12	17	14
Ancient	H	13d12 + 65 (149 hp)	21 (-2 size, +13 natural), touch 8, flat 21	23	10	20	13	19	15
Wyrm	H	14d12 + 70 (161 hp)	22 (-2 size, +14 natural), touch 8, flat 22	23	10	21	14	20	16
Great Wyrm	G	16d12 + 96 (200 hp)	22 (-4 size, +16 natural), touch 6, flat 22	25	10	23	15	21	17

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+1/-2	+2	+2	+2	+0	1d4 (10)	–	–	
Very Young	+2/+0	+4	+4	+3	+2	2d4 (12)	–	–	–
Young	+4/+5	+5	+5	+4	+3	3d4 (13)	–	–	–
Juvenile	+6/+8	+8	+7	+5	+5	4d4 (15)	–	–	–
Young Adult	+7/+11	+11	+8	+5	+6	5d4 (16)	–	17	–
Adult	+8/+15	+11	+10	+6	+8	6d4 (18)	14	19	–
Mature Adult	+9/+17	+13	+10	+6	+8	7d4 (18)	15	19	–
Old	+10/+18	+14	+11	+7	+10	8d4 (19)	16	20	1st
Very Old	+12/+23	+15	+12	+8	+11	9d4 (20)	18	21	2nd
Ancient	+13/+25	+17	+13	+8	+12	10d4 (21)	18	22	3rd
Wyrm	+14/+26	+18	+14	+9	+14	11d4 (22)	20	23	4th
Great Wyrm	+16/+31	+19	+16	+10	+15	12d4 (24)	21	25	5th

Age	Speed	Special Abilities	CR
Wyrmling	30 feet (6 squares), fly 150 ft. (average) (24 squares)	Immune to Acid	1
Very Young	30 feet (6 squares), fly 150 ft. (average) (24 squares)		2
Young	30 feet (6 squares), fly 150 ft. (average) (24 squares)	*Warp Wood*	3
Juvenile	30 feet (6 squares), fly 150 ft. (average) (24 squares)		4
Young Adult	30 feet (6 squares), fly 150 ft. (average) (24 squares)	*Transmute Rock to Mud*	5
Adult	30 feet (6 squares), fly 150 ft. (average) (24 squares)		6
Mature Adult	30 feet (6 squares), fly 150 ft. (average) (24 squares)	DR 5/magic +1	7
Old	30 feet (6 squares), fly 150 ft. (poor) (24 squares)	*Stone Shape*	8
Very Old	30 feet (6 squares), fly 150 ft. (poor) (24 squares)		9
Ancient	30 feet (6 squares), fly 150 ft. (poor) (24 squares)		10
Wyrm	30 feet (6 squares), fly 150 ft. (poor) (24 squares)	DR 10/magic +2	11
Great Wyrm	30 feet (6 squares), fly 150 ft. (poor) (24 squares)	*Disintegrate*	12

Lancor Dragon



Dragon (Earth, Fire)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 3-4 HD (Medium); Very Young 5-7 HD (Medium); Young 8-10 HD (Medium); Juvenile 11-13 HD (Large); Young Adult 14-15 HD (Large); Adult 16-18 HD (Huge); Mature Adult 16-18 HD (Huge); Old 22-24 HD (Huge); Very Old 25-27 HD (Gargantuan); Ancient 28-30 HD (Gargantuan); Wyrm 31-33 HD (Gargantuan); Great Wyrm 34-36 HD (Colossal)

The lancor dragon is a three-headed, fire-breathing dragon. The heads are generally thin across the brow, but long from chin to ear. They have horns that spiral directly backwards and curve downward and long bony ridges along the underside of their jaw. A lancor dragon has needle-like teeth that are designed to break of in an opponent's wounds. The teeth are hollow so the wound continues to bleed.

The beast is also endowed with three barbed tails and four stout, bat-like wings. Overall, a mature lancor dragon is a muddy brown, with red mottling in the young dragons.

Combat

Lancors generally strike in combat with one head breathing in the first round, and the remaining two striking with bites. Despite having three heads, the dragon can only breath once every 1d4 rounds, though it can choose to breath with one, two or all three heads at one time. The damage is split between each breathing head – full damage if one head breathes, ½ damage each if two heads breath and 1/3 damage each if all three heads breath at once. The damage from each head stacks in areas where the breath weapon overlaps. Lancors generally save a multiple breath attack to strike foes that have split up.

Breath Weapon (Su): A lancor dragon breathes a cone of fire. The damage done is by each head that breathes that round. Areas of overlap stack the amount of fire damage they deal.
Earth Subtype (Ex): Acid and fire immunity, double damage from cold except on a successful save.
Spell-Like abilities (Sp): *Hideous Laughter* – 1x/day/age category (Young), *Confuse* – 3x/day (Adult), *Maze* – 1x/day (Old)
Wounding Bite (Ex): When a lancor dragon successfully bites an opponent, the victim must make a Fort save (DC

10 + ½ dragon's hit dice + Con mod) or suffer an additional 1 point of damage/age level per round for 1d4 rounds. Creatures that lack a circulatory system or do not bleed (undead, constructs, oozes and the like) are immune to this effect.

Skills: Bluff, Diplomacy, Sense Motive and are considered class skills for lancor dragons.

Lancor Dragons on Amberos

Thought to be the direct spawn of Tiamat, the Babylonian queen of dragons, lancor dragons act as her agents guiding and directing the other chromatic dragons and arbitrating in her name. However, lancor dragons are far from impartial in their rulings, and will accept bribes, show favoritism and pass down exceptionally harsh punishments to the "guilty" according to their own cruel whims.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	M	2d12+10 (23 hp)	14 (+4 natural), touch 10, flat 14	20	10	20	16	15	14
Very Young	M	4d12+20 (46 hp)	17 (+7 natural), touch 10, flat 17	22	10	21	17	15	16
Young	M	7d12+42 (87 hp)	20 (+10 natural), touch 10, flat 20	24	10	22	18	17	18
Juvenile	L	10d12+60 (125 hp)	22 (+13 natural, -1 size), touch 9, flat 22	26	10	23	19	17	20
Young Adult	L	13d12+91 (175 hp)	25 (+16 natural, -1 size), touch 9, flat 25	28	10	24	20	19	22
Adult	H	15d12+105 (202 hp)	27 (+19 natural, -2 size), touch 8, flat 27	30	10	25	21	21	24
Mature Adult	H	18d12+144 (261 hp)	30 (+22 natural, -2 size), touch 8, flat 30	32	10	26	22	23	24
Old	H	21d12+189 (325 hp)	33 (+25 natural, -2 size), touch 8, flat 33	34	10	28	23	25	26
Very Old	G	24d12+216 (372 hp)	34 (+28 natural, -4 size), touch 6, flat 34	36	10	29	24	25	26
Ancient	G	27d12+270 (445 hp)	37 (+31 natural, -4 size), touch 6, flat 37	38	10	30	25	27	28
Wyrm	C	30d12+300 (495 hp)	36 (+34 natural, -8 size), touch 2, flat 38	39	10	31	26	29	29
Great Wyrm	C	33d12+363 (577 hp)	39 (+37 natural, -8 size), touch 2, flat 30	40	10	32	27	30	30

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/+7	+7	+8	+3	+5	1d10 (16)	–	17	3rd
Very Young	+4/+10	+10	+9	+4	+6	2d10 (17)	–	18	5th
Young	+7/+14	+14	+11	+5	+8	3d10 (19)	–	20	7th
Juvenile	+10/+21	+17	+13	+7	+10	5d10 (21)	20	22	9th
Young Adult	+13/+25	+21	+15	+8	+12	6d10 (23)	22	24	11th
Adult	+15/+31	+23	+16	+9	+14	7d10 (24)	24	25	13th
Mature Adult	+18/+35	+27	+19	+11	+17	9d10 (27)	26	28	14th
Old	+21/+39	+31	+21	+12	+19	10d10 (29)	28	30	15th
Very Old	+24/+45	+33	+23	+14	+21	12d10 (31)	30	32	16th
Ancient	+27/+49	+37	+25	+15	+23	13d10 (33)	32	34	17th
Wyrm	+30/+52	+36	+27	+17	+26	15d10 (35)	34	36	18th
Great Wyrm	+33/+56	+40	+29	+18	+28	16d10 (37)	36	38	19th

Age	Speed	Special Abilities	CR
Wyrmling	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)	Wounding Bite	2
Very Young	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)		3
Young	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)	*Hideous Laughter*	5
Juvenile	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)		7
Young Adult	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)		9
Adult	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)	DR 5/magic +1, *Confusion*	11
Mature Adult	40 ft. (6 squares), fly 150 ft. (poor) (30 squares)		13
Old	40 ft. (6 squares), fly 150 ft. (clumsy) (30 squares)	*Maze*	15
Very Old	40 ft. (6 squares), fly 150 ft. (clumsy) (30 squares)	DR 10/magic +2	17
Ancient	40 ft. (6 squares), fly 150 ft. (clumsy) (30 squares)		19
Wyrm	40 ft. (6 squares), fly 150 ft. (clumsy) (30 squares)		21
Great Wyrm	40 ft. (6 squares), fly 150 ft. (clumsy) (30 squares)	DR 15/magic +3	23

Orange Dragon

Dragon (Chromatic, Fire)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 5-8 HD (Medium); Very Young 9-12 HD (Large); Young 13-16 HD (Large); Juvenile 17-20 HD (Huge); Young Adult 21-24 HD (Huge); Adult 25-28 HD (Huge); Mature Adult 29-32 HD (Gargantuan); Old 33-36 HD (Gargantuan); Very Old 37-40HD (Gargantuan); Ancient 41-44 HD (Colossal); Wyrm 45-48 HD (Colossal); Great Wyrm 49-60 HD (Colossal)

Among the chromatic dragons, orange dragons are the most vicious and brutal of dragons – sometimes referred to as "berserker dragons" or "hellspawn dragons". Younger orange dragons have a yellow-gold hue and as the dragon ages, the dragon's coloration tends to darken towards a reddish color, starting at the face and tapering to a more yellowish color near the tail. Truly ancient orange dragons have been known to have blood-red faces, deep orange-red necks tapering to a golden orange, streak-laden tail.

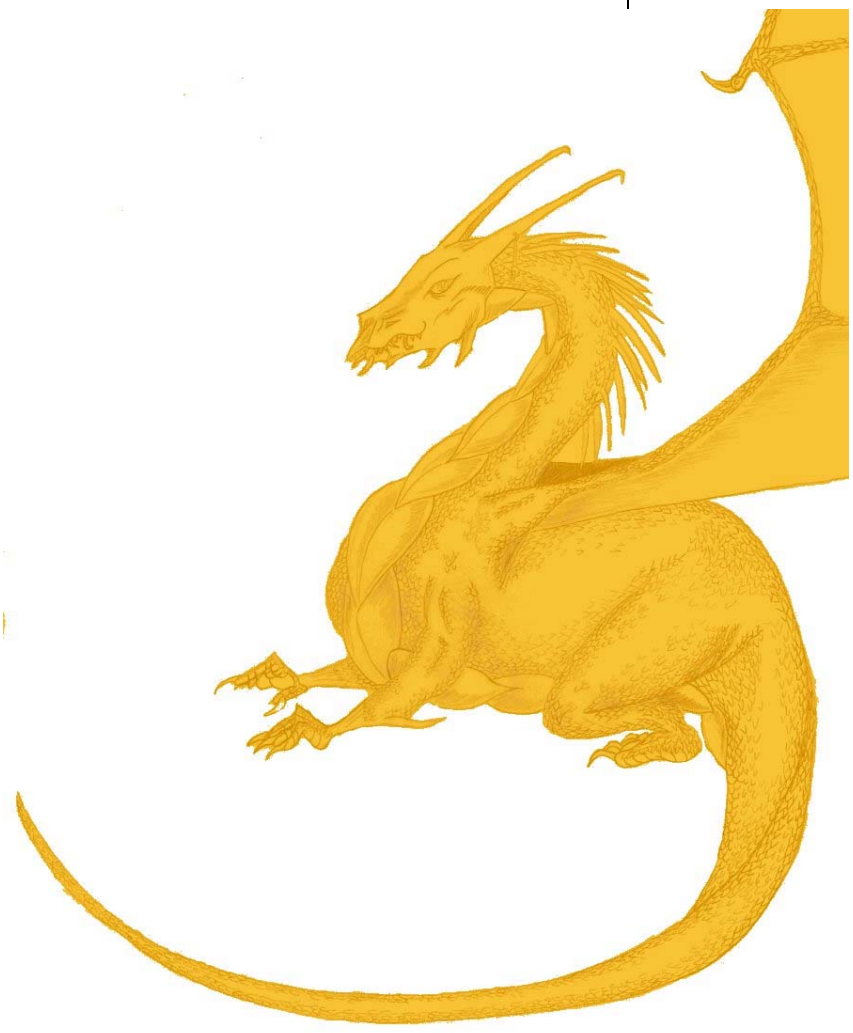
The scales of the orange dragon have an unusual shape, being semi-oval with a spike or barb-like protrusion in the very center of the scale. This allows the dragon to catch and rip or impale opponents on the deadly spikes.

Combat

An orange dragon will usually swoop into combat, laying waste to its landing area with a blast of its breath weapon. Thereafter, the dragon generally wades into combat with melee attacks, using its battle fury to ward off spells and increase the damage dealt with its attacks. It is very rare for an orange dragon to disengage from combat

Breath Weapon (Su): An orange dragon breathes a cone of flame that deals fire damage. The breath weapon also contains a peculiar poison gas. Those who fail the initial saving throw can be affected (Type: inhaled; DC: as breath weapon, Init: 1d6 Wis; Sec: 2d4 Wis)

Barbed Scales (Ex): The scales of an orange dragon are sharp and will tear or impale opponents whom are too close to the dragon. Any opponent in melee combat within 5 feet an orange dragon must make a Reflex saving throw (DC 15) each round or be caught on the scales, suffering 1d6 damage per 3 age categories of the orange dragon (1d6 at age Young – Young Adult, 2d6 at age Adult to Old, 3d6 at age Very Old to Wyrm, 4d6 at age Great Wyrm)



Battle Fury (Su): At Young Adult age or older, an orange dragon can enter a berserk state similar to that of a Barbarian. The orange dragon gains a +8 bonus to Strength and Constitution, but its spell resistance is at –4 until the rage ends. The Orange dragon can use battle fury once per day, lasting for 1 round per age category. After the battle fury fades, the orange dragon is fatigued until it can rest for 1 minute.

Improved Battle Fury (Ex): As Battle Fury, but the orange dragon is not fatigued afterwards.

Sorcerous Blow (Su): At Very Old age and older, an orange dragon may take a –1 penalty to spell resistance to add +1 to all to hit and damage rolls for the round. The dragon may reduce its spell resistance to 10 to add to the attack and damage rolls. The additional damage caused by the dragon's enhanced attack is considered to be

force damage. This effect lasts until the next round.

Steal Magic (Su): A great wyrm's bite will steal magic on a successful hit. A spell-casting character that is struck by the dragon's bite must make a DC 30 Will save or lose all spells from memory. Characters struck by the bite who are without spells must make a DC 30 Will save or their most expensive magical item is rendered non-magical permanently. The save is charisma based.

Skills: Appraise, Bluff and Intimidate are considered class skills for orange dragons.

Orange Dragons on Amberos

Even more powerful than red dragons, orange dragons are better known from their fighting ability than their magical prowess. Most orange dragons joined the federation during the First Dragon War for the thrill of the fight, only to return to their clans after the war ended. Orange dragons can be found almost anywhere on Amberos, though they tend to avoid coming near the Twilight Forest for reasons unknown.

Age	Size	Hit Dice	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	M	4d12+20 (46 hp)	15 (+5 natural), touch 10, flat 15	16	10	20	12	13	11
Very Young	L	8d12+56 (108 hp)	17 (-1 size, +8 natural), touch 9, flat 17	24	10	24	13	15	13
Young	L	12d12+108 (186 hp)	20 (-1 size,+11 natural), touch 9, flat 20	32	10	28	15	17	15
Juvenile	H	16d12+176 (280 hp)	22 (-2 size,+14 natural), touch 8, flat 22	38	10	32	17	19	17
Young Adult	H	20d12+260 (390 hp)	25 (-2 size,+17 natural), touch 8, flat 25	44	10	36	19	21	19
Adult	H	24d12+360 (516 hp)	28 (-2 size,+20 natural), touch 8, flat 28	50	10	40	21	23	21
Mature Adult	G	28d12+476 (658 hp)	29 (-4 size,+23 natural), touch 6, flat 29	58	10	44	23	25	23
Old	G	32d12+544 (752 hp)	32 (-4 size,+26 natural), touch 6, flat 32	66	10	48	23	27	23
Very Old	G	36d12+756 (990 hp)	35 (-4 size,+29 natural), touch 6, flat 35	74	10	52	25	29	25
Ancient	C	40d12+920 (1180 hp)	34 (-8 size,+32 natural), touch 2, flat 34	82	10	56	27	31	25
Wyrm	C	44d12+1100 (1386 hp)	37 (-8 size,+35 natural), touch 2, flat 37	90	10	60	29	33	27
Great Wyrm	C	48d12+1296 (1608 hp)	40 (-8 size,+38 natural), touch 2, flat 40	98	10	64	29	35	27

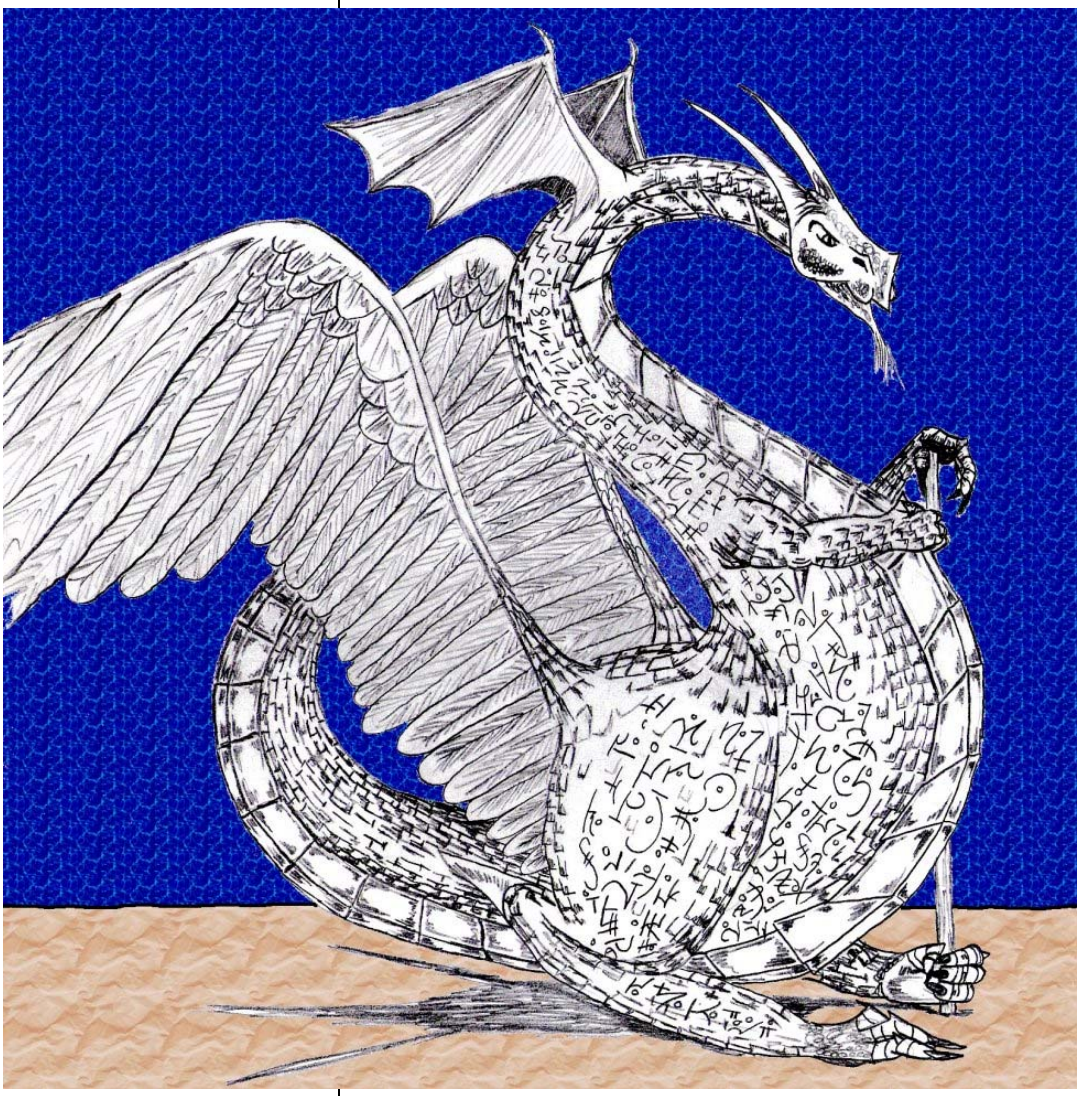
Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+4/+7	+7	+9	+4	+5	2d12 (17)	–	–	–
Very Young	+8/+18	+14	+13	+6	+8	4d12 (21)	–	–	1st
Young	+12/+26	+22	+17	+8	+11	6d12 (25)	–	–	3rd
Juvenile	+16/+36	+28	+21	+10	+13	8d12 (29)	–	22	5th
Young Adult	+20/+43	+35	+25	+12	+15	10d12 (33)	24	25	7th
Adult	+24/+48	+40	+29	+14	+17	12d12 (37)	27	28	9th
Mature Adult	+28/+60	+48	+33	+16	+19	14d12 (41)	30	31	11th
Old	+32/+68	+56	+37	+18	+21	16d12 (45)	33	34	13th
Very Old	+36/+76	+64	+41	+20	+23	18d12 (49)	36	37	15th
Ancient	+40/+84	+68	+45	+22	+25	20d12 (53)	39	40	15th
Wyrm	+44/+88	+76	+49	+24	+27	22d12 (57)	42	43	17th
Great Wyrm	+48/+100	+84	+53	+26	+29	24d12 (61)	45	46	19th

Age	Speed	Special Abilities	CR
Wyrmling	30 ft (6 squares), fly 80 feet (16 squares) average	*Invisibility*	3
Very Young	30 ft (6 squares), fly 80 feet (16 squares) average	DR 5/magic +1	5
Young	30 ft (6 squares), fly 80 feet (16 squares) average	*Silent Step*	8
Juvenile	30 ft (6 squares), fly 80 feet (16 squares) average	DR 10/magic +2	11
Young Adult	30 ft (6 squares), fly 80 feet (16 squares) average	Battle Fury	15
Adult	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	DR 15/magic +3	17
Mature Adult	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	Improved Battle Fury	19
Old	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	DR 20/magic +4	21
Very Old	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	Sorcerous Blow	23
Ancient	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	DR 25/magic +5	25
Wyrm	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)		27
Great Wyrm	40 ft (6 squares), fly 100 ft. (clumsy) (20 squares)	Steal Magic, DR 30/epic +6	30

Paper Dragon

Dragon (Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Neutral Good
Advancement: Wyrmling 1HD (Diminutive); Very Young 2 HD (Tiny); Young 3-4 HD (Tiny); Juvenile 5-6 HD (Small); Young Adult 7-8 HD (Small); Adult 9-10 HD (Medium); Mature Adult 11-12 HD (Medium); Old 13-14 HD (Large); Very Old 15-16 HD (Large); Ancient 17-18 HD (Huge); Wyrm 19-20 HD (Huge); Great Wyrm 21-30 HD (Huge)

Self-proclaimed protectors of books and knowledge both magical and mundane, paper dragons claims to be spawned of the very magic of words themselves. An adult paper dragon is a leathery yellow in color, with yellow eyes and wings that are generally russet in color. Unlike most other dragons, paper dragons are devoid of sharp edges and horns, though the whole of their body is covered over with leathery, square scales, except along the underside of the breast. As the dragon ages, the scales seem to "age" like old paper. Younger dragons tend towards a off-white color, while the more ancient paper dragons take on a mottled yellow tinge.



Beyond its normal appearance, it is not unusual for paper dragons to carve glyphs, passages from books and other graffiti into their scales. Some paper dragons use their own scales as books of sorts, often recording the history they have lived through on their very bodies.

Combat

Paper dragons often call on their magical powers and inscribed glyphs to attack foes foolish enough to fight them. They can often diffuse or destroy an enemy before a battle in earnest begins, and their wide range of knowledge often puts them at an advantage when the fight will not be easy.
Breath Weapon (Su): A paper dragon has a single breath weapon, a sonic song that deals damage in a conical area.
Spell-Like abilities (Sp): *Identify* – 1x/day (Young), *Divination* – 1x/day (Mature Adult), *Legend Lore* – 1x/day (Very Old)
Song of Power (Su): At very young and older ages, a paper dragon can employ a magical song or oratory that acts like a bard's ability. The paper dragon can use the song of power the number of times per day as indicated on the chart below.

Skills: Appraise, Craft (Any) and Perform (Any) are considered class skills for paper dragons.

Paper Dragons on Amberos

Paper dragons are yet another breed of dragon thought to hail directly from Aurora. They are exceptionally rare, and none are aligned with the mighty dragon Federation. They are one of the few dragons that elves of the Evan Cordum have invited into their homeland.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	D	½d12 –1 (5 hp)	14 (+4 size), touch 14, flat 14	6	10	8	6	9	8
Very Young	T	1d12 (6 hp)	15 (+2 size,+3 natural), touch 12, flat 15	8	10	10	8	11	10
Young	T	2d12+4 (17 hp)	18 (+2 size,+6 natural), touch 12, flat 18	10	10	12	10	13	12
Juvenile	S	4d12+8 (34 hp)	20 (+1 size,+9 natural) touch 11, flat 20	12	10	13	12	15	14
Young Adult	S	6d12+12 (51 hp)	23 (+1 size,+12 natural), touch 11, flat 23	14	10	14	14	17	16
Adult	M	8d12+16 (68 hp)	25 (+15 natural), touch 10, flat 25	16	10	15	16	19	18
Mature Adult	M	10d12+30 (95 hp)	28 (+18 natural), touch 10, flat 28	18	10	16	18	21	20
Old	L	12d12+36 (114 hp)	30 (-1 size, +21 natural), touch 9, flat 30	20	10	17	20	23	22
Very Old	L	14d12+56 (147 hp)	33 (-1 size, +24 natural), touch 9, flat 33	22	10	18	22	25	24
Ancient	H	16d12+64 (168 hp)	35 (-2 size,+27 natural), touch 8, flat 35	24	10	19	24	27	26
Wyrm	H	18d12+90 (207 hp)	38 (-2 size,+30 natural), touch 8, flat 38	26	10	20	26	29	28
Great Wyrm	H	20d12+100 (230 hp)	41 (-2 size,+33 natural), touch 8, flat 41	28	10	21	28	31	30

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level*
Wyrmling	+0/-8	+2	+1	+2	+1	1d6 (9)	–	–	–
Very Young	+1/-7	+1	+2	+2	+2	1d6 (10)	–	–	–
Young	+2/-6	+2	+4	+3	+3	2d6 (12)	–	–	1st
Juvenile	+4/+2	+6	+5	+4	+6	3d6 (13)	–	–	3rd
Young Adult	+6/+5	+9	+7	+5	+8	4d6 (15)	16	16	5th
Adult	+8/+11	+11	+8	+6	+10	6d6 (16)	18	17	7th
Mature Adult	+10/+14	+14	+10	+7	+12	8d6 (18)	20	19	9th
Old	+12/+20	+18	+11	+8	+14	10d6 (19)	22	20	12th
Very Old	+14/+23	+21	+13	+9	+16	12d6 (21)	24	22	13th
Ancient	+16/+29	+25	+14	+10	+18	14d6 (22)	26	23	15th
Wyrm	+18/+32	+28	+16	+11	+20	16d6 (24)	28	25	17th
Great Wyrm	+20/+37	+31	+17	+12	+22	18d6 (25)	30	26	19th

* Paper dragons cast Bard spells, not sorcerer spells

Age	Speed	Special Abilities	CR
Wyrmling	15 feet (3 squares)		1/3
Very Young	15 feet (3 squares), fly 50 ft. (good) (10 squares)	Song of power x1	½
Young	15 feet (3 squares), fly 50 ft. (good) (10 squares)	*Identify*	1
Juvenile	20 feet (4 squares), fly 100 ft. (good) (20 squares)	Song of power x2	2
Young Adult	20 feet (4 squares), fly 100 ft. (good) (20 squares)		3
Adult	30 feet (6 squares), fly 150 ft. (good) (30 squares)	Song of power x3	4
Mature Adult	30 feet (6 squares), fly 150 ft. (good) (30 squares)	DR 5/magic +1, *Divination*	5
Old	30 feet (6 squares), fly 150 ft. (good) (30 squares)	Song of power x4	6
Very Old	30 feet (6 squares), fly 150 ft. (good) (30 squares)	*Legend Lore*	8
Ancient	40 feet (8 squares), fly 150 ft. (average) (30 squares)	DR 10/magic +2, Song of power x5	10
Wyrm	40 feet (8 squares), fly 150 ft. (average) (30 squares)		12
Great Wyrm	40 feet (8 squares), fly 150 ft. (average) (30 squares)	Song of power x6	14

Pearl Dragon

Dragon (Water)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Neutral
Advancement: Wyrmling 3-4 HD (Small); Very Young 5-6 HD (Medium); Young 7-8 HD (Medium) ; Juvenile 9-10 HD (Medium) ; Young Adult 11-12 HD (Large) ; Adult 13-14 HD (Large); Mature Adult 15-16 HD (Huge) ; Old 17-18 HD (Huge) ; Very Old 19-20 HD (Gargantuan) ; Ancient 21-22 HD (Gargantuan); Wyrm 23-24 HD (Gargantuan) ; Great Wyrm 25-26 HD (Great Wyrm)

Masterful aquatic creatures, Pearl dragons inhabit areas of undersea beauty where they rule the waves with a hand they believe only they are capable of enforcing.

Adult pearl dragons are a sparkling white hue that glints with the rainbow when lighted. They have dazzling blue eyes and transparent, gossamer wings. Younger pearl dragons have less luster to their scale and are often mottled. Ancient pearl dragons remain a glossy white, but begin to grow patches of long, silky fur at their joints, along the tail and upon their chin.

Combat

Pearl dragons are generally confident in the belief they will win, and often will strike foes with overwhelming force. However, even if thwarted in their attacks or challenged by a true danger to themselves, they are often too arrogant to surrender or flee. A defeated pearl dragon is a humbled creature indeed, and will generally agree to serve whomever has beaten it in return for its life.

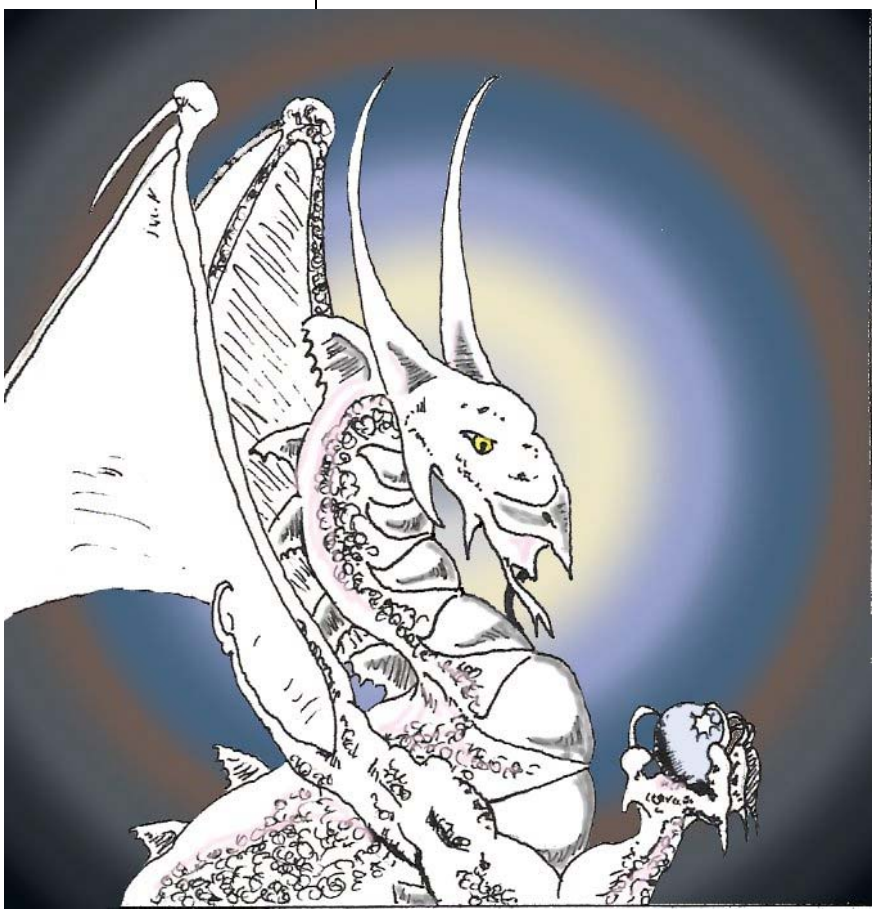
Breath Weapon (Su): The pearl dragon has two breath weapons – the first is the equivalent to a *Resilient Sphere* spell as if cast by a sorcerer of a level equal to the dragon's hit dice. The second is a caustic line that deals acid damage.

Spell-Like abilities (Sp): *Water Breathing* – At will (Wyrmling); *Lesser Globe of Invulnerability* – 1x/day (Adult); *Globe of Invulnerability* – 1x/day (Old); *Greater Globe of Invulnerability* – 1x/day (Wyrm).

Skills: Hide, Move Silently and Swim are considered class skills for pearl dragons.

Pearl Dragons on Amberos

Most pearl dragons live off the southern or eastern coast of Amberos. These powerful dragons avoiding becoming involved in the First Dragon War other than to help supply the plans for the Floating Citadel the dragons used during the war. Now, most pearl dragons keep to themselves, though they sometimes become unintentionally involved in the constant battles that rage at the borders of Nydonna's Sea Kingdom and the other undersea races.



Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12 (13 hp)	14 (+1 size, +3 natural), touch 15, flat 14	15	10	11	10	11	11
Very Young	M	4d12 + 4 (30 hp)	16 (+6 natural), touch 10, flat 16	17	10	13	11	13	13
Young	M	6d12 + 12 (51 hp)	19 (+9 natural), touch 10, flat 19	19	10	15	12	15	13
Juvenile	M	8d12 + 24 (76 hp)	22 (+12 natural), touch 10 flat 22	21	10	17	14	17	15
Young Adult	L	10d12 + 40 (105 hp)	24 (-1 size, +15 natural), touch 9, flat 24	23	10	19	16	19	16
Adult	L	12d12 + 60 (138 hp)	27 (-1 size, +18 natural), touch 9, flat 27	25	10	21	18	21	17
Mature Adult	H	14d12 + 84 (175 hp)	30 (-1 size, +21 natural), touch 9, flat 30	27	10	23	20	23	18
Old	H	16d12 + 112 (216 hp)	32 (-2 size, +24 natural), touch 8, flat 32	29	10	25	22	25	18
Very Old	G	18d12 + 144 (261 hp)	33 (-4 size, +27 natural), touch 6, flat 33	31	10	27	24	27	20
Ancient	G	20d12 + 180 (310 hp)	36 (-4 size, +30 natural), touch 6, flat 36	33	10	29	26	29	21
Wyrm	G	22d12 + 220 (363 hp)	39 (-4 size, +33 natural), touch 6, flat 39	35	10	31	28	31	23
Great Wyrm	C	24d12 + 264 (420 hp)	38 (-8 size, +36 natural), touch 2, flat 38	37	10	33	30	33	23

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/+1	+5	+3	+3	+3	1d8	–	–	–
Very Young	+4/+7	+7	+5	+4	+5	3d8	–	–	–
Young	+6/+10	+10	+7	+5	+7	5d8	–	–	–
Juvenile	+8/+13	+13	+9	+6	+9	7d8	–	–	–
Young Adult	+10/+19	+15	+11	+7	+11	9d8	18	20	1st
Adult	+12/+22	+18	+13	+8	+13	11d8	19	22	3rd
Mature Adult	+14/+28	+20	+15	+9	+15	13d8	21	24	5th
Old	+16/+31	+23	+17	+10	+17	15d8	22	26	7th
Very Old	+18/+36	+24	+19	+11	+19	17d8	24	28	9th
Ancient	+20/+39	+27	+21	+12	+21	19d8	25	30	11th
Wyrm	+22/+42	+30	+23	+13	+23	21d8	27	32	13th
Great Wyrm	+24/+45	+29	+25	+14	+25	23d8	28	34	15th

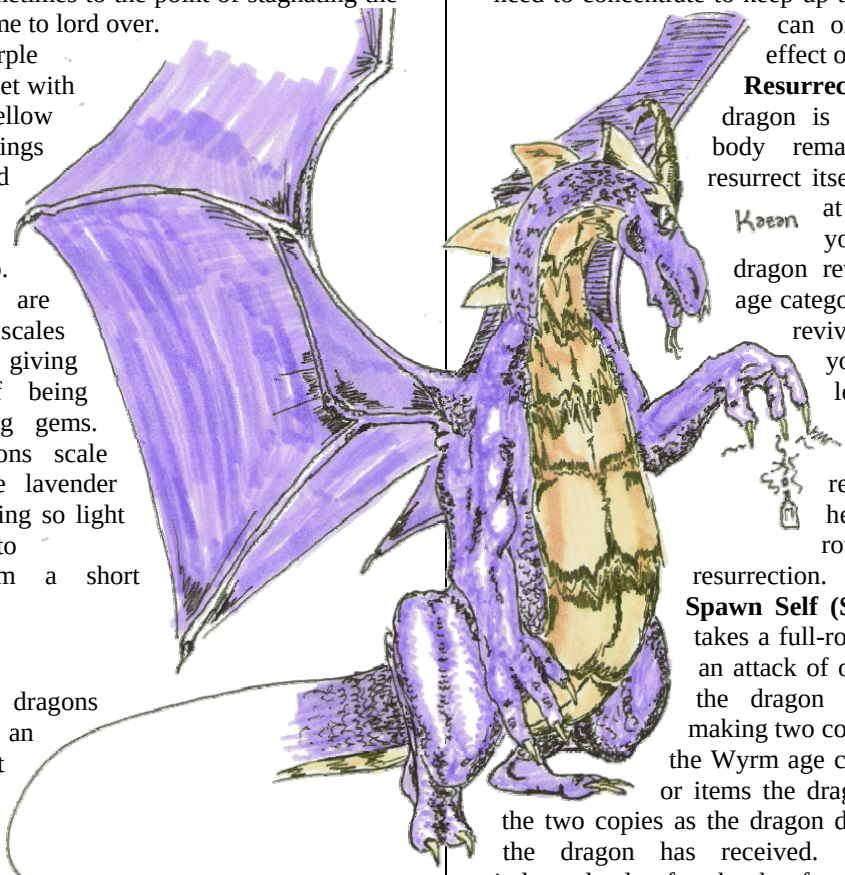
Age	Speed	Special Abilities	CR
Wyrmling	30 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	*Water Breathing*	2
Very Young	30 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)		3
Young	30 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)		4
Juvenile	30 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)		6
Young Adult	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	DR 5/magic +1	7
Adult	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	*Lesser Globe of Invulnerability*	9
Mature Adult	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)		10
Old	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	*Globe of Invulnerability*	12
Very Old	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	DR 10/magic +2	13
Ancient	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)		14
Wyrm	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	*Greater Globe of Invulnerability*	16
Great Wyrm	40 ft. (6 squares), swim 60 ft. (12 squares), fly 100 ft. (20 squares)	DR 15/magic +3	17

Purple Dragon

Dragon (Chromatic, Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 9-11HD (Large); Very Young 12-14 HD (Large); Young 15-17 HD (Huge); Juvenile 18-20 HD (Huge) ; Young Adult 21-23 HD (Huge) ; Adult 24-26 HD (Huge); Mature Adult 27-29 HD (Gargantuan) ; Old 30-32 HD (Gargantuan) ; Very Old 33-35 HD (Gargantuan) ; Ancient 36-38 HD (Colossal) ; Wyrm 39-41 HD (Colossal) ; Great Wyrm 42-45 HD (Colossal)

Dragons of majesty, purple dragons are somewhat unusual in regard to other chromatic dragons. Where most of the other chromatic dragons are purely destructive creatures that have no regard for their environment or those within it, Purple dragons instead love to make themselves rulers and lords over lesser beings. They go to great lengths to preserve the "status quo" of the area, sometimes to the point of stagnating the civilizations they come to lord over.

An adult purple dragon is a deep violet with a slightly yellow underside. The wings are generally tipped with white and the tail has a reddish scorpion-like tip. Younger dragons are pock-marked with scales of a different color, giving the appearance of being covered in dazzling gems. Older purple dragons scale color turns a more lavender color, finally becoming so light at Wyrm ages as to appear white from a short distance.



Combat

Purple dragons prefer to make an impression in combat – striking with such deadly force and in such a devastating manner as to leave no doubt who is the superior creature. Purple dragons carefully pick their fights, and are not above forcing opponents to wade through waves of fodder to wear them down before the Purple dragon swoops in for a glamorous kill. Defeated purple dragons can be the worst of enemies, quietly seeking to weaken the victors and destroy them at the most opportune time. Even worse, the Purple dragon's ability to resurrect itself at the cost of becoming "younger" makes them implacable foes.

Finally, many purple dragons go to great lengths to ensure that if they are slain, their treasure will be safeguarded against looters.

Breath Weapon (Su): The purple dragon has two breath weapons – the first is a poison cloud while the other is a cone of force. The poison cloud deals hit point damage with a Fort save for half damage. The force cone deals magical force damage.

Spell-Like abilities (Sp): *Cure/Inflict Light Wounds* - 1x/age category (Wyrmling), *Cure/Inflict Moderate Wounds* 1x/age category (Young), *Cure/Inflict Serious Wounds* 1x/age category (Adult), *Clone* - 1x/month (Ancient)

Majesty (Su): As a full-round action that provokes an attack of opportunity, a purple dragon may perform a magical display that acts as a triple-strength *Fascinate* spell, (Will save, DC 10 + ½ dragon's hit dice + Cha mod). The effect lasts as long as the purple dragon desires, up to 1 round/HD. The purple dragon does not need to concentrate to keep up the effect. A given being can only be targeted by this effect once a day.

Resurrect Self (Sp): If a purple dragon is slain and the corporeal body remains, the dragon may resurrect itself as a full-round action at the cost of rising as a younger dragon. The dragon revives at the next lower age category. A purple dragon that revives as a Mature Adult or younger dragon can no longer use this ability until it ages back to at least Old age. The returned dragon is at full health and may act in the round following its resurrection.

Spawn Self (Su): Use of this ability takes a full-round action that provokes an attack of opportunity. When used, the dragon literally splits in two, making two copies of itself as if were of the Wyrm age category. Any equipment or items the dragon had is split between the two copies as the dragon desires, as is any damage the dragon has received. Each copy can act independently of each other for up to 12 hours. After this time, the two copies merge back into a Great Wyrm purple dragon, as a free action. The dragon chooses which of the remaining copies becomes the repository of the remerged form. If one of the copies is slain, the purple dragon remains a Wyrm after the effect wears off.

The purple dragon cannot use its Resurrect Self ability while using this ability. However, if both spawn are slain before the dragon can remerge, it can resurrect one of the spawned forms as a Very Old dragon, again choosing which of the spawned form becomes the dominate form.

Skills: Appraise, Diplomacy, and Intimidate are considered class skills for purple dragons.

Purple Dragons on Amberos

Claiming to be the direct spawn of Guaradrell themselves, purple dragons are exceptionally rare creatures that are primarily encountered only in the Federation. When a purple dragon is encountered outside of that land however, it tends to make its presence well-known, and commonly seeks tribute from whomever its within its reach (usually within 3 day's flight).

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	L	8d12 + 16 (68 hp)	14 (-1 size,+5 natural), touch 9, flat 14	15	10	14	13	13	12
Very Young	L	11d12 + 33 (104 hp)	17 (-1 size, +8 natural), touch 9, flat 17	17	10	16	13	15	14
Young	H	14d12 + 56 (147 hp)	19 (-2 size, +11 natural), touch 8, flat 19	19	10	18	15	17	16
Juvenile	H	17d12 + 85 (195 hp)	22 (-2 size, +14 natural), touch 8, flat 22	21	10	20	16	19	18
Young Adult	H	20d12 + 120 (250 hp)	25 (-2 size, +17 natural), touch 8, flat 25	23	10	22	17	21	20
Adult	H	23d12 + 138 (287 hp)	28 (-2 size, +20 natural), touch 8, flat 28	25	10	23	19	23	22
Mature Adult	G	26d12 + 182 (351 hp)	29 (-4 size, +23 natural), touch 6, flat 29	27	10	25	19	25	24
Old	G	29d12 + 232 (420 hp)	32 (-4 size, +26 natural), touch 6, flat 32	29	10	27	21	27	26
Very Old	G	32d12 + 288 (496 hp)	35 (-4 size, +29 natural), touch 6, flat 35	31	10	29	23	29	28
Ancient	C	35d12 + 350 (577 hp)	33 (-8 size, +31 natural), touch 2, flat 33	33	10	31	25	31	30
Wyrm	C	38d12 + 418 (665 hp)	36 (-8 size, +34 natural), touch 2, flat 36	35	10	33	27	33	32
Great Wyrm	C	41d12 + 492 (758 hp)	39 (-8 size, +37 natural), touch 2, flat 39	37	10	35	29	35	34

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level*
Wyrmling	+8/+13	+9	+8	+6	+7	3d10 (16)	–	–	
Very Young	+11/+17	+13	+10	+7	+9	6d10 (18)	–	19	1st
Young	+14/+24	+16	+13	+9	+12	9d10 (21)	–	22	3rd
Juvenile	+17/+28	+20	+15	+10	+15	12d10 (23)	–	24	5th
Young Adult	+20/+32	+24	+18	+12	+17	15d10 (26)	25	27	7th
Adult	+23/+36	+28	+19	+13	+19	18d10 (27)	27	28	9th
Mature Adult	+26/+42	+30	+22	+15	+22	21d10 (30)	30	31	12th
Old	+29/+46	+34	+24	+16	+24	24d10 (32)	32	33	15th
Very Old	+32/+50	+38	+27	+18	+27	27d10 (35)	35	36	17th
Ancient	+35/+54	+38	+29	+19	+29	30d10 (37)	37	38	19th
Wyrm	+38/+58	+42	+32	+21	+32	33d10 (39)	39	40	21st
Great Wyrm	+41/+62	+46	+34	+22	+34	36d10 (42)	42	43	23rd

* A purple dragon can cast arcane spells or divine spells from the Law, Evil or Healing domains.

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 150 feet (30 squares) (poor)	Cure/Inflict Light Wounds	4
Very Young	40 feet (8 squares), fly 150 feet (30 squares) (poor)		7
Young	40 feet (8 squares), fly 150 feet (30 squares) (poor)	Cure/Inflict Moderate Wounds	10
Juvenile	40 feet (8 squares), fly 150 feet (30 squares) (poor)		13
Young Adult	40 feet (8 squares), fly 150 feet (30 squares) (poor)	Majesty	15
Adult	40 feet (8 squares), fly 150 feet (30 squares) (poor)	Cure/Inflict Serious Wounds	17
Mature Adult	40 feet (8 squares), fly 150 feet (30 squares) (poor)		19
Old	40 feet (8 squares), fly 150 feet (30 squares) (poor)	Resurrect self	21
Very Old	40 feet (8 squares), fly 150 feet (30 squares) (clumsy)		23
Ancient	40 feet (8 squares), fly 150 feet (30 squares) (clumsy)	Clone	27
Wyrm	40 feet (8 squares), fly 150 feet (30 squares) (clumsy)		30
Great Wyrm	40 feet (8 squares), fly 150 feet (30 squares) (clumsy)	Spawn Self	33

Sky Dragon

Dragon (Air)
Climate/Terrain: Sky and Mountains
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Neutral
Advancement: Wyrmling 3-4 HD (Small); Very Young 5-6 HD (Medium); Young 7-8 HD (Medium) ; Juvenile 9-10 HD (Large) ; Young Adult 11 HD (Large) ; Adult 12-13 HD (Huge); Mature Adult 14-15 HD (Huge) ; Old 16-17 HD (Huge); Very Old 18-19 HD (Huge) ; Ancient 19-21 HD (Gargantuan); Wyrm 22-23 HD (Gargantuan); Great Wyrm 24-25 HD (Gargantuan)

These masters of the sky are a beautiful mix of sky-blue scales with white, cloud-like dapples. They have huge sail-like wings and the unusual ability to fly without ever landing. They make their homes amid the clouds of the sky, rarely dropping below the heights of mountain peaks.

Combat

To a sky dragon, maneuverability is all. A sky dragon never lands to fight, always keeping the fight in the air, where they are virtually matchless. Sky dragons generally strike with a breath weapon as they fly by, sometimes raking with claws or snatching a foe and dropping them from a great height.

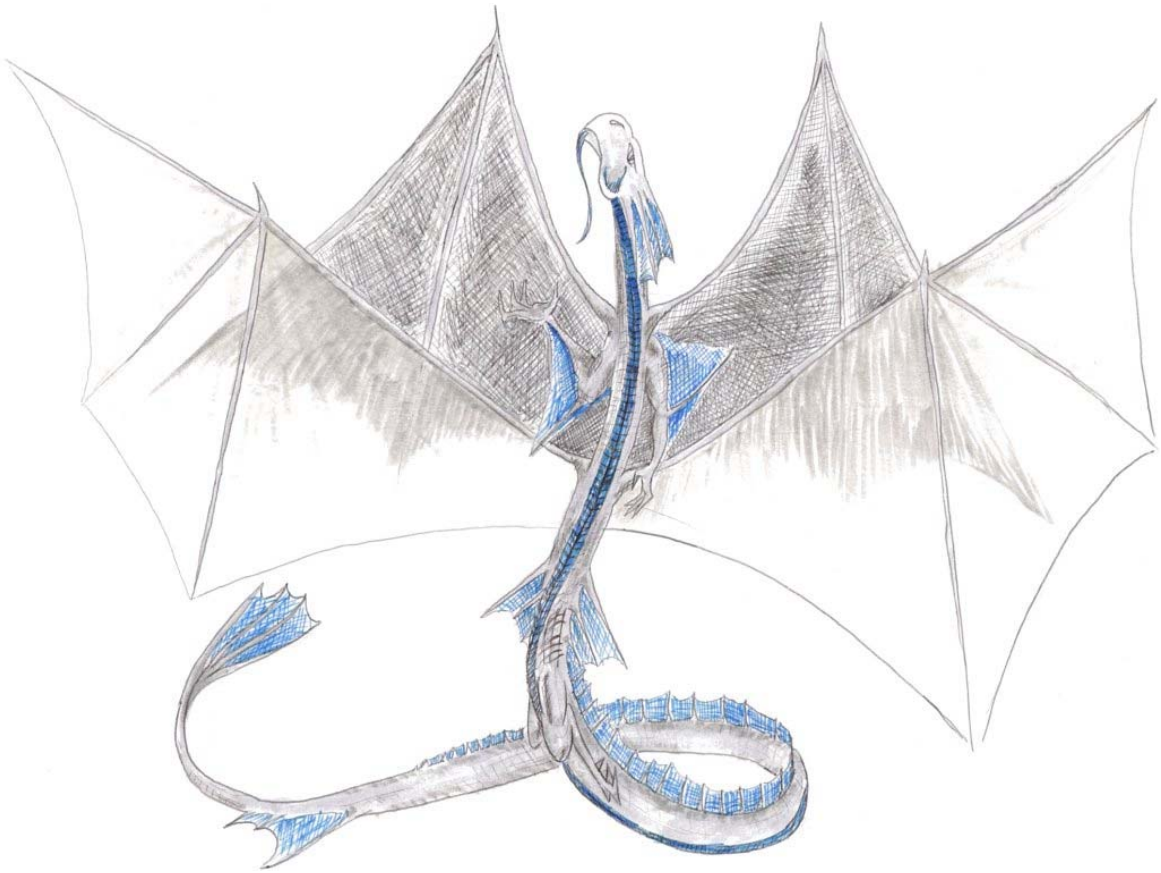
Breath Weapon (Su): A sky dragon's breath weapon is a line, a mix of lightning, concentrated wind and thunder. It deals sonic and electrical damage. Flying creatures that fail their save against the breath weapon are subjected to a ranged bull rush attack.

Spell-Like abilities (Sp): At will (Wyrmling) – *Freedom of Movement*; *Haste* - 1x/day (Young), 2x/day (Young Adult), 3x/day (Mature Adult); *Gust of Wind* – 1x/day (Juvenile); *Ethereal Jaunt* – At Will (Very Old); *Gate (Elemental Air)* – 1x/day (Wyrm)

Skills: Climb, Balance and Jump are considered class skills for sky dragons.

Sky Dragons on Amberos

It is thought that Vermnia, queen of the wind, created the sky dragons from other dragons that pined to soar on the winds forever. Sky dragons refused to become involved in the First Dragon War, and they make their lairs in the very clouds, never touching a piece of earth in their life. Sailors of the Methane Sea sometimes see them, but the dragons tend to avoid any sort of contact with other races.



Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12 (13 hp)	19 (+1 size, +3 natural, +5 Dex), touch 16, flat 14	9	21	10	10	11	10
Very Young	M	4d12 + 4 (30 hp)	20 (+6 natural, +4 Dex), touch 14, flat 16	11	19	12	12	13	12
Young	M	6d12 + 12 (51 hp)	23 (+9 natural, +4 Dex), touch 14, flat 19	13	19	14	14	15	12
Juvenile	L	8d12 + 16 (68 hp)	24 (-1 size, +12 natural, +3 Dex), touch 12, flat 21	15	17	14	16	17	14
Young Adult	L	10d12 + 30 (95 hp)	27 (-1 size, +15 natural, +3 Dex), touch 12, flat 24	17	17	16	17	19	16
Adult	H	11d12 + 44 (115 hp)	28 (-2 size, +18 natural, +2 Dex), touch 10, flat 26	19	15	18	18	21	16
Mature Adult	H	13d12 + 52 (136 hp)	31 (-2 size, +21 natural, +2 Dex), touch 10, flat 29	21	15	18	19	23	18
Old	H	15d12 + 75 (172 hp)	34 (-2 size, +24 natural, +2 Dex), touch 10, flat 32	23	15	20	21	25	20
Very Old	G	17d12 + 102 (212 hp)	34 (-4 size, +27 natural, +1 Dex), touch 7, flat 33	25	13	22	23	27	22
Ancient	G	19d12 + 133 (256 hp)	37 (-4 size, +30 natural, +1 Dex), touch 7, flat 36	25	13	24	25	29	24
Wyrm	G	21d12 + 168 (304 hp)	40 (-4 size, +33 natural, +1 Dex), touch 7, flat 39	27	13	26	27	31	26
Great Wyrm	G	23d12 + 207 (356 hp)	43 (-4 size, +36 natural, +1 Dex), touch 7, flat 42	29	13	28	29	33	28

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/-2	+2	+3	+8	+3	1d8 (11)	11	12	–
Very Young	+4/+4	+4	+5	+8	+5	3d8 (13)	13	14	–
Young	+6/+7	+7	+7	+9	+7	5d8 (15)	14	16	–
Juvenile	+8/+13	+9	+9	+9	+9	7d8 (16)	16	17	–
Young Adult	+10/+16	+12	+10	+10	+11	9d8 (19)	18	20	1st
Adult	+11/+21	+13	+11	+9	+13	11d8 (19)	18	20	3rd
Mature Adult	+13/+24	+16	+12	+10	+15	13d8 (20)	20	21	5th
Old	+15/+27	+19	+14	+11	+17	15d8 (22)	22	23	7th
Very Old	+17/+32	+20	+16	+11	+19	17d8 (24)	24	25	9th
Ancient	+19/+34	+22	+18	+12	+21	19d8 (26)	26	27	11th
Wyrm	+21/+37	+25	+20	+13	+23	21d8 (28)	28	29	13th
Great Wyrm	+23/+40	+28	+22	+14	+25	23d8 (30)	30	40	15th

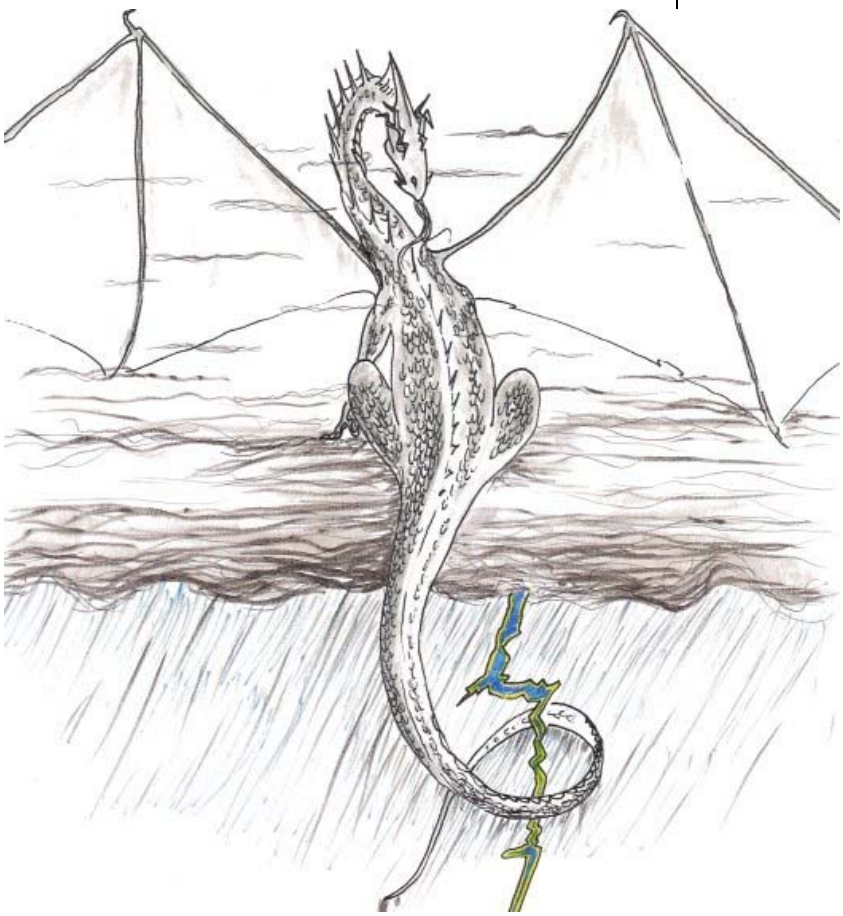
Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 200 (40 squares) (good)	Immunity to Sonic, Immunity to Electricity, *Freedom of Movement*	1
Very Young	40 feet (8 squares), fly 200 (40 squares) (good)		3
Young	40 feet (8 squares), fly 200 (40 squares) (good)	*Haste x1*	5
Juvenile	40 feet (8 squares), fly 200 (40 squares) (good)	*Gust of Wind*	6
Young Adult	40 feet (8 squares), fly 200 (40 squares) (good)	*Haste x2*	8
Adult	40 feet (8 squares), fly 200 (40 squares) (good)	DR 5/magic +1,*Wind Wall*	9
Mature Adult	40 feet (8 squares), fly 200 (40 squares) (good)	*Haste x3*	10
Old	40 feet (8 squares), fly 200 (40 squares) (good)	DR 10/magic +2	12
Very Old	40 feet (8 squares), fly 200 (40 squares) (good)	*Ethereal Jaunt*	14
Ancient	40 feet (8 squares), fly 200 (40 squares) (good)		15
Wyrm	40 feet (8 squares), fly 200 (40 squares) (good)	DR 15/magic +3, *Gate* (Elemental Air)	17
Great Wyrm	40 feet (8 squares), fly 200 (40 squares) (good)		18

Storm Dragon

Dragon (Air)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 3-4 HD (Small); Very Young 5-6 HD (Medium); Young 7-8 HD (Medium) ; Juvenile 9-10 HD (Large) ; Young Adult 11-12 HD (Large) ; Adult 13-14 HD (Huge); Mature Adult 15-16 HD (Huge) ; Old 17-18 HD (Gargantuan); Very Old 19-20 HD (Gargantuan) ; Ancient 21-22 HD (Gargantuan); Wyrm 23-24 HD (Gargantuan); Great Wyrm 25-26 HD (Gargantuan)

With wings made of sparking lightning, storm dragons are stark white beasts of vicious temperament. Their scales are oval-shaped with blue-tinged edges. Their body is covered in static electricity, which capers and prances across their body in the form of small bolts of blue lightning.

Storm dragons prefer to dwell in high, lonely areas. They prefer either desolate mountain areas or high coastal cliffs.



Combat

A storm dragon usually prepares itself before a combat by surrounding itself with a halo of lightning and buffing itself with any spells it may know. Once drawn to combat, they strike with a fury of claws, bite and slashing tail. Even when faced with death, they rarely, if ever disengage.

Breath Weapon (Su): A storm dragon's breath weapon is a line of electricity.

Spell-Like abilities (Sp): *Control Wind* - 3x/day (Old), *Control Weather* – 1x/day (Ancient)

Halo of Lightning (Su): As a free action, a Storm dragon of Young age or older may surround itself in a glowing nimbus of static electricity. Anyone coming within 5 feet of the Storm dragon must make a Reflex save (DC 10 + ½ dragon's HD + Con mod) or take 1d4 +1 point/age level electrical damage.

Sheath of Lightning (Su): At Adult age and older, the static electricity clinging to the dragon's body can be directed as a bolt of lightning at victims once every one minute as a standard action. The spell functions similar to *lightning bolt*, cast at a level equal to the dragon's age category. There is no cap on the damage dice of the lightning bolt.

Whirlwind Form (Su): At great wyrm age, a storm dragon can transform itself into a cone of deadly wind as a full-round action. The wind is cylinder-shaped, 20 feet in diameter at the base and 60 feet high. Any creature caught in the whirlwind must make a Fort save (DC 31) or suffer 12d6 damage. While in whirlwind form, attacks against the storm dragon have a 50% miss chance. The whirlwind form can be maintained for 9 rounds.

Skills: Bluff, Jump and Sense Motive are considered class skills for storm dragons.

Storm Dragons on Amberos

In a manner similar to sky dragons, storm dragons have made bargains with Vermnia, queen of the winds, to act as her harbingers against the mortals of the lands below. Unlike sky dragons, storm dragons often interact with the world below, bringing woe and destruction in Vermnia's name wherever they pass.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12 (13 hp)	14 (+1 size, +3 natural), touch 11, flat 14	9	10	11	10	11	11
Very Young	M	4d12 + 4 (30 hp)	16 (+6 natural), touch 10, flat 16	11	10	13	11	13	13
Young	M	6d12 + 12 (51 hp)	19 (+9 natural), touch 10, flat 19	13	10	15	12	15	13
Juvenile	L	8d12 + 24 (76 hp)	21 (-1 size, +12 natural), touch 9, flat 21	15	10	17	13	17	15
Young Adult	L	10d12 + 40 (105 hp)	24 (-1 size, +15 natural), touch 9, flat 24	15	10	19	14	19	15
Adult	H	12d12 + 48 (126 hp)	26 (-2 size, +18 natural), touch 8, flat 26	17	10	19	15	21	17
Mature Adult	H	14d12 + 70 (161 hp)	29 (-2 size, +21 natural), touch 8, flat 29	17	10	21	16	21	19
Old	G	16d12 + 96 (200 hp)	30 (-4 size, +24 natural), touch 6, flat 30	19	10	23	17	23	21
Very Old	G	18d12 + 108 (225 hp)	33 (-4 size, +27 natural), touch 6, flat 33	21	10	23	18	25	21
Ancient	G	20d12 + 140 (270 hp)	36 (-4 size, +30 natural), touch 6, flat 36	23	10	25	19	27	23
Wyrm	G	22d12 + 176 (319 hp)	39 (-4 size, +33 natural), touch 6, flat 39	25	10	27	20	29	25
Great Wyrm	G	24d12 + 216 (372 hp)	42 (-4 size, +36 natural), touch 6, flat 42	27	10	29	22	31	27

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/-2	+2	+3	+3	+3	1d8 (11)	–	–	–
Very Young	+4/+4	+4	+5	+4	+5	2d8 (13)	–	–	–
Young	+6/+7	+7	+7	+5	+7	3d8 (15)	–	–	–
Juvenile	+8/+13	+9	+9	+6	+9	4d8 (17)	–	18	1st
Young Adult	+10/+15	+11	+11	+7	+11	5d8 (19)	17	20	2nd
Adult	+12/+21	+13	+12	+8	+13	6d8 (20)	19	21	4th
Mature Adult	+14/+23	+15	+14	+9	+14	7d8 (22)	21	23	6th
Old	+16/+30	+16	+16	+10	+17	8d8 (24)	23	25	8th
Very Old	+18/+31	+19	+17	+11	+19	9d8 (25)	24	26	10th
Ancient	+20/+34	+22	+19	+12	+21	10d8 (27)	26	28	12th
Wyrm	+22/+37	+25	+21	+13	+23	11d8 (29)	28	30	14th
Great Wyrm	+24/+40	+28	+23	+14	+25	12d8 (31)	30	32	16th

Age	Speed	Special Abilities	CR
Wyrmling	30 feet (6 squares), fly 180 feet (36 squares) (average)	Immunity to Electricity	1
Very Young	30 feet (6 squares), fly 180 feet (36 squares) (average)		2
Young	30 feet (6 squares), fly 180 feet (36 squares) (average)	Halo of Lightning	4
Juvenile	30 feet (6 squares), fly 180 feet (36 squares) (average)		5
Young Adult	30 feet (6 squares), fly 180 feet (36 squares) (average)	DR 5/magic +1	6
Adult	30 feet (6 squares), fly 180 feet (36 squares) (poor)	Sheath of Lightning	8
Mature Adult	30 feet (6 squares), fly 180 feet (36 squares) (poor)		9
Old	30 feet (6 squares), fly 180 feet (36 squares) (clumsy)	DR 10/magic +2, *Control Wind*	10
Very Old	30 feet (6 squares), fly 180 feet (36 squares) (clumsy)		11
Ancient	30 feet (6 squares), fly 180 feet (36 squares) (clumsy)	DR 10/magic +3, *Control Weather*	13
Wyrm	30 feet (6 squares), fly 180 feet (36 squares) (clumsy)		15
Great Wyrm	30 feet (6 squares), fly 180 feet (36 squares) (clumsy)	Whirlwind Form	17

Tyrannodragon

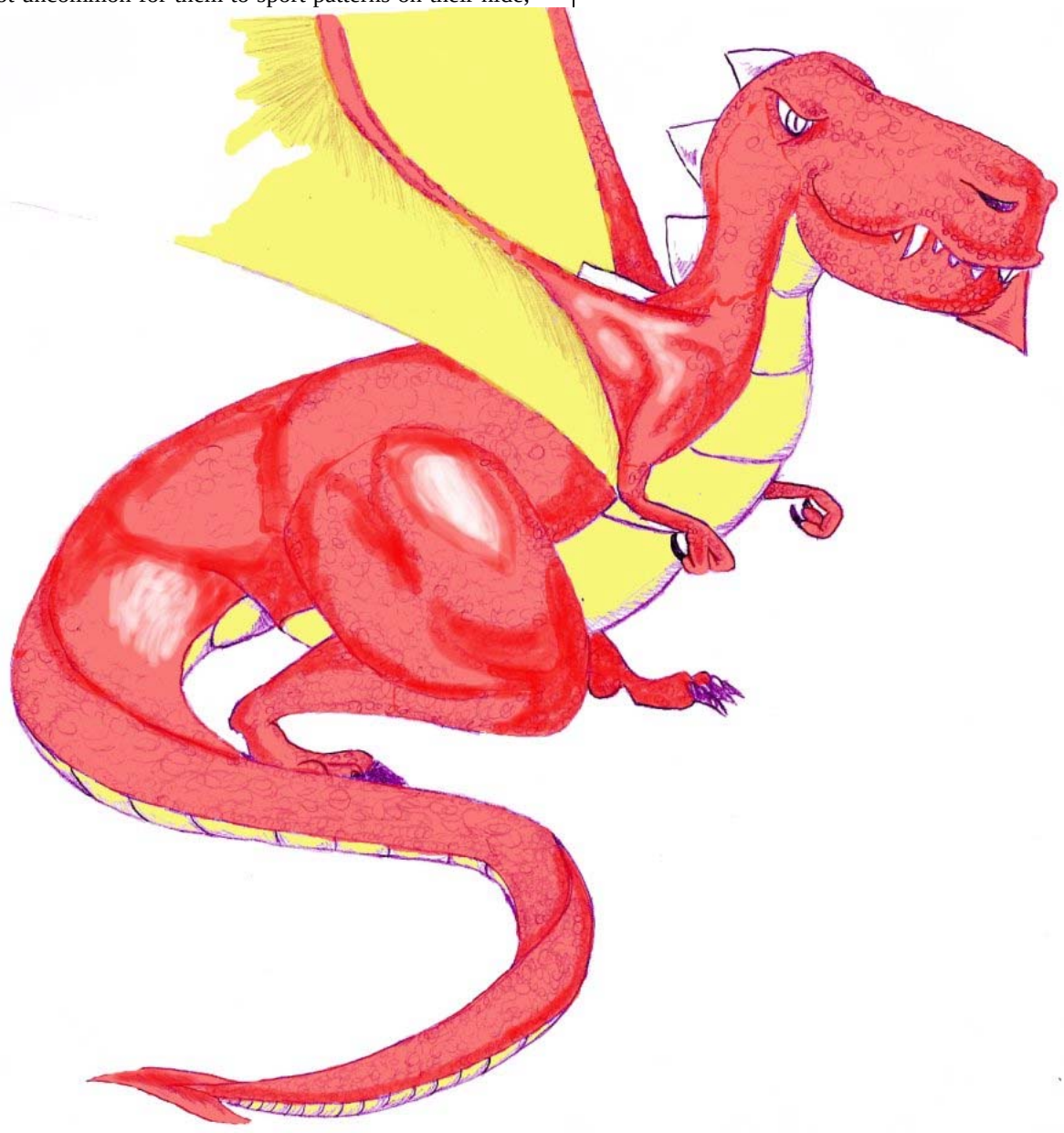
Dragon (Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 2 HD (Small); Very Young 3-4 HD (Medium); Young 5-8 HD (Medium) ; Juvenile 8-14 HD (Large) ; Young Adult 12-22 HD (Large) ; Adult 16-30 HD (Huge); Mature Adult 22-42 HD (Gargantuan)

Barely a dragon, tyrannodragons have the appearance of a tyrannosaurus rex with a pair of bat-like wings. Adult tyrannodragons are a fiery red color, and it is not uncommon for them to sport patterns on their hide, with a black diamond-like pattern being popular.

Luckily, tyrannodragons do not have the immortality of other dragons. About 30 years after reaching mature adult age tyrannodragons begin to quickly decline, dying within a couple of years, either due to physical problems or by finally falling as prey to another creature – sometimes even to their own kind.

Combat

A tyrannodragon is a brutish creature that generally initiates combat only when it is hungry (which is most of the time) or feels that its territory is threatened by another creature. If fighting out of a desire to eat, the tyrannodragon will refrain from using its breath weapon unless its life is threatened.



On the other hand, if defending its territory, the tyrannodragon will breath first, then melee with an opponent.

Breath Weapon (Su): A tyrannodragon's breath weapon is a line of fire.

Leap (Ex): With this ability, the tyrannodragon can use a leap to initiate a bull rush attempt without drawing an attack of opportunity. If the bull rush is successful the tyrannodragon deals double claw damage, pushes the enemy back as per normal bull rush rules and the tyrannodragon may also attempt a trip attack. Also, a tyrannodragon can fall up to 50 feet without taking damage.

Great Leap (Ex): With this ability, the tyrannodragon's leap gain a +20 bonus and has no limit on the distance it can cover. The tyrannodragon can also fall up to 100 feet without taking damage.

Bounding Leap (Su): When the tyrannodragon leaps, it can leap upwards in distance as if performing a long jump. The tyrannodragon can also fall any distance without taking damage. The tyrannodragon may also perform a Spring attack using a leap, even if it does not meet the requirements for the feat.

Fire Immunity (Ex): A tyrannodragon is immune to heat and the effects of fire damage.

Skills: Climb, Jump and are considered class skills for tyrannodragons.

Tyrannodragons on Amberos

It is believed that tyrannodragons are the spawn of experiments in the genetic pits of Lost Vale, created during the ancient Technological War. More advanced than dinosaurs, these beasts so far have only been found in lost vale and the coastal area surrounding the Boiling Sea. Luckily, true dragons have taken it upon themselves to destroy any tyrannodragon they encounter, so these beasts have not yet spread beyond Lost Vale.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	1d12 + 2 (8 hp)	16 (+5 natural, +1 size) touch 11, flat 16	17	10	15	2	13	10
Very Young	M	2d12 + 6 (19 hp)	17 (+7 natural), touch 10, flat 17	19	10	17	3	15	10
Young	M	4d12 + 16 (44 hp)	19 (+9 natural), touch 10, flat 19	21	10	19	4	17	10
Juvenile	L	7d12 + 35 (80 hp)	20 (+11 natural, -1 size), touch 9, flat 20	23	10	20	5	19	11
Young Adult	L	11d12 + 55 (126 hp)	22 (+13 natural, -1 size), touch 9, flat 22	25	10	21	6	21	12
Adult	H	15d12 + 90 (187 hp)	23 (+15 natural, -2 size), touch 8, flat 23	27	10	22	7	23	13
Mature Adult	G	21d12 + 126 (262 hp)	23 (+17 natural, -4 size), touch 6, flat 23	29	10	23	8	25	14

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+1/+1	+5	+4	+2	+3	1d6 (12)	–	–	–
Very Young	+2/+6	+6	+6	+3	+5	2d6 (14)	–	–	–
Young	+4/+9	+9	+8	+4	+7	3d6 (16)	–	17	–
Juvenile	+7/+16	+12	+11	+5	+9	5d6 (18)	–	19	–
Young Adult	+11/+16	+12	+14	+7	+12	7d6 (20)	16	21	–
Adult	+15/+29	+21	+17	+9	+15	9d6 (23)	18	24	–
Mature Adult	+21/+38	+26	+21	+12	+19	12d6 (26)	22	27	–

Age	Speed	Special Abilities	CR
Wyrmling	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)		1
Very Young	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)	Leap	2
Young	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)		3
Juvenile	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)	Great Leap	4
Young Adult	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)		7
Adult	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)	Bounding Leap	11
Mature Adult	50 ft. (10 squares), fly 60 ft (12 squares) (clumsy)		16

Yellow Dragon

Dragon (Earth)
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Lawful Evil
Advancement: Wyrmling 3-4 HD (Small); Very Young 5-6 HD (Medium); Young 7-8 HD (Medium) ; Juvenile 9-10 HD (Large) ; Young Adult 11-12 HD (Large) ; Adult 13-14 HD (Huge); Mature Adult 15-16 HD (Huge) ; Old 17-18 HD (Huge); Very Old 19-20 HD (Huge) ; Ancient 21-22 HD (Gargantuan); Wyrm 23-24 HD (Gargantuan); Great Wyrm 25-26 HD (Gargantuan)

Yellow dragons are considered the most cunning and untrustworthy dragons on the continent. Even from birth they have the ability to manipulate the minds of others, and they only get stronger from there.

An adult yellow dragon is a lemon yellow color, with slightly darker wings and crimson eyes. Younger yellow dragons have even more stark coloration and a glossy, almost hypnotic sheen to their scales. Older dragons have a duller coloration to their scales and their eyes eventually become solid black by the time the dragon is Ancient.

Combat

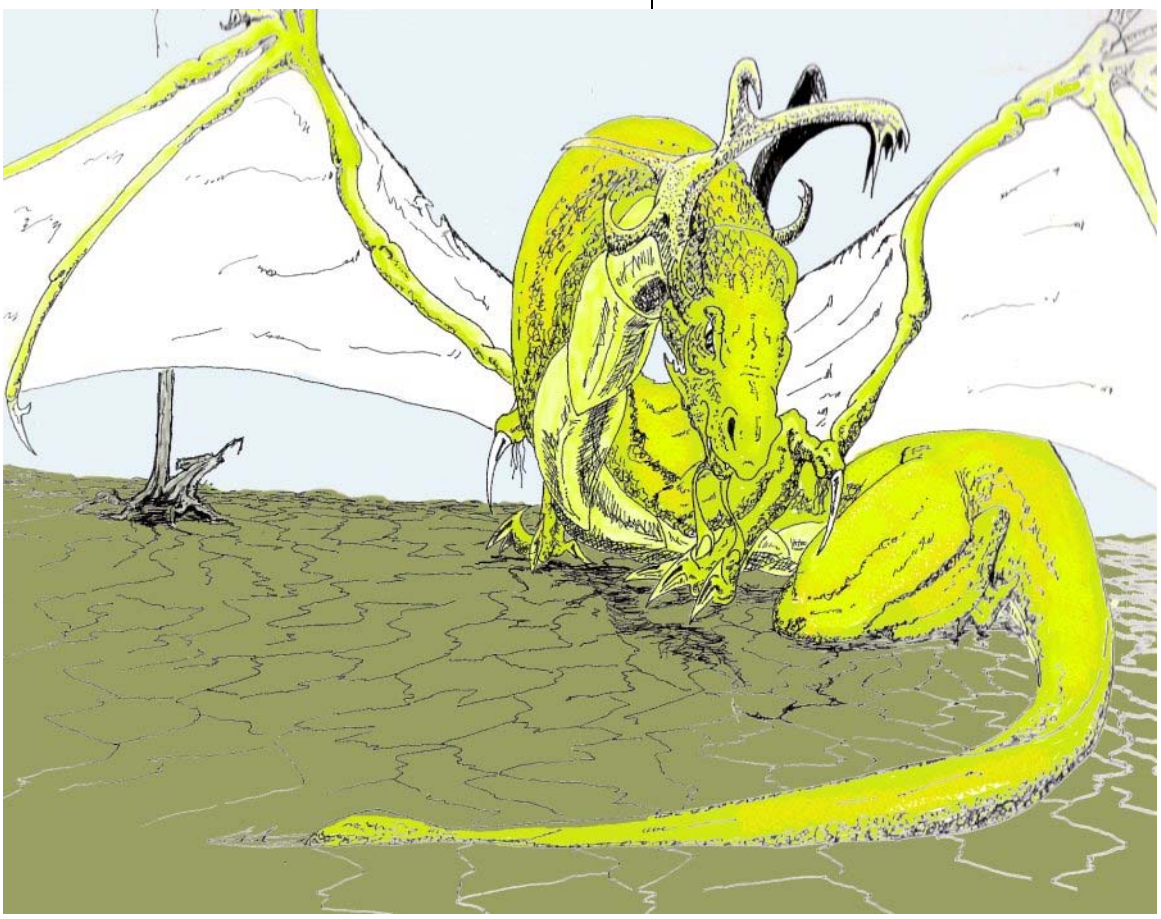
Yellows generally disdain direct combat, utilizing their ability to control lesser minds to direct minions to handle opponents for them. If forced into combat, a yellow dragon seeks to both strike from a superior position and to seek a way to make themselves immune to any counterattacks. Generally if a battle goes poorly for a yellow dragon, they will break away to either lead the opponent into a trap or to regroup at a later date after building back its strength and investigating its foe.

Breath Weapon (Su): A yellow dragon has two breath weapons – the first is a cloud of mind-numbing gas that renders the victims susceptible to the dragon's mental control (treat as *mind fog* spell cast at a level equal to the dragon's HD, DC = 10 + ½ dragon's HD + Con Mod), while the second is a cone of blue fire.

Spell-Like abilities (Sp): *Charm Monster* 1x/age category (Wyrmling), *Suggestion* 3x/day (Young), *Feeblemind* 1x/day (Young Adult), *Dominate Person* 1x/age category (Old).

Yellow Dragons on Amberos

Yellow dragons constantly involve themselves in disrupting human matters whenever they get the chance. It was a yellow dragon who assumed control of the Skyland Hold during the Dark Age after the fall of the demon prince Volk, and it was General Drake, a yellow dragon, who turned Fineburr the Astronomican against his fellow humans and convinced him to corrupt the Mystic Weapons that were to be used against dragons in the First Dragon War. It was also General Drake who led the last attack of the war on the capital of the Kingdom of Swordfall, despite the other dragons having signed a peace treaty to end the First Dragon War. It was only because the other legions of dragons



banded together to stop him that a second war was prevented from erupting.

If one believes the paranoid whisperings, yellow dragons can be found anywhere – often controlling the various governments from the shadows. While it is true that most yellow dragons are found near humanoid communities, there is no known nation under the control of a yellow dragon.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Wyrmling	S	2d12	17 (+1 size, +6 natural), flat 11, touch 17	11	10	13	9	13	15
Very Young	M	4d12	19 (+9 natural), flat 10, touch 19	12	10	14	10	14	17
Young	M	6d12	21 (+11 natural), flat 10, touch 21	14	10	15	11	15	19
Juvenile	L	8d12	23 (-1 size, +14 natural), touch 9, flat 23	16	10	16	12	17	21
Young Adult	L	10d12	26 (-1 size, +17 natural), touch 9, flat 26	18	10	17	13	19	23
Adult	H	12d12	28 (-2 size, +20 natural), touch 8, flat 28	20	10	19	14	21	25
Mature Adult	H	14d12	31 (-2 size, +23 natural), touch 8, flat 31	22	10	20	15	23	27
Old	H	16d12	34 (-2 size, +26 natural), touch 8, flat 34	24	10	21	16	25	29
Very Old	G	18d12	35 (-4 size, +29 natural), touch 6, flat 35	26	10	23	17	27	31
Ancient	G	20d12	38 (-4 size, +32 natural), touch 6, flat 38	28	10	25	18	29	33
Wyrm	G	22d12	41 (-4 size, +35 natural), touch 6, flat 41	30	10	27	19	31	35
Great Wyrm	G	24d12	44 (-4 size, +38 natural), touch 6, flat 44	31	10	28	20	33	37

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Caster Level
Wyrmling	+2/-2	+2	+4	+3	+4	1d8 (12)	–	–	–
Very Young	+4/+5	+5	+6	+4	+6	2d8 (14)	15	–	–
Young	+6/+8	+8	+7	+5	+7	3d8 (16)	17	–	1st
Juvenile	+8/+14	+10	+9	+6	+9	4d8 (17)	19	18	2nd
Young Adult	+10/+17	+13	+10	+7	+11	5d8 (18)	21	19	4th
Adult	+12/+23	+15	+12	+8	+13	6d8 (20)	23	21	6th
Mature Adult	+14/+26	+18	+14	+9	+15	7d8 (22)	25	22	8th
Old	+16/+29	+21	+15	+10	+17	8d8 (23)	27	24	10th
Very Old	+18/+34	+22	+17	+11	+19	9d8 (25)	29	26	12th
Ancient	+20/+37	+25	+19	+12	+21	10d8 (27)	31	28	14th
Wyrm	+22/+40	+28	+21	+13	+23	11d8 (29)	33	30	16th
Great Wyrm	+24/+52	+40	+23	+14	+25	12d8 (31)	35	31	18th

Age	Speed	Special Abilities	CR
Wyrmling	40 feet (8 squares), fly 150 ft (average)	*Charm Monster*	
Very Young	40 feet (8 squares), fly 150 ft. (average)		
Young	40 feet (8 squares), fly 150 ft. (average)	*Suggestion*	
Juvenile	40 feet (8 squares), fly 150 ft. (average)		
Young Adult	40 feet (8 squares), fly 150 ft. (average)	*Feeblemind*	
Adult	40 feet (8 squares), fly 150 ft. (average)	DR 5/magic +1	
Mature Adult	40 feet (8 squares), fly 150 ft. (average)		
Old	40 feet (8 squares), fly 150 ft. (poor)	*Dominate Person*	
Very Old	40 feet (8 squares), fly 150 ft. (poor)		
Ancient	40 feet (8 squares), fly 150 ft. (poor)	DR 10/+2	
Wyrm	40 feet (8 squares), fly 150 ft. (clumsy)		
Great Wyrm	40 feet (8 squares), fly 150 ft. (clumsy)	DR 15/+3	

Xaven Dragon

Dragon
Climate/Terrain: Any
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)
Challenge Ratings: See below
Treasure: Double Standard
Alignment: Neutral
Advancement: Old 65-80 HD (Colossal); Very Old 81-96 HD (Colossal) ; Ancient 97-112 HD (Colossal); Wyrm 113-128 HD (Colossal); Great Wyrm 128-256 HD (Colossal)

In the tongue of dragons, Xaven means "grandfather". These enormous dragons have long ago outgrown using their wings to fly, and exist in the dark earth. Their colors vary, but are usually browns, blacks or grays, though there is rumor of at least one green Xaven.

Tales of Xavens speak of these dragons being so huge that there is at least one ancient Xaven who houses an entire city within his vast stomach.

Combat

To raise a Xaven to do battle is a very dire thing indeed. Generally, the breath weapon of a Xaven is more than enough to annihilate any enemy, but if this weapon does not, most Xaven will crush their foe, though against those nearly as huge as themselves, they will claw and bite to destroy a foe. Xavens rarely use their spells for destructive purposes and prefer utility spells that assist them perform tasks that their great bulk prevents them from accomplishing.

Breath Weapon (Su): A Xaven's normal breath weapon is a cone of fire. They also have an unusual "breath weapon" that allows them to inhale victims caught in a cone-like area. This attack is treated as a ranged grapple attack that automatically hits. A successful strength check against the breath weapon DC allows the victim to avoid being swallowed.
Secrets (Ex): A Xaven is a vast storehouse of ancient and arcane knowledge, to the extent they may choose the indicated number of Knowledge skill(s) in which they are considered to have maximum ranks for free.
Hardness (Ex): At Wyrm age, a Xaven is so encrusted with earth that he gains hardness like an object. This ability replaces his DR 20/- ability, but stacks with his DR 35/epic +10 ability.

Xaven Dragons on Amberos

Very little is known of Xavens, except rumor and hearsay. It is said that they are the direct offspring of Guaradrell, and are the most ancient of dragons. Some legends say that all other dragons, even Budhamit and Tiamat, are spawned from Xaven. Other tales state that Xavens are but pieces of Guaradrell himself, and even other tales say that any dragon can become a Xaven, should it live long enough.

The only known Xavens to exist can be found in the federation, acting as leaders to the dragons that live there.

Age	Size	Hit Dice (hp)	AC	Str	Dex	Con	Int	Wis	Cha
Old	C	64d12 + 640 (1056 hp)	32 (-8 size, +40 natural), touch 2, flat 32	50	10	30	23	21	38
Very Old	C	80d12 + 960 (1480 hp)	37 (-8 size, +45 natural), touch 2, flat 37	55	10	35	26	24	41
Ancient	C+	96d12 + 1440 (2064 hp)	42 (-8 size, +50 natural), touch 2, flat 42	60	10	40	29	27	44
Wyrm	C+	112d12 + 1904 (2632 hp)	47 (-8 size, +55 natural), touch 2, flat 47	65	10	45	32	30	47
Great Wyrm	C+	128d12 + 2560 (3392 hp)	52 (-8 size, +60 natural), touch 2, flat 52	70	10	50	35	33	50

Age	BAB / Grapple	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	Epic SR	Caster Level
Old	+64/+92	+76	+44	+34	+39	32d12 (52)	56	53	11th
Very Old	+80/+110	+94	+54	+42	+49	40d12 (62)	66	63	14th
Ancient	+96/+129	+113	+65	+50	+59	48d12 (73)	77	74	16th
Wyrm	+112/+147	+131	+75	+58	+68	56d12 (83)	87	84	19th
Great Wyrm	+128/+166	+150	+86	+66	+77	64d12 (94)	98	95	21st

Xavens can choose arcane spells, bard spells, ranger spells or divine spells from the domains of Earth, Knowledge, Magic, Strength or Travel.

Age	Speed	Special Abilities	CR
Old	70 feet (14 squares), burrow 30 feet (6 squares)	DR 5/-, DR 15/epic +6, secrets 1	30
Very Old	70 feet (14 squares), burrow 40 feet (8 squares)	DR 10/-, DR 20/epic +7, secrets 2	35
Ancient	70 feet (14 squares), burrow 50 feet (10 squares)	DR 15/-, DR 25/epic +8, secrets 3	40
Wyrm	70 feet (14 squares), burrow 60 feet (12 squares)	DR 20/-, DR 30/epic +9, secrets 4	45
Great Wyrm	70 feet (14 squares), burrow 70 feet (14 squares)	Hardness 20, DR 35/epic +10, secrets 5	50



Dragonfolk, Algalue

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	2d8-2 (7 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 feet (4 squares) in chain mail; 30 ft. base, Fly 50 ft. (10 squares) (poor) in chain mail; Fly 60 ft. (12 squares) (poor) base
Armor Class:	20 (+1 Dex, +5 chain mail, +4 natural), touch 11, flat 19
BAB/Grapple:	+1/+4
Attack:	Bite +3 melee (1d8+3) or Two-handed sword +3 melee (2d6+4;19-20/x2)
Full Attack:	Bite +3 melee (1d8+3), 2 claws -2 melee (1d6+1) or Two-handed sword +3 melee (2d6+4;19-20/x2), bite +3 melee (1d8+3)
Space/Reach:	5 ft./ 5 ft.
Height:	5 ft. 9 in + 2d8 in. (6 ft. 6 in.)
Weight:	180 lbs. + 2d10 x 5 lbs. (235 lbs.)
Special Att:	Breath weapon
Special Qual:	Alter self, Darkvision
Saves:	Fort +0, Ref +4, Will +3
Abilities:	S17 D13 C9 I12 W10 Ch12
Skills:	Bluff +1, Concentration +5, Diplomacy +1*, Disguise +8, Intimidate +1*, Listen +5, Search +5, Spot +5, Use Magic Device +4
Feats:	Skill Focus (Disguise), Power Attack
Environment:	Any non-cold
Organization:	Solitary, Group (2-5 + 0-1 5th level mercenary) or Clan (5-50 + one 10th level champion)
CR:	1
Treasure:	50% coins; no gems; double items
Alignment:	Lawful Neutral
Advancement:	By character level
Level Adj:	+2

A humanoid, reptilian behemoth stands before you, covered in powerful muscles that are in turned protected by tough, iridescent green scales that cover its entire body. It wears a slim harness to which metal plates have been attached and from which several tools and weapons hang. It has a sharp, reptilian head with ivory horns that curl backwards from the sides of its forehead. It sports a stubby tail that ends in a spade-like frill and it has a pair of massive wings folded along its back. It utters a rumbling growl as it watches you with its slitted yellow eyes.

The Algalue are shapeshifting humanoids that hide among the other races, using their alien magic to take on the guise of the races they associate with. They still have command of many magics at their disposal.

Tales tend to portray the Algalue as assassins, slavers and warriors of an evil and bloodthirsty bend, but these tales are patently false – the Algalue are caught in a struggle for their own survival, masquerading as members of other races to keep from being slain by others who are frightened by their draconic appearance and ability to "infiltrate" as members of another race.

Algalue speak common, the language of the race they masquerade as and their own secret tongue, Galu, which is based off draconic.



Combat

Algalue attack in a rather straightforward method, though many experienced Algalue are able to enhance their abilities with magical power. When defending their lairs, Algalue drop their magical disguises to strike fear in their opponent. This has no magical effects, but tends to shake those who know the tales of the ancient Algalue.

Alter Self (Su): Once per day, an Algalue can alter its appearance as per the *Alter Self* spell. The casting level is 2 + class levels.

Breath Weapon (Su): An Algalue can breath a stream of fire 20 feet long and 2½ feet wide. Anyone struck by the breath weapon suffers 2d8 fire damage, half if a successful Reflex save (DC 11) is made. The breath weapon may be used 3x/day, once every three rounds. Algalue who have adventuring levels can increase the damage dealt by the breath weapon by +1d8 damage per 2 levels, up to 10d8 damage. The DC for such a breath weapon increases by +1/2 levels up to a DC 15 + Con modifier.

Skills: Algalue have a –12 racial penalty to Diplomacy and a +6 racial bonus to Intimidate checks when in their natural forms when dealing with other intelligent humanoids.

Algalue Society

Despite the horrid tales propagated against them, the Algalue are generally a peaceful race, living either alone among the various races or in tiny communities hidden in the wilderness. They generally have a strong

sense of curiosity and justice, though the justice they often inflict is without emotion.

Because the Algalue live among other races, masquerading as them, they have weak links to their own history and culture. They often adopt the cultural norms of the society they inhabit, and keep their own history oral and secret.

Algalue on Amberos

Algalue are actually a race from the stars beyond Amberos. For sins unknown to all but their race, their world was doomed to extinction. However, the Algalue cheated their punishment and fled to Amberos aboard colony ships. When the Algalue reached Amberos, they settled in and made friends of humanity, sharing their technology with the humans against the arcane might of the Elvin and Goblinoid empires in return for land to call their own. However, humanity's greed eventually got the better of the Algalue, and the sparking of the Technological War saw the Algalue society destroyed, and the race blamed for the horrors it unleashed.

Algalue Characters

It is not uncommon for the surviving members of this race to become adventurers, though recognition of their deeds are rarely recounted among other beings.

- **Base Speed:** 30 feet, fly 60 feet (poor)
- **Monstrous Humanoid type.**
- **Medium Size.**
- **2d8 HD:** Algalue characters add twice their constitution modifier to their starting hit points. They gain a minimum of 1 hit point per hit dice.
- **+4 natural armor.** Algalue are covered in protective overlapping scales resembling a dragon's scales.
- **(2 + Int Mod) x 5 skill points.** Algalue racial skills are Concentration, Disguise, Listen, Search, Spot and Use Magic Device.
- **Base saves Fort +0, Reflex +3, Will +3.**
- **Base Attack Bonus +1.**
- **+6 Str, +2 Dex, +2 Int, +2 Cha, -2 Con:** Algalue are exceptionally strong and moderately agile. They are also more likely to pursue mental disciplines than other races and learn quickly. Unfortunately, the Algalue suffer from a slightly weaker than normal constitution, and a shorter lifespan than other races.
- **-12 penalty to Diplomacy, +6 bonus to Intimidate when used against non-Algalue humanoids:** Algalue are viewed far and wide as slavers and mind-controllers to be feared and despised, if not killed. However, they can use this fear to their advantage when threatening others. This ability only works in the Algalue's natural form, or if the victim is aware of the Algalue's true nature. (If you choose not to use this ability in your campaign, raise the Level Adj by +1)
- **Darkvision 120 feet:** An Algalue has darkvision to a 120 foot range. Darkvision allows things to be seen in black and white only.
- **Alter Self (Su):** Once per day, an Algalue can alter its appearance as per the *Alter Self* spell. The casting level is 2 + class levels.
- **Breath Weapon (Su):** An Algalue can breath a stream of fire 20 feet long and 2½ feet wide. Anyone struck by the breath weapon suffers 2d8 fire damage, half if a successful Reflex save (DC 11 +1/2 class levels + Con modifiers) is made. The breath weapon may be used 3x/day, once every three rounds. Algalue who have adventuring levels can increase the damage dealt by the breath weapon by +1d8 damage per 2 levels, up to 10d8 damage.
- **Natural Attack.** In its natural form, an Algalue gains a bite attack that deals 1d8 + Str damage and 2 claw attacks that gain 1d6 + ½ Str damage. The claw attacks are secondary.
- **Automatic Languages:** Common, Tech. **Bonus Languages:** elvin, dwarven, giant, gnome, goblin or orcish.
- **Favored Class:** Wizard or Fighter
- **Level Adj:** +2

Algalue worship Magius, the goddess of magic. A priest of Magius can choose two of the three domains of Knowledge, Magic or Protection.

Algalue Mercenary

2 HD Algalue Fighter 3/Wizard 2; **hp**37
S21 D12 C11 I16 W10 Ch12; **Fort** +4**, Ref** +6**, Will** +9
Init: +1 **Move:** 30 ft., fly 60 ft (poor)
AC: 20 (+1 Dex, +4 natural, +5 *mithral chain shirt +1*) touch 11, flat 19
BAB/Grapple: +5/+10
Full Attack: *+1 Two-handed sword* +11 melee (2d6+8;19-20/x2), bite +10 melee (1d6+5)
Special Att: Breath weapon
Special Qual: Alter self, darkvision 120 ft.
Skills: Bluff +1, Climb +8, Craft (Armorsmith) +6, Concentration +7, Diplomacy +1*, Disguise +7, Intimidate +4*, Knowledge (Arcana) +7, Listen +6, Spellcraft +5, Spot +6
Feats: Armor Casting (Chain Shirt), Dodge, Mobility, Power Attack[F], Scribe Scroll[W], Weapon Focus (Two-handed sword)[F]
CR: 6
Gear: *mithral chain shirt +1* (2,250 gp), *+1 Two-handed sword* (2,350 gp), *cloak of resistance +1* (1,000 gp)
Total: 5,600 gp (5,600 gp)

Breath Weapon: An Algalue can breath a stream of fire 20 feet long and 2½ feet wide. Anyone struck by the breath weapon suffers 3d8 fire damage, half if a successful Reflex save DC 13 is made. The breath weapon may be used 3x/day, once every three rounds.

Typical Spell List

(4/3; Caster Level 2; Spell DC 13 + Spell Level)
0: *Detect magic, Flare, Prestidigitation, Touch of fatigue*
1st: *Obscuring Mist, Sleep, True Strike*

Algalue Champion

2 HD Algalue Fighter 5/Wizard 5; **hp** 49
S22 D12 C11 I16 W10 Ch12; **Fort** +4**, Ref** +6**, Will** +8
Init: +1 **Move:** 30 ft., fly 60 ft (poor)
AC: 22 (+1 Dex, +4 natural, +6 *mithral chain shirt +2*, +1 *ring of protection +1*) touch 13, flat 21
BAB/Grapple: +8/+14
Full Attack: *+1 flaming Two-handed sword* +16/+11 melee (2d6+8 + 1d6 fire), bite +14 melee (1d6+6)
Special Att: Breath weapon
Special Qual: Alter self, darkvision 120 ft.
Skills: Bluff +1, Climb +8, Craft (Armorsmith) +6, Concentration +7, Diplomacy +1*, Disguise +7, Intimidate +4*, Knowledge (Arcana) +7, Listen +6, Spellcraft +5, Spot +6
Feats: Combat Expertise, Armor Casting (Chain Shirt), Dodge, Extend Spell[W], Fly-by Attack, Mobility, Power Attack[F], Scribe Scroll[W], Weapon Focus (Two-handed sword)[F], Weapon Specialization (Two-handed sword)[F]
CR: 11
Gear: *mithral chain shirt +2* (5,250 gp), *+1 flaming Two-handed sword* (8,350 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp), *ring of protection +1* (2,000 gp)
Total: 20,350 gp (21,000 gp)

Breath Weapon: An Algalue can breath a stream of fire 20 feet long and 2½ feet wide. Anyone struck by the breath weapon suffers 6d8 fire damage, half if a successful Reflex save DC 16 is made. The breath weapon may be used 3x/day, once every three rounds.

Typical Spell List

(4/4/3/2; Caster Level 5; Spell DC 13 + Spell Level)
0: *Detect magic, Flare, Prestidigitation, Touch of fatigue*
1st: *Charm Person, Obscuring Mist, Sleep, True Strike*
2nd: *Invisibility, Resist Energy, Web*
3rd: *Extended Alter Self, Fireball*

Algalue Hero

2 HD Algalue Fighter 5/Wizard 5/Paladin 5; **hp** 76
S22 D12 C11 I16 W10 Ch13; **Fort** +8**, Ref** +7**, Will** +10
Init: +1 **Move:** 30 ft., fly 60 ft (poor)
AC: 21 (+1 Dex, +4 natural, +6 *mithral chain shirt +2*) touch 12, flat 20
BAB/Grapple: +13/+19
Full Attack: *+2 flaming Two-handed sword* +22/+17/+12 melee (2d6+9 + 1d6 fire), bite +19 melee (1d6+6)
Special Att: Breath weapon, smite 2x/day, turn undead
Special Qual: Alter self, aura of courage, aura of good, darkvision 120 ft., detect evil, divine grace, divine health, lay on hands
Skills: Bluff +1, Climb +8, Craft (Armorsmith) +6, Concentration +7, Diplomacy +1*, Disguise +7, Intimidate +4*, Knowledge (Arcana) +7, Listen +7, Spellcraft +5, Spot +7
Feats: Combat Expertise, Armor Casting (Chain Shirt), Dodge, Extend Spell[W], Fly-by Attack, Mobility, Power Attack[F], Scribe Scroll[W], Weapon Focus (Two-handed sword)[F], Weapon Specialization (Two-handed sword)[F]
CR: 16
Gear: *mithral chain shirt +5* (26,250 gp), *+2 flaming Two-handed sword* (18,350 gp), *cloak of resistance +4* (16,000 gp)
Total: 50,600 gp (77,000 gp)

Breath Weapon: An Algalue can breath a stream of fire 20 feet long and 2½ feet wide. Anyone struck by the breath weapon suffers 8d8 fire damage, half if a successful Reflex save DC 18 is made. The breath weapon may be used 3x/day, once every three rounds.

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

***Detect Evil* (Sp):** At will, an Algalue hero can use *detect evil*, as the spell.

Smite Evil (Su): Twice per day, an Algalue hero may attempt to smite evil with one normal melee attack. He adds +1 to his attack roll and deals 5 extra point of damage. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Lay on Hands (Su): An Algalue hero can heal 5 hit points. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Aura of Courage (Su): An Algalue hero is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): An Algalue hero gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): 4x/day; Turning check +1; Turning damage 2d6+3

Typical Spell List (Wizard)

(4/4/3/2; Caster Level 5; Spell DC 13 + Spell Level)
0: *Detect magic, Flare, Prestidigitation, Touch of fatigue*
1st: *Charm Person, Obscuring Mist, Sleep, True Strike*
2nd: *Invisibility, Resist Energy, Web*
3rd: *Extended Alter Self, Fireball*

Typical Spell List (Paladin)

(1; Caster Level 2; Spell DC 11)
1st: *Bless*

Dragonfolk, Tyres Haul

Medium Monstrous Humanoid (Dragonblood)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares), Fly 50 ft. (10 squares) (average)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat 13
BAB/Grapple:	+0/+0
Attacks:	Bite +0 melee, two claws -5 melee or longsword +0 melee or longbow +1 ranged
Damage:	Bite 1d4, 1d3, longsword 1d8 (19-20/x2), longbow 1d8 (20/x3)
Space/Reach:	5 ft. / 5 ft.
Height:	5 ft + 2d8 in. (5 ft. 9 in.)
Weight:	120 lbs. + 2d10 lbs. (131 lbs.)
Special Att:	Breath Weapon
Special Qual:	Darkvision 60 ft., spell-like abilities
Saves:	Fort +1, Ref +3, Will +2
Abilities:	S10 D12 C13 I10 W10 Ch15
Skills:	Listen +4, Spellcraft +2, Spot +4, Use Magic Device +4
Feats:	Magical Aptitude
Environment:	Any warm or hot
Organization:	Brace(2), Band (5-20) or Tribe (20 –50)
CR:	1
Treasure:	Standard
Alignment:	Usually Chaotic Neutral
Advancement:	By character level
Level Adj:	+2

The creature before you is slightly taller than a human only because of the length of its reptilian neck. That neck ends in a head that is in all ways draconic, though much smaller to fit the humanoid frame it is bound to. The body of the creature is covered in shimmering scales and reveals a body that is lithe and thin. The creature's hands and fingers are likewise long and thin, ending in elegant ivory nails. The creature's arms also visibly double as wings, and it sports a small, foot-long tail.

The Tyres haul are a self-perpetuating race of half-dragons. Caught between the mortal world of men and the immortal world of dragons, they are generally accepted by neither side and pitied by both.

Tyres haul speak Common, Elvin and Draconic. Many tribes have created their own pidgin language that mixes common and draconic words, and prefer it to either base language.

Combat

A Tyres haul is graceful and deadly in combat. Many have been trained in the ancient ways of elves with bow and longsword, though they are often more deadly with their bite and claws.

Most Tyres haul use their flight and spell-like abilities to great effect, attacking opponents from a distance to weaken them before closing for the kill.

Breath Weapon (Ex): The Tyres Haul can breath a stream of fire 5 feet wide and 15 feet long that deals 1d6 damage. A successful Reflex save (DC 14) halves the damage. A Tyres haul can breath once per minute.

Spell-like Abilities (Sp): A Tyres Haul can cast the following spells 3x/day at 1st level ability, or their spellcasting level, as appropriate: *Detect Magic, Endure Elements, Cause Fear*. The spell DC is 13 for these abilities. The DC is charisma based.



Tyres Haul Society

Over the ages, the Tyres haul have built their own societies in recluse areas away from elvin and dragonkind. They prefer areas that cannot be reached by foot, and have great skill in architecture that rivals that of the elves. Their sorcerous demeanor spills into many of their works, and it is not uncommon to find minor magical wards and other enchantments protecting or enhancing their buildings.

Tyres haul tend to be rather stoic and stuffy in their own lands, with little love or tolerance for outsiders. They have great respect – some say envy – of dragonkind that spills into their architecture and worship.

Tyres Haul on Amberos

By legend, during the most ancient of days, the metallic dragons sometimes took elvin shape and fell in love with the elves themselves, bearing children that were neither quite elf or quite dragon and unable to fit into either society. When the Elvin Golden Age shattered, the Tyres haul were cast out of the dream lands and abandoned on the prime material plane.

Tyres Haul Characters

Every once in a while, members of the Tyres Haul society venture forth from their self-imposed solitude to seek adventure in the world beyond. These beings rarely speak of their homeland – or that it even exists, and rarely make many friends.

Tyres haul characters have the following abilities:

- **Monstrous humanoid type.**
- **Dragonblood subtype.** For purposes of determining access to spells, magic items and prestige classes as well as determining spell effects, a Tyres haul is considered a dragon.
- **Base Speed 30 feet, fly 50 feet (average)**
- **+3 natural armor.** The skin of a Tyres haul is covered in tough, lightweight scales.
- **Dex +2, Con +2, Cha +4.** Tyres haul are lithe and agile like their elvin predecessors, but possess the hardy constitution of their dragon forbearers. Tyres Haul have forceful personalities that let them easily manipulate sorcerous magics.
- **Natural attacks.** An unarmed Tyres haul can strike with two claws (1d3 + ½ Str bonus) and a bite (1d4 + Str bonus). The claws strike at –5 to hit, but do not suffer the normal two-weapon fighting penalties. An armed Tyres Haul suffers two-weapon penalties on top of its normal attack modifiers if it decides to strike with bite and an off-hand claw.
- **Breath Weapon (Ex):** The character can breath a stream of fire 5 feet wide and 15 feet long that deals 1d6 damage + 1d6/2 levels (max 5d6). A successful Reflex save halves the damage. The DC for the save is 10 + ½ the character's level + Con modifier. A Tyres haul can breathe once per minute.
- **Spell-like Abilities (Sp):** If the character has a 11 charisma or better, they can cast the following spells 3x/day at 1st level ability, or their spellcasting level, as appropriate: *Detect Magic*, *Endure Elements*, *Cause Fear*. The spell DC is 10 + Cha modifier for these abilities.
- **Longsword and Longbow familiarity.** All Tyres Haul are proficient in the use of longswords and longbows.
- **Dragonblood:** A Tyres haul may take feats and use items as if it were a dragon, including items that will only activate in the hands of a dragon. It can also be affected by items that affect dragons (such as dragonbane weapons).
- **Automatic Languages:** Common, Elvin **Bonus Languages:** Draconic, dwarven, gnomish, fey, Giant, goblin, or orc.
- **Favored Class:** Sorcerer.
- **Level Adj:** +2

Tyres Haul do not normally worship gods, though they may on rare occasions become clerics of Hamma. A Tyres Haul cleric can choose two of the three domains of Chaos, Good or Magic.

Tyres Haul Sorcerer

Tyres Haul Sorcerer 6; **hp** 24
S12 D16 C15 I10 W8 Ch19;**Fort** +3**, Ref** +5**, Will** +3
Init: +3 **Move:** 30 ft, fly 50 ft. (average)
AC: 17 (+3 Dex, +3 natural, +1 *bracers of armor +1)*, touch 13, flat 14
BAB/Grapple: +3/+4
Full Attack: *+1 longsword* +5 melee (1d8+2;19-20/x2) or composite longbow (+1 Str) +6 ranged (1d8+1/x3)
Special Att: Breath weapon
Special Qua: Spell-like abilities, spells
Skills: Concentration +11, Knowledge (Arcana) +4, Listen –1, Spellcraft +7, Spot –1, Use Magic Device +6
Feats: Eschew Materials, Magical Aptitude
CR: 6
Gear: *bracers of armor +1* (1,000 gp), *+1 longsword* (2,315 gp), composite longbow (+1 Str) (200 gp), *potion of cure moderate wounds* (300 gp), *brooch of shielding* (1,500 gp)
Total: 5,315 gp (5,600 gp)

Breath Weapon (Ex): The character can breath a stream of fire 5 feet wide and 15 feet long that deals 4d6 damage. A successful Reflex save DC 15 halves the damage. A Tyres haul can breathe once per minute.
Spell-like Abilities (Sp): 3x/day at 6th level ability: *Detect Magic*, *Endure Elements*, *Cause Fear*. The spell DC is 14.

Typical Spell List

(6/7/6/4;Caster Level 6; Spell DC 14 + Spell Level)
0: *Arcane Mark, Daze*, Mage Hand, Mending, Message, Prestidigitation, Ray of Frost*
1st: *Charm Person*, Shocking Grasp, Sleep*, True Strike*
2nd: *Invisibility, Web*
3rd: *Dispel Magic*

Tyres Haul Arcanist

Tyres Haul Sorcerer 12; **hp** 39
S12 D16 C15 I10 W8 Ch22;**Fort** +6**, Ref** +9**, Will** +7
Init: +3 **Move:** 30 ft, fly 50 ft. (average)
AC: 19 (+3 Dex, +3 natural, +3 *bracers of armor +3)*, touch 13, flat 16
BAB/Grapple: +6/+7
Full Attack: *+1 longsword* +8/+3 melee (1d8+2;19-20/x2) or composite longbow (+1 Str) +9/+4 ranged (1d8+1/x3)
Special Att: Breath weapon
Special Qua: Spell-like abilities, spells
Skills: Concentration +17, Knowledge (Arcana) +7, Listen –1, Spellcraft +10, Use Magic Device +7
Feats: Augment Summoning, Eschew Materials, Magical Aptitude, Spell Focus (Enchantment), Spell Focus (Conjuration)
CR: 12
Gear: *bracers of armor +3* (9,000 gp), *+1 longsword* (2,315 gp), composite longbow (+1 Str) (200 gp), *cloak of charisma +2* (4,000 gp), *potion of cure serious wounds* (750 gp), *brooch of shielding* (1,500 gp), *rod of lesser empower metamagic* (9,000 gp)
Total: 26,765 gp (27,000 gp)
Breath Weapon (Ex): The character can breath a stream of fire 5 feet wide and 15 feet long that deals 5d6 damage. A successful Reflex save DC 18 halves the damage. A Tyres haul can breathe once per minute.
Spell-like Abilities (Sp): 3x/day at 12th level ability: *Detect Magic*, *Endure Elements*, *Cause Fear*. The spell DC is 14.

Typical Spell List

(6/8/8/7/7/6/4;Caster Level 12; Spell DC 16 + Spell Level)
0: *Acid Splash*, Arcane Mark, Daze*,Light, Mage Hand, Mending, Message, Prestidigitation, Ray of Frost*
1st: *Charm Person*, Shocking Grasp, Sleep*, True Strike, Unseen Servant**
2nd: *Blur, Daze Monster*, Invisibility, Summon Monster II*, Web*
3rd: *Dispel Magic, Hold Person*, Sleet Storm, Summon Monster III**
4th: *Black Tentacles*, Lesser Geas*, Fire Shield*
5th: *Hold Monster*, Teleport**
6th: *Summon Monster VI**
* Conjuration or Enchantment spell DC +1

Tyres Haul Dracon

Tyres Haul Sorcerer 18; **hp** 84
S12 D16 C16 I10 W8 Ch24;**Fort** +12**, Ref** +15**, Will** +14
Init: +3 **Move:** 30 ft, fly 50 ft. (average)
AC: 21 (+3 Dex, +3 natural, +5 *gray robe of the archmagi)*, touch 13, flat 18
BAB/Grapple: +9/+10
Full Attack: *+1 longsword* +11/+6 melee (1d8+2;19-20/x2) or composite longbow (+1 Str) +12/+7 ranged (1d8+1;x3)
Special Att: Breath weapon
Special Qua: Spell-like abilities, spells, SR 18
Skills: Concentration +17, Knowledge (Arcana) +13, Listen +1, Spellcraft +10, Spot +4, Use Magic Device +8
Feats: Alertness, Augment Summoning, Eschew Materials, Magical Aptitude, Spell Focus (Enchantment), Spell Focus (Conjuration)
CR: 18
Gear: *gray robe of the archmagi* (75,000 gp), *+1 longsword* (2,315 gp), composite longbow (+1 Str) (200 gp), *cloak of charisma +4* (16,000 gp), *potion of cure serious wounds* (750 gp), *rod of empower metamagic* (32,500 gp), *brooch of shielding* (1,500 gp), silver mirror (1,000 gp) [scrying], sapphire (100 gp) [magic jar]
Total: 128,615 gp (130,000 gp)
Breath Weapon (Ex): The character can breath a stream of fire 5 feet wide and 15 feet long that deals 5d6 damage. A successful Reflex save DC 22 halves the damage. A Tyres haul can breathe once per minute.
Spell-like Abilities (Sp): 3x/day at 18th level ability: *Detect Magic*, *Endure Elements*, *Cause Fear*. The spell DC is 14.

Typical Spell List

(6/8/8/8/7/7/7/7/5/3;Caster Level 18; Spell DC 17 + Spell Level)
0: *Acid Splash*, Arcane Mark, Daze*,Light, Mage Hand, Mending, Message, Prestidigitation, Ray of Frost*
1st: *Charm Person*, Shocking Grasp, Sleep*, True Strike, Unseen Servant**
2nd: *Blur, Daze Monster*, Invisibility, Summon Monster II*, Web*
3rd: *Dispel Magic, Hold Person*, Sleet Storm, Summon Monster III**
4th: *Black Tentacles*, Lesser Geas*, Fire Shield, Scrying*
5th: *Baleful Polymorph, Cone of Cold, Hold Monster*, Magic Jar*
6th: *Greater Dispel Magic, Mass Suggestion*, Summon Monster VI**
7th: *Greater Teleport*, Insanity, Prismatic Spray*
8th: *Charm Monster*,Greater Shout*
9th: *Summon Monster IX**
* Conjuration or Enchantment spell DC +1

Dragonsnail

Fine Dragon (Fire)

Hit Dice:	9d12+36 (94 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	5 ft. (1 square), fly 50 ft.(good) (10 squares)
Armor Class:	27 (+8 size, +2 Dex, +7 natural), touch 20, flat 25
BAB/Grapple:	+9/-1
Attack:	Bite +11 melee (1d3)
Full Attack:	Bite +11 melee (1d3)
Space/Reach:	½ ft./ 0 ft.
Length:	3 in.
Weight:	1 oz. + 1d6 oz. (4 ½ oz.)
Special Att:	Breath weapon, fire slime, magic strike
Special Qual:	DR 5/magic +1, darkvision 60 ft., dragon qualities, fire immunity, immutable, low-light vision, scent, SR 19
Saves:	Fort +12, Ref +8, Will +8
Abilities:	S10 D15 C19 I10 W15 Ch19
Skills:	Bluff +16, Escape Artist +15, Hide +10, Listen +14, Move Silently +14, Sense Motive +14, Spot +12
Feats:	Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Weapon Finesse
Environment:	Temperate land
Organization:	Solitary, Pair, or Brood (2-5)
CR:	6
Treasure:	Double Standard
Alignment:	Always chaotic evil
Advancement:	10-18 HD (Fine); 19-27 HD (Diminutive)

This rather comical-looking creature appears to be a small snail with a dragon-like snout. It flies about on butterfly wings and an occasional puff of not-so-nearly comical flame occasionally erupts from its mouth.

It has often been jokingly stated that *Baneful Polymorph* is the cause for this dangerous creature. Like dragons, these creatures will carve out a lair and fill it with treasure they collect. They often make their lairs underground in ancient structures or will take over a small portion of a cavern complex. Creatures that survive their first encounter with a dragonsnail generally gain a healthy respect for the creature and stay out of the dragonsnail's way.

Dragonsnails can speak Common and Draconic.

Combat

Dragonsnails are incredibly greedy creatures. They will often engage opponents much larger than themselves, flying up to land on their opponents to bite. Against several foes, they will disgorge a fiery slime-like breath weapon.

Dragon Qualities: Dragonsnails are immune to sleep and paralysis effects.

Breath Weapon (Su): A dragonsnail can excrete a gout of fiery slime as a +11 ranged touch attack with a range of 30 feet. The slime attack deals 4d6 fire damage (DC 18 Fort for half). The burning slime deals an extra 1d6 damage for 1d4 rounds unless smothered or scraped off. A dragonsnail may breath once per round as a standard action.

Fire Immunity (Ex): Dragonsnails take no damage from fire-based sources.

Fire Slime (Su): The underbody of the dragonsnail drips with flammable slime. If a dragonsnail makes a touch attack against a creature or object, it bites an opponent or is grappled, the victim suffers 1d6 fire damage from the fiery slime.

Immutable (Su): A dragonsnail is immune to polymorph spells or other spells or abilities that change its shape.

Magic Strike (Su): A dragonsnail's natural attacks are treated as magic for the purposes of bypassing DR.

Dragonsnails on Amberos

There is no known natural habitat for dragonsnails on Amberos. They have been encountered in the northwest of Amberos, ranging from the Evan Cordum down through Doonask (though not on the Glacier of Seasons).



Drake

Drakes are dragon-like creatures of slighter smaller size and power than true dragons. They thus appear very similar to the dragon they emulate, but instead of six limbs, a drake only has four – its forelegs and wings are combined into one set of limbs. The breath weapons and attacks of these beasts is generally less than their full-sized draconic counterparts, and drakes do not gain in power as dragons do, though they share the same greed and capriciousness as their draconic counterparts. Oddly enough, there are no known encounters with metallic-colored drakes, and why such beasts do not exist is not known.

Unlike true dragons, drakes are not born with the racial memories of their ancestors. This tends to make them somewhat less intelligent that true dragons, and easier to mold as beasts of burden, pets or even as mounts.

True dragons do not take kindly to drakes, and will often attempt to drive them off or kill them. Drakes do not have many of the magical abilities of true dragons, and are careful to avoid raising the ire or appearing in the presence of a true dragon.

Frightful Presence (Ex): The mere presence of a drake is unsettling to foes. Whenever the drake attacks, opponents with levels or hit dice less than or equal to the drake's must make a Will save (DC 10 + ½ drake's HD + drake's Cha modifier) or be shaken. This affects all beings within 30 feet of the drake. A being that makes the saving throw is immune to the drake's frightful presence for 24 hours.

Blindsight (Ex): All drakes have extremely keen senses and can render invisibility and darkness irrelevant to their ability to detect or fight a foe. A drake's blindsight extends for 10 feet, plus an additional 10 feet per 3 hit dice the drake has, up to 120 feet maximum.

Darkvision 60 ft.

Low-light vision

Immune to magic sleep effects and paralysis effects

Magic Strike (Su): A drake's natural attacks are treated as magic for the purposes of bypassing DR.

Drakes as Mounts

If a drake egg is captured, hatched and raised by a humanoid creature, it can be trained to act as a war mount. Training the drake to be a war mount requires that its caretaker teach it, much as it would a humanoid baby. The drake must be handled and raised by its rider; it will accept no other being willingly. It takes 2 years for a drake to grow from hatchling to it's mature size, and it must be in contact with its rider at least one day a week during this growth period for the bond to properly form between rider and drake. Because of the drake's intelligence, there is no Handle Animal check needed to train the drake; instead the character must make an opposed Diplomacy versus Sense Motive roll to command the drake to accept the master as a rider. This check need only be made once. If failed, the master may not try again until he gains a new level of experience.

Drakes as Minions

Feral drakes that have been captured in infancy and raised by humans can be trained to act as pets, guardians or even companions. Without the contact of its parents or others willing to teach it to use its mental faculties within the first year of life, a drake turns into a beast with only animal intelligence (Int 2). As such, they can be taught tricks, but will never be able to speak (though they can learn to understand a little bit of another language). Unlike war mounts, a feral drake can be made to accept any person as its master. A feral drake's class skills are Climb, Listen, Spot and Swim for purposes of recalculating skill points from the following entries.

Drake eggs sell for approximately 500 gp per HD of the adult version of the drake. Adult, trained drakes can be purchased for approximately 1,000 gp per HD of the adult version. Training a drake is a DC 20 Handle Animal check and takes 6 weeks of training.

Feral drake pets can be very dangerous to their owners. Any time the drake or its master is injured in combat, there is a 5% chance the drake will turn on its master, seeking to kill them. A successful DC 35 Handle Animal check will allow the master to regain control.

Drakes on Amberos

Often referred to as dreamsliver dragons, drakes are less powerful copies of true dragons – mere dream shadows of true dragons. According to legend, while the dragons slept in the dreamlands of Aurora, their dream-selves cavorted as drakes across the land, bred and created a new race unto itself. When the dragons awoke, the original drakes disappeared, but their progeny lived on.

Drakes generally live in the same areas as their true dragon cousins, and endless wars often spark between the two "breeds".

Black Drake

Huge Dragon

Hit Dice:	6d12+6 (45 hp)
Initiative:	+0
Speed:	40 feet (8 squares), Fly 150 ft. (30 squares) (poor)
Armor Class:	17 (-2 size,+9 natural), touch 8, flat 18
BAB/Grapple:	+6/+16
Attack:	Bite +7 melee (1d10+2)
Full Attack:	Bite +7 melee (1d10+2), two claws +1 melee (1d8+1), Tail slap +1 melee (2d4+1)
Space/Reach:	10 ft./10 ft.
Length:	28 ft. + 1d4 ft. (30 ft. 6 in.)
Weight:	4,000 lbs + 1d10x100 lbs (4,550 lbs.)
Special Att:	Acid Breath, magic strike
Special Qual:	Acid immunity, Blindsight 30 ft., darkvision 60 ft., dragon traits, frightful presence, low-light vision
Saves:	Fort +5, Ref +5, Will +7
Abilities:	S15 D10 C12 I10 W15 Ch 12
Skills:	Hide +1*, Listen +11, Move Silently +9, Search +11, Sense Motive +11, Spot +11
Feats:	Flyby Attack, Snatch, Weapon Focus (Bite)
Environment:	Hot or Warm Swamp
Organization:	Solitary or Family (2-4)
CR:	6
Treasure:	Double standard
Alignment:	Always Chaotic Evil
Advancement:	Huge (7 – 20 HD)

A reptilian creature rises from the morass, its black hide dripping with the watery sludge. It has a reptilian head and body, with a pair of leathery wings that double as its front legs. Black horns sweep forward from its forehead, and a greenish spine runs down the length of its back to end in a wide blade at the tail. There is a stench of decay around the fetid black monstrosity as it gazes at you from a skull-like face.

Black drakes are as subversive as their larger cousins. They feed on rot and corruption and will often ally themselves with beings they perceive as being powerful but corrupted. Unlike black dragons, drakes tend to make their lairs in the tree canopies of the swamp, often near areas of assassin vine or other such dangers to help protect the lair.

Combat

Black drakes prefer to swoop in on a target, snatch them up and drop them from great heights or to breath a line of acid at targets as it flies by. They only fight in melee if forced to do so, and will flee any engagement they are losing.

Acid Breath (Ex): A black drake can breathe a line of acid 5 feet wide and 60 feet long once every three rounds. The acid deals 6d4 damage to targets. A successful Reflex save DC 14 halves the damage from the attack. A black drake can breathe its breath weapon once every four rounds..

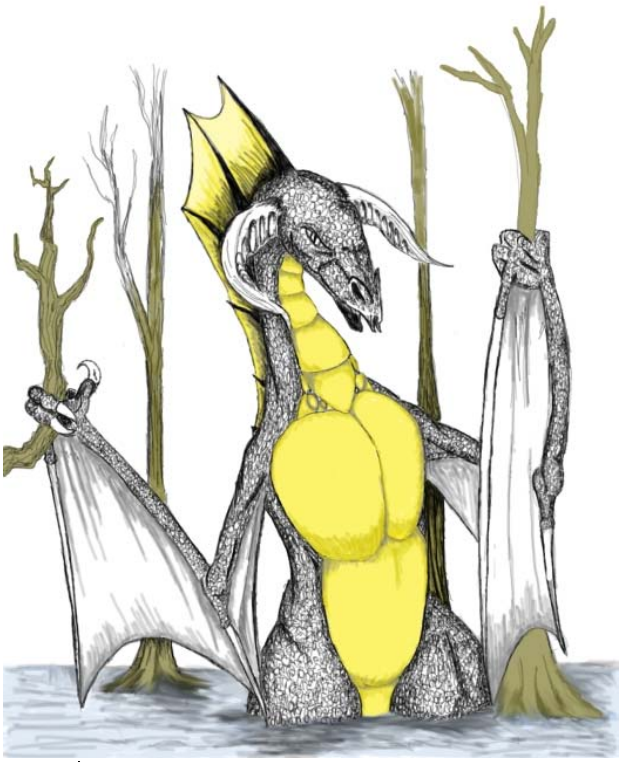
Acid Immunity (Ex): A black drake is immune to attacks that deal acid damage.

Dragon Traits (Ex): Dragons are immune to magic sleep effects and paralysis effects.

Frightful Presence (Ex): Creatures with 6 HD/levels or less within 30 feet must make a Will save DC 14 or be shaken.

Magic Strike (Su): A black drake's natural attacks are treated as magic for the purposes of bypassing DR.

Skills: A black drake gains a +8 hide bonus in natural surroundings.



Black Drakes on Amberos

Most black drakes congregate in the Golens. There is fierce competition between black drakes and black dragons during the mating season, for the latter use the Golens as their nesting grounds.

Blue Drake

Huge Dragon

Hit Dice:	8d12+16 (68 hp)
Initiative:	+4 (+4 Improved Init)
Speed:	40 feet (8 squares), Fly 150 ft. (30 squares) (poor)
Armor Class:	18 (-2 size, +10 natural), touch 8, flat 18
BAB/Grapple:	+8/+20
Attack:	Bite +10 melee (2d6+4)
Full Attack:	Bite +10 melee (2d6+4), two claws +5 melee (1d8+2), Tail slap +5 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Length:	39 ft. + 1d6 ft. (42 ft. 6 in.)
Weight:	7,200 lbs + 1d8 x 150 lbs. (7,825 lbs.)
Special Att:	Lightning Breath, magic strike, spells
Special Qual:	Blindsight 30 ft., darkvision 60 ft., dragon traits, electrical immunity, frightful presence, low-light vision
Saves:	Fort +8, Ref +6, Will +10
Abilities:	S18 D10 C14 I14 W17 Ch16
Skills:	Escape Artist +10, Hide +3*, Intimidate +14, Jump +19, Listen +14
Feats:	Improved Initiative, Power Attack, Snatch
Environment:	Hot Desert
Organization:	Solitary or Family (2-5)
CR:	9
Treasure:	Double Standard
Alignment:	Always Lawful Evil
Advancement:	Huge (9 – 22 HD)

The sand whips aside to reveal a monstrous blue-scaled reptilian beast. Its great wings are folded down to work as forelimbs and end in honed white claws. The reptilian head is wide and flat, with a pair of white horns trailing away from the head back towards the serpentine neck. A ridge of glistening blue spines run down the creatures back to its long, powerful tail. The creature eyes you contemptuously, as you hear an electric crackle flit across the needle-like teeth of the creature's maw.

Blue drakes take well to the sandy deserts and other areas with rocky or barren soil. They have been known to occasionally settle in areas besieged by drought, doing their best to prolong the situation. Blue drakes are cunning loners, preferring to use surprise when attacking. They prefer to kill others and take their goods rather than negotiate and to keep their presence a secret. Blue drakes usually make their homes at the base of cliffs, where they have dug their own cavern, or on the top of plateaus where few can access their lairs and they can watch the comings and goings of creatures below.

Combat

Blue drakes prefer to strike from surprise, usually by hiding in the sand of a well-used trail or path and then erupting from the ground when opponents pass overhead. The blue drake then usually stays close enough to claw and bite for a single round, then backs off to finish off opponents with their breath weapon, attempting to stay out of reach of melee weapons as long as possible. Once engaged, few blue drakes will break off an attack until all opponents are slain.

Dragon Traits (Ex): Dragons are immune to magic sleep effects and paralysis effects.

Electrical Immunity (Ex): A blue drake is immune to attacks that deal electrical damage.

Frightful Presence (Ex): Creatures with 8 HD/levels or less within 30 feet must make a Will save DC 17 or be shaken.

Lightning Breath (Ex): A blue drake breaths a line of lightning 80 feet long and 5 feet wide. The breath deals 8d6 damage, half if a Reflex save DC 16 is successful. A blue drake can breathe its breath weapon once every four rounds.

Magic Strike (Su): A blue drake's natural attacks are treated as magic for the purposes of bypassing DR.

Spells: A blue drake can cast spells as if it were a 5th level sorcerer. The spell DC is 13 + spell level.

Typical Spell List

(6/7/5) Caster level 5; Spell DC 13+ spell level

0th: *Arcane Mark, Dancing Lights, Daze, Detect Magic, Flare, Read Magic*

1st: *Alarm, Burning Hands, Disguise Self, Obscuring Mist*

2nd: *Blur, Detect Thoughts*

Blue Drakes on Amberos

Blue drakes can often be found in the desert wastes of Llannhanex. They seem to have a natural immunity to the deadly sands of the Blue Desert, and thus may be one of the few inhabitants of that cursed land. Some sages speculate that blue drakes may even be the cause of the deadly blue sands, as blue dragons do not seem to share the same immunity.



Green Drake

Huge Dragon
Hit Dice: 7d12+14 (59 hp)
Initiative: +0
Speed: 40 feet (8 squares), Climb 40 ft. (8 squares), Fly 150 ft. (30 squares) (poor)
Armor Class: 18 (-2 size, +10 natural), touch 8, flat 17
BAB/Grapple: +7/+19
Attack: Bite +11 melee (2d6+4)
Full Attack: Bite +11 melee (2d6+4), two claws +6 melee (1d8+2), Tail slap +6 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Length: 33 ft. + 1d6 ft. (36 ft. 6 in.)
Weight: 5,400 lbs + 2d8x100 lbs. (6,300 lbs.)
Special Att: Chlorine Breath, magic strike, spells
Special Qual: Blindsight 30 ft., darkvision 60 ft., dragon traits, frightful presence, low-light vision, poison immunity
Saves: Fort +7, Ref +5, Will +8
Abilities: S18 D10 C14 I14 W17 Ch16
Skills: Climb +14, Concentration +12, Hide +2, Jump +18, Listen +13, Search +13, Spellcraft +12, Spot +3, Survival +13
Feats: Eschew Materials, Snatch, Tracking
Environment: Hot or Warm Forest
Organization: Solitary or Clan (2-15)
CR: 7
Treasure: Double Standard
Alignment: Always Lawful Evil
Advancement: Huge (8-21 HD)

The green-scaled reptilian creature before you is bedecked in emerald green scales that have the burning smell of chlorine. Its powerful wings are folded down for use as forelegs and a ridge of verdant green spines runs along the creatures back from the top of its long neck to the end of its sinuous tail. The head is flat and wide, with a multitude of horns curling around its scaled face. It studies you with crimson eyes as its tongue flickers across the fang filled maw.

Green drakes are vicious predators who roam deep forests and jungles. They are constantly on the hunt and rarely encountered within their lair. Green drakes seem to have an affinity to train and use lesser animals to hunt for it, as well as occasionally act as its eyes and ears against intruders.

Combat

Green drakes prefer to move amid the trees of the forest they inhabit with uncanny grace. Despite their bulk, they are able to pass between trees while rarely bending a limb. They use their jumping ability to leap down on foes, attempting to crush them with their own body or lie in ambush using their *tree shape* spell to surprise prey. Once amid opponents, the green drake normally breathes its breath weapon and then bites and claws opponents, attempting to sow confusion as it lashes out. If badly injured, it will usually snatch a victim and bound away back into the trees, taking the acquired prey to a quiet spot where it can deal with them alone.

Chlorine Breath (Ex): The breath weapon of a green drake is a cloud of chlorine gas that fills a 30 foot diameter area. Those who are exposed to the noxious gas take 7d6 damage, half if a successful Reflex DC 15 save is made. The gas affects creatures of flesh, regardless whether they inhale the gas or not (contact is enough to harm). A green drake can breathe its breath weapon once every four rounds.

Dragon Traits (Ex): Dragons are immune to magic sleep effects and paralysis effects.

Fearful Presence (Ex): Creatures with 6 HD/levels or less within 30 feet must make a Will save DC 16 or be shaken.

Immune to Poison: A green drake is immune to all natural and magical poisons.

Magic Strike (Su): A green drake's natural attacks are treated as magic for the purposes of bypassing DR.

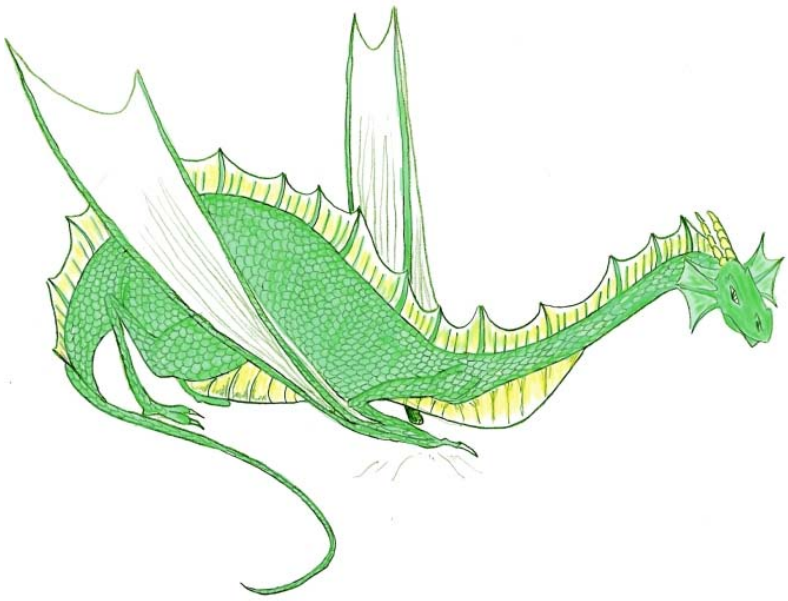
Spells: Green Drakes can cast spells as if they were 4th level druids. The spell DC is 12 + spell level for any spell they cast.

Typical Spell List

(5/4/3 ;Caster Level 4; Spell DC 12 + spell level)
0th: *Detect Magic, Detect Poison, Guidance, Read Magic, Virtue*
1st: *Entangle, Longstrider, Pass Without Trace*
2nd: *Chill Metal, Tree Shape, Warp Wood*

Green Drakes on Amberos

Most green drakes seem to congregate in the Yaz forest, though they have been encountered in various other forests across Amberos. It is unknown why there are such large concentrations in the Yaz, but even green dragons seem to avoid the drake-infested forest for reasons unknown.



Red Drake

Gargantuan Dragon

Hit Dice:	9d12+6 (62 hp)
Initiative:	+0
Speed:	40 feet (8 squares), Fly 150 ft. (30 squares) (poor)
Armor Class:	21 (-4 size,+15 natural), touch 6, flat 21
BAB/Grapple:	+9/+27
Attack:	Bite +11 melee (3d6+6)
Full Attack:	Bite +11 melee (3d6+6), two claws +6 melee (2d6+3), Tail slap +6 melee (2d8+3)
Space/Reach:	20 ft./10 ft.
Length:	44 ft. + 1d8 ft. (48 ft. 6 in.)
Weight:	9,000 lbs + 2d6x250 lbs. (10,750 lbs.)
Special Att:	Fire breath, magic strike, spells
Special Qual:	Blindsight 40 ft., darkvision 60 ft., dragon traits, frightful presence, fire immunity, low-light immunity
Saves:	Fort +9, Ref +7, Will +11
Abilities:	S22 D10 C14 I11 W19 Ch 16
Skills:	Appraise +12, Climb +18, Intimidate +15, Listen +16, Spot +16, Use Magic Device +9
Feats:	Power Attack, Cleave, Snatch, Weapon Focus (Bite)
Environment:	Hot or Warm Mountain
Organization:	Solitary or Family (2-4)
CR:	11
Treasure:	Double standard
Alignment:	Always Chaotic Evil
Advancement:	Gargantuan (10 – 25 HD)

The air before you is filled with a great red-scaled reptilian beast. The creature stinks of sulfur and fresh blood, and its upraised chest gleams with golden-orange scales. Its massive wings appear to also double as powerful forelimbs and you can see a ridge of deadly spines that runs from the top of the creature's thick neck to the end of its coiled tail, ending in a dagger-like blade at the tip of the tail. The creature's head is lizard-like, with numerous yellow horns protruding from the scales beneath.

The cruelest of all the drakes, these beasts are bullies and ruffians of the worst sort. They enjoy terrorizing others, and will kill, maim or destroy at the slightest provocation. Luckily, their rampages are unplanned and quickly end if met with stoic resistance. Red Drakes have been known to ally themselves with wizards and sorcerers in return for payment in magic items or treasures. Such alliances are generally short-lived as most red drakes will eventually turn on such allies at the first sign of weakness or abandon their ally when the threat of defeat becomes greater than the reward.

Combat

Red drakes usually wade into the thick of combat, preceding their melee attacks with a breath of fire to weaken or scatter a foes defenses. Once engaged, red drakes will continue to fight on until either their opponent



is dead or it is clear that defeat is imminent. If bested, it will often beg and plead to be spared in return for relinquishing its treasure or performing a service for its attackers. Of course, the red drake will most likely betray those it deals with at the first opportunity, and will seek escape, to never be seen again.

Dragon Traits (Ex): Dragons are immune to magic sleep effects and paralysis effects.

Fire Breath (Ex): The red drake's breath weapon is a cone of fire 120 feet long. It deals 9d8 fire damage, half if a successful Reflex DC 16 save is made. A red drake can breathe its breath weapon once every four rounds.

Fire Immunity (Ex): A red drake is immune to attacks that deal fire damage.

Frightful Presence (Ex): Creatures with 9 HD/levels or less within 30 feet must make a Will save DC 17 or be shaken.

Magic Strike (Su): A red drake's natural attacks are treated as magic for the purposes of bypassing DR.

Spells: A red drake is capable of casting spells as if it were a 7th level sorcerer. The spell DC is 13 + spell level for any spell cast.

Typical Spell List

(6/7/7/5; Caster Level 7; Spell DC 13 + spell level)

0th: *Acid Splash, Dancing Lights, Detect Magic, Flare, Mage Hand, Resistance, Touch of Fatigue*

1st: *Burning Hands, Grease, Protection from Good, Sleep, True Strike*

2nd: *Blur, Locate Object, Mirror Image*

3rd: *Dispel Magic, Suggestion*

Red Drakes on Amberos

Hateful and full of spite, red dragons make their home wherever they find food and treasure. They generally knuckle under to true dragons, but in the absence of such beasts, they will often try to set themselves up where they can demand tribute.

White Drake

Large Dragon
Hit Dice: 5d12+16 (48 hp)
Initiative: +4 (+4 Improved Init)
Speed: 40 feet (8 squares), Fly 150 ft. (30 squares) (poor)
Armor Class: 17 (-1 size, +8 natural), touch 9, flat 17
BAB/Grapple: +5/+12
Attack: Bite +5 melee (2d6+4)
Full Attack: Bite +5 melee (2d6+4), two claws +0 melee (1d6+2), Tail slap +0 melee (2d6+2)
Space/Reach: 10 ft./5 ft.
Length: 22 ft. + 1d4 ft. (24 ft. 6 in.)
Weight: 1,500 lbs. + 1d8x100 lbs. (1,950 lbs.)
Special Att: Ice breath, magic strike
Special Qual: Blindsight 50 ft., cold immunity, darkvision 60 ft., dragon traits, frightful presence, low-light vision
Saves: Fort +5, Ref +4, Will +4
Abilities: S17 D10 C12 I6 W11 Ch10
Skills: Animal Empathy +8, Climb +11, Hide +4*, Move Silently +2
Feats: Improved Initiative, Snatch
Environment: Any Cold
Organization: Solitary or Tribe (2-20)
CR: 5
Treasure: Double Standard
Alignment: Always
Advancement: Huge (9 – 22 HD)

Rising from the snow is a massive, reptilian beast covered in ivory-white scales. Along its back is a line of coarse white hair that runs from the nape of its neck down to the tip of its tail. Its powerful forelimbs appear to double as wings. Atop its head is a white fin-like horn. Its eyes are a menacing yellow, and its blue gums hold rows of icicle-like teeth. The whole creature radiates a chilling cold, and white frost erupts from its mouth with each breath.

The most cowardly of the drake lot, the white drake enjoys inflicting pain on beings smaller than itself, but often quickly knuckle under to creatures or beings that appear stronger that it is.

Combat

White drakes are cowards, striking from surprise and hidden positions and fleeing at the first hint of an organized counter-attack. White drakes, while not overly intelligent, are cunning in their use of terrain to their advantage. They use the freezing cold to their advantage whenever possible, including using their forearms to stir up clouds of snow to obscure other's sight while it attacks with its bite or breath. White drakes prefer to take prey down quickly, and if they cannot, usually flee to set up another ambush at a later date.

Cold Immunity (Ex): A white drake is immune to attacks that deal cold damage.

Dragon Traits (Ex): Dragons are immune to magic sleep effects and paralysis effects.

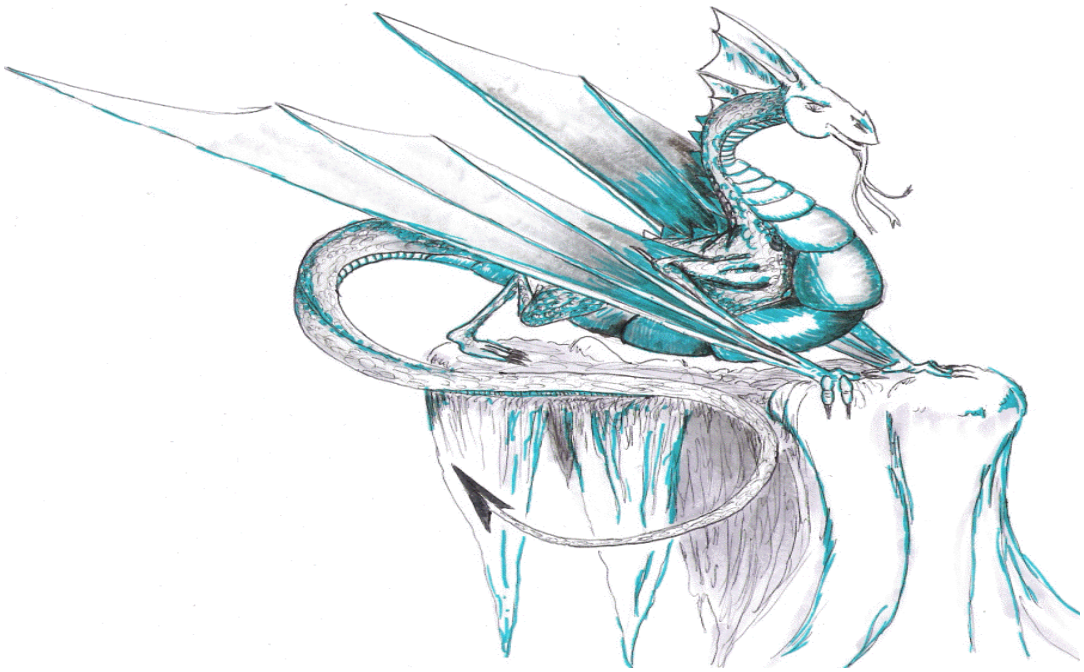
Frightful Presence (Ex): Creatures with 5 HD/levels or less within 30 feet must make a Will save DC 12 or be shaken.

Ice Breath (Ex): The breath weapon of a white drake is a cone of snow and ice that is 50 feet long and 15 feet wide at the far end. Those caught in the area of effect suffer 5d4 damage, half if a successful Reflex DC 13 save is made. A white drake can breathe its breath weapon once every four rounds.

Magic Strike (Su): A white drake's natural attacks are treated as magic for the purposes of bypassing DR.

White Drakes on Amberos

Little more than cunning beasts, white drakes generally flock to high, cold mountains or to the Glacier of Seasons. Ice giants prize them as pets and guardians.



Drakeroot

Medium Plant

Hit Dice:	4d8+16 (34 hp)
Initiative:	-1 (-1 Dex)
Speed:	10 ft. (2 squares), burrow 10 ft. (2 squares)
Armor Class:	16 (-1 Dex, +7 natural), touch 9, flat-footed 16
BAB/Grapple:	+3/+5
Attack:	Bite +5 melee (1d6+2)
Full Attack:	Bite +5 melee (1d6+2) and 2 claw +0 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Length:	5 ft. + 1d4 ft. (7 ft. 6 in.)
Weight:	300 lbs + 2d6 x 7 lbs. (349 lbs.)
Special Att:	Poison
Special Qual:	DR 5/slashing, Low-light vision, plant traits, resistance to fire & acid 10
Saves:	Fort +10, Ref +0, Will +1
Abilities:	S15 D9 C19 I0 W10 Ch 8
Skills:	Hide +6, Listen +5, Spot +5
Feats:	Alertness, Great Fortitude
Environment:	Temperate or Warm plains
Organization:	Solitary, or Pestilence (2-5)
CR:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	-

The ground breaks open to reveal a reptilian creature covered in thick roots. It's vine-like legs end in wicked yellow claws.

Drakeroots are bizarre, plant entities that bear a strong resemblance to wingless dragons. They infest civilized areas, burrowing under crops, poisoning water sources and feeding on the carrion they create.

Combat

Once discovered, drakeroots usually pull themselves from the ground and attack with claw and tooth. They rarely pursue foes, and will retreat back into the earth if attacked from a distance or if the attacker flees.

Poison (Ex): A drakeroot's claws and bite are coated in a deadly neurotoxin (Contact, DC 16; Init: 1d6 Con; Sec: 2d6 Con). Drakeroots are able to also exude the poison into the soil to poison water or plant life in a radius of up to ½ mile. It takes a week for the poison to become effective and dissipates at the same rate.

Drakeroot on Amberos

Part of the curse on the Living Forest in the Kingdom of Vall Vega, Drakeroots are only encountered in this one deadly forest.



Dread Cat

Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+3 (+3 Dex)
Speed:	50 ft. (10 squares), climb 25 ft. (5 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat 15
BAB/Grapple:	+7/+16
Attack:	Slam +11 melee (1d8+5)
Full Attack:	2 slam +11 melee (1d8+5), 2 claw +9 melee (1d6+2), bite +9 melee (1d6+2), and tail +9 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Length:	9 ft. + 4d12 in. (11 ft. 2 in.)
Weight:	300 lbs + 2d8 x 25 lbs. (525 lbs.)
Special Att:	Improved Grab, pounce
Special Qual:	Darkvision 60 ft., displacement, low-light vision
Saves:	Fort +8, Ref +10, Will +3
Abilities:	S20 D17 C17 I5 W13 Ch8
Skills:	Balance +5, Climb +13, Escape Artist +5, Hide +17*, Jump +21, Listen +1, Move Silently +7, Spot +1
Feats:	Agile, Lightning Reflexes, Multiattack
Environment:	Any plains, forests
Organization:	Solitary, or Family (2-5)
CR:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adj:	-

A large black cat crouches before you, it's shape seeming to shimmer and leap despite the fact the cat itself is not moving. A pair of waving, tentacle-like appendages extend from the panther-like creatures shoulders, moving as sniffing the air. The creature's tail lashes behind it, the end of which appears to be tipped with a club-like bulge.

Dread cats are magical creatures created by druids to aid in protecting the forests from intruders. The creatures live to hunt prey, and look like enormous black panthers with an extra pair of tentacle-like arms and a club-like appendage on the end of its tail.

Combat

Dread cats are aggressive predators, and will generally attack unless countermanded by a druid or ranger using wild empathy to turn the cat away. Dread cats usually will leap down from a tree to engage opponents. Most dread cats prefer to continue an attack until all opponents have been slain, but some exceptionally wily dread cats will use their tentacle slam attacks to capture and drag off a victim or two to deal with at its leisure.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack

Displacement (Su): The dread cat is continually under the effects of a *displacement* spell at 7th level caster ability.

Improved Grab (Ex): If a dread cat hits with a slam attack, it may automatically attempt to start a free grapple.

Skills: Dread cats have a +8 racial bonus to climb and jump, a +4 racial bonus to move silently, and its displacement power grants it a +8 bonus to hide.

Dread Cats on Amberos

It is thought that the dread cat is an extraplanar creature that came to Amberos via the Twilight Forest during the Elvin Golden Age. The beast can be found across most of Amberos these days, with larger numbers in northwest Amberos. The druids of Kennestone often used the beast in the past to guard against elvin intrusion, and they were so impressed with the dread cat's abilities that the druids awakened them as a race called dreaders.



Dread Kitten

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+5 (+5 Dex)
Speed:	20 ft. (4 squares)
Armor Class:	18 (+2 size, +5 Dex, +1 natural), touch 17, flat-footed 13
BAB/Grapple:	+1/-11
Attack:	Slam +6 melee (1d3-4)
Full Attack:	2 slams +6 melee (1d3-4) and 2 claw +0 melee (1d2-4) and bite +0 melee (1d3-4)
Space/Reach:	2½ ft./0 ft. (5 ft. w/ tentacles)
Special Att:	-
Special Qual:	Darkvision 60 ft., displacement, low-light vision
Saves:	Fort +2, Ref +7, Will +1
Abilities:	S2 D21 C10 I5 W12 Ch8
Skills:	Hide +15, Listen +1, Move Silently +7, Spot +1
Feats:	Weapon Finesse
Environment:	Temperate land
Organization:	Solitary, or Brood (2-5)
CR:	½
Treasure:	None
Alignment:	Often neutral
Advancement:	2 HD (Tiny); 3 HD (Small)
Level Adj:	+2 (cohort or familiar)

This small black cat has a pair of waving black tentacles sprouting from its shoulders and its position seems to move of its own accord even when the creature is perfectly still.

The dread kitten is a specially bred version of the dread cat designed for wizard and sorcerers as familiars.

Unlike dread cats, which were originally bred by druids to attack foes of the forests, dread kittens have a much more pleasant disposition, much like that of a housecat. They are fiercely loyal to their owner, though they have been known to dislike fluttercats, and are unable to breed with those exotic animals. Druids have been known to detest Dread kittens, but rarely go out of their way to harm the beasts.

Dread kittens cannot speak in more that cat-like meows and growls, but is capable of understanding common and/or the primary language of its owner.

Note that a dread kitten does not grow larger than a housecat; it's smaller size has been purposely bred into the beast to make it suitable for use as a familiar.

Combat

Dread kittens are intelligent, and wary of melee combat. They are often employed by their arcane masters to employ touch spells due to their excellent reach and superior defensive abilities.

Displacement (Su): A dread kitten is constantly under the effects of a Displacement spell, which causes attacks against it to have a 50% miss chance. Area effect spells and attacks ignore the 50% miss chance, but the dread kitten gains a +4 bonus to Reflex saves against such attacks. Caster level 1.

Dread Kittens as Familiars

A dread kitten may be taken as an Improved Familiar at 5th level. A dread kitten taken as an improved familiar grants the *Blur* ability to its master (as the spell, usable once per day at owner's caster level). It is also possible for non-spellcasters to occasionally acquire a dread kitten for about 2,500 gp.

Dread Kittens on Amberos

Created by an unknown mage, dread kittens have become popular pets and familiars of folk from Doonask. They are almost never encountered in the wild, and then only following the death of a mage or escaped pet. Popularity among mages with these tiny creatures is spreading, and there is currently a lucrative market in breeding and selling Dread Kittens in the City of Sinka in the Silkna Kingdom.

Dread Fey

Large Fey

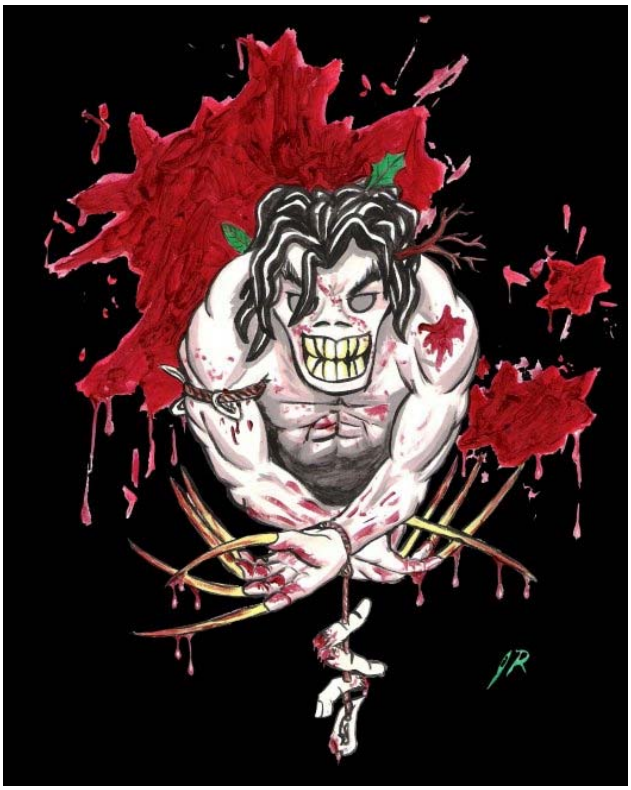
Hit Dice:	14d6+70 (119 hp)
Initiative:	+7 (+7 Dex)
Speed:	70 feet (14 squares)
Armor Class:	23 (-1 size, +7 Dex, +7 natural), touch 16, flat-footed 16 (23)
BAB/Grapple:	+14/+27
Attack:	Bite +20 melee (1d8+5)
Full Attack:	3 Bites +20 melee (1d8+5) and 2 claws +18 melee (2d6+2;19-20/x2) and tail +18 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Height:	8 ft. + 3d8 in. (9 ft. 1 in.)
Weight:	200 lbs + 2d4 x 25 lbs. (325 lbs.)
Special Att:	Ability drain, cold iron strike, fear aura, magic strike, pounce, rend 4d6+7
Special Qual:	Detect good, fast healing 7, improved uncanny dodge, low-light vision, lesser magic resistance, scent, SR 21, warrior's heart
Saves:	Fort +9, Ref +16, Will +11
Abilities:	S21 D25 C20 I14 W15 Ch9
Skills:	Balance +17, Bluff +6, Climb +12, Disguise +9, Hide +20, Intimidate +6, Jump +31, Listen +19, Move Silently +17, Search +19, Spot +2, Survival +9
Feats:	Dodge[B], Improved Critical (Claws), Mobility, Multiattack[B], Spring Attack, Track, Weapon Finesse
Environment:	Temperate forests, hills
Organization:	Solitary
CR:	13
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15-28 HD (Large); 29-42 HD (Huge)
Level Adj:	-

The creature seems to appear from nowhere, a dark shape made of flashing teeth and claws in a shell of dark leaves and broken twigs. A shrill noise echoes from its throat, like that of a dying songbird.

The dread fey is a creature of pure malice and evil that seems to spontaneously form in dark, untended forests. The dread fey lives to prey on other creatures, its only other friends wild animals of the woods. They have been known to flay other fey creatures, including dryads, shredding their trees for nothing more than sheer malice. When seen in full, a dread fey is a humanoid creature that looks like a tall, slender elf. It has an overly large grin and talons made of steel the length of scimitars. Its eyes are black sockets that somehow seem to glint with malice and each socket hides a mouth that can extend on a grisly "eyestalk" to attack foes. It dresses in leaves and twigs, often decorating itself with the body parts (ears, hands, eyes or fingers) of the opponents it has slain.

Combat

Dread fey are whirlwinds of destruction in combat. They will leap into the midst of a group of opponents, slashing and biting. If facing one opponent at a time, they often attempt to rend their foe, biting as they do so to inject their captured prey with painful and deadly poison. Many dread fey are cunning enough to use hit-and-run ambushes, and will often attempt to draw foes into a myriad of natural and manufactured hazards such as quicksand, pits or deadly wild animals - the latter often befriended by the dread fey



Ability Drain (Su): The dread fey permanently drains 1 point of Dexterity with a successful claw attack if a Fort save DC 22 fails. If the bite scores a critical hit, it drains twice the indicated amount. In return, the dread fey gains 5 temporary hit points (10 on a critical hit) whenever it drains a point of dexterity. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Cold Iron Strike (Su): A dread fey's natural attacks are treated as cold iron for the purposes of bypassing DR.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. It can be cast at will.

Fast Healing (Ex): A dread fey regains hit points at 7 hit points per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Fear Aura (Su): The use of this ability is a free action. The aura causes all creatures within 30 feet of the dread fey to make a Will DC 16 save or become panicked. A creature that saves against the fear aura cannot be affected again for a day.

Improved Uncanny Dodge (Ex): A dread fey retains its Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker and can no longer be flanked. However, the dread fey still loses its Dexterity bonus to AC if immobilized.

This defense denies a rogue the ability to sneak attack the character by flanking the dread fey, unless the attacker has at least four more rogue levels than the target has hit dice.

Lesser Magic Resistance (Su): A dread fey gains a +5 bonus to Spell Resistance.

Magic Strike (Su): A dread fey's natural attacks are treated as magic for the purposes of bypassing DR.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack.

Poison (Ex): The bite of a dread fey is poisonous and deadly (type: injected or contact, DC: 22, Init: 1d4 Con + seizure, Sec: 1d6 Con). The seizures caused by the poison cause the victim to fall to ground, unable to hold any item or defend itself for 1d10 rounds. The seizure also deals 1d8 damage to the victim. Dread Fey sometimes like to spit their venom onto their claws, envenoming both as a move-equivalent action that provokes an attack of opportunity. Envenomed claws retain the poison for 1d4 rounds or until the dread fey strikes its foe with the claw.

Rend (Ex): If the dread fey both claw attacks, the dread fey can rend, dealing 4d6+7 slashing damage.

Warrior's Heart (Ex): A dread fey gains a full base attack bonus instead of the normal fey base attack bonus.

Dread Fey on Amberos

Dread Fey were once part of the Evanthium Coridium, but their mercenary ways and dealings with the Golgoloth Empire and Ziga ended up in their expulsion from the Evanthium and their ban from Aurora. After the fall of the Golgoloth Empire and the end of the Elvin Golden Age, the dread fey clans became feral and retreated into the wilderness to become enemies of everyone and everything. The dread fey clans can be found across western and middle Amberos; there are no known clans east of the Jsaraths in the south and Simera in the north.



Dreader

Large Monstrous Humanoid (Feline)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6 (+2 Dex, +4 Improved Init)
Speed:	40 feet (8 squares)
Armor Class:	19 (-1 size, +2 Dex, +5 natural, +3 mw studded leather), touch 11, flat 17
BAB/Grapple:	+4/+12
Attack:	Longsword +8 melee (2d6+4;19-20/x2) or claw +8 melee (1d6+4) or tentacle +8 melee (1d6+2)
Full Attack:	Primary longsword +6 melee (2d6+4;19-20/x2), off-hand short sword +6 melee (1d8+2;19-20/x2), two tentacles +6 melee (1d6+2) or 2 claws +8 melee (1d6+4), 2 tentacles +6 melee (1d6+2)
Space/Reach:	10 ft. / 10 ft. (15 ft. tentacles)
Height:	7 ft. + 2d12 in. (8 ft. 1 in.)
Weight:	200 lbs. + 4d8 x 5 lbs. (290 lbs.)
Special Att:	–
Special Qual:	Blur, darkvision 60 ft.
Saves:	Fort +4 , Ref +7 , Will +8
Abilities:	S19 D15 C16 I11, W17 Ch10
Skills:	Hide +15*, Listen +7, Move Silently +7, Spot +7, Survival +3
Feats:	Dodge, Improved Initiative, Multiattack[B], Two-weapon fighting
Environment:	Warm or Hot Forest
Organization:	Solitary, pair or pride (6-10)
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral
Advancement:	By Character Level
Level Adj:	+3 (Cohort)

In front of you stands a man-sized humanoid covered in glossy black fur with a gleaming white furry chest. It has the face of a black cat, with yellow-red eyes and tufts of white hair on its chin and cheeks. In its pawed hands it holds a long sword and short sword, and two long, tentacle-like appendages wave from where they join the creature at the waist. Perhaps most disturbing is as the creature moves it image seems to break, flow and follow at delayed pace, making it difficult to tell where the creature really is.

Dreaders are a race of dread cats that have been evolved into an advanced humanoid form for use as warriors by ancient druids. They are intelligent, cruel and warlike. Dreaders have an appetite for elvin flesh, and will attack elves in preference to any other opponent.

Combat

Dreaders prefer to strike from ambush, and strike as quickly as they can, attempting to take down as many opponents as able, as quickly as they can. They tend to concentrate on two opponents at a given time, splitting their tentacle attacks against one foe while striking with weapons against another.

Blur (Su): The glistening, black skin of a dreader exudes a light-bending glamour that makes it difficult to determine the true location of the dreader. Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the dreader by means other than sight. *True seeing* negates this effect, but *see invisibility* has no effect. This is treated as a 3rd level spell with a caster level of 6 for purposes of dispelling or suppressing.

Skills: A dreader gains a +8 racial bonus to hide checks due to its blur power.

Dreader Society

Dreaders live in primitive communities in the wild, where they make their own weapons, tools and other material. They prefer to utilize natural materials and methods where possible, save with their weapons that are generally made of steel.

Dreaders are generally very territorial and will make obvious marks to their homeland to warn interlopers. They will attack any being that enters their territory without explanation or delay.

Both males and females are fierce fighters, and their entire society revolves around competition and battle, though in communities the aggression is usually released in arena-like competitions where the dreaders fight wild animals or captive slaves.

Despite their ferocious nature, dreaders are in general awe of human druids. They are respectful of such beings, but expect them to be as strong or stronger than themselves; the dreaders may mark a druid who shows weakness or mercy unfit to survive.



Dreaders on Amberos

The followers of Druidus, in their wars against the elves, created dreaders. They hoped to create a shock troop capable of matching the fury of a elvin warrior. However, many of the druids not involved in the creation

of the Dreaders were horrified by their creation, and the dreader's creation eventually led to the schism that ousted Druidus from his position of Hierophant.

In the centuries following their creation, Dreaders have been expelled from the Kennestone forest and have traveled west. Most have found homes in the Lands of Sarve, Riddlekill and Nyrr Ryann, while others have found employ in the armies of Ran Da Khan and even in Randu itself.

Dreader Characters

Though dreaders are well-known for their skill in battle, few aspire to travel beyond their home woods in search of adventure, treasure or deeds of valor.

Dreader characters gains the following abilities.

- **Monstrous humanoid**
- **Large Size.** A dreader suffers a –1 penalty to hit and to AC. It gains a +4 bonus to grapple checks, but has a –4 penalty to hide checks. A dreader's lifting and carrying capacity are twice that of a medium creature.
- **Darkvision 60 feet.** A dreader can see in total darkness out to 60 feet. Darkvision is black-and-white only.
- **Base speed 40 feet**
- **6d8 Hit Dice.** To this total a dreader adds 6x it's Constitution modifier (minimum 1 hp/HD).
- **Base Attack Bonus +4**
- **+5 Natural Armor**
- **Natural Attacks.** A dreader has two natural claw attacks that deal 1d6 + Str modifier damage each. They also can strike with two tentacles for 1d6+1/2 Str modifier damage. The tentacles have 10 foot reach and are considered secondary weapons.
- **Blur (Su):** The glistening, black skin of a dreader exudes a light-bending glamour that makes it difficult to determine the true location of the dreader. Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the dreader by means other than sight. *True seeing* negates this effect, but *see invisibility* has no effect. This is treated as a 3rd level spell with a caster level of 6 + class levels for purposes of dispelling or suppressing.
- **+8 Str, +4 Dex, +6 Con, +4 Int, +6 Wis.** Dreaders are strong and quick survivors, quick to learn and in tune with their surroundings.
- **Base saves Fort +2, Reflex +5, Will +5.**
- **(2 + Int mod) x9 skill points.** Racial skills are Hide, Listen, Move Silently, Spot, and Survival.
- **+8 Racial bonus to Hide.** This bonus is provided due to the blur effect of the dreader's skin. If the blur ability is suppressed or lost, the skill bonus is likewise lost.
- **Bonus Feat** Multiattack.
- **Automatic Languages:** Common **Bonus Languages:** Elvin, Druidic, Gnomish, Fey and Giant.
- **Favored Class:** Ranger

Dreaders revere Belli and are more likely to be druids than clerics.

Dreader Ranger

6HD Dreader Ranger 6; **hp** 108
S24 D20 C18 I17 W16 Ch8;**Fort** +11**, Ref** +12 **, Will** +10
Init: +9 **Move:** 40 ft.
AC: 25 (-1 size, +5 Dex, +5 natural, +5 *studded leather +2*, +1 *amulet of natural armor +1*), touch 14, flat 20
BAB/Grapple: +9/+19
Full Attack: Primary *+1 longsword* +15/+20 melee (2d6+7;19-20/x2), off-hand *+1 shortsword* +15/+20 melee (1d8+4;19-20/x2) or composite longbow (+7 Str) +13/+8 ranged (2d6+7;x3)
Special Att: -
Special Qual: Blur, darkvision 60 ft., favored enemy (elf, goblinoid), wild empathy
Skills: Climb +13, Hide +24*, Jump +17, Listen +18, Move Silently +20, Spot +18, Survival +18
Feats: Combat Reflexes, Dodge, Endurance[R], Improved Initiative, Improved Two-weapon Fighting[R], Multidexterity[B], Track[R], Two-weapon fighting[R], Weapon Focus (Longsword), Weapon Focus (Shortsword)
CR: 10
Gear: *studded leather +2* (4,200 gp), *amulet of natural armor +1* (2,000 gp), *+1 longsword* (2,330 gp), *+1 shortsword* (2,320 gp), composite longbow (+7 Str) (800 gp), *gauntlets of ogre power +2* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 15,950 gp (16,000 gp)
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Elves; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival vs. Goblinoids
Wild Empathy (Ex): +5

Typical Spell List

(2; Caster Level 3; Spell DC 14)
1st: *Longstrider, Magic Fang*

Wolf Companion: CR 1; LA —; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12,flat-footed 12; Base Atk +1; Grp +2; Atk Bite +3 melee (1d6+1); Full Atk (same); Space/Reach 5 ft./5 ft.; SA trip;SQ low–light vision, scent; AL (Always) N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track[B], Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Dreader Stalker

6HD Dreader Ranger 12; **hp** 165
S24 D21 C18 I17 W16 Ch8;**Fort** +14**, Ref** +15 **, Will** +13
Init: +9 **Move:** 40 ft.
AC: 27 (-1 size, +5 Dex, +5 natural, +8 *studded leather +5*), touch 14, flat 22
BAB/Grapple: +15/+26
Full Attack: Primary *+2 keen longsword* +23/+18/+13 melee (2d6+9;19-20/x2), off-hand *+2 defending shortsword* +23/+18/+13 melee (1d8+5;19-20/x2), 2 tentacles +21 melee (1d6+3)
or *+2 composite longbow* (+7 Str) +22/+17/+12 ranged (2d6+9;x3)
Special Att: -
Special Qual: Blur, darkvision 60 ft., evasion, favored enemy (dwarf, elf, goblinoid), swift tracker, wild empathy, woodland stride
Skills: Climb +19, Hide +30*, Jump +23, Listen +24, Move Silently +26, Spot +24, Survival +24
Feats: Combat Expertise, Combat Reflexes, Dodge, Endurance[R], Greater Two-weapon Fighting[R], Improved Initiative, Improved Two-weapon Fighting[R], Multidexterity[B], Track[R], Two-weapon defense, Two-weapon fighting[R], Weapon Focus (Longsword), Weapon Focus (Shortsword)
CR: 16
Gear: *studded leather +5* (25,320 gp), *+2 keen longsword* (18,330 gp), *+2 defending shortsword* (18,320 gp), *+2 composite longbow* (+7 Str) (8,800 gp), *gauntlets of ogre power +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 75,520 gp (77,000 gp)

Evasion (Ex): A dreader stalker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

Favored Enemy: +6 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Elves; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival vs. Goblinoids or Dwarves

Swift Tracker (Ex): A dreader stalker can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): +11

Woodland Stride (Ex): A dreader stalker 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.

Typical Spell List

(2/2/2; Caster Level 6; Spell DC 13 + Spell Level)
1st: *Longstrider, Magic Fang*
2nd: *Cat's Grace, Snare*
3rd: *Cure Moderate Wounds, Tree Shape*

Wolverine Animal Companion: CR 2; LA —; Medium animal; HD 5d8+23; hp 45; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk Claw +5 melee (1d4+2); Full Atk 2 claws +5 melee (1d4+2) and bite +0 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA rage; SQ evasion, low–light vision, scent; AL (Always) N; SV Fort +8, Ref +6, Will +2; Str 15, Dex 16, Con 19, Int 2, Wis 12, Cha 10.
Skills and Feats: Climb +10, Listen +7, Spot +7; Alertness, Toughness, Track[B]. (Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.)
Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Duvapolus

Colossal Magical Beast

Hit Dice:	48d10+576 (840 hp)
Initiative:	+0
Speed:	60 ft. (12 squares)
Armor Class:	12 (-8 size, +10 natural), touch 2, flat 12
BAB/Grapple:	+48/+76
Attack:	Tail slap +40 melee (4d6+20)
Full Attack:	Two slams +35 melee (2d6+10), tail slap +40 melee (4d6+20)
Space/Reach:	50 ft. / 20 ft. (40 ft. w/ tail)
Length:	100 ft. + 2d10 x 5 ft. (155 ft.)
Weight:	100 tons + 1d10x 5 tons (125 tons)
Special Att:	Trample 2d6+30
Special Qual:	DR 15/-, regenerate 12, scent
Saves:	Fort +38, Ref +26, Will +24
Abilities:	S50 D10 C35 I11 W15 Ch10
Skills:	Gather Information +12, Listen +25, Spot +25, Survival +32, Swim +41
Feats:	Awesome Blow, Alertness, Damage Reduction x5[E], Endurance, Epic Will[E], Penetrate Damage Reduction (Cold Iron)[E], Penetrate Damage Reduction (Magic)[E], Perfect Health[E], Power Attack, Improved Bull Rush, Iron Will, Track, Skill Focus (Gather Information)
Environment:	Hot Plains or Forest
Organization:	Pod (5-20)
CR:	25
Treasure:	None
Alignment:	Neutral
Advancement:	Colossal (49 – 60 HD)

Towering above you is a monumental quadruped lizard, it's head atop a neck that seems to reach high into the air above you. A pair of short stubby arms protrudes from the base of its neck.

The duvapolus is an advanced dinosaur that over the ages has gained a degree of intelligence.

In appearance, it looks very much like a huge diplodocus with an extra pair of limbs protruding from the base of the neck. The rough appendages have three thick, stubby fingers that end with long sharp claws and has an opposable thumb for grasping objects.

Duvapolus speak their own language.

Combat

Duvapolus are poor fighters, despite their size. If forced to fight, they will trample smaller foes or strike them with fists or bash opponents with their huge tail.

Regenerate (Ex): A duvapolus regenerates 12 hit points a round except from fire or acid damage. All other type of damage deals non-lethal damage to the duvapolus. A duvapolus that has been rendered unconscious through non-lethal damage can be slain with a coup de grace attack. A duvapolus cannot reattach severed limbs, but can regrow them in 1d3 days.

Trample (Ex): Reflex save DC 54 half. The DC is Strength based.

Duvapolus on Amberos

As a dinosaur, Duvapoluses are only found in Lost Vale and the wilderness areas of the Golens.



Dwarf, General

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Dwarf Traits (Ex): Dwarves possess the following racial traits.

- **+2 Constitution, –2 Charisma.**
- **Medium size.**
- **Darkvision out to 60 feet.**
- **A dwarf 's base land speed is 20 feet.** However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching,
- and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- **Weapon Familiarity:** Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects.**
- **+1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears)**.
- **+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).**



-
- **+2 racial bonus on Appraise checks that are related to stone or metal items.**
- **+2 racial bonus on Craft checks** that are related to stone or metal.
- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- **Favored Class:** Fighter.

Dwarves on Amberos

The dwarves of Amberos are said to have been carved from the stone of Tsre Vestu itself by the hand of Harp. Over them was appointed the dwarf Deor, the most industrious and knowledgeable of all the dwarves. When the mountain was split open by the mage Stormonu, many of the dwarves were thrust out of the mountain into the world beyond. These dwarves became the mountain and hill dwarves. Some dwarves attempted to dig their way back into the great mountain, becoming the Duergar; but the mountain would not allow them to return. In a later age some dwarves would fall in with Ziga, and they became the Derro, twisted by her evilness. The dwarves of Amberos are very much like their counterparts in other realms. They are generally gruff and have a fondness for gold and craftsmanship. They war constantly against the forces of evil, though they rarely leave their underground homes.

Coral Dwarf

Medium Humanoid (Aquatic, Dwarf)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft., swim 20 ft. (4 squares)
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
BAB/Grapple:	+1/+2
Attack:	Zanzer +1 melee (1d6;x3 or 1d8;x3)
Full Attack:	Zanzer –1/-1 melee (1d6/1d8;x3/x3)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. 9 in. + 2d4 inches (4 ft. 3 in.)
Weight:	120 lbs + 2d6 x 5 lbs. (185 lbs.)
Special Attacks:	Dwarf traits
Special Qual:	Darkvision 60 ft., dwarf traits
Saves:	Fort +4*, Ref +0*, Will –1*
Abilities:	S13 D11 C14 I10 W9 Ch6
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2
Feats:	Two-weapon fighting
Environment:	Temperate Water
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
CR:	½
Treasure:	Standard coins; double goods; standard items
Alignment:	Often lawful good
Advancement:	By character class
Level Adj:	+0

This squat humanoid has sea-green skin and hair like a clump of seaweed.

Coral dwarves have sharp features and skin colors that range from a bright red to a dull purplish color. They have eyes that are yellow or amber in color, though it is not unknown to find green-eyed coral dwarves in the deeps. They are rarely taller than 4 feet tall, and males proudly sport beards, though these are left to drift like tendrils of seaweed in the currents of the ocean. Most dwarves utilize coral, seashells and other metals mined from the deep. They prize gold like their above-water cousins, working it into their clothing or using it to ornate jewelry.

Like their surface cousins, coral dwarves tend to be dour and hard-working. They keep to the ocean depths and work the seabed, using coral to shape their homes and kingdom. Like their surface cousins, coral dwarves mine the underwater regions for precious metals and minerals.

Combat

Coral dwarves are experts at fighting at the sea bottom, and use the seabed for every advantage they can muster. Dwarves prefer special crossbows designed for use in the water and use axes and maces like their above-water cousins. Coral dwarves have developed a special double weapon known as the zanzer. On one end it sports a harpoon-like hook and on the other it bears a great double-bladed axe.



The weapon's statistics are as follows: *Zanzer* cost: 50 gp, damage: 1d6/1d8, crit: x3/x3; weight: 15 lb., type: P & S, special: on a hit with the harpoon head, the attacker may start a grapple. If he loses the grapple, he may elect to drop the zanzer instead of suffering a reversal.

Coral Dwarves on Amberos

Coral dwarves can be found off the western coast of Amberos in the many shoals and island chains found there. They have a powerful dislike of elves and sea elves in particular; the coral dwarves gained their aquatic abilities thanks to elvin magic placed on them during the Elvin Golden Age, but regret now being separated from their land-borne kin.

The coral dwarf presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, In 10, Wis 9, Cha 8

Coral Dwarf Characters

Coral Dwarves do not normally adventure on dry land, but those who do leave their coral mines can find an equal amount of danger on the sea floor.

Coral Dwarves have the following abilities

- **+2 Constitution, –2 Charisma.**
- **Medium size:** As Medium creatures, coral dwarves have no special bonuses or penalties due to their size.
- **Dwarf base land speed is 20 feet and a swim speed of 20 feet**. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision**: Coral dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and coral dwarves can function just fine with no light at all.
- **Stonecunning:** This ability grants a coral dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also

counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- **Weapon Familiarity:** Coral Dwarves may treat nets, zanzer and tridents as martial weapons, rather than exotic weapons.
- **Stability:** A coral dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects**.
- **+1 to hit and damage against sahuagin**.
- **+2 racial bonus on Appraise checks that are related to stone or metal items**.
- **+2 racial bonus on Craft checks that are related to stone or metal.**
- **Aquatic Subtype (Ex):** Coral dwarves can breathe water naturally. If forced onto dry land, they begin suffering from dehydration immediately.
- **+8 Racial bonus to swim checks.** A coral dwarf can take 10 on a Swim check even if rushed or threatened.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Aquan, Elvin, Giant, Gnome, Sahuagin and Triton.
- **Favored Class:** Fighter. A multiclass dwarf 's fighter class does not count when determining whether he takes an experience point penalty for multiclassing
- **Level Adjustment:** +0

Coral Dwarf Peacekeeper

Coral Dwarf Fighter 5; **hp** 42
S12 D16 C16 I10 W13 Ch6;**Fort** +7**, Ref** +4**, Will** +2
Init: +0 **Move:** 20 ft., swim
AC: 18 (+3 Dex, +5 *scale mail +1*), touch 13, flat 15
BAB/Grapple: +5/+6
Full Attack: mw Zanzer +6/+6 melee (1d6+3/1d8+2;x3/x3)
Special Att: –
Special Qual: Darkvision 60 ft., stonecunning
Skills: Appraise +1*, Balance +0, Climb –2, Craft (Weaponsmith) +4*, Escape Artist +0, Hide +0, Jump –8, Listen +1, Move Silently +0, Ride +7, Spot +1, Swim +3
Feats: Dodge, Two-weapon Defense, Two-weapon Fighting[F], Weapon Focus (zanzer)[F], Weapon Specialization (zanzer)[F]
CR: 5
Gear: *scale mail +1* (1,200 gp), mw Zanzer (700 gp), *amulet of natural armor* (2,000 gp) *potion of cure moderate wounds* (300 gp)
Total: 4,250 gp (4,300 gp)
* +2 to Appraise and Craft checks that are related to stone or metal

Coral Dwarf Tidewalker

Coral Dwarf Fighter 10; **hp** 85
S12 D16 C16 I10 W13 Ch6;**Fort** +10**, Ref** +6**, Will** +4
Init: +0 **Move:** 20 ft., swim
AC: 21 (+3 Dex, +1 *amulet of natural armor +1*, +7 *scale mail +3*), touch 13, flat 18
BAB/Grapple: +10/+11
Full Attack: *+1 Zanzer* +12/+7 / +12/+7 melee (1d6+4/1d8+3;x3/x3)
Special Att: –
Special Qual: Coral dwarf traits, darkvision 60 ft., stonecunning
Skills: Appraise +1*, Balance +0, Climb –2, Craft (Weaponsmith) +4*, Escape Artist +0, Hide +0, Jump –8, Listen +1, Move Silently +0, Ride +12, Spot +3, Swim +4
Feats: Dodge, Greater Weapon Focus (Zanzer), Improved Two-weapon Fighting[F], Mobility, Mounted Combat[F], Ride-by Attack[F], Two-weapon Defense, Two-weapon Fighting[F], Weapon Focus (Zanzer)[F], Weapon Specialization (Zanzer)[F]
CR: 10
Gear: *scale mail +3* (9,200 gp), *+1 Zanzer* (4,700 gp), *amulet of natural armor +1* (2,000 gp)
Total: 15,900 gp (16,000 gp)
* +2 to Appraise and Craft checks that are related to stone or metal

Coral Dwarf Tsunami

Coral Dwarf Fighter 15; **hp** 107
S12 D18 C16 I10 W13 Ch6;**Fort** +11**, Ref** +9**, Will** +8
Init: +4 **Move:** 20 ft., swim
AC: 24 (+4 Dex, +3 *amulet of natural armor +3*, +7 *scale mail +3*), touch 14, flat 20
BAB/Grapple: +15/+16
Full Attack: *+2 Zanzer* +16/+9 / +16/+9 melee (1d6+7/1d8+4;x3/x3)
Special Att: –
Special Qual: Coral dwarf traits, darkvision 60 ft., stonecunning
Skills: Appraise +1*, Balance +1, Climb –2, Craft (Weaponsmith) +4*, Escape Artist +1, Hide +1, Jump –8, Listen +1, Move Silently +1, Ride +12, Spot +5, Swim +10
Feats: Combat Reflexes, Dodge, Greater Weapon Focus (Zanzer), Greater Weapon Specialization[F], Improved Two-weapon Fighting[F], Iron Will, Mobility, Mounted Combat[F], Ride-by Attack[F], Two-weapon Defense, Two-weapon Fighting[F], Weapon Focus (Zanzer)[F], Weapon Specialization (Zanzer)[F]
CR: 15
Gear: *scale mail +3* (9,200 gp), *+2 Zanzer* (16,700 gp), *amulet of natural armor +3* (18,000 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure serious wounds* (750 gp), sea cat mount (6,000 gp)
Total: 52,650 gp (59,000 gp)

* +2 to Appraise and Craft checks that are related to stone or metal

Sea cat mount: CR 4; LA —; Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk Claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA rend (2d6+6); SQ darkvision 60 ft., hold breath, low–light vision, scent; AL (Always) N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis
13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will. (A sea cat 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.)

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 times its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh.
This automatically deals an extra 2d6+6 points of damage.

Desert Dwarf

Medium Humanoid (Dwarf)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft.
Armor Class:	14 (+4 scale mail), touch 10, flat-footed 14
BAB/Grapple:	+1/+2
Attack:	Dwarven waraxe +3 melee (1d10+1;x3) or shortbow +1 ranged (1d6;x3)
Full Attack:	Dwarven waraxe +3 melee (1d10+1;x3) or shortbow +1 ranged (1d6;x3)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. 9 in. + 2d4 inches (4 ft. 3 in.)
Weight:	120 lbs + 2d6 x 5 lbs. (185 lbs.)
Special Att:	Dwarf traits
Special Qual:	Darkvision 60 ft., desert dwarf traits, fast healing 1
Saves:	Fort +4*, Ref +0*, Will –1*
Abilities:	S13 D11 C14 I10 W9 Ch 6
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Hide +2, Listen +2, Spot +2
Feats:	Weapon Focus (dwarven waraxe)
Environment:	Hot desert
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
CR:	½
Treasure:	Standard coins; double goods; standard items
Alignment:	Often lawful neutral
Advancement:	By character class
Level Adj:	+1

This squat humanoid is reminiscent of a dwarf, though it is bald and beardless. What exposed skin you can see is deeply tanned and marked by tribal tattoos.

Often referred to as Lost Dwarves, desert dwarves have even ruddier skins than their mountain-dwelling kin. They shun enclosed places, such as mines and other underground areas, though they can enter an above-ground structure without problem. Desert dwarves tend to be bald and beardless, an element that tends to make them shunned around "true" dwarves. They prefer dark or drab colors, and in some tribes tattoos can be found as either decorations or as a mark of status in the tribe. Desert dwarves prefer barren and desert areas where they live a nomadic life, traveling on foot from place to place. They are generally more resistant to thirst than most other races, and are capable of spending long times in the deep desert without fear of thirst or hunger.



Combat

Desert dwarves tend to be somewhat quicker than their mountain-dwelling cousins, and prefer to fight lightly armed and armored. They prefer dexterity-related feats and favor weapons such as scimitars, whips and darts for combat. They are well-known for using the terrain to impede or trap opponents, and are adept at hiding in their surroundings.

The desert dwarf presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, In 10, Wis 9, Cha 8.

Resilience (Ex): Desert dwarves can go for up to 28 days without food and water before being affected by hunger or thirst.

Desert Dwarf Traits (Ex): These are in addition to the normal dwarven traits except where noted here.

- Racial bonus of +2 to Hide instead of stonecunning

Fast Healing (Ex): When exposed to direct sunlight, a desert dwarf heals 1 hit point per round.

Desert Dwarf Society

Desert dwarves lead a nomadic life of hunting and wandering the deep desert. The typical desert dwarf tribe consists of a cadre of elite raiders, then the remainder of the tribe that generally consist of male hunters and female tent keepers. The women of the desert dwarf communities are the most knowledgeable and educated out of the tribe, though the males know all things of hunting, tracking and fighting. The strongest and/or oldest male generally rules the whole of a tribe, though this ruler's wife can be as powerful, known for her wisdom and ability to manipulate the other tribe members.

Desert Dwarves consider all others they meet in the desert as potential competitors until proven otherwise. They are slow to trust others, and may imprison or enslave those they encounter until they prove their worth. The desert dwarves have no room for the ill and weak, and such are cast out or left behind if they do not leave of their own accord first.

Desert Dwarves on Amberos

Desert dwarves on Amberos sprang from criminal and outcast dwarves who were evicted from the Dur-Wundar empire for various infractions – things the dwarves could not forgive, but at the same time did not feel was worthy of the death of the dwarf. These outcasts eventually banded together and took to the deserts to avoid their kin.

Most desert dwarf clans can be found in Llannhanex and Iiannhanex. There are rumors that some clans have discovered a method to safely traverse the Blue Desert, and have even made homes in the inhospitable and deadly blue sands.

Desert Dwarf Characters

Desert dwarves gain the following abilities.

- **+2 Constitution, –2 Charisma**.
- **Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- **Dwarf base land speed is 20 feet.** However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **+2 racial bonus to hide.**
- **Weapon Familiarity:** Desert dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** A desert dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects.**
- **+1 racial bonus on attack rolls against orcs and goblinoids.**
- **+4 dodge bonus to Armor Class against monsters of the giant type.** Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **+2 racial bonus on Appraise checks that are related to stone or metal items.**
- **+2 racial bonus on Craft checks that are related to stone or metal.**
- **Fast Healing (Ex):** When exposed to direct sunlight, a desert dwarf heals 1 hit point per round.
- **Resilience (Ex):** Desert dwarves can go for up to 28 days without food and water before being affected by hunger or thirst.
- **Automatic Languages**: Common and Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- **Favored Class:** Fighter. A multiclass dwarf 's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Desert Dwarf Nomad

Desert Dwarf Fighter 5; **hp** 37
S14 D16 C15 I10 W12 Ch6; **Fort** +7**, Ref** +3**, Will** +2
Init: +3 **Move:** 20 ft.
AC: 18 (+3 Dex, +5 *scale mail +1*), touch 12, flat 16
BAB/Grapple: +5/+7
Full Attack: *+1 dwarven waraxe* +9 melee (1d10+6;x3)
Or composite longbow (+2 Str) +7 ranged (1d8+2;x3)
Special Att: –
Special Qual: Darkvision 60 ft., desert dwarf traits, fast healing 1
Skills: Balance +0, Climb –1, Escape Artist +0, Jump –7, Listen +3, Hide +0, Move Silently +0, Ride +11, Spot +3, Swim -4
Feats: Mounted Archery, Mounted Combat[B], Ride-by Attack, Weapon Focus (dwarven waraxe)[B], Weapon Specialization (dwarven waraxe)[B]
CR: 5
Gear: *scale mail +1* (1,200 gp), *+1 dwarven waraxe* (2,350 gp), composite longbow (+2 Str) (300 gp), *potion of cure moderate wounds* (300 gp), camel mount (75 gp)
Total: 4,225 gp (4,300 gp)

Camel Mount: CR 1; LA —; Large animal; HD 3d8+6; hp 19; Init +3; Spd 50 ft.; AC 13 (–1 size, +3 Dex, +1 natural), touch 12, flat-footed 10; Base Atk +2; Grp +10; Atk Bite (as secondary attack, half Str bonus to damage) +0 melee (1d4+2); Full Atk (same); Space/Reach 10 ft./5 ft.; SA —; SQ low–light vision, scent; AL (Always) N; SV Fort +5,
Ref +6, Will +1; Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4.
Skills and Feats: Listen +5, Spot +5; Alertness, Endurance.
Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds A camel can drag 4,500 pounds
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Desert Dwarf Dervish

Desert Dwarf Fighter 5/Ranger 7; **hp** 90
S14 D16 C15 I10 W12 Ch6; **Fort** +12**, Ref** +8**, Will** +4
Init: +3 **Move:** 20 ft.
AC: 20 (+3 Dex,+1 *amulet of natural armor +1*, +6 *mithral scale mail +2*), touch 13, flat 17
BAB/Grapple: +12/+14
Full Attack: Primary *+1 dwarven waraxe* +14/+9/+4 melee (1d10+5;x3) and offhand *+1 hand axe* +14/+9 melee (1d6+2;x3)
or composite longbow (+2 Str) +15/+10/+5 ranged (1d8+2;x3)
Special Att: Favored enemy (Giants, Goblinoid)
Special Qual: Darkvision 60 ft., desert dwarf traits, fast healing 1, woodland stride
Skills: Balance +2, Climb +1, Escape Artist +1, Jump -5, Listen +6, Hide +9, Move Silently +2, Ride +18, Spot +7, Survival +8, Swim +0
Feats: Endurance[R], Improved Two-Weapon Fighting[R], Mounted Archery, Mounted Combat[B], Point Blank Shot, Precise Shot, Rapid Shot, Ride-by Attack, Two-weapon Fighting[R], Weapon Focus (dwarven waraxe)[B], Weapon Specialization (dwarven waraxe)[B], Track[R]
CR: 12
Gear: *mithral scale mail +2* (8,200 gp), *+1 dwarven waraxe* (2,350 gp), *+1 hand axe* (2,306 gp), *amulet of natural armor +1* (2,000 gp), *potion of cure serious wounds* (300 gp)
Total: 15,606 gp (16,000 gp)

Favored Enemy (Ex): +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Humanoids (Goblinoids); +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Giants

Woodland Stride (Ex): A desert dwarf dervish 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.

Typical Spell List

(2; Caster Level 3; Spell DC 11 + Spell Level)
1st: *Endure Elements, Summon Nature's Ally I*

Camel Companion: Large animal; HD 5d8+10; hp 32; Init +3; Spd 50 ft.; AC 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 13; Base Atk +3; Grp +11; Atk Bite (as secondary attack, half Str bonus to damage) +2 melee (1d4+2); Full Atk (same); Space/Reach 10 ft./5 ft.; SA —; SQ evasion, low–light vision, scent; AL (Always) N; SV Fort +6, Ref +7, Will +1; Str 19, Dex 17, Con 14, Int 2, Wis 11, Cha 4.
Skills and Feats: Listen +7, Spot +7; Alertness, Endurance.
Carrying Capacity: A light load for a camel is up to 348 pounds; a medium load, 349–699 pounds; and a heavy load, 700–1,050 pounds A camel can drag 5,250 pounds
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Desert Dwarf Sheik

Desert Dwarf Fighter 5/Ranger 11/Horizon Walker 1; **hp** 126
S14 D16 C15 I10 W12 Ch6; **Fort** +16**, Ref** +10**, Will** +5
Init: +3 **Move:** 20 ft.
AC: 23 (+3 Dex, +1 *amulet of natural armor +1*, +9 *mithral scale mail +5*), touch 13, flat 20
BAB/Grapple: +17/+19
Full Attack: Primary *+3 dwarven waraxe* +21/+16/+11/+6 melee (1d10+7;x3) and offhand *+2 hand axe* +21/+16 melee (1d6+3;x3)
or composite longbow (+2 Str) +20/+15/+10/+5 ranged (1d8+2;x3)
Special Att: Favored enemy (Giants, Goblinoid, Outsider [Earth])
Special Qual: Darkvision 60 ft., evasion, desert dwarf traits, fast healing 1, swift tracker, woodland stride
Skills: Balance +2, Climb +1, Escape Artist +1, Jump -5, Listen +8, Hide +9, Move Silently +2, Ride +22, Spot +9, Survival +12, Swim +0
Feats: Endurance[R], Improved Two-Weapon Fighting[R], Mounted Archery, Mounted Combat[B], Point Blank Shot, Precise Shot, Rapid Shot, Ride-by Attack, Spirited Charge, Two-weapon Fighting[R], Weapon Focus (dwarven waraxe)[B], Weapon Specialization (dwarven waraxe)[B], Track[R]
CR: 17
Gear: *mithral scale mail +5* (29,200 gp), *+3 dwarven waraxe* (18,350 gp), *+2 hand axe* (8,306 gp), *amulet of natural armor +1* (2,000 gp), *potion of cure serious wounds* (750 gp)
Total: 58,606 gp (59,000 gp)

Favored Enemy (Ex): +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Humanoids (Goblinoids) and Giants; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Outsiders (Earth)

Woodland Stride (Ex): A desert dwarf sheik 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.

Swift Tracker (Ex): A desert dwarf sheik can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex): A desert dwarf sheikh can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

Terrain Mastery (Desert): A desert dwarf sheik is immune to fatigue, and anything that would cause him to become exhausted makes him fatigued instead. He gain a +1 insight bonus on attack and damage rolls against desert creatures.

Typical Spell List

(2/1/0; Caster Level 5; Spell DC 11 + Spell Level)
1st: *Endure Elements, Summon Nature's Ally I*
2nd: *Bear's Endurance, Protection from Energy*

Camel Companion: Large animal; HD 5d8+10; hp 32; Init +3; Spd 50 ft.; AC 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 13; Base Atk +3; Grp +11; Atk Bite (as secondary attack, half Str bonus to damage) +2 melee (1d4+2); Full Atk (same); Space/Reach 10 ft./5 ft.; SA —; SQ evasion, low–light vision, scent; AL (Always) N; SV Fort +6, Ref +7, Will +1; Str 19, Dex 17, Con 14, Int 2, Wis 11, Cha 4.
Skills and Feats: Listen +7, Spot +7; Alertness, Endurance.
Carrying Capacity: A light load for a camel is up to 348 pounds; a medium load, 349–699 pounds; and a heavy load, 700–1,050 pounds A camel can drag 5,250 pounds
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ice Dwarf

Medium Humanoid (Cold, Dwarf)

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 20 ft. in scale mail (4 squares); base speed 20 ft.
Armor Class: 16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
BAB/Grapple: +1/+2
Attack: Heavy pick +3 melee (1d6+1;x4) or shortbow +1 ranged (1d6;x3)
Full Attack: Heavy pick +3 melee (1d6+1;x4) or shortbow +1 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. 9 in. + 2d4 inches (4 ft. 3 in.)
Weight: 120 lbs + 2d6 x 5 lbs. (185 lbs.)
Special Att: Dwarf traits
Special Qual: Darkvision 60 ft., dwarf traits
Saves: Fort +4*, Ref +0*, Will –1*
Abilities: S13 D11 C14 I10 W9 Ch6
Skills: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2
Feats: Weapon Focus (dwarven waraxe)
Environment: Temperate mountains
Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
CR: ½
Treasure: Standard coins; double goods; standard items
Alignment: Usually Chaotic Neutral
Advancement: By character class
Level Adj: +1



This squat humanoid has snow-white skin and hair. It is dressed in clothing that is surprisingly light for the wintry weather it stands in.

Ice dwarves have been altered by their long exposure to frozen climates. They have blue skin and ice-white beards. Eye color ranges from yellow to red and ice blue.

Ice dwarves tend to be as cold as the snow they live in. Their harsh life gives them little extra with which to welcome strangers, and they generally take a dim view of those who cannot hold their own weight. In many ways they also seem callous to the plight of others, always looking after their own – even to the detriment of others.

Ice dwarves speak dwarven and common.

Combat

Ice dwarves are cunning and cruel fighters, asking for no mercy and granting no quarter. They do not take prisoners, though they have been known to make slaves of opponents who show no skill for fighting. Any opponent who might present a danger if taken and kept alive is hobbled or slain. Ice dwarves particularly have no love of Frost Giants, and generally will attempt to destroy such beings on sight.

Ice Dwarf Society

Ice dwarves make their home burrowing through the glacier searching for riches unearthed or lost by the slow-moving ice. They are rarely seen above ground and have a violent distrust of strangers. They are not above robbing those they encounter, stealing not only food, supplies and treasure, but stripping the victims of any protective clothing and leaving them to face exposure in the icy chill of the glacier.

The ice dwarf presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, In 10, Wis 9, Cha 8

Ice Dwarves on Amberos

Ice Dwarves can be found on the Glacier of Seasons. They exist in no other place on Amberos and why they can only be found in that area is a mystery.

Ice Dwarf Characters

Ice dwarves gain the following abilities.

- **+2 Constitution, –2 Charisma**.
- **Medium:** As Medium creatures, ice dwarves have no special bonuses or penalties due to their size.
- **Dwarf base land speed is 20 feet.** However, ice dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Ice dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **Stonecunning:** This ability grants an ice dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

- **Weapon Familiarity:** Ice dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** An ice dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects.**
- **+1 racial bonus on attack rolls against orcs and goblinoids.**
- **+4 dodge bonus to Armor Class against monsters of the giant type.** Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **+2 racial bonus on Appraise checks that are related to stone or metal items.**
- **+2 racial bonus on Craft checks that are related to stone or metal.**
- **Cold Subtype (Ex):** Ice dwarves take no damage from ice-based attacks and double damage from fire attacks (normal damage if a Fortitude save is allowed and made)
- **Automatic Languages**: Common and Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- **Favored Class:** Barbarian. A multiclass ice dwarf 's barbarian's class does not count when determining whether he takes an experience point penalty for multiclassing

Ice Dwarf Cold Rager

Ice Dwarf Barbarian 7; **hp** 66
S16 D13 C16 I10 W12 Ch6;**Fort**+6**, Ref** +3**, Will** +3
Init: +1 **Move:** 30 ft.
AC: 18 (+1 Dex, +4 *hide +1*, +3 *heavy wooden shield +1*) touch 11, flat 17
BAB/Grapple: +7/+10
Full Attack: *+1 heavy pick* +8/+3 melee (1d6+3;x4), shortbow +8 ranged (1d6;x3)
Damage: *+1 heavy pick* 1d6+3 (x4), shortbow 1d6 (x3)
Special Att: Rage 2x/day
Special Qual: DR 1/-, ice dwarf qualities, improved uncanny dodge, trap sense +2, uncanny dodge
Skills: Balance –1, Climb +1, Escape Artist –2, Hide –2, Jump +11, Listen +10, Move Silently –2, Spot +5, Survival +10, Swim -2
Feats: Cleave, Improved Sunder, Power Attack
CR: 7
Gear: *hide +1* (1,165 gp), *+1 heavy wooden shield* (1,157 gp), *+1 heavy pick* (2,308 gp), shortbow (30 gp), *potion of cure moderate wounds* (300 gp), *elixir of fire breath* (1,100 gp), *cloak of resistance +1* (1,000 gp)
Total: 7,060 gp (7,200 gp)

Improved Uncanny Dodge (Ex): An ice dwarf cold rager can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): An ice dwarf cold rager gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): An ice dwarf cold rager retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Ice Dwarf Iceblood

Ice Dwarf Barbarian 12; **hp** 114
S20 D13 C16 I10 W12 Ch6;**Fort** +12**, Ref** +8**, Will** +6
Init: +1 **Move:** 30 ft.
AC: 20 (+1 Dex, +6 *hide +3*, +3 *heavy wooden shield +1*) touch 11, flat 19
BAB/Grapple: +12/+17
Full Attack: *+2 heavy pick* +20/+15/+10 melee (1d6+7;x4),
or composite shortbow (+5 Str) +13/+8/+3 ranged (1d6+5;x3)
Special Att: Greater rage, rage 4x/day
Special Qual: DR 2/-, ice dwarf qualities, improved uncanny dodge, trap sense +4, uncanny dodge
Skills: Balance –1, Climb +8, Escape Artist –2, Hide –2, Jump +18, Listen +15, Move Silently –2, Spot +5, Survival +15, Swim +0
Feats: Cleave, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (heavy pick)
CR: 12
Gear: *hide +3* (9,165 gp), *heavy wooden shield +1* (1,157 gp), *+2 heavy pick* (8,308 gp),composite shortbow (+5 Str) (450 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 25,905 gp (27,000 gp)

Greater Rage (Ex): An ice dwarf iceblood bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.
Improved Uncanny Dodge (Ex): An ice dwarf iceblood can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.
Trap Sense (Ex): An ice dwarf iceblood gains a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): An ice dwarf iceblood retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Ice Dwarf Iceheart

Ice Dwarf Barbarian 17; **hp** 161
S20 D14 C16 I10 W12 Ch6;**Fort** +15**, Ref** +9**, Will** +8
Init: +2 **Move:** 30 ft.
AC: 25 (+2 Dex, +1 *amulet of natural armor +1*, +6 *hide +5*, +5 *heavy wooden shield +3*, *ring of protection +1*) touch 13, flat 23
BAB/Grapple: +17/+22
Full Attack: *+5 heavy pick* +28/+23/+18/+13 melee (1d6+10;x4),
Or composite shortbow (+5 Str) +19/+14/+9/+4 ranged (1d6+5;x3)
Special Att: Greater rage, rage 5x/day, tireless rage
Special Qual: DR 4/-, ice dwarf qualities, improved uncanny dodge, trap sense +5, uncanny dodge
Skills: Balance –1, Climb +11, Escape Artist –2, Hide –2, Jump +21, Listen +20, Move Silently –2, Spot +5, Survival +20, Swim -2
Feats: Cleave, Improved Sunder, Lightning Reflexes, Power Attack, Track, Weapon Focus (heavy pick)
CR: 17
Gear: *hide +5* (25,165 gp), *heavy wooden shield +3* (9,157 gp), *+5 heavy pick* (50,308 gp), composite shortbow (Str +5) (450 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +2* (4,000 gp), *ring of protection +1* (2,000 gp), *amulet of natural armor +1* (2,000 gp), *potion of cure serious wounds* (750 gp)
Total: 99,830 gp (100,000 gp)

Greater Rage (Ex): An ice dwarf iceheart bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.
Improved Uncanny Dodge (Ex): An ice dwarf iceheart can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.
Trap Sense (Ex): An ice dwarf iceheart gains a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to AC against attacks made by traps.
Tireless Rage (Ex): A ice dwarf iceheart no longer becomes fatigued at the end of his rage.
Uncanny Dodge (Ex): An ice dwarf cold rager retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Sand Dwarf

Medium Humanoid (Dwarf)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	20 ft. in chain shirt (4 squares); base speed 20 ft.
Armor Class:	17 (+4 natural, +3 chain shirt), touch 10, flat-footed 17
BAB/Grapple:	+1/+2
Attack:	Warstaff +2 melee (1d8+1/1d6) or shortbow +1 ranged (1d6;x3)
Full Attack:	Warstaff +0/+0 melee (1d8+1/1d6) or shortbow +1 ranged (1d6;x3)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. 9 in. + 2d4 inches (4 ft. 3 in.)
Weight:	120 lbs + 2d6 x 5 lbs. (185 lbs.)
Special Att:	Dwarf traits
Special Qual:	Darkvision 60 ft., dwarf traits
Saves:	Fort +4*, Ref +0*, Will –1*
Abilities:	S13 D11 C14 I10 W9 Ch6
Skills:	Appraise +2, Craft (blacksmithing) +4, Craft (stonemasonry) +4, Listen +2, Spot +2
Feats:	Two-weapon fighting
Environment:	Hot Desert
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
CR:	1
Treasure:	Standard
Alignment:	Often chaotic neutral
Advancement:	By character class
Level Adj:	+1

This unusual, squat humanoid has rough skin that looks to be made of sandpaper. Its hair and beard seem at first to be filled with grit, but a closer glance reveals that all of their features seem to be made of pure sand.

Much like the ice dwarves who have adapted to the cold, the sand dwarves have adapted to the desert regions and has gained the unusual ability to become sand themselves. A sand dwarf has a complexion akin to sand; in fact, their skin is actually composed of gritty sand, granting them some protection in combat and allowing them to disappear into the sandy wastes. Sand dwarves tend to have black or brown hair and beards, either knotted into thick braids or wild and stiff like the bristles of a brush. They eyes of all sand dwarves are black, but they otherwise appear similar to other dwarves.

Sand dwarves speak common and elvin. Many are also well-versed in Terran.

Combat

Sand dwarves are crafty fighters, though they rarely resort to tricks. They are tenacious and rarely back down from a fight and tend to be well-armed and armored, using their terrain to their advantage whenever possible.



Resilience (Ex): Sand dwarves can go for up to 28 days without food and water before being affected by hunger or thirst.

Sand Form(Su): As a move-equivalent action, a sand dwarf can transform himself and his gear into sand, allowing him to pass over or through such materials at his walking speed. While moving through sand or loose earth, the Sand dwarf need not breath and can see up to 30 feet as if his sight were unobstructed.

Sand Dwarf Traits (Ex): These are in addition to the normal dwarven traits except where noted here.

- Racial bonus of +2 to Craft instead of stonecunning

Sand Dwarf Society

Sand Dwarves are on friendly terms with the Dao geniekin, and it is legend among sand dwarves that this friendship is what granted the sand dwarves their unusual abilities. The sand dwarves tend to live in caverns deep underground, using their ability to move through sand to search for raw ores or scour the lands above as raiders. sand dwarves avoid other races, but are generally polite, though untrusting, of strangers. They rarely allow outsiders to visit their own underground dwellings, but may trade with other races in the nearby vicinity. Like other dwarves, sand dwarf craftsmanship is highly prized, though sand dwarves tend to work more with bronze and silver instead of gold and mithral.

Sand Dwarves on Amberos

Taken as prisoners and twisted in shape by Gwieze, the lord of shadows, the sand dwarves were only freed of the evil god's grip when Discoff tricked Gwieze into destroying his own empire. However, rather than seek freedom and embrace life as the Halflings had done, the sand dwarves instead allied themselves with Teeth and Tuma. With the eventual destruction of those two gods, the Sand Dwarves fled east.

Sand dwarves are a constant nuisance on the Island of Dragna, and plague the wild wastes of Randu in the east. While individuals can be found in other desert-like areas, they are at best, loners.

Sand Dwarf Characters

Sand dwarf characters have the following abilities.

- **+2 Constitution, –2 Charisma**.

- **Medium:** As Medium creatures, sand dwarves have no special bonuses or penalties due to their size.
- **Dwarf base land speed is 20 feet.** However, sand dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Sand dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **+3 Natural armor**
- **+2 racial bonus to all Craft skills.**
- **Weapon Familiarity:** Sand dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** A sand dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects.**
- **+1 racial bonus on attack rolls against orcs and goblinoids.**
- **+4 dodge bonus to Armor Class against monsters of the giant type.** Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **+2 racial bonus on Appraise checks that are related to stone or metal items.**
- **+2 racial bonus on Craft checks that are related to stone or metal.**
- **Resilience (Ex):** Sand dwarves can go for up to 28 days without food and water before being affected by hunger or thirst.
- **Sand Form(Su):** As a move-equivalent action, a sand dwarf can transform himself and his gear into sand, allowing him to pass over or through such materials at his walking speed. While moving through sand or loose earth, the Sand dwarf need not breath and can see up to 30 feet as if his sight were unobstructed.
- **Automatic Languages**: Common and Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- **Favored Class:** Ranger. A multiclass dwarf 's ranger class does not count when determining whether he takes an experience point penalty for multiclassing

Sand Dwarf Scout

Sand Dwarf Ranger 6; **hp** 50
S14 D15 C14 I13 W11 Ch6;**Fort** +7**, Ref** +8**, Will** +2
Init: +3 **Move:** 20 ft.
AC: 19 (+2 Dex, +3 natural, +4 *chain shirt +1*), touch 12, flat 17
BAB/Grapple: +6/+8
Full Attack: mw warstaff +7/+2 / +7 melee (1d8+2;1d6+1)
or *+1 composite shortbow (+1 Str)* +9/+4 ranged (1d6+2;x3)
(rapid shot: +7/+7/+2 ranged)
Special Att: Favored enemy (Giants, Goblinoids)
Special Qual: Darkvision 60 ft., resilience, sand dwarf traits, sand form
Skills: Balance +1, Bluff –2, Climb +1, Escape Artist +1, Hide +14, Jump -5, Listen +2, Move Silently +11, Search +10, Sense Motive +0, Spot +11, Survival +9, Swim +0
Feats: Alertness, Endurance[R], Manyshot[R], Skill Focus (Hide), Rapid Shot[R], Track[R], Two-weapon Fighting
CR: 6
Gear: *chain shirt +1* (1,250 gp)**,** mw warstaff (635 gp), *+1 composite shortbow* (+2 Str) (2,525 gp), *potion of cure serious wounds* (750 gp)
Total: 5,160 gp (5,600 gp)
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Goblinoids; +2 bonus to damage on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Giants
Wild Empathy: +4

Typical Spell List

(1; Caster Level 3; Spell DC 11)
1st: *Longstrider*

See Infiltrator For Animal Companion Stats

Sand Dwarf Infiltrator

Sand Dwarf Ranger 6/Rogue 6; **hp** 83
S16 D19 C14 I13 W11 Ch6;**Fort** +11**, Ref** +15**, Will** +7
Init: +4 **Move:** 20 ft.
AC: 23 (+4 Dex, +3 natural, +6 *chain shirt +3*), touch 14, flat 19
BAB/Grapple: +10/+13
Full Attack: mw warstaff +11/+6 / +11 melee (1d8+2/1d6+1)
or *+3 composite shortbow (+3 Str)* +14/+9 ranged (1d6+4;x3)
(rapid shot: +12/+12/+7 ranged)
Special Att: Favored enemy (Giants, Goblinoids), sneak attack +3d6
Special Qual: Darkvision 60 ft., evasion, resilience, sand dwarf traits, sand form, trap sense +2, uncanny dodge
Skills: Balance +3, Bluff +10, Climb +2, Disguise +7, Escape Artist +9, Hide +21, Jump -4, Move Silently +18, Search +17, Sense Motive +6, Spot +15, Survival +9, Swim +1
Feats: Alertness, Endurance[R], Manyshot[R], Point Blank Shot, Skill Focus (Disguise), Skill Focus (Hide), Rapid Shot[R], Track[R], Two-weapon Fighting
CR: 12
Gear: *chain shirt +3* (9,250 gp), mw warstaff (635 gp), *+3 composite shortbow (+3 Str)* (2,600 gp), *gloves of dexterity +2* (4,000 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 25,235 gp (27,000 gp)

Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Goblinoids; +2 bonus to damage on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Giants
Wild Empathy: +4
Evasion (Ex): A sand dwarf infiltrator can avoid even magical and unusual attacks with great agility.
If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A sand dwarf infiltrator gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A sand dwarf infiltrator can react to danger before her senses would normally
allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(2; Caster Level 3; Spell DC 12)
1st: *Longstrider*

Snake, Medium Viper Animal Companion: Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +2; Atk Bite +7 melee (1d4–1 plus poison); Full Atk (same); Space/Reach 5 ft./5 ft.; SA poison; SQ scent; AL (Always) N; SV Fort +3, Ref +6, Will +1; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats: Balance +12, Climb +12, Hide +15, Listen +5, Spot +5, Swim +7; Weapon Finesse. (Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 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.)
Poison (Ex): Poisonous bite, Fortitude save Constitution-based DC 11, inflicts 1d6 Constitution initial and secondary damage.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Sand Dwarf Unseen Killer

Sand Dwarf Ranger 6/Rogue 6/Assassin 5; **hp** 100
S16 D22 C14 I13 W11 Ch6;**Fort** +12**, Ref** +20**, Will** +8
Init: +6 **Move:** 20 ft.
AC: 27 (+6 Dex, +3 natural, +8 *chain shirt +5*), touch 16, flat 21
BAB/Grapple: +13/+16
Full Attack: *+2 warstaff* +16/+11/+6 / +16/+11 melee (1d8+5/1d6+3)
or *+4 composite shortbow (+3 Str)* +23/+18/+13 ranged (1d6+7;x3)
(rapid shot: +21/+21/+16/+11 ranged)
Special Att: Death attack, favored enemy (Giants, Goblinoids), sneak attack +6d6
Special Qual: +2 save vs. poison, darkvision 60 ft., evasion, resilience, sand dwarf traits, sand form, trap sense +2, uncanny dodge
Skills: Balance +2, Bluff +10, Climb +1, Disguise +12, Escape Artist +13, Hide +25, Jump -4, Move Silently +22, Search +17, Sense Motive +7, Spot +19, Survival +9, Swim +0
Feats: Alertness, Endurance[R], Improved Two-weapon Fighting, Manyshot[R], Point Blank Shot, Skill Focus (Disguise), Skill Focus (Hide), Rapid Shot[R], Track[R], Two-weapon Fighting
Align: Chaotic Evil
CR: 17
Gear: *chain shirt +5* (25,200 gp), *+2 warstaff* (16,635 gp), *+4 composite shortbow (+3 Str)* (32,600 gp), *gloves of dexterity +4* (16,000 gp), *gauntlets of ogre power* 4,000 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 99,185 gp (100,000 gp)

Death Attack: Study victim 3 rounds; sneak attack Fort save DC 15 or die or paralyzed 1d6 + 5 rounds.
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Goblinoids; +2 bonus to damage on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Giants
Wild Empathy: +4
Evasion (Ex): A sand dwarf unseen can avoid even magical and unusual attacks with great agility.
If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A sand dwarf unseen gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A sand dwarf unseen can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List (Ranger)
(1; Caster Level 3; Spell DC 11)
1st: *Longstrider*

Typical Spell List (Assassin)
(3/2/0; Caster Level 5; Spell DC 11 + Spell Level)
1st: *Feather Fall, Obscuring Mist, Sleep, True Strike*
2nd: *Alter Self, Darkness, Invisibility*
3rd: *Misdirection, Non-detection*

Snake, Medium Viper Animal Companion: Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +2; Atk Bite +7 melee (1d4–1 plus poison); Full Atk (same); Space/Reach 5 ft./5 ft.; SA poison; SQ scent; AL (Always) N; SV Fort +3, Ref +6, Will +1; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.
Skills and Feats: Balance +12, Climb +12, Hide +15, Listen +5, Spot +5, Swim +7; Weapon Finesse. (Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 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.)
Poison (Ex): Poisonous bite, Fortitude save Constitution-based DC 11, inflicts 1d6 Constitution initial and secondary damage.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Elemental, Plant

	Plant Elemental, Small Small Elemental (Plant)	Plant Elemental, Medium Medium Elemental (Plant)	Plant Elemental, Large Large Elemental (Plant)
Hit Dice:	2d8+2 (9 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1 (-1 Dex)	-1 (-1 Dex)	-1 (-1 Dex)
Speed:	20 feet (4 squares)	20 feet (4 squares)	20 feet (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural) Touch 10, flat 17	18 (-1 Dex, +9 natural) Touch 9, flat 18	18 (-1 size, -1 Dex, +10 natural) touch 8, flat 18
BAB/Grapple:	+1/+1	+3/+5	+6/+16
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+10)
Full Attack:	2 Slams +5 melee (1d6+4)	2 Slams +8 melee (1d8+7)	2 Slams +12 melee (2d8+10)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Height:	3 ft.	6 ft.	9 ft.
Weight:	30 lbs.	200 lbs.	500 lbs.
Special Att:	Plant Mastery, entangle	Plant mastery, entangle	Plant mastery, entangle
Special Qual:	Elemental, plant qualities	Elemental, plant qualities	Elemental, plant qualities
Saves:	Fort +4, Ref –1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	S17, D8, C13, I4, W11, Ch11	S21, D8, C17, I4, W11, Ch11	S25, D8, C19, I6, W11, Ch11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack

	Plant Elemental, Huge Huge Elemental (Plant)	Plant Elemental, Greater Huge Elemental (Plant)	Plant Elemental, Elder Huge Elemental (Plant)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	-1 (-1 Dex)	-1 (-1 Dex)	-1 (-1 Dex)
Speed:	20 feet (4 squares)	20 feet (4 squares)	20 feet (4 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural) Touch 7, flat 18	20 (-2 size, -1 Dex, +13 natural) Touch 7, flat 20	22 (-2 size, -1 Dex, +15 natural) Touch 7, flat 22
BAB/Grapple:	+12/+25	+15/+31	+18/+40
Attack:	Slam +19 melee (2d10+13)	Slam +23 melee (2d10+15)	Slam +27 melee (2d10+16)
Full Attack:	2 Slams +19 melee (2d10+13)	2 Slams +23 melee (2d10+15)	2 Slams +27melee (2d10+16)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Height:	18 ft.	21 ft.	24 ft.
Weight:	2,000 lbs.	2,500 lbs.	3,100 lbs.
Special Att:	Plant mastery, entangle	Plant mastery, entangle	Plant mastery, entangle
Special Qual:	Elemental, plant qualities	Elemental, plant qualities	Elemental, plant qualities
Saves:	Fort +15, Ref +4, Will +5	Fort +17, Ref +6, Will +7	Fort +19, Ref +7, Will +8
Abilities:	S29, D8, C21, I6, W11, Ch11	S31, D8, C21, I6, W11, C11	S33, D8, C21, I6, W11, C11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (Slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (Slam), Power Attack, Sunder

Environment: Any land
Organization: Solitary
CR: Small 1; medium 3; large 5; huge 7; greater 9; elder 11
Treasure: None
Alignment: Usually neutral
Advancement: Small 3 HD (Small); medium 5-7 HD (Medium-size); large 9-15 HD (Large); huge 17-20 HD (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)

These are special outsiders that druids long ago learned to summon for aid against their ancient rivals. While not elementals in the truest sense, a plant elemental is summoned from a secret plane known only to druids, and consist of living plant matter. Their appearance is similar to a shambling mound, being made of ropy vines covered with broad, green leaves. While having an overall humanoid shape, plant elementals display no face at all.

Plant elementals can speak Druidic, but only do so if responding directly to a druid's command.

Combat

Plant elementals are implacable warriors heedless of their own safety. It can travel without a trace through vegetation and animate plant life around it to aid in its attack.

Plant Mastery(Ex): A plant elemental may *Pass Without Trace* as per the spell at will. It can also *Transport Via Plants* once per day, but if summoned may not willingly transport itself beyond it's summoner's range to control. Plant elementals may also animate nearby plant life with an effect as per the *Entangle* spell at will. All abilities are at a level equal to the elemental's Hit Dice.

Entangle(Ex): If a plant elemental's slam attack is successful, it may make an immediate grapple check to ensnare its opponent if it is of a size up to one size category larger than the plant elemental (thus a Large plant elemental can entangle opponents of up to Huge size). An ensnared opponent automatically suffers the plant elementals slam damage each round until it frees itself. An opponent may free himself by succeeding an opposed Strength check against the elemental, or a successful Escape Artist check (DC equals plant elemental's Strength + 5).

Plant Elementals on Amberos

Druidus is thought to have discovered the means to summon plant elementals, and only human druids can summon plant elementals if they choose, instead of Earth Elementals.



Elemental Bonfire Lord

Huge Elemental (Fire, Extraplanar)

Hit Dice:	24d8+240 (348 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft. (8 squares)
Armor Class:	24 (-2 size, +2 Dex, +14 natural), touch 8, flat 22
BAB/Grapple:	+18/+45
Attack:	Slam +31 melee (2d6+15 + 4d6 fire;19-20/x2)
Full Attack:	2 Slams +31 melee (2d6+15 + 4d6 fire;19-20/x2)
Space/Reach:	15 ft./15 ft.
Height:	24 ft.
Weight:	Nil
Special Att:	Engulf , spells, summon
Special Qual:	DR 20/magic +3, darkvision 60 ft., elemental traits, fiery aura, resistance to sonic 20, deny fiery summons
Saves:	Fort +18, Ref +16, Will +12
Abilities:	S41 D15 C31 I19 W19 Ch19
Skills:	Bluff +21, Diplomacy +16, Gather Information +19, Hide -10, Intimidate +21, Knowledge (engineering) +16, Knowledge (nobility) +16, Knowledge (the planes) +19, Listen +16, Sense Motive +19, Spot +19
Feats:	Combat Reflexes, Improved Critical (slam), Improved Grapple, Improved Initiative, Improved Natural Attack, Improved Unarmed Attack, Persuasive, Stunning Fist
Environment:	Elemental Plane of Fire
Organization:	Solitary
CR:	23
Treasure:	Double Standard
Alignment:	Always neutral (chaotic tendencies)
Advancement:	25-48 HD (Gargantuan); 49-72 HD (Colossal)
Level Adj:	-

It is a mass of roiling, red and orange flames with two, bright burning orbs of blue fire that dance in the conflagration. From the flames comes a crackling voice like burning trees.

Elemental bonfire lords are the whimsical lords of fire elementals. They seem to exist only to consume, and they demand constant entertainment from the subjects they rule. They enforce their laws capriciously and are more likely to usher a pronouncement based on whim instead of any pretense of justice. Elemental bonfire lords can be bullies at times, but they are more often likely to bluster an opponent with threats than they are likely to carry any such threats out.

Unlike many of the other elemental lords, bonfire lords tend to ignore the realms and other lords of their plane, and it is not uncommon for realms to overlap. In cases where bonfire lords are forced to confront one another, they often settle their differences with a challenge of wits, riddles or a simple contest either between themselves or their minions.

Elemental bonfire lords speak Auran, Common, Draconic, Genie and Infernal.

Combat

Bonfire lords leap into battle with gusto, but are just as quick to leave a fray when it goes against them. They will take on multiple opponents without hesitation, often preferring to leap into a fray where they battle more than one opponent at a time. They enjoy grappling foes and watching them combust in their arms.

Deny Fiery Summons (Su): While in his home realm, an Elemental Bonfire Lord can cause any summoning spell that would summon any creature with the Fire subtype to automatically fail. Using this ability is a free action for the elemental fire lord and does not require a dispel check. This ability cannot be used off of the elemental plane of Fire and has only a 50% chance of working on the elemental plane of fire when the elemental lord uses it outside of his domain. The ability works without fail in the elemental bonfire lord's own realm.

Engulf (Ex): Any being struck by a bonfire lord's slam attacks must make a DC 22 Fort save or catch fire. A being that has caught aflame suffers 2d6 fire damage per round. The flames can be doused by immersing in water or if the victim takes a full action to fall prone and roll on



the ground. The latter action provokes an attack of opportunity.

Fiery Aura (Ex): Any creature attempting to melee or grappling a elemental bonfire lord takes 4d6 fire damage a round. Any creature within 20 feet of the elemental bonfire lord takes 2d6 fire damage. This damage can be halved with a Fort save DC 37.

Resistance to Sonic (Ex): A bonfire lord can ignore 20 points of sonic damage from any attack.

Spells: An elemental bonfire lord can spells as a 20th level invoker. They prefer destructive, flashy spells for use in combat.

Summon (Sp): Elemental bonfire lords can summon other fire elementals to aid them. They can automatically summon 2d8 small fire elementals or have a 80% chance to summon 1d6 Medium fire elementals, a 60% chance to summon 1d4 Large fire elementals, a 40% chance to summon 1d2 Huge fire elemental or a 20% chance to summon one Gargantuan fire elemental. Summoned elementals automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. This effect is treated as a 9th level spell cast at 48th level ability. No experience points are awarded for summoned monsters.

Typical Spell List

(4/6/6/6/6/5/5/5/5; Caster Level 20; Spell DC 14+ Spell Level; opposed schools: Necromancy, Illusion)

0: *Arcane Mark, Dancing Lights, Detect Magic, Flare,*

1st: *Animate Rope, Burning Hands, Hypnotism, Reduce Person, Shocking Grasp, True Strike*

2nd: *Blur, Flaming Sphere, Hideous Laughter, Obscure Object, Touch of Idiocy, Web*

3rd: *Deep Slumber, Explosive Runes, Fireball, Protection from Energy, Wind Wall*

4th: *Black Tentacles, Charm Monster, Ice Storm, Resilient Sphere, Shout, Wall of Fire*

5th: *Baleful Polymorph, Break Enchantment, Cone of Cold, Dismissal, Sending*

6th: *Chain Lightning, Geas/Quest, Greater Dispel Magic, Disintegrate, Repulsion*

7th: *Delayed Blast Fireball, Greater Teleport, Insanity, Prismatic Spray, Spell Turning*

8th: *Antipathy, Demand, Greater Shout, Iron Body, Summon Monster VIII*

9th: *Etherealness, Foresight, Meteor Swarm, Power Word Kill, Wish*

Elemental Earthquake Lord

Huge Elemental (Earth, Extraplanar)

Hit Dice:	22d8+220 (319 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft. (4 squares)
Armor Class:	38 (-2 size, +30 natural), touch 8, flat 38
BAB/Grapple:	+16/+32
Attack:	Bite +27 melee (1d10+12)
Full Attack:	Bite +27 melee (1d10+12) and 4 claws +24 melee (1d8+6)
Space/Reach:	15 ft./15 ft.
Height:	22 ft.
Weight:	10,500 lbs.
Special Att:	Quake, summon, swallow whole
Special Qual:	DR 20/adamantine, darkvision 60 ft., earth glide, elemental traits, fast healing 5, magic resistance, resistance to fire 20, SR 35, tremorsense, deny earthly summons
Saves:	Fort +25, Ref +7, Will +10
Abilities:	S35 D10 C30 I19 W17 Ch19
Skills:	Appraise +19, Craft +14, Decipher Script +10, Diplomacy +19, Hide -8, Knowledge (geography) +19, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (the planes) +19, Listen +13, Search +29, Sense Motive +8, Spot +13
Feats:	Cleave, Great Fortitude, Improved Critical, Improved Sunder, Multiattack, Power Attack, Weapon Focus(Bite), Weapon Specialization (Bite)
Environment:	Elemental Plane of Earth
Organization:	Solitary
CR:	21
Treasure:	Double Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	23-44 HD (Huge); 45-66 HD (Gargantuan)
Level Adj:	-

The thing before you is a regal mass of colored earth bedecked with crystals and other precious gemstones, as if it were some sort of bizarre royalty. It has no head, but instead has a great maw that protrudes from its chest, and four stout arms that end in sharp fingers made of iron. It stands on two solid, squat feet that seem to be made of a coppery substance that ring slightly as it moves.

Earthquake lords are the cruel and domineering lords of the earth elementals. They abhor anyone or anything that would challenge their might, and are quick to punish any being - elemental or not - that does not perform their bidding. Earthquake lords of different realms do not get along at all, and often war against each other for the material wealth of their neighbor's realms. It is very rare to find an earthquake lord far from where it rules over its earthly fief, where it often holds court for hours on end, receiving tribute from its realm's inhabitants. Earthquake lords have little tolerance for xorn and will drive such beings from their realms - if not kill them outright. Earthquake lords are known to keep various earth elemental earth creatures as pets - such as thoquaa and earth mephits.

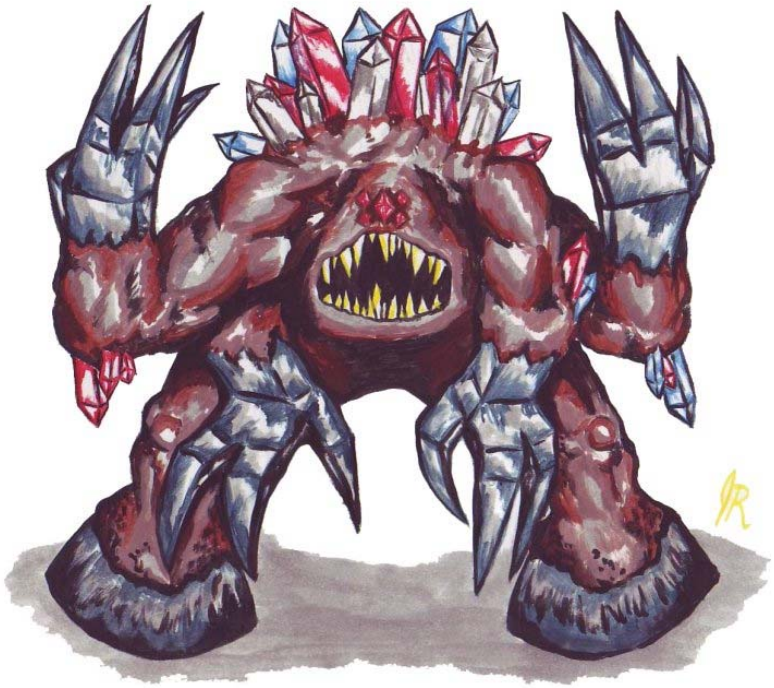
The boundaries of Earthquake Lords realms are clearly marked by fault lines, and the position and size of realms rarely shifts under their rule. If forced to confront one another, earthquake lords prefer to send ambassadors to neutral grounds to settle their differences. More often than not, the results of such episodes merely draws a third earthquake lord into the dispute, rather than solving the problem.

Elemental earthquake lords speak Terran, Common, Abysmal and usually know up to three additional languages.

Combat

Earthquake lords generally start a combat by using their quake power to knock down or damage their foes. They then generally take a round or two to buff themselves up, and then enter into melee combat, choosing the strongest-appearing opponent to strike first. Earthquake lords prefer dueling with opponents, and will concentrate their attacks on a single opponent unless its foe is "dishonorable" enough to attack from multiple angles. In such cases earthquake lords generally retaliate with attacks strong enough to stun or immobilize the "dishonorable" foe so they can be dealt with next.

Deny Earthly Summons (Su): While in his home realm, an elemental earthquake lord can cause any summoning



spell that would summon any creature with the earth subtype to automatically fail. Using this ability is a free action for the elemental earth lord and does not require a dispel check. This ability cannot be used off of the elemental plane of Earth and has only a 50% chance of working on the Elemental Plane of Earth when the elemental lord uses it outside of his domain. The ability works without fail in the elemental earthquake lord's own realm.

Earth Glide (Su): An elemental earthquake lord can pass through earthy materials (sand, stone, dirt and the like) as if it were air. If the material the elemental earthquake lord is in or passing through is destroyed, the elemental earthquake lord is shifted to the nearest adjacent location and must make a Fort save against the effective DC of the effect (normally DC 10 + spell level + associated ability modifier) that destroyed the material or be stunned for 2d4 rounds.

Magic Resistant (Su): An elemental earthquake lord gains a +10 bonus to Spell resistance.

Quake (Su): As a full attack action, an elemental earthquake lord can cause the ground he stands upon to shudder and move. The quake affects everything with 120 feet of the earthquake lord. Creatures standing or climbing in the area of effect must make a DC 21 Balance check or fall to the ground (inflicting falling damage if more than 10 feet above ground level). Structures attached to or a part of the affected area suffer 22d6 damage, as do any creatures with the Earth subtype. A successful DC 21 Fort save halves this damage. The earthquake lord can generate a quake once every 1d4 rounds.

Summon (Sp): Elemental earthquake lords can summon other earth elementals to aid them. They can automatically summon 2d8 small earth elementals or have a 80% chance to summon 1d6 Medium earth elementals, a 60% chance to summon 1d4 Large earth elementals, a 40% chance to summon 1d2 Huge earth elemental or a 20% chance to summon one Gargantuan earth elemental. Summoned elementals automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. This effect is treated as a 9^{th} level spell cast at 48^{th} level ability. No experience points are awarded for summoned monsters.

Swallow Whole (Ex): If an Earthquake Lord begins its turn with an opponent held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. An Earthquake Lord can swallow a creature of up to Large size. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by dealing 50 points of damage, or it can just try to escape the grapple. The Armor Class of the interior of the Earthquake Lord is 25. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Fast Healing (Ex): An Earthquake Lord regains 5 hit points per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Elemental Riptide Lord

Huge Elemental (Water, Extraplanar)

Hit Dice:	24d8+192 (300 hp)
Initiative:	+1 (+1 Dex)
Speed:	swim 90 ft. (18 squares)in chain mail armor; base speed swim 100 ft.
Armor Class:	26 (-2 size, +1 Dex, +10 natural, +5 chain mail armor, +2 heavy steel shield), touch 9, flat-footed 25
BAB/Grapple:	+18/+37
Attack:	Trident +28 melee (3d6+11) or slam +27 melee (1d8+11)
Full Attack:	Slam +27 melee (1d8+11) and tail +25 melee (2d6+5 + salt drain) and trident +26/+21/+16/+11 melee (3d6+11)
Space/Reach:	15 ft./15 ft.
Height:	24 ft. 6 in.
Weight:	14,000 lbs. (7 tons)
Special Att:	Constrict, drown, improved grab, salt drain
Special Qual:	DR 20/magic +3, darkvision 60 ft., deny watery summons, elemental traits, fast healing 5, magic resistant, resistance to cold 20, SR 29
Saves:	Fort +22, Ref +11, Will +11
Abilities:	S33 D12 C27 I19 W17 Ch25
Skills:	Balance -6, Bluff +23, Climb +4, Diplomacy +20, Escape Artist -6, Hide -14, Intimidate +23, Jump +28, Knowledge (the planes) +31, Listen +16, Move Silently -6, Sleight of Hand -6, Spot +17, Swim +95, Tumble +21
Feats:	Combat Expertise, Dodge, Improved Disarm, Lightning Reflexes, Multiattack, Multiweapon Fighting, Persuasive, Run, Weapon Focus (Trident)
Environment:	Elemental Plane of Water
Organization:	Solitary
CR:	23
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	25-48 HD (Huge); 49-72 HD (Gargantuan)
Level Adj:	-

Before you is a sea-green humanoid bearing a crown of gold and pearls set atop its snow-white hair. Its body is somewhat translucent, though it wears chain mail made from links of mother-of-pearl. It has three mighty arms, one that is empty, another that bears a powerful looking trident and the final bearing a shield covered in barnacles and coral. From behind the humanoid snakes a scaly, somewhat reptilian tail that ends in seaweed-like fronds.

Elemental riptide lords are the rulers of water elementals and caretakers of the Elemental Plane of Water. The riptide lords hold vast tracts of the waters of the Elemental Plane of Water, divided into 23 known providences, or "seas" each ruled over by a different elemental riptide lord. There is a 24th and final providence, ruled over by a league of seven of the most powerful riptide lords in the center of the Elemental Plane of Water. All the other riptide lords owe their allegiance to the seven, and the seven lords rotate whom is supreme for a period of seven years each, before passing control to the next riptide lord.

A riptide lord speaks Aquan, Common and Celestial. They can communicate with any creature in contact with water as if under the influence of a *tongues* spell.

Combat

Riptide lords are loath to enter combat themselves, and prefer to lead forces of elementals to fight for them. If forced into a duel or combat, an elemental riptide lord strikes with its full fury, attempting to grab and drag foes about, drowning or spearing them with their trident.

Constrict (Ex): An elemental riptide lord with this special attack can crush an opponent, dealing 2d6+16 bludgeoning damage, after making a successful grapple check.

Deny Watery Summons (Su): While in his home realm, an elemental riptide lord can cause any summoning spell that would summon any creature with the Water or Aquatic subtype to automatically fail. Using this ability is a free action for the elemental riptide lord and does not require a dispel check. This ability cannot be used off of the elemental plane of water and has only a 50% chance of working on the Elemental Plane of Water when the elemental lord uses it outside of his domain. The ability works without fail in the elemental riptide lord's own realm.

Drown (Ex): A victim being constricted by a elemental riptide lord must make a DC 15 Constitution check or begin drowning. Each additional round the creature is constricted, the DC for the check increases by +1. This has no effect on creatures that can breathe underwater.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

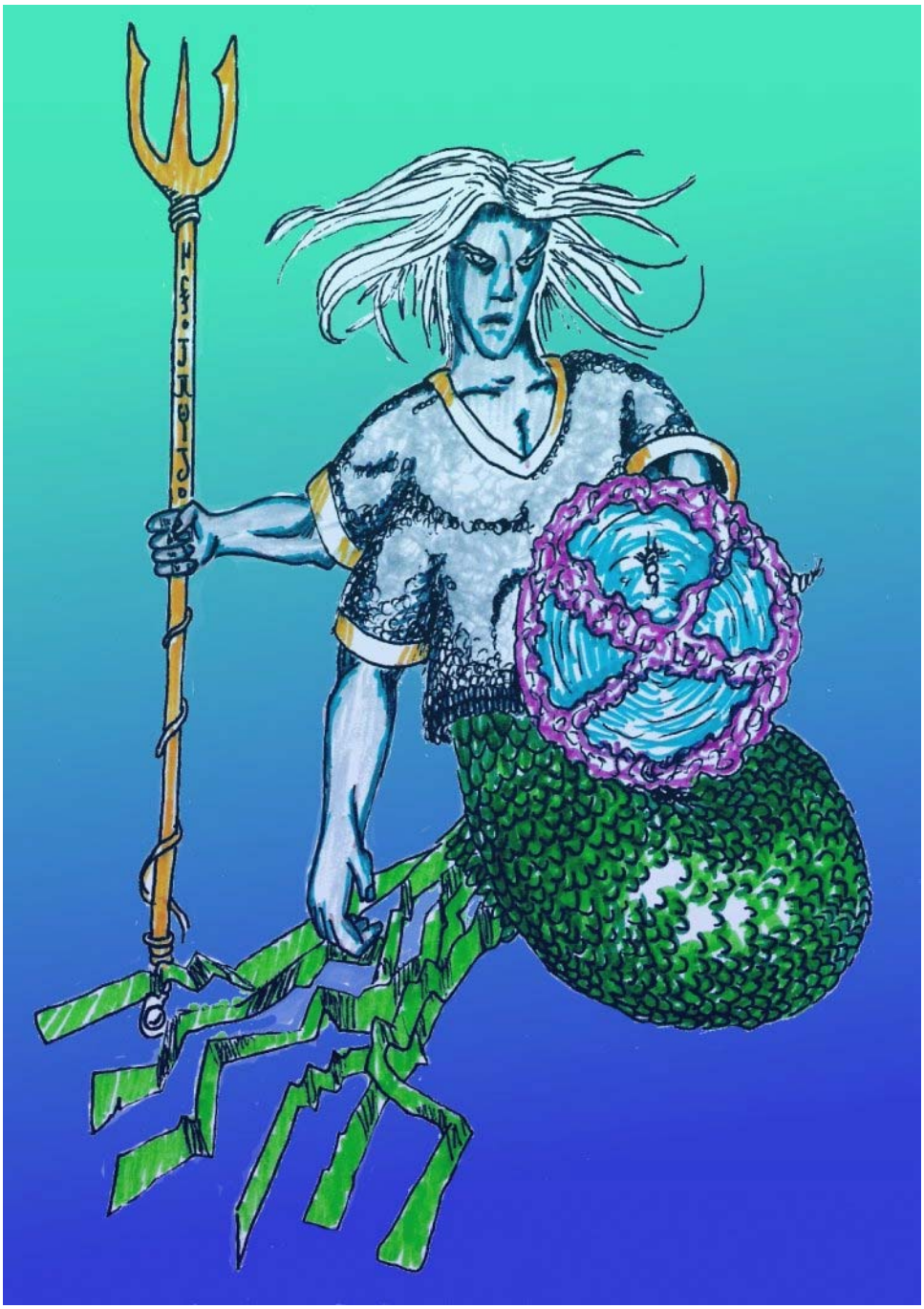
Improved Grab (Ex): If an elemental riptide lord hits with its slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The elemental riptide lord has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an

area, and can use its remaining attacks against other opponents. When an elemental riptide lord gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Magic Resistant (Su): An elemental riptide lord has a +10 bonus to Spell resistance.

Resistance to Cold (Ex): A elemental riptide lord ignores 20 points of cold damage from any attack.

Salt Drain (Su): A victim struck by the tail of an elemental riptide lord must make a DC 30 Fort save or suffer 1d4 points of Constitution drain as the salt in their bodies is stripped away.



Elemental Tornado Lord

Gargantuan Elemental (Air, Extraplanar)

Hit Dice: 48d8+480 (696 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: fly 130 feet (6 squares) (perfect)
Armor Class: 31 (-4 size, +6 Dex, +19 natural), touch 12, flat-footed 25
BAB/Grapple: +36/+63
Attack: Slam +47 melee (2d10+15;19-20/x2)
Full Attack: 4 Slams +47 melee (2d10+15;19-20/x2)
Space/Reach: 20 ft./20 ft.
Diameter: 45 ft.
Weight: Nil
Special Att: Constrict, sonic attacks, spells, summon, whirlwind
Special Qual: Darkvision 60 ft., elemental traits, fast healing 15, immune to sonic, resistance to fire 20, deny aerial summons
Saves: Fort +26, Ref +32, Will +20
Abilities: S41 D23 C31 I23 W19 Ch18
Skills: Balance +28, Bluff +15, Concentration +30, Craft +26, Decipher Script +20, Diplomacy +24, Escape Artist +28, Gather Information +24, Heal +24, Hide +14, Intimidate +14, Knowledge (Arcana) +17, Knowledge (history) +17, Knowledge (nobility) +26, Knowledge (religion) +17, Knowledge (the planes) +26, Listen +26, Move Silently +26, Perform +15, Search +17, Sense Motive +24, Sleight of Hand +16, Spellcraft +17, Spot +26, Tumble +17
Feats: Agile, Alertness, Augment Summoning, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Critical (Slam), Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Snatch Arrows, Spring Attack, Track, Whirlwind Attack
Environment: Elemental Plane of Air
Organization: Solitary
CR: 24
Treasure: None
Alignment: Always neutral
Advancement: 49-96 HD (Gargantuan); 97-144 HD (Colossal)
Level Adjustment: -

You can feel a warm wind blow over you, but your eyes see nothing. As the wind whips fiercer, you can, for a moment, make out the shape of a face and part of a quick-moving, muscle-bound body that clearly has no substance.

Made of pure, moving air, wind lords are naturally invisible to normal sight. When they wish to be seen (usually by pulling sand or other loose particles into themselves so their form can be seen), they appear as towering humanoids with lean shapes and well-developed muscles. Most appear to sport beards and curly strands of hair, but this can be altered as the wind lord desires.

Elemental tornado lords are like minor gods unto air elementals, and they hold great courts on the Elemental Plane of Air where they direct and rule the lives of the elementals beneath them. They have been known to travel to the prime planes to punish summoners who have abused the elemental creatures the summoner had called.

Elemental tornado lords speak Auran, Draconic and Common. It is not unusual for wind lords to speak a smattering of other languages.

Combat

An elemental tornado lord uses its superior maneuverability to stay out of contact with an enemy and destroy them with spells and sonic blasts. If forced into melee combat, an elemental tornado lord is generally defensive, waiting for opponents to come to it before unleashing with a flurry of strikes.



As lords of air elementals, tornado lords do not shy from summoning air elementals to aid them in combat.

Constrict (Ex): An elemental tornado lord can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Deny Aerial Summons (Su): While in his home realm, an elemental tornado lord can cause any summoning spell that would summon any creature with the Air subtype to automatically fail. Using this ability is a free action for the elemental tornado lord and does not require a dispel check. This ability cannot be used off of the elemental plane of air and has only a 50% chance of working on the Elemental Plane of Air when the elemental lord uses it outside of his domain. The ability works without fail in the elemental tornado lord's own realm.

Sonic Attacks (Su): Once every 1d4 rounds, an elemental tornado lord can unleash a blast of howling wind that deals 24d6 Sonic damage (DC 34 Reflex for half) . The sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Summon (Sp): Elemental tornado lords can summon other air elementals to aid them. They can automatically summon 2d8 small air elementals or have a 80% chance to summon 1d6 Medium air elementals, a 60% chance to summon 1d4 Large air elementals, a 40% chance to summon 1d2 Huge air elemental or a 20% chance to summon one Gargantuan air elemental. Summoned elementals automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. This effect is treated as a 9th level spell cast at 48th level ability. No experience points are awarded for summoned monsters.

Fast Healing (Ex): Elemental tornado lords heal hit points at the rate of 15 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the elemental tornado lord to regrow lost body parts.

Resistance to Fire (Ex): An elemental tornado lord can ignore up to 20 points of fire damage from an attack.

Sonic Immunity (Ex): An elemental tornado lord is immune to damage caused by sonic attacks.

Spells: An elemental tornado lord can cast spells as if it were a 20th level druid. A elemental tornado lord's spell DC's are 14 + spell level.

Whirlwind (Su): An elemental tornado lord can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 24 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The elemental tornado lord controls the exact height, but it must be at least 10 feet.

An elemental tornado lord's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental tornado lord enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental tornado lord moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental tornado lord might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 4d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the elemental tornado lord carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell.

Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental tornado lord can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The elemental tornado lord can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental tornado lord and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A elemental tornado lord in whirlwind form cannot make melee attacks and does not threaten the area around it.

Typical Spell List

(6/6/6/6/6/5/4/4/4/4; Caster level 20; Spell DC 14 + Spell level)

0: *Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Purify Food and Drink*

1st: *Faerie Fire, Jump, Longstrider, Obscuring Mist, Pass Without Trace, Speak With Animals*

2nd: *Chill Metal, Flaming Sphere, Fog Cloud, Gust of Wind, Soften Earth and Stone, Summon Swarm*

3rd: *Call Lightning, Neutralize Poison, Poison, Protection from Energy, Quench, Sleet Storm*

4th: *Dispel Magic x2, Blight, Cure Serious Wounds, Ice Storm, Scrying*
5th: *Awaken, Call Lightning Storm, Control Winds, Death Ward, Insect Plague*
6th: *Find the Path, Fire Seeds, Greater Dispel Magic, Mass Cat's Grace*
7th: *Control Weather, Fire Storm, True Seeing, Wind Walk*
8th: *Repel Metal or Stone, Reverse Gravity, Summon Nature's Ally VIII, Word of Recall*
9th: *Elemental Swarm, Regenerate, Storm of Vengeance, Summon Nature's Ally IX*

Elf, General

All Amberos elves follow the standard rules and have the following abilities, unless otherwise noted.

- **+2 Dexterity, –2 Constitution**.
- **Medium:** As Medium creatures, elves have no special bonuses or penalties due to their size.
- **Elf base land speed is 30 feet.**
- **Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.**
- **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- **+2 racial bonus on Listen, Search, and Spot checks.** An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Automatic Languages:** Common and Elvin. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

Elves on Amberos

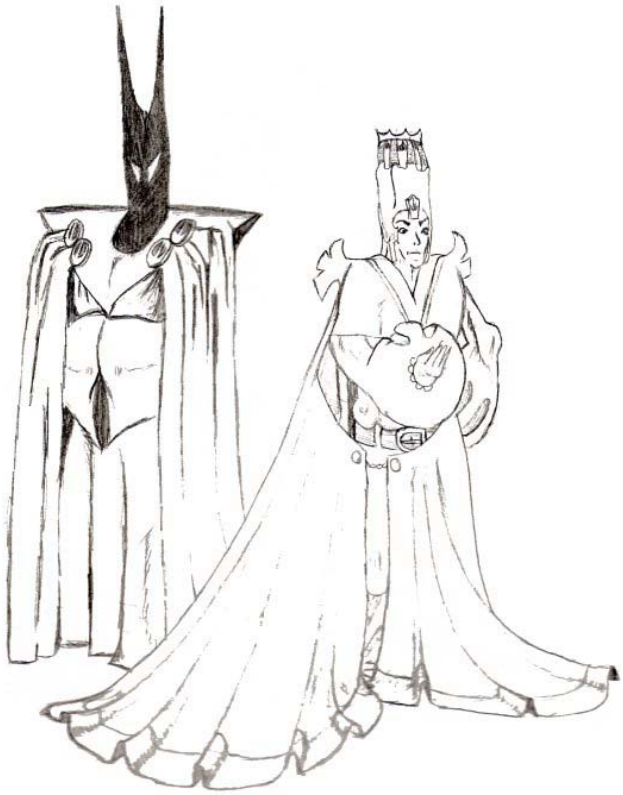
The elves of Amberos claim to come from the dream realm of Aurora. According to their legends, they were the dream-forms of the Ancient Gods before Amberos even came into existence. These dream-forms mated and had children, which are the elves themselves, and is said to explain the great abilities of the elves themselves, including why they do not sleep, nor die of old age nor worship gods.

According to legend, when Stormonu unleashed the great upheaval upon Tsre Vestu that rose the continent of Amberos, it also tore open a hole into Aurora, and through it the elves heard the music of the god Harp, and followed its musical notes through to the new lands beyond. In the real world, the elves took mortal form, and many were inspired to stay.

An unknown amount of time passed until the coming of the evil dragon Guaradrell, and with it, death. Afterwards, many elves began to retreat back to Aurora as the shadow of death began to descend across Amberos. To fight the growing paling in the world, during the Elvin Golden Age the elves erected great magics that merged Amberos and Aurora, returning a faerie-tale existence to the world for an unknown age. However, the death of the Elvin king, Ymin Greensbeech Earthlayer in battle with the twisted Ziga, sundered the magic between the two realms. In fact, all of the portals to Aurora were sealed at the king's death to prevent Ziga, the Queen of Corruption, from reaching the Land of Dreams and twisting it as she had the goblinoids.

The elves were marred by the loss of their king, and a great host of the elves, whom had allied with Ziga, became the drow that fled to the underdark regions of the world to escape their angered brethren.

Without the portal to Aurora, the souls of the elves have slowly been falling to shadow of death. Hope has arisen though, for the rumor that the twin son of the Ymin of the elves has once again found a secret portal to Aurora, and the elves are hopeful of the day they may again pass to the dream realm when they tire of the real world.



A shadow elf noble (left) and a Evan Cordum gray elf noble (right).

Ash Elf

Medium Outsider (Chaos, Elf, Evil, Native)

Hit Dice: 8d8-8 (28 hp)
Initiative: +2 (Dex +2)
Speed: 20 feet (4 squares) in mithral scale mail; 30 feet (6 squares) base
Armor Class: 16 (+2 Dex, +3 mithral mw (caster) scale mail, +1 mithral small metal shield), touch 12, flat 14
BAB/Grapple: +8/+10
Attack: mw Longsword +12 melee (1d8+2;19-20/x2) or composite longbow (+2 Str) +10 ranged (1d8+2;x3)
Full Attack: mw Longsword +12/+7 melee (1d8+2;19-20/x2)
or Composite longbow (+2 Str) +10/+5 ranged (1d8+2;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in + 2d8 in. (6 ft. 6 in.)
Weight: 120 lbs. + 4d4 lbs. (130 lbs.)
Special Att: Sneak attack +4d6, spells
Special Qual: Ash Elf qualities, fast healing 1, forever wanderer, low-light vision, outsider qualities
Saves: Fort +5, Ref +8, Will +6
Abilities: S14 D14 C8 I16 W11 Ch9
Skills: Bluff +10, Craft (Alchemy) +14, Concentration +14, Escape Artist +9, Hide +9, Knowledge (Arcana) +14, Listen +13, Move Silently +9, Spellcraft +14, Spot +13, Search +16
Feats: Combat Casting, Combat Expertise, Weapon Focus (Longsword)
Environment: Any
Organization: Solitary, Pair (2) or Troupe (3-8)
CR: 6
Treasure: mithral mw (caster) scale mail (4,050 gp), mw longsword (315 gp), composite longbow (+2 Str) (300 gp) (5,600 gp)
Alignment: Usually Chaotic Evil
Advancement: By Character Class
Level Adj: +6

This fell being is slim but disheveled, as if it had taken a bath in black ash. Its features are elvin, though sharper and more graceful, yet the being carries a look of utter scorn on its blackened face. In its hand it holds a blackened long sword and it seems ready and willing to leap into combat at any moment.

Ash elves are those light elves that fell under the sway of evil and turned against elvinkind in an attempt that failed. For their failed betrayal, their powers of light were stripped and they were left full of darkness.

Most ash elves are thieves and murderers who are bound by their restless curse to keep on the move. They owe their allegiance to none, and will even stab those in the back who deem to work with them, striking as soon as their own goals are in sight and an ally shows weakness or lets down its guard.

Ash elves speak Elvin, Common and Infernal.



Combat

Ash elves usually strike from ambush or from superior cover. It is not uncommon for them to strike from a distance with bow or spell, though they are more than willing to melee with opponents once within close range.

Ash Elf Traits (Ex): Ash elf traits possess the traits of normal elves.

Forever Wanderer (Su): Part of the curse placed on an ash elf makes them virtually impossible to kill. An ash elf does not cease to act once reduced to 0 or less hit points, though they suffer a –2 penalty to all rolls while at –1 or less hit points, and cannot make a stabilize roll while still acting. If reduced to –10 or more hit points, the ash elf ceases to act until the damage is healed. The only way for an ash elf to be permanently slain is for them to be the target of a *remove curse* or successful *dispel magic* spell (treating their hit dice/levels as caster level) while at negative –10 or more hit points. An ash elf's body that is utterly destroyed but has not had its curse removed reforms in 1d3 days.

Distance Hop (Su): Thrice per day as a move action, an ash elf can instantly transport itself up to 400 feet from its current position. If an ash elf uses this ability to suddenly appear at an opponent's side, it can catch the opponent flat-footed if it makes a successful Bluff check opposed by the opponent's Sense Motive check. It can only take itself and its gear when transporting. This is treated as a 4th level spell at caster level 8.

Fast Healing (Su): An ash elf regains 1 hit point a round, regardless of how much damage it has accumulated. Except where noted here, fast healing is just

like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow an ash elf to regrow lost body parts.

Spells: An ash elf has an innate ability to cast spells as if they were a 6th level wizard. If they take levels in wizard, they add 6 to their effective level for determining their spellcasting level and number of spells per day per spell level.

Typical Spell List

(4/4/4/3; Caster Level 6; Spell DC 13 + spell level; 5% spell failure)

0: *Arcane Mark, Daze, Disrupt Undead, Touch of Fatigue*

1st: *Cause Fear, Charm Person, Disguise Self, True Strike*

2nd: *Acid Arrow, Blur, Darkness, Misdirection*

3rd: *Hold Person, Nondetection, Suggestion*

Ash Elf Society

Ash elves are singular wanderers with no permanent home. Their curse makes them restless spirits, and they are shunned by all elves (save perhaps Drow) they meet. Ash elves are incapable of reproducing their own kind as part of their curse, though they can breed with other races to produce young. Such offspring are half-elf and do not gain any of the special abilities of their ash elf parent.

Ash Elves on Amberos

Ash elves were once part of the royal guard who protected the elvin king during the Elvin Golden Age. Ziga managed to convince many of the elves, including some in this illustrious order, to betray their king. However, Ziga's plan failed, and in her anger, she cursed and transformed the traitors into Ash elves.

Now, the ash elves live agonized lives as wanderers, causing havoc wherever they tread. Forever denied the chance to leave Amberos and travel to the ageless lands of Aurora, their mere existence is a hellish tedium, and this has spurred the ash elves to even greater heights of cruelty and depravity.

Ash Elf Characters

While cursed beings, ash elves constantly seem to find themselves involved in various escapades, seeking some way to end their cursed existence.

Ash elf characters gain the following abilities

- **Base Speed 30 feet.**
- **Outsider type (Chaos and Evil subtypes)**
- **8d8 hit dice**
- **(8 + Int mod) x 11 skill points.** The ash elf's racial skills are Concentration, Craft (Alchemy), Escape Artist, Hide, Knowledge (Arcana), Listen, Spellcraft, Spot and Search.
- **+4 Str, +4 Dex, -2 Con, +6 Int, -2 Cha.** As they were once light elves, the ash elves strength and dexterity has been augmented, as has their ability to learn and remember. They still suffer the same elvin frailty as other elves, and their corruption has made them beings few wish to associate with.
- **Base Attack Bonus +8**
- **Fort +6, Reflex +6, Will +6**
- **Innate spellcasting.** An ash elf can cast spells as a 6th level wizard. If the character advances as a wizard, he may cast spells as if 6 levels higher.
- **Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.**
- **Low-Light Vision:** An ash elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Ash elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- **+2 racial bonus on Listen, Search, and Spot checks.** An ash elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Distance Hop (Su):** Thrice per day as a move action, an ash elf can instantly transport itself up to 400 feet from its current position. If an ash elf uses this ability to suddenly appear at an opponent's side, it can catch the opponent flat-footed if it makes a successful Bluff check opposed by the opponent's Sense Motive check. It can only take itself and its gear when transporting. This is treated as a 4th level spell at caster level equal to the ash elf's hit dice + spellcaster levels (if any).
- **Fast Healing (Su):** An ash elf regains 1 hit point a round, regardless of how much damage it has accumulated. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow an ash elf to regrow lost body parts.
- **Forever Wanderer (Su):** Part of the curse placed on an ash elf makes them virtually impossible to kill. An ash elf does not cease to act once reduced to 0 or less hit points, though they suffer a –2 penalty to all rolls while at –1 or less hit points, and cannot make a stabilize roll while still acting. If reduced to –10 or more hit points, the ash elf ceases to act until the damage is healed. The only way for an ash elf to be permanently slain is for them to be the target of a *remove curse* or successful *dispel magic* spell (treating their hit dice/levels as caster level) while at negative –10 or more hit points. An ash elf's body that is utterly destroyed but has not had its curse removed reforms in 1d3 days.
- **Favored Class:** Wizard.

Ash elves fear and worship Ziga, despite the corruption she has beset upon them. Priests of Ziga may choose two of the three domains from Evil, Chaos or Death.

Ash Elf Deceiver

8 HD Ash Elf Wizard 3/Assassin 5; **hp** 61
S18 D20 C10 I20 W10 Ch6;**Fort** +8**, Ref** +16**, Will** +10
Init: +9 **Move:** 30 ft. (hasted: 60 ft.)
AC: 25 (+5 Dex, +6 *mithral mw(caster) scale mail +3*, +4 *small metal shield +3*), touch 15, flat 20
BAB/Grapple: +12/+16
Full Attack: *+1 wounding longsword* +18/+13/+8 melee (1d8+5;19-20/x2)
or composite longbow (+4 Str) +17/+12/+7 ranged (1d8+4;x3)
(hasted) *+1 wounding longsword* +19/+19/+14/+9 melee (1d8+5/19-20/x2)
Special Att: Death attack, sneak attack +3d6, spells
Special Def: +2 save vs. poison, ash elf qualities, distance hop, fast healing 1, forever wanderer, low-light vision, poison use, uncanny dodge
Skills: Balance +9, Bluff +8, Climb +3, Concentration +18, Craft (Alchemy) +16, Disable Device +10, Disguise +11, Escape Artist +20, Gather Information +3, Hide +18, Intimidate +3, Jump +8, Knowledge (Arcana) +19, Knowledge (The Planes) +8, Listen +11, Move Silently +17, Open Lock +10, Search +21, Spellcraft +19, Spot +16
Feats: Combat Casting, Combat Expertise, Improved Disarm, Improved Initiative, Skill Focus (Disguise), Scribe Scroll[B], Weapon Focus (longsword)
CR: 14
Gear: *mithral mw(caster) scale mail +3* (13,050 gp), *mithral light metal shield +3* (10,009 gp), *+1 wounding longsword* (8,315 gp), composite longbow (+4 Str) (500 gp), *boots of speed* (12,000 gp), diamond dust (50 gp) [nondetection], diamond dust (250 gp) [stoneskin]
Total: 44,124 gp (45,000 gp)
Death Attack: Study victim for 3 rounds; Fort save DC 20 or die or paralyzed 1d6+5 rounds (assassin's choice)
Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Typical Spell List (Wizard)

(4/6/5/4/3/2; Caster level 9; Spell DC 15 + Spell Level; 5% Spell Failure)
0: *Arcane Mark, Daze, Light, Ray of Frost*
1st: *Cause Fear, Diminish Person, Expedious Retreat, Grease, Hold Portal, Mount*
2nd: *Darkness, Detect Thoughts, Hypnotic Pattern, Web*
3rd: *Dispel Magic, Haste, Heroism, Lightning Bolt*
4th: *Black Tentacles, Dimensional Anchor, Stoneskin**
5th: *Hold Monster, Summon Monster V*
* Typically active when encountered

Typical Spell List (Assassin)

(5/3/2;Caster Level 5; Spell DC 15 + Spell Level)
1st: *Disguise Self, Feather Fall, Jump, Obscuring Mist, True Strike*
2nd: *Cat's Grace, Invisibility, Pass Without Trace*
3rd: *Misdirection, Nondetection*

Falcon Elf

Medium Humanoid (Elf)

Hit Dice:	1d8-1 (3 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), fly 60 ft. (good) (12 squares)
Armor Class:	16 (+3 Dex, +3 studded leather), touch 13, flat 13
BAB/Grapple:	+0/-1
Attacks:	longsword +0 melee (1d8;19-20/x2) or longbow +3 ranged (1d8;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 1d8 in. (5 ft. 10 in.)
Weight:	110 lbs. + 2d10 lbs. (121 lbs.)
Special Att:	–
Special Qual:	Falcon elf traits
Saves:	Fort -1, Ref +5, Will -1
Abilities:	S10 D17 C8 I11 W8 Ch9
Skills:	Balance +2, Climb –1, Escape Artist +2, Hide +2, Listen +3, Move Silently +2, Jump –1, Search +2, Spot +3, Swim -2
Feats:	Point Blank Shot
Environment:	Warm Mountains
Organization:	Tryst (2), Wing (3-12), Tribe (5-20)
CR:	1/3
Treasure:	Standard
Alignment:	normally Chaotic Good
Advancement:	By character class
Level Adj:	+2

This sylvan being is slightly taller than most men, and bears a figure even more lithe than any elf. Its eyes are transfixing, and instead of hair, it has a crown of perfectly tended feathers. A pair of large bird wings extend from the being's back, the folded tips brushing it shoulders and ending just above its heels. The figure wears only a loose robe of crimson and gold, marked with an unusual symbol on the chest.

Falcon elves are much taller than normal elves. They are much more lithe than even a common elf, and their frailty tends to show in their low strength and poor constitution. Falcon elves have golden to light brown skin, with hawk-like eyes and feathers instead of hair. They have two arms and legs, and a pair of great bird-like wings that sprout from their backs. They tend to wear robes or loose fitting clothing, though warriors tend to don light armor when entering combat.

Combat

When enraged into fighting, Falcon elves often attack opponents from superior positions with their archery skills, closing with foes to deal the final blows in hand-to-hand combat. While few are accomplished warriors, they often compound their conventional weapons with mighty magics to weaken or destroy dangerous foes.

The falcon elf warrior presented here has following stats before racial modifiers are added in. Str 12, Dex 13, Con 10, Int 11, Wis 8 Cha 9.



Elf Traits (Ex): Elves possess the following racial traits.

- **Medium size.**
- **A falcon elf 's base land speed is 30 feet, fly 60 feet (good)**.
- **Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.** (Not reflected in the saving throw modifiers given here.)
- **Low-light vision.**
- **Weapon Proficiency:** Falcon elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
- **+2 racial bonus on Listen, Search, and Spot checks.** A falcon elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Automatic Languages:** Common, Elvin. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.
- **Favored Class:** Wizard.

Falcon Elf Society

Falcon elves tend to be a peaceful, if arrogant race, seeing themselves above the non-winged races. They have a dislike of the "barbaric" birdfolk, whom often raid their cities for baubles. Falcon elves tend to have even less to do with dwarves or the other races that deign to live underground.

The Falcon elves are usually more advanced than their neighboring brethren races, and this shows in their lofty architecture and access to magics unknown to even other elvin races. Males and females are seen as equals in society, and the their culture encourages creativity, thinking and exploration, especially among the younger generations.

Falcon Elves on Amberos

During the Elvin Golden Age, the king of the elves transformed several of his subjects into specialized forms to help him run his vast empire. The falcon elves were transfigured so they could be messengers among the elves. Most falcon elves reside in lofty aerials that float above the Evan Cordum.

Falcon Elf Characters

Because the falcon elves encourage their young members to be curious, it is not uncommon for members of their races to undertake journeys that lead them into adventure. Falcon elves revere Hamma or Fir.

Falcon elf characters gain the following abilities.

- **Base speed 30 feet, fly 60 feet (good)**
- **-2 Str, +4 Dex, -2 Con.** Falcon elves are slightly weaker and robust than humans, but much more agile.
- **Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.**
- **Low-Light Vision:** A falcon elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Falcon elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- **+2 racial bonus on Listen, Search, and Spot checks.** An falcon elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Favored Class:** Wizard
- **Level Adjustment:** +2

Falcon elves revere (but do not worship) Hamma, greatest of elves. Falcon elf clerics may choose from the domains of Air, Chaos or Good.

Falcon Elf Skymage

Falcon Elf Wizard 3/Fighter 2; **hp** 18
S11 D18 C10 I16 W10 Ch8; **Fort** +4**, Ref** +5**, Will** +3
Init: +2 **Move:** 30 ft., fly 60 ft. (good)
AC: 17 (+4 Dex, +3 *mw (caster) leather +1*), touch 14, flat 13
BAB/Grapple: +3/+3
Full Attack: mw longsword +4 melee (1d8;19-20/x2)
or *+1 longbow* +7 ranged (1d8+1;x3)
Special Att: Spells
Special Qual: Falcon elf traits, low-light vision
Skills: Concentration +6, Craft (Fletcher) +6, Knowledge (Arcana) +10, Listen +4, Search +3, Spellcraft +9, Spot +11
Feats: Alertness[W], Point Blank Shot[F], Precise Shot, Scribe Scroll[W], Rapid Shot, Weapon Focus (longbow)[F]
CR: 5
Gear: *mw (caster) leather +1* (1,160 gp), mw longsword (315 gp), *+1 longbow* (2,375 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,150 gp (4,300 gp)

Typical Spell List

(4/3/2;Caster Level 3;Spell DC 13 + Spell Level)
0: *Arcane Mark, Daze, Open/Close, Touch of Fatigue*
1st: *Mage Armor, Sleep*
2nd: *Cat's Grace, Protection From Arrows*

Hawk Familiar: Tiny animal; HD 1d8 (2 HD); hp 9; Init +3; Spd 10 ft., fly 60 ft. (average); AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +1; Grp –9; Atk Talons +6 melee (1d4–2); Full Atk (same); Space/Reach 2–1 /2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low–light vision, share spells; AL (Always) N; SV Fort +4, Ref +5, Will +5; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse. (Hawks have a +8 racial bonus on Spot checks.)

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.

Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher."

Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Falcon Elf Skyknight

Falcon Elf Wizard 5/Fighter 2/Eldritch Knight 3; **hp** 37
S11 D20 C10 I17 W10 Ch8; **Fort** +7**, Ref** +7**, Will** +5

Init: +5 **Move:** 30 ft., fly 60 ft. (good)

AC: 20 (+5 Dex, +1 *amulet of natural armor +1*, +4 *Mage Armor*), touch 15, flat 15

BAB/Grapple: +8/+8

Full Attack: *+1 longsword* +9/+4 melee (1d8+1;19-20/x2)
or *+2 longbow* +15/+10 ranged (1d8+2;x3)
(rapid shot: +13/+13/+8 ranged)
or *wand of lightning bolts* (CL10; 10 charges) (10d6)

Special Att: Spells

Special Qual: Falcon elf traits, low-light vision

Skills: Concentration +11, Craft (Fletcher) +9, Knowledge (Arcana) +15, Knowledge (Nobility) +6, Listen +4, Search +3, Spellcraft +14, Spot +11

Feats: Extend Spell[W], Far Shot[K], Hover, Point Blank Shot[F], Precise Shot, Scribe Scroll[W], Rapid Shot, Toughness, Weapon Focus (longbow)[F]

CR: 10

Gear: *amulet of natural armor +1* (2,000 gp), *+1 longsword* (2,315 gp), *+1 longbow* (2,375 gp), *gloves of dexterity +2* (4,000 gp), *wand of lightning bolt* (CL 10; 10 charges) (4,500 gp), *potion of cure moderate wounds* (300 gp), diamond dust (250 gp) [stoneskin spell]
Total: 15,740 gp (16,000 gp)

Typical Spell List

(4/5/4/3/1;Caster Level 7;Spell DC 13 + Spell Level)

0: *Arcane Mark, Daze, Open/Close, Touch of Fatigue*

1st: *Burning Hands, Disguise Self, Floating Disc, Sleep, True Strike*

2nd: *Acid Arrow, Cat's Grace, Extended Mage Armor*, Protection From Arrows*

3rd: *Arcane Sight, Dispel Magic, Lightning Bolt*

4th: *Stoneskin*

* Considered already to be cast and in effect

Hawk Familiar: Tiny animal; HD 1d8 (5 HD); hp 18; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17; Base Atk +8; Grp –2; Atk Talons +11 melee (1d4–2); Full Atk (same); Space/Reach 2–1 /2 ft./0 ft.; SA —; SQ empathic link, improved evasion, low–light vision, share spells; AL (Always) N; SV Fort +7, Ref +5, Will +7; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse. (Hawks have a +8 racial bonus on Spot checks.)

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells*:* At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.

Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher."

Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Falcon Elf Aerial Lord

Falcon Elf Wizard 5/Fighter 2/Eldritch Knight 8; **hp** 54
S11 D18 C10 I18 W10 Ch8; **Fort** +10**, Ref** +7**, Will** +6
Init: +4 **Move:** 30 ft., fly 60 ft. (good)
AC: 21 (+4 Dex, +3 *amulet of natural armor +3*, +4 *Mage Armor*), touch 14, flat 17
BAB/Grapple: +13/+13
Full Attack: *+2 longsword* +15/+10/+5 melee (1d8+2;19-20/x2)
or *+2 goblinoid bane longbow* +19/+14/+9 ranged (1d8+2;x3)
(rapid shot: +17/+17/+12/+7 ranged)
or *staff of evocation* (10 charges)
Special Att: Spells
Special Qual: Falcon elf traits, low-light vision
Skills: Concentration +16, Craft (Fletcher) +15, Knowledge (Arcana) +21, Knowledge (Nobility) +8, Listen +6, Search +4, Spellcraft +19, Spot +13
Feats: Alertness[W], Eschew Materials, Extend Spell[W], Far Shot[K], Hover, Point Blank Shot[F], Precise Shot, Scribe Scroll[W], Spell Penetration, Rapid Shot, Toughness, Weapon Focus (longbow)[F]
CR: 15
Gear: *amulet of natural armor +3* (18,000 gp), *+2 longsword* (8,315 gp), *+2 goblinoid bane longbow* (18,375 gp), *staff of evocation* (10 charges) (13,000 gp), diamond dust (250 gp) [stoneskin spell]
Total: 57,940 gp (59,000 gp)

Typical Spell List

(4/5/5/5/4/3/2;Caster Level 12;Spell DC 14 + Spell Level)

0: *Arcane Mark, Daze, Open/Close, Touch of Fatigue*
1st: *Burning Hands, Disguise Self, Floating Disc, Sleep, True Strike*
2nd: *Acid Arrow, Cat's Grace, Extended Mage Armor*, Protection From Arrows, Web*
3rd: *Arcane Sight, Dispel Magic, Extended Invisibility, Lightning Bolt, Sleet Storm*
4th: *Confusion, Globe of Invulnerability, Stoneskin, Wall of Fire*
5th: *Extended Improved Invisibility, Extended Polymorph, Hold Monster*
6th: *Greater Heroism, Forceful Hand*

Hawk Familiar: Tiny animal; HD 1d8 (7 HD); hp 27; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17; Base Atk +13; Grp +3; Atk Talons +16 melee (1d4–2); Full Atk (same); Space/Reach 2–1 /2 ft./0 ft.; SA —; SQ empathic link, improved evasion, low–light vision, share spells; AL (Always) N; SV Fort +10, Ref +6, Will +8; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.
Skills and Feats: Listen +2, Spot +16; Weapon Finesse. (Hawks have a +8 racial bonus on Spot checks.)
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.
Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher."
Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Light Elf

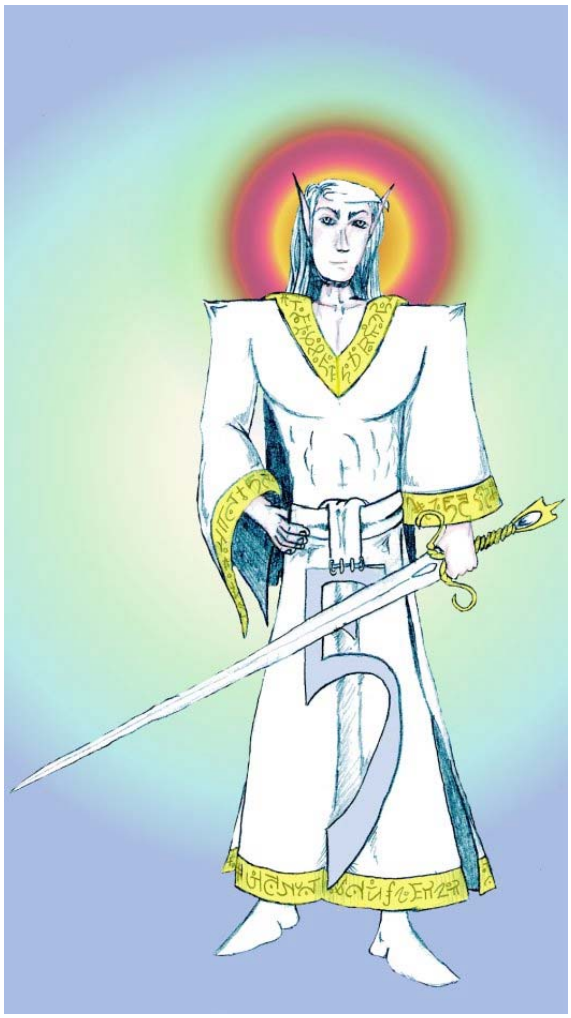
Medium Outsider (Elf, Good, Lawful, Native)

Hit Dice: 8d8-5 (31 hp)
Initiative: +2 (+2 Dex)
Speed: 30 feet (6 squares), fly 80 feet (average)
Armor Class: 16 (+2 Dex, +4 insight), touch 16, flat 14
BAB/Grapple: +8/+10
Attack: mw Longsword +12 melee (1d8+4;19-20/x2) or Composite longbow (+2 Str) +10 ranged (1d8+2;x3)
Full Attack: mw Longsword +12/+7 melee (1d8+4;19-20/x2)
or Composite longbow (+2 Str) +10/+5 (1d8+2;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in + 2d8 in. (6 ft. 6 in.)
Weight: 120 lbs. + 4d4 lbs. (130 lbs.)
Special Att: Smite evil, spells
Special Qual: Aura of light, DR 5/cold iron, flight, lesser magic resistance, light elf qualities, SR 20
Saves: Fort +5, Ref +8, Will +6
Abilities: S14 D14 C8 I16 W11 Ch11
Skills: Concentration +14, Craft (Alchemy) +14, Diplomacy +11, Escape Artist +13, Knowledge (Arcana) + 16, Knowledge (The Planes) +16, Listen +13, Sense Motive +11, Search +16, Spellcraft +14, Spot +13
Feats: Combat Casting, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword)[B]
Environment: Any
Organization: Solitary, Pair (2) or Troupe (3-8)
CR: 6
Treasure: mw Longsword (315 gp), composite longbow (+2 Str) (300 gp), 985 gp
Alignment: Usually Lawful Good
Advancement: By Character Class
Level Adj: +6

This brightly shining being appears to be elvin, wearing a gown of white accented with gold trim. It stands perfectly strait and looks down upon you from its slightly upturned face, its sky-blue eyes seeming to search your very soul. It has a voice that sounds like spoken music, with its own chorus accompaniment.

Light elves are slightly taller than normal elves, with a regal bearing and speech. They have golden skin, hair like golden flax and sky-blue eyes. They wear the clothing or armor of nobility, and are surrounded by a constant silver glow. When enraged, this glow becomes a blinding weapon against evil.

Light elves have an extreme hatred of ash elves, shadow elves and dark elves (drow). They will seek to root out and slay any such beings that they learn of. Likewise, light elves have a dim view of the goblinoid



races, and will not hesitate to destroy them if given half a reason.

Light elves speak Celestial, Common, Elvin, Dwarven and Gnomish.

Combat

Light elves are not combat-orientated, but will rush to the aid of a fellow elf or fight to protect the honor or dignity of the elves or themselves. Upon entering combat, their Light Aura brightens to blinding proportions and they wade into combat with sword and spell to smite enemies. If facing a superior foe, a light elf will often attempt to lead its foe away from any other elves, and is not above using trickery to destroy an opponent.

Aura of Light (Su): As a free action during combat, a light elf may transform the slight shimmering silver aura that constantly surrounds them into a weapon of terrible offensive power. Any being within 30 feet looking at the Light elf must make a Reflex save DC 14 or be blinded for 1d4+1 rounds. Even if the save is made, the opponent is dazzled for as long as they look at the light elf. Further, any undead or elf of evil alignment that comes within 10 feet of the blinding light must make a Fort save DC 14 or suffer 2d8 damage. This effect applies each round. After using this ability in combat, the light elf must rest for a number of rounds equal to the number of rounds this ability was used, and is at –2 to all rolls until such is done.

Flight (Su): A light elf has the supernatural gift of flight and can fly at a speed of 80 feet (average).
Lesser Magic Resistance (Su): A light elf gains a +5 bonus to Spell Resistance.
Light Elf Qualities (Ex): Light elves share the traits of regular elves, with the following differences:

- +2 racial bonus to all knowledge skill checks.
- SR 15 + Cha modifier + class levels
- +4 insight bonus to AC

Smite Evil (Su): Once per day, a light elf can choose to smite an evil opponent. It gains a +4 bonus to hit and deals an extra 8 points of damage with a successful attack.
Spells: Light elves have an innate ability to cast spells as if they were 6th level wizards. If they have classes in Wizard, they are treated as being 6 levels higher for purposes of determining spells per day and casting level.

Typical Spell List

(4/5/4/3; Caster Level 6; Spell DC 13 + spell level)
0: *Arcane Mark, Dancing Lights, Disrupt Undead, Prestidigitation*
1st: *Comprehend Languages, Enlarge Person, Mage Armor*, Unseen Servant*
2nd: *Glitterdust, Invisibility, Protection from Arrows*, Scorching Ray*
3rd: *Heroism*, Slow*
*****Typically active when encountered

Light Elf Society

Light elves do not generally mate; those at do produce a regular elf with none of the light elf's special abilities. Once a light elf dies, there are no natural light elf young to maintain the population. So as the years pass, their numbers only slowly dwindle. Because of this fact, light elves have sometimes inducted common elves into their ranks to keep their numbers steady. As a general rule, no elf younger than 100 years is ever transformed into a light elf, and the light elves generally watch possible candidates for decades or centuries before choosing to induct them into their ranks.

The process to become a light elf is a closely guarded secret of the light elves, only known to the most ancient and trusted of the light elves themselves. The ceremony does not exist in any written or recorded form to prevent it from being learned by other beings or races.

Elves of good heart and intentions can count on the aid of an encountered Light elf, but those who have betrayed their kind (including Ash, Shadow and Drow elves) can only find a quick death at the hand of a Light elf.

Light Elves on Amberos

During the Elvin Golden Age, the king of the elves transformed several of his most loyal bodyguards and their families into specialized forms to help protect him from harm and carry out his will. Light elves were his personal bodyguard, elves whose goodness shone like a beacon of light wherever they passed.

Though only a small handful still reside in the Evan Cordum, they are no longer the king's protectors and many have taken to wandering the continent to hunt down and destroy the enemies of the elves.

The soul of a light elf who is slain on Amberos is instantly transported to the dreamlands of Aurora, where it is reincarnated as an elvin prince in that land.

Light Elf Characters

Light elves constantly wander the continent, seeking out the enemies of elves and other evil beings to defeat. Light elves revere Hamma.

Light elf characters gain the following abilities.

- **Low-Light Vision:** A light elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Outsider type (Elf, Lawful and good subtypes)**
- **Medium Size.**
- **Base speed 30 feet, fly 80 feet (average).**
- **8d8 hit points.** The character adds eight times his constitution modifier to this total, gaining a minimum of 1 hit point per hit dice.
- **Base Attack Bonus +8**
- **Innate Spells.** A light elf can cast spells as if were a 6th level wizard. If the character advances as wizard, it may cast spells as if it were 6 levels higher.
- **Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.**
- **Aura of Light (Su):** As a free action during combat, a light elf may transform the slight shimmering silver aura that constantly surrounds them into a weapon of terrible offensive power. Any being looking at the Light elf must make a Reflex save (DC 14 + ½ levels + Cha modifier) or be blinded for one round. Further, any undead or elf of evil alignment that comes within 10 feet of the blinding light must make a Fort save (DC 14 + ½ levels + Cha modifier) or suffer 2d8 damage. This effect applies each round. After using this ability in combat, the light elf must rest for a number of rounds equal to the number of rounds this ability was used, and is at –2 to all rolls until such is done.
- **+4 insight bonus to AC.** A light elf can look into the soul of its opponent and knows their next move instinctively.
- **DR 5/cold iron.**
- **Lesser Magic Resistance (Su):** A light elf gains a +5 bonus to its spell resistance.
- **Smite Evil (Su):** Once per day, a light elf can smite an evil opponent, gaining a +4 bonus to hit and dealing an extra 8 + character levels damage.
- **Spell Resistance.** A light elf gains spell resistance equal to 15 + Cha modifier + class level.
- **+4 Str, +4 Dex, -2 Con, +6 Int.** Light elves are much stronger and agile than elves, though they have the same elvin frailty. Their enhanced

minds are much more receptive to new ideas and remembering the past glories of the Elvin Golden Age.

- **Base Saves +6 Fort, +6 Reflex and +6 Will.**
- **(8 + Int mod) x 11 skill points.** The light elf's racial skills are Concentration, Craft (Any), Diplomacy, Escape Artist, Knowledge (Any), Listen, Sense Motive, Search, Spellcraft, and Spot.
- **+2 racial bonus on Listen, Search, and Spot checks.** An ash elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Weapon Proficiency:** Light elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- **+2 racial bonus to all knowledge skill checks.**
- **Favored Class:** Wizard.
- **Level Adjustment:** +6

Light elves revere (but do not worship) Hamma, the last survivor of the ancient house of the Greensbeech Earthlayer. Light elf priests may choose two of the three domains from Protection, Good and Law.

Light Elf Glamour

8 HD Light Elf Wizard 1/Fighter 1/Eldritch Knight 4
S20 D17 C10 I20 W10 Ch8; **Fort** +12**, Ref** +7**, Will** +9

Init: +3 **Move:** 30 ft., fly 80 ft. (average)

AC: 20 (Dex +3, +3 *bracers of armor +3*, +4 insight), touch 17, flat 17

BAB/Grapple: +13/+18

Full Attack: *+2 longsword* +20/+15/+10 melee (1d8+11;17-20/x2) or *+1 composite longbow (+5 Str)* +17/+12/+7 ranged (1d8+6;x3)

Special Att: spells

Special Qual: Aura of light, DR 5/magic +1, flight, light elf qualities, SR 20

Skills: Concentration +21, Craft (Alchemy) +22, Craft (Weaponsmith) +23, Diplomacy +12, Escape Artist +14, Knowledge (Arcana) +24, Knowledge (The Planes) +19, Knowledge (Nobility) +24, Listen +14, Sense Motive +15, Search +14, Spellcraft +17, Spot +14

Feats: Cleave, Combat Casting, Hover, Improved Critical (Longsword)[K], Power Attack[F], Scribe Scroll[W], Spell Focus (Illusion), Weapon Focus (Longsword), Weapon Specialization (Longsword)[B]

CR: 12

Gear: *bracers of armor +3* (9,000 gp), *+2 longsword* (8,315 gp), *+1 composite longbow* (2,900 gp), *potion of cure serious wounds* (750 gp)
Total: 20,965 gp (27,000 gp)

Typical Spell List

(4/6/5/4/4/3;Caster Level 10; Spell DC 15 + spell level)

0: *Dancing Lights, Daze, Disrupt Undead, Prestidigitation*

1st: *Color Spray*, Disguise Self*, Protection from Evil, Shocking Grasp, Silent Image*, Ventriloquism**

2nd: *Detect Thoughts, Flaming Sphere, Mirror Image*, Scorching Ray, Summon Swarm*

3rd: *Dispel Magic, Displacement*, Lightning Bolt, Suggestion*

4th: *Black Tentacles, Fire Shield, Phantasmal Killer*, Rainbow Pattern**

5th: *Break Enchantment, Dream*, Mind Fog*

***** Illusion Spell; DC +1

Light Elf Protector

8 HD Light Elf Wizard 1/Fighter 1/Eldritch Knight 9
S20 D18 C10 I20 W10 Ch8; **Fort** +14**, Ref** +9**, Will** +11

Init: +4 **Move:** 30 ft., fly 80 ft. (average)

AC: 27 (+4 Dex, +4 *amulet of natural armor +5*, +5 *bracers of armor +5*, +4 insight), touch 18, flat 23

BAB/Grapple: +18/+23

Full Attack: *+4 spell storing[S] longsword* +28/+23/+18/+13 melee (1d8+13;17-20/x2) or *+1 mighty(+5) composite longbow* +23/+18/+13/+8 ranged (1d8+6;x3)

Special Att: spells

Special Qual: Aura of light, DR 5/magic +1, flight, light elf qualities, SR 25

Skills: Concentration +26, Craft (Alchemy) +28, Craft (Weaponsmith) +28, Diplomacy +12, Escape Artist +14, Knowledge (Arcana) +29, Knowledge (The Planes) +19, Knowledge (Nobility) +29, Listen +14, Sense Motive +20, Search +14, Spellcraft +22, Spot +14

Feats: Cleave, Combat Casting, Combat Expertise, Hover, Improved Critical (Longsword)[K], Improved Disarm, Power Attack[F], Scribe Scroll[W], Spell Focus (Illusion), Weapon Focus (Longsword), Weapon Specialization (Longsword)[B]

CR: 17

Gear: *bracers of armor +5* (25,000 gp), *amulet of natural armor +3* (18,000 gp), *+4 spell storing longsword* (50,315 gp), *+1 composite longbow (+5 Str)* (2,900 gp), *ioun stone (clear spindle)* (1,000 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 98,965 gp (100,000 gp)

Typical Spell List

(4/6/5/5/5/3/2/1;Caster Level 15; Spell DC 15 + spell level)

0: *Dancing Lights, Daze, Disrupt Undead, Prestidigitation*

1st: *Color Spray*, Disguise Self*, Protection from Evil, Shocking Grasp, Silent Image*, Ventriloquism**

2nd: *Detect Thoughts, Flaming Sphere, Glitterdust, Mirror Image*, Summon Swarm*

3rd: *Dispel Magic[S], Displacement*, Lightning Bolt, Major Image*, Suggestion*

4th: *Fire Shield, Phantasmal Killer*, Polymorph, Rainbow Pattern*, Shadow Conjuration**

5th: *Break Enchantment, Dream*, Mind Fog, Teleport, Shadow Evocation**

6th: *Mislead*, Summon Monster VI, Undeath to Death*

7th: *Greater Shadow Conjuration*, Symbol of Weakness*

8th: *Scintillating Pattern**

***** Illusion Spell; DC +1

S = spell is also stored in *spell storing longsword*

Surf Elf

Medium Monstrous Humanoid (Aquatic, Elf)

Hit Dice:	1d8 (4 hp)
Initiative:	+1 (+1 Dex)
Speed:	10 ft. (2 squares), swim 30 feet (6 squares)
Armor Class:	14 (+1 Dex, +3 natural, +3 shell armor), touch 11, flat 16
BAB/Grapple:	+1/+0
Attack:	Trident +1 melee (1d6-1)
Full Attack:	Trident +1 melee (1d6-1)
Space/Reach:	5 ft. /5 ft.
Height:	5 ft. 3 in. + 1d8 in. (5 ft. 7 in.)
Weight:	125 lbs. + 2d10 lbs. (136 lbs.)
Special Qual:	Camouflage, surf elf traits, water breathing
Saves:	Fort 0, Ref +3, Will +2
Abilities:	S9 D13 C11 I11 W10 Ch11
Skills:	Listen +2, Ride +5, Spot +2, Swim +11
Feats:	Two-weapon fighting[B], Weapon Focus (Trident)
Environment:	Temperate, Warm aquatic
Organization:	Solitary, Pair, Crew (2-5), Pod (5-20), School (20-40), Shoal (40-60), or Tribe (60+)
CR:	½
Treasure:	½ coins, normal goods and magic
Alignment:	Usually chaotic neutral
Advancement:	By Character Class
Level Adj:	+2

This slightly-built humanoid has the lower body of a multi-hued fish, with the upper body of a slim humanoid being, pale sea-green in color. The being's white hair has been trimmed into a long mohawk. In his hands he carries a trident that appears to be made of whale-bone.

Surf elves are multi-hued beings with a humanoid upper torso and the lower torso and tail of a serpentine, scaled fish. They have long, elvin ears and slender features. Males tend to be bald or sport Mohawk-like hair that is stark white and straight, while females often have orange and white hair (like a clownfish), sea green hair or pearl-white tresses. Surf elves have skin colors in shades of fluorescent pink, sea green and mother-of-pearl, though they can consciously alter their skin color to match their surroundings.

Surf elves speak Aquan and Elvin.

Combat

Surf elves are vicious in combat, fighting with any and every means to win a battle. Surf elves tend to fight as individuals, and rarely employ team or group tactics. If faced with superior foes, they will often flee battle and hide with their camouflage ability. If they are able to gather reinforcements, they will return to fight their opponents, preferring to strike from ambush.

Camouflage (Su): A surf elf can blend into their surroundings as a move-equivalent action, granting a +10 circumstance bonus to their hide check. This ability only functions underwater.

Surf Elf Traits (Ex): All surf elves gain the following elvin traits.



- Proficient with longsword, rapier, trident and spear, regardless of character class.
- Immunity to magic sleep spells and effects
- +2 racial bonus to Will saves against enchantment spells or effects
- Low-light Vision: Surf elves can see twice as far as humans in areas of low or dim light.
- +2 racial bonus to Search, Spot and Listen checks. A surf elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

Water Breathing (Ex): A surf elf can breath air or water without penalty.

Skills: A surf elf gains a +8 racial bonus to Swim skill checks and can take 10 even if rushed or otherwise distracted.

Surf Elf Society

Surf elves live in shallow shoals and the edge of rocky cliff bluffs near shore. Though they generally remain in the water, they can use their lower body to slowly propel themselves on land, much in a manner akin to a snake (with their torso upright). Surf elves generally only remain on land for an hour or less before their skin begins to dry and they suffer exposure damage.

Most surf elf communities are small, and rarely are strongly organized, as surf elves are natural free spirits who dislike being told what to do. Surf elves are capable of making their own items, but prefer to acquire items through trade or by taking them from others. They do not keep slaves and have little fear or dislike of other races.

though those who have done them ill they will treat in kind.

Surf Elf Characters

Surf elves rarely venture on land, but there are tales among their own kind who have battled the monstrosities of the sea. However, such surf elf heroes are often outcasts from their own society.

Surf elf characters gain the following abilities.

- **Monstrous Humanoid type**
- **Aquatic subtype**
- **Low-light Vision:** Surf elves can see twice as far as humans in areas of low or dim light.
- **Medium size.**
- **Base Speed 10 feet, Swim 30 feet**
- **+3 Natural Armor**
- **Camouflage (Su):** A surf elf can blend into their surroundings as a move-equivalent action, granting a +10 circumstance bonus to their Hide check. This ability only functions underwater.
- **Bonus Feat.** A surf elf gains Two-weapon fighting as a bonus feat.
- **Water Breathing (Ex):** A surf elf can breath air or water without penalty.
- **Proficient with longsword, rapier, trident and spear, regardless of character class.**
- **-2 Str, +2 Dex.** Surf elves are swift but lack in strength.
- **Immunity to magic sleep spells and effects**
- **+2 racial bonus to Will saves against enchantment spells or effects**
- **+2 racial bonus to Search, Spot and Listen checks.** A surf elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.
- **Favored Class:** Ranger
- **Level Adj:** +2

Surf elves do not worship gods, but have an alliance with Triton, the sea lord, in return for clerical spells. They may select spells from the domains Water, Weather or Chaos.

Surf Elf Wavemaker

Surf Elf Ranger 3/Cleric 3; **hp** 30
S10 D15 C10 I8 W16 Ch14;**Fort** +6**, Ref** +4**, Will** +5
Init: +6 **Move:** 10 ft., 30 ft.
AC: 20(+2 Dex, +3 natural, +5 *chain shirt +1*), touch 12, flat 18
BAB/Grapple: +5/+5
Full Attack: Primary *+1 trident* +3 melee (1d8+1), offhand mw punching dagger +3 melee (1d4;x3)
or shortbow +7 ranged (1d6;x3)
(rapid shot: +5/+5 ranged)
Special Att: Favored enemy (Monstrous Humanoid), turn undead, turn fire creature/rebuke water creature
Special Qual: Camouflage, surf elf traits, water breathing, wild empathy
Skills: Concentration +3, Hide +1*, Listen +4, Search +8, Sense Motive +2, Spot +8, Survival +6
Feats: Acrobatic, Endurance[R], Improved Initiative, Rapid Shot[R], Track[R], Two-weapon Fighting[B], Weapon Focus (Trident)
CR: 6
Gear: *chain shirt +1* (1,250 gp), *+1 trident* (2,315 gp), *pearl of power (1st level)* (1,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,865 gp (5,600 gp)
Favored Enemy: +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Monstrous Humanoids
Turn Undead: 5x/day; Turn check +2; Turn damage 2d6+5
Turn Fire Creature/Rebuke Water Creature: 5x/day; Turn check 1d20+2; Turn damage 2d6+5
Wild Empathy: +5

Typical Spell List

(4/4/3;Caster Level 3;Spell DC 13 + Spell level; Domain Water, Chaos)
0: *Guidance, Light, Resistance, Virtue*
1st: *Bless Water, Command, Obscuring Mist*[D]*, Shield of Faith*
2nd: *Aid, Owl's Wisdom, Shatter*[D]*
* Chaos Spell; Caster Level +1

Surf Elf Lifeguard

Surf Elf Ranger 3/Cleric 8; **hp** 30
S10 D16 C10 I8 W16 Ch14;**Fort** +9**, Ref** +5**, Will** +8
Init: +6 **Move:** 10 ft., 30 ft.
AC: 22 (+3 Dex, +3 natural, +6 *chain shirt +2*), touch 13, flat 19
BAB/Grapple: +9/+9
Full Attack: Primary *+2 trident* +9/+4 melee (1d8+2), offhand *+1 punching dagger* +8 melee (1d4+1;x3) or shortbow +12/+7 ranged (1d6;x3) (rapid shot: +10/+10/+5 ranged)
Special Att: Favored enemy (Monstrous Humanoid), turn undead, turn fire creature/rebuke water creature
Special Qual: Camouflage, surf elf traits, water breathing, wild empathy
Skills: Concentration +8, Listen +4, Hide +2*, Search +8, Sense Motive +2, Spot +8, Survival +6
Feats: Acrobatic, Combat Reflexes, Endurance[R], Improved Initiative, Rapid Shot[R], Track[R], Two-weapon Fighting[B], Weapon Focus (Trident)
CR: 11
Gear: *chain shirt +2* (4,250 gp), *+2 trident* (8,315 gp), *+1 punching dagger* (2,302 gp), *pearl of power (1st level)* (1,000 gp), *pearl of power(2nd level)* (4,000 gp)
Total: 19,867 gp (21,000 gp)
Favored Enemy: +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Monstrous Humanoids
Turn Undead: 5x/day; Turn check +2; Turn damage 2d6+10
Turn Fire Creature/Rebuke Water Creature: 5x/day; Turn check 1d20+2; Turn damage 2d6+5
Wild Empathy: +5

Typical Spell List

(6/6/5/5/3;Caster Level 8;Spell DC 13 + Spell level; Domain Water, Chaos)
0: *Detect Magic, Guidance, Light, Mending, Resistance, Virtue*
1st: *Bless, Bless Water, Command, Doom, Obscuring Mist[D], Shield of Faith*
2nd: *Bull's Strength, Aid, Hold Person, Owl's Wisdom, Shatter[D]**
3rd: *Blindness/Deafness, Dispel Magic, Magic Circle Against Law[D]*, Meld Into Stone, Searing Light,*
4th: *Control Water[D], Divine Power, Freedom of Movement*
* Chaos Spell; Caster Level +1

Surf Elf Lifekeeper

Surf Elf Ranger 8/Cleric 8; **hp** 30
S10 D17 C10 I8 W20 Ch14;**Fort** +12**, Ref** +8**, Will** +11
Init: +6 **Move:** 10 ft., 30 ft.
AC: 24 (+3 Dex, +3 natural, +8 *chain shirt +4*), touch 13, flat 21
BAB/Grapple: +14/+14
Full Attack: Primary *+2 monstrous humanoid bane trident* +14/+9/+4 melee, offhand *+2 punching dagger* +14/+9 melee or *+2 shortbow* +19/+14/+9 ranged (rapid shot: +17/+17/+12/+7 ranged)
Damage: *+2 trident* 1d8+2, *+1 punching dagger* 1d4+2 (x3), *+2 shortbow* 1d6+2 (x3)
Special Att: Favored enemy (Magical Beast, Monstrous Humanoid), turn undead, turn fire creature/rebuke water creature
Special Qual: Camouflage, surf elf traits, swift tracker, water breathing, wild empathy, woodland stride
Skills: Concentration +8, Hide +2*, Listen +8, Search +13, Sense Motive +9, Spot +18, Survival +18
Feats: Acrobatic, Combat Reflexes, Endurance[R], Improved Initiative, Improved Two-weapon Fighting, Point Blank Shot, Multishot[R], Rapid Shot[R], Track[R], Two-weapon Fighting[B], Weapon Focus (Trident)
CR: 16
Gear: *chain shirt +4* (16,250 gp), *+2 monstrous humanoid bane trident* (18,315 gp), *+2 punching dagger* (2,302 gp), *periapt of wisdom +4* (16,000 gp), *pearl of power (4th level)* (16,000 gp), *pearl of power (2nd level), elemental gem (blue-green)* (2,250 gp), *potion of cure serous wounds* (750 gp)
Total: 75,867 gp (77,000 gp)
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Monstrous Humanoids; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Magical Beasts
Turn Undead: 5x/day; Turn check +2; Turn damage 2d6+10
Turn Fire Creature/Rebuke Water Creature: 5x/day; Turn check 1d20+2; Turn damage 2d6+5
Wild Empathy: +5

Typical Spell List (Cleric)

(6/7/5/5/4;Caster Level 8;Spell DC 16 + Spell level; Domain Water, Chaos)
0: *Detect Magic, Guidance, Light, Mending, Resistance, Virtue*
1st: *Bless, Bless Water, Command, Doom, Obscuring Mist[D], Sanctuary, Shield of Faith*
2nd: *Bull's Strength, Aid, Hold Person, Owl's Wisdom, Shatter[D]**
3rd: *Blindness/Deafness, Dispel Magic, Magic Circle Against Law[D]*, Meld Into Stone, Searing Light*
4th: *Control Water[D], Death Ward, Divine Power, Freedom of Movement*
* Chaos Spell; Caster Level +1

Typical Spell List (Ranger)
(3/1; Caster Level 4; Spell DC 16+ Spell Level)
1st: *Animal Messenger, Entangle, Magic Fang*
2nd: *Protection from Energy*

Large Shark Animal Companion: Large animal (aquatic); HD 7d8+7; hp 38; Init +6; Spd Swim 60 ft.; AC 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +5; Grp +12; Atk Bite +7 melee (1d8+4); Full Atk (same); Space/Reach 10 ft./5 ft.; SA —; SQ blindsense, keen scent; AL (Always) N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.
Skills and Feats: Listen +8, Spot +7, Swim +11; Alertness, Great Fortitude, Improved Initiative. (A shark 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.)
Blindsense (Ex): A shark can locate creatures underwater within a 30–foot radius. This ability works only when the shark is underwater.
Keen Scent (Ex): A shark can notice creatures by scent in a 180–foot radius and detect blood in the water at ranges of up to a mile.

Shadow Elf

Medium Humanoid (Elf, Shadow)

Hit Dice: 2d8-2 (8 hp)
Initiative: +1 (+1 Dex)
Speed: 30 feet (6 squares)
Armor Class: 11 (+1 Dex), touch 11, flat 10
BAB/Grapple: +1/+0
Attack: Shortsword +2 melee (1d6-1;19-20/x2); or shortbow +2 ranged (1d6-1/x3)
Full Attack: Shortsword +2 melee (1d6-1;19-20/x2); or shortbow +2 ranged (1d6-1;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 6 in. + 2d6 in. (6 ft. 1 in.)
Weight: 50 lbs + 1d20 lbs. (60 lbs.)
Special Att: –
Special Qual: shadow elf traits, shadow self, spell-like abilities, SR 12
Saves: Fort +1, Ref +1, Will +0
Abilities: S8 D13 C8 I13 W11 Ch11
Skills: Concentration +3, Hide +4*, Listen +3, Search +8, Spot +7
Feats: Weapon Finesse
Environment: Any Underground
Organization: Union (2), Cabal (3-8)
CR: 1
Treasure: Standard (double magic items)
Alignment: Usually Lawful Evil
Advancement: By character class
Level Adj: +3

It his hard to make out details of the figure before you. All that you can discern is that the shadowy creature is wearing a loose-fitting robe and appears to be wearing a mask of some sort, of which you can only make out a shadowy outline. A pair of horns or other facial feature seem to point straight upward from the creature's forehead, and its eyes are nothing but brightly glowing slits on its face. No other features – that of a nose, mouth or ears, can be seen on the creature.

A shadow elf is shadow made solid, only discernable as an elf by their outline. Their eyes glow a brilliant white, but does not illuminate their form in any fashion. It is impossible to make out details on a shadow elf's form; they simple appear as a black silhouette in the light, and are utterly invisible in the dark. They are often found working with the drow, and have in many cases become powerful leaders or lords among the drow. They are most well-known for their despicable magics and the vile tortures they inflict on other races.

Shadow elves speak Elvin, Shadow and Undercommon.

Combat

Shadow elves prefer to avoid melee combat, preferring to allow minions to fight for them or keep distant and harass opponents with spells. If forced into a melee position, most shadow elves either flee or surrender.

Shadow Elf Traits(Ex): Shadow elves benefit from the following abilities:

- Proficient with longsword, rapier, longbow, composite longbow, shortbow and composite longbow, regardless of character class.
- **Immunity to magic sleep spells and effects**
- **+2 racial bonus to Will saves against enchantment spells or effects**
- **Improved Darkvision:** Shadow elves can see 60 feet in utter darkness, including through darkness spells.
- **+2 racial bonus to Search, Spot and Listen checks.** A shadow elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.
- SR 12 + Cha bonus + class level

Spell-like Abilities(Su): 1x/day – *darkness, silent image* and *ghost sound*. These abilities are as the spells cast by a sorcerer of the shadow elf's character level + 1.

Shadow Self (Su): A shadow elf is not entirely corporeal. Any attack made against a shadow elf has a 20% miss chance.

Skills: A shadow elf has a +8 racial bonus to Hide skill checks in areas containing shadows.



Society

Shadow elves live in small enclaves where they plot for power and knowledge. They often attempt to insinuate themselves into other cultures, attempting to subvert them for the shadow elves own agendas.

Shadow Elves on Amberos

The shadow elves are those elves that fell under the sway of the Gwieze during the Elvin Golden Age. Twisted by the darkness within them, they became mere shadows that hide themselves in masks of deceit for their master.

Shadow elves are utter thralls and minions of Gwieze, the Lord of Shadows. They carry out his mysterious work spreading evil and fear wherever they may. Shadow elves are known to work with, and often lead drow enclaves. Most shadow elves are accomplished wizards who have mastered Shadow magic; it is very rare not to find such a shadow elf without magical talent of some sort.

Shadow Elf Characters

Shadow elves are always seeking power or to fulfill the will of their lord, Gwieze. Some shadow elves have managed to shake off the yoke of their evil progenitor and fight against Gwieze's mysterious machinations.

Shadow elf characters gain the following abilities.

- **Medium size**
- **Improved Darkvision**: Shadow elves can see 60 feet in utter darkness, including through darkness spells.
- **Base speed 30 feet.**
- **2d8 hit dice.** A shadow elf character adds twice his Constitution modifier to this total (minimum 1 hit point per hit die).
- **Base Attack Bonus +1**
- **Proficient with longsword, rapier, longbow, composite longbow, shortbow and composite longbow, regardless of character class.**
- **Immunity to magic sleep spells and effects**
- **SR 12 + Cha modifier + class level**
- **Spell-like Abilities(Su):** If a shadow elf has a Charisma score of 11 or better, it gains the following spell-like abilities. 1x/day – *Darkness*, S*ilent Image* and *Ghost Sound*. These abilities are as the spells cast by a sorcerer of the shadow elf's character level + 1.
- **Shadow Self (Su):** A shadow elf is not entirely corporeal. Any attack made against a shadow elf has a 10% miss chance.
- **Str –2, Dex +2, Con –2, Int +2.** Shadow elves are physically weak and frail, but lithe and intelligent.
- **Fort +2, Reflex +0, Will +0**
- **+2 racial bonus to Will saves against enchantment spells or effects**
- **(2 + Int mod) x 5 skill points.** A shadow elf's racial skills are Hide, Listen, Search and Spot.
- **+8 racial bonus to Hide when shadows are present.**
- **+2 racial bonus to Search, Spot and Listen checks.** A shadow elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.
-
- **Favored Class:** Rogue.
- **Level Adjustment:** +3

Shadow elves are the pawns of Gwieze, lord of shadows, and as such, worship him exclusively. A priest of Gwieze may choose two of the three domains of Evil, Darkness and Knowledge.

Shadow Elf Enticer

2 HD Shadow Elf Rogue 5; **hp** 19
S6 D16 C8 I14 W15 Ch13;**Fort** +4**, Ref** +12**, Will** +5
Init: +3 **Move:** 30 ft.
AC: 16 (+3 Dex, +3 mw studded leather), touch 13, flat 13
BAB/Grapple: +4/+2
Full Attack: *+1 shortsword* +8 melee (1d6-1;19-20/x2), shortbow +7 ranged (1d6-2;x3)
Damage: *+1 shortsword* 1d6-1, shortbow 1d6-2
Special Att: Sneak attack +3d6
Special Qual: Evasion, trap sense +1, shadow elf traits, shadow self, spell-like abilities, SR 18, uncanny dodge
Skills: Bluff +9, Decipher Script +7, Diplomacy +6, Disguise +6, Gather Information +6, Hide +15*, Knowledge (Local) +7, Listen +14, Move Silently +5, Search +9, Sense Motive +7, Spot +14
Feats: Skill Focus (Bluff), Stealthy, Weapon Finesse
CR: 6
Gear: mw studded leather (175 gp), *+1 shortsword* (2,310 gp), shortbow (50 gp), *feather token (whip)* (500 gp), *cloak of resistance +1* (1,000 gp), *elixir of sneaking* (250 gp), *dust of illusion* (1,200 gp)
Total: 5,485 gp (5,600 gp)

Evasion (Ex): A shadow elf enticer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A shadow elf enticer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Shadow Elf Secretkeeper

2 HD Shadow Elf Rogue 5/Cleric 5; **hp** 37
S6 D16 C8 I14 W16 Ch13;**Fort** +7**, Ref** +12**, Will** +8
Init: +3 **Move:** 30 ft.
AC: 19 (+3 Dex, +6 *studded leather +3*), touch 13, flat 16
BAB/Grapple: +7/+5
Full Attack: *+2 shortsword* +12/+7 melee (1d6;19-20/x2), shortbow +10/+5 ranged (1d6-2;x3)
Special Att: Rebuke undead, sneak attack +3d6
Special Qual: Evasion, trap sense +1, shadow elf traits, shadow self, spell-like abilities, SR 23, uncanny dodge
Skills: Bluff +9, Decipher Script +7, Diplomacy +6, Disguise +6, Gather Information +6, Hide +15*, Knowledge (Dungeoneering) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Local) +7, Listen +15, Move Silently +5, Search +9, Sense Motive +8, Spot +15
Feats: Blind-Fighting[D], Combat Expertise, Scribe Scroll, Skill Focus (Bluff), Stealthy, Weapon Finesse
CR: 11
Gear: *studded leather +3* (9,175 gp), *+2 shortsword* (4,310 gp), shortbow (50 gp), *cloak of resistance +1* (1,000 gp), *pearl of power (2nd level)* (4,000 gp), *potion of cure moderate wounds* (300 gp), *elixir of sneaking* (250 gp), *dust of illusion* (1,200 gp), 5 onyx gems (100 gp each) [animate dead]
Total: 20,785 gp (21,000 gp)

Evasion (Ex): If a secretkeeper makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Rebuke Undead: 4x/day; Turn Check 1d20+1; Turn Damage: 2d6+6
Trap Sense (Ex): A shadow elf secretkeeper gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A shadow elf secretkeeper can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(5/5/4/3;Caster Level 5;Spell DC 13 + Spell Level; Domain: Darkness, Knowledge)
0: *Detect Magic*, Guidance, Inflict Minor Wounds, Virtue*
1st: *Cause Fear, Command, Curse Water, Doom, Obscuring Mist[D]*
2nd: *Aid, Augury, Death Knell, Detect Thoughts[D]**
3rd: *Animate Dead, Blacklight[D], Glyph of Warding*
* Divination Spell; Caster Level +1

Shadow Elf Shadowlord

2 HD Shadow Elf Rogue 8/Cleric 7; **hp** 37
S6 D16 C8 I14 W18 Ch14;**Fort** +10**, Ref** +15**, Will** +13
Init: +3 **Move:** 30 ft.
AC: 20 (+3 Dex, +7 *improved silent moves studded leather +4*), touch 13, flat 17
BAB/Grapple: +13/+11
Full Attack: *+3 shortsword* +19/+14/+9 melee (1d6+2;19-20/x2), *+3 shortbow* +19/+14/+9 ranged (1d6+1;x3)
Special Att: Rebuke undead, sneak attack +4d6
Special Qual: Evasion, improved uncanny dodge, trap sense +2, shadow elf traits, shadow self, spell-like abilities, SR 29, uncanny dodge
Skills: Bluff +12, Decipher Script +10, Diplomacy +11, Disguise +9, Gather Information +9, Hide +18*, Knowledge (Dungeoneering) +7, Knowledge (History) +9, Knowledge (Local) +10, Knowledge (Religion) +9, Listen +19, Move Silently +15, Search +12, Sense Motive +12, Spot +16
Feats: Blind-Fighting[D], Craft Wand, Combat Expertise, Improved Feint, Scribe Scroll, Skill Focus (Bluff), Stealthy, Weapon Finesse
CR: 16
Gear: *improved silent moves studded leather +4* (31,175 gp), *+3 shortsword* (18,310 gp), *+3 shortbow* (18,350 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp), *periapt of wisdom +2* (4,000 gp), 14 onyx gems (100 gp each) [animate dead]
Total: 74,985 gp (77,000 gp)

Evasion (Ex): If a shadowlord makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Improved Uncanny Dodge (Ex): A shadow elf shadowlord can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.
Rebuke Undead: 5x/day; Turn Check 1d20+2; Turn Damage: 2d6+9
Trap Sense (Ex): A shadow elf enticer gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A shadow elf shadowlord can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

Typical Spell List

(6/6/5/4/2;Caster Level 7;Spell DC 13 + Spell Level; Domain: Darkness, Knowledge)
0: *Detect Magic*, Guidance, Inflict Minor Wounds, Mending, Resistance, Virtue*

1st: *Cause Fear, Command, Curse Water, Doom, Obscuring Mist*[D], *Sanctuary*
2nd: *Aid, Augury, Death Knell, Detect Thoughts*[D]*, *Silence*
3rd: *Animate Dead, Blacklight*[D], *Contagion, Glyph of Warding*
4th: *Divination*[D]*, *Summon Monster IV*
* Divination Spell; Caster Level +1



Eye Salamander

Diminutive Magical Beast

Hit Dice:	1/2d10 (2 hp)
Initiative:	+2 (+2 Dex)
Speed:	15 ft. (3 squares)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
BAB/Grapple:	0/-17
Attack:	Bite +6 melee (1d2-5)
Full Attack:	Bite +6 melee (1d2-5)
Space/Reach:	1 ft./0 ft.
Special Att:	-
Special Qual:	Augment scrying, low-light vision
Saves:	Fort +1, Ref +4, Will +0
Abilities:	S1 D15 C9 I2 W11 Ch6
Skills:	Balance +4, Climb +9, Escape Artist +12, Listen 0, Spot +3
Feats:	Agile, Weapon Finesse[B]
Environment:	Any warm or hot marsh
Organization:	Solitary, or Cluster (2-5)
CR:	¼
Treasure:	None
Alignment:	Always neutral
Advancement:	1/2-1 HD (Diminutive); 2-3 HD (Tiny)
Level Adj:	+1 (Familiar)

This bizarre amphibian is a little longer than a man's hand and notable for the single, large eye in the center of its forehead. The odd little creature is a mottled red and black, and its skin is coated in a glistening slime.

Eye salamanders are quasi-magical creatures originally engineered by wizards as powerful scrying familiars.

Combat

Eye salamanders are terrible fighters, and will generally flee any sort of combat. If captured or otherwise held, the eye salamander will generally attempt to bite, hoping to force the victim to release it or gnaw through its bonds.

Augment Scrying (Su): An eye salamander that is a familiar allows its owner to scry through the salamander with spells as if it were a remote sensor, even if that ability were not normally available to the caster. Likewise, any scrying spell cast as the familiar being the remote sensor has a +1 caster level modifier to the spell.

Eye Salamander on Amberos

Created during the Baron's Rebellion by wizardly nobles of Thuer's Realm, eye salamanders are generally only found in the Silkna Kingdom in the wild, though the secret of their creation has become moderately known to most wizards. The creatures have also been employed by Ice Mages (who have developed a cold-climate version), Light Lords of Roonhawk, the Red Cabal and various mages across Amberos, even to Randu and the lands of the east.

Skills: Eye salamanders gain a +8 racial bonus to climb checks, and a +4 racial bonus to Escape Artist checks

Eye Salamanders as Familiars

An eye salamander can be taken as an improved familiar at 3rd level. It grants the master a +3 bonus to escape artist checks.



Falconi

Small Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
BAB/Grapple:	0/-5
Attack:	Claw +3 melee (1d3-1)
Full Attack:	2 Claw +3 melee (1d3-1), bite -2 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Att:	Improved grab
Special Qual:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	S9 D15 C10 I2 W13 Ch9
Skills:	Climb +1, Hide +6, Jump +5, Listen +1, Spot +1, Survival +1
Feats:	Fly-by Attack[B], Snatch, Track[B], Weapon Finesse[B]
Environment:	Temperate plains, hills, mountains
Organization:	Solitary, or Crew (2-5)
CR:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adj:	+3 (Animal Companion only)

This golden-haired four-legged beast has a large pair of feathered wings sprouting from its shoulders and a hawkish beak. Its dog-like tail is held out straight and motionless as it watches you with its sharp eyes.

The falconi is a stable crossbreed of falcon and dog. Owned almost exclusively by nobles, they are generally trained to hunt prey in a manner similar to that of both hunting dogs and hawks.

Combat

Wild Falconi often will use their flight to evade combat, but if pressed will usually harry an opponent from the air, or if in a pack, strike as part of the pack from on foot.

Trained Falconi ordered to fight will usually engage opponents larger than themselves from the ground, using their improved trip ability to drag the opponent down. Against prey smaller than themselves, they often swoop down from above and snatch up prey, take it to a remote location and peck their prey to death.

Improved Grab (Ex): If a falconi hits a tiny or smaller creature with a bite, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Training A Falconi

Falconi are generally only available to those with noble blood (a matter normally enforced by law), and a trained falconi can usually fetch a price of 5,000 gp easily. Training a Falconi takes three weeks and has a Handle Animal DC of 15. They are normally trained to hunt and track, and rarely trained for use in battle.



Falconi On Amberos

First bred by magical means in Roonhawk, the Falconi is generally only found as a domesticated creature in Roonhawk, the Hawk Lands and Hawklord. Trade has spread the birds to owners beyond these lands, but the secret of their breeding has long been a kept only by certain barons of Roonhawk and the Hawk Lands, who generally refuse to reveal how to properly breed the creatures to others, including the merchants of Nyrr Ryann. Some of the magically inclined nobles of Roonhawk have been attempting to develop falconi using larger dogs as the base breeding stock.

Fauxfolk

Medium Monstrous Humanoid (Goblinoid, Shapechanger)

Hit Dice:	1d8 (4 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	11 (+1 Dex), touch 11, flat-footed 10
BAB/Grapple:	+1/+1
Attack:	Claw +1 melee (1d4)
Full Attack:	2 Claw +1 melee (1d4) or short sword +1 melee (1d6;19-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 3 in. + 2d8 in. (6 ft.)
Weight:	125 lbs. + 2d4 x 25 lbs (250 lbs.)
Special Att:	-
Special Qual:	Alternate form, darkvision 60 ft.
Saves:	Fort -1, Ref +3, Will +2
Abilities:	S10 D12 C9 I10 W11 Ch13
Skills:	Disguise +3*, Forgery +2, Listen 0, Sense Motive +4, Spot 0
Feats:	Deceitful
Environment:	Any land
Organization:	Solitary, Brood (2-5), Conclave (5-20), Band (20-40), Plague (40-60), or Tribe (60+)
CR:	1/2
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adj:	+2

The creature before you is humanoid but seems to be stripped of all of its major features. Its body is bony and emancipated, with skin like dried leather. Its head has a mere slit for a mouth and large, dull-looking eyes, with no nose or ears to speak of. Atop its head is a tangle of thick strands that might be mistaken for hair, except they seem to move slightly of their own accord.

Fauxfolk are a form of goblinoid capable of assuming any humanoid form, and often do so to spread confusion and perform deeds undetected by others.

Fauxfolk speak Common and Goblinoid.

Combat

Fauxfolk generally use their shape-changing abilities to strike foes unexpectedly. Fauxfolk tend to rely on sowing confusion amidst their enemies, often turning former friends on one other in suspicion that the person is not whom they seem.

Alternate Form (Su): Fauxfolk can assume the shape of any humanoid from small to large size as a move-equivalent action. If they attempt to take on the form of a specific person, they must use the Disguise skill to attempt to pass themselves off as that being. This is treated as a 2nd level spell with a caster level of 5 for purposes of dispelling. The transformation lasts until the fauxfolk decides to change or is slain.

Skills: A fauxfolk gains a +10 bonus to Disguise checks when using its shapeshifting ability to assume the disguise of another being.



Fauxfolk Society

While most fauxfolk are loners, they do occasionally gather into larger groups for protection and socializing. Many such conclaves will meet for only a few days at a time before disbanding and the members go their own ways. Since fauxfolk can assume any shape, members of the same group will often create secret signs with which to identify each other.

Fauxfolk on Amberos

During the dark years when Ziga was cultivating the goblinoids, and before their hideous transformation, she tricked several prominent goblinoid families to sorcerously bond with doppelgangers and produce a race of shape-shifting humanoids that could easily infiltrate elvin society to attack it from within.

After the transformation of the goblinoids, the elves discovered and began to root out these creatures dubbed fauxfolk, purging them from their midst. However, small enclaves of the fauxfolk managed to escape and erected their own small societies hidden from those who would destroy them, often hiding in the very midst of those who would kill them if they were to discover the truth.

Fauxfolk as Characters

Fauxfolk often mingle among other races in secret, looking for something to do. Their chaotic and inquisitive tendencies often get them into trouble, sometimes which they seem to enjoy.

A fauxfolk has the following abilities.

- **Medium Size**
- **30 feet Base Movement**
- **Monstrous Humanoid**
- **Goblinoid & Shapechanger subtype**
- **Darkvision 60 ft.** A fauxfolk can see in lightless conditions out to a range of 60 feet. Darkvision is black-and-white only.
- **+2 Dex, +2 Cha.** Fauxfolk are lithe and generally skilled and interacting with others.
- **Alternate Form (Su):** Fauxfolk can assume the shape of any humanoid from small to large size as a move-equivalent action. If they attempt to take on the form of a specific person, they must use the Disguise skill to attempt to pass themselves off as that being. This is treated as a 2nd level spell with a caster level of 5 + character level for purposes of dispelling. The transformation lasts until the fauxfolk decides to change or is slain.
- **+10 bonus to Disguise checks when using its shapeshifting ability to assume the disguise of another being.**
- **Favored Class:** Rogue
- **Level Adjustment:** +2

Fauxfolk generally believe themselves to be scorned by the gods and thus rarely worship divine beings. Some fauxfolk have taken up the mantle of worshipping the gods of other races, usually that of a race they tend to emulate regularly.

Fauxfolk Troublemaker

Fauxfolk Rogue 2/Conjurer 3; **hp** 22
S12 D16 C13 I16 W10 Ch10;**Fort** +2**, Ref** +7**, Will** +6
Init: +3 **Move:** 30 ft.
AC: 15 (+3 Dex, +1 *bracers of armor +1*, +1 *amulet of natural armor +1*), touch 13, flat 12
BAB/Grapple: +2/+3
Full Attack: mw Rapier +6 melee (1d6+1;18-20/x2)
Special Att: Sneak attack +1d6
Special Qual: Alternate form, darkvision 60 ft., evasion, trapfinding
Skills: Bluff +5, Concentration +5, Disable Device +8, Disguise +5*, Knowledge (Arcana) +8, Knowledge (Local) +8, Search +8, Sense Motive +5, Sleight of Hand +8, Spellcraft +8*, Use Magic Device +5, Tumble +5
Feats: Deceitful, Scribe Scroll[W], Weapon Finesse
CR: 5
Gear: *bracers of armor +1* (1,000 gp), *amulet of natural armor +1* (2,000 gp), mw rapier (320 gp)
Total: 3,320 gp (4,300 gp)

* +2 when learning conjuration spells

Evasion: If a fauxfolk agent makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Typical Spell List

(5/4/3;Caster Level 3;Spell DC 13 + spell level; Prohibited – Necromancy & Evocation)
0: *Arcane Mark, Acid Splash*, Daze, Message, Resistance*
1st: *Charm Person, Expeditious Retreat, Sleep, Summon Monster I**
2nd: *Daze Monster, Fog Cloud*, Summon Monster II**

Fauxfolk Agent

Fauxfolk Rogue 5/Conjurer 5; **hp** 42
S12 D17 C13 I16 W10 Ch10;**Fort** +3**, Ref** +8**, Will** +5
Init: +3 **Move:** 30 ft.
AC: 17 (+3 Dex, +3 *bracers of armor +3*, +1 *amulet of natural armor +1*), touch 13, flat 14
BAB/Grapple: +5/+6
Full Attack: *+1 Rapier* +9 melee (1d6+2;18-20/x2)
Special Att: Sneak attack +3d6
Special Qual: Alternate form, darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge
Skills: Bluff +8, Concentration +7, Disable Device +11, Disguise +9*, Knowledge (Arcana) +10, Knowledge (Local) +8, Listen +3, Search +11, Sense Motive +8, Sleight of Hand +11, Spellcraft +10*, Spot +6, Use Magic Device +9, Tumble +8
Feats: Augment Summoning, Deceitful, Extend Spell, Scribe Scroll[W], Spell Focus (Conjuration), Weapon Finesse
CR: 10
Gear: *bracers of armor +3* (9,000 gp), *amulet of natural armor +1* (2,000 gp), +1 rapier (2,320 gp), *potion of invisibility* (300 gp)
Total: 13,620 gp (16,000 gp)
* +2 when learning conjuration spells

Evasion: If a fauxfolk agent makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): A fauxfolk agent retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(5/5/4/3;Caster Level 5;Spell DC 13 + spell level; Prohibited – Necromancy & Evocation)
0: *Arcane Mark, Acid Splash*, Daze, Message, Resistance*
1st: *Charm Person, Expeditious Retreat, Sleep, Summon Monster I x2**
2nd: *Daze Monster, Fog Cloud*, Summon Monster II x2**
3rd: *Gaseous Form, Haste, Summon Monster III**

Fauxfolk Spy

Fauxfolk Rogue 10/Conjurer 5; **hp** 42
S12 D20 C13 I16 W10 Ch10;**Fort** +5**, Ref** +12**, Will** +7
Init: +5 **Move:** 30 ft.
AC: 21 (+5 Dex, +6 *bracers of armor +6*), touch 16, flat 16
BAB/Grapple: +9/+10
Full Attack: *+3 Rapier* +17 melee (1d6+4;18-20/x2)
Special Att: Sneak attack +5d6
Special Qual: Alternate form, darkvision 60 ft., evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge
Skills: Bluff +13, Concentration +7, Disable Device +16, Disguise +14*, Knowledge (Arcana) +10, Knowledge (Local) +9, Listen +8, Search +16, Sense Motive +13, Sleight of Hand +17, Spellcraft +12*, Spot +11, Use Magic Device +14, Tumble +14
Feats: Augment Summoning, Combat Expertise, Deceitful, Extend Spell, Improved Feint, Scribe Scroll[W], Spell Focus (Conjuration), Weapon Finesse
CR: 15
Gear: *bracers of armor +6* (36,000 gp), *+3 rapier* (18,320 gp), *potion of invisibility* (300 gp), *gloves of dexterity +2* (4,000 gp)
Total: 58,620 gp (59,000 gp)
* +2 when learning conjuration spells

Evasion: If a fauxfolk spy makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): A fauxfolk spy retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A fauxfolk spy can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, the fauxfolk spy can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round.

Typical Spell List

(5/5/4/3;Caster Level 5;Spell DC 13 + spell level; Prohibited – Necromancy & Evocation)
0: *Arcane Mark, Acid Splash*, Daze, Message, Resistance*
1st: *Charm Person, Expeditious Retreat, Sleep, Summon Monster I x2**
2nd: *Daze Monster, Fog Cloud*, Summon Monster II x2**
3rd: *Gaseous Form, Haste, Summon Monster III**

Fistor

Large Construct

Hit Dice:	12d10+30 (96 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares), climb 25 ft. (5 squares) (can't run)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat 16
BAB/Grapple:	+9/+21
Attack:	Huge Slam +16 melee (3d6+8;19-20/x2)
Full Attack:	Huge Slam +16 melee (3d6+8;19-20/x2), slam +11 melee (1d8+4)
Space/Reach:	10 ft./10 ft. (15 ft. w/ Huge slam)
Height:	12 ft.
Weight:	650 lbs.
Special Att:	Sonic attacks
Special Qual:	Construct traits, darkvision 60 ft., low-light vision, magic resistant, SR 22
Saves:	Fort +4, Ref +5, Will +4
Abilities:	S27 D12 C- I- W10 Ch1
Skills:	nil
Feats:	Improved Bull Rush, Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Power Attack
Environment:	Any land
Organization:	Solitary
CR:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adj:	+2 (cohort)

This mountain of muscle-bound flesh is covered in straps of iron that seem ready to burst at any second. It has a huge right arm that looks to be two sizes too big for its body. With a grinning leer, the creature lumbers towards you, knuckles cracking as it approaches.

Fistors are war machines, mindless golems designed to pulp its creator's enemies. A fistor cannot speak, but understands the language of its creator.

Combat

A fistor attempts to close into melee combat with foes as quickly as it can. It then attempt to pummel opponents into powder, lashing out at the nearest foe available to it. As a mindless creature, it has no target preference; it will continue to pummel the closest thing until that foes ceases to be a problem.

Magic Resistant (Su): A fistor gains a +10 bonus to Spell Resistance.

Sonic Attacks (Su): As a full action, once per combat the Fistor may slam its mighty fist into the ground, unleashing a shockwave that knocks down and injures foes. Anyone in a 30 foot burst radius must make both a Reflex and a Fort save DC 18. If the Reflex save is failed, the victim falls prone. If the Fort save is failed the victim takes 8d6 damage. A successful Fort save halves the damage.

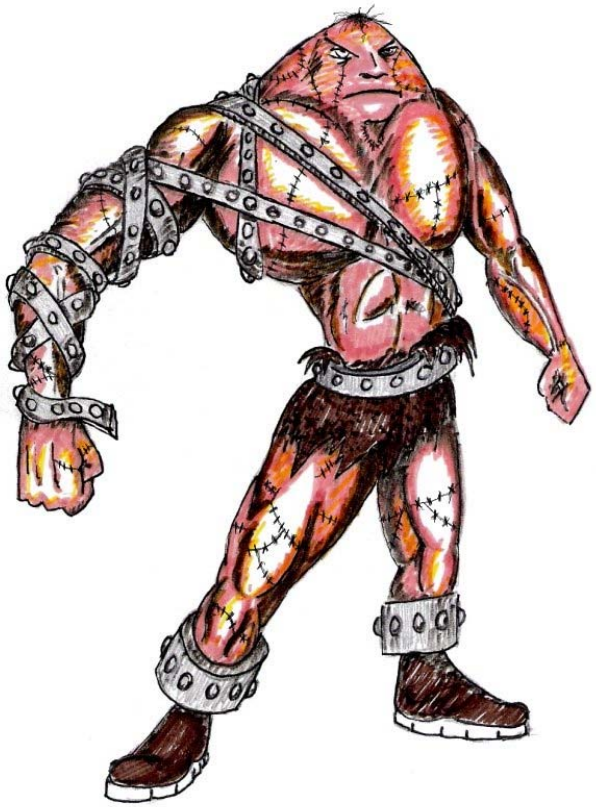
Constructing a Fistor

A Fistor is created from dead bodies bound together with iron. The cost of the body is 2,000 gp. Constructing the body takes a DC 15 craft (leatherworking) or a DC 15 craft (blacksmith) to create.

Caster Level 12; craft construct; *Animate Dead*, *Bull's strength*, *Limited Wish*, *Spell Resistance*; Price 25,000 gp; Cost: 14,000 gp + 560 XP

Fistors on Amberos

The Light Lords of Roonhawk employed Fistors as personal guards when on the battlefield. The secrets of their creation were transferred to the Skyland Hold when Roonhawk was absorbed by the Hold, and after the end of the Dark Age, the creation of Fistors more or less became public knowledge among wizards. Currently, Fistors are often seen in use by Ice Mages, several of the sorcerous houses of the Silkna Kingdom and among the Red Cabal in Barbed March.



Flame-ingo

Medium Magical Beast (Fire)

Hit Dice:	2d10+1 (12 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), fly 60 ft. (good) (12 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat 11
BAB/Grapple:	+2/+0
Attack:	Bite +3 melee (1d6-2 + fire aura) or Slam +0 melee (1d3+ fire aura)
Full Attack:	Bite +3 melee (1d6-2 + fire aura), Slam +0 melee (1d3 + fire aura)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. + 2d4 in. (4 ft. 5 in.)
Weight:	30 lbs. + 2d8 lbs. (39 lbs.)
Special Att:	Fire Aura
Special Qual:	Low-light vision
Saves:	Fort +4, Ref +5, Will +0
Abilities:	S6 D15 C12 I1 W10 Ch12
Skills:	Intuit Direction +4, Listen +4, Spot +2
Feats:	Weapon Finesse
Environment:	Temperate or Warm Swamp
Organization:	Pair or Flock (5-20)
CR:	2
Treasure:	None
Alignment:	Always (Chaotic) Neutral
Advancement:	3-5 HD (Large)

The odd bird before you resembles a pink flamingo, outlined in a blazing red flame. The creature has a wild look in its eyes, as if in pain from the ghostly fire that surrounds, but does not consume it.

Flame-ingos are the unfortunate result of a mad wizard's magical experimentations. The result is a somewhat crazed, man-sized flamingo covered in a constant aura of faerie fire. The birds and the fire aura are hot pink in color, and the bird's disposition is entirely unstable.

Flamingos can actually comprehend Infernal, though they cannot speak in it.

Combat

Flame-ingos usually attack by wildly squawking and running at their foes, hoping to set them ablaze. If frightened or faced with superior foes, Flamingos generally flee, alighting anything they can in their path to hamper being chased.

Fire Aura(Su): Flame-ingos are covered in a neon pink aura of fire. This fire radiates no heat, but adheres to any being the flame-ingo brushes against (as a +4 touch attack). Those brushed by the flames or striking the flame-ingo with weapons (or grappling) must make a Reflex save DC 14 or catch fire and suffer 1d6 fire damage for 1d4 rounds or until the flames are dowsed. The flames are magical and cannot be put out with water or by smothering. Characters using reach weapons or attacking with ranged weapons are unaffected by the flames (though reach weapons can catch fire). Only magical means such as *dispel magic, endure elements, quench fire* and the like can negate the fire.

Flame-ingos on Amberos

It is widely believed that flame-ingos are the accursed creation of some demented wizard in Doonask. They can be found in the area of Saltbrine, Millos and Doonask itself, lending support to this theory.



Forok

Large Giant (Fire)

Hit Dice:	13d8 + 91 (149 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	25 (-1 size, +3 Dex, +12 natural, +1 Two-Weapon Defense), touch 12, flat 22
BAB/Grapple:	+9/+21
Attack:	Longsword +17 melee (2d6+8 +2d6 fire;19-20/x2)
Full Attack:	Primary longsword +15/+10 melee (2d6+8 + 2d6 fire;19-20/x2), off-hand longsword +15/+10 melee (2d6+4 + 2d6 fire;19-20/x2); or rock +9 ranged (2d6+8 + 2d6 fire)
Space/Reach:	10 ft./ 10 ft.
Height:	13 ft + 1d4 ft. (15 ft. 6 in.)
Weight:	650 lbs. + 2d10x5 lbs. (705 lbs.)
Special Att:	Rock throwing
Special Qual:	Darkvision 120 ft., rock catching, fire touch, spell-like abilities, immunity to acid & poison, resistance to cold, fire & lightning 10, SR 20
Saves:	Fort +15, Ref +7, Will +5
Abilities:	S27 D17 C25 I13 W13 C15
Skills:	Bluff +18, Climb +8, Craft (Weaponsmith) +9, Intimidate +10, Jump +12, Listen +3, Search +5, Spot +22
Feats:	Alertness, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)
Environment:	Hot hills, mountains or underground
Organization:	Solitary, gang (2-5), band (6-9 plus 15% noncombatants plus 1 sorcerer of 1st or 2nd level), raiding party (6-9 plus 1 sorcerer of 3rd-5th level plus 2-4 hell hounds and 0-1 Demon), or tribe (21-30 plus 1 sorcerer of 6th or 7th level plus 15% noncombatants plus 12-30 hell hounds, 1-4 Demons, 12-22 Dretch and 1-2 young red dragons)
CR:	11
Treasure:	Standard
Alignment:	Always Chaotic Evil
Advancement:	By Character Class
Level Adj:	+4 (Cohort)

Towering before you is an infernal-looking humanoid with ash-colored skin. From its forehead protrude two small black horns and a pair of tiny bat-like wings hang from its back. The foul creature's skin is covered with what looks like iron plates, likewise black as ash. In each of its two black-taloned hands it holds a huge sword still smeared with the blood of its last victim.

Foroks are fire giants who bloodlines have been mixed with infernal blood. Their fire giant kin shuns clans of Foroks as they are equally willing to spill the blood of their own kin as well as that of other races. Foroks have the ash-colored skin of their fire giant brethren, and often sport massive horns and atrophied bat-like wings. Though they are generally smaller than their full-blooded cousins, they are equally as strong and far more spiteful. Many Foroks possess other features of their fiendish heritage, including glowing red eyes, warts, talon-like hands, cloven feat and other disfigurements.

Combat

Foroks wade into combat wielding two huge longswords, often striking at two separate opponents at once. They rarely have the patience to soften foes up before charging into them, relying on their strength and abilities to smash foes and send them fleeing.

Fire Touch (Su): A forok can cause any item it wears or holds to burst into flame. These flames do not harm the



object and deal 2d6 fire damage to anything it touches (Reflex save DC 23 for half). Once released or discarded, the item stops burning after 1 round and is cool to the touch.

Rock Throwing (Ex): adult foroks are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 lbs. Each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium-size 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-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Spell-like Abilities (Sp): At will, as if cast by a 13th level sorcerer: *Darkness, Doom, Detect Good, Protection from Good, Protection From Law*.

Skills: A forok's wings give it a +4 bonus to Jump checks. A forok also receives a +4 bonus to Search and Spot checks.

Forok on Amberos

Foroks are the result of fire giants who willingly aligned themselves with the Dark One during the Dark Age and knowingly or unknowingly took devilish consorts. The resulting offspring were the forok, which the Dark One used to deadly effect in his massive armies.

The fire giants deeply regret allowing themselves to be duped by the Dark One, and most fire giants will do their utmost to destroy or discredit foroks they encounter or learn of.

Most foroks can be found scattered throughout southwest Amberos, as small clans hidden in the Princes of Xatmas, Misake, Southern Kingdom and Nauwflouwd. Also, some foroks have risen to prominence in the Dark Valley.

Forok Characters

Foroks are often loners, and it is not uncommon for them to become raiders and bandits, living off their skill at stealing and murdering others for their goods.

Foroks have the following abilities.

- **Giant type, Fire subtype**
- **Large size.** A forok has a –1 penalty to hit and AC. It gains a +4 bonus to grapple but suffers a –4 penalty to Hide checks. A large character can lift or carry twice as much as a Medium character.
- **Base movement rate 30 feet.**
- **Darkvision 120 feet.** Foroks can see in utter darkness as if it were daytime at a range of up to 120 feet. Darkvision is black-and-white only.
- **13d8 Hit Dice.** To this total, the forok adds 13x his Constitution modifier (minimum 1 hit point per HD). This also grants the forok 5 feats.
- **Base Attack Bonus +9**
- **+11 Natural Armor.**
- **Str +16, Dex +6, Con +14, Int +2, Wis +2, Cha +4.** Forok are incredibly strong and hardy, and have infernal intellect and cunning. They are surprisingly lithe, despite their bulk. Their strong-willed nature and background tends to make them natural sorcerers.
- **Base saves Fort +6, Reflex +4, Will +4**
- **(2 + Int modifier) x 16 skill points.** A forok's racial skills are Bluff, Craft, Intimidate and Spot.
- **Fire Touch (Su):** A forok can cause any item it wears or holds to burst into flame. These flames do not harm the object and deal 2d6 fire damage to anything it touches. A successful Reflex save DC 16 + Con modifier halves the damage taken. Once released or discarded, the item stops burning after 1 round and is cool to the touch.
- **Rock Throwing (Ex):** adult foroks are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 lbs. Each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety.
- **Rock Catching (Ex):** A giant of at least Large size can catch Small, Medium-size 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-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.
- **Spell-like Abilities (Sp):** At will, as if cast by a 13th level sorcerer: *Darkness, Doom, Detect Good, Protection from Good, Protection From Law*.
- **Spell Resistance (Su):** A forok has spell resistance of 17 + Cha modifier + class levels
- **Immunities (Ex):** Foroks are immune to Acid and poison.
- **Resistances (Ex):** Foroks have Fire, Cold and Lightning Resistance 10.
- **Skills:** A forok's wings give it a +4 bonus to Jump checks. A forok also receives a +4 bonus to Search and Spot checks.
- **Automatic Languages:** Common, Giant, Infernal **Bonus Languages:** Abysmal, Dwarven, Elvin, Goblinoid.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +4 (Cohort)

Forok Warlock

13 HD Forok Sorcerer 6;**hp:** 206
S34 D19 C24 I14 W10 Ch20;**Fort** +18**, Ref** +10**, Will** +12

Init: +1 **Move:** 30 ft.
AC: 32 (-1 size, +5 Dex, +11 natural, +6 *bracers of armor +6*, +1 Two-Weapon Defense), touch 14, flat 27
BAB/Grapple: +12/+28
Full Attack: Primary *+3 longsword* +29/+24/+19 melee (2d6+15 + 2d6 fire;17-20/x2), off-hand *+2 longsword* +29/+24 melee (2d6+8 + 2d6 fire;17-20/x2) or rock +13 ranged (2d6+10 + 2d6 fire)
Special Att: Fire touch, rock-throwing, spells
Special Qual: Darkvision 120 ft., rock catching, spell-like abilities, immunities, resistances, SR 28
Skills: Bluff +27, Climb +10, Concentration +13, Craft (Weaponsmith) +18, Intimidate +21, Jump +14, Listen +2, Search +6, Spellcraft +8, Spot +21
Feats: Alertness, Improved Critical (Longsword), Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)
CR: 17
Gear: *bracers of armor +6* (36,000 gp), *+3 longsword* (18,325 gp), *+2 longsword* (8,325 gp), *belt of giant strength +4* (16,000 gp), *cloak of resistance +3* (9,000 gp), *necklace of fireballs (type VII)* (8,700 gp)
Total: 94,350 gp (100,000 gp)

Typical Spell List

(6/8/6/4;Caster Level 6; Spell DC 15 + Spell Level)
0: *Arcane Mark, Dancing Lights, Detect Magic, Flare, Mage Hand, Message, Ray of Frost*
1st: *Burning Hands, Enlarge Person, Reduce Person, True Strike*
2nd: *Invisibility, Mirror Image*
3rd: *Fly*

Furcap

Tiny Magical Beast

Hit Dice:	½d10+1 (3 hp)
Initiative:	+5 (Dex +5)
Speed:	20 feet (4 squares), burrow 5 ft. (1 square)
Armor Class:	18 (+2 size, +1 natural, +5 Dex), touch 17, flat 13
BAB/Grapple:	+0/-7
Attack:	Bite +5 melee (1d1)
Full Attack:	Bite +5 melee (1d1)
Space/Reach:	2½ ft./0 ft.
Length:	1 ft. 4 in. + 1d6 in. (1 ft. 7 in.)
Weight:	5 lbs + 1d4 lbs. (7 lbs.)
Special Att:	Musk
Special Qual:	nil
Saves:	Fort +3, Ref +7, Will +1
Abilities:	S2 D21 C13 I2 W13 Ch6
Skills:	Hide +9, Move Silently +9, Listen +3
Feats:	Weapon Finesse (Bite)
Environment:	Any Warm or Cold
Organization:	Solitary or Pair(2)
CR:	¼
Treasure:	Gems only
Alignment:	Always Neutral
Advancement:	Small (1 HD)
Level Adj:	+0 (Cohort)

The brown, furry lump slowly unrolls itself to reveal a small mammalian creature somewhat resembling a raccoon. It has a white mask of fur on its face and a long, furry tail marked with white rings. As it unrolls, you catch a whiff of what smells like wildflowers in bloom.

The furcap is a small, brown beast similar in appearance to a raccoon, having a white mask and ring tail, instead of the black markings. It is generally slothful, preferring to lie about, but if forced to defend itself it is as quick and agile as a cat, at least for short bursts of time. Furcaps are so docile and easy to train that some hunters learned to wear the living creatures as hats in cold weather, hence their name. Their defensive musk attack also provides the wearer some small protection against an attack by other predators in the wild.

Combat

If threatened, a Furcap initial response is to spray the offender with a blast of its powerful musk. If that tactic fails, the furcap puffs itself and hisses in a manner similar to a cat. If pressed to fight beyond this means, a furcap snaps at opponents, fleeing as soon as an opportunity presents itself, then hides as best as possible.

Musk(ex): The furcap excretes a sweet-smelling musk that in small doses smells like wild flowers, granting the furcap a +4 bonus to DC against being tracked by the scent ability. It can, however, emit a concentrated blast in a 5 foot line 10 feet long as a ranged attack with +5 to hit. Those struck must make a Fort save DC 19 or be overcome by the stench – in effect staggered – for 4+1d4 rounds. Those sprayed by the musk blast have a +20 to DC for attempting use the scent ability, and lower the difficulty of being tracked by scent by –20.

Furcap on Amberos

Furcaps seem to be a fashion statement among the Bark Rangers of the Living Forest, and the creatures can be found throughout western Amberos as far east as Riddlekill in lesser numbers.



Garagator

Medium Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+1 (Dex)
Speed:	20 feet (4 squares), swim 30 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat 18
BAB/Grapple:	+6/+10
Attack:	Bite +10 melee (1d8+6 + petrifaction)
Full Attack:	Bite +10 melee (1d8+6 + petrifaction), tail slap +10 melee (1d12+6)
Space/Reach:	5 ft./5 ft.
Length:	5 ft. + 2d12 in. (6 ft. 1 in.)
Weight:	250 + 1d10 x 5 lbs. (275 lbs.)
Special Att:	Darkvision 60 ft., Hold breath, Improved Grab, Low-light vision, Petrifaction Bite
Special Qual:	DR 10/magic +1, darkvision 240 ft.
Saves:	Fort +8, Ref +6, Will +3
Abilities:	S19 D12 C17 I6 W12 Ch2
Skills:	Hide +9*, Listen +1, Move Silently +3, Spot +1, Swim +12
Feats:	Alertness, Endurance, Stealthy
Environment:	Warm marsh and aquatic
Organization:	Solitary
CR:	4
Treasure:	None
Alignment:	Usually Neutral
Advancement:	7-12 HD (Medium-size), 13-16 HD (Large)
Level Adj:	-

The bit of floating debris in the water suddenly launches itself at you. It reminds you of a stone-gray crocodile, with a black line running down the length of its side from its tooth-filled maw to its thrashing tail.

The Garagator is a semi-intelligent salt-water swamp predator with an unusual attack method. The creature has an appearance like a stone-gray version of a crocodile with a single black line of color down each side of it's back.

Garagators speak a guttural version of Draconic.

Combat

Garagators can be quite aggressive, though they prefer to strike from ambush, either in water or hidden amid thick vegetation. Some Garagators have even been known to find ways into trees and drop down onto opponents.

A garagator strikes swiftly when an opponent comes into reach. If provoked, it will charge practically any foe regardless of size or threat.

Hold Breath (Ex): A garagator can hold its breath for a number of rounds equal to 4 x its Constitution score (4 x 17 = 68) before it risks drowning.

Improved Grab (Ex): To use this ability, the garagator must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the garagator grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The garagator automatically deals bite damage each round it maintains the pin.

Petrifaction Bite (Su): The bite of a garagator transforms the victim into a pillar of salt if a Fort DC 15 Save fails. Note that a victim petrified in this manner who comes in contact with water suffers as if immersed in acid (10d6 damage per round for total immersion, 1d6 per 10% immersion or 1d6/round from splashes). A *transmute stone to flesh* spell has a 50% chance of returning the victim back to normal.

Skills: A garagator has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A garagator gains a +4 racial bonus on Hide checks when in the water. Further, a garagator can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Garagators on Amberos

Most garagators are found in the Golens, and it is believed they may originally have been some sort of guardian creature that protected the tower of Gwieze's Shadow Empire during the Elvin Golden Age. Garagators are rarely encountered beyond the Golens, but have apparently seeped into Vactorstein and the Lands of Sarve.



Ghargoyle



Medium Undead (Earth)

Hit Dice:	6d12+3 (39 hp)
Initiative:	+4 (+4 Dex)
Speed:	40 feet (6 squares),fly 60 ft. (12 squares)(poor)
Armor Class:	18 (+4 Dex, +4 natural), touch 14, flat 14
BAB/Grapple:	+3/+7
Attack:	Claw +7 melee (1d4+4 + paralysis)
Full Attack:	2 claws +7 melee (1d4+4 + paralysis), bite +5 melee (1d3+2), gore +5 melee (1d6+2 + ability drain), tail +5 melee (1d6+2 + poison)
Space/Reach:	5 ft./5 ft.
Height:	7 ft.
Weight:	450 lbs.
Special Att:	Fear, paralysis, poison
Special Qual:	Blindsight 30 ft., DR 10/magic +2, darkvision 60 ft., freeze, magic strike, undead traits
Saves:	Fort +2, Ref +6, Will +5
Abilities:	S19 D18 C– I6 W11 Ch7
Skills:	Hide +11*, Jump +12, Listen +6, Spot +6
Feats:	Alertness, Multiattack, Toughness
Environment:	Any land
Organization:	Solitary, Brace, Brood (2-5), or Nest (5-20)
CR:	5
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	7-12 HD (Medium-size); 13-18 HD (Large)

The pasty-white marble statue moves, revealing itself to be some sort of construct. It's horrific, demon-like form sports numerous horns and other sharp edges as a pair of bat-like wings fold out from behind its back. A pair of long, cruel horns protrude from its bone-white head, and its hands end in cruel talons likened to small knifes.

The ghargoyle is a horrid construct created by necromantic wizards as guardians. A ghargoyle appears at first glance to be an ugly, squat, winged statue of stone. Its features are horribly twisted and its skin seems made of marble. These creatures can remain perfectly still for years on end until activated, upon which they animate and use their great strength and necromantic powers to slay or drive off intruders into their guarded area.

A ghargoyle understands and speaks the primary language of its creator.

Combat

The ghargoyle remains inert until triggered by whatever specific instructions the controlling Necromancer placed upon it. Once active, the creature attacks with a barrage of wicked claws that paralyzes a foe, a cruel horn that steals the victim's vitality and a tail that injects a hallucinogenic venom into its victim.

Ability Drain (Su): If a ghargoyle hits a foe with its horn attack, it drains 1d4 points of Dexterity from its victim. Lost Dexterity from the horn attack can be regained through rest or magical healing.

Fear (Su): Those creatures with 6 HD/levels or less coming within 20 feet of an attacking ghargoyle must make a Fort save DC 13 or become panicked for 4d4 rounds. This is a mind-affecting effect.

Freeze (Ex): a ghargoyle can hold itself so still that it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Magic Strike (Su): A ghargoyle's attacks are treated as magic for the purposes of defeating damage reduction.

Paralysis (Su): Delivered by the claw attacks of the ghargoyle, those victims who fail a DC 14 Fort Save are paralyzed for 2d4 rounds.

Poison (Ex): The ghargoyle's tail attack delivers a hallucinogenic venom into victims its strikes. (Type: injected; Fort DC 15; Init: 1d6 Wisdom, Sec: *Confusion*, as per the spell)

Skills: Ghargoyles have a +2 racial bonus on Hide, Listen and Spot checks. *The Hide bonus increases by +8 when a ghargoyle is concealed against a background stone.

Construction of a Ghargoyle

It costs 1,000 gp to properly prepare the dead body of a gargoyle for transformation into a ghargoyle. It takes a DC 13 craft (taxidermy) or DC 13 (leatherworking) check to create the body.

Caster Level 9;craft construct; *Animate Dead*, *Confusion*, *Enervation*, *Geas/Quest*; Price: 15,000 gp; Cost: 8,000 gp + 320 XP.

Ghargoyles on Amberos

Ghargoyles are often employed as warriors for the Animator cult, and they have been known to be crafted by certain members of the Black (Bleak) Cabal. They have no natural habitat, and can be found wherever these secret cults pop up.

Giant, General

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.

Giants on Amberos

The giants of Amberos were the offspring of the Titans, who themselves were the creations of the ancient gods of Amberos. When the ancient gods of Amberos were lulled to sleep after completing the mountain Tsre Vestu, the titans continued in the god's stead, creating the races of the amazons, zamadons and hermaphrodites, and it is believed, the guad. When Tsre Vestu rose from the ocean for whatever reason, the titan's control of the races were usurped and they became mere onlookers, and remained onlookers until the Ancient Ones were awakened during the War of Technology. The Ancient One's first impulse was to destroy all the races, but the titans fought against this, and created the giant races as warriors for their cause. In the war that followed, the gods vented most of their anger on the Titans and their armies. Eventually the titans were confined to Tarterus and the giants were left leaderless on Amberos.

Ko Kassa, the young Amberos god of fire and mountains, took the giants as his own during the Elvin Golden Age, and they have remained under his guidance ever since, though there are many cults of giants who seek to return their titan lords back to Amberos – by any means necessary.

Rock Giant

Gargantuan Giant (Earth)

Hit Dice: 25d8+250 (362 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 20 ft. (4 squares)
Armor Class: 34 (-4 size, +22 natural, +4 chain shirt, +2 heavy stone shield), touch 6, flat-footed 34
BAB/Grapple: +18/+45
Attack: Longsword +30 melee (4d6+15;17-20/x2 [+1d6])
Full Attack: Longsword +30/+25/+20/+15 melee (4d6+15;17-20/x2 [+1d6]) or javelin +18/+13/+8/+3 ranged (3d6+15)
Space/Reach: 20 ft./20 ft.
Height: 25 ft. + 2d4 ft. (30 ft.)
Weight: 44,000 lbs + 2d10x100 lbs. (45,100 lbs.)
Special Att: Control earth
Special Qual: Darkvision 60 ft., DR 5/-, low-light vision, stone blending
Saves: Fort +24, Ref +8, Will +8
Abilities: S41 D10 C31 I13 W10 Ch10
Skills: Balance -3, Climb +12, Craft (Stonemason) +6, Escape Artist -3, Hide +9*, Jump +19, Listen +10, Move Silently +11, Search +14, Sleight of Hand -3, Spot +10, Survival +15, Swim +3
Feats: Cleave, Great Cleave, Improved Critical (Longsword), Overwhelming Critical (Longsword)[E], Power Attack, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy, Weapon Focus (Longsword)
Environment: Any mountains, underground
Organization: Solitary, Pair, or Band (5-20)
CR: 16
Treasure: 50% coins, standard goods, double gems, 50% magic items
Alignment: Always chaotic evil
Advancement: By character class
Level Adj: +10

The mountain of stone before you moves to reveal a tall humanoid. As the stone façade slips away, you can see that this towering giant made of rocky stone wears a suit of dark chain mail and bears a mighty longsword made of granite and obsidian chips. With a deafening cry that sounds like a thundering avalanche, the giant moves forward.

A rock giant appears to be an enormous humanoid made of rock chips. Most rock giants are made of granite chips and have an overall gray appearance, though the exact rocky makeup of a rock giant determines its overall color. Rock giants are skilled at acquiring metal and using their control earth ability to form it into armor, weapons and other gear that they routinely use. A rock giant speaks Terran, Giant and common.



Combat

Rock giants often lure opponents into traps or trick them with ambush by using their stone blending ability. They are ferocious in combat, but luckily lack the stone-throwing skills of other giants, preferring to use real weapons to hurling rocks at foes.

Rock giants use weapons and armor crafted by use of their *control earth* skill. These items are treated as normal items for all intents and purposes, but are made of stone instead of steel.

Control Earth (Su): A rock giant has control over the earth as per the druid spell *Stone Shape*, as if they were a 15th level caster.

Stone Blending (Su): A stone giant can, as a move-equivalent action, manipulate his body to make himself appear as little more than a huge pile of rocks. When thus hiding, a rock giant gains a +12 bonus to his Hide roll.

Rock Giant Society

Rock giants live amongst clans within areas where much stone is common. They will often form small tribes at the base of mountains or within areas with natural caves.

Rock Giants on Amberos

The first attempt by Ko Kassa to enhance the stone giants, Ko Kassa thought these creatures to be failures, and released them to live wherever they willed on Amberos. Most rock giants dwell in the chains of mountains sweeping off from the Crystalmire mountains, and they tend to dislike interlopers into their lands. Rock giants scorn Ko Kassa, and have turned to worshipping Titanicus, the Lord of Battle, instead.

Rock Giants as Characters

Rock giants are fairly reclusive, and it is rare that one leaves its clan to adventure in the world beyond

Usually such rock giants are exiles among their kind or have seen the destruction of their entire clan. In extremely rare cases, rock giant clans have likewise been known to send one of their kind out into the world on a quest to save their clan from destruction.

Rock giant characters have the following abilities.

- **Giant Type, Earth subtype**
- **Gargantuan size.** A rock giant gains a +12 bonus to grapple checks, but suffers a –4 penalty to hit and AC as well as a –12 penalty to hide checks. A rock giant's carrying capacity is x12 normal.
- **20 foot space, 20 foot reach.**
- **Base movement rate 40 feet, burrow 20 feet** A rock giant's stony hands can quickly rip through loose earth.
- **Darkvision 60 feet.** A rock giant can see in complete darkness out to 60 feet. Darkvision is black-and-white only.
- **Low-light vision.** A rock giant can see twice as far as a human in low light or dim illumination.
- **25d8 hit dice.** A rock giant adds 25x their Constitution modifier to this total.
- **+22 natural armor.** A rock giant is composed of living, solid stone and is thus difficult to harm
- **BAB +18**
- **Fort +14, Reflex +8, Will +8**
- **+30 Str, +20 Con, +2 Int.** Infused with the power of earth, rock giants are incredibly strong and hale. They are slightly more intelligent than normal
- **(2 + Int modifier) x 28 skill points.** A rock giant's racial skills are Craft, Hide, Listen, Move Silently, Search, Spot and Survival.
- **9 feats.**
- **Control Earth (Su):** A rock giant has control over the earth as per the druid spell *Stone Shape*, as if they were a 15th level caster.
- **Stone Blending (Su):** A stone giant can, as a move-equivalent action, manipulate his body to make himself appear as little more than a huge pile of rocks. When thus hiding, a rock giant gains a +12 bonus to his Hide roll.
- **Favored Class:** Barbarian
- **Level Adjustment:** +10

Rock giants generally worship Titanicus, the bloody-handed, god of war. A priest of Titanicus can choose two of the three domains of Destruction, Strength or War.

Shadow Giant

Huge Giant (Shadow)

Hit Dice: 16d8+128 (200 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 40 feet (8 squares) (poor)in chain mail; base speed 40 feet (8 squares) fly 50 ft.
Armor Class: 26 (-2 size, +2 Dex, +10 natural, +6 *shadow silent moves chain mail* +1), touch 10, flat-footed 24
BAB/Grapple: +12/+33
Attack: Greatsword +23 melee (4d6+19;19-20/x2) or composite longbow (+13 Str) +12 ranged (2d6+13;x3)
Full Attack: Greatsword +23/+18/+13 melee (4d6+19;19-20/x2)
or slam +23 melee (1d8+13)
or Composite longbow (+13 Str) +12/+7/+2 ranged (2d6+13;x3)
Space/Reach: 15 ft./15 ft.
Height: 14 ft. + 1d4 ft. (16 ft. 6 in.)
Weight: 11,800 lbs. + 1d4 x 50 lbs. (11,925 lbs.)
Special Att: Fear aura
Special Qual: darkvision 60 ft., DR 15/magic +2, low-light vision, resistance to cold 20, SR 20
Saves: Fort +18, Ref +7, Will +7
Abilities: S37 D15 C27 I12 W14 Ch12
Skills: Balance -2, Climb +9, Craft (any one) +6, Escape Artist -2, Hide +16*, Intimidate +10, Jump +9, Listen +2, Move Silently +17, Search +5, Sense Motive +12, Sleight of Hand -2, Spot +12, Swim +5
Feats: Ability Focus (Fear Aura), Cleave, Improved Critical (greatsword), Improved Sunder, Power Attack, Stealthy
Environment: Any mountains or underground
Organization: Solitary, Family (2-5), or Clan (40-60)
CR: 14
Treasure: *shadows silent moves chain mail +1* (8,800 gp), composite longbow (+13 Str) (1,400 gp) and Standard
Alignment: Always chaotic neutral (evil tendencies)
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adj: +2 (Cohort)

A dark shape stands before you, towering as tall as a small mountain. Though it appears to be humanoid and wearing some sort of metal armor, it is hard to make out details. A pair of glowing golden orbs swirl in what must be the being's head, watching you with cold malice. There is a fetid air to the whole thing, and the creature's breath thrums as if it would steal your own to power its own unholy life.

Shadow giants rarely engage in conversation with creatures outside of their own race – they either are not worthy of the shadow giant's attention or are considered little more than food or slaves.

Shadow giants speak Giant and Undercommon.

Combat

Shadow giants are stealthy creatures, and prefer to strike from ambush. Unlike many other giants, they prefer to strike in melee combat, and do not normally attack by hurling boulders.

Shadow giants tend to use their bows when hunting for food – unfortunately, they have a fondness for the flesh of humanoid creatures. When so hunting, shadow giants do not consider their prey "worthy" of engaging in melee, and will generally abandon an attack if the "food" fights back effectively.

Fear Aura (Su): The mere appearance of a shadow giant can strike fear into a foe. Those creatures with 16 HD or less who fail a DC 18 Will save is frightened for 1d4+1 rounds. Those with 8 HD or less who make the save are still considered shaken for the duration of the encounter.

Resistance to Cold (Ex): Shadow giants can ignore 20 points of cold damage from any attack.

Skills: Shadow giants have a +8 racial bonus to Hide and Move Silently checks. *In shadowy illumination, a shadow giant gains a +8 bonus to hide checks.

Shadow Giant Society

Shadow giants generally live in small, military-minded families. They often will stake a claim to a large area surrounding their home, demanding tribute from any creature unlucky enough to make its home in their demesne. They will hunt game to extinction, if unchecked, and will plunder homesteads and war with any other giant clan they encounter. Shadow giants do not care about any sort of hardship they cause to lesser races, and have been known to turn on villages and eat the inhabitants on a mere whim. Shadow giants have sometimes been known to work in the employ of creatures stronger than themselves – especially shadow



dragons, acting as strongmen for the “leader”.

Shadow giants have shown an unusual ability to manufacture their own goods and gear, often equipping themselves against any sort of incursion by the lesser races.

Shadow Giants on Amberos

Shadow giants are a former race of giants created by the mysterious god Gwieze as warriors and bodyguards for the evil god. When Gwieze’s shadow realm collapsed, the shadow giants slinked away to the desolate mountains to found their own clans. Nowadays, they can be found in the mountains on the border between Simera and Llannhanex, and the mountains of Ulanst.

Wind Giant

Gargantuan Giant (Air)

Hit Dice:	18d8+180 (261 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft. (8 squares)in mithral breastplate; base speed 50 ft. (10 squares), fly 100 ft. (20 squares) (good)
Armor Class:	29 (-4 size, +3 Dex, +15 natural, +5 mithral breastplate), touch 9, flat-footed 26
BAB/Grapple:	+13/+40
Attack:	Longspear +24 melee (4d6+22;19-20/x2) or slam +24 melee (2d6+15) or composite longbow (+15 Str) +17 ranged (4d6+15)
Full Attack:	Longspear +24/+19/+14 melee (4d6+22; 19-20/x2) or slam +24 melee (2d6+15) or composite longbow (+15 Str) +17/+12/+7 ranged (4d6+15)
Space/Reach:	20 ft./20 ft. (30 ft. with spear)
Height:	45 ft. + 2d4 ft (50 ft. tall)
Weight:	22,000 lbs. + 1d4 x 1,000 lbs (24,500 lbs)
Special Att:	Hurl boulder
Special Qual:	Fast healing 5, flight, low-light vision, resistance to sonic 20
Saves:	Fort +21, Ref +10, Will +10
Abilities:	S41 D19 C31 I19 W19 Ch25
Skills:	Balance +2, Climb +14, Diplomacy +28, Escape Artist +2, Gather Information +28, Hide -10, Jump +26, Knowledge (history) +26, Listen +15, Move Silently +2, Search +14, Sense Motive +25, Sleight of Hand +2, Spot +4, Swim +13, Tumble +25
Feats:	Dodge, Improved Critical (Longspear), Improved Initiative, Mobility, Point Blank Shot, Spring Attack, Whirlwind Attack
Environment:	Any land
Organization:	Solitary, Family (2-5), or Clan (5-20)
CR:	14
Treasure:	mithral breastplate (4,200 gp), composite longbow (+15 Str) (1,600 gp) and Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adj:	+16

The enormous humanoid you see is lithe and thin, wearing little more than a harness and a loincloth. The eyes are bright with intelligence and it moves with a speed and grace you have not seen in other beings as large.

Wind giants are the messengers of the giant-kin, traveling the world telling tales of the giants and spreading word between giant-kin of the wishes of other clans and the state of giant-kind.

Wind giants speak Giant, common and Auran.

Combat

Wind giants usually will attack an opponent from a distance, slinging boulders at their foes from the air above. If goaded into melee combat they will attempt to land amid a host of foes and use their whirlwind attack to decimate the opposition.

Hurl Boulder (Ex): A Wind giant can hurl boulders of up to 2,000 lbs. that deal 4d6+15 damage. The range increment is 60 ft.

Fast Healing (Ex): A Wind giant heals 5 hit points per round. Fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Flight (Su): Wind giants can cease or resume flight as a



free action. This ability becomes ineffective in an antimagic field, and the wind giant loses its ability to fly for as long as the antimagic effect persists. **Resistance to Sonic (Ex):** Wind giants can ignore 20 points of sonic damage from any attack.

Wind Giant Society

Wind giants clans are based in high mountains or in the very clouds. However, females generally tend these homes with young children and they are also home to the old or infirm. Most younger and capable wind giants travel to keep an eye on the state of giant kin, and generally only return to the clan home for short visits or to rest between missions. Wind giants abhor even other giants visiting their homesteads, and are downright vicious to lesser beings that dare to enter their homes uninvited. In rare cases, the wind giant clans have been known to allow their homes to be used as meeting grounds for the other giant races to settle their differences. They may even allow the use of their clan homes for giants to mediate disputes between giants and other races, but this is an exceptionally rare occurrence, and only with the most respected of non-giant kin.

Many wind giant leaders are also clerics of Ko Kassa, and can choose from the Fire, Earth or Protection domains.

Wind Giants on Amberos

Wind giants are the messengers of Ko Kassa, delivering his will to the giants at large. They are swift and capable of flight, usually encumbered with little gear beyond an equipment harness and a few token items.

One item all wind giants carry with them is their iron spear, each one crafted by hand and carved with the ancient lore of Ko Kassa himself written into the spear's haft. This spear is the symbol of the wind giant's service to Ko Kassa, and for it to be lost, stolen or broken is very dire indeed - reason enough for a wind giant to swear eternal vengeance against whomever causes the loss of this item.

Wind Giants as Characters

Since they are always on the move, it is quite easy for wind giants to find themselves involved in the events of the world around them. As heralds of the giant races, they are sometimes sent on missions to further giantkind. Wind giants have the following abilities.

- **Giant Type, Air subtype**
- **Gargantuan size.** A wind giant gains a +12 bonus to grapple checks, but suffers a –4 penalty to hit and AC as well as a –12 penalty to hide checks. A wind giant's carrying capacity is x12 normal.
- **Space 20 feet, reach 20 feet**
- **Base movement 50 feet, fly 100 feet (good)**
- **18d8 hit dice.** A wind giant adds 18 times its Constitution modifier to the total (min 1 hit point per hit die).
- **BAB +13**
- **+15 natural armor.** A wind giant's natural toughness and ability to subconsciously control the air around it makes it difficult to hit and harm.
- **Base Fort +11, Reflex +6, Will +6**
- **+30 Str, +8 Dex, +20 Con, +8 Int, +8 Wis, +14 Cha.** As giants, wind giants are strong and hardy. They have been bred for quickness of both body and mind, and have strong social skills.
- **(2 + Int modifier) x 21 skill points.** A wind giant's racial skills are Diplomacy, Gather Information, Knowledge (history, local, religion), Listen, Search, Sense Motive and Tumble.
- **7 racial feats.**
- **Hurl Boulder (Ex):** A Wind giant can hurl boulders of up to 2,000 lbs. that deal 4d6+Str modifier damage. The range increment is 60 ft.
- **Fast Healing (Ex):** A Wind giant heals 5 hit points per round. Fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.
- **Flight (Su):** Wind giants can cease or resume flight as a free action. This ability becomes ineffective in an antimagic field, and the wind giant loses its ability to fly for as long as the antimagic effect persists.
- **Resistance to Sonic (Ex):** Wind giants can ignore 20 points of sonic damage from any attack.
- **Favored Class:** Ranger
- **Level Adjustment:** +16

Wind giants worship Ko Kassa, the thunder mountain king and lord of the giants of Amberos. A priest of Ko Kassa can choose two of the three domains Earth, Fire or Chaos.

Wind Giant Messenger

18 HD Wind Giant Ranger 6; **hp:** 492
S45 D30 C43 I20 W18 Ch22;**Fort** +16**, Ref** +11**, Will** +8
Init: +10 **Move:** 50 ft., fly 100 ft. (good)
AC: 41 (-4 size, +10 Dex, +10 *breastplate +5*, +15 natural), touch 16, flat 31
BAB/Grapple: +19/+48
Full Attack: *+2 Longspear of speed* +32/+27/+22/+17 melee (4d6+25; 19-20/x2)
(speed) +32/+32/+27/+22/+7 melee (4d6+25;19-20/x2)
or slam +32 melee (2d6+17)
or *+3 seeking composite longbow of distance (+17 Str)* +28/+23/+18/+13 ranged (4d6+20;20/x3)
(rapid shot) +26/+26/+21/+16/+11 ranged (4d6+20;20/x3)
Special Att: Favored enemy, hurl boulder
Special Qual: Fast healing 5, flight, low-light vision, resistance to sonic 20, wild empathy
Skills: Balance +2, Climb +14, Diplomacy +28, Escape Artist +2, Gather Information +28, Hide -4, Jump +26, Knowledge (geography) +11, Knowledge (history) +26, Listen +21, Move Silently +8, Search +14, Sense Motive +25, Sleight of Hand +2, Spot +10, Survival +10, Swim +13, Tumble +25, Use Rope +16
Feats: Beastmaster, Dodge, Endurance[R], Improved Critical (Longspear), Improved Initiative, Manyshot[R], Mobility, Point Blank Shot, Rapid Shot[R], Shot on the Run, Spring Attack, Track[R], Whirlwind Attack
CR: 20
Gear: *+2 longspear of speed* (50,305 gp), *+3 seeking composite longbow of distance (+17 Str)* (51,800 gp), *+5 mithral breastplate* (29,350 gp), *gloves of dexterity +6* (36,000 gp), *cloak of resistance +5* (25,000 gp), *ring of blinking* (27,000 gp), *potion of cure serious wounds* (750 gp), *oil of flame arrow* (750 gp)
Total: 219,955 gp (220,000 gp)
Favored Enemy: +4 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. humanoids (dwarf); +2 to damage and Bluff, Listen, Sense Motive, Spot and Survival checks vs. humanoids (gnome).

Lion Animal Companion: CR -; LA —; Large animal; HD 7d8+14; hp 45; Init +3; Spd 40 ft.; AC 15 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; Base Atk +5; Grp +15; Atk Claw +10 melee (1d4+6); Full Atk 2 claws +10 melee (1d4+6) and bite +5 melee (1d8+3); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake (1d4+3); SQ link, low–light vision, scent, share spells; AL (Always) N; SV Fort +7, Ref +7, Will +3; Str 22, Dex 18, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Balance +8, Hide +4, Listen +5, Move Silently +12, Spot +5; Alertness, Run. (Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.)
Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.
Rake (Ex): Attack bonus +10 melee, damage 1d4+3.

Glemli

Diminutive Fey

Hit Dice:	½d6+2 (5 hp)
Initiative:	+0
Speed:	10 feet (2 squares)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat 14
BAB/Grapple:	+0/-6
Attack:	Quarterstaff -2 melee (1d2-2)
Full Attack:	Quarterstaff -2 melee (1d2-2)
Space/Reach:	1 ft. / 0 ft.
Height:	6 in. + 1d2 in (7 in.)
Weight:	3 lbs. + 1d4 lbs. (4 lbs.)
Special Att:	–
Special Qual:	Fast healing, low-light vision, natural talent
Saves:	Fort +2, Ref +3, Will +2
Abilities:	S6 D12 C14 I10 W10 Ch8
Skills:	Climb +2, Craft (any one) +4, Jump -6, Knowledge (Local) +7, Listen +4, Sense Motive +4, Spot +4, Survival +4
Feats:	Skill Focus (Knowledge [Local])
Environment:	Any warm
Organization:	Solitary, pod (2-5) or throng (20-50)
CR:	1/6
Treasure:	Double coins; Standard gems; no items
Alignment:	Usually Chaotic Good
Advancement:	By Character Class
Level Adj:	+1

This small humanoid resembles a frog barely three inches tall. It has large, yellow eyes that are nearly hidden amid the clump of stiff red hair atop its head. It seems to be wearing the suit of a gentleman and holds a wooden walking staff in one hand. The staff is shod in bronze, and covered in bells.

The glemli, or frog gnome as they are often called, are diminutive green-colored humanoids with bodies nearly as wide as they are tall. They often use the bells on the staff to confuse or warn those who enter their territory. They have been known to be friendly towards spellcasters, sometimes become assistants, friends or "familiars" to good aligned beings.

Glemli speak Common, Gnomish, Sylvan and Draconic.

Combat

While not aggressive, glemli can certainly be mischievous. They prefer to use traps and ambushes that embarrass or injure opponents, but rarely kill them.

Fast Healing (Ex): A wounded Glemli heals hit points at the rate of 1 hit point per round.

Natural Talent (Ex): A glemli has a natural knack for performing and gains a +4 racial bonus to all perform checks.

Skills: Glemli gain a +4 bonus to Climb checks and a +8 racial bonus to Jump checks. A glemli may use its Dexterity score instead of its Strength score when climbing or swimming. A Glemli may perform long jumps and high jumps without requiring a 20 foot running start.



Glemli Society

Glemli are usually wanderers and travels, though they have been known to take up residence in human cities or to create their own communities in the wilderness. Glemli establish communities for one reason, and one reason only – to gather information from other sentient races nearby. Glemli particularly crave magical knowledge, and can be a wealth of such information.

Glemli communities are carefree affairs, well-hidden from the bigger folk in the most innocuous of spaces. They are often trapped to keep out rodents, vermin and human thieves. Glemli communities often quite alive with celebration out of sight of the bigger folk. Nighttime festivals are popular in glemli society, often held on weekends and often last until the sun comes up. Glemli are especially fond of ballads and singing, and many tales tell of bards or musicians who were able to seek out glemli communities, and by virtue of their song, were allowed to join the festivities in the glemli community.

Glemli on Amberos

Originally hailing from Aurora, many glemli traveled to Amberos during the Elvin Golden Age and were trapped on Amberos when the magic portals between the two worlds collapsed. The glemli have made the best of their situation on Amberos, treating it as a home-away-from-home, and few are interesting in returning to Aurora. Glemli enclaves can be found all across Amberos, though they are much rarer eastward of the Kirranays.

Glemli Characters

Glemli are natural wanderers and their curiosity often gets them into many adventures. A glemli character gains the following abilities.

- **Fey Type.**
- **Diminutive size.** Glemli characters gain a +4 size bonus to AC and to hit rolls. They gain a +12 bonus to hide rolls. Glemli suffer a –12 penalty to grapple.
- **Low-light vision:** A glemli can see twice as far as a human in dim or twilight conditions.
- **Base Movement 10 feet.**
- **No reach.** A glemli does not threaten adjacent squares and cannot make attacks of opportunity.
- **-4 Str, +2 Dex, +4 Con, -2 Cha.** As small creatures, glemli are physically weaker than other races, though they are quicker and hardier than most. A glemli's comical appearance makes it difficult for many to take the race seriously.
- **Fast Healing:** A wounded Glemli heals hit points at the rate of 1 hit point per round.
- **Natural Talent:** A glemli has a natural knack for performing and gains a +4 racial bonus to all perform checks.
- **Glemli gain a +4 bonus to Climb checks and a +8 racial bonus to Jump checks.** A glemli may use its Dexterity score instead of its Strength score when climbing or swimming. A Glemli may perform long jumps and high jumps without requiring a 20 foot running start.
- **Automatic Languages:** Common, Gnomish, Sylvan, Draconic. **Bonus Languages:** Centaur, Dwarf, Elf, Goblin.
- **Favored Class:** Bard.
- **Level Adj:** +0

Glemli generally revere Discoff, Belli or nature in general. Priests of Discoff can choose two of the three domains of Chaos, Luck or Trickery. Priests of Belli are druids, not clerics.

Glemli Bellringer

Glemli Bard 5; **hp:** 32
S4 D16 C16 I10 W13 Ch14;**Fort** +4**, Ref** +7**, Will** +4
Init: +3 **Move:** 10 ft.
AC: 21 (+4 size, +3 Dex, +4 *chain shirt +1*), touch 17, flat 18
BAB/Grapple: +3/-12
Full Attack: mw quarterstaff +3/+3 melee (1d2-3/1d2-3)
or sling +10 ranged (1d1-3)
Special Att: –
Special Qual: Bardic music, bardic knowledge, countersong, fascinate, fast healing 1, inspire competence, inspire courage +1, natural talent
Skills: Climb +4, Escape Artist +10, Jump –6, Knowledge (Local) +8, Hide +14, Move Silently +10, Listen +9, Perform (Flute) +15, Sense Motive +9, Spot +2, Swim +1
Feats: Skill Focus (Perform), Two-weapon fighting
CR: 5
Gear: *chain shirt +1* (1,250 gp), mw quarterstaff (600 gp), *pipes of sounding* (1,800 gp), *potion of invisibility* (300 gp)
Total: 3,950 gp (4,300 gp)

Bardic Knowledge: +5
Bardic Music: 5x/day; Perform (Flute) +15; Can use *Countersong*, *Fascinate*, *Inspire Courage*, *Inspire Competence*. See bardic abilities for details

Typical Spell List

(3/4/3; Caster Level 5; Spell DC 12 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby, Mage Hand, Open/Close*
1st: *Cause Fear, Charm Person, Cure Light Wounds, Lesser Confusion*
2nd: *Blur, Cure Moderate Wounds, Heroism*

Glemli Courtier

Glemli Bard 10; **hp:** 65
S8 D16 C16 I10 W13 Ch15;**Fort** +7**, Ref** +11**, Will** +9
Init: +3 **Move:** 10 ft.
AC: 22 (+4 size, +3 Dex, +5 *chain shirt +2*), touch 17, flat 19
BAB/Grapple: +7/-6
Full Attack: *+1 quarterstaff* +9/+4 / +9 melee (1d2/1d2)
or sling +14 ranged (1d1-1)
Special Att: –
Special Qual: Bardic music, bardic knowledge, countersong, fascinate, fast healing 1, inspire competence, inspire courage +2, inspire greatness, natural talent, suggestion
Skills: Climb +4, Escape Artist +15, Jump -10, Knowledge (Local) +13, Hide +14, Move Silently +15, Listen +9, Perform (Flute) +20, Sense Motive +14, Spellcraft +1, Spot +3, Swim +1
Feats: Improved Spell Focus (Enchantment), Skill Focus (Perform), Spell Focus (Enchantment), Two-weapon fighting
CR: 10
Gear: *chain shirt +2* (4,250 gp), *+1 quarterstaff* (4,600 gp), *gauntlets of ogre power* (4,000 gp), *pipes of sounding* (1,800 gp), *cloak of resistance +1* (1,000 gp)
Total: 15,650 gp (16,000 gp)
Bardic Knowledge: +10
Bardic Music: 10x/day; Perform (Flute) +20 ; Can use *Countersong, Fascinate, Inspire Courage, Inspire Competence, Suggestion* and *Inspire Greatness* . See bardic abilities for details

Typical Spell List

(3/4/4/2/0; Caster Level 10; Spell DC 14 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby*, Mage Hand, Open/Close*
1st: *Animate Rope, Charm Person*, Cure Light Wounds, Remove Fear*
2nd: *Animal Messenger, Calm Emotions*,Cure Moderate Wounds, Eagle's Splendor*
3rd: *Charm Monster*, Cure Serious Wounds, Deep Slumber*, Dispel Magic*
***** Enchantment spell; DC +2

Glemli Balladeer

Glemli Bard 15; **hp:** 97
S4 D16 C16 I12 W13 Ch16;**Fort** +8**, Ref** +12**, Will** +10
Init: +3 **Move:** 10 ft.
AC: 23 (+4 size, +3 Dex, +6 *greater slick chain shirt +3*), touch 17, flat 20
BAB/Grapple: +11/-4
Full Attack: *+1 spell storing*[S] *quarterstaff* +12/+7/+2 / +12 melee (1d2-2/1d2-2)
or sling +17 ranged (1d1-3)
Special Att: –
Special Qual: Bardic music, bardic knowledge, countersong, fascinate, fast healing 1, inspire competence, inspire courage +3, inspire greatness, natural talent, suggestion
Skills: Climb +6, Escape Artist +30, Jump -7, Knowledge (Local) +19, Hide +19, Move Silently +20, Listen +9, Perform (Flute) +26, Sense Motive +19, Spellcraft +2, Spot +3, Swim +1
Feats: Brew Potion, Improved Spell Focus (Enchantment), Skill Focus (Perform), Spell Focus (Enchantment), Two-weapon defense, Two-weapon fighting
CR: 15
Gear: *greater slick chain shirt +3* (43,000 gp), *+1 spell storing quarterstaff* (10,600 gp), *headband of intellect +2* (4,000 gp), *potion of bull's strength* (300 gp), *potion of cure serious wounds* (750 gp)
Total: 58,650 gp (59,000 gp)
Bardic Knowledge: +16
Bardic Music: 15x/day; Perform (Flute) +26 ; Can use *Countersong, Fascinate, Inspire Courage, Inspire Competence, Suggestion, Inspire Greatness, Song of Freedom* and *Inspire Heroics* . See bardic abilities for details

Typical Spell List

(4/5/4/4/3/2; Caster Level 15; Spell DC 14 + Spell Level)
0: *Detect Magic, Flare, Ghost Sound, Lullaby*, Mage Hand, Open/Close*
1st: *Animate Rope, Charm Person*, Cure Light Wounds, Remove Fear*
2nd: *Animal Messenger, Calm Emotions*,Cure Moderate Wounds, Eagle's Splendor*
3rd: *Charm Monster*, Cure Serious Wounds, Deep Slumber*, Dispel Magic*[S]
4th: *Dominate Person*, Modify Memory*, Shadow Conjuration, Speak with Plants*
5th: *Greater Heroism*, Mirage Arcana, Song of Discord**
***** Enchantment spell; DC +2
[S] This spell is also stored in the quarterstaff

Glitchen

Large Plant

Hit Dice:	6d8+12 (39 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	10 ft. (2 squares)
Armor Class:	12 (-1 size, +3 natural), touch 9, flat 12
BAB/Grapple:	+4/+11
Attack:	Slam +6 melee (1d6+3 + paralysis)
Full Attack:	Slam +6 melee (1d6+3 + paralysis)
Space/Reach:	10 ft./10 ft.
Diameter:	8 ft.
Weight:	25 lbs.
Special Att:	Improved grab, paralysis
Special Qual:	Blindsense 30 ft., DR 10/slashing, plant traits
Saves:	Fort +7, Ref +2, Will +2
Abilities:	S17 D10 C15 I8 W10 Ch13
Skills:	Disguise +4*, Hide –2*, Jump +19, Listen 0, Move Silently +2, Spot 0, Survival +2
Feats:	Improved Initiative, Stealthy, Track
Environment:	Any plains, forests, hills
Organization:	Solitary, or Cluster (2-5)
CR:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adj:	-

What you first mistook for a large growth of moss suddenly shambles forth, its stringy tendrils reaching for those nearby.

A glitchen is a mass of magically intelligent and malevolent Spanish moss. They have a symbiotic relationship with medusas, breaking down and devouring the stone statues that the creatures create, while catching and paralyzing prey for medusas to turn to more stone. Glitchen tend to care about nothing more than surviving until their next meal, and do not speak any language. They are intelligent enough to hunt and generally avoid harming medusas, but will defend themselves from any being that attacks them. They also tend to treat any non-medusa beings as potential prey.

Combat

Glitchen generally remain at rest, hidden from normal view due their similarity in appearance to regular moss. Once they are within striking range of a foe, they usually jump at their prey, attempt to quickly engulf and paralyze the victim, then wait for their medusa patron to find the victims it has paralyzed, and turn them to stone that the glitchen can slowly devour and digest.

Improved Grab (Ex): If a glitchen successfully hits a medium sized or smaller creature with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. When a glitchen gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Paralysis (Su): This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless (DC15 Fort to resist). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Skills: A glitchen has a +20 racial bonus to jump checks. *A glitchen has a +8 bonus to Disguise and Hide skill checks when in natural surroundings.

Glitchen on Amberos

Glitchen are one of the cursed creations of the Living Forest of Vall Vega. Though attempts have been made to keep the vile plant from spreading, individual encounters with the plant creature have been recorded across western Amberos.



Gnome, General

Gnomes speak their own language, Gnome, which has elements of Dwarven and Elvin in it. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Gnome Traits (Ex): Gnomes possess the following racial traits.

- **+2 Constitution, –2 Strength.**
- **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 gnome's base land speed is 20 feet.**
- **Low-light vision.**
- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- **+2 racial bonus on saving throws against illusions.**
- **Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes.** This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- **+1 racial bonus on attack rolls against kobolds and goblinoids** (including goblins, hobgoblins, and bugbears).
- **+4 dodge bonus to Armor Class against creatures of the giant type** (such as ogres, trolls, and hill giants).
- **+2 racial bonus on Listen checks**.
- **+2 racial bonus on Craft (alchemy) checks.**
- **Automatic Languages:** Common, Gnome. **Bonus Languages:** Draconic, Dwarven, Elvin, Giant, Goblin, Orc.
- **Spell-Like Abilities:** 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights, ghost sound, prestidigitation.* Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- **Favored Class:** Bard.

Gnomes of Amberos

The gnomes of Amberos are the ancient offshoots of magical union of elves and dwarves. Before the Age of Technology and the rise of the Amberos gods, the elves and the dwarves came together and attempted to hammer out a peace between their kind. As part of the peace, the two races joined their magical prowess together and created the gnomish race, which was to be a liaison between elves and dwarves.

Unfortunately for the two races, the gnomes proved to be too full of mischievousness, and their pranks instead drove a wedge between the two races, rather than bring them together.

When the War of Technology broke out, the elves retreated to their forests and the dwarves to the earth. The trouble-making gnomes were left to fend for themselves, and they became a wandering race that seemed to disappear completely during the Elvin Golden Age. Many believe the gnomes during that time had been captured by the shadowy lord Gwieze, but the gnomes refute the claim, only speaking they were "elsewhere" at the time.

However, after the defeat of Gwieze and his Shadow Empire, it does appear that the gnomish race resurfaced in the area now known as Llinn, for the goddess Discoff led the halflings she had freed to the gnomes for them to nurture and protect. Since that time, gnomes and halflings have been fast friends, a practice that still continues to this day.

As for where the gnomes had been during half of the Elvin Golden Age, no gnome will say, and those who lived through the mysterious times have not even passed the knowledge down to their heirs, so it has become one of the great mysteries of Amberos.

The gnomes of Amberos worship primarily Discoff, though some of the more serious members of their society have devoted themselves to Deor of the dwarves or to Fir, the First Blacksmith.

The gnomes of Amberos conform to information found in the SRD.

Goane Doua

Huge Dragon

Hit Dice:	19d12+95 (218 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 90 ft (poor) (18 squares)
Armor Class:	18 (+10 natural, -2 size), touch 8, flat 18
BAB/Grapple:	+19/+34
Attack:	Bite +29 melee (2d8+9; 19-20/x2)
Full Attack:	Bite +29 melee (2d8+9;19-20/x2), two claws +23 melee (2d6+4), tail +23 melee (2d8+13)
Space/Reach:	15 ft. / 15 ft. with bite and tail, 10 ft with claws
Length:	18 ft. + 1d6 ft. (21 ft.)
Weight:	14,000 lbs. + 5d20 x 75 lbs. (17,937 lbs.)
Special Att:	Breath Weapon
Special Qual:	Dragon traits, immune to fire, scent
Saves:	Fort +16, Ref +11, Will +13
Abilities:	S27 D10 C20 I9 W14 Ch8
Skills:	Climb +17, Jump +18, Listen +21, Search +18, Spot +21, Survival +21
Feats:	Blind-fight, Improved Critical (Bite), Power Attack, Snatch, Track, Weapon Focus (Bite), Wingover
Environment:	Temperate Swamps or Mountains
Organization:	Single, brace (2)
CR:	14
Treasure:	standard
Alignment:	Usually Chaotic Evil
Advancement:	Huge (20-30 HD)
Level Adj:	-

The foul smell that precedes this creature is nearly enough to make you gag. As the source pulls itself up, it seems to keep rising further and further in height until you are almost sure that it is a massive snake of some sort. However, this is clearly not the case for the creature has four short, stubby limbs that end in sharp yellow claws and has a pair of massive bat-like wings. Whiffs of flame escape from the creature's nostrils as it stares at you, licking its foul lips that are crammed with sharp, needle-like teeth.

A goane doua is a dragon-like creature often found near goblinoid communities; it name literally means "goblin dragon" in the Goblin and Elvin tongue. Goblinoids have been known to capture and train the beasts for use as riding mounts, though they are equally as dangerous when encountered in the wild.

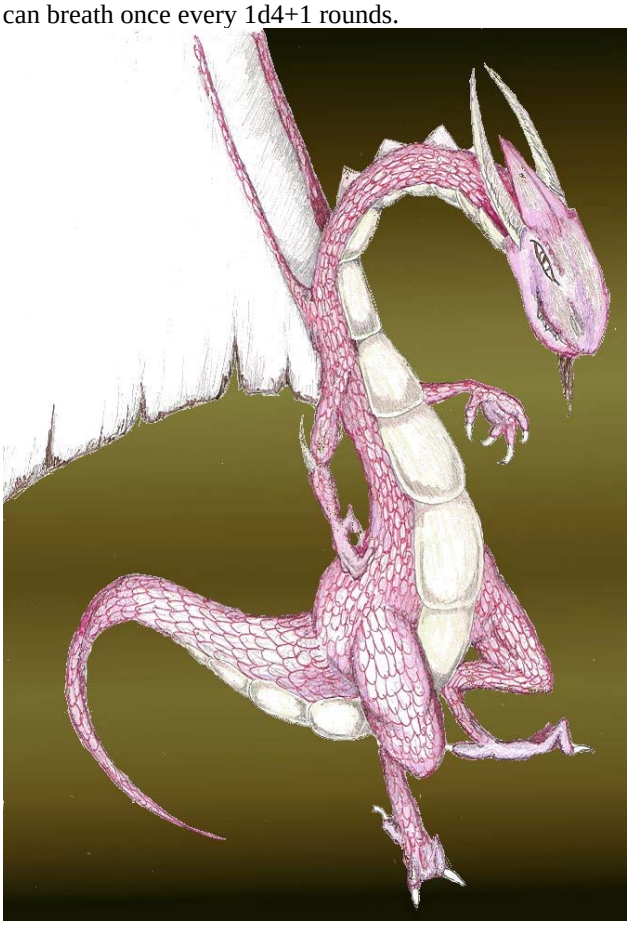
Goane doua can speak goblinoid, though they rarely do so.

Combat

A goane doua usually sweeps in on prey from the air, landing as it blasts the area with its fire breath. Survivors of the fiery attack are then mauled by claw and tooth until all opponents are dead or eaten.

Luckily, goane doua are primarily scavengers, and if they take considerable damage or the prey otherwise proves difficult to slay, the goane doua is likely to fly away to seek easier prey.

Breath Weapon (Su): A goane doua can breathe a cone of fire 60 feet long. Those caught in the flames suffer 19d6 damage (DC 24 Reflex for half). The goane doua can breath once every 1d4+1 rounds.



Goane Doua as Mounts

Goane doua can be trained as mounts by evil or neutral creatures; they generally are too selfish and destructive to obey creatures of good alignment. A goane doua cannot be trained by means of the Handle Animal skill as the creature is too intelligent to be handled thusly. To become a mount, a goane doua must agree to be used as mount, either through negotiation, magic or force.

A goane doua can carry a light load of up to 2,076 lbs., a medium load of 2,077-4,068 lbs., and a heavy load of 4,069-6,240 lbs. A goane doua cannot fly while carrying a medium or heavy load.

Goane Doua on Amberos

The goane doua, or goblin dragon, is a creature of Aurora spawned by the goblinoids. It is said they took the eggs of dragons and worked goblin magic on them to birth steeds the goblinoids could raise and control. However, after the fall of the Golgoloth Empire, most of the goane doua became wild, and can now be found in the dark places of Amberos.

Goblin Beast

One of the few magics that survived the fall of the goblinoid Golgoloth Empire was the secret to the goblinoid's magic to manipulate the form of creatures over several generations of breeding. Initially, the magical alterations were designed to make better use of domestic animals – cows that never ran out of milk, sheep whose wool grew back in a day, goats that could be slaughtered and eaten to return whole the next day, and so forth.

Some goblinoid tribes still practice this magic, now fouled to produce horrid beasts of war and destruction.

A goblin beast template can be applied to any animal or beast. It's type changes to magical beast.

Size: A goblin beast enlarges by one size category; colossal creatures do not gain in size.

Hit Dice: Goblin beasts double their normal hit dice, and have a minimum of 4 HD.

Armor Class: A goblin beast gains an additional +4 natural armor bonus, above and beyond any natural armor it may already have.

Attack: The goblin beast's attack value is recalculated with the size and ability increase

Damage: The goblin beast's attacks are recalculated according to its new size and ability increase

Special Qualities: Goblin beasts gain the fast healing ability at a level equal to their Constitution modifier.

Abilities: A goblin beast gains a +8 bonus to Strength and Constitution.

Saves: Saves are recalculated for ability and size changes Abilities: Goblin beasts get +4 Strength, -2 Dexterity and +4 Constitution.

Skills: A goblin beast does not gain any additional skill points, despite the extra hit dice.

Feats: A goblin beast gains additional feats due to extra hit dice.

Environment: A goblin beast can survive in any climate.

CR: A goblin beast's CR increases based on the original HD of the base creature; +2 (4-6 HD), +3 (7-9 HD), +4 (10+ HD)

Alignment: The goblin beast's alignment shifts one step towards evil.



Goblin Boar

Large Magical Beast

Hit Dice:	6d8+54 (79 hp)
Initiative:	-1 (-1 Dex)
Speed:	40 feet (8 squares)
Armor Class:	18 (-1 Dex, +10 natural, -1 size), touch 8, flat 18
BAB/Grapple:	+4/+16
Attack:	Gore +11 melee (2d6+12)
Full Attack:	Gore +11 melee (2d6+12)
Space/Reach:	10 ft / 5 ft.
Length:	6 ft. + 2d8 in. (6 ft. 9 in)
Weight:	400 lbs. + 2d4 x 10 lbs. (450 lbs.)
Special Att:	Ferocity
Special Qual:	Scent, Fast Healing 9
Saves:	Fort +16 , Reflex +1, Will +3
Abilities:	S27 D8 C29 I2 W13 Ch4
Skills:	Listen +7, Spot +1
Feats:	Great Fortitude, Power Attack, Weapon Focus (Gore)
Environment:	Any
Organization:	Solitary
CR:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-10 HD (Large)
Level Adj:	-

This creature looks like a massive wild boar, but its fur is much stiffer and far more bristlier. Likewise, you can see that the exposed skin of the creature is covered with hard, ugly warts of massive proportions, and its tusks have grown to massive proportions.

The goblin boar is a much larger and uglier version of the normal boar. It is covered with a tough, thick black hide and its face is covered with bony protrusions and iron-hard warts.

Combat

Goblin boars are unnaturally aggressive and will attack anything they scent or see. They continue to fight regardless of odds or condition.

Ferocity (ex): A goblin boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see PHB)

Fast Healing (ex): The goblin board regains hit points at an exceptionally fast rate, regaining 9 hit points per round.

Goblinoid, General

Goblinoids are fey-like creatures of dark intent and malice. As evil as most fey are good, goblinoid creatures epitomize all that is cruel, evil and twisted in the soul. Their evil hearts are often matched by their outward ugliness.

Like fey creatures, goblinoids tend to have a sorcerous knack. Unlike fey however, most goblinoids put their faith in strength of arms and material items, making them fearful of those with magical ability. Many goblinoid race bend towards dark alchemy to "improve" slave races to make them better servants or warriors, often utilizing the infusion of their own sorcerous blood into other creatures to create and control new forms for war and conquest.

Goblinoid Traits: All goblinoids share the following abilities, unless otherwise noted.

- Speak Goblin
- Cannot be reincarnated
- Goblinoids of good alignment cannot be raised from the dead by a *raise dead* spell, but can brought back to life by a *resurrection* or stronger magic.
- A dead goblinoid's soul passes on to Agennomar instead of Hades

Goblinoids of Amberos

Often referred to a "Ziga's races", goblinoids are one of the two races that predates the habitation of Amberos, and the second major race to inhabit the dream-realm of Aurora.

According to legend, in the time before Amberos was created, the ancient gods slipped in a deep sleep. Their dreams created the realm of Aurora and the races that inhabited it – the race of elves, based on the happy dreams of the gods, and the goblinoids, based on the dark dreams of those gods.

When the ancient cataclysm that brought Amberos to the surface occurred, it rent the very fabric of space, opening a portal between Aurora and Amberos. Through it passed the curious elves, and the stories they brought back of the mortal realm enticed the entire goblinoid race to relocate to this material realm. Even though some fled back to Aurora, the goblinoids had somehow magically divorced themselves from Aurora, and their souls would not return to the land upon their death. In time, this act would spell their doom.

Before the fall of the Elvin Golden Age, the goblinoids were as graceful and beautiful as the elves, despite the darkness within their souls. Like the fey and elves, the goblinoid races built their own empire in Amberos, known as the Golgoloth Empire.

However, when the dragon Guaradrell's rampage brought death to Amberos, the goblinoids discovered a horrible truth. Because their race had removed itself from Amberos, a goblinoids death was final – they neither passed on to Hades to be judged nor passed back to Aurora as the elves did.

This truth warped the consciousness of the goblinoid race forever. They became jealous, petty and cruel, fearing for their own lives, covetous of what they owned and desirous to rule over others so as to reduce the chance others might attempt to erase their kind from existence.

Ziga used the growing darkness of the goblinoids and their fear of death to her own uses. Creating a pact with the goblinoids, she promised them a place in the afterlife in her own realms and to grant them dominance over all of Amberos. She did this in return for the goblinoid's aid in felling the elves that she had grown to hate.

However, when Ziga unleashed her other races against the elves (and perhaps because she turned a part of the elvin race against itself – the drow), the goblinoids instead sided with the elves against the threat of the new sorcerous and evil races. Many believe the goblinoids saw the new races as threats, and thought they had been tricked. Regardless of the reason, Ziga cursed the goblinoids for their treachery, twisting their outsides to match the evil within their hearts.

After Ziga's initial defeat, the transformed goblinoid races drove Ziga's minions into the deep earth and took up vigilant guard against the return of these races. In the end however, Ziga was able to wend her way into the twisted goblinoids hearts until they fell under her evil sway and have become pawns in her eternal war to gain control of Amberos.

The following creatures from the SRD are considered to have the goblinoid subtype in the Amberos campaign:

Aranea
Barghest
Barghest, Greater
Bugbear *
Gnoll
Goblin *
Hobgoblin *
Ogre
Ogre Mage
Orc
Troll

* This creature already has the goblinoid subtype

Golden Unicorn

Large Magical Beast

Hit Dice:	8d10 + 12d4 + 120 (194 hp)
Initiative:	+3 (+3 Dex)
Speed:	60 feet (12 squares), fly 60 feet (12 squares) (good)
Armor Class:	21 (-1 size, +3 Dex, +9 natural), touch 12, flat 18
BAB / Grapple:	+17/+28
Attacks:	Horn +25 melee (1d8+10)
Full Attack:	Horn +25 melee (1d8+10), 2 hooves +19 melee (1d4+3)
Space/Reach:	10 feet/5 feet
Length:	8 ft. + 2d6 in. (8 ft. 7 in.)
Weight:	650 lbs. + 1d4 x 25 lbs. (712 lbs.)
Special Att:	Pure essence, spells
Special Qual:	Darkvision 60 ft., immunity to poison, charm and compulsion, low-light vision, magic circle against evil, scent, wild empathy
Saves:	Fort +16, Ref +13, Will +16
Abilities:	S24 D17 C23 I12 W23 Ch26
Skills:	Concentration +13, Craft (Alchemy) +14, Diplomacy +8, Jump +30, Knowledge (Arcana) +8, Knowledge (Nature) +8, Listen +12, Move Silently +8, Spellcraft +7, Spot +7, Survival +12*
Feats:	Alertness, Brew Potion, Craft Wand, Skill Focus (Survival), Silent Spell, Weapon Focus (Horn)
Environment:	Cold and Temperate Forest
Organization:	Solitary
CR:	14
Treasure:	Standard
Alignment:	Always Chaotic Good
Advancement:	By character class
Level Adj:	+6 (Cohort)

A golden-maned creature stamps its foot before you, its blue eyes gleaming as it gazes at you and your companions. It sports a platinum horn atop its head, and instead of snorting as you might expect, it speaks.

A golden unicorn was once a normal unicorn that has taken up the mantle as supreme defender of its forest. A forest may only have one golden unicorn in existence at any given time, and said forest must be free of the marks of civilization – timbering as well as permanent habitation.

A golden unicorn will often seek to help good creatures that have come to its forest seeking aid in fighting evil. Though the golden unicorn can often magically detect the intent of those who come seeking its aid, it prefers to test subjects to see if they are worthy of aid. Once such beings have earned the golden unicorn's trust, it will supply them with advice, cast spells or brew magical potions, or in rarer cases, grant the beings magical wands.

Golden unicorns speak common, fey and can freely converse with any animal native to their forest.



Combat

When forced to fight against non-evil opponents, a golden unicorn will often strike from unseen locations with its magic, attempting to scatter and scare any intruders out of its woods, avoiding harming sentiments wherever possible. When its magic fails to drive away intruders, or when faced with evil foes, that is usually when the golden unicorn will charge into melee combat to kill its opponents. However, the golden unicorn is still prone to hit-and-fade tactics, and is likely to enlist the help of forest creatures and terrain to its advantage.

Magic circle against evil (Su): A golden unicorn constantly radiates a *magic circle against evil*, as per the spell. The golden unicorn cannot willingly suppress the effect.

Pure Essence (Ex): A golden unicorns horn radiates a powerful, pure form of goodness. Any evil-aligned creature struck by the golden unicorn's horn must make a DC 20 Fort save or suffer ill effects, as if poisoned. (Injury, DC 20, Init: 1d6 Str, Sec: 1d8 Str). Creatures immune to poison are not immune to the golden unicorn's pure essence.

Spell-like abilities (Sp): Golden unicorns can use *detect evil* at will as a free action.

Once per day, a golden unicorn can use *Greater Teleport* to move anywhere in its home. Once per month, a golden unicorn can use a variant of *Greater Teleport* to move its entire forest from one location to another. The forest returns to its original location the next day. A golden unicorn will never use the latter ability to move its forest to a place that will put it in danger.

A golden unicorn can cast *Cure Critical Wounds* 3x/day or cast *Heal* 1x/day by touching a being with its horn. It can cast *neutralize poison* on any being it touches with its horn. All spells function at 16th level ability. The save DC is charisma based.

Spells: A golden unicorn can cast spells as a 12th level sorcerer. The DC for its spells is 17 + spell level.

Wild Empathy (Ex): As per the druidic ability at 8th level ability, except the golden unicorn gains a +6 racial bonus (Thus its total is +22) .

Skills: Golden unicorns have a +4 racial bonus on Move Silently checks. * Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Typical Spell List

(6/7/7/7/6/5/3; Caster level 12; Spell DC 17+ spell level)

0: *Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Ray of Frost, Read Magic, Resistance*

1st: *Identify, Obscuring Mist, Protection From Evil, Silent Image, Summon Monster I*

2nd: *Bear's Endurance, Blindness/Deafness, Daze Monster, Resist Energy, Whispering Wind*

3rd: *Dispel Magic, Lightning Bolt, Magic Circle Against Evil, Nondetection*

4th: *Black Tentacles, Globe of Invulnerability, Hallucinatory Terrain*

5th: *Break Enchantment, Summon Monster V*

6th: *True Seeing*

Golden Unicorns on Amberos

Golden Unicorns were first created during the Elvin Golden Age by the magics of the great Ymin, or King, of the Elves. At that time, one golden unicorn was created per forest that the elves had interests in. Since the passing of that age, Golden Unicorns have passed on the tradition of elevating unicorns to the status of Golden Unicorns when a previous golden unicorn passes away. Most forests of Amberos have their own golden unicorn, with the exception of the Living Forest, the Demon Jungle and the Broken Woods of the Duchy of Molvak.

Golem, Technological

Medium Construct

Hit Dice:	10d10 (55 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 feet (6 squares) (can't run)
Armor Class:	24 (+4 Dex, +10 natural), touch 14, flat 20
BAB/Grapple:	+7/+11
Attack:	Longsword +11 melee (1d8+4 + 1d6 electrical;19-20/x2)
Full Attack:	Longsword +11/+6 melee (1d8+4 + 1d6 electrical;19-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. 3 in.
Weight:	380 lbs.
Special Att:	Ray Gun
Special Qual:	Construct traits, DR 10/magic +3 and adamantine, fast healing 5, magic immunity, reserve pool, resistance to energy 15
Saves:	Fort +3, Ref +7, Will +2
Abilities:	S19 D19 C– I– W8 Ch1
Feats:	–
Skills:	–
Environment:	Any land
Organization:	Solitary
CR:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Medium-size); 21-30 HD (Large)
Level Adj:	-

A clicking, metal clank denotes the arrival of this being. You can see standing before you what appears to be a human-sized skeletal frame made of gleaming metal. Its metallic eyes glow with red malice and in its arm it holds what appears to be a modified crossbow in your direction.

A technogolem is a humanoid-shaped creature with a shape similar to a skeleton, though several parts of its body have been covered over with a extra layer of protection. The whole creation appears to be made of ceramic or steel, and can be of any color, though most are chrome.

Technogolems can speak and understand the language of their creator. However, their vocabulary is very small, generally answering only "Yes" or "No" or capable of speaking a short phrase.

Combat

Technogolems are generally crafted for combat, and will advance upon an enemy, firing its ray gun until it is close enough to fight in hand-to-hand combat. A technogolem will mercilessly hound an opponent until it is slain or its opponent has been killed. If it should encounter an obstacle or threat that prevents it from proceeding after its chosen prey, it will pause long enough to deal with the obstacle by whatever means necessary, and then continue after its prey.

Ray Gun (Su): All technogolems are equipped with a projectile weapon powered by the golem itself. The weapon can be fired once per round as a standard action that provokes attacks of opportunity. The ray gun has a range increment of 30 feet, using a +11 ranged touch attack to hit. It utilizes one form of energy (fire, cold, acid, sonic, force or regular projectile). The ray gun deals 2d8 damage to those it strikes. The ray gun has unlimited firepower and may be used every round. The ray gun has Hardness 10, 8 hit points and a Break DC 25. It will not function in the hands of anyone other than the golem.

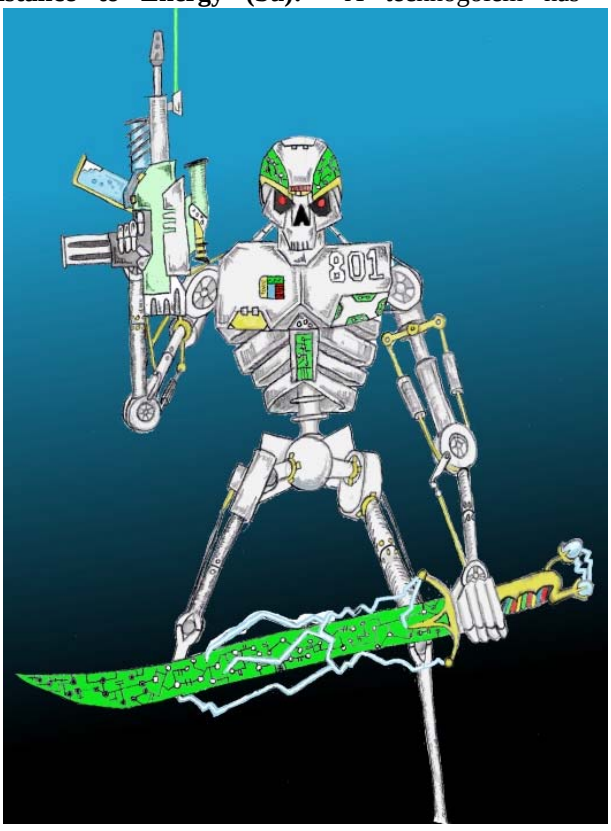
As an option, the technological golem can fire the gun while also making a single melee attack. The golem suffers a –2 attack penalty to both its longsword and ray gun attacks when acting in this manner, but does not provoke an attack of opportunity if it shoots the ray gun at the same target it makes a melee attack against. The technological golem may choose to shoot a different target than the one it is meleeing with, but in such a case it provokes an attack of opportunity by doing so.

Fast Healing (Su): A technogolem can automatically repair its wounds at the rate of 5 hit points per round.

Magic Immunity (Su): A technogolem is immune to magic as if it had unbeatable Spell Resistance. Fire, cold and electrical spells affect a technological golem normally, though it may apply its energy resistance to spells of this nature.

Reserve Pool (Su): When between 0 and –10 hit points, a technological golem falls to the ground and cannot act, though it can still heal itself with fast healing. Once it regains 1 or more hit points, it may act as normal. A technological golem reduced below –10 hit points is destroyed.

Resistance to Energy (Su): A technogolem has



resistance 15 to all energy forms (acid, cold, fire, force, sonic) .

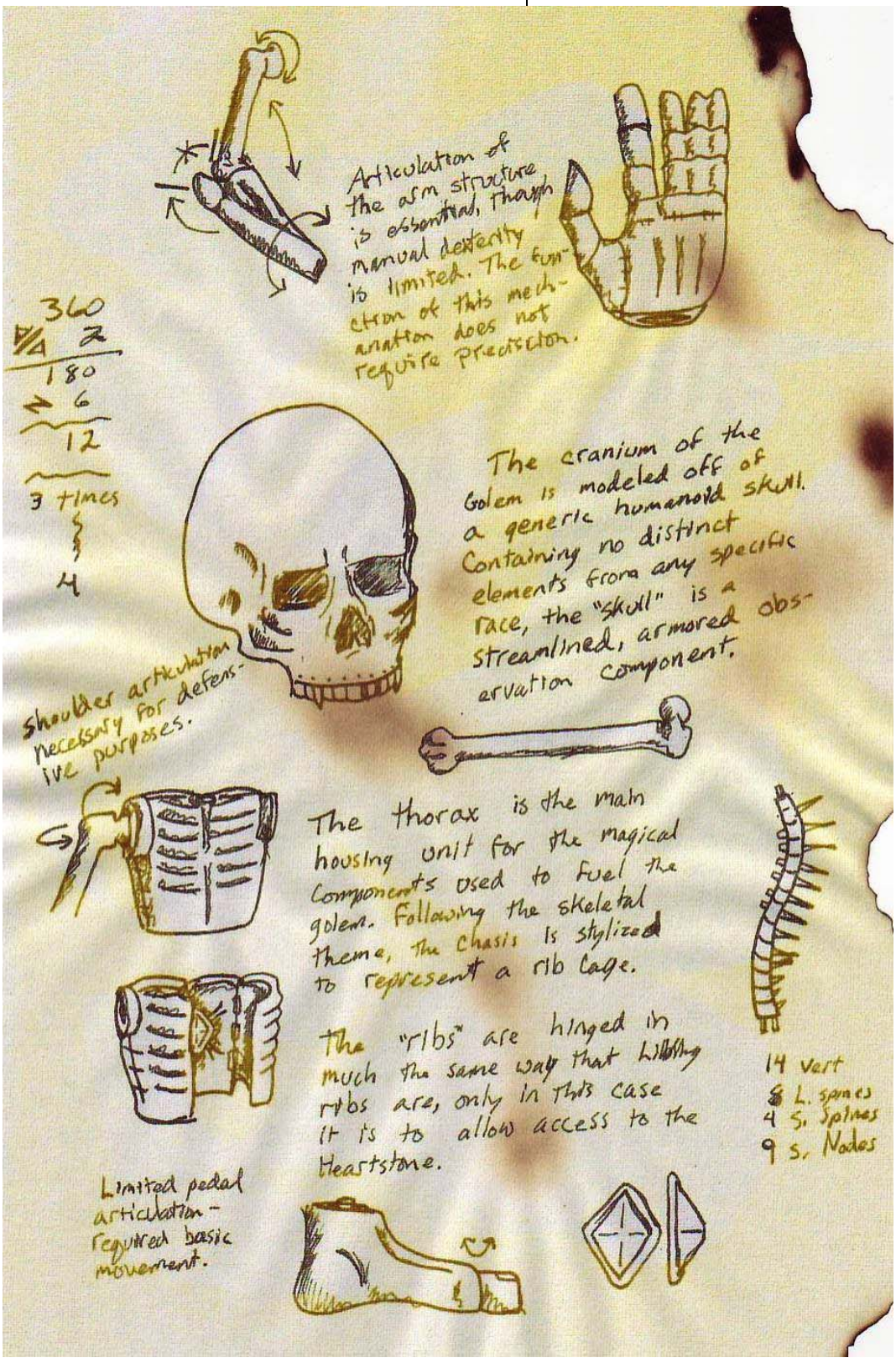
Creating A technological Golem

A technological golem is forged from a mixture of metals and mechanisms that weights 380 lbs. Fashioning the frame for a technological golem costs 250 gp and takes 51 days to complete. It requires a Craft (Technological Device) DC 27 to assemble the golem.

CL 15th; Craft Construct; Price 50,910 gp; Cost 18,655 gp + 734 xp.

Technological Golems on Amberos

Created during the Technological Age of Amberos, the secrets to the creation of these machines has long been lost. Those that exist still lurk around ancient technological sites such as the Pyramids of Kufu and the Genesis Pits of Lost Vale.



Gorgona

Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 feet (8 squares), fly 50 ft.(average) (10 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat 16
BAB/Grapple:	+4/+12
Attack:	Bite +8 melee (1d8+5)
Full Attack:	Bite +8 melee (1d8+5), 2 hooves +4 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Length:	11 ft. + 2d8 in. (11 ft. 9 in.)
Weight:	400 lbs + 1d10 x 10 lbs. (455 lbs.)
Special Att:	Petrifying gaze
Special Qual:	Offspring, regeneration 3, SR 15
Saves:	Fort +7, Ref +8, Will +2
Abilities:	S21 D15 C17, I16 W12, Ch14
Skills:	Bluff +9, Jump +16, Listen +10, Spot +10, Tumble +9
Feats:	Alertness[B], Dodge, Improved Initiative, Lightning Reflexes[B]
Environment:	Any land
Organization:	Solitary, Pair, or Brood (2-5)
CR:	5
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adj:	-

This foul creature has the head of a hag, which quickly melts into the fore shoulders and front legs of a bull, and terminates in the hind quarters of a great, gleaming snake. A pair of multi-colored feathered wings sprout from the creature's shoulders. Perhaps most disturbing is that the snake-like tail splits into at least a dozen ends, each ending with the head of a screaming, humanoid baby.

The gorgona are thought to be the cast off spawn of the gods, long ago cursed to have a horrid form due to some affront to said gods. The gorgona is constantly forced to hunt for food for the screaming tail-heads, which once eventually nourished enough fall off and grow into a gorgona themselves.

Gorgonas speak common, Draconic, Dwarven and Elvin.

Combat

Gorgonas are fierce combatants, fueled by a need to acquire food to sate their crying baby tail-heads. A gorgona usually swoops in on an opponent with a bite attack, dropping to then melee using its astonishing quickness to dart around an opponent and strike.

Offspring (Ex): If a gorgona deals 18 or more points of damage by its bite attack, the next round the creature is dazed as one of the baby heads on its tail wrenches itself free and over the period of a single round enlarges to become a half-strength gorgona (2 HD). For every 8 hit points the offspring deals in bite damage, it gains a full hit dice (up to its parent's HD). Once mature (when it reaches it's parent's HD), the offspring gorgona can likewise produce offspring.



Petrifying Gaze (Su): 30 ft. range, DC 14 Fort save or be turned to stone. Gorgonas reserve this gaze attack for troublesome opponents, as it denies them something to feed their young.

Regeneration (Ex): A gorgona can regenerate 3 hit points per round from all attacks except those made from holy weapons or acid. Unlike regular regeneration, a severed body part from a gorgona cannot be reattached, but grows into an adult copy of the gorgona in two minutes.

Gorgonas on Amberos

Gorgonas are the cast-off remnants of the wars between the Ancient Gods and the titans during the latter part of the Elvin Golden Age, just prior to the banishment of the titans and when the Ancient Ones were put to sleep.

Gorgonas can be found across Amberos, though they seem to have larger numbers in Misake and Riddlekill.

Gorgona Offspring

2HD Gorgona CR 2;LA -; Small Magical Beast; HD 2d10-2; hp 9; Init: +8; Spd 20 ft., fly 50 ft. (Good); AC 20 (+1 size, +4 Dex, +5 natural) touch 15, flat 16 ; Base Atk +2; Grp -2; Atk Bite +3 melee (1d4); Full Atk Bite +3 melee (1d4), 2 hooves –2 melee (1d3); Space/Reach: 5 ft./5 ft.; SA: Petrifying Gaze; SQ: Regeneration 1, SR 14; AL Always CN; SV Fort +2, Ref +8, Will +1; Str 11, Dex 19, Con 9, Int 14, Wis 12, Cha 14
Skills and Feats: Bluff +7, Listen +8, Spot +8, Tumble +9. Alertness[B], Improved Initiative, Lightning Reflexes[B]
Petrifying Gaze (Su): 30 ft. range, DC 10 Fort save or be turned to stone.

3HD Gorgona CR 3;LA -; Medium Magical Beast; HD 3d10+3; hp 19; Init: +7; Spd 30 ft., fly 50 ft. (Good); AC 20 (+3 Dex, +7 natural) touch 13, flat 17 ; Base Atk +3; Grp +5; Atk Bite +5 melee (1d6+2); Full Atk Bite +5 melee (1d6+2), 2 hooves +0 melee (1d4+1); Space/Reach: 5 ft./5 ft.; SA: Petrifying Gaze; SQ: Regeneration 2, SR 14; AL Always CN; SV Fort +4, Ref +6, Will +2; Str 15, Dex 17, Con 13, Int 16, Wis 12, Cha 14
Skills and Feats: Bluff +8, Jump +8, Listen +9, Spot +9, Tumble +9. Alertness[B], Dodge, Improved Initiative, Lightning Reflexes[B]
Petrifying Gaze (Su): 30 ft. range, DC 12 Fort save or be turned to stone.

Goss

The goss are a race of extraplanar birds that traverse the elemental planes on a never-ending quest for knowledge and adventure. They are truly wild spirits who enjoy traveling the different planes of existence to encounter new experiences.

Little is known about the goss, and they do not seem to have a unifying goal or culture. They tend to be nomadic, though individual goss have been known to congregate to share adventures or pursue a common short-term goal.

Goss on Amberos

The common goss is born on the elemental plane of fire, while its cousin, the blue goss is born on the elemental plane of electricity. The rare and noble elder goss appear to come from the elemental plane of radiance, and keep watch over their brethren goss-kin.

There are legends of a great city of the goss somewhere in a fiery mountain chain on the elemental plane of fire. Made of liquid gold, singing crystal and living flame, the city is said to be so beautiful that it drives mortals mad to see it.

Likewise, according to legend, there is a library on the elemental plane of air tended by blue goss that contains volumes of information brought back by traveling goss. The great library is said to exist on a perfectly round outcropping of rock shrouded in a vicious electrical storm. Many sages believe that the blue goss may have even evolved from regular goss to tend and protect the library.

Sages also believe there may be goss with affinity to other elemental planes, but there have been no reliably verifiable encounters with such goss.



Goss

Large Elemental (Air, Fire, Extraplanar)

Hit Dice: 12d8+48 (102 hp)
Initiative: +5 (+5 Dex)
Speed: 20 ft. (4 squares), fly 100 ft. (good) (20 squares)
Armor Class: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14
BAB/Grapple: +9/+17
Attack: *+2 flaming longsword* +12 melee (2d6+4 + 1d6 fire;19-20/x2)
Full Attack: Bite +12 melee (1d8+4)
and 2 claws +10 melee (1d6+2)
and horn +10 melee (1d10+2)
and primary *+2 flaming longsword* +12/+7 melee (2d6+4 + 1d6 fire;19-20/x2)
and offhand *+2 flaming longsword* +12 melee (2d6+2 + 1d6 fire;19-20/x2)
Space/Reach: 10 ft./10 ft.
Length: 10 ft + 1d4 ft. (12 ft. 6 in.)
Weight: 200 lbs. + 1d10 x 5 lbs. (227 lbs.)
Special Att: Improved grab, sonic attacks
Special Qual: Darkvision 60 ft., elemental traits, enmagic weapon
Saves: Fort +8, Ref +13, Will +8
Abilities: S19 D21 C18 I12 W15 Ch16
Skills: Bluff +7, Diplomacy +10, Hide +1, Jump +2, Listen +10, Search +8, Sense Motive +10, Spot +9
Feats: Flyby Attack, Iron Will, Multiattack, Two-Weapon Defense, Two-Weapon Fighting
Environment: Warm deserts, mountains
Organization: Solitary, Covey (2-5), or Nest (5-20)
CR: 7
Treasure: Standard coins and gems, no art
Alignment: Always chaotic good
Advancement: 13-24 HD (Large); 25-36 HD (Huge)
Level Adj: -

Dancing before you is a huge, falcon-like creature seemingly made of flame, with a great multi-colored tail streaming behind it. Upon its forehead is a silvery horn and it has four sharp claws, two of which hold flaming swords in their taloned grip.

Goss are creatures that are mix of elemental fire and air. They are carefree wanderers who all to often find a way to the prime material plane, where their combustibility and penchant for adventure often causes all kind of havoc. Goss are, luckily, not vicious creatures, and are willing to help others in battles against evil creatures.

A goss speaks Auran, Ignan and common, and usually knows at least two other languages from its travels.

Combat

Goss are easily goaded into combat, but will only fight to the death against creatures of evil. Normally they open combat with their piercing shriek, then zoom towards opponents to strike with beak and claw. They will use their fly-by and hover attacks to engage foes from the air, and if possible will grab opponents and drop them from high altitudes.

Enmagic Weapon (Su): As a standard action, a goss can cast an enhanced version of *greater magic weapon* that gives any weapon in their possession a +2 bonus to hit and damage and the flaming property (this accounts for their longswords). Caster level 12.

Fiery Death (Su): A goss who is reduced to 0 hit points or less explodes in a ball of shooting flame, dealing 12d6 fire damage to those within 20 feet (Reflex DC 20 for half). A summoned goss does not explode, but is instead sent back to its home plane.

Improved Grab (Ex): If a goss hits a medium or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Sonic Attacks (Su): As a standard action, a goss can issue a sonic scream that has a 30 foot burst effect. Those within the area of effect take 6d6 sonic damage (Fort DC 20 for half). A goss may only use this ability once per combat or once every minute, whichever is longer.

Summoning a Goss

Goss allow themselves to be summoned to the prime material plane by *Summon Monster* spells, and may be summoned instead of an elder fire or air elemental by a being of good alignment. After the spell ends, there is a 15% chance the Goss resists returning to the elemental plane and instead breaks frees, fleeing to wander the plane it was brought to.



Blue Goss

Large Elemental (Air, Extraplanar)

Hit Dice:	12d8+48 (102 hp)
Initiative:	+5 (+5 Dex)
Speed:	20 ft. (4 squares), fly 150 ft. (perfect) (30 squares)
Armor Class:	19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14
BAB/Grapple:	+9/+17
Attack:	*+2 shocking longsword* +12 melee (2d6+4 + 1d6 electrical;19-20/x2)
Full Attack:	Bite +12 melee (1d8+4) and 2 claws +10 melee (1d6+2) and horn +10 melee (1d10+2) and primary *+2 shocking longsword* +12/+7 melee (2d6+4 + 1d6 electrical;19-20/x2) and offhand *+2 shocking longsword* +12 melee (2d6+2 + 1d6 electrical;19-20/x2)
Space/Reach:	10 ft./10 ft.
Length:	10 ft. + 1d4 ft. (12 ft. 6 in.)
Weight:	200 lbs. + 1d10 x 5 lbs. (227 lbs.)
Special Att:	Improved grab, sonic attacks
Special Qual:	Darkvision 60 ft., electric death, elemental traits, enmagic weapon
Saves:	Fort +8, Ref +13, Will +8
Abilities:	S19 D21 C18 I12 W15 Ch16
Skills:	Bluff +7, Diplomacy +10, Hide +1, Jump +2, Listen +10, Search +8, Sense Motive +10, Spot +9
Feats:	Flyby Attack, Iron Will, Multiattack, Two-Weapon Defense, Two-Weapon Fighting
Environment:	Any Aquatic, mountains
Organization:	Solitary, Covey (2-5), or Nest (5-20)
CR:	7
Treasure:	Standard coins and gems, no art
Alignment:	Always chaotic good
Advancement:	13-24 HD (Large)
Level Adj:	-

Dancing before you is a huge, falcon-like creature seemingly made of blue flame, with a great multi-colored tail streaming behind it. Upon its forehead is a silvery horn and it has four sharp claws, two of which hold blue, humming swords made of lightning in their taloned grip.

Blue Goss are creatures that are a mix of elemental air and elemental lightning. Like standard goss, they are carefree wanderers who all to often find a way to the prime material plane, where their curiosity and explorative nature often causes all kind of havoc. Blue Goss are, luckily, not vicious creatures, and are willing to help others in battles against evil creatures.

A blue goss speaks Auran and common, and usually knows at least two other languages from its travels.

Combat

Blue Goss are easily goaded into combat, but will only fight to the death against creatures of evil. Normally they open combat with their piercing shriek, then zoom towards opponents to strike with beak and claw. They will use their fly-by and hover attacks to engage foes from the air, and if possible will grab opponents and drop them from high altitudes.

A blue goss's magical longswords are powered by its very existence. If disarmed of the weapons, or upon the blue goss's death, the weapon reverts to that of a normal longsword.

Electric Death (Su): A blue goss who is reduced to 0 hit points or less explodes in a ball of dancing lightning, dealing 15d6 electrical damage to those within 30 feet (Reflex DC 20 for half). A summoned blue goss does not explode, but is instead sent back to its home plane.

Enmagic Weapon (Su): As a standard action, a blue goss can cast an enhanced version of *greater magic weapon* that gives any weapon in their possession a +2 bonus to hit and damage and the shocking property (this accounts for their longswords). Caster level 12.

Improved Grab (Ex): If a blue goss hits a medium-sized opponent or smaller with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Sonic Attacks (Su): As a standard action, a blue goss can issue a sonic scream that has a 30 foot burst effect. Those within the area of effect take 6d6 sonic damage (Fort DC 20 for half). A blue goss may only use this ability once per combat or once every minute, whichever is longer.



Summoning a Blue Goss

Blue goss allow themselves to be summoned to the prime material plane by *Summon Monster* spells, and may be summoned instead of an elder water or air elemental by a being of good alignment. After the spell ends, there is a 15% chance the blue goss resists returning to the elemental plane and instead breaks frees, fleeing to wander the plane it was brought to.

Elder Goss

Huge Elemental (Air, Fire, Extraplanar)

Hit Dice:	16d8+96 (168 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 ft. (4 squares), fly 100 ft. (20 squares) (poor)
Armor Class:	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
BAB/Grapple:	+12/+25
Attack:	*+3 flaming longsword* +14 melee (3d6+5 + 1d6 fire;17-20/x2) or mighty composite longbow (+5 Str) w/ *+3 flaming arrows* +15 ranged (2d6+7 + 1d6 fire;x3)
Full Attack:	Bite +15 melee (2d6+5) and 2 claw +13 melee (1d8+2) and horn +13 melee (1d10+2) and primary *+3 flaming longsword* +14/+9/+4 melee (3d6+8 + 1d6 fire;17-20/x2) and off-hand*+3 flaming longsword* +14 melee (3d6+5 + 1d6 fire;17-20/x2) and mighty composite longbow (+5 Str) w/ *+3 flaming arrows* +15/+10/+5 ranged (2d6+7 + 1d6 fire;x3)
Space/Reach:	15 ft./15 ft.
Length:	22 ft + 1d4 ft. (24 ft. 6 in.)
Weight:	400 lbs. + 1d10 x 10 lbs. (455 lbs.)
Special Att:	Breath weapon, improved grab, sonic attacks
Special Qual:	Darkvision 60 ft., elemental traits, enmagic weapon, fast healing 5, fiery death, SR 22
Saves:	Fort +11, Ref +12, Will +11
Abilities:	S21 D15 C23 I14 W19 Ch16
Skills:	Appraise +6, Bluff +8, Diplomacy +13, Hide -6, Intimidate +8, Knowledge (nobility) +7, Listen +13, Sense Motive +13, Spellcraft +11, Spot +13, Use Magic Device +13
Feats:	Die Hard, Flyby Attack, Iron Will, Improved Critical (Longsword), Multiattack, Two-Weapon Fighting
Environment:	Warm deserts, mountains
Organization:	Solitary, or Brood (2-5)
CR:	14
Treasure:	two *+3 flaming longswords* (18,315 gp each) and Standard coins and gems, no art
Alignment:	Always chaotic neutral
Level Adj:	17-32 HD (Huge); 33-48 HD (Gargantuan)

The very air around you seems to rise in temperature several degrees as its source appears before. In the air dances a bird-like creature with six crimson claws, two above and four below the beast. Its forehead is crowned with a golden, fiery halo and it has a moves in a most regal manner.

Elder goss have an appearance similar to regular goss, but sport six claws instead of four, and their head is shrouded in a shining golden halo. Normal goss do not evolve into elder goss; instead elder goss are a separate, ruling body over the regular goss, with a much longer lifespan. Elder goss are more aloof than normal goss, and are generally above the concern of good versus evil. An elder goss's task is to instead ensure that the goss race remains healthy and happy. They generally will not intervene except in matters where a goss is being mistreated. An elder goss can speak Auran, Ignan, common and at least five other languages. Elder goss cannot be summoned by *Summon Monster* spells.

Elder goss can speak Auren, Ignan, common, Dwarven, Elvin, Giant and Goblinoid.

Combat

An elder goss forced into combat is a terror to behold. It will generally fly above its opponent, first striking with its sonic screech, then breathing on foes as needed. If forced to melee, it will use its fly-by attack and snatch abilities to divide foes and drop enemies from great heights.

Breath Weapon (Su): An elder goss can breath a cone of flame out to 60 feet, dealing 8d6 fire damage (Reflex DC 24 for half). An elder goss can breath every 1d4 rounds.

Enmagic Weapon (Su): As a standard action, an elder goss can cast an enhanced version of *greater magic weapon* that gives any weapon in their possession a +3 bonus to hit and damage and the flaming property (this



accounts for their longswords and arrows). Caster level 16.

Fiery Death (Su): An elder goss who is reduced to -10 hit points or less explodes in a ball of shooting flame, dealing 20d6 fire damage to those within 60 feet (Reflex DC 24 for half).

Improved Grab (Ex): If an elder goss hits with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. An elder goss can attempt to grab an opponent of up to medium size. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Sonic Attacks (Su): As a standard action, an elder goss can issue a sonic scream that has a 30 foot burst effect. Those within the area of effect take 8d6 sonic damage (Fort DC 24 for half). An elder goss may only use this ability once per combat or once every minute, whichever is longer.

Elder Goss on Amberos

Surprisingly, there is an elder goss shrine located in the fiery mountains of the lands of Smanvalla, known as the Molten Temple. It is rumored to be both a hatchery for the goss and a sort of embassy for the elder goss to deal with members of the Mortal Plane. Though it is purposely difficult to reach and protected by many magical wards to keep out intruders, those beings who can make their way to the Molten Temple can request an audience with the goss elders there to request assistance from the goss. It is believed that goss will intervene in matters where valuable knowledge (especially libraries) may be lost to an evil foe. It is also known that the Molten Temple is used as a sort of courtroom where elder goss bring those from the Mortal Realm who have committed crimes against their race. It is said that the dungeons of the goss (as well as their treasury) is deep, and that goss justice is as fiery and swift as the goss themselves.

Guadwarrior

Guad (pronounced Goo-Awed) are an ancient race of humanoids whose culture was destroyed long ago in a forgotten cataclysm.

According to legend, jealous gods who sought to displace the Guad and their advanced culture caused the cataclysm. Since the Guad did not age and eventually die, the legend states that the jealous god(s) staged the cataclysm in an attempt to remove the Guad from dominance. The god(s) had been promised that their races would rise to dominance after the Guad race had passed on, but the god(s) were impatient for the passing of the race to resolve in the natural order of time.

The cataclysm was only partly successful; it did destroy the Guad civilization, but many of its members escaped annihilation. Those who escaped destruction of their ancient race had done so by displacing portions of their essence into other planes of existence; a feat the Guad had been researching at the time of the cataclysm, and would have lead to all the Guad passing on to another existence had the cataclysm not struck.

Very quickly, those Guad who had survived the cataclysm learned of the treachery of the god. In anger, the Guad took up arms against the new races, seeking to slaughter them as payback for the destruction of their own kind. Since the time of the great cataclysm, all that remained of the ancient race have become warriors whose only thought seems to be combat and war against the races. They seem jealous of these "inferior" races, and seek to eradicate other races, as if doing so would allow them to regain the glory of their ancient civilization and culture.

All guad possess the following traits.

- Guad resistances: Acid, cold and fire resistance 20.

Guad on Amberos

The guad were the proud offspring of the Ancient Ones who lived during the Time Before Time. They dwelt outside the great mountain Tsre Vestu on small islands that are now the peaks of the Crystalmire mountains. When Amberos rose from the sea, their homes were tossed down and they became a wandering people full of malice towards the new races who emerged from the mountain. While not gods themselves, they had many divine-like abilities and an immortal lifespan. The elves, goblinoids, and other races avoided contact with the temperamental Guads, though sometimes the Guads saw fit to interfere in the affairs of the other mortals.

With the coming of Guaradrell, many Guad were slain by the great dragon out of sheer spite and malice by the beast. The surviving Guad fled into the deep earth where Guaradrell could not pursue, and were mostly forgotten.

Some time during the Elvin Golden Age, the Guad learned that Stormonu, a human, had been behind the cataclysm that rose Amberos from the sea. The surviving Guad concluded that the cataclysm had been staged by the upstart "New Gods" (Phromus, Belli, Dhorian and the gods of Amberos) in an attempt to destroy their kind and replace them with humanity (as well as dwarves, elves and goblinoids).

Since that time, meeting a Guad is a rare, wondrous and dangerous event. Over the centuries they have become completely hateful of the mortal races, and some of those slain long ago have returned from the lands of the dead to haunt the living. Nowadays, the entire race is referred to as the Guad Warriors, for peaceful encounters with these beings are now unheard of.

Demiguad Warrior

The demiguad is a template that may be applied to any humanoid creature. The creature's type turns to Outsider.

The demiguad warrior is the offspring of a mortal and one of the Guad. Their diluted blood condemns them to a mortal life, though they have abilities far beyond that of a mortal being. Most demiguad have elvin blood these days, though even unions such as these are almost unheard off outside of the lands of Aurora, the dream realm.

Hit Dice: 5d8 + double base creatures, uses 1d8.
Speed: A demiguad's base speed is increased by 10 feet.
Armor Class: A demiguad gains a +2 natural AC bonus
Attacks: The demiguad retains all its attacks of the base creature, and additionally, a demiguad with Gripper blood gain a tentacle attack as shown below. The tentacle attack is made with a –3 penalty to hit from the base creature's attack bonus.

Size	*Damage*
Fine	-
Diminutive	1
Tiny	1d2
Small	1d4
Medium	1d6
Large	1d8
Huge	1d10
Gigantic	1d12
Colossal	2d8

Special Abilities: The base creature gains the following special abilities:

- Darkvision with a range of 60 feet.
- DR of 10/+2 magic
- spell resistance equal to 10 + ½ the creature's HD + Cha modifier + class levels (if any)

Guad Resistances (Su): acid, cold, and fire resistance 20.
Spell-like Abilities (Sp): At will, *Alter self*, *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Detect Poison*, *Detect Thoughts*, *Dispel Magic*, and *Vampiric Touch* as if cast by sorcerer equal to their HD/levels. Spell DC's are Charisma-based.
Saves: The demiguad warrior gains good Fortitude, Reflex and Will saves for its base hit dice. It gains a bonus to all saving throws equal to its Charisma modifier.
Abilities: The demiguad warrior gains a +8 bonus to all ability scores.
Feats: The demiguad warrior gains the following racial feats – Alertness, Improved Initiative, Power Attack, Weapon Focus and Combat Expertise. Demiguad warriors are proficient with all weapons, including all exotic weapons. Also, regardless of what class the demiguad warrior advances in, upon obtaining a +7 base attack bonus, the demiguad warrior may choose to take Weapon Specialization. Finally, a demiguad warrior receives one feat plus an additional feat for every 3 hit dice it starts out with.
Skills: Demiguad warriors do not use the skill points from their base race. Instead, a demiguad warrior gains an number of skill points equal to (8 + Int mod) x (Hit Dice + 3). Racial skills for a demiguad warrior are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (Int), Profession (Int), Ride (Dex), Search (Int), Sense Motive (Int), Spot (Wis), Use Magic Device (Cha)
Climate/Terrain: Any mountain or underground
Organization: Solitary, gang (2-4), band (6-12), or warband (8-32)
Challenge Rating: 1-3HD +3; 4-6HD +4; 7+ HD +5
Alignment: Demiguads are rarely good or evil, and shift their ethos towards neutral.

Demiguad Elf Warrior

Medium Outsider (Elf, Native)
Hit Dice: 7d8+56 (97 hp)
Initiative: +9 (+5 Dex, +4 improved)
Speed: 30 feet (6 squares) in chain mail; 40 feet (8 squares) base
Armor Class: 22(+5 Dex, +5 chain mail, +2 natural), touch 15, flat 17
BAB/Grapple: +7/+10
Attack: Longsword +13 melee (1d8+9;19-20/x2) or composite longbow (+5 Str) +12 ranged (1d8+5;x3)
Full Attack: Longsword +13/+8 melee (1d8+9;19-20/x2) or composite longbow (+5 Str) +12/+7 ranged (1d8+5;x3)
Space/Reach: 5 ft /5 ft.
Height: 4 ft. 5 in. + 2d6 in. (5 ft.)
Weight: 85 lbs + 1d6 lbs. (88 lbs.)
Special Att: None
Special Qual: DR 10/+2 magic, Guad Resistances, elf traits, Spell-like abilities, SR 17, Low-light vision
Saves: Fort +11, Ref +13, Will +11
Abilities: S21 D21 C16 I20 W17 Ch16
Skills: Climb +10, Concentration +13, Craft (Fletcher) +15, Hide +5, Jump +10, Listen +12, Move Silently +0, Perform (Harp) +15, Knowledge (Arcana) +15, Search +17, Sense Motive +13, Spot +17, Survival +8, Use Magic Device +14
Feats: Alertness[B], Combat Expertise[B], Dodge, Improved Initiative[B], Improved Disarm, Mobility, Power Attack[B], Weapon Focus (Long Sword)[B], Weapon Specialization (Longsword)[B]
Environment: Any Mountain
Organization: Solitary, gang (2-4), band (6-12), or warband (8-32)
CR: 4
Treasure: Standard
Alignment: Usually Chaotic Neutral
Advancement: By Character Class

This tall, slim humanoid is reminiscent of an elf, but has an otherworldly air to it. It has golden hair, deeply bronzed skin and its figure are slim, even for an elf.

One of the few remaining unions of elf and guad, the demiguad elf is usually encountered in secluded, ancient settlements that had contact with the guad before they became a mercenary race of warriors.

Demiguad elves tend to be reserved and refrain from contact with other elves or speaking much of their past. They prefer actions to words, but their reaction to any given situation is by whim and emotion, making them unstable as allies.

Demiguad elves speak Elvin, Common, Celestial, Abysmal, Dwarven and Gnomish.

Combat

Demiguad elves rely on their skill with the sword and bow. They will often strike opponents from afar with a sniping shot from their bow and never close to melee. If forced into close quarters, they are quick to show their skill with a longsword, and have been known to play with opponents they find to be inferior to their skill.

The demiguad elf warrior above had the following scores before race and template modifiers. Str 13, Dex 11, Con 10, Int 12, Wis 9, Cha 8.

Elf Traits: A demiguad elf gains the following traits.

- **+2 Dexterity, –2 Constitution.**
- **Immunity to magic sleep effects**, and a +2 racial saving throw bonus against enchantment spells or effects.
- **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- **+2 racial bonus on Listen, Search, and Spot checks.** An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Guad Resistances (Su): acid, cold, and fire resistance 20.
Spell-like Abilities (Sp): At will, *Alter self* (DC 15), *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Detect Poison*, *Detect Thoughts* (DC 16), *Dispel Magic* (1d20+7 dispel check), and *Vampiric Touch* (DC 18) as if cast by a 7th level sorcerer. Spell DCs are Charisma-based.

Demiguad Elves on Amberos

It is not known how, but the guad apparently had contact with the elvin race before the latter traveled to Amberos from Aurora. While unions between the two races were not common, it was not unheard of individuals from the two races falling in love and producing children. This continued until the guad were nearly destroyed in the rage of the dragon Guaradrell, and afterwards the elves began to shun contact with the growing warlike guad. The demiguad children became shameful reminders of the growing distance between the two races, and most were left to fend for themselves. Since guad nor elves die of old age, most of the surviving demiguad have been alive since before the fall of Kas's empire.

Demiguad Elf Mercenary

7 HD Demiguad Elf Fighter 5; **hp** 95
S24 D24 C18 I21 W18 Ch16;**Fort** +16**,Ref** +17**,Will** +13
Init: +7 **Move:** 30 feet
AC: 24 (+7 Dex, +2 natural, +7 *chain mail +3*), touch 17, flat 19
BAB/Grapple: +12/+19
Full Attack: *+1 keen longsword* +21/+16/+11 melee (1d8+14;17-20/x2)
or composite longbow (+7 Str) +19/+14/+9 ranged (1d8+9;x3)
Special Att: –
Special Qual: DR 10/+2 magic, Guad Resistances, elf traits, Spell-like abilities, SR 17, Low-light vision
Skills: Climb +18, Concentration +15, Craft (Fletcher) +20, Hide +10, Jump +18, Listen +15, Move Silently +3, Perform (Harp) +15, Knowledge (Arcana) +15, Search +19, Sense Motive +13, Spot +19, Survival +8, Use Magic Device +14
Feats: Alertness[B], Combat Expertise[B], Dodge, Far Shot[F], Improved Disarm, Mobility, Point Blank Shot[F], Power Attack[B], Precise Shot, Weapon Focus (Longbow), Weapon Focus (Longsword)[B], Weapon Specialization[F], Weapon Specialization (Longsword)[B]
CR: 9
Gear: *chain mail +2* (4,300 gp), *+1 longsword* (4,315 gp), composite longbow (+7 Str) (800 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 11,165 gp (12,000 gp)

Demiguad Elf Myrmidon

7 HD Demiguad Elf Fighter 5/Wizard 1/Arcane Archer 4; **hp** 95
S24 D26 C18 I22 W18 Ch16;**Fort** +14**,Ref** +19**,Will** +16
Init: +8 **Move:** 30 feet
AC: 29 (+8 Dex, +2 natural, +9 *mw (caster) chain mail +5*), touch 18, flat 21
BAB/Grapple: +16/+21
Full Attack: *+1 keen longsword* +25/+20/+15/+10 melee (1d8+14;17-20/x2)
or composite longbow (+7 Str) +27/+22/+17/+12 ranged (1d8+11;x3)
Special Att: Enhance arrow +2, imbue arrow, seeker arrow
Special Qual: DR 10/+2 magic, Guad Resistances, elf traits, Spell-like abilities, SR 17, Low-light vision
Skills: Climb +17, Concentration +16, Craft (Fletcher) +25, Hide +14, Jump +17, Listen +19, Perform (Harp) +15, Knowledge (Arcana) +16, Move Silently +6, Ride +10, Search +20, Sense Motive +13, Spot +23, Survival +12, Use Magic Device +18, Use Rope +11
Feats: Alertness[B], Combat Expertise[B], Dodge, Far Shot[F], Improved Disarm, Improved Precise Shot, Mobility, Point Blank Shot[F], Power Attack[B], Precise Shot, Scribe Scroll[W], Weapon Focus (Longbow), Weapon Focus (Longsword)[B], Weapon Specialization (Longbow)[F], Weapon Specialization (Longsword)[B]
CR: 14
Gear: *mw(caster) chain mail +5* (25,300 gp), *+1 keen longsword* (4,315 gp), composite longbow (+7 Str) (800 gp), *gloves of dexterity +2* (4,000 gp), *cloak of resistance +3* (9,000 gp), *potion of cure serious wounds* (750 gp)
Total: 44,165 gp (45,000 gp)

Enhance Arrow (Su): Every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +2 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for her.

Imbue Arrow **(Sp):** An arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow **(Sp):** An arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Typical Spell List
(3/3;Caster Level 1; Spell DC 15 + Spell Level; 20% spell failure)
0: *Dancing Lights, Daze, Flare*
1st: *Grease, Sleep, True Strike*

Demiguad Elf Archer

7 HD Demiguad Elf Fighter 5/Wizard 6/Arcane Archer 4; **hp** 127
S24 D31 C18 I22 W18 Ch16;**Fort** +15**,Ref** +22**,Will** +18
Init: +10 **Move:** 40 feet
AC: 30 (+10 Dex, +2 natural, +8 *bracers of armor +8*), touch 20, flat 20
BAB/Grapple: +18/+23
Full Attack: *+3 keen longsword* +29/+24/+19/+14 melee (1d8+14 + 1d6 fire;17-20/x2) or composite longbow (+7 Str) +31/+26/+21/+16 ranged (1d8+11;x3)
Special Att: Enhance arrow +2, imbue arrow, seeker arrow
Special Qual: DR 10/+2 magic, Guad Resistances, elf traits, Spell-like abilities, SR 17, Low-light vision
Skills: Climb +22, Concentration +21, Craft (Fletcher) +30, Hide +24, Jump +26, Listen +21, Perform (Harp) +15, Knowledge (Arcana) +21, Move Silently +16, Ride +15, Search +22, Sense Motive +13, Spellcraft +10, Spot +23, Survival +12, Use Magic Device +18, Use Rope +11
Feats: Alertness[B], Combat Expertise[B], Dodge, Far Shot[F], Improved Disarm, Improved Precise Shot, Mobility, Point Blank Shot[F], Power Attack[B], Precise Shot, Scribe Scroll[W], Spring Attack, Still Spell, Weapon Focus (Longbow), Weapon Focus (Longsword)[B], Weapon Specialization[F], Weapon Specialization (Longsword)[B], Whirlwind Attack
CR: 19
Gear: *bracers of armor +8* (64,000 gp), *+3 keen flaming longsword* (50,315 gp), composite longbow (+7 Str) (800 gp), *cloak of resistance +3* (9,000 gp), *gloves of dexterity +6* (36,000 gp)
Total: 160,115 gp (170,000 gp)

Enhance Arrow (Su): Every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +2 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for her.

Imbue Arrow **(Sp):** An arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow **(Sp):** An arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Typical Spell List
(4/5/4/3;Caster Level 6; Spell DC 15 + Spell Level; 10% spell failure)
0: *Dancing Lights, Daze, Flare*
1st: *Grease, Sleep, Still Detect Magic*
2nd: *Still Charm Person, Still Color Spray, Still True Strike*
3rd: *Fireball, Still Invisibility, Still Protection from Arrows*

Gleaming Guadwarrior

Large Outsider (Lawful, Native)

Hit Dice:	11d8+110 (159 hp)
Initiative:	+8 (+4 Dex, +4 Improved)
Speed:	50 feet (10 squares)
Armor Class:	24 (+4 Dex, -1 Size, +5 natural, +6 *breastplate +1*), touch 13, flat 20
BAB/Grapple:	+11/+24
Attack:	*+1 shocking burst longspear* +21 melee (2d6+16)
Full Attack:	*+1 shocking burst longspear* +21/+16/+11 melee (2d6+16)
Space/Reach:	10 ft. /15 ft. with spear, 10 ft. natural
Height:	7 ft. + 2d8 in. (7 ft. 9 in.)
Weight:	50 lbs. + 1d4 lbs. (52 lbs.)
Special Att:	Searing Light
Special Qual:	DR 15/+3 magic, guad resistances, low-light vision, Spell-like abilities, SR 26
Saves:	Fort +22, Ref +11, Will +12
Abilities:	S30 D18 C30 I20 W20 Ch30
Skills:	Concentration +24, Craft (Weaponsmith) +19, Craft (Fletcher) +19, Craft (Armorsmith) +19, Craft (Any one other) +19, Intimidate +24, Listen +5, Profession (Mercenary) +19, Perform (Any one) +19, Search +19, Spot +19, Survival +19, Swim +24, Use Magic Device +24
Feats:	Alertness[B], Cleave, Combat Expertise[B], Combat Reflexes, Improved Initiative[B], Improved Cleave, Improved Sunder, Power Attack[B], Weapon Focus (longspear)[B], Weapon Specialization (longspear)[B]
Environment:	Any Mountain or Underground
Organization:	Solitary, gang (2-4) or band (6-12)
CR:	14
Treasure:	*breastplate +1* (1,350 gp), *+1 shocking burst longspear* (18,310 gp); Standard coins and items, double magic
Alignment:	Usually Lawful Neutral
Advancement:	By Character Class

A tall, slim being stands before you, dressed in a gleaming golden breast plate and beautifully etched greaves, the rest of its perfect shape seemingly carved from living stone. In it's lion-like hand, it holds a bronze spear that seems to be tipped with a glowing blue tip, as if sheathed in lightning. Over its face it wears a plumed helm, from which only a pair of brightly shining eyes can be seen.

The gleaming guadwarrior are the offspring of the Ancient Ones. They have humanoid bodies and emit a golden glow from their entire body. Some have been gifted with animalistic features following along the line of their parentage, though the majority could pass as entirely human. Gleaming guadwarrior tend to favor wearing togas, sandals and laurels of leaves or flowers when not in combat. When preparing for combat they generally wear a breastplate, greaves and sport a plumed helmet. They normally wield a spear, club or quarterstaff for combat.

A gleaming guadwarrior can speak any known language.



Combat

Of all the guadwarriors, though gleaming guad warriors are mercenaries, they can be counted on attacking primarily evil foes. They are single-minded in combat, striking at one opponent until that opponent goes down and then switching to the next. They disdain those who attack them en masse, and prefer to face worthy opponents in one-on-one combats.

Guad Resistances (Su): acid, cold, and fire resistance 20.

Searing Light (Su): Once per minute, the gleaming guad warrior can usher forth a blast of brilliant light and fire from it's outstretched hand as a standard action. The searing light is a +14 ranged touch attack with a 30 ft. range. Anyone struck by the searing light suffers 5d6 damage. Half of the damage is fire damage and the remainder is divine energy. This is treated as a 5th level spell effect with a caster level of 11.

Spell-like Abilities (Sp): At will, *Alter self*, *Detect Chaos*, *Detect Good*, *Detect Law*, *Detect Magic*, *Detect Poison*, *Detect Thoughts* (DC 22), *Dispel Magic* (1d20+11), and *Vampiric Touch* (DC 24) as if cast by a 11th level sorcerer.

Gleaming Guadwarriors on Amberos

The gleaming guadwarriors are the last few true remaining members of the guad race. Most have moved west beyond the coast of Amberos into the various isles or southward into the continent of Aur-Seth. The few remaining enclaves of gleaming guadwarriors on the continent tend to be mercenary warriors, constantly seeking to pit themselves in any battle in a fruitless war to win the continent back for their own kind.

Gleaming Guadwarrior Characters

There are very few gleaming guadwarriors remaining on Amberos, and they tend to cluster in small groups of their own kind. However, on occasion, a group of guadwarriors will whittle down to one surviving member, and that individual may seek a life beyond the endless war their dwindling race has chosen, or may seek to destroy itself in glorious warfare.

Gleaming guadwarriors gain the following abilities.

- **Outsider type (Lawful and Native subtypes)**
- **Large size.** A gleaming guadwarrior has a –1 penalty to hit and AC, but gains a +4 bonus to grapple checks. A gleaming guadwarrior suffers a –4 penalty to hide checks. A large character can lift or carry twice as much as a Medium character.
- **Low-light vision.** A gleaming guadwarrior can see twice as far as a human in dim or twilight conditions.
- **Base movement rate 50 feet**.
- **11d8 Hit Dice.** To this total, the gleaming guadwarrior adds 11x its Constitution modifier (minimum 1 hit point/HD)
- **Base Attack Bonus +11**
- **+11 Natural Armor**
- **10 feet natural reach.** A gleaming guadwarrior takes up a 10 ft. square and has a natural reach of 10 feet.
- **DR 15/+3 magic.**
- **Guad Resistances (Su):** acid, cold, and fire resistance 20.
- **Searing Light (Su):** Once per minute, the gleaming guad warrior can usher forth a blast of brilliant light and fire from it's outstretched hand as a standard action. The searing light is a ranged touch attack with a 30 ft. range. Anyone struck by the searing light suffers 4d6 damage. Half of the damage is fire damage and the remainder is divine energy. This is treated as a 5th level spell effect with a caster level equal to their Hit Dice + levels.
- **Spell-like Abilities (Sp):** At will, *Alter self*, *Detect Chaos*, *Detect Good*, *Detect Law*, *Detect Magic*, *Detect Poison*, *Detect Thoughts*, *Dispel Magic*, and *Vampiric Touch* as if cast by a 11th level sorcerer. The DCs are charisma-based.
- **Spell Resistance 16 + Cha Modifier + Class Levels**
- **Base Saves Fort +7, Reflex +7, Will +7**
- **Str +20, Dex +8, Con +20, Int +10, Wis +10, Cha +20.** Gleaming guadwarriors are superior in mind and body. Only their large size hinders their dexterity somewhat.
- **(8 + Int Modifier) x 14 skill points.** A gleaming guadwarrior's racial skills are Bluff, Climb, Concentration, Craft (Any), Jump, Intimidate, Profession (Mercenary), Perform (Any), Ride, Search, Spot, Survival, Swim, Use Magic Device, and Use Rope.
- **Alertness, Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (Any one), Weapon Specialization (Any one) as bonus feats.**
- **Automatic Languages:** Guadwarriors can speak all languages.
- **Favored Class:** Fighter
- **Level Adj:** +18

Gleaming guadwarriors worship the Ancient Ones, primarily the Greek Pantheon. Gleaming guadwarrior clerics may choose any two domains.

Gleaming Guadwarrior Battlehardened

LG 11 HD Gleaming Guadwarrior Paladin 6;**hp:** 269
S27 D18 C33 I18 W22 Ch34;**Fort** +40**, Ref** +20**, Will** +22

Init: +8 **Move:** 50 ft.
AC: 39 (-1 size, +4 Dex, +11 natural, +10 *mithral breastplate +5*, +5 *amulet of natural armor +5*), touch 13, flat 35
BAB/Grapple: +17/+29
Full Attack: *+5 adamantine holy shocking longspear* +30/+25/+20/+15 melee (2d6+15 + 1d6 electricity)
Special Att: Searing light, spells, turn undead
Special Qual: Aura of courage, aura of good, detect evil, divine grace, divine health, DR 15/magic +3, guad resistance, low-light vision, remove disease 1/week, smite evil 2x/day, special mount, spell-like abilities, SR 34
Skills: Concentration +31, Craft (Weaponsmith) +24, Craft (Armorsmith) +24, Craft (Any one other) +24, Diplomacy +30, Intimidate +26, Knowledge (Religion) +22, Listen +6, Profession (Mercenary) +19, Perform (Any one) +21, Search +18, Spot +20, Survival +20, Swim +27, Use Magic Device +26
Feats: Alertness[B], Beastmaster, Cleave, Combat Expertise[B], Combat Reflexes, Endurance, Improved Initiative[B], Improved Cleave, Improved Sunder, Power Attack[B], Weapon Focus (longspear)[B], Weapon Specialization (longspear)[B]
CR: 20
Gear: *+5 adamantine holy shocking longspear* (101,305 gp), *mithral breastplate +5* (29,350 gp), *amulet of natural armor +5* (50,000 gp), *belt of giant strength +6* (36,000 gp), *wand of cure serious wounds* (10 charges) (2,250 gp)
Total: 218,905 gp (220,000 gp)

Aura of Courage (Su): A gleaming guadwarrior battlehardened is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.
***Detect Evil* (Sp):** At will, a paladin can use *detect evil*, as the spell.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical diseases.
Divine Grace (Su): A paladin gains a bonus equal to her Charisma bonus on all saving throws.
Lay on Hands (Su): A gleaming guadwarrior battlehardened can heal 42 hit points a day. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.
Smite Evil (Su): Twice per day, a gleaming guadwarrior battlehardened may attempt to smite evil with one normal melee attack. He adds +7 to his attack roll and deals +6 damage. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.
Turn Undead: 10x/day; Check +9; Turn Damage 2d6+10

Typical Spell List

(1;Caster level 3; DC 17)
1st: *Lesser Restoration*

Huge dire lion mount: LA —; Huge animal; HD 14d8+24; hp 60; Init +2; Spd 50 ft.; AC 18 (–2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; Base Atk +10; Grp +27; Atk Claw +17 melee (1d6+9); Full Atk 2 claws +17 melee (1d6+9) and bite +15 melee (1d8+4); Space/Reach 15 ft./10 ft.; SA command kind, improved grab, pounce, rake (1d6+4); SQ empathic link, improved evasion, improved speed, low–light vision, scent, share spells & saving throws; AL (Always) N; SV Fort +15, Ref +12, Will +10; Str 28, Dex 15, Con 17, Int 8, Wis 12, Cha 10.
Skills and Feats: Concentration +3, Hide -2, Listen +7, Move Silently +5, Spot +7, Survival +4; Alertness, Multiattack, Run, Track, Weapon Focus (claw). (Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.)
Command (Sp): Thrice per day, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for dire lions, this category includes lions, tigers, leopards and dire versions), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 19) to negate the effect.
Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
Improved Speed (Ex): The mount's speed increases by 10 feet.
Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.
Rake (Ex): Attack bonus +17 melee, damage 1d6+4.
Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.
Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Gripper Guadwarrior

Large Outsider (Chaotic, Evil, Native)
Hit Dice: 8d8+32 (68 hp)
Initiative: +4 (0 Dex, +4 Improved Initiative)
Speed: 30 feet (6 squares)
Armor Class: 12 (-1 size, +3 natural), touch 9, flat 12
BAB/Grapple: +8/+18
Attack: Claw +14 melee (1d6+7)
Full Attack: 2 claws +14 melee (1d6+7), bite +12 melee (1d8+3), tail +12 melee (1d6+3), 2 tentacle +12 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Height: 8 ft. + 2d8 in. (8 ft. 9 in.)
Weight: 400 lbs. + 2d10 x 10 lbs. (510 lbs.)
Special Att: Fear, improved grab
Special Qual: Darkvision 60 ft., DR 10/magic +2, Guad resistances, regeneration 8
Saves: Fort +10, Ref +6, Will +8
Abilities: S25 D11 C19 I12 W14 Ch6
Skills: Craft (Alchemy) +9, Concentration +12, Knowledge (Dungeoneering) +9, Listen +10, Search +9, Spot +10, Use Magic Device +6
Feats: Ability Focus (Fear), Improved Initiative, Multiattack

Environment: Any land
Organization: Solitary, Pair, Brood (2-5), or Pod (5-20)
CR: 6
Treasure: Standard
Alignment: Often chaotic evil
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

This gruesome humanoid looks as if its skin were poured onto its frame, then allowed to foul in the drying sun. Its drooping eyes and sagging tooth-filled maw stare evilly at you, as a pair of foul, dripping tentacles wave about the creature, as if seeking something to grasp and rend. The creature's puffy fingers end in hard, black talons, and bits of gore are visible at the corners of the foul claws.

The gripper guadwarrior is the fell offspring of the guad race twisted by madness and evil, and their bodies are twisted and vile-looking. Grippers prefer to let their tough hides protect them in combat, and rarely wield weapons of any sort.

Gripper guadwarriors can understand any known language and speak it fluently if it desires so, but these creatures often pretend not to understand the language of others or speak in a tongue it believes its victims do not comprehend.

Combat

Grippers are cruel and ruthless in combat. If they can easily defeat a foe, they will usually pin the weaker foe with their tentacles and revel over such captives, torturing the victim for hours before killing them. If faced with a dangerous foe, the gripper will do its best to hastily destroy such a foe by the most



convenient methods – whether squeezing the victim to death with its tentacles, burying them in the surrounding terrain or clawing the opponent to death with its talons.

Fear (Su): Those within 30 feet of the gripper guadwarrior are subject to the uneasy fear the creature exudes. Those in the area of effect must make a Will save DC 14 or flee in terror. Those who succeed the saving throw but have less than 8 HD are still uneasy (-2 to hit and AC).

Guad Resistances (Su): acid, cold, and fire resistance 20.

Improved Grab (Ex): If a gripper guadwarrior hits with a tentacle attack, it may start a grapple for free. No initial touch attack is required. When a gripper guadwarrior succeeds in a grapple, it pulls the opponent into its space.

Regeneration (Ex): A gripper guadwarrior regains 8 hit points per round. All damage caused to the gripper guadwarrior, except for holy or lightning damage is treated as non-lethal damage.

Gripper Guadwarriors on Amberos

Following the near-destruction of the guad when Tsre Vestu rose from the ocean, the guad quested to discover a safe haven for their people. One sect of the guad contacted the Realm of Madness, and they were thrust into the mad planes and twisted by it. Though they survived the experience and managed to return to Amberos, they were forever after shunned by the other guad and forever transformed by their harrowing experience. Gripper guadwarriors are found only in the most foul of places, and there is rumor that most of the surviving gripper guadwarriors are mercenary minions to the demon-lord Sethinyor in the Hold of Severn.

Moaner Guadwarrior

Large Outsider (Incorporeal, Native)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 feet (10 squares)
Armor Class:	18 (-1 size, +4 Dex, +5 deflection), touch 18, flat 14
BAB/Grapple:	+7/+15
Attack:	bite +10 touch (1d8 + energy drain)
Full Attack:	bite +10 touch (1d8 + energy drain)
Space/Reach:	10 ft./10 ft.
Height:	7 ft. + 2d6 in. (7 ft. 7 in.)
Weight:	–
Special Att:	Energy drain, frightful presence
Special Qual:	Guad resistances, manifest
Saves:	Fort +8, Ref +9, Will +9
Abilities:	S– D18 C17 I14 W14 Ch21
Skills:	Bluff +13, Hide +12, Intimidate +13, Move Silently +12, Sense Motive +10, Spot +12
Feats:	Alertness[B], Combat Expertise[B], Combat Reflexes, Dodge, Improved Initiative[B], Iron Will
Environment:	Any Land
Organization:	Solitary, Pair, Brood (2-5), or Patrol (5-20)
CR:	7
Treasure:	Standard
Alignment:	Always Chaotic Evil
Advancement:	By Character Class

This tall, dark creature moves slowly, and it is difficult to make out details of the creature's features. There is an dark, cold aura seeming to emanate from the fetid, decaying form and it seems to be trailing smoke – perhaps dissolving before your very sight. Suddenly the dark form leans forward into the light and you see its face – transfixed in death, the eyes but dark holes into its rotting skull – and it screams with the voice of the tormented dead.



These Guadwarrior are those who have returned from death to terrorize living mortals, yet they are not undead. Their features are distorted and ghost-like, making identifying their true form incredibly difficult. Most seem to be made of pure ectoplasmic ooze, forming features such as a face or limbs as needed.

A moaner has lost the ability to communicate in anything more than a gasping escape of breath – hence its name. It can fully understand any language it hears, but cannot respond in kind.

Combat

Moaner guadwarrior are rather straight-forward in combat, if not dangerous. They will strike at the first opponent who comes within range to strike, and continue attacking until beaten or it decimates its opponent. Once engaged, a moaner guadwarrior generally will not break off from combat or grant mercy to its enemy.

Energy Drain (Su): When a moaner strikes a victim with a melee attack, it inflicts two negative levels onto the victim.

Fearful Presence (Su): Those within 30 feet of the moaner guadwarrior must make a Will save DC 18 or flee in terror. Even those who make the saving throw but have 7 HD or less are uneasy (-2 to hit, -2 to AC).

Guad Resistances (Su): acid, cold, and fire resistance 20.

Manifest (Su): A guadwarrior's form normally exists on the ethereal plane. As a standard action it can manifest itself on the mortal plane to attack, becoming a corporeal creature. When the moaner guad becomes corporeal, it loses its deflection bonus to AC but gains a Strength score of 21. While corporeal, it AC is 13 and it attacks with a longsword +11/+6 melee dealing 2d6+5 (19-20/x2) damage.

Moaner Guadwarriors on Amberos

Before the creation of Hades following the death of Jlihi, the giant, those who died on Amberos were reincarnated into a new form. However, those guad who died found that they did not reincarnate, and simply remained as spirits after death. This was during the time before the first undead, so the deceased guad did not become undead entities, but simply remained as spirits. Over the years, many of these guad learned ways to interact and manifest on the mortal realm. When the realm of Hades was created, many dead guad moved on to that realm. A few, however, lingered on, becoming the moaner guadwarriors.

Spirit Guadwarrior

Large Aberration (Incorporeal)
Hit Dice: 7d8+42 (73 hp)
Initiative: +7 (+3 Dex, +4 Improved Init)
Speed: 20 feet (4 squares), fly 90 ft. (18 squares) (poor) in *Ghost touch Splint Mail +1*; base 30 feet (6 squares), fly 100 ft. (20 squares) (good)
Armor Class: 19 (24*) (-1 size,+3 Dex, +3 deflection, +5 natural*, +4 G*host touch Splint Mail +1*), touch 15, flat-footed 16
BAB/Grapple: +5/+17
Attack: *+1 Ghost touch great sword* +15 melee (3d6+15;19-20/x2) or *+1 Ghost touch composite longbow (Str +8)* +8 ranged (2d6+9;x3)
Full Attack: *+1 Ghost touch great sword* +15/+10/+5 melee (3d6+15;19-20/x2) or *+1 Ghost touch longbow (Str +8)* +8/+3 ranged (2d6+9;x3)
Space/Reach: 10 ft./10 ft.
Height: 7 ft. + 2d6 in. (7 ft. 7 in.)
Weight: Nil
Special Att: Dread Gaze
Special Qual: DR 10/magic +2, darkvision 60 ft.
Saves: Fort +8, Ref +5, Will +9
Abilities: S27 D17 C23 I19 W19 Ch17
Skills: Climb +11, Craft (Weaponsmith) +14, Escape Artist +3, Hide +3, Intimidate +13, Jump +5, Knowledge (Nobility) +14, Listen +9, Move Silently +3, Spot +16, Survival +9, Swim -4, Use Magic Device +14
Feats: Alertness[B], Cleave, Improved Initiative[B], Improved Sunder, Power Attack[B], Weapon Focus (greatsword)[B], Weapon Specialization (greatsword)
Environment: Any land
Organization: Solitary, or Hunt (2-5)
CR: 7
Treasure: *+1 Ghost touch greatsword* (8,400 gp), *+1 Ghost touch composite longbow (Str +8)* (9,650 gp), *Ghost touch Splint Mail +1* (4,200 gp)
Alignment: Usually lawful evil
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: -

You can only make out what appears to be the bluish outline of a towering humanoid with glowing white eyes before it is atop you, with an all-too-solid longsword flashing in its hands.

Some Guadwarrior have discovered the secret of becoming like ghosts without having to die. These spirit Guadwarrior appear human-like, though of great proportions and being distinctly opaque. Unlike most of the surviving Guadwarriors who are native outsiders, the changes that the spirit Guadwarriors have undergone has turned them into bizarre aberrations partially tied to the ethereal plane.

Spirit guadwarriors can understand and speak any known language.

Combat

Spirit guadwarriors silently slip into place, and then strike quickly in an attempt to disrupt the enemy's ability to effectively counter-attack. Because of their *ghost touch* weapons, they may add their strength modifier to the damage they deal with their attacks. Also their *ghost touch splint mail* protects them while they are incorporeal.

* A spirit guadwarrior does not gain the benefit of its natural armor bonus unless the opponent is likewise ethereal or the spirit guadwarrior is drawn into the Mortal realm.

Dread Gaze (Su): 30 ft. range, Fort Save DC 20 or become paralyzed for 1 round. This is not a mind-affecting attack, but has no effect on creatures without a Constitution score.

Guad Resistances (Su): acid, cold, and fire resistance 20.

Spirit Guadwarrior on Amberos

When dead guad (see moaner guadwarrior) learned to commune with the mortal realm, many sought out their relatives to put things to rest that they had left undone at their passing. Through communion with these deceased guad, several secret sects of guad learned the secret to becoming like ghosts. When the dragon Guaradrell brought death during his rampage across the continent, these secret sects moved themselves to the spirit world, and have remained there ever since.

Most of these spirit guadwarriors inhabit remote and out-of-the way places – usually on islands off the western coast of Amberos, where they can continue their lives quietly without fear of being embroiled in a fight that may end their life.

Guaz De

Medium-size Monstrous Humanoid (Shapechanger)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 feet (6 squares), fly 50 ft. (10 squares) (good)
Armor Class: 15 (+2 Dex, +3 natural) , touch 12, flat 13
BAB/Grapple: +0/+2
Attack: Claw +2 melee (1d4+2)
Full Attack: Two claws +2 melee (1d4+2), bite +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 1d20 in. (5 ft. 10 in.)
Weight: 120 lbs. + 2d100 lbs. (221 lbs.)
Special Qual: Low-light vision, Shapechange, sunlight vulnerability
Saves: Fort +3, Ref +4, Will +2
Abilities: S15 D15 C13 I13 W11 Ch10
Skills: Disguise +0*, Hide +6, Listen +4, Move Silently +2, Spot +4
Feats: Great Fortitude, Multiattack[B]
Climate/Terrain: Any land
Organization: Solitary, Pair, Company (2-5), Pack (5-20), Mob (20-40), Clan (40-60), or Tribe (60+)
CR: 1
Treasure: Standard
Alignment: Usually Neutral Evil
Advancement: By Character Class
Level Adj: +3

The thing standing before you is not quite human, and not quite animal. Though possessing limbs and walking like a humanoid creature, its limbs end in sharp, fur-covered animal-like claws. Even its face is not entirely human, with whiskers growing from beneath its nose and ears that stand like that of a cat or dog's on top instead of on the side of the creature's face.

The guaz de are an evil race of shape-changing humanoids with distant relations to the evil goblinoid races. Though they are able to take on a less frightening form for a short period of time, their natural hideous appearance keeps them from mingling with civil society for long. Most of the guaz de can pass for human or other humanoid in low or bad light, but if seen in bright light have obvious disfigurements or animalistic qualities that no human-like creature should have.

Unfortunately, more often than not these creatures prey on human cities, often dwelling in the most forbidding or foreboding areas of cities, graveyards or ruins, feeding off of the flesh of humanity's easily lost.

Combat

Guaz de use their frightening appearance to cow easily frightened victims and then destroying the fear-struck victim. Against stronger foes the guaz de use stealth and hit-and-run tactics, depending on their ability to hide or mingle into crowds to avoid opponents beyond



their match. They are not above taking hostages or using human shields to protect their own hide.

Shapechange (Su): At will, a guaz de can transform itself into any humanoid or animal shape of up to large size. The guaz de cannot assume the shape of a creature with more hit dice or levels than it itself possesses. The ability acts like the *Polymorph* spell in all other respects. The ability lasts for up to 1 hour per hit die or level the guaz de has obtained. After the change ends, the guaz de must remain in its natural form for a like amount of time before taking a new form.

Sunlight Vulnerability (Ex): A guaz de exposed to sunlight must make a Fort Save DC 14 for each round it is in direct sunlight or suffer 1 point of temporary Strength, Dexterity and Constitution Damage. If the guaz de is reduced to 0 Con, it dies. If it is reduced to 0 Str or Dex, the Guaz De is rendered immobile and helpless.

Skills: All guaz de have a pair of bat-like wings they can fold across their back in their natural form, and when so done can easily pass as a cloak, giving them a +10 to Disguise checks to pass as humanoids in shadowy illumination.

Guaz De Society

Guaz de are sociable creatures among their own kind, and some have been known to take to human or humanoid form. Overall however, guaz de society prides itself off of (literally) feeding off of mankind. Among the guaz de, leadership is generally passed down through heredity, though the leader's physical strength and his or her ability to fend off competitors for their position is quite common. Simply stated, a guaz de that shows weakness risks being challenged and overthrown, often by their own family members. It is not unusual for rebellious families in a given clan or tribe to be driven out by those in power who do not wish to suffer a coupe.

Guaz De on Amberos

Guaz de are thought to have been goblinoids that fell to the tricks of Gwieze, the lord of shadows. Their association twisted the guaz de form and mind, making them into the monsters they are now.

Guaz de can be found in the Twilight Mountains, the edge of the Golens and have rumored to dwell at the edge of the Twilight Forest and in the Demon Jungle.

Guaz De Characters

Guaz de are among themselves unique individuals, and it is not unheard of them to become adventurers in their own right, especially when pushed out of their traditional homeland or city.

Guaz de characters have the following abilities.

- **Monstrous Humanoid type. Shapechanger subtype.**
- **Medium Size.**
- **Low-light vision**
- **Base Movement 30 feet, fly 50 feet (good).**
- **Natural attacks.** A Guaz De can attack unarmed with a bite and two claws. The bite deals 1d4 + Str mod damage, and the claws deal 1d4 + ½ Str mod damage each. The claws are considered secondary attacks.
- **+4 Str, +4 Dex, +2 Con, +2 Int.** Guaz de are strong and quick, and are generally hardier than most humanoid creatures. Guaz de are quick learners.
- **Shapechange (Su):** At will, a Guaz de can transform itself into any humanoid or animal shape of up to large size. The Guaz de cannot assume the shape of a creature with more hit dice or levels than it itself possesses. The ability acts like the *Polymorph* spell in all other respects. The ability lasts for up to 1 hour per hit die or level the guaz de has obtained. After the change ends, the guaz de must remain in its natural form for a like amount of time before taking a new form.
- **Sunlight Vulnerability (Ex):** A guaz de exposed to sunlight must make a Fort Save (DC 14) for each round it is in direct sunlight or suffer 1 point of temporary Strength, Dexterity and Constitution Damage. If the guaz de is reduced to 0 Con, it dies. If it is reduced to 0 Str or Dex, the guaz de is rendered immobile and helpless.
- **Skills:** All guaz de have a pair of bat-like wings they can fold across their back in their natural form, and when so done can easily pass as a cloak, giving them a +10 to Disguise checks to pass as humanoids in shadowy illumination.
- **Multiattack** as a bonus feat.
- **Automatic Languages:** Common and goblinoid **Bonus Languages:** Dwarven, elvin, fey, gnomish, Giant.
- **Favored Class:** Sorcerer
- **Level Adj:** +3

The guaz de normally worship Ziga or Gwieze as their leadership desires. Priests worshipping Ziga can choose two domains from the Chaos, Evil or Death domains. Those worshipping Gwieze can choose two domains from Darkness, Knowledge or Evil domains.

Guaz De Shapeshifter

Guaz De Sorcerer 6; **hp:** 30
S12 D17 C14 I16 W10 Ch18;**Fort** +6**, Ref** +5**,Will** +5
Init: +3 **Move:** 30 ft., fly 50 ft.
AC: 18 (+3 Dex, +3 natural, +1 *amulet of natural armor +1*, +1 *bracers of armor +1*), touch 13, flat 15
BAB/Grapple: +3/+4
Full Attack: Bite +6 melee (1d4+1), 2 claws +4 melee (1d4)
Special Att: –
Special Qual: Low-light vision, Shapechange, sunlight vulnerability
Skills: Bluff +13, Concentration +11, Disguise +4*, Listen +2, Knowledge (Arcana) +12, Profession (Fortuneteller) +4, Spellcraft +12, Spot +2
Feats: Great Fortitude, Multiattack[B], Toughness, Weapon Finesse
CR: 7
Gear: *bracers of armor +1* (1,000 gp), *amulet of natural armor +1* (2,000 gp), *cloak of charisma +2* (4,000 gp), *2 potions of cure light wounds* (100 gp)
Total: 7,100 gp (7,200 gp)

Typical Spell List

(6/7/6/4; Caster Level 6; Spell DC 14 + Spell Level)
0: *Dancing Lights, Detect Magic, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*
1st: *Obscuring Mist, Mage Armor, Silent Image, Summon Monster I*
2nd: *Summon Monster II, Web*
3rd: *Deep Slumber*

Guaz De Changelord

Guaz De Sorcerer 12; **hp:** 57
S12 D17 C14 I16 W10 Ch22;**Fort** +8**, Ref** +7**,Will** +8
Init: +3 **Move:** 30 ft., fly 50 ft.
AC: 22 (+3 Dex, +4 natural, +2 *amulet of natural armor +2*, +3 *bracers of armor +3*), touch 13, flat 19
BAB/Grapple: +6/+7
Full Attack: Bite +9 melee, 2 claws +7 melee
Damage: Bite 1d4+1, claw 1d4
Special Att: –
Special Qual: Low-light vision, Shapechange, sunlight vulnerability
Skills: Bluff +19, Concentration +17, Disguise +4*, Listen +4, Knowledge (Arcana) +18, Profession (Fortuneteller) +5, Spellcraft +18, Spot +4
Feats: Great Fortitude, Improved Natural Armor, Multiattack[B], Spell Focus (Enchantment), Toughness, Weapon Finesse
CR: 13
Gear: *bracers of armor +3* (9,000 gp), *amulet of natural armor +2* (8.000 gp), *cloak of charisma +4* (16,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin]
Total: 34,000 gp (35,000 gp)

Typical Spell List

(6/8/8/7/7/6/4; Caster Level 12; Spell DC 16 + Spell Level)
0: *Dancing Lights, Daze*, Detect Magic, Ghost Sound, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*
1st: *Color Spray, Disguise Self, Obscuring Mist, Mage Armor, Summon Monster I*
2nd: *Darkness, Detect Thoughts, Summon Monster II, Touch of Idiocy*, Web*
3rd: *Deep Slumber*, Dispel Magic, Hold Person*, Suggestion**
4th: *Confusion*, Dimension Door, Stoneskin*
5th: *Feeblemind*, Mind Fog**
6th: *Geas/Quest**
* Enchantment spell; DC +1

Guaz De Master of Subterfuge

Guaz De Sorcerer 18; **hp:** 74
S12 D18 C14 I16 W10 Ch24;**Fort** +10**, Ref** +9**,Will** +10
Init: +3 **Move:** 30 ft., fly 50 ft.
AC: 26 (+4 Dex, +4 natural, +3 *amulet of natural armor +3*, +5 *robe of the archmagi*), touch 14, flat 22
BAB/Grapple: +9/+10
Full Attack: Bite +13 melee (1d4+1), 2 claws +11 melee (1d4)
Special Att: –
Special Qual: Low-light vision, Shapechange, sunlight vulnerability, SR 18, spell absorption (8th;50 lvls)
Skills: Bluff +28, Concentration +23, Disguise +7*, Listen +8, Knowledge (Arcana) +24, Profession (Fortuneteller) +6, Spellcraft +24, Spot +8
Feats: Alertness, Great Fortitude, Greater Spell Focus (Enchantment), Improved Familiar, Improved Natural Armor, Multiattack[B], Spell Focus (Enchantment), Toughness, Weapon Finesse
CR: 19
Gear: *robe of the archmagi* (75,000 gp), *amulet of natural armor +3* (18,000 gp), *cloak of charisma +6* (36,000 gp), *ioun stone (lavender and green ellipsoid)* (40,000 gp), diamond dust (250 gp) [stoneskin], canine statuettes (50 gp) [repulsion]
Total: 169,300 gp (170,000 gp)

Typical Spell List

(6/8/8/8/7/7/7/7/5/3; Caster Level 18; Spell DC 17 + Spell Level)
0: *Dancing Lights, Daze*, Detect Magic, Ghost Sound, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*
1st: *Color Spray, Disguise Self, Obscuring Mist, Mage Armor, Summon Monster I*
2nd: *Darkness, Detect Thoughts, Summon Monster II, Touch of Idiocy*, Web*
3rd: *Deep Slumber*, Dispel Magic, Hold Person*, Suggestion**
4th: *Confusion*, Dimension Door, Fear, Stoneskin*
5th: *Contact Other Plane, Feeblemind*, Mind Fog*, Summon Monster V*
6th: *Circle of Death, Geas/Quest*, Repulsion*
7th: *Insanity*, Summon Monster VII, Vision*
8th: *Demand*, Greater Shout*
9th: *Shapechange*
* Enchantment spell; DC +2

Quasit Improved Familiar: Tiny outsider (chaotic, extraplanar, evil); HD 3d8 (12 HD); hp 37; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 24 (+2 size, +3 Dex, +9 natural), touch 15, flat-footed 21; Base Atk +9; Grp +4; Atk Claw +12 melee (1d3–1 plus poison); Full Atk 2 claws +12 melee (1d3–1 plus poison) and bite +7 melee (1d4–1); Space/Reach 2–1/2 ft./0 ft.; SA deliver touch spells, poison, spell-like abilities; SQ alternate form, empathic link, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, improved evasion, resistance to fire 10, scry on familiar, share spells, speak with master, SR 23; AL (Always) CE; SV Fort +6, Ref +9, Will +12; Str 8, Dex 17, Con 10, Int 14, Wis 12, Cha 10.
Languages: Abyssal and Common.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (Arcana) +23, Listen +7, Move Silently +9, Search +8, Spellcraft +23, Spot +6; Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dexterity, secondary damage 2d4 Dexterity. The save DC is Constitution-based and includes a +2 racial bonus.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Scry on Familiar (Sp): The master may scry on his familiar (as if casting the *scrying* spell) once per day.

Halfling, General

Halflings speak Gnomish and Common.

Halfling Traits (Ex): Halflings possess the following racial traits.

- +2 Dexterity, –2 Strength.
- **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 halfling's base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- **Automatic Languages:** Common, Gnome. **Bonus Languages:** Dwarven, Elvin, Goblin, Orc.
- **Favored Class:** Rogue.

Halflings on Amberos

The halfling race is perhaps one of the more unusual races of Amberos. Created as slaves to the evil god Gwieze and his Shadow Empire, the halflings were set free when the empire was destroyed. Halflings were once racial stock of either elf or human decent (the exact stock is unknown), miniaturized by Gwieze to act as diminutive warriors and assassins.

When the Shadow empire fell, the goddess Discoff, who set them free to pursue their own livelihood, freed the halfling race of their evil. While the halfling races still has some deceptive traits from their past heritage, most halflings have forsaken the old evil of their ancestors and embraced the ways of self-reliance and good deeds.

At one time, the halflings had an empire of their own, known as Luthinway. During the First Dragon War, humans came to the area to fight dragons in the nearby Golens swamp, and came to dominate the area. Luthinway passed away quietly as it ceded to human hands and became Llinn. The greatest concentration of halflings (and gnomes) still dwell here and is content to let the humans believe they are in charge.

There are four main family trees of halflings on Amberos – deep, hairfoot, tallfellows and kendling. The kendling halflings are those described in the player's handbook. They are thin and prone to mischievousness. Most adventuring halflings found across Amberos are kendling halflings.

Dark halfling

Small Humanoid (Halfling)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	14 (+1 size, +1 Dex, +2 leather), touch 12, flat-footed 13
BAB/Grapple:	+1/–3
Attack:	Shortsword +3 melee (1d4+1;19-20/x2) or light crossbow +3 ranged (1d6;19-20/x2)
Full Attack:	Primary Shortsword +0 melee (1d4+1;19-20/x2), offhand dagger +0 melee (1d3;19-20/x2) or light crossbow +3 ranged (1d6;19-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	2 ft. 8 in + 2d4 inches (3 ft.)
Weight:	30 lbs + 2d4 lbs. (34 lbs)
Special Att:	Dark halfling traits
Special Qual:	Dark halfling traits, SR 10
Saves:	Fort +4, Ref +2, Will +0
Abilities:	S11 D13 C12 I10 W9 Ch8
Skills:	Climb +3, Hide +5, Jump –3, Listen +3, Move Silently +3
Feats:	Two-weapon fighting
Environment:	Warm marsh or underground
Organization:	Company (2–4), squad (11–20 plus 0-1 Creepers) and 1 Watchman), or band (30–100 plus 100% noncombatants plus 1 Creeper per 20 adults, 5 Watchmen, 1 Don , 6–10 war dogs, and 2–5 hell hounds)
CR:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adj:	+1

This small humanoid is half the height of human and is dressed in dark, encompassing clothing. Its skin is the color of dirt and its eyes are solid black.

A dark halfling looks very similar to a regular halfling, though its eyes are completely black and their skin is much darker – almost the color of dirt. Dark halflings tend have white or black hair.

Dark halflings speak Gnome and Undercommon.

Combat

Dark halflings are vicious, tenacious fighters. They tend to attack in swarms, using their ability to hide in the underground gloom to ambush opponents or attack from places too small for larger beings to follow them.

Dark halfling Traits (Ex): A dark halflings traits are as follows:

- **+2 Dexterity, –2 Strength.**
- **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 halfling's base land speed is 20 feet.**
- **Darkvision up to 120 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**



- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear.** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **+2 racial bonus on Listen checks.**
- **Spell resistance 11 + Cha modifier + class level**
- **Automatic Languages:** Common, Halfling. **Bonus Languages:** Dwarven, Elvin, Gnome, Goblin, Orc.
- **Favored Class:** Rogue.

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

Dark halfling Society

Dark halflings have a hatred of surface races, especially humans. Their entire society is structured around this hate and fear of the surface races. Unlike most other halfling societies, the Dark halflings like to keep a sharp eye on their fellows, and their rules are cruel and oppressive. Ultimately, each dark halfling is only concerned with himself or herself, and will generally act in the most self-serving manner as possible.

Most dark halflings organize themselves around a family structure. While most of the dark halflings are related by blood, these families tend to include members several generations removed, as well as inducting individuals from other families that have been defeated or disbanded. The lowest branches of a family perform

everyday functions such as cooking, farming and the like. However, the head of the family – known as a Don, keeps a portion of the family as his personal strike force. The lowest members of this strike force are usually tasked with thuggery – raiding the surface area or engaging in covert strikes against other dark halfling families. Above the thugs is generally a duo of "lieutenants" who are tasked with carrying out the tasks of the thugs and responsible for their success for failure. The lieutenants tend to closely watch each other and are often in competition with one another. These two lieutenants each have a duo of specialists assigned to them, regularly known as extortionists. These heavy-hitters are often used for delicate matters or when the lieutenant's thugs can't handle a job.

The lieutenants report to a single individual known as an executioner. The executioner generally devises the plans for all activities authorized by the Don. The executioner is also the final arbitrator over the activities of the lieutenants – and their literal executioner, if need be. The executioner of a family reports directly to the Don, but the Don also keeps on hand a hit man – a specialist dark halfling assassin /bodyguard – for dealing with matters not easily handled by his thugs or extortionists, or dealing with followers who have failed or become turncoats. Lastly, each Don usually has a second-in-command who knows most of the Don's business and can act in the Don's stead in matters when the Don is otherwise busy.

Outside of the Don families, most dark halfling communities have an organization known as the Watchers. Something like a police force, the Watchers have foresworn family allegiances and instead sworn a blood pact to the watcher organization. The watchers monitor the individual dark halflings and keep an eye on the various families, ensuring that no one family becomes too destructive. It is not uncommon, however, for the Watchers to be in the pocket of the most powerful family of a given community.

Dark halflings have been known to interact with other underground races such as the drow and the duergar, but they are careful to look after their own interests first, and have battled other such races frequently.

Dark Halflings on Amberos

Living so close to the polluted marshlands of the Golens has done its damage to the halfling race. The dark halflings formed when those halflings who refused to live under human rule uprooted and moved as close as they could to the Golens to evade the human overlords. They were forced into areas farther below the surface than most halfling would find comfortable, and were forced to adapt their lifestyle to the darker world beneath.

Dark halfling Characters

There are many among the dark halflings who have a strong urge to escape the tyranny of their underground societies, ending up as wanderers or mercenaries on the surface or the underdark.

Dark halflings have the following abilities

- **+2 Dexterity, –2 Strength.**
- **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 halfling's base land speed is 20 feet.**
- **Darkvision up to 120 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear.** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **+2 racial bonus on Listen checks.**
- **Spell resistance 11 + Cha modifier + class level**
- **Automatic Languages:** Common, Halfling. **Bonus Languages:** Dwarven, Elvin, Gnome, Goblin, Orc.
- **Favored Class:** Rogue.
- **Level Adj:** +1

Dark halfling clerics generally worship Gwieze and may choose from the Darkness, Evil or Knowledge domains. A dark halfling who wishes to advance as a wizard or sorcerer must forgo his spell resistance ability to gain arcane spells.

Dark Halfling Creeper

Dark Halfling Rogue 5; **hp** 17
S10 D18 C10 I13 W8 Ch14; **Fort** +2**, Ref** +9**, Will** +1
Init: +4 **Move:** 20 ft.
AC: 19 (+1 size, +4 Dex, +4 *studded leather +1*) touch 15, flat 15
BAB/Grapple: +3/-1
Full Attack: Primary *+1 short sword* +7 melee (1d4+1;19-20/x2), off-hand mw dagger +7 melee (1d3;19-20/x2) or sling +9 ranged (1d2)
Special Att: Sneak attack +3d6
Special Qual: Dark Halfling traits, evasion, SR 18, trapfinding, trap sense +1, uncanny dodge
Skills: Bluff +10, Climb +2, Diplomacy +10, Escape Artist +12, Hide +16, Jump -4, Listen +9, Move Silently +14, Sense Motive +10, Spot +7, Tumble +12
Feats: Two-weapon fighting, Weapon Finesse
CR: 6
Gear: *studded leather +1* (1,175 gp), *+1 short sword* (2,310 gp), mw dagger (302 gp), *cloak of resistance +1* (1,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,087 gp (5,600 gp)

Evasion (Ex): If a dark halfling creeper makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A dark halfling creeper gains an intuitive sense that alerts him to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A dark halfling creeper retains his Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Dark Halfling Watchman

Dark Halfling Rogue 10; **hp** 35
S12 D19 C10 I13 W8 Ch14; **Fort** +5**, Ref** +13**, Will** +6*
Init: +4 **Move:** 20 ft.
AC: 20 (+1 size, +4 Dex, +5 *studded leather +2*) touch 15, flat 16
BAB/Grapple: +7/+4
Full Attack: Primary *+2 short sword* +12/+7 melee (1d4+3;19-20/x2), off-hand *+1 dagger* +11 melee (1d3+2;19-20/x2) or sling +13 ranged (1d2+1)
Special Att: Opportunist, sneak attack +5d6
Special Qual: Dark Halfling traits, evasion, improved uncanny dodge, SR 23, trapfinding, trap sense +3, uncanny dodge
Skills: Bluff +15, Climb +3, Diplomacy +15, Escape Artist +17, Hide +21, Jump -3, Listen +14, Move Silently +19, Sense Motive +12, Spot +12, Tumble +17
Feats: Iron Will, Leadership, Two-weapon fighting, Weapon Finesse
CR: 11
Gear: *studded leather +2* (4,175 gp), *+2 short sword* (8,310 gp), *+1 dagger* (2,302 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 20,537 gp (21,000 gp)

Evasion (Ex): If a dark halfling watchman makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Improved Uncanny Dodge (Ex): A dark halfling watchman can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.
Opportunist (Ex): Once per round, the dark halfling watchman can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.
Trap Sense (Ex): A dark halfling watchman gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A dark halfling watchman retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Leadership: leadership score 12; 8th level cohort (dark Halfling Strike Commander), 8 1st level followers (dark Halfling rogue 1)

Dark Halfling Strike Commander CR 8; dark Halfling Rogue 4/Fighter 3; hp 37; Init +9; Spd 20 ft; AC 21 (+1 size, +5 Dex, +4 *studded leather +1*, +1 mw buckler) touch 16, flat 16 ; BAB: +7; Grp +0; Atk *+1 short sword* +13 melee (1d4+1;19-20/x2) or light crossbow +14 ranged (1d6;19-20/x2) ; Full Atk: *+1 short sword* +14/+9 melee (1d4+1;19-20/x2) or mw light crossbow +14 ranged (1d6;19-20/x2); Space/Reach 5 ft./5ft.; SA sneak attack +2d6; SQ deep Halfling traits, evasion, SR 17, trap sense +1, trapfinding, uncanny dodge; AL ; SV Fort +5, Reflex +9, Will +1 ; Str 10 Dex 20 Con 13 Int 10 Wis 8 Cha 14
Skills and Feats: Bluff +8, Climb +4, Gather Information +8, Jump -3, Hide +13, Intimidate +11, Listen +7, Move Silently +11, Sense Motive +5, Spot +5; Combat Reflexes[F], Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword)[F]
Gear: *studded leather +1* (2,175 gp), mw buckler (165 gp), *short sword +1* (2,310 gp), mw light crossbow (335 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 9,285 gp (9,400 gp)

Dark Halfling Don

Dark Halfling Rogue 15; **hp** 52
S14 D20 C10 I13 W8 Ch18; **Fort** +6**, Ref** +15**, Will** +7*
Init: +5 **Move:** 20 ft.
AC: 22 (+1 size, +4 Dex, +7 *studded leather +5*) touch 15, flat 18
BAB/Grapple: +11/+9
Full Attack: Primary *+2 short sword* +15/+10/+5 melee (1d4+4;19-20/x2), off-hand *+2 dagger* +15/+10/+5 melee (1d3+4;19-20/x2)
or mw sling +17 ranged (1d2+2)
Special Att: Crippling strike, opportunist, sneak attack +8d6
Special Qual: Dark Halfling traits, evasion, improved uncanny dodge, SR 30, trapfinding, trap sense +5, uncanny dodge
Skills: Bluff +20, Climb +2, Diplomacy +20, Escape Artist +22, Hide +26, Jump -4, Listen +14, Move Silently +24, Sense Motive +12, Spot +12, Tumble +17
Feats: Improved Two-weapon fighting, Iron Will, Leadership, Two-weapon defense, Two-weapon fighting, Weapon Finesse
CR: 16
Gear: *studded leather+5* (25,175 gp), *+2 short sword* (8,310 gp), *+2 dagger* (8,302 gp), mw sling (300 gp), *cloak of charisma +4* (16,000 gp), , *belt of giant strength +4* (16,000 gp), *potion of cure serious wounds* (750 gp)
Total: 74,837 gp (77,000 gp)

Crippling Strike (Ex): A dark halfling don with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Evasion (Ex): If a dark halfling don makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A dark halfling don can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, the dark halfling don can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

Trap Sense (Ex): A dark halfling don gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A dark halfling don retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Leadership: leadership score 19; 13th level cohort (dark Halfling rogue 12), 40 1st level followers (dark Halflings), 4 2nd level followers (dark Halfling Extortionists), 2 3rd level follower (dark Halfling Rogue Lieutenants), 1 4th level follower (dark Halfling Executioner), 1 5th level follower (dark Halfling Hit man)

Dark Halfling Extortionist CR 2; dark Halfling Rogue 1; hp 4;Init +7; Spd 20 ft; AC 17 (+1 size, +3 Dex, +3 mw studded leather) touch 14, flat 15 ; BAB: +0; Grp -3; Atk mw short sword +2 melee (1d4;19-20/x2) ; Space/Reach 5 ft./5ft.; SA sneak attack +1d6; SQ deep Halfling traits, SR 14, trap sense +1, trapfinding; AL ; SV Fort +1, Reflex +5, Will -1 ; Str 10 Dex 17 Con 13 Int 10 Wis 8 Cha 14
Skills and Feats: Bluff +6, Gather Information +6, Hide +7, Intimidate +6, Listen +3, Move Silently +7, Search +4, Spot +3; Improved Initiative
Gear: mw studded leather (175 gp), mw short sword (310 gp)
Total: 485 gp (2,000 gp)

Dark Halfling Lieutenant CR 3; dark Halfling Rogue 2; hp 9;Init +3; Spd 20 ft; AC 17 (+1 size, +3 Dex, +3 mw studded leather) touch 14, flat 14 ; BAB: +1; Grp -2; Atk mw short sword +5 melee (1d4;19-20/x2) ; Space/Reach 5 ft./5ft.; SA sneak attack +1d6; SQ deep Halfling traits, evasion, SR 15, trap sense +1, trapfinding; AL ; SV Fort +1, Reflex +6, Will -1 ; Str 10 Dex 17 Con 13 Int 10 Wis 8 Cha 14
Skills and Feats: Bluff +7, Climb +2, Gather Information +7, Jump -4, Hide +12, Intimidate +7, Listen +6, Move Silently +10, Sense Motive +4, Spot +4; Weapon Finesse
Gear: mw studded leather (175 gp), *short sword +1* (2,310 gp)
Total: 2,485 gp (2,500 gp)

Dark Halfling Executioner CR 4; dark Halfling Rogue 3; hp 13;Init +3; Spd 20 ft; AC 17 (+1 size, +3 Dex, +3 studded leather) touch 14, flat 14 ; BAB: +2; Grp -1; Atk *+1 short sword* +4 melee (1d4+1;19-20/x2) ; Space/Reach 5 ft./5ft.; SA sneak attack +2d6; SQ deep Halfling traits, evasion, SR 16, trap sense +1, trapfinding; AL ; SV Fort +2, Reflex +6, Will +0 ; Str 10 Dex 17 Con 13 Int 10 Wis 8 Cha 14
Skills and Feats: Bluff +10, Climb +2, Gather Information +8, Hide +13, Intimidate +10, Jump -4, Listen +7, Move Silently +11, Sense Motive +11, Spot +5; Persuasive, Skill Focus (Sense Motive)
Gear: mw studded leather (175 gp), *short sword +1* (2,310 gp)
Total: 2,470 (3,300 gp)

Dark Halfling Hit man CR 5; dark Halfling Rogue 3/Fighter 1; hp 20;Init +8; Spd 20 ft; AC 18 (+1 size, +4 Dex, +3 studded leather) touch 15, flat 14 ; BAB: +3; Grp +0; Atk *+1 short sword* +9 melee (1d4+1;19-20/x2) ; Space/Reach 5 ft./5ft.; SA sneak attack +2d6; SQ deep Halfling traits, evasion, SR 17, trap sense +1, trapfinding; AL ; SV Fort +4, Reflex +6, Will +0 ; Str 10 Dex 18 Con 13 Int 10 Wis 8 Cha 14
Skills and Feats: Bluff +7, Climb +2, Gather Information +7, Jump -3, Hide +12, Intimidate +8, Listen +6, Move Silently +10, Sense Motive +4, Spot +4; Improved Initiative, Weapon Finesse, Weapon Focus (Short Sword)[F]
Gear: mw studded leather (175 gp), *short sword +1* (2,310 gp)
Total: 2,485 (3,300 gp)

Hairfoot Halfling

Small Humanoid (Halfling)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15
BAB/Grapple: +1/–3
Attack: Shortsword +3 melee (1d4-1;19-20/x2) or shortbow +3 ranged (1d4-1;x3)
Full Attack: Shortsword +3 melee (1d4-1;19-20/x2) or shortbow +3 ranged (1d4-1;x3)
Space/Reach: 5 ft./5 ft.
Height: 2 ft. 8 in + 2d4 inches (3 ft.)
Weight: 30 lbs + 2d4 lbs. (34 lbs)
Special Att: Halfling traits
Special Qual: Halfling traits
Saves: Fort +4, Ref +2, Will +0
Abilities: S9 D15 C12 I10 W9 Ch8
Skills: Climb +1, Hide +5, Jump –5, Listen +3, Move Silently +2
Feats: Weapon Finesse
Environment: Warm plains
Organization: Company (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 dogs, and 2–5 riding dogs)
CR: ½
Treasure: Standard
Alignment: Usually lawful good
Advancement: By character class
Level Adj: +0

This small humanoid is half the height of a human. It is slightly rotund and has a sunny complexion.

Hairfoot halfling are agrarian fellows who have a penchant for the simple life and the amenities that come with it. Unlike the kendling, a hairfoot is not an outgoing sort of fellow – in fact many believe that the mischievous kendling give all halflings a bad name.

Hairfoot are a bit stockier than normal – they are often almost described as rotund or teddy bearish, though they are still only about three feet tall. They tend to have a penchant for the finer things in life – good food, a roomy home and a life of riches. Their most notable feature is their fur-topped feet, with soles hard enough they do not normally need to wear shoes.

Combat

When pressed, a hairfoot halfling is not to be trifled with. Though small, they are tenacious fighters and generally once engaged, fight without fear. Hairfoot halflings are generally well-organized when forced into combat, and they excel at group tactics and employing massed forces against an enemy.

Hairfoot Halfling Traits (Ex): Halflings possess the following racial traits.

- **+2 Dexterity, –2 Strength.**
- **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 halfling's base land speed is 20 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear.** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **+2 racial bonus on Listen checks.**
- **Automatic Languages:** Common, Halfling. **Bonus Languages:** Dwarven, Elvin, Gnome, Goblin, Orc.
- **Favored Class:** Fighter.

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

Hairfoot Halfling Society

Hairfoot halflings tend to gather in small farming communities composed entirely of their own racial stock. They are generally self-sustaining and though they occasionally trade with other communities or races, they do not do so on a regular basis.

All hairfoot halflings are expected to follow in their parent's footsteps and to aspire to a lifestyle akin to their parentage. Hairfoot halfling marriages are generally arranged shortly after birth and they are expected to marry and start their career as soon as they reach maturity.

Hairfoot Halflings on Amberos

Hairfoot halflings are exclusive to the lands of Llinn. They produce few characters that stand out or involve themselves in the mighty occurrences on Amberos, and as such tend to only take up a footnote in the annals of its history.

Hairfoot Halfling Characters

Such adventurers are aberrations among the hairfoot halfling, and often seen as individuals who are suffering from delusions or are best avoided by others of their own kind. It is not unknown for other hairfoot halfling community members to do their best to "help" the afflicted return to a "normal" lifestyle – sometimes by force, if necessary.

Halflings possess the following racial traits.

- +2 Dexterity, –2 Strength.
- **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 halfling's base land speed is 20 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear.** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **+2 racial bonus on Listen checks.**
- **Automatic Languages:** Common, Halfling. **Bonus Languages:** Dwarven, Elvin, Gnome, Goblin, Orc.
- **Favored Class:** Fighter.

Hairfoot halflings clerics generally worship Discoff and may choose from the domains of Good, Law, or Protection.

Hairfoot Halfling Sergeant

Hairfoot Halfling Fighter 5; **hp** 32
S12 D18 C13 I12 W10 Ch8;**Fort** +5**, Ref** +2**, Will** +2
Init: +4 **Move:** 20 ft.
AC: 21 (+1 size, +4 Dex, +5 *chain shirt +1*, +1 mw buckler), touch 15, flat 17
BAB/Grapple: +5/+2
Full Attack: short sword +6 melee (1d4+1;19-20/x2),
Or *+1 sling* +12 ranged (1d3+4)
(rapid shot: +10/+10 ranged)
Special Att: –
Special Qual: **–**
Skills: Climb +10, Hide +7, Jump -4, Handle Animal +3, Listen +2, Move Silently +5, Ride +8, Spot +4
Feats: Point Blank Shot, Quick Draw[F], Rapid Shot, Weapon Focus (sling)[F], Weapon Specialization[F] (sling)
CR: 5
Gear: *chain shirt +1* (1,250 gp), mw buckler (265 gp), mw short sword (310 gp), *sling +1* (2,300 gp), *potion of cure light wounds* (50 gp)
Total: 4,175 gp(4,300 gp)

Hairfoot Halfling Lieutenant

Hairfoot Halfling Fighter 10; **hp** 65
S14 D19 C13 I12 W10 Ch8;**Fort** +9**, Ref** +5**, Will** +5
Init: +4 **Move:** 20 ft.
AC: 23 (+1 size, +4 Dex, +6 *chain shirt +2*, +2 *buckler +1*), touch 15, flat 16
BAB/Grapple: +10/+9
Full Attack: *+1 short sword* +13/+7 melee (1d4+3;19-20/x2),
Or *+1 sling* +17/+12 ranged (1d3+5)
(rapid shot: +15/+15/+10 ranged)
Special Att: –
Special Qual: **–**
Skills: Climb +11, Hide +7, Jump -3, Handle Animal +5, Listen +2, Move Silently +5, Profession (Law Officer) +6, Ride +8, Sense Motive +2, Spot +6
Feats: Dodge, Far Shot[F], Greater Weapon Focus (sling)[F], Mobility, Point Blank Shot, Quick Draw[F], Rapid Shot, Shot on the Run[F], Weapon Focus (sling)[F], Weapon Specialization (sling)[F]
CR: 10
Gear: *chain shirt +2* (4,250 gp), *buckler +1* (1,165 gp), *+1 short sword* (2,310 gp), *+1 sling* (2,300 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 15,775 gp (16,000 gp)

Hairfoot Halfling Sheriff

Hairfoot Halfling Fighter 15; **hp** 97
S12 D20 C13 I12 W10 Ch8;**Fort** +11**, Ref** +11**, Will** +6
Init: +5 **Move:** 20 ft.
AC: 26 (+1 size, +5 Dex, +7 *glamered light fortification chain shirt +3*, +3 *buckler of blinding +2*), touch 16, flat 21
BAB/Grapple: +15/+12
Full Attack: *+2 short sword* +18/+13/+8 melee (1d4+3;19-20/x2),
Or *+1 sling of distance* +22/+17/+12 ranged (1d3+6)
(rapid shot: +20/+20/+15/+10 ranged)
Special Att: –
Special Qual: **–**
Skills: Climb +10, Hide +10, Jump -4, Handle Animal +5, Listen +2, Move Silently +9, Profession (Law Officer) +6, Ride +10, Sense Motive +4, Spot +6
Feats: Dodge, Far Shot[F], Greater Weapon Focus (sling)[F], Greater Weapon Specialization (sling)[F], Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Quick Draw[F], Rapid Shot, Shot on the Run[F], Weapon Finesse[F], Weapon Focus (sling)[F], Weapon Specialization (sling)[F]
CR: 15
Gear: *glamered light fortification chain shirt +3* (18,950 gp), *buckler of blinding +2* (9,165 gp), *+2 short sword* (8,310 gp), *+1 sling of distance* (18,300 gp), *gauntlets of ogre power* (4,000 gp)
Total: 58,725 gp (59,000 gp)

Stout Halfling

Small Humanoid (Halfling)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15
BAB/Grapple: +1/–3
Attack: Longsword +3 melee (1d6;19-20/x2) or light crossbow +3 ranged (1d6;19-20/x2)
Full Attack: Longsword +3 melee (1d6;19-20/x2) or light crossbow +3 ranged (1d6;19-20/x2)
Space/Reach: 5 ft./5 ft.
Height: 2 ft. 8 in + 2d4 inches (3 ft.)
Weight: 30 lbs + 2d4 lbs. (34 lbs)
Special Att: Halfling traits
Special Qual: Halfling traits
Saves: Fort +4, Ref +2, Will +0
Abilities: S11 D13 C12 I10 W9 Ch8
Skills: Climb +2, Hide +4, Jump –4, Listen +3, Move Silently +1
Feats: Endurance[F], Weapon Focus (longsword)
Environment: Temperate Forests
Organization: Company (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 dogs, and 2–5 riding dogs)
CR: ½
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adj: +0

This small humanoid is thin and about four feet tall. It has an olive complexion and black hair, with brilliant green eyes.

Stout halflings have more elvin blood in them than most other halflings, leaving them to be taller and stronger than their cousins. They are more interested in the world around them than their Hairfoot cousins, but less mischievous and survivalistic than the kendling.

Stout halflings are about four feet tall, and proportioned like a mature human. They have dark olive or coppery skin, and their hair is usually black or brown. Eye color ranges from brilliant blue through green, browns and gray colors. Stouts never possess beards.

Combat

Stout halflings will take a battle wherever it must go. They are fierce independent fighters, but they also work well in a group and are not above employing complex, group-based tactics to defeat enemies.

Halfling Traits (Ex): Halflings possess the following racial traits.

- **+2 Dexterity, –2 Strength.**
- **Low-light vision.** A stout Halfling can see twice as far as a human in dim or twilight conditions.
- **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 halfling's base land speed is 20 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear.** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **Endurance Feat** as a bonus racial feat.
- **Automatic Languages:** Common, Halfling. **Bonus Languages:** Dwarven, Elvin, Gnome, Goblin, Orc.
- **Favored Class:** Fighter.

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

Stout Halfling Society

Stout societies are usually found mixed within or near to hairfoot communities. They tend to retain their own traditions and rarely intermarry with hairfoot, but generally get along well with their neighbors. Stouts tend to be slightly more outgoing that hairfoot Halflings, and it is not uncommon for youths just reaching maturity to take a trek into the world that lasts a year or two before they return home to take up their place in society. It is perhaps this one trait that has kept the hairfoot at arms length, for the hairfoot feel that this trait of the stout makes them untrustworthy and foolish.

Stout Halfling on Amberos

Most halflings hail from the lands of Llinn, though there are some stout halfling communities in the southwest portion of Amberos, most notably in the Duchy of Molvak and the Southern Kingdom. Stout halflings are much more likely to take up a cause and become involved in the occurrences on the continent that hairfoot halflings, and this has been proven time and again with the number of stout Halfling heroes found in tales across Amberos.

Stout Halfling Characters

Most stout adventurers are on their trek about the world. A rare few come to see settling back down in halfling society as a bother or hindrance to their growth and either remain wanderers or become acclimated to the world beyond the walls of Halfling society.

Stout Halfling Sojourner

Stout Halfling Rogue 2/Fighter 3; **hp** 28
S12 D18 C13 I12 W10 Ch8;**Fort** +5**, Ref** +9**, Will** +2
Init: +8 **Move:** 20 ft.
AC: 21 (+1 size, +4 Dex, +5 *chain shirt +1*, +1 mw buckler), touch 15, flat 17
BAB/Grapple: +4/+2
Full Attack: *+1 short sword* +11 melee, sling +10 ranged
Damage: short sword 1d4+2 (19-20/x2), sling 1d3+1
Special Att: Sneak attack +1d6
Special Qual: Evasion, trapfinding
Skills: Climb +9, Disable Device +6, Escape Artist +3, Hide +12, Jump +1, Handle Animal +1, Listen +5, Open Lock +9, Move Silently +10, Ride +6, Search +6, Spot +5
Feats: Improved Initiative, Point Blank Shot[F], Weapon Finesse, Weapon Focus (short sword)[F]
CR: 5
Gear: *chain shirt +1* (1,250 gp), mw buckler (165 gp), *+1 short sword* (2,310 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,025 gp (4,300 gp)

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Stout Halfling Marshall

Stout Halfling Rogue 4/Fighter 6; **hp** 57
S13 D18 C13 I12 W10 Ch8;**Fort** +8**, Ref** +11**, Will** +4
Init: +8 **Move:** 30 ft.
AC: 23 (+1 size, +4 Dex, +6 *chain shirt +2*, +2 *buckler +1*), touch 15, flat 19
BAB/Grapple: +9/+11
Full Attack: primary *+1 shortsword* +14/+9 melee (1d4+4;19-20/x2), off-hand *+1 shortsword* +13/+8 melee (1d4+3;19-20/x2),
Or mw sling +16/+11 ranged (1d3+2) (rapid shot: +14/+14/+9 ranged)
Special Att: Sneak attack +2d6
Special Qual: Evasion, trap sense +1, trapfinding, uncanny dodge
Skills: Climb +12, Disable Device +8, Escape Artist +5, Gather Information +1, Hide +14, Jump +9, Handle Animal +4, Listen +7, Open Lock +9, Move Silently +12, Ride +6, Search +8, Spot +7
Feats: Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot[F], Quick Draw, Two-weapon Fighting[F], Weapon Finesse, Weapon Focus (short sword)[F], Weapon Specialization (shortsword)[F]
CR: 10
Gear: *chain shirt +2* (4,250 gp), *buckler +1* (1,165 gp), two *+1 shortsword* (4,610 gp), mw sling (300 gp), *boots of striding and springing* (5,500 gp)
Total: 15,825 gp (16,000 gp)

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A stout marshal gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A stout marshal can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Stout Halfling Governor

Stout Halfling Rogue 5/Fighter 10; **hp** 57
S14 D18 C13 I12 W10 Ch8;**Fort** +8**, Ref** +11**, Will** +4
Init: +8 **Move:** 30 ft.
AC: 27 (+1 size, +4 Dex, +8 *chain shirt +4*, +4 *buckler +3*), touch 15, flat 23
BAB/Grapple: +13/+16
Full Attack: primary *+3 shortsword* +20/+15/+10 melee (1d4+5;17-20/x2), off-hand *+2 shortsword* +19/+14 melee (1d4+4;17-20/x2),
Or *+1 sling* +19/+14/+9 ranged (1d3+2)
(rapid shot: +17/+17/+12/+7 ranged)
Special Att: Sneak attack +3d6
Special Qual: Evasion, trap sense +1, trapfinding, uncanny dodge
Skills: Climb +14, Disable Device +9, Escape Artist +6, Gather Information +6, Hide +15, Jump +11, Handle Animal +4, Listen +8, Open Lock +9, Move Silently +13, Ride +6, Search +9, Spot +8
Feats: Improved Critical (shortsword), Improved Initiative, Improved Two-Weapon Fighting[F], Point Blank Shot[F], Quick Draw, Rapid Shot, Two-weapon Fighting[F], Weapon Finesse, Weapon Focus (short sword)[F], Weapon Specialization (shortsword)[F]
CR: 15
Gear: *chain shirt +4* (16,250 gp), *buckler +3* (9,165 gp), *+3 shortsword* (18,310 gp), *+2 shortsword* (8,310 gp), *boots of springing and striding* (5,500 gp)
Total: 57,535 gp (59,000 gp)

Evasion (Ex): A stout Halfling governor can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A stout governor gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A stout governor can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hauk

Medium Humanoid (Avian)

Hit Dice:	1d8 (4 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares),fly 50 ft.,(average) (10 squares)
Armor Class:	11 (+1 Dex), touch 11, flat 10
BAB/Grapple:	+0/-1
Attack:	Longsword -1 melee (1d8-1;19-20/x2) or claw –6 melee (1d4-1) or light crossbow +1 ranged (1d8;19-20/x2)
Full Attack:	Longsword -1 melee (1d8-1;19-20/x2) or 2 claws -6 melee (1d4-1) or light crossbow +1 ranged (1d8;19-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 3 in. + 2d4 inches (5 ft. 8 in.)
Weight:	100 lbs + 5 x 2d6 lbs. (135 lbs.)
Spec Att:	–
Spec Qual:	Low-light vision
Saves:	Fort 0, Ref +3, Will 0
Abilities:	S9 D13 C10 I10 W10 Ch11
Skills:	Heal +4, Search +2, Sense Motive +4, Spot +4
Feats:	Endurance
Environment:	Any land
Organization:	Solitary, Pair, Brood (2-5), Nest (5-20 plus 1-3 Wingman), Flight (20-40 plus 1-5 Wingman plus 1-2 Knights), Flock (40-60 plus 100% noncombatants plus 1 Wingman per 10 adults plus 1-4 Knights plus 1 Air Lord), or Nation (60+)
CR:	½
Treasure:	None
Alignment:	Usually neutral
Advancement:	By Character Class
Level Adj:	+1

This humanoid stands a little under six feet tall and is dressed in light clothing that leaves most of its arms and legs exposed. From its back sprout a pair of bird-like wings, and its hair is like-wise made of mottled white and silver feathers. It stares at you with brilliant blue eyes, and occasionally grunts a bird-like squawk. What you can see of its feet protruding from beneath the robes end in sharp, bird-like talons.

The hauks are a race of humanoids with an extra set of limbs that act as wings and feet that end in bird-like talons. All hauks have blue eyes, though the shade of blue varies from a light, blue-gray to a rich sky blue color.

Hauks are a proud folk, and have a strong air of superiority over land-bound races. They often expect "lesser" races to do as they command, and have been known to destroy communities who mock or spurn them.

Hauks speak Common and their own language.

Combat

Hauk fighters are generally weaker than humans, but their ability to take wing makes them slightly more difficult to hit than humans. They prefer to use weapons when fighting, but can hover in place or swoop in to attack using their talons as well as their weapons. Hauks are very good at fighting in organized formations or as single soldiers.

Skills: Hauks have a +4 racial bonus to spot checks and a +2 racial bonus to search checks.

Hauk Society

The race of hauks live in cloud cities that drift high above the lands or in mountain citadels impossible for land-based beings to reach. They prefer to avoid becoming involved with the earth-bound races, though they are on good terms with cloud and storm giants.

In their own society, hauks are outgoing and industrious, but not overly so. They prefer to be conservative in all things

For some strange reason, the hauk race abhors bejorns, and they will often organize hunts to locate and destroy such beings.

Hauks on Amberos

Most hauk clans can be found in the Curtain mountains between the Princes of Xatmas and Barbed March. Other clans are known to exist in the Wanderer's Hills of the Kirranays and among the hills and mountains of Nyrr Ryann, and individuals have been encountered in many different countries.



Hauk Characters

Hauks are loners, and it is not unknown for them to strike out as adventurers.

A Hauk character gains the following abilities.

- **Medium size.**
- **Base Movement 30 feet, fly 50 feet (average)**
- **Low-light vision.** A hauk can see as well in dim light or twilight as a human can see in the day.
- **Natural Attacks.** A hauk's feet end in sharp talons that may be employed if the character is flying. The claws deal 1d4 + ½ Str modifier damage each. They may be used in conjunction with normal weapon attacks with the hauk's regular arms using two-weapon fighting rules. The talons are treated as a secondary attack.
- **-2 Str, +2 Dex.** The bird-like bone structure of a hauk makes it physically weaker, but more agile.
- **+4 to Spot checks.** A Hauk's eyes are unnaturally acute and can see things much easier than other races.
- **+2 to Search checks.** A Hauk's acute eyes can easily find things other miss.
- **Favored Class:** Fighter.
- **Level Adj:** +1

Hauks generally worship Lorius. A priest of Lorius can choose two of the three domains of Air, Travel and Healing.

Hauk Wingman

Hauk Fighter 3/Rogue 2; **hp** 28
S14 D16 C13 I10 W8 Ch12;**Fort** +5**, Ref** +8**, Will** +4
Init: +3 **Move:** 20 ft., fly 50 ft. (average)
AC: 18 (+3 Dex, +5 mw breastplate), touch 13, flat 15
BAB/Grapple: +4/+6
Full Attack: *+1 halberd* +7 melee (1d10+4;x3)
or 2 claws +1 melee (1d4+1)
or composite longbow (+2 Str) +7 ranged (1d8+2;x3)
Damage: *+1 greatsword* 2d6+4 (19-20/x2), claws 1d4+1, composite longbow (+2 Str) 1d8+2 (x3)
Special Attack: Sneak attack +1d6
Special Qual: Evasion, low-light vision, trapfinding
Skills: Bluff +3, Climb +0, Decipher Script +2, Disable Device +2, Disguise +3, Escape Artist +2, Gather Information +6, Jump -6, Search +3, Spot +8, Swim -2
Feats: Iron Will, Power Attack[F], Skill Focus (Gather Information), Weapon Focus (halberd)[F]
CR: 5
Gear: mw breastplate (350 gp), *+1 halberd* (2,310 gp), composite longbow (+2 Str) (300 gp), *cloak of resistance +1* (1,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,260 gp (4,300 gp)

Evasion (Ex): A hauk wingman can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Hauk Winged Knight

Hauk Fighter 6/Rogue 4; **hp** 57
S15 D16 C13 I10 W8 Ch12;**Fort** +7**, Ref** +9**, Will** +5
Init: +3 **Move:** 20 ft., fly 50 ft. (average)
AC: 19 (+3 Dex, +6 *mithral breastplate +1*), touch 13, flat 16
BAB/Grapple: +9/+11
Full Attack: *+2 halberd* +13 melee (1d10;x3)
or 2 claws +7 melee (1d4+1)
or composite longbow (+2 Str) +12 ranged (1d8+2;x3)
Special Attack: Sneak attack +2d6
Special Qual: Evasion, low-light vision, trapfinding, trap sense +1, uncanny dodge
Skills: Bluff +5, Climb +3, Decipher Script +4, Disable Device +4, Disguise +5, Escape Artist +6, Gather Information +8, Jump -4, Search +5, Spot +11, Swim -2
Feats: Dodge[F], Iron Will, Fly-by Attack, Hover, Power Attack[F], Skill Focus (Gather Information), Weapon Focus (halberd)[F], Weapon Specialization (halberd)[F]
CR: 10
Gear: *mithral breastplate +1* (6,350 gp), *+2 halberd* (8,310 gp), composite longbow (+2 Str) (300 gp)
Total: 14,960 gp (16,000 gp)

Evasion (Ex): A hauk wingman can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A hauk winged knight gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A hauk winged knight can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hauk Cloudmaster

Hauk Fighter 9/Rogue 6; **hp** 57
S16 D16 C13 I10 W8 Ch12;**Fort** +9**, Ref** +11**, Will** +7
Init: +3 **Move:** 20 ft., fly 50 ft. (average)
AC: 21 (+3 Dex, +8 *mithral breastplate +3*), touch 13, flat 18
BAB/Grapple: +10/+13
Full Attack: *+2 flaming greatsword* +13 melee (2d6+8 + 1d6 fire;17-20/x2), 2 claws +9 melee (1d4+1)
or *+2 composite longbow* (+3 Str) +14/+9 ranged (1d8+5;x3)
Special Attack: Sneak attack +3d6
Special Qual: Evasion, low-light vision, trapfinding, trap sense +2, uncanny dodge
Skills: Bluff +7, Climb +4, Decipher Script +6, Disable Device +6, Disguise +7, Escape Artist +8, Gather Information +10, Jump -5, Search +7, Spot +14, Swim -2
Feats: Dodge[F], Improved Critical (greatsword)[F], Iron Will, Fly-by Attack, Hover, Multiattack, Power Attack[F], Skill Focus (Gather Information), Two-weapon Fighting, Weapon Focus (greatsword)[F], Weapon Specialization (greatsword)[F]
CR: 15
Gear: *mithral breastplate +5* (29,350 gp), *+2 flaming greatsword* (18,350 gp), *+2 composite longbow (+2 Str)* (8,700 gp)
Total: 56,400 gp (59,000 gp)

Evasion (Ex): A hauk cloudmaster can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A hauk cloudmaster gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A hauk cloudmaster can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hermaphrodite

Medium Humanoid (Titanspawn)
Bard 1

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 leather, +1 light wooden shield), touch 10, flat-footed 13
BAB/Grapple:	0/-1
Attack:	Short sword -1 melee (1d6-1;19-20/x2)
Full Attack:	Short sword -1 melee (1d6-1;19-20/x2) or shortbow +0 ranged (1d6-1;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	100 lbs + 2d4 x 5 lbs. (125 lbs.)
Special Att:	Spells
Special Qual:	Bardic knowledge, bardic music
Saves:	Fort +0, Ref +0, Will +0
Abilities:	S8 D10 C11 I16 W11 Ch17
Skills:	Balance -1, Climb -2, Diplomacy +11, Escape Artist -1, Gather Information +9, Hide -1, Jump -2, Knowledge (nobility) +7, Listen 0, Move Silently -1, Perform (any two) +7, Profession (any one) +4, Sense Motive +6, Sleight of Hand -1, Spot 0, Swim -3
Feats:	Negotiator
Environment:	Any land
Organization:	Solitary
CR:	1
Treasure:	Double Standard
Alignment:	Often neutral
Advancement:	By Character Class
Level Adj:	+1

It is difficult to tell if this humanoid is male or female as its slim features seem both boyish and feminine at the same time.

Hermaphrodites are humanoids that are both male and female. They are generally gregarious and sociable and scorn violence. Most hermaphrodites are skilled in one or many forms of entertainment, and often tend to indulge themselves in the luxuries of life.

Hermaphrodites are usually light-skinned, with golden or brown hair and blue or green eyes. They tend to be tall and slim, with a trim physique that does not appear muscular. They have little body hair, save for that on their head, and are unable to grow beards.

Hermaphrodites speak Common.

Combat

Hermaphrodites are loath to fight, seeing it as an act of desperation when diplomacy fails. However, many hermaphrodites are well-trained with weapons, even though most have little combat experience. If forced to fight, most hermaphrodites will attempt to quickly disable or kill an opponent, and flee from superior combatants.

The hermaphrodite listed above is a 1st level bard with the following ability scores before racial modifiers. Str 8, Dex 10, Con 9, Int 12, Wis 11, Cha 13.

Skills: A hermaphrodite gains a +2 racial bonus to Diplomacy, Gather Information, and Sense Motive.
Bardic Knowledge: +4
Bardic Music: 1x/day; Perform check +7; can use *Countersong*, *Fascinate*, and *Inspire Courage.* See bardic abilities for details.

Hermaphrodite Society

Hermaphrodites generally live among their own kind, though some have come to enjoy living among other races at large - usually elves and/or humans. Hermaphrodites are loathe to associate with zamadons, and are generally disliked by amazons. While hermaphrodites generally prefer living among their own kind, they often encourage other humanoids to visit their dwellings. For this very reason, most hermaphrodites are skilled at some social skill, including fortune telling, grooming, dancing, singing or other performances and even in some cases acting as courtesans or companions to the lonely. Only in extremely rare cases will a hermaphrodite resort to coarse prostitution for companionship.

Hermaphrodites are incapable of mating with themselves or each other, and can only produce children after first having relations with a male, followed within 24 hours with relations with a female (with the female becoming pregnant). Offspring from such a union produce hermaphrodites once out of approximately every six births, otherwise the offspring is a normal male or female of the parents lineage. Hermaphrodites can never become pregnant themselves, though they can, and sometimes do, act as nursemaids for the offspring they help create.

Hermaphrodites do not marry, and abhor the thought of such a subject among their own kind (Though they are often quite joyful at the thought of other races marrying). Though they are willing to be friends with practically any humanoid they are exceptionally unwilling to tie themselves on an emotional level to one individual.

Hermaphrodites on Amberos

Created as one of the three original races to populate pre-continent Amberos, the hermaphrodites were liaisons between the zamadons and amazons. Unfortunately, the hermaphrodites became decadent and absorbed in only their own self-satisfaction. This eventually caused strife as the zamadons, unable to allay their aggressive tensions with the hermaphrodites tending, enslaved the amazons and began to treat them cruelly.

The amazons revolted and separated themselves where even the zamadons could not easily find them. Once again frustrated, the zamadons began to take the hermaphrodites as slaves and treated them poorly, blaming them for the amazons revolt.

When the continent of Amberos arose from the ocean, the hermaphrodites were able to free themselves during the chaos, and like the amazons, retreated to their own communities. As other humanoid races appeared and the zamadons became rarer, the hermaphrodites slowly opened up to the new races, but have been wary

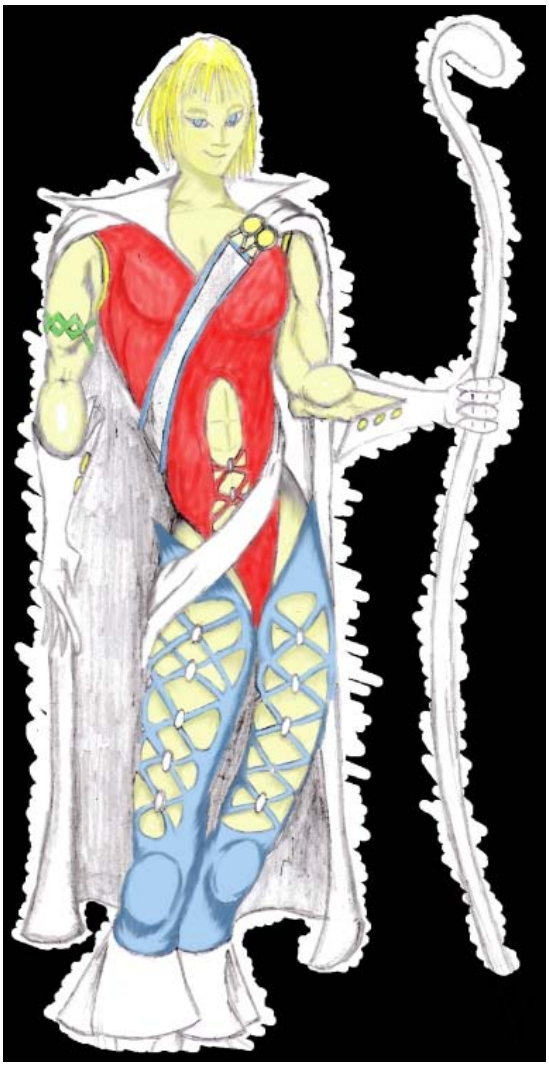
and aloof to their kind. Nowadays, the meeting between the three original races have been rare and volatile.

Hermaphrodites as Characters

While most hermaphrodites are content to remain among their own kind and attract other humanoids to their presence, there are those who go out to find their way in the wild world. Hermaphrodites have the following abilities.

- **Medium size.**
- **Normal vision.**
- **Base Speed 30 feet.**
- **+2 Con, +4 Int, +4 Cha.** Hermaphrodites are rather healthy and more interested in intellectual pursuits than their titanspawn kin. They also tend to have gregarious and outspoken personalities.
- **+2 racial bonus to Diplomacy, Gather Information and Sense Motive checks.**
- **Favored Class:** Bard
- **Level Adjustment:** +1

Hermaphrodites worship the titans and honor the Greek Pantheon. A hermaphrodite cleric can choose any two domains.



Hermaphrodite Lyricist

Hermaphrodite Bard 5;**hp:** 27
S8 D10 C14 I18 W13 Ch20;**Fort** +3**, Ref** +4**, Will** +5
Init: +0 **Move:** 30 ft.
AC: 14 (+3 *leather +1*, +1 light wooden shield), touch 10, flat 14
BAB/Grapple: +3/+2
Full Attack: shortsword +2 melee (1d6-1;19-20/x2) or shortbow +3 ranged (1d6-1/x3)
Special Att: Spells
Special Qual: Bardic knowledge, bardic music
Skills: Balance -1, Climb -1, Decipher Script +12, Diplomacy +17, Escape Artist +8, Gather Information +15, Hide -1, Jump -2, Knowledge (nobility) +12, Listen 0, Move Silently -1, Perform (any two) +16/+13, Profession (any one) +15, Sense Motive +13, Sleight of Hand +7, Spot 0, Swim -3
Feats: Negotiator, Skill Focus (Perform), Skill Focus (Profession)
CR: 5
Gear: *leather +1* (1,165 gp), light wooden shield (3 gp), shortsword (10 gp), shortbow (30 gp), *hat of disguise* (1,800 gp), *pipes of the sewers* (1,150 gp), *potion of cure light wounds* (50 gp)
Total: 4,208 gp (4,300 gp)
Bardic Knowledge: +9
Bardic Music: 5x/day, Perform check +16; can use *Countersong*, *Fascinate*, *Inspire Courage +1*, and *Inspire Competence*. See bardic ability for information.

Typical Spell List

(3/5/3; Caster Level 5; Spell DC 15 + spell level)
6/4/3
0: *Detect Magic, Ghost Sound, Lullaby, Message, Prestidigitation, Summon Instrument*
1st: *Animate Rope, Comprehend Languages, Expeditious Retreat, Lesser Confusion*
2nd: *Alter Self, Hold Person, Misdirection*

Hermaphrodite Entertainer

Hermaphrodite Bard 5/Rogue 5;**hp:** 55
S8 D10 C14 I18 W14 Ch20;**Fort** +4**, Ref** +8**, Will** +7
Init: +4 **Move:** 30 ft.
AC: 17 (+4 *leather +2*, +3 *light wooden shield +2*), touch 10, flat 17
BAB/Grapple: +6/+5
Full Attack: *+1 shortsword* +6/+1 melee or shortbow +6/+1 ranged
Damage: *+1 shortsword* 1d6 (19-20/x2), shortbow 1d6-1 (20/x3)
Special Att: Sneak attack +3d6, spells
Special Qual: Bardic knowledge, bardic music, evasion, trap sense +1, trapfinding, uncanny dodge
Skills: Appraise +10, Balance +0, Climb -1, Decipher Script +12, Diplomacy +22, Escape Artist +8, Gather Information +20, Hide -1, Jump -2, Knowledge (local) +9, Knowledge (nobility) +12, Listen 0, Move Silently -1, Perform (any two) +16/+13, Profession (any one) +15, Sense Motive +13, Sleight of Hand +8, Spot 0, Swim -3
Feats: Improved Initiative, Negotiator, Skill Focus (Perform), Skill Focus (Profession)
CR: 10
Gear: *leather +2* (4,165 gp), *light wooden shield +2* (4,153 gp), *+1 shortsword* (2,310 gp), shortbow (30 gp), *hat of disguise* (1,800 gp), *pipes of sounding* (1,800 gp), *potion of cure serous wounds* (750 gp), *elixir of love* (150 gp)
Total: 15,108 gp (16,000 gp)
Bardic Knowledge: +9
Bardic Music: 5x/day, Perform check +16; can use *Countersong, Fascinate, Inspire Courage +1,* and *Inspire Competence.* See bardic ability for information.
Evasion (Ex): If a hermaphrodite courtier makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A hermaphrodite entertainer can react to danger before its senses would normally allow it to do so. It retains her Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(3/5/3; Caster Level 5; Spell DC 15 + spell level)
0: *Detect Magic, Ghost Sound, Lullaby, Message, Prestidigitation, Summon Instrument*
1st: *Animate Rope, Comprehend Languages, Expeditious Retreat, Lesser Confusion*
2nd: *Alter Self, Hold Person, Misdirection*

Hermaphrodite Courtier

Hermaphrodite Bard 10/Rogue 5;**hp:** 85
S8 D10 C14 I18 W14 Ch21;**Fort** +6**, Ref** +11**, Will** +10
Init: +4 **Move:** 30 ft.
AC: 19 (+5 *leather +3*, +4 *light wooden shield +3*), touch 10, flat 19
BAB/Grapple: +10/+9
Full Attack: *+1 shortsword* +10/+5 melee (1d6;19-20/x2) or *+1 shortbow* +11/+6 ranged (1d6;x3)
Special Att: Sneak attack +3d6, spells
Special Qual: Bardic knowledge, bardic music, evasion, regenerate 1/hour, trap sense +1, trapfinding, uncanny dodge
Skills: Appraise +12, Balance +2, Climb -1, Decipher Script +14, Diplomacy +27, Escape Artist +15, Gather Information +25, Hide -1, Jump -2, Knowledge (local) +9, Knowledge (history) +9, Knowledge (nobility) +12, Listen 0, Move Silently -1, Perform (any two) +21/+18, Profession (any one) +15, Sense Motive +18, Sleight of Hand +13, Spot 0, Swim –3, Tumble +5
Feats: Agile, Diligent, Improved Initiative, Negotiator, Skill Focus (Perform), Skill Focus (Profession)
CR: 15
Gear: *leather +3* (9,165 gp), *light wooden shield +3* (9,165 gp), *+1 shortsword* (2,310 gp), shortbow (30 gp), *hat of disguise* (1,800 gp), *lyre of building* (13,000 gp), *ioun stone (pearly white prism)* (20,000 gp), 3 *elixir of love* (450 gp)
Total: 55,908 gp (59,000 gp)
Bardic Knowledge: +14
Bardic Music: 10x/day, Perform check +21; can use *Countersong, Fascinate, Inspire Courage +2, Inspire Competence, Suggestion* and *Inspire Greatness.* See bardic ability for information.
Evasion (Ex): If a hermaphrodite courtier makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.
Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex): A hermaphrodite courtier can react to danger before its senses would normally allow it to do so. It retains her Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(3/5/4/3/1; Caster Level 10; Spell DC 15 + spell level)
0: *Detect Magic, Ghost Sound, Lullaby, Message, Prestidigitation, Summon Instrument*
1st: *Animate Rope, Comprehend Languages, Expeditious Retreat, Lesser Confusion*
2nd: *Alter Self, Cure Light Wounds, Hold Person, Misdirection*
3rd: *Dispel Magic, Deep Slumber, Gaseous Form*
4th: *Secure Shelter, Shadow Conjuration*

Human, General

All humans share the following traits, unless otherwise noted:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Favored Class:** Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

Humans on Amberos

The first humans did not appear on Amberos until the great disaster caused by Stormonu rose the continent of Amberos from the sea. The great disaster also split open a section of the great mountain (which the dwarves later sealed), allowing humankind to pass from the mountain's interior into the lands beyond. The god Harp led the first humans to fertile lands where they were left to grow and develop their own culture.

Unfortunately humans, elves and the goblinoids did not get along and the elves and goblinoids treated the humans poorly, often enslaving them. This continued until a powerful warrior and runecaster, named Kas, was able to solidify an empire that kept the elves and goblinoids at bay.

However, the first wizard of Amberos -the human wizard Mage - who sought to enslave the first of dragons, Guaradrell, undid Kas's empire. Guaradrell went mad and rampaged across the continent, bringing true death to the world in his wake, and crushing Kas's empire.

Luckily, the human Dhorian was able to kill Guaradrell and stop his rampage. Ascending to godhood with his four companions Shame, Fir and Gosend, as a former human Dhorian assured humankind a dominant place in the world from that point on.

Though humans have suffered all sorts of setbacks and other calamities over the years on Amberos, they have become the undisputed masters of the world, with a wide variety of subgroups who have affinity to one of the many gods of Amberos.

Author's Note; The various humans listed in this section are more than simply humans grouped by different cultures. Each one of the human subraces listed here has been touched and altered by one of the gods of Amberos. It is possible, for example, to find Afarian (the default) humans who strongly resemble Ubunti, Aztecs or even Dhorics. However, without the divine spark invested in their blood, the appearance is superficial at best.

The gods of Amberos have touched the various human subraces as follows: Aegyptians – Shame, Aharati – Lorius, Aztec – Ssrell, Dhoric – Dhorian, Ghan – Titanicus, Japanese – Gosend, Ubunti – Belli, Randese – Visha, Skierian – The Dark One. Ziga has likewise touched humans at one time, but her meddling has twisted them to such a degree they can no longer be considered human – they are the grimlocks. Triton, the god of the sea, has likewise altered humans to create merfolk.

Aegyptian Human

Medium Humanoid (Human)

Hit Dice:	1d8-1 (3 hp)
Initiative:	+4 (Improved Init)
Speed:	20 feet (4 squares) in scale mail, 30 feet (6 squares) base
Armor Class:	17 (+1 Dex, +4 scale mail, +2 heavy wooden shield) touch 11, Flat 16
BAB/Grapple:	+0/+0
Attack:	Khopesh +1 melee (1d8+1;x4) or shortbow +1 ranged (1d6;x3)
Full Attack:	Khopesh +1 melee (1d8+1;x4) or shortbow +1 ranged (1d6;x3)
Space/Reach:	5 ft. /5 ft.
Height:	5 ft. 4 in. + 2d6 in. (5 ft. 11 in.)
Weight:	140 lbs. + 2d6 x 5 lbs. (175 lbs)
Special Att:	–
Special Qual:	–
Saves:	Fort +1, Ref +1, Will -1
Abilities:	S13 D12 C9 I12 W9 Ch8
Skills:	Appraise +5, Handle Animal +3, Decipher Script +3, Listen +1, Spot +1
Feats:	Diligent, Improved Initiative
Environment:	Hot Desert
Organization:	Solitary (1), Pair (2), Cadre (3-5 plus 0-1 Sergeant), Platoon (15-20 plus 2-4 Sergeants plus 0-1 Charioteer), Army (30-60 plus 3-12 Sergeants plus 0-3 Charioteers plus 0-3 Pharaoh's guard)
CR:	½
Treasure:	Normal
Alignment:	Any
Advancement:	As character class

The Aegyptian people are a swarthy people with straight black hair and brown or blue eyes. They are of moderate height and build for humans.

Aegyptians speak Common and those of the higher social ranks know Tech.

Combat

Aegyptian warriors often fight in tight ranks on foot or from the back of a chariot. When fighting from a chariot, the preferred weapon is the shortbow.

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

Aegyptian Society

The Aegyptian culture has fractured into two major camps. At one end is the Iiannians, who still worship Shame as their goddess. The other group is the Llanns, who have turned to the Ancient Egyptians Gods to guide their culture. The Llanns have had many years of growth and many civilized advances. However, they have become corrupt and decadent in many ways, and slavery among the Llanns is a common practice. On the other hand, the Iiannians are not quite as socially advanced, but their culture is on the rise and has the guiding hand of Shame to guide it, whereas the Egyptian Gods now lie sleeping in their distant realms. The Iianns are in a state of social growth, and not only are both sexes treated with



the same respect, but foreigners can expect much better treatment from the Iiannians than they can expect at the hands of the Llanns.

In both groups, bronze is the preferred material because of its holy significance as having been wrought by the gods themselves. Weapons, armor and all sorts of adornments bedeck Aegyptian culture, and Aegyptian spellcasters believe bronze to be a superior substance with which to fashion items of magic.

Aegyptians on Amberos

The "children of Shame", the Aegyptians are descendants and relatives of the goddess Shame from back when she was a mortal. Upon ascending to godhood with Dhorian, Fir, and Gosend, she continued to rule and guide her people until the end of the Technological War. At the final climax of the Technological War Shame was imprisoned by the Ancient Ones and her people given over to the Egyptian pantheon to rule. Her people are now deeply divided by those who have returned to her worship and those who still worship the Ancient Ones. Most Aegyptians can be found in Llannhanex or Iiannhanex.

Aegyptian Characters

Aegyptians have the following special traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**

- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **+1 Intelligence, -1 Constitution;** Aegyptians harbor many secrets they have learned from their goddess, Shame. However, despite the harsh landscape they live in, Aegyptian inbreeding has caused some racial frailty.
- **Khopesh weapon familiarity.** Regardless of class, all Aegyptians treat the Khopesh as a martial weapon instead of an exotic weapon.
- **Knowledge is a racial skill.** Regardless of their class, all knowledge skills are treated as class skills.
- **Diligent feat.** Aegyptians study hard, and as such they are familiar with the value of many things. They gain the diligent feat for free. Also, even if an Aegyptian has no ranks in Decipher Script, they may use the skill untrained.
- **Aegyptian blood;** There are many technological wonders from the past that will only work in Aegyptian hands
- **Favored Class:** Cleric, Mage or Scientist

Aegyptian humans worship either the Egyptian pantheon or Shame. Priests of Shame can choose two of the three domains of Law, Good and Protection or Chaos, Trickery and Luck. Priests of the Egyptian pantheon can choose any two domains.

Aegyptian Sergeant

Aegyptian human Fighter 5; **hp** 32
S16 D12 C13 I11 W13 Ch8;**Fort** +5**, Ref** +2**, Will** +2
Init: +1 **Move:** 20 ft.
AC: 18 (+1 Dex, +5 *scale mail +1*, +2 mw heavy wooden shield), touch 11, flat 17
BAB/Grapple: +5/+8
Full Attack: *+1 khopesh* +10 melee (1d8+4;x4) or composite longbow (+3 Str) +6 ranged (1d8+3;x3) (rapid shot: +4/+4 ranged)
Special Att: –
Special Qual: Aegyptian blood
Skills: Appraise +2, Climb –1, Decipher Script +2, Escape Artist –3, Hide –3, Jump –7, Knowledge (Geography) +4, Listen +1, Move Silently –3, Ride +9, Spot +5, Swim -11
Feats: Diligent, Improved Sunder, Point Blank Shot[F], Power Attack, Rapid Shot, Weapon Focus (Khopesh)[F], Weapon Specialization (Khopesh)[F]
CR: 5
Gear: *scale mail +1* (1,200 gp), mw heavy wooden shield (157 gp), *+1 khopesh* (2,317 gp), composite longbow (+3 Str) (400 gp)
Total: 4,074 gp (4,300 gp)

Aegyptian Charioteer

Aegyptian human Fighter 10; **hp** 65
S17 D12 C13 I11 W13 Ch8;**Fort** +8**, Ref** +4**, Will** +4
Init: +1 **Move:** 20 ft.
AC: 22 (+1 Dex, +6 *scale mail +2*, +4 *heavy wooden shield +2*, +1 *ring of protection +1*), touch 12, flat 21
BAB/Grapple: +10/+13
Full Attack: *+1 khopesh* +15/+10 melee (1d8+6;x4) or *+1 composite longbow (+3 Str)* +11/+6 ranged (1d8+4;x3) (rapid shot: +9/+9/+4)
Special Att: –
Special Qual: Aegyptian blood
Skills: Appraise +2, Climb –1, Decipher Script +2, Escape Artist –3, Hide –3, Jump –7, Knowledge (Geography) +4, Knowledge (Nobility) +4, Listen +3, Move Silently –3, Ride +11, Spot +7, Swim -11
Feats: Diligent, Improved Sunder, Mounted Archery, Mounted Combat[F], Point Blank Shot[F], Power Attack, Rapid Shot, Ride-by Attack[F], Spirited Charge[F], Weapon Focus (Khopesh)[F], Weapon Specialization (Khopesh)[F]
CR: 10
Gear: *scale mail +2* (4,200 gp), *heavy wooden shield +2* (4,157 gp), *+1 khopesh* (2,317 gp), *+1 composite longbow (+3 Str)* (2,700 gp), *ring of protection +1* (2,000 gp), 2-horse chariot (300 gp), 2 light warhorses (300 gp)
Total: 15,974 gp (16,000 gp)

2-horse chariot: Large Size; Move: as per horse, Hardness: 5; hp: 25; AC: 15 (-1 size, +6 natural), touch 9, flat 15; Weight: 350 lbs. Occupants: 1 driver, 1 passenger. Provides 50% cover to both occupants.

2 light Warhorses: CR 1; LA —; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk Hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ low–light vision, scent; AL (Always) N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.
Skills and Feats: Listen +4, Spot +4; Endurance, Run.
Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Aegyptian Pharaoh's Guard

Aegyptian human Fighter 10/Cleric 5; **hp** 65
S18 D12 C13 I11 W13 Ch8;**Fort** +12**, Ref** +5**, Will** +8
Init: +1 **Move:** 20 ft.
AC: 25 (+1 Dex, +8 *scale mail +4*, +6 *heavy wooden shield +4*), touch 11, flat 24
BAB/Grapple: +13/+17
Full Attack: *+2 khopesh* +20/+15/+10 melee (1d8+8;x4)
or *+2 composite longbow (+4 Str)* +16/+11/+6 ranged (1d8+6;x3)
(rapid shot: +14/+14/+9/+4)
Special Att: Turn undead
Special Qual: Aegyptian blood, Protective Ward
Skills: Appraise +2, Concentration +9, Climb –1, Decipher Script +7, Escape Artist –3, Hide –3, Jump –7, Knowledge (Geography) +4, Knowledge (Nobility) +5, Knowledge (Religion) +5, Listen +3, Move Silently –3, Ride +11, Spot +7, Swim -11
Feats: Cleave, Combat Casting, Diligent, Improved Sunder, Mounted Archery, Mounted Combat[F], Point Blank Shot[F], Power Attack, Rapid Shot, Ride-by Attack[F], Spirited Charge[F], Weapon Focus (Khopesh)[F], Weapon Specialization (Khopesh)[F]
CR: 15
Gear: *scale mail +4* (16,200 gp), *heavy wooden shield +4* (16,157 gp), *+2 khopesh* (8,317 gp), *+2 composite longbow (+4 Str)* (8,800 gp), *gauntlets of ogre power* (4,000 gp), *pearl of power (2nd level)* (4,000 gp), *potion of cure serious wounds* (750 gp), 5 onyx gems (100 gp each) [animate dead]
Total: 58,724 gp (59,000 gp)
Protective Ward (Su): Grant touched individual +5 resistance bonus to on next saving throw 1x/day. Duration 1 hour.
Turn Undead: 2x/day; Turn check 1d20+1; Turn Damage 2d6+4

Typical Spell List

(5/5/3/2; Caster Level 5; Spell DC 11 + Spell Level; Domain: Law, Protection)
0: *Create Water, Guidance, Light, Purify Food and Drink, Resistance*
1st: *Bless, Cause Fear, Command, Divine Favor, Protection from Chaos*[L]
2nd: *Align Weapon, Augury, Shield Other*[D]
3rd: *Animate Dead, Protection from Energy*[D]
L = Law spell; Caster level +1
D = Domain spell

Afarian Human

Medium Humanoid (Human)

Hit Dice:	1d8+3 (7 hp)
Initiative:	+0
Speed:	20 feet (4 squares) in chain mail, 30 feet (6 squares) base
Armor Class:	17 (+5 chain mail, +2 large steel shield), touch 10, flat 17
BAB/Grapple:	+0/+0
Attack:	Bastard Sword +2 melee (1d10;19-20/x2)
Full Attack:	Bastard Sword +2 melee (1d10;19-20/x2)
Space/Reach:	5 ft. /5 ft.
Height:	5 ft. 5 in. + 2d6 in. (6 ft.)
Weight:	150 lbs. + 2d6 x 5 lbs. (185 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +2, Ref +0, Will +0
Abilities:	S13 D11 C12 I9 W10 Ch8
Skills:	Intimidate +3, Spot +2
Feats:	Exotic Weapon Proficiency (Bastard sword), Toughness
Environment:	Any
Organization:	Solitary (1), Pair (2), Party (3-10 plus 0-3 Mercenaries), Band (5-20 plus 0-5 Mercenaries plus 0-1 Myrmidon), Company (20-40 plus 0-5 Mercenaries plus 0-3 Myrmidons plus 0-1 Hero)
CR:	½
Treasure:	Standard
Alignment:	Any
Advancement:	By Character Class
Level Adj:	+0

Afarians are a wide mix of people from a variety of cultures, and in some case racial blood lines other than human. Their heritage is so mixed that describing a typical member is practically impossible. The majority tend to be light skinned, but skin color can range from albino white to a dark, muddy brown. Hair color fills the range from stark white through sandy to a deep ebony black. Eye colors can be blue through a slate gray to a dark brown. Afarians physical build varies wildly, ranging from short and stocky – almost dwarf-like, up through tall and stout - like a short giant. Thin frames, reminiscent of elf-like builds have been noted as have the scarred and warped bloodlines from goblin and orc blood.

Afarians speak Common.

Combat

Afarians generally fight in loose ranks of soldiers, peppering distant opponents with arrows and quickly moving to melee those opponents within charging range.

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

Afarian Society

Afarian culture is constantly adapting and is generally progressive. It runs the wide gamut of western civilizations.

Afarians on Amberos

Most Afarian humans are actually from stock from beyond Amberos, brought to the realm during the height of the Ancient One's time on Amberos during the Elvin Golden Age. Others are the result of mixed marriages of different human subtypes – or even those with small amounts of non-human blood in their veins. Afarians can be found across Amberos, and make up the majority of the human population.

Afarian Characters

Afarian characters use the standard human abilities.

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Favored Class:** Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

Afarians worship a wide variety of gods, either from the Amberos pantheon, the Ancient Ones or possibly even the Old Ones. An Afarian priest can choose domains appropriate to the god he worships or may choose any two domains.

Afarian Mercenary

Afarian Human Fighter 6; **hp:** 45
S15 D14 C14 I10 W12 Ch8;**Fort** +7**, Ref** +4**, Will** +3
Init: +2 **Move:** 30 ft.
AC: 20 (+2 Dex, +5 *chain shirt +1,* +3 *large steel shield +1*), touch 12, flat 18
BAB/Grapple: +6/+8
Full Attack: *+1 Bastard sword* +10/+5 melee (1d10+5;19-20/x2)
or composite longbow (+2 Str) +8/+3 ranged (1d8+2;x3)
Special Att: –
Special Qual: –
Skills: Climb +1, Escape Artist +0, Hide +0, Jump +1, Ride +9, Listen +4, Move Silently +0, Spot +4, Swim -7
Feats: Cleave[F], Dodge, Exotic Weapon Proficiency (Bastard Sword), Mobility, Power Attack[F], Spring Attack, Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F]
CR: 6
Gear: *chain shirt +1* (1,250 gp), *large steel shield +1* (1,170 gp), *+1 Bastard sword* (2,325 gp), composite longbow (+2 Str) (300 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,350 gp (5,600 gp)

Afarian Myrmidon

Afarian Human Fighter 6/Ranger 6; **hp:** 90
S19 D14 C14 I10 W12 Ch8;**Fort** +12**, Ref** +8**, Will** +5
Init: +2 **Move:** 30 ft.
AC: 22 (+2 Dex, +6 *chain shirt +2,* +4 *large steel shield +2*), touch 12, flat 20
BAB/Grapple: +12/+16
Full Attack: *+2 Bastard sword* +19/+14/+9 melee (1d10+8;19-20/x2)
or *+1 composite longbow (+4 Str)* +14/+9/+4 ranged (1d8+4;x3)
(rapid shot: +12/+12/+7/+2 ranged)
Special Att: Favored enemy
Special Qual: Wild empathy
Skills: Climb +2, Escape Artist +0, Hide +11, Jump +2, Ride +9, Listen +10, Move Silently +11, Spot +10, Survival +7, Swim -7
Feats: Cleave[F], Dodge, Endurance[R], Exotic Weapon Proficiency (Bastard Sword), Manyshot[R], Mobility, Point Blank Shot, Power Attack[F], Rapid Shot[R], Skill Focus (Hide)*, Skill Focus (Move Silently)*, Spring Attack, Stealthy, Track[R], Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F]
CR: 12
Gear: *chain shirt +2* (4,250 gp), *large steel shield +2* (4,170 gp), *amulet of natural armor +1* (2,000 gp), *+3 Bastard sword* (8,335 gp), *+1 composite longbow (+4 Str)* (2,800 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 26,860 gp (27,000 gp)
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against any one creature type ; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against any one creature type
Wild Empathy: +6
* The Afarian myrmidon took 2 feats instead of an advanced animal companion

Afarian Hero

Afarian Human Fighter 6/Ranger 6/Barbarian 6; **hp:** 141
S22 D14 C14 I10 W12 Ch8;**Fort** +11**, Ref** +8**, Will** +4
Init: +2 **Move:** 40 ft.
AC: 24 (+2 Dex, +7 *chain shirt +3*, +5 *large steel shield +3*), touch 12, flat 22
BAB/Grapple: +18/+24
Full Attack: *+4 frost Bastard sword* +29/+24/+19/+14 melee (1d10+12 +1d6 cold;19-20/x2)
or *+1 composite longbow (+5 Str)* +23/+18/+13/+8 ranged (1d8+6/x3)
(rapid shot: +21/+21/+16/+11/+6 ranged)
Damage: *+1 Bastard sword* 1d10+7+1d6 cold, *+1 composite longbow (+4 Str)* 1d8+4
Special Att: Favored enemy, rage 2x/day
Special Qual: Improved uncanny dodge, uncanny dodge, trap sense +2, wild empathy
Skills: Climb +6, Escape Artist +0, Hide +14, Jump +10, Ride +9, Listen +16, Move Silently +14, Spot +10, Survival +13, Swim -7
Feats: Blind-fight, Cleave[F], Dodge, Endurance[R], Exotic Weapon Proficiency (Bastard Sword), Improved Sunder, Manyshot[R], Mobility, Point Blank Shot, Power Attack[F], Rapid Shot[R], Skill Focus (Hide)*, Skill Focus (Move Silently)*, Spring Attack, Stealthy, Track[R], Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F]
CR: 18
Gear: *chain shirt +5* (25,250 gp), *large steel shield +5* (25,170 gp), *+4 frost bastard sword* (50,325 gp), *+1 composite longbow (+5 Str)* (2,900 gp), *belt of giant strength +4* (16,000 gp), *potion of cure serious wounds* (750 gp)
Total: 120,395 gp (130,000 gp)

Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against any one creature type ; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against any one creature type

Rage: +4 Str, +4 Dex, +2 Will, -2 AC for 7 rounds

Uncanny Dodge (Ex): An Afarian hero retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): An Afarian hero gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): The Afarian hero can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Wild Empathy: +6

* The Afarian myrmidon took 2 feats instead of an advanced animal companion

Aharati Human

Medium Humanoid (Human)

Hit Dice: 1d8
Initiative: +1 (Dex +1)
Speed: 35 feet (7 squares)
Armor Class: 14 (+2 Dex, +1 padded armor, +1 buckler), touch 12, flat 12
BAB/Grapple: +0/+0
Attack: Club +1 melee (1d6+1) or Shortbow +2 ranged (1d6;x3)
Full Attack: Club +1 melee (1d6+1) or shortbow +2 ranged (1d6;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 4 in. + 2d6 in. (5 ft. 11 in.)
Weight: 140 lbs. + 2d6 x 5 lbs. (175 lbs.)
Saves: Fort +2, Ref +2, Will -1
Abilities: S12 D14 C11 I9 W9 Ch8
Skills: Hide +4, Ride +4, Listen +1, Spot +1, Survival –1, Swim +1
Feats: Alertness, Point Blank Shot, Run
Environment: Warm Plains
Organization: Solitary (1), Pair (2), Hunt (2-5 plus 0-1 Braves), Warband (3-20 plus 0-5 Braves and 0-2 Spirit Warriors), Tribe (12-100 plus 5-20 Braves plus 0-3 Spirit Warriors plus 0-1 Chiefs)
CR: ½
Treasure: Normal (no coins)
Alignment: Any
Advancement: By Character Class
Level Adj: +0

The Aharati are an offshoot of the Ubunti. They developed a semi-nomadic culture that wanders the wilderness seeking a simple life. They tend to be ruddy skinned and usually have raven-black hair and brown eyes, though slate gray eyes have been found in members of the Aharati bloodline. Aharati males do not have facial hair/beards.

Aharati speak common and often have their own tribal language, which they keep a secret from others.

Combat

Aharati are expert bowmen and will often attack from range, usually on horseback. If forced to close to melee, they fight as individuals and often attempt to use wild calls and whoops to frighten opponents as they charge.

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

Aharati Society

Aharati lifestyle falls into one of two camps; a semi-nomadic lifestyle of hunting and camping in the wilderness, following the migratory patterns of herds of wild animals. The other lifestyle of the Aharati can be found in those who have built adobe buildings or carved dwellings into cliff faces and have developed agriculture as a means to remain in one place and keep fed. Both camps are fairly peaceable, though the enforcement of certain estate borders and aggressive land-grabbing tactics of some nations have caused tensions towards the Aharati tribes.



Aharati on Amberos

During the terrible reign of Guaradrell, Lorius, the god of the wind, saw that his father Belli was helpless to stop the dragon's rampage. Lorius took what Ubunti human tribes he could and led them to safety away from the rampaging dragon. Lorius's fast feet kept the nomadic Aharati on the move and out of the dragon's clutches, and even after the dragon's rampage ended, the tribes of Lorius continue to wander the continent, always one step ahead of trouble.

Aharati Characters

Aharati gain the following additional special traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common, tribal language. **Bonus Languages:** Any (other than

secret languages, such as Druidic). See the Speak Language skill.

- **+1 Dexterity, -1 Intelligence;** Aharati are quick on their feet, but are less inclined to take up intellectual pursuits
- **+5 feet to base movement rate when in light armor or wearing no armor.** This stacks with the fast movement from the barbarian and monk class.
- **Hide, Survival, Spot are racial skills.** Despite your class, these three skills are always considered class skills. Aharati are experts at surviving in the wilderness and surprising their prey.
- **Run feat.** Aharati are swift racers who are constantly on the move. They gain the run feat for free.
- **Bow weapon familiarity.** All Aharati youth are raised to know how to shoot a bow and do not suffer penalties to hit with any non-crossbow bow.
- **Favored Class:** Ranger or Druid

Aharati worship Belli and usually become druids instead of clerics.

Aharati Brave

Aharati Human Ranger 6; **hp** 42
S10 D16 C13 I11 W15 Ch8;**Fort** +6**, Ref** +8**, Will** +4
Init: +3 **Move:** 35 ft.
AC: 19 (+3 Dex, +4 *studded leather +1*, +2 *small wooden shield +1*), touch 13, flat 16
BAB/Grapple: +6/+6
Full Attack: *+1 throwing axe* +10/+5 melee (1d6+1)
Or mw shortbow +10/+5 ranged (1d6
(rapid shot: +8/+8/+3 ranged)
Damage: *+1 throwing axe* 1d6+1, *+1 shortbow* 1d6+1 (x3)
Special Att: Favored enemy
Special Qual: Wild empathy
Skills: Hide +12, Move Silently +12, Ride +12, Spot +11, Survival +11
Feats: Endurance[R], Mounted Archery, Mounted Combat, Manyshot[R], Rapid Shot, Run[B], Toughness, Track[R], Weapon Finesse
CR: 6
Gear: *studded leather +1* (1,175 gp), *small wooden shield +1* (1,153 gp), *+1 throwing axe* (2,308 gp), mw shortbow (330 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,266 gp (5,600 gp)
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Magical Beasts ; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Animals
Wild Empathy: +5

Typical Spell List

(2; Caster Level 3;Spell DC 13)
1st: *Hide from Animals, Pass Without Trace*

Light Horse Animal Companion: Large animal; HD 5d8+10; hp 32; Init +1; Spd 60 ft.; AC 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk Hoof (as secondary attack) +0 melee (1d4+1); Full Atk 2 hooves (as secondary attack) +0 melee (1d4+1); Space/Reach 10 ft./5 ft.; SA —; SQ evasion, low–light vision, scent; AL (Always) N; SV Fort +6, Ref +5, Will +2; Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Listen +6, Spot +4; Endurance, Run.
Carrying Capacity: A light load for a light horse is up to 198 pounds; a medium load, 199–399 pounds; and a heavy load, 400–600 pounds. A light horse can drag 3,000 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Aharati Spirit Warrior

Aharati Human Ranger 6/Druid 6; **hp** 75
S10 D16 C13 I11 W17 Ch8;**Fort** +10**, Ref** +7**, Will** +8
Init: +3 **Move:** 35 ft.
AC: 21 (+3 Dex, +1 *amulet of natural armor +1*, +5 *studded leather +2*, +2 *small wooden shield of arrow deflection +1*), touch 13, flat 18
BAB/Grapple: +10/+10
Full Attack: *+1 throwing axe* +14/+9 melee (1d6+1) or *+2 shortbow* +14/+9 ranged (1d6+2;x3)
(rapid shot: +12/+12/+7 ranged)
Special Att: Favored enemy
Special Qual: Nature sense, resist nature's lure, trackless step, wild empathy, wild shape (2x/day), woodland stride
Skills: Hide +18, Knowledge (Nature) +8, Move Silently +18, Ride +18, Spot +11, Survival +19
Feats: Endurance[R], Enlarge Spell, Mounted Archery, Mounted Combat, Manyshot[R], Natural Spell, Rapid Shot, Run[B], Toughness, Track[R], Weapon Finesse
CR: 12
Gear: *studded leather +2* (4,175 gp), *small wooden shield of arrow deflection +1* (9,153 gp), *amulet of natural armor +1* (2,000 gp), *+1 throwing axe* (2,308 gp), *+2 shortbow* (8,330 gp), *potion of cure serious wounds* (750 gp)
Total: 26,716 gp (27,000 gp)

Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Magical Beasts ; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Animals
Wild Empathy: +11
Woodland Stride (Ex): An Aharati spirit warrior may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her 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 her.
Trackless Step (Ex): An Aharati spirit warrior leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
Resist Nature's Lure (Ex): An Aharati spirit warrior gains a +4 bonus on saving throws against the spell-like abilities of fey.
Wild Shape (Su): 2x/day for 6 hours as standard action, small or medium animal.

Typical Spell List (Ranger)
(2; Caster Level 3;Spell DC 13)
1st: *Hide from Animals, Jump*

Typical Spell List (Druid)
(5/4/4/2; Caster Level 6;Spell DC 13 + Spell Level)
0: *Flare, Guidance, Light, Resistance, Virtue*
1st: *Entangle, Longstrider, Magic Fang, Speak with Animals*
2nd: *Barkskin, Cat's Grace, Bull's Strength, Enlarged Detect Animals and Plants*
3rd: *Call Lightning, Enlarged Flaming Sphere*

Deinonychus Animal Companion/Mount: Large animal; HD 6d8+24; hp 51; Init +2; Spd 60 ft.; AC 19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; Base Atk +4; Grp +13; Atk Talons +8 melee (2d8+5); Full Atk Talons +8 melee (2d8+5) and 2 foreclaws +3 melee (1d3+2) and bite +3 melee (2d4+2); Space/Reach 10 ft./5 ft.; SA pounce; SQ low–light vision, scent; AL (Always) N; SV Fort +9, Ref +7, Will +3; Str 20, Dex 16, Con 19, Int 2, Wis 12, Cha 10.
Skills and Feats: Hide +10, Jump +26, Listen +10, Spot +10, Survival +10; Evasion, Improved Natural Attack (Talons), Run, Track. (A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.)
Carrying Capacity: A light load for a deinonychus is up to 266 lbs.; a medium load 267-532 lbs.; and a heavy load, 533-800 lbs. A deinonychus can drag 4,000 lbs.
Pounce (Ex): If a deinonychus charges, it can make a full attack.

Aharati Chief

Aharati Human Ranger 6/Druid 12; **hp** 108
S12 D16 C13 I11 W18 Ch8;**Fort** +13**, Ref** +9**, Will** +11
Init: +3 **Move:** 35 ft.
AC: 26 (+3 Dex, +2 *amulet of natural armor +2*, +6 *wild studded leather +3*, +4 *small wooden shield of arrow deflection +3*, +1 *ioun stone (dusty rose prism)*), touch 14, flat 23
BAB/Grapple: +15/+16
Full Attack: *+2 throwing axe of returning* +20/+15/+10 melee (1d6+4)
or *+2 seeking composite shortbow (+1 Str) of distance* +20/+15/+10 ranged (1d6+3;x3)
(rapid shot: +18/+18/+13/+8 ranged)
Special Att: Favored enemy
Special Qual: Nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4x/day), woodland stride
Skills: Hide +24, Knowledge (Nature) +14, Move Silently +24, Ride +24, Spot +11, Survival +25
Feats: Endurance[R], Enlarge Spell, Mounted Archery, Mounted Combat, Manyshot[R], Natural Spell, Quicken Spell, Rapid Shot, Run[B], Toughness, Track[R], Trample, Weapon Finesse
CR: 18
Gear: *wild studded leather +3* (36,175 gp), *small wooden shield of arrow deflection +3* (25,153 gp), *amulet of natural armor +2* (8,000 gp), *+2 throwing axe of returning* (18,308 gp), *+2 seeking shortbow of distance* (32,330 gp), *gauntlets of ogre power* (4,000 gp), *ioun stone (dusty rose prism)* (5,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin]
Total: 129,966 gp (130,000 gp)

Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Magical Beasts ; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Animals

Venom Immunity (Ex): An Aharati chief gains immunity to all poisons.

Wild Empathy: +17

Woodland Stride (Ex): An Aharati chief may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her 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 her.

Trackless Step (Ex): An Aharati chief leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): An Aharati chief gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): 4x/day for 12 hours as standard action - tiny, small, medium or large animal or plant.

Typical Spell List (Ranger)

(2; Caster Level 3;Spell DC 13)
1st: *Hide from Animals, Jump*

Typical Spell List (Druid)

(6/6/5/5/4/3/2; Caster Level 12;Spell DC 13 + Spell Level)
0: *Flare, Detect Poison, Guidance, Light, Resistance, Virtue*
1st: *Charm Animal, Enlarged Detect Magic, Entangle, Longstrider, Obscuring Mist, Speak with Animals*
2nd: *Barkskin, Cat's Grace, Bull's Strength, Enlarged Detect Animals and Plants, Spider Climb*
3rd: *Call Lightning, Cure Moderate Wounds, Enlarged Flaming Sphere, Improved Magic Fang, Snare*
4th: *Cure Serous Wounds, Dispel Magic, Freedom of Movement, Rusting Grasp*
5th: *Animal Growth, Enlarged Flame Strike, Stoneskin*
6th: *Fire Seeds, Quickened Tree Shape*

Megaraptor Animal Companion/Mount: Huge animal; HD 12d8+60; hp 117; Init +4; Spd 60 ft.; AC 22 (–2 size, +4 Dex, +10 natural), touch 12, flat-footed 18; Base Atk +9; Grp +21; Atk Talons +14 melee (3d8+7); Full Atk Talons +9 melee (3d8+7) and 2 foreclaws +7 melee (1d4+3) and bite +7 melee (2d6+3); Space/Reach 15 ft./10 ft.; SA pounce; SQ evasion, devotion, link, low–light vision, scent, share spells; AL (Always) N; SV Fort +13, Ref +12, Will +5; Str 25, Dex 19, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +9, Jump +27, Listen +12, Spot +12, Survival +12; Improved Natural Attack (Talons), Multiattack, Run, Toughness, Track. (A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.)

Carrying Capacity: A light load for a megaraptor is up to 1064 lbs.; a medium load 1065-2132 lbs.; and a heavy load, 2133-3,200 lbs. A deinonychus can drag 16,000 lbs.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Aztec Human

Medium Humanoid (Human)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	13 (+1 Dex, +1 padded, +1 small wooden shield), touch 11, flat 12
BAB/Grapple:	+0/+0
Attack:	Macahuitl +1 melee (1d6+1;x3)
Full Attack:	Macahuitl +1 melee (1d6+1;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d6 in. (5 ft. 11 in.)
Weight:	140 lbs + 2d6 x 5 lbs. (175 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +3, Ref +1, Will +1
Abilities:	S13 D12 C12 I9 W9 Ch8
Skills:	Heal +1, Intimidate –1, Listen -1, Spot +1, Survival +5
Feats:	Iron Will, Self-sufficient
Environment:	Hot Jungle
Organization:	Solitary (1), Hunt (2-5), War Party (10-15 plus 0-1 Jaguar Warriors), Invasion (20-40 plus 2-4 Jaguar Warriors plus 0-1 Eagle Warriors), Army (30-60 plus 3-9 Jaguar Warriors plus 1-2 Eagle Warriors plus 0-1 War Priest)
CR:	½
Treasure:	Normal (no coins)
Alignment:	Any
Advancement:	As character class

Aztecs tend to be shorter than most other human races, with dark complexions and flat, wide facial features. They generally have black or stark white hair and brown, yellow or slate gray eyes. Aztec males do not have facial hair/beards.

Aztecs speak Common and Tech.

Combat

Those Aztec who worship the Central American pantheon or who have fallen under the sway of the Tzuchamus tend to be vicious warriors. Most Aztec will attempt to take prisoners alive to sacrifice to their deities, and will attempt to surround opponents and force them to surrender. The Aztec tend to fight as individuals or in small cadres for their own glory. The more renowned the Aztec warrior, the greater the chance that he or she fight alone.

Aztec who worship the supercomputer Aztec are much more peaceful and attempt to avoid conflict when possible. Their ranks often include spellcasters who prefer arsenals of spells that shut down an opponent without necessarily harming them.

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

Aztec Society

Aztec culture tends to be one step above a hunting/gathering society. Most Aztec cultural centers have learned to work stone and primitive metals and have settled into small cities with agricultural support. There are still several tribes however, that still willingly wander the wilderness, preying on the cities of others and disappearing before a unified attack can be launched against them.

Aztec on Amberos

When the Algalue dragonfolk fled from their home in the stars, the god of knowledge, Ssrell, was left without servants and followers. He followed the Algalue to Amberos, and seeing that the Algalue had turned their back on him, he began courting the Aegyptians and Dhorics with promises of technical knowledge. This did not sit well with Dhorian and Shame, and it was Dhorian who struck first against the Aharati and Ssrell. Sensing he would most likely lose the fight in his weakened state, he urged the Aztec to build a secret home in the land of Lost Vale where with the aid of specially created A.I. computers, they could continue their ways immune to interference by the other gods.

Luckily for the Aztec, Dhorian's war escalated into the Technological War and before the Aztec could be obliterated, the Ancient Ones stepped in and put a stop to the entire affair. Aztec culture was reduced to near barbarism, and without Ssrell being able to directly influence the Aztec, the surviving A.I. computers of Lost Vale became the gods and caretakers of the Aztec.



Aztec Characters

Aztec gain the following additional special traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common, Tech. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **+1 Dexterity, -1 Intelligence;** The Aztec are generally slightly more agile than other humans, but their primitive culture somewhat stymies their ability to learn.
- **Knowledge (Architecture), Survival and Intimidate are racial skills.** Regardless of your class, the Aztec treat these skills as class skills.
- **Self-sufficient feat.** All Aztec are taught to handle themselves in the wilderness and gain the self-sufficient feat for free.
- **Blowgun and macahuitl weapon familiarity.** All Aztec treat the blowgun as a simple weapon and the macahuitl as a martial weapon, instead of an exotic weapon.
- **Aztec blood:** Some items are useable only by those with Aztec blood, namely many mystic items and technological items.
- **Favored Class:** Fighter or Cleric.

Aztec humans worship either the Central American pantheon Ancient Ones, or the Lost Vale A.I. computers Tzuchamus or Aztec. Priests of Aztec can choose two of the three domains of Law, Knowledge and Sun. Priests of Tzuchamus can choose two of the three domains of Evil, Destruction, and War. Priests of the Central American pantheon can choose any two domains.

Aztec Jaguar Warrior

Aztec Human Fighter 4/Cleric 2; **hp:** 29
S16 D9 C10 I9 W14 Ch13;**Fort** +7**, Ref** +2**, Will** +6
Init: -1 **Move:** 20 ft.
AC: 15 (-1 Dex, +4 *hide +1*, +2 *small wooden spiked shield +1*), touch 9, flat 16
BAB/Grapple: +5/+8
Full Attack: *+1 macahuitl* +8 melee (1d6+7;x3), *+2 small spiked shield* +6 melee (1d4+1), or blowgun +4 ranged (1 + poison)
Special Att: Rebuke Undead, Smite, Spells
Special Qual: –
Skills: Climb +1, Escape Artist –3, Heal +4, Hide –3, Intimidate +10, Jump -5, Listen +2, Move Silently –3, Spot +2, Survival +11
Feats: Improved Shield Bash[F], Lightning Reflexes, Power Attack, Self-Sufficient[B], Track, Two-Weapon Fighting, Weapon Focus (macahuitl)[D], Weapon Specialization (macahuitl)[F]
Align: Any non-good
CR: 6
Gear: *hide +1* (1,165 gp), *small wooden spiked shield +1* (1,163 gp), *+1 macahuitl* (2,315 gp), *potion of cure moderate wounds* (300 gp), 5 doses greenblood oil (500 gp)
Total: 5,443 gp (5,600 gp)
Domains: Destruction, War
Poison: greenblood oil (injury DC 13; Init: 1 Con; Sec: 1d2 Con)
Rebuke Undead: 4x/day; Rebuke check 1d20+1; Rebuke 2d6+3
Smite(Su): 1x/day gain +4 to hit and +2 damage

Typical Spell List

(4/4; Caster Level 2; Spell DC 12 + Spell Level)
0: *Cure Minor Wounds, Guidance, Purify Food and Drink, Resistance*
1st: *Bless, Doom, Cure Light Wounds, Inflict Light Wounds*[D]

Aztec Eagle Warrior

Aztec Human Fighter 7/Cleric 5; **hp:** 58
S16 D10 C10 I9 W15 Ch13;**Fort** +9**, Ref** +4**, Will** +8
Init: +0 **Move:** 20 ft.
AC: 19 (+6 *hide +3*, +3 *small spiked shield +2*), touch 10, flat 19
BAB/Grapple: +11/+14
Full Attack: *+2 macahuitl* +15/+10 melee (1d6+7;x3), *+2 small spiked shield* +12 melee (1d4+1), or blowgun +11/+6 ranged (1 + poison)
Special Att: Rebuke Undead, Smite, Spells
Special Qual: –
Skills: Climb +1, Escape Artist –3, Heal +4, Hide +0, Intimidate +10, Jump -5, Listen +4, Move Silently +0, Spot +4, Survival +11
Feats: Alertness, Extra Turning, Improved Shield Bash[F], Lightning Reflexes, Power Attack, Rapid Reload[F], Self-Sufficient[B], Track, Two-Weapon Fighting, Weapon Focus (macahuitl)[D], Weapon Specialization (macahuitl)[F]
Align: Any non-good
CR: 12
Gear: *hide +3* (9,165 gp), *small spiked shield +2* (4,153 gp), *+2 macahuitl* (8,315 gp), blowgun (5 gp), 5 doses shadow essence (1,250 gp), *potion of cure moderate wounds* (300 gp), war jewelry (2,500 gp), 10 onyx 100 gp gems (1,000 gp) [animate dead]
Total: 26,688 gp (27,000 gp)
Domains: Destruction, War
Poison: 5 doses shadow essence (Injury DC 17; Init: 1 Str*; Sec: 2d6 Str) * Permanent drain, not temporary damage
Rebuke Undead: 8x/day; Rebuke check 1d20+1; Rebuke 2d6+6
Smite(Su): 1x/day gain +4 to hit and +5 damage

Typical Spell List

(5/5/4/2; Caster Level 5; Spell DC 12 + Spell Level)
0: *Cure Minor Wounds, Guidance, Purify Food and Drink, Resistance, Virtue*
1st: *Bless, Divine Favor, Doom, Cure Light Wounds, Inflict Light Wounds*[D]
2nd: *Bull's Strength, Death Knell, Owl's Wisdom, Spiritual Weapon*[D]
3rd: *Animate Dead, Contagion*[D]

Aztec War Priest

Aztec Human Fighter 7/Cleric 10; **hp:** 80
S16 D10 C10 I9 W16 Ch13;**Fort** +12**, Ref** +6**, Will** +11
Init: +0 **Move:** 20 ft.
AC: 22 (+7 *hide +4*, +5 *small spiked shield +4*), touch 10, flat 22
BAB/Grapple: +15/+18
Full Attack: *+3 flaming macahuitl* +19/+14/+9 melee (1d6+8;x3), *+2 small spiked shield* +12 melee (1d4+3), or blowgun +11/+6 ranged (1 + poison)
Special Att: Rebuke Undead, Smite, Spells
Special Qual: –
Skills: Climb +1, Concentration +9, Escape Artist –3, Heal +4, Hide +0, Intimidate +10, Jump -5, Knowledge (Religion) +6, Listen +4, Move Silently +0, Spot +4, Survival +11
Feats: Alertness, Combat Casting, Extra Turning, Improved Shield Bash[F], Lightning Reflexes, Power Attack, Rapid Reload[F], Self-Sufficient[B], Track, Two-Weapon Fighting, Weapon Focus (macahuitl)[D], Weapon Specialization (macahuitl)[F]
Align: Any non-good
CR: 17
Gear: *hide +4* (16,165 gp), *small spiked shield +4* (16,153 gp), *+3 flaming macahuitl* (32,315 gp), blowgun (5 gp), 1 dose deathblade (1,800 gp), 5 doses shadow essence (1,250 gp), *pearl of power (5th level)* (25,000 gp), *potion of cure moderate wounds* (300 gp), war jewelry (5,000 gp), 10 onyx 100 gp gems (1,000 gp) [animate dead]
Total: 98,988 gp (100,000 gp)
Domains: Destruction, War
Poison: 1 dose deathblade (Injury DC 20; Init:1d6 Con; Sec: 2d6 Con) – usually applied to macahuitl
5 doses shadow essence (Injury DC 17; Init: 1 Str*; Sec: 2d6 Str) * Permanent drain, not temporary damage
Rebuke Undead: 8x/day; Rebuke check 1d20+1; Rebuke 2d6+11
Smite(Su): 1x/day gain +4 to hit and +10 damage

Typical Spell List

(6/6/6/5/4/3; Caster Level 10; Spell DC 13 + Spell Level)
0: *Create Water, Cure Minor Wounds, Guidance, Purify Food and Drink, Resistance, Virtue*
1st: *Bless, Divine Favor, Doom, Cure Light Wounds, Inflict Light Wounds*[D]*, Obscuring Mist*
2nd: *Augury, Bull's Strength, Death Knell, Owl's Wisdom, Spiritual Weapon*[D]*, Summon Monster II*
3rd: *Animate Dead, Contagion*[D]*, Dispel Magic, Speak With Dead, Wind Wall*
4th: *Divine Power*[D]*, Freedom of Movement, Lesser Planar Ally, Poison*
5th: *Greater Command, Flame Strike*[D]*, Slay Living*

Dhoric Human

Medium Humanoid (Human)

Hit Dice:	1d8 (4 hp)
Initiative:	-1 (Dex –1)
Speed:	30 feet (6 squares)
Armor Class:	14 (+2 leather, +2 heavy wooden shield), touch 9, flat 14
BAB/Grapple:	+0/+2
Attack:	Shortsword +2 melee (1d6+2;19-20/x2) or Javelin +0 ranged (1d6)
Full Attack:	Shortsword +2 melee (1d6+2;19-20/x2) or Javelin +0 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 5 in. + 2d6 in. (6 ft.)
Weight:	150 lbs. + 2d6 x 5 lbs. (185 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +3, Ref +0, Will -1
Abilities:	S14 D11 C12 I10 W8 Ch8
Skills:	Balance +0, Climb +2, Intimidate +1, Jump +2, Ride +4, Spot +1, Swim +1
Feats:	Athletic[B], Improved Shield Bash, Run[H]
Environment:	Any
Organization:	Solitary (1), Patrol (2-5), Squad (5-15 plus 0-1 Centurion), Legion (10-30 plus 1-3 Centurion plus 0-1 Spatzi), Army (30-60 plus 3-6 Centurion plus 0-1 Spatzi plus 0-1 Augustus)
CR:	½
Treasure:	Standard
Alignment:	Any
Advancement:	By Character Class

The Dhorics are a proud race whose skin is almost albino in color. They have a wide variety of hair colors ranging from stark white through a sandy yellow to a muddy brown color. Most Dhorics have naturally curly hair, and those with straight hair are often thought to be doomed to a short, tragic life. Eye color is generally blue or gray, though those with darker hair color may have green or brown eyes.

Dhorics speak Common. Learned individuals can generally speak Ancient Kassian.

Combat

The Dhorics see competition, as well as war, as a sort of social sport. Disagreements are often settled more often with fisticuffs than discussion, and the Dhorics extol the virtues of those with might of arms over those who use their brains to solve problems (though they do recognize those with craft enough to defeat an enemy without having to lift a blade to do so). The Dhorics are often quick to anger and ready to fight, though they rarely hold a grudge. Once engaged in combat, Dhorics tend to believe any advantage over the opponent is a fair one, and they abhor breaking off a combat or a show of cowardice. Mercy is rarely shown to enemies; when swords are drawn it is expected that only one side will walk away alive.

While capable of working in large, organized groups, most Dhorics seek personal fame and glory for themselves. However, failure is a greater folly than embarrassment, so there are few Dhorics who will allow their glory hounding to interfere with their chances to win a combat.

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

Dhoric Society

The Dhoric have a long tradition of high culture and city-building, despite their war-like nature. They are not adverse to the comforts of civilization, and often attempt to spread their "gifts" to other people, whether they are willing or not. Dhorics highly prize intellectual pursuits as well as dabble in physical superiority when not engaged in competition. They are most well-known for their poetry, stories and plays – though many of said stories and plays extol the virtues of athleticism almost as much as the pursuit of knowledge.

Dhorics on Amberos

The Dhorics are the descendants of relatives, friends and close associates of Dhorian before his ascension to godhood. When Dhorian first became a god, he used his new-found powers to attempt to better the lives of all humans. His compatriots, Gosend and Shame, attempted to do likewise for those they had known as mortals.

Eventually, a schism developed between the three gods on how to best influence those under their care, and each of the gods began to develop humanity in a way they thought best.

Dhorian ruled directly over his "offspring" until near the middle of the Technological War when Belli punished Dhorian for attempting to rewrite the rules of the universe in his favor by meddling with Belli's Tree of Life. The Dhorics continued their war against the Aegyptians without Dhorian, though eventually their creation of the Technological Avatars brought the ire of the Ancients ones upon them, and their thousand-year enslavement (or so is claimed by the Dhorics) by the elves. Most Dhorics can now be found in the lands of Misake and the Principalities of Xatmas.

Dhoric Characters

Dhorics gain the following additional special traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Strength +1, Wisdom –1;** Dhorics are known for their athleticism, but equally known for their arrogance that sometimes blind their common sense.
- **Jump, Climb, Balance are racial skills.** Despite your class, these three skills are always

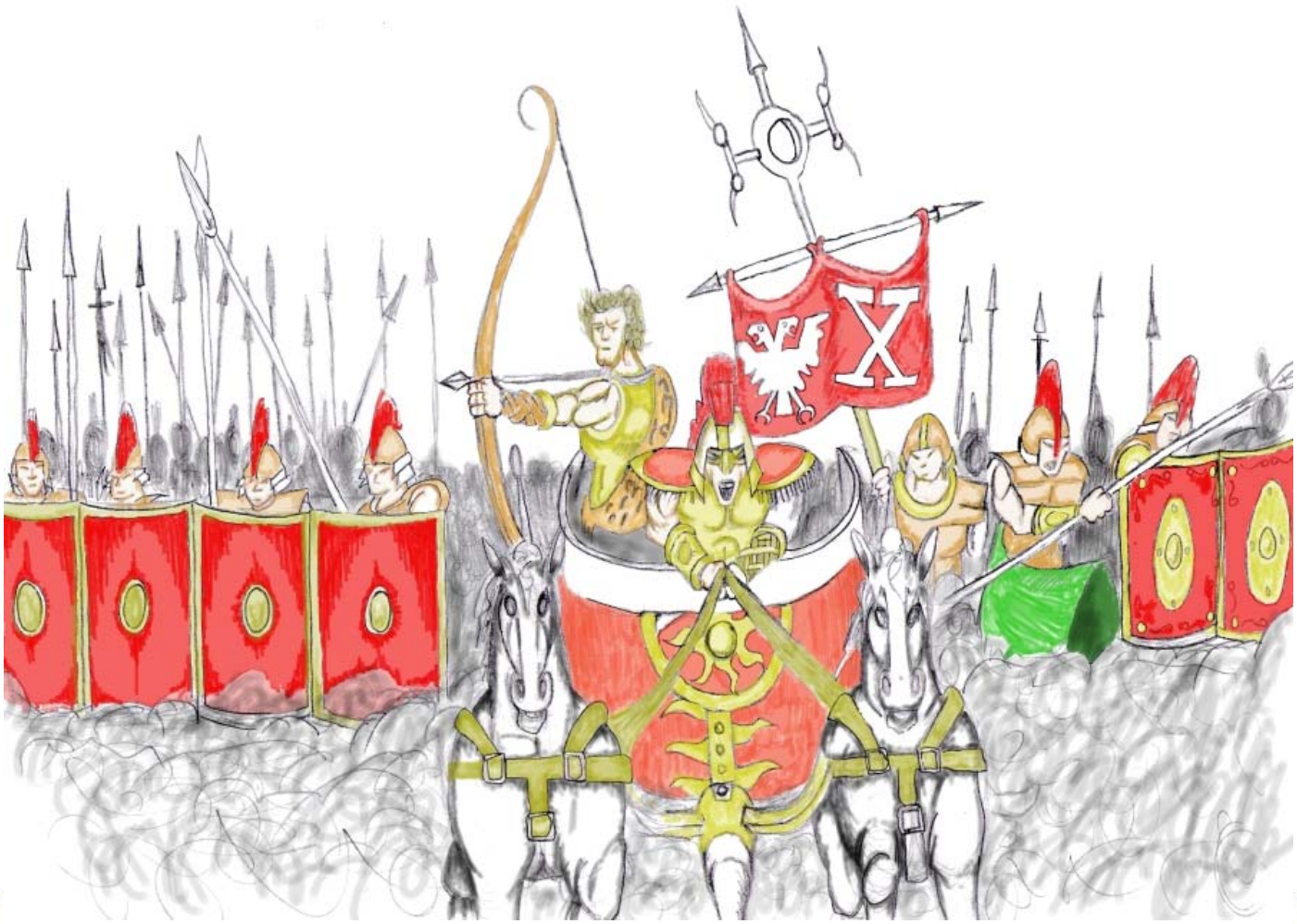
considered class skills. Dhorics are generally athletic and excel at physical skills.

- **Athletic feat.** The Dhoric prize physical fitness, and as such they gain the Athletic feat for free.
- **Short sword weapon familiarity.** All Dhorics are proficient with the short sword and do not suffer non-proficiency penalties.
- **Favored Class:** Fighter or Knight

Dhorics normally worship Dhorian, the god of justice or the Greek pantheon of the Ancient Ones. A priest of Dhorian can choose two of the three domains of Good, Law or Protection. A priest of the Greek Pantheon can choose any two domains.

Dhoric Centurion

Dhoric Human Fighter 6; **hp** 45
S17 D13 C14 I12 W9 Ch8;**Fort** +7**, Ref** +3**, Will** +1
Init: +1 **Move:** 20 ft.
AC: 20 (+1 Dex, +6 *breastplate +1*, +3 *heavy wooden shield +1*) touch 11, flat 19
BAB/Grapple: +6/+9
Full Attack: *+1 shortsword* +11/+6 melee (1d6+6;19-20/x2)
or javelin +10 ranged (1d6+3)
Special Att: –
Special Qual: –
Skills: Climb +10, Craft (Armorsmith) +5, Craft (Weaponsmith) +4, Escape Artist –3, Hide –3, Jump +2, Move Silently –3, Listen +0, Ride +1, Spot +4, Swim -14
Feats: Athletic[B], Dodge[H], Improved Shield Bash, Mobility, Mounted Combat[F], Run, Spring Attack[F], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F]
CR: 6
Gear: *breastplate +1* (1,350 gp), *heavy wooden shield +1* (1,157 gp), *+1 shortsword* (2,310 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,117 gp (5,600 gp)



Dhoric Spatzi

Dhoric Human Fighter 12; **hp** 90
S21 D13 C14 I12 W9 Ch8;**Fort** +10**, Ref** +5**, Will** +3
Init: +1 **Move:** 20 ft.
AC: 20 (+1 Dex, +6 *breastplate +3*, +3 *heavy wooden shield +2*) touch 11, flat 19
BAB/Grapple: +12/+17
Full Attack: *+2 shortsword* +21/+16/+11 melee (1d6+8;19-20/x2)
or javelin +10 ranged (1d6+3)
Special Att: –
Special Qual: –
Skills: Climb +14, Craft (Armorsmith) +5, Craft (Weaponsmith) +4, Escape Artist –3, Hide –3, Jump +6, Move Silently –3, Listen +0, Ride +7, Spot +7, Swim -14
Feats: Athletic[B], Dodge[H], Greater Weapon Focus (shortsword)[F], Greater Weapon Specialization (shortsword)[F], Improved Critical (shortsword), Improved Shield Bash, Mobility, Mounted Combat[F], Point Blank Shot[F], Quick Draw, Run, Spring Attack[F], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F], Whirlwind Attack
CR: 12
Gear: *breastplate +3* (9,350 gp), *heavy wooden shield +2* (4,157 gp), *+2 shortsword* (8,310 gp), javelin (1 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 26,568 gp (27,000 gp)

Dhoric Augustus

Dhoric Human Fighter 18; **hp** 135
S20 D13 C14 I12 W9 Ch8;**Fort** +10**, Ref** +5**, Will** +3
Init: +1 **Move:** 20 ft.
AC: 20 (+1 Dex, +6 *breastplate +3*, +3 *heavy wooden shield +2*) touch 11, flat 19
BAB/Grapple: +18/+21
Full Attack: *+2 shortsword of speed* +25/+20/+15/+10 melee (1d6+9;19-20/x2)
(speed: +25/+25/+20/+15/+10 melee)
or *+2 composite longbow (+5 Str)* +19/+14/+9/+4 ranged (1d8+7;x3)
(rapid shot: +17/+17/+12/+7/+2 ranged)
Special Att: –
Special Qual: –
Skills: Climb +17, Craft (Armorsmith) +5, Craft (Weaponsmith) +4, Escape Artist –3, Handle Animal +2, Hide –3, Jump +8, Move Silently –3, Listen +0, Ride +10, Spot +13, Swim -8
Feats: Athletic[B], Dodge[H], Greater Weapon Focus (shortsword)[F], Greater Weapon Specialization (shortsword)[F], Improved Critical (shortsword), Improved Shield Bash, Mobility, Mounted Archery[F], Mounted Combat[F], Point Blank Shot[F], Quick Draw, Rapid Shot, Ride-by Attack[F], Run, Spring Attack[F], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F], Spirited Charge[F], Whirlwind Attack
CR: 18
Gear: *breastplate +3* (9,350 gp), *heavy wooden shield +2* (4,157 gp), *+2 shortsword of speed* (50,310 gp), *+2 composite longbow (+5 Str)* (8,900 gp), *belt of giant strength +4* (16,000 gp), *cloak of resistance +4* (16,000 gp), *ring of minor fire resistance* (12,000 gp), *potion of cure serious wounds* (750 gp), 2-horse chariot (300 gp), 2 light warhorses (300 gp)
Total: 128,067 gp (130,000 gp)

Leadership: Leadership score: 17; one 12th level cohort (Dhoric Spatzi, chariot driver); 30 1st level followers (Dhoric humans); 3 2nd level squad commanders (Dhoric human Fighter 2; 1 3rd level standard bearer (Dhoric human Fighter 3); 1 4th level green cloak commander (Dhoric human Fighter 4)

2-horse chariot: Large Size; Move: as per horse, Hardness: 5; hp: 25; AC: 15 (-1 size, +6 natural), touch 9, flat 15; Weight: 350 lbs. Occupants: 1 driver, 1 passenger. Provides 50% cover to both occupants.

2 light Warhorses: CR 1; LA —; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk Hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ low–light vision, scent; AL (Always) N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.
Skills and Feats: Listen +4, Spot +4; Endurance, Run.
Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Dhoric Squad Commander: CR 2; Dhoric human Fighter 2; hp: 15; Init +1; Spd 20 ft.; AC: 19 (+1 Dex, +6 *breastplate +1*, +2 mw heavy wooden shield) touch 11, flat-footed 17; BAB +2; Grp +5 ;Full Atk mw shortsword +7 melee (1d6+3;19-20/x2) or sling +3 ranged (1d4+3) ; Space/Reach 5 ft./5 ft.; SA -; SQ -; AL any; SV Fort +5, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 12, Wis 9, Cha 8
Skills and Feats: Climb +4, Jump -1, Listen –1, Ride +6, Spot +1; Athletic[B], Dodge[H], Mobility, Mounted Combat[F], Weapon Focus (shortsword)[F]
Gear: *breastplate +1* (1,350 gp), mw heavy wooden shield (157 gp), mw shortsword (310 gp) **Total:** 1,817 gp (2,000 gp)

Dhoric Standard Bearer: CR 3; Dhoric human Fighter 3; hp: 22; Init +1; Spd 20 ft.; AC: 16 (+1 Dex, +5 mw breastplate) touch 11, flat-footed 15; BAB +3 Grp +6; Full Atk mw longspear +7 melee (1d8+4) or sling +4 ranged (1d4+3) ; Space/Reach 5 ft./5 ft.; SA -; SQ -; AL any; SV Fort +5, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 12, Wis 9, Cha 8
Skills and Feats: Climb +4, Jump +1, Listen –1, Ride +7, Spot +2; Athletic[B], Dodge[H], Iron Will, Mobility, Mounted Combat[F], Weapon Focus (shortsword)[F]
Gear: *breastplate +1* (1,350 gp), mw longspear (305 gp) **Total:** 1,655 gp (2,500 gp)

Dhoric Green Cloak Commander: CR 4; Dhoric human Fighter 4; hp: 30; Init +1; Spd 20 ft.; AC: 17 (+1 Dex, +6 *breastplate +1*) touch 11, flat-footed 16; BAB +4; Grp +7; Full Atk mw two-handed sword +8 melee (2d6+6;19-20/x2) or sling +5 ranged (1d4+3) ; Space/Reach 5 ft./5 ft.; SA -; SQ -; AL any; SV Fort +5, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 12, Wis 9, Cha 8
Skills and Feats: Climb +5, Jump +1, Listen –1, Ride +8, Spot +2; Athletic[B], Dodge[H], Iron Will, Mobility, Mounted Combat[F], Weapon Focus (shortsword)[F], Weapon Specialization (shortsword)[F]
Gear: *breastplate +1* (1,350 gp), mw two-handed sword (350 gp), *cloak of resistance +1* (1,000 gp) **Total:** 2,700 gp (3,300 gp)

Ghan Human

Medium Humanoid (Human)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	15 (+4 chain shirt, +1 buckler), touch 10, flat 15
BAB/Grapple:	+0/+0
Attack:	Shortsword +1 melee (1d6;19-20/x2) or shortbow +2 ranged (1d6;x3)
Full Attack:	Shortsword +1 melee (1d6;19-20/x2) or shortbow +2 ranged (1d6;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d4 in. (5 ft. 9 in.)
Weight:	140 lbs. + 2d4 x 5 lbs. (165 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +2, Ref +0, Will +0
Abilities:	S11 D11 C13 I10 W8 Ch8
Skills:	Ride +4, Spot +1, Survival +3
Feats:	Mounted Combat[B], Mounted Archery
Environment:	Cold or Warm Plains
Organization:	Solitary (1), Hunt (2-5), Patrol (5-12 plus 1 Horseman), Pack (10-24 plus 1-2 Horseman plus 0-1 Horselord), Tribe (10-60 plus 2-4 Horseman plus 1-3 Horselord plus 0-1 Horse Khan)
CR:	½
Treasure:	Standard (trade items not coins)
Alignment:	Any
Advancement:	By Character Class
Level Adj:	+0

The Ghan are an offshoot of the Nippon that started off as mercenary troops. Their leader, Ghan, eventually decided his people would do better to rule their own kingdom than fight for another. Ghan and his people retreated to the barren steppes to forge their own empire, only to end up becoming a nomadic race of horsemen raiders and warriors.

The Ghan have a ruddy, dark complexion and the epicanthic folds found among the Nippon. They generally have black or very dark brown hair and their eye color is black, dark brown or a muddy gray.

The Ghan speak Common and Trade.

Combat

The Ghan live and fight from horseback, and they are merciless in their assault on opponents. The Ghan tend to believe all beings to be inferior to themselves, and do not easily grant mercy or break off from a fight once engaged. They are crafty warriors, using smaller numbers and guerilla tactics to bring down larger forces, and to use their brains rather than their brawn to bring doom to entrenched foes.

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

Ghan Society

The Ghan have adopted a mixture of Nippon, Randese and Aharati bits of culture into their own. They



prefer to live on the edge of civilization in large mobile groups generally centered around an extended family. The ability to hunt and war is highly prized among the Ghan men, while the ability to raise healthy children and protect and care for the home is a tribute sought by many Ghan women. In all things, the members of any given tribe seek to be as useful as possible, and waste of any sort is frowned on – in some cases punishable by death.

Ghan on Amberos

Before the laws of non-interference by the gods were laid down, Titanicus took Ghan and his relatives as his own people. Titanicus developed rituals for Ghan's people to undertake that made them mighty warriors but also bound them to him as servants. He used the rituals to sneak himself in mortal form back onto Amberos, and even began usurping the Randese to his worship. This practice continued unabated until Visha revealed Titanicus's plot to use the Ghan to usurp the other god's control on humanity by means of the Randu wars, and he was forced to abide by the laws of non-interference like the other gods. The Ghan are now spread across southeastern Amberos, often mixing into the lands of the Randese, where they often compete for land and resources.

Ghan Characters

Ghan gain the following additional special traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **no extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **+1 Dexterity, -1 Wisdom;** The Ghan are swift and good with ranged weapons, but some of their will has been taken from them to suit them to Titanicus's purpose
- **Animal Handling, Ride, and Survival are racial skills.** Regardless of class, the Ghan treats these skills as class skills.
- **Shortbow weapon familiarity.** All Ghan are trained in the use of a shortbow, and can use it without non-proficiency penalty.
- **Mounted Combat feat.** All Ghan are trained in riding and fighting from horseback, and as such they gain the mounted combat feat for free.
- **Light Warhorse Mount.** Ghan are nomadic, and all Ghan rely on their horses for both travel and to hunt and fight. A Ghan gains a light warhorse for free and if a ranger or druid, may nominate the light warhorse as his animal companion. If the horse is lost or slain, it may be replaced normally, but the Ghan does not gain another mount for free.
- **Horsefriend:** A Ghan ranger with a light warhorse animal companion uses his full ranger levels when determining the advancement and special abilities of his animal companion.
- **Ghan blood:** Some items are useable only by those with Ghan blood, and some creatures created by Titanicus will only bow to the Ghan
- **Favored Class:** Fighter or Ranger.

The Ghan worship Titanicus, the bloody god of war. A priest of Titanicus may choose two of the three domains of War, Strength and Destruction.

Ghan Horseman

Human Ghan Ranger 2/Fighter 4; **hp** 39
S13 D17 C12 I10 W13 Ch8;**Fort** +8**, Ref** +7**, Will** +2
Init: +3 **Move:** 30 ft.
AC: 19 (+3 Dex, +5 *chain shirt +1,* +1 mw buckler), touch 13, flat 16
BAB/Grapple: +6/+7
Full Attack: shortsword +9/+4 melee (1d6+1;19-20/x2),
or *+1 composite shortbow (+1 Str)* +11/+6 ranged (1d6+4;x3)
Special Att: Favored enemy
Special Qual: Wild empathy
Skills: Climb +0, Escape Artist +2, Handle Animal +7, Heal +6, Hide +9, Jump +0, Knowledge (Geography) +5, Move Silently +2, Listen +1, Ride +9, Spot +6, Survival +5, Swim -11
Feats: Mounted Combat[B], Mounted Archery, Point Blank Shot, Rapid Shot[R], Ride-By Attack[F], Track[R], Weapon Focus (shortbow)[F], Weapon Finesse, Weapon Specialization (shortbow)[F]
CR: 6
Gear: *chain shirt +1* (2,250 gp), mw buckler (165 gp), shortsword (10 gp), *+1 composite shortbow (+1 Str)* (2,450 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,175 gp (5,600 gp)
Favored Enemy: +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against one creature type
Wild Empathy: +1

Light Warhorse mount: CR 1; LA —; Large animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft.; AC 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk Hoof +4 melee (1d4+3); Full Atk 2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ low–light vision, scent; AL (Always) N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.
Skills and Feats: Listen +4, Spot +4; Endurance, Run.
Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ghan Horselord

Human Ghan Ranger 5/Fighter 4/Rogue 3; **hp** 72
S14 D20 C12 I10 W13 Ch8;**Fort** +10**, Ref** +13**, Will** +4
Init: +5 **Move:** 30 ft.
AC: 25 (+5 Dex, +1 *amulet of natural armor +1*, +6 *mithral chain shirt +2*, +3 *buckler +2*), touch 15, flat 20
BAB/Grapple: +11/+13
Full Attack: *+1 shortsword* +16/+11/+6 melee (1d6+3;19-20/x2),
or *+2 composite shortbow (+2 Str)* +19/+14/+9 ranged (1d6+6;x3)
(rapid shot: +17/+17/+12/+7 ranged)
Special Att: Favored enemy, sneak attack +2d6
Special Qual: Evasion, trap sense +1, wild empathy
Skills: Climb +5, Escape Artist +8, Handle Animal +10, Heal +9, Hide +18, Jump +5, Knowledge (Geography) +8, Listen +4, Move Silently +8, Ride +13, Sense Motive +5, Spot +12, Survival +8, Swim -1
Feats: Dodge, Endurance[R], Far Shot, Mounted Combat[B], Mounted Archery, Point Blank Shot, Rapid Shot[R], Ride-By Attack[F], Track[R], Weapon Focus (shortbow)[F], Weapon Finesse, Weapon Specialization (shortbow)[F]
CR: 12
Gear: *mithral chain shirt +2* (5,250 gp), *buckler +2* (4,165 gp), *amulet of natural armor +1* (2,000 gp), *+1 shortsword* (2,310 gp), *+2 composite shortbow (+2 Str)* (8,525 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure serious wounds* 750 gp)
Total: 27,000 gp (27,000 gp)

Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against one creature type; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against one creature type

Evasion (Ex): A Ghan horselord can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A Ghan horselord gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Wild Empathy: +4

Typical Spell List

(1; Caster Level 2; Spell DC 13)
1st: *Longstrider*

Light Warhorse animal companion: Large animal; HD 5d8+15; hp 37; Init +2; Spd 60 ft.; AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk +4; Grp +11; Atk Hoof +7 melee (1d4+3); Full Atk 2 hooves +7 melee (1d4+3) and bite +2 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ evasion, link, low–light vision, scent, share spells; AL (Always) N; SV Fort +7, Ref +6, Will +2; Str 17, Dex 14, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +6, Spot +6; Endurance, Run.
Carrying Capacity: A light load for a light warhorse is up to 258 pounds; a medium load, 259–519 pounds; and a heavy load, 520–780 pounds. A light warhorse can drag 3,900 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Ghan Horse Khan

Human Ghan Ranger 11/Fighter 4/Rogue 3; **hp** 72
S15 D22 C12 I10 W13 Ch8;**Fort** +13**, Ref** +17**, Will** +6

Init: +6 **Move:** 30 ft.

AC: 28 (+6 Dex, +3 *amulet of natural armor +3*, +7 *mithral chain shirt of invulnerability +3*, +3 *buckler of fire resistance +2*), touch 16, flat 22

BAB/Grapple: +17/+19

Full Attack: *+1 shortsword* +22/+17/+12 melee (1d6+3;17-20/x2),
+3 shock composite shortbow (+2 Str) of distance +27/+22/+17/+12 ranged (1d6+7 + 1d6 electricity;x3)
(rapid shot: +25/+25/+20/+15/+10 ranged)

Special Att: Favored enemy, sneak attack +2d6

Special Qual: Evasion, swift tracker, trap sense +1, wild empathy, woodland stride

Skills: Climb +5, Escape Artist +9, Handle Animal +16, Heal +15, Hide +22, Jump +5, Knowledge (Geography) +14, Listen +4, Move Silently +12, Ride +20, Sense Motive +5, Spot +12, Survival +14, Swim -1

Feats: Dodge, Endurance[R], Far Shot, Improved Critical (shortsword), Improved Precise Shot[R], Manyshot[R], Mounted Combat[B], Mounted Archery, Point Blank Shot, Rapid Shot[R], Ride-By Attack[F], Spirited Charge, Track[R], Weapon Focus (shortbow)[F], Weapon Finesse, Weapon Specialization (shortbow)[F]

CR: 18

Gear: *mithral chain shirt of invulnerability +3* (37,100 gp), *buckler of fire resistance +2* (22,165 gp), *amulet of natural armor +3* (18,000 gp), *+1 shortsword* (2,310 gp), *+3 shock composite shortbow (+2 Str) of distance* (25,525 gp), *gloves of dexterity +4* (16,000 gp), *periapt of health* (7,500 gp), *potion of cure serious wounds* (750 gp)
Total: 129,350 gp (130,000 gp)

Favored Enemy: +6 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creature type;+4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creature type; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks against one creature type

Evasion (Ex): A Ghan horse khan can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Swift Tracker (Ex): A Ghan horse khan can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Trap Sense (Ex): A Ghan horse khan gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Wild Empathy: +10

Woodland Stride (Ex): A Ghan horse khan 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.

Typical Spell List

(2/1;Caster Level 5;Spell DC 11 + Spell Level)
1st: *Entangle, Longstrider*
2nd: *Barkskin*

Light Warhorse animal companion: Large animal; HD 9d8+27; hp 67; Init +3; Spd 60 ft.; AC 22 (–1 size, +3 Dex, +10 natural), touch 12, flat-footed 19; Base Atk +6; Grp +14; Atk Hoof +10 melee (1d4+3); Full Atk 2 hooves +10 melee (1d4+3) and bite +8 melee (1d3+1); Space/Reach 10 ft./5 ft.; SA —; SQ devotion, evasion, link, low–light vision, scent, share spells; AL (Always) N; SV Fort +10, Ref +9, Will +4; Str 19, Dex 16, Con 17, Int 2, Wis 13, Cha 6.
Skills and Feats: Jump +8, Listen +6, Spot +6; Dodge, Endurance, Mobility, Multiattack[B], Run.
Carrying Capacity: A light load for a light warhorse is up to 348 pounds; a medium load, 349–699 pounds; and a heavy load, 700–1,050 pounds. A light warhorse can drag 5,250 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Nippon Human

Medium Humanoid (Human)

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 feet (4 squares) in splint armor; 30 feet (6 squares) base
Armor Class:	14 (Splint Armor +4), touch 10, Flat14
BAB/Grapple:	+0/+1
Attack:	Longsword +1 melee (1d8+1;19-20/x2) or shortbow +1 ranged (1d6+1;x3)
Full Attack:	Longsword +1 melee (1d8+1;19-20/x2) or shortbow +1 ranged (1d6+1;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d4 in. (5 ft. 9 in.)
Weight:	140 lbs. + 2d4 x 5 lbs. (165 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +2, Ref +1, Will -1
Abilities:	S12 D12 C10 I11 W9 Ch9
Skills:	Diplomacy +7, Spot +2
Feats:	Improved Unarmed Strike, Skill Focus (Diplomacy)
Environment:	Any
Organization:	Solitary (1), Pair (2), Cadre (2-5), Company (6-20 plus 1-4 Samurai plus 0-1 Enlightened Warriors), Army (20-60 plus 2-12 Samurai plus 0-3 Enlightened Warriors and 0-1 Mystic Blades)
CR:	½
Treasure:	Standard
Alignment:	Often Lawful Neutral
Advancement:	By Character Class

The Nippon tend to be a few inches shorter than other humans, and have a yellowish tinge to their skin. They have epicanthic folds about their brown eyes, and their hair tends to be straight and black. Blue or green eyed Nippon have been noted, but they are very rare indeed.

Nippon speak Trade and those in contact with the other lands of Amberos also learn Common.

Combat

When given the opportunity, the Nippon prefer stylized duels. While these duels are often to the death, they believe that combat should be a one-on-one affair that is a test of one's skill.

In mass combat, the Nippon are fearless, uniting so that the objective of the group is greater than any one individual. While they are not mindless, they will press combat against a foe, never retreating or backing down from a fight. They accept no mercy nor expect it, and will often fall on their own weapons rather than surrender. Creatures who attempt to surrender to them are treated poorly, if not killed outright.

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

Nippon Society

The Nippon have a very strict culture based on honor and duty. There is a very rigid caste system among the Nippon, with little chance for social advancement.

All Nippon, from the lowliest peasant to the highest noble or warrior must maintain a civilized air; order is everything in Nippon society. An individual's "face" – a mixture of a person's etiquette, honor and reliability is greatly admired in the society, and maintaining face is one of the greatest social pressures. To lose any one of these three attributes often results in the ritual suicide of the individual in question.

Nippon on Amberos

The Nippon originally hailed as humans of the same tribe as Gosend, the Unarmed Warrior. Gosend was selected by his Emperor to appear before Belli to defeat Guaradrell, and in the end became a god alongside Dhorian,



Fir and Shame. Upon becoming a god, Gosend returned to his home tribe and aiding them with their daily struggles, revealing to his people great wisdom and mystical skills they could use to ease their burden in life.

Gosend remained with his people until the advent of the Technological War. Realizing the destruction the war would cause, Gosend urged his people north, away from the wars. However, when the Ancient Ones were awakened at the climax of the wars, they visited their vengeance on all of humanity – even Gosend's people. Gosend was imprisoned and his people given over to the Chinese and Nippon pantheon to rule. Only when the Ancient Ones were put back to sleep did Gosend return to his people, to find that the Ancient Ones had turned them utterly against him. Rather than force himself on them, Gosend instead turned his attention back to fighting against evil wherever he saw it, though he left behind treatises and paths of enlightenment for his people to attempt to better themselves even without his presence.

Most Nippon now dwell in the Emerald Empire north of Amberos. There are a few who dwell in the lands of Spi Dak Su and Chiamung on the continent.

Nippon Characters

Nippon have the following traits.

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **No extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Charisma +1, Strength –1**; The Nippon are known for the multi-layered aspect of their interactions, but their slightly smaller size makes them somewhat physically weaker than other humans.
- **Diplomacy, Knowledge (Religion) and Bluff are racial skills.** Regardless of the class the Nippon advances in, these skills are considered class skills.
- **Improved Unarmed Strike feat.** All Nippon are skilled to some degree in the art of unarmed combat.
- **Oriental weapons are simple weapons.** A Nippon treats the kama, nunchaku, sai, shuriken, and siangham as a simple weapon, not an exotic weapon. A Nippon can use a katana as a martial weapon two-handed, or one-handed as an exotic weapon. A Nippon can become proficient in the no-dachi, though it is considered an exotic weapon.
- **Access to the oriental classes.**
- **Favored Class:** Samurai, Shugenja or Monk (Fighter and Monk in western campaigns). A Nippon can freely multiclass between monk and any other class.

The Nippon worship Gosend or the Chinese or Nippon pantheons of the Ancient Ones. Priests of Gosend can choose two of the three domains of Good, Law and Strength.

Nippon Samurai

Nippon Human Fighter 5; **hp** 27
S15 D14 C10 I12 W13 Ch9;**Fort** +5**, Ref** +1**, Will** +2
Init: +2 **Move:** 20 ft.
AC: 18 (+2 Dex, +6 *chain mail +1*) touch 12, flat 16
BAB/Grapple: +5/+7
Full Attack: *+1 katana* +9 melee (1d10+6;18-20/x2) or composite longbow (+2 Str) +7 ranged (1d8+2;x3)
Special Att: –
Special Qual: –
Skills: Bluff +7, Climb –2, Diplomacy +7, Escape Artist –2, Hide –2, Jump –8, Knowledge (Religion) +9, Listen +1, Move Silently –2, Spot +5, Swim -14
Feats: Dodge, Improved Unarmed Strike[B], Mobility, Point Blank Shot[F], Weapon Focus (katana)[F], Weapon Specialization (katana)[F]
CR: 5
Gear: *chain mail +1* (1,300 gp), *+1 katana* (2,550 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,150 gp (4,300 gp)

Nippon Enlightened Warrior

Nippon Human Fighter 5/Monk 5; **hp** 45
S15 D14 C10 I13 W15 Ch9;**Fort** +9**, Ref** +5**, Will** +7
Init: +2 **Move:** 40 ft.
AC: 19 (+2 Dex, +2 Wis, +1 Monk, +4 *bracers of armor +4*) touch 15, flat 17
BAB/Grapple: +8/+10
Full Attack: *+2 katana* +13/+8 melee (1d10+7;18-20/x2)
or unarmed strike +10/+5 melee (1d8+2)
(flurry of blows +9/+9/+4)
or composite longbow (+2 Str) +10 ranged (1d8+2;x3)
Special Att: Ki strike (magic)
Special Qual: Evasion, purity of body, still mind, slow fall
Skills: Bluff +12, Diplomacy +12, Knowledge (Religion) +9, Listen +1, Spot +10
Feats: Combat Expertise, Combat Reflexes[M], Dodge, Improved Unarmed Strike[B], Mobility, Point Blank Shot[F], Spring Attack, Stunning Fist[M], Weapon Focus (katana)[F], Weapon Specialization (katana)[F]
CR: 10
Gear: *bracers of armor +4* (8,000 gp), *+1 katana* (2,550 gp), composite longbow (+2 Str) (300 gp), *periapt of wisdom +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 15,600 gp (16,000 gp)

Evasion (Ex): An enlightened warrior makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless monk does not gain the benefit of evasion.
Still Mind (Ex): An enlightened warrior gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
***Ki* Strike (Su):** An enlightened warrior's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with DR.
Slow Fall (Ex): An enlightened warrior within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is
Purity of Body (Ex): An enlightened warrior is immune to all diseases except for supernatural and magical diseases.

Nippon Mystic Blade

Nippon Human Fighter 8/Monk 7; **hp** 68
S15 D14 C10 I13 W14 Ch9;**Fort** +12**, Ref** +7**, Will** +9
Init: +2 **Move:** 50 ft.
AC: 21 (+2 Dex, +2 Wis, +2 Monk, +5 *bracers of armor +5*) touch 16, flat 19
BAB/Grapple: +13/+15
Full Attack: *+2 ki focus katana* +18/+13/+8 melee (1d10+7;18-20/x2)
or unarmed strike +15/+10/+5 melee (2d6+2)
(flurry of blows +14/+14/+9/+4)
or composite longbow (+2 Str) +15/+10/+5 ranged (1d8+2)
Special Att: Ki strike (magic)
Special Qual: Evasion, purity of body, still mind, slow fall
Skills: Bluff +17, Diplomacy +17, Jump +11, Knowledge (Religion) +14, Listen +1, Spot +13
Feats: Cleave, Combat Expertise, Combat Reflexes[M], Deflect Arrows, Dodge, Improved Disarm[M], Improved Unarmed Strike[B], Mobility, Point Blank Shot[F], Power Attack[F], Spring Attack, Stunning Fist[M], Weapon Focus (katana)[F], Weapon Specialization (katana)[F], Whirlwind Attack[F]
CR: 15
Gear: *bracers of armor +5* (25,000 gp), *+2 ki focus katana* (18,550 gp), composite longbow (+2 Str) (300 gp), *monk's belt* (13,000 gp), *potion of cure serious wounds* (750 gp)
Total: 57,600 gp (59,000 gp)

Evasion (Ex): A mystic blade makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless monk does not gain the benefit of evasion.
Still Mind (Ex): A mystic blade gains a +2 bonus on saving throws against spells and effects from the school of enchantment.
***Ki* Strike (Su):** A mystic blade's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with DR.
Slow Fall (Ex): A mystic blade within arm's reach of a wall can use it to slow her descent. When using this ability, she takes damage as if the fall were 30 feet shorter than it actually is
Purity of Body (Ex): A mystic blade is immune to all diseases except for supernatural and magical diseases.
Wholeness of Body (Ex): Heal 14 hp/day on self

Randese Human

Medium Humanoid (Human)

Hit Dice:	1d8 (4 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 feet (4 squares) in scale mail, 30 feet (6 squares) base
Armor Class:	17 (+2 Dex,+4 scale mail, +1 buckler), touch 12, flat 15
BAB/Grapple:	+0/+1
Attack:	Scimitar +1 melee (1d6+1;18-20/x2)
Full Attack:	Scimitar +1 melee (1d6+1;18-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d6 in. (5 ft. 11 in.)
Weight:	140 lbs. + 2d6 x 5 lbs. (175 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +2, Ref +1, Will –1
Abilities:	S12 D14 C11 I10 W8 Ch8
Skills:	Listen –1, Ride +4, Spot +1
Feats:	Combat Reflexes, Dodge
Environment:	Warm desert
Organization:	Solitary, Pair (2), Cadre (2-5), Patrol (5-10 plus 0-1 Mamaluke), Company (11-20 plus 2-5 Mamaluke plus 0-5 Saracen), Legion (20-60 plus 2-12 Mamaluke plus 1-10 Saracen plus 0-1 Seleucid)
CR:	½
Treasure:	Standard
Alignment:	Usually Lawful (any)
Advancement:	By Character Class

The Randese tend to have darkly tanned skin and are of approximately the same height as common Amberosians. Males tend to sport small cropped beards or goatees as a sign of knowledge or wisdom. They have brown or green eyes, and almost universally have dark brown to almost black hair.

Randese speak their own language, known as Randese. Most Randese also learn Common for purposes of trade.

Combat

Randese often start an attack aback horses with volleys of arrows. After softening their enemy, mounted Randese will ride into melee combat from aback their horse, only dropping to foot once their mount has been taken out from under them.

Randese foot soldiers usually strike opponents from ambush or a distance with volleys of arrows. Once they have soften their foe, they draw their weapons and charge into combat.

Once engaged, Randese fight with cunning and craft. They use the terrain and movement to their advantage, often attempting to draw an enemy combatant into a trap by luring them to positions where their fellows lie in wait. Overall, Randese are loath to surrender or to take prisoners. If faced with defeat, they often run. If an opponent surrenders, they often kill the opponent rather than deal the trouble of keeping prisoners.

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



Randese Society

Randese culture is divided along two lifestyles. There are two main camps: there are the Bedine, who still live in tribes who wander the deserts, and the Bejerin, who have settled into cities across the harsh lands of Randu and the east.

The Bedine are often accused of being raiders, thugs and pirates of the worst lot, though among themselves they have a powerful code of honor. The Bedine's harsh life tends to make them belligerent and often cruel towards outsiders, but they can be likewise as generous with friends and family. Few Bedine have a taste for riches and extravagance, though the barrens of the desert often require them to prey on settlements for the goods they need to survive. At the same time their disassociation with material things leads many to be more spiritual in nature than their settled cousins.

The Bejerin are often accused of being soft and corrupt, but tend to be more cultured, and a formal education among the people is not uncommon. The settled Bejerin tend to have access to more creature comforts and wealth as their neighbor and are often more peaceful than their desert-dwelling cousins as they are better able to fend for themselves. The history,

architecture and literature of the Bejerin is very rich, and the formalized education many receive disseminates this knowledge throughout the culture.

Randese On Amberos

Descended from the Ghan, the Randese came to the attention of the goddess Visha when Ghan's companion, Arnd the Wondrous, made a pilgrimage to her house in the hopes of finding a more merciful god than Titanicus. Visha listened to Arnd's anguish over the plight of the Ghan, and she decided to help. Bestowing Arnd with her own armor and weapons, Visha made it her purpose to stop Titanicus from devolving the Ghan into murderous killers.

She managed to usurp Titanicus's control of many of the Ghan by assisting Arnd to defeat the Ghan's eternal enemies in the eastern lands now known as Randu. Arnd established his own kingdom, and to remove himself from association with his old life, rearranged the letters in his name to become Rand, and the lands he ruled, Randu.

However, the war between Titanicus and Visha was not over. Working secretly, Titanicus subverted the leader of the Randu and started the Randu wars against the lands of the west, hoping to subvert all of the continent to worship him. Against the law of non-interference, Titanicus took mortal form and acted as a general in the army, leading the forces to success after success. Eventually Visha was able to uncover the truth and Titanicus was forced to remove himself from the war. Further, the gods together smote the puppet Khan of Randu, allowing Visha to replace the warlord with a disciple of her own faith.

The Randese can mostly be found in the countries of Simera, Ran Da Khan, and Randu, though there are Randese who have taken up residence in lands adjacent to these traditional Randese lands, such as in Lanster, Dark Valley, Ulanst, Klinn and even as merchants in Nyrr Ryann.

Randese Characters

Randese have the following additional abilities:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **No bonus feat at 1st level.**
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **+1 Dexterity, -1 Wisdom;** like the Ghan, the Randese are known for their agility, but are more impulsive than most other human subgroups.
- **Knowledge (Religion), Knowledge (character's choice) and Ride are racial skills.** You can choose one knowledge skill as a racial skill. Regardless of class, you treat the three skills as class skills.
- **Combat Reflexes.** The Randese hone their weapon skills to react to any enemy with blinding speed. They gain the combat reflexes feat for free.
- **Scimitar weapon familiarity.** All Randese are trained in the use the scimitar, and do not suffer non-proficiency penalties for its use.
- **Access to Arabic classes**
- **Favored Class:** Fighter, Knight or Cleric

Randese worship Visha, the Battle-maiden. A priest of Visha can choose two of the three domains of Protection, Strength and War.

Randese Mamaluke

Randese Human Fighter 5;**hp** 27
S12 D16 C10 I8 W14 Ch13;**Fort** +4**, Ref** +4**, Will** +3
Init: +3 **Move:** 20 ft.
AC: 19 (+3 Dex, +5 *scale mail +1*, +1 mw buckler) touch 13, flat 16
BAB/Grapple: +5/+6
Full Attack: mw lance +7 melee (1d8+1;x3) or *+1 scimitar* +8 melee (1d6+4;18-20/x2) or composite shortbow (+1 Str) +8 ranged (1d6+1;x3)
Special Att: –
Special Qual: –
Skills: Climb –2, Escape Artist +0, Hide +0, Jump –8, Knowledge (Religion) +3, Knowledge (Nobility) +3, Listen +2, Move Silently +0, Ride +11, Spot +2, Swim -12
Feats: Combat Reflexes[B], Mounted Archery, Mounted Combat[F], Ride-by Attack, Weapon Focus (scimitar)[F], Weapon Specialization (scimitar)[F]
CR: 5
Gear: *scale mail +1* (1,200 gp), mw buckler (165 gp), mw lance (310 gp), *+1 scimitar* (2,315 gp), composite shortbow (+1 Str) (150 gp)
Total: 4,130 gp (4,300 gp)

Randese Saracen

Randese Human Fighter 8/Cleric 3;**hp** 57
S12 D16 C10 I8 W16 Ch14;**Fort** +9**, Ref** +7**, Will** +9
Init: +3 **Move:** 20 ft.
AC: 21 (+3 Dex, +6 *scale mail +2,* +2 *buckler +1*) touch 13, flat 18
BAB/Grapple: +10/+11
Full Attack: mw lance +12/+7 melee (1d8+1;x3) or *+2 scimitar* +14/+9 melee (1d6+5;15-20/x2) or composite shortbow (+1 Str) +13/+8 ranged (1d6+1;x3)
Special Att: Spells, turn undead
Special Qual: Feat of Strength, protection ward
Skills: Climb –2, Escape Artist +0, Hide +0, Jump –7, Knowledge (Religion) +6, Knowledge (Nobility) +3, Listen +2, Move Silently +0, Ride +11, Spellcraft +2, Spot +3, Swim -12
Feats: Combat Reflexes[B], Dodge, Improved Critical (scimitar)[F], Mounted Archery, Mounted Combat[F], Point Blank Shot[F], Ride-by Attack, Spirited Charge, Weapon Focus (scimitar)[F], Weapon Specialization (scimitar)[F]
CR: 11
Gear: *scale mail +2* (2,200 gp), *buckler +1* (2,165 gp), mw lance (310 gp), *+2 scimitar* (8,315 gp), composite shortbow (+1 Str) (150 gp), *periapt of wisdom +2* (4,000 gp), *figurine of wondrous power (silver raven)* (3,800 gp)
Total: 20,940 gp (21,000 gp)

Feat of Strength (Su): +3 to Strength as a free action for 1 round, once/day.
Protective Ward (Su): touch grants recipient a +3 resistance bonus on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.
Turn Undead: 5x/day; Turn check: 1d20+4; Turn damage 2d6+5

Typical Spell List

(4/4/3;Caster Level 3;Spell DC 13 + Spell level; Domains: Protection, Strength)
0: *Guidance, Inflict Minor Wounds, Resistance, Virtue*
1st: *Cause Fear, Cause Light Wounds, Doom, Enlarge Person*[D]
2nd: *Bull's Strength*[D]*, Death Knell, Hold Person*
D = Domain spell

Randese Seleucid

Randese Human Fighter 8/Cleric 8;**hp** 80
S14 D16 C10 I9 W16 Ch16;**Fort** +12**, Ref** +9**, Will** +12
Init: +3 **Move:** 20 ft.
AC: 21 (+3 Dex, +8 *scale mail +4,* +4 *buckler +3*) touch 13, flat 18
BAB/Grapple: +14/+16
Full Attack: lance +16 melee or *+3 scimitar* +20/+15/+10 melee or *+2 composite shortbow (+2 Str)* +19/+14/+9 ranged
Damage: lance 1d8+2 (x3), *+3 scimitar* 1d6+7 (15-20/x2), *+2 composite shortbow (+2 Str)* 1d6+4 (x3)
Special Att: Spells, turn undead
Special Qual: Feat of Strength, protection ward
Skills: Climb –2, Escape Artist +0, Hide +0, Jump –7, Knowledge (Religion) +12, Knowledge (Nobility) +3, Listen +2, Move Silently +0, Ride +11, Spellcraft +8, Spot +3, Swim -12
Feats: Combat Reflexes[B], Dodge, Improved Critical (scimitar)[F], Mobility, Mounted Archery, Mounted Combat[F], Point Blank Shot[F], Ride-by Attack, Shot on the Run, Spirited Charge, Weapon Focus (scimitar)[F], Weapon Specialization (scimitar)[F]
CR: 16
Gear: *scale mail +4* (32,200 gp), *buckler +3* (9,165 gp), mw lance (310 gp), *+3 scimitar* (18,315 gp), *+2 composite shortbow* (8,450 gp), *periapt of wisdom +2* (4,000 gp), *cloak of charisma +2* (4,000 gp)
Total: 76,440 gp (77,000 gp)

Feat of Strength (Su): +8 to Strength as a free action for 1 round, once/day.
Protective Ward (Su): touch grants recipient a +8 resistance bonus on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.
Turn Undead: 6x/day; Turn check: 1d20+5; Turn damage 2d6+11

Typical Spell List

(6/6/5/5/3;Caster Level 8;Spell DC 13 + Spell level; Domains: Protection, Strength)
0: *Create Water, Detect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue*
1st: *Bless, Cause Fear, Cause Light Wounds, Doom, Enlarge Person*[D]*, Shield of Faith*
2nd: *Aid, Bull's Strength*[D]*, Death Knell, Hold Person, Owl's Wisdom*
3rd: *Dispel Magic, Protection from Energy*[D]*, Searing Light, Summon Monster III*
4th: *Divine Power, Inflict Critical Wounds, Spell Immunity*[B]
D = Domain spell

Ubunti Human

Medium Humanoid (Human)

Hit Dice:	1d8+4 (8 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares)
Armor Class:	13 (+1 Dex,+2 heavy wooden shield), touch 11, flat 12
BAB/Grapple:	+0/+2
Attack:	Shortspear +2 melee (1d6+2) or javelin +1 ranged (1d6+2)
Damage:	Shortspear 1d6+2, javelin 1d6+2
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d8 in. (6 ft. 1 in.)
Weight:	140 lbs. + 2d8 x 5 lbs. (195 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +3, Ref +1, Will –2
Abilities:	S14 D13 C12 I9 W7 Ch6
Skills:	Climb +6, Jump +6, Listen –1, Spot –1
Feats:	Endurance, Toughness
Environment:	Warm plains, forest
Organization:	Solitary (1), Pair(2), Patrol (2-5), Hunt (5-20), Tribe (20-60)
CR:	½
Treasure:	Standard
Alignment:	Any
Advancement:	By Character Class
Level Adj:	+0

The Ubunti are wanderers and nomads who live on some of the most remote islands and areas of Amberos. The Ubunti are a generally tall people, between 4 inches to a full foot taller than common Amberosians. Their skin is a dark, almost black color, and they have generally wide, flat noses. Their hair is generally short and curly, though some clans have been known to have long dreadlocks of black hair. Eye color is generally dark, almost universally brown in color.

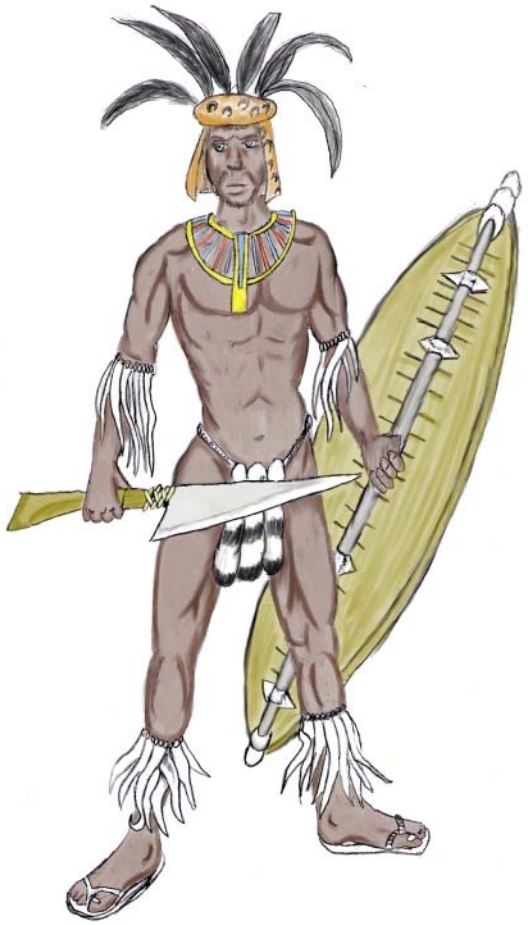
Ubunti speak Common and a special sign language called Nubese.

Combat

Ubunti tend to fight in small groups, using wolf-pack like tactics. They will often preempt a large scale attack with missile fire from a concealed position from half of the group, and then rush into melee from the opposite position with the remainder of the group.

When fighting individually, Ubunti are ruthless, and will use every advantage available to them to win. However, they are more likely to spare the life of a weaker foe and make them into a slave than kill them. In cases when facing a superior foe, Ubunti often surrender themselves to slavery to their better. Normally, this condition is expected to last no more than a year. Ubunti are not required to take prisoners, and may very well refuse to surrender to or take prisoners from a hated foe.

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



Ubunti Society

Most Ubunti follow a very simple way of life centered around small nomadic hunter/gatherer tribes. Ubunti are often described as athletic, being robustly healthy, strong and lithe, though they are not as obsessively possessed with the subject of athleticism as are the Dhorics. In the southeast portion of Amberos, there are several Ubunti cities made of thatched huts or mud-brick buildings that have been erected. As one nears the Dark Valley, such cities are more violent and prone to evil practices.

Ubunti on Amberos

When humanity first poured out of the mountain Tsre Vestu, the god Harp, lord of Immortality, made Belli, the lord of Nature, their caretaker. Belli was assigned the task to ensure that humanity found a safe place to stay on Amberos, and Belli did as he was told, erecting homes of stone for the people and teaching them how to live with the world around them.

Unfortunately, Belli's wife, Vermnia, the mistress of Storms, was jealous of the attention he lavished on the humanity, and she not only nagged him about his neglect of her, but sought every chance she could to make humanity's life more difficult. Belli was eventually forced to leave humanity to its own fate, but he did his best to ensure that fulfilled their needs first.

Belli now has little to do with the Ubunti, but whenever he feels his wife is not looking, he will bend

down to assist them in whatever way he can to fulfill his original promise to Harp.

Ubunti Characters

Ubunti gain the following additional traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **1 extra feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **+1 Strength, +1 Dexterity, +1 Constitution, -1 Intelligence, -1 Wisdom, -1 Charisma;** Ubunti are generally stronger, quicker and healthier than most humans, but care less for intellectual and social pursuits than other humans.
- **Craft, Intimidate, and Survival are racial skills.** Regardless of class, Ubunti treat the three skills as class skills.
- **Endurance Feat.** Ubunti are hardy folk accustomed to adversity. They gain the endurance feat for free.
- **Spear weapon familiarity.** All Ubunti know how to use a spear, even if just for hunting. They do not suffer non-proficiency penalty with spears.
- **Favored Class:** Barbarian or Druid

Ubunti generally worship nature or Belli and tends towards being Druids instead of clerics.

Ubunti Xhosa Slinger

Ubunti Human Fighter 4/Barbarian 2;**hp** 43 (55 raged)
S16 D16 C14 I11 W9 Ch7;**Fort** +9**, Ref** +4**, Will** +0

Init: +3 **Move:** 30 ft.

AC: 20 (+3 Dex, +4 *hide +1*, +3 *heavy wooden shield +1*), touch 13, flat 17, raged 18

BAB/Grapple: +6/+9 (raged: +11)

Full Attack: mw longsword +10/+5 melee (1d8+3;19-20/x2)
(raged: +12/+7 melee), (1d8+5;19-20/x2)
or *+1 sling* +11/+6 ranged (1d4+6)

Special Att: Rage

Special Qual: Uncanny dodge

Skills: Climb +0, Craft (Leatherworking) +1, Escape Artist +0, Hide +0, Jump +0, Listen +9, Move Silently +0, Spot +4, Survival +9, Swim –10

Feats: Endurance[B], Far Shot, Point Blank Shot[F], Rapid Reload, Rapid Shot, Weapon Focus (Sling)[F], Weapon Specialization (Sling)[F]

CR: 6

Gear: *hide +1* (1,165 gp), *heavy wooden shield +1* (1,157 gp), mw longsword (315 gp), *+1 sling* (2,300 gp), *potion of cure serious wounds* (750 gp)
Total: 4,687 gp (5,600 gp)

Rage (Ex): 1x/day for 7 rounds. +4 Str, Con and Will saves. –2 AC

Uncanny Dodge (Ex): A Xhosa slinger retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Ubunti Zulu Spearman

Ubunti Human Fighter 4/Barbarian 8;**hp** 104 (128 raged)
S20 D16 C16 I11 W9 Ch7;**Fort** +14**, Ref** +7**, Will** +3

Init: +3 **Move:** 30 ft.

AC: 23 (+3 Dex, +6 *hide +3*, +4 *heavy wooden shield +2*), touch 13, flat 20, raged 21

BAB/Grapple: +12/+17 (raged:+19)

Full Attack: *+2 shortspear* +16/+11/+6 melee (1d6+9) (1d6+11 raged) (raged: +18/+13/+8 melee) and *heavy wooden shield +2* +16 melee (1d4+2) (1d4+4 raged) (+18 raged), or *+1 sling* +16 ranged (1d4+5)

Special Att: Rage 3x/day

Special Qual: DR 1/-, improved uncanny dodge, trap sense +2, uncanny dodge

Skills: Climb +1, Craft (Leatherworking) +1, Escape Artist +0, Hide +3, Jump +7, Listen +9, Move Silently +3, Spot +4, Survival +15, Swim –10

Feats: Cleave, Combat Reflexes, Dodge[F], Endurance[B], Two-weapon fighting, Improved Shield Bash, Power Attack, Weapon Focus (Shortspear)[F], Weapon Specialization (Shortspear)[F]

CR: 12

Gear: *hide +3* (9,165 gp), *heavy wooden shield +2* (4,157 gp), *+2 shortspear* (2,301 gp), *+1 sling* (2,300 gp), *gauntlets of ogre power* (4,000 gp), *amulet of health +2* (4,000 gp), *cloak of resistance +1* (1,000 gp)
Total: 26,923 gp (27,000 gp)

Rage (Ex): 3x/day for 7 rounds. +4 Str, Con and Will saves. –2 AC

Trap Sense (Ex): A Zulu spearman gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): A Zulu spearman can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Uncanny Dodge (Ex): A Zulu spearman retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Ubunti Shaka Swordsman

Ubunti Human Fighter 4/Barbarian 14;**hp** 181 (217 raged)
S20 D17 C18 I11 W9 Ch7;**Fort** +17**, Ref** +8**, Will** +4

Init: +3 **Move:** 30 ft.

AC: 28 (+3 Dex, +8 *silent moves hide +5*, +7 *heavy wooden shield +5*), touch 13, flat 25, raged 26

BAB/Grapple: +18/+23 (raged:+26)

Full Attack: *+1 brilliant energy longsword* +21/+16/+11/+6 melee (1d8+7;17-20/x2) (1d8+10;17-20/x2 raged) (raged: +24/+18/+14/+8) and *heavy wooden shield +5* +21/+16 melee (1d4+2) (1d4+4 raged) (raged: +24/19 melee) or *+2 sling* +23 ranged (1d4+6)

Special Att: Greater rage 4x/day

Special Qual: DR 3/-, improved uncanny dodge, indomitable will, trap sense +4, uncanny dodge

Skills: Climb +6, Craft (Leatherworking) +1, Escape Artist +0, Hide +6, Jump +6, Listen +15, Move Silently +8, Spot +7, Survival +15, Swim –10

Feats: Cleave, Combat Reflexes, Dodge[F], Endurance[B], Two-weapon fighting, Improved Critical (Longsword), Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Weapon Focus (Shortspear)[F], Weapon Specialization (Shortspear)[F]

CR: 18

Gear: *silent moves hide +5* (28,915 gp), *heavy wooden shield +5* (25,157 gp), *+1 brilliant energy longsword* (50,310 gp), *gauntlets of ogre power* (4,000 gp), *amulet of health +4* (16,000 gp), *cloak of resistance +2* (4,000 gp)
Total: 128,382 gp (130,000 gp)

Rage (Ex): 4x/day for 7 rounds. +6 Str, Con and +3 Will saves. –2 AC

Trap Sense (Ex): A Shaka swordsman gains a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): A Shaka swordsman can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Indomitable Will (Ex): While in a rage, a Shaka Swordsman gains a +4 bonus on Will saves to resist enchantment spells.

Uncanny Dodge (Ex): A Shaka swordsman retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Skierian Human

Medium Humanoid (Human)

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	20 feet (4 squares) in splint armor, 30 feet (6 squares) base
Armor Class:	16 (Splint armor +4, shield +2), touch 10, flat 16
BAB/Grapple:	+0/+0
Attack:	Scimitar +0 melee (1d6-1;18-20/x2) or chakram +0 ranged (1d4;18-20/x2)
Full Attack:	Scimitar +0 melee (1d6-1;18-20/x2) or chakram +0 range (1d4;18-20/x2)
Space/Reach:	5 ft. /5 ft.
Height:	5 ft. 4 in. + 2d6 in. (5 ft. 11 in.)
Weight:	140 lbs. + 2d4 x 5 lbs. (165 lbs.)
Special Att:	–
Special Qual:	–
Saves:	Fort +2, Ref +0, Will +3
Abilities:	S9 D10 C11 I10 W13 Ch10
Skills:	Bluff +3, Sense Motive +4
Feats:	Iron Will, Improved Unarmed Strike
Environment:	Warm Desert, Plain or Hills
Organization:	Solitary, Pair (2), Patrol (2-5), War party (5-20 and 1 Sahib), Army (20-60 and 1-3 Sahib and 1 Sirdar), Nation (60+ and 5-12 Sahib and 1-3 Sirdar and 1 Maharajah)
CR:	½
Treasure:	Standard
Alignment:	Usually Lawful (any)
Advancement:	By Character Class
Level Adj:	+0

Skierians are descendants of the Ghan whose bloodlines were mixed with that of demons and devils. The typical Skierian is slim and swarthy and most engrave their bodies with tattoos to ward off demons or imprison their baser desires or taint. Skierians prefer a logical and lawful approach to all things in life, and they are often merciless in their pursuit of an organized society.

Skierians speak Trade and Common.

Combat

Skierians are well-organized and crafty. They prefer to lure opponents into ambushes and strike with superior numbers and tactics. Once engaged in combat, Skierians can be surprisingly savage, killing any and all who show the slightest resistance. They are known to take prisoners and accept the surrenders of others, transforming the prisoners into slaves of the victors. When taking large number of prisoners, Skierians have been known to throw the prisoners into a pit to fight to the death until the number of prisoners is small enough for the Skierians to easily control.

Skierian Society

The Skierians are offshoots of the Ghan who fell under the devil-ridden rule of the Skyland Hold during the Dark Age. Their culture was separated into a rigid five-tiered caste system, and reincarnation became a driving



force for their outlook. Each individual is born into one of five castes, and intermingling between castes is forbidden. Only by excelling in their caste can they hope to move up after death, and it is believed only those in the highest caste are close enough to perfection to be able to finally escape the rebirth process at the completion of their life and pass on to heaven. However, because of their semi-infernal background many Skierians are less than genial towards others, and cruelty and war-like behavior among them is not unknown.

Skierians on Amberos

When the Ghan empire collapsed during the Age of Man, the demons Ghan had for so long kept away from his kingdom leapt upon its remnants, taking whole villages or cities to do with as they pleased. For many generations, demonic blood often became intermixed with the survivors of this horrendous time, until the Skierians were finally able to wrest themselves from the demonic grip and establish their own kingdom. However, the influence of the devils that had been among them for so long did not die away, and many of the crueler aspects of the Skierian lifestyle remain still in place.

Most Skierians can be found in the Skienlands and Lanster, with a scattering to be found in Randu-controlled lands such as Simera, Randu and Ran Da Khan.

Skierian Characters

Skierians gain the following additional traits:

- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Human base land speed is 30 feet.**
- **One bonus feat at 1st level.**
- **4 extra skill points** at 1st level and 1 extra skill point at each additional level.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **+1 Wisdom, -1 Strength.** the Skierians are full of guile and willful, making up for a slight lack in Strength.
- **Skierian Blood.** Because of the mixed bloodlines, a Skierian can use the skill Use Magic Device to emulate Fiendish qualities to activate magic items or enter areas that allow access to fiendish creatures.
- **Knowledge (The Planes), Use Magic Device and Spellcraft are racial skills.** Regardless of class, you treat these skill as a class skill.
- **Investigator feat.** Skierians let no opportunity pass them up, and are always on the watch for information or items to improve their station in life. They gain the investigator feat for free.
- **Chakram and Tiger Claw familiarity.** A Skierian may treat the weapons listed above as martial weapons instead of exotic weapons.
- **Access to Oriental and Arabic classes**
- **Favored Class:** Cleric, Shandruid or Sorcerer

Skierians worship either Titanicus, The Dark One, Dhorian or the Indian pantheon of the Ancient Ones. A priest of Titanicus can choose two of the three domains of Destruction, Strength or War. A priest of the Dark One can choose two of the three domains of Destruction, Evil and Law. Priests of Dhorian can choose two of the three domains of Law, Knowledge and War. A priest of the Indian pantheon can choose any two domains.

Skierian Sahib

Human Skierian Sorcerer 2/Fighter 4; **hp** 21
S13 D12 C8 I14 W10 Ch16;**Fort** +3**, Ref** +2**, Will** +4
Init: +1 **Move:** 30 ft.
AC: 16 (+1 Dex, +1 *amulet of natural armor +1,* +4 *Mage Armor*), touch 11, flat 15
BAB/Grapple: +5/+6
Full Attack: *+1 scimitar* +7 melee (1d6+4;18-20/x2)
or composite shortbow (+1 Str) +6 ranged (1d6+1;x3)
or *wand of lightning (CL 5; 3 charges)* 5d6 electricity
Special Att: Spells
Special Qual: –
Skills: Concentration +4, Craft (Alchemy) +6, Gather Information +5, Knowledge (Arcana) +6, Listen +2, Ride +5, Search +3, Spellcraft +6, Spot +4, Use Magic Device +8
Feats: Investigator[B], Quick Draw[F], Weapon Focus (falchion)[F], Weapon Specialization (falchion)[F]
CR: 6
Gear: *amulet of natural armor +1* (2,000 gp), *+1 scimitar* (2,315 gp), composite shortbow (+1 Str) (150 gp), *wand of lightning bolt (CL 5, 3 charges)* (810 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,575 gp (5,600 gp)

Typical Spell List

(6/5;Caster Level 2;Spell DC 13 + Spell Level)
0: *Acid Splash, Detect Magic, Mage Hand, Prestidigitation, Resistance*
1st: *Mage Armor, Magic Missile**
* Replace with *Magic Bolt* in an Amberos campaign

Skierian Sirdar

Human Skierian Sorcerer 6/Fighter 4/Eldritch Knight 2; **hp** 32
S13 D12 C8 I14 W10 Ch18;**Fort** +6**, Ref** +5**, Will** +8
Init: +1 **Move:** 30 ft.
AC: 19 (+1 Dex, +3 b*racers of armor +3*, +4 *Shield*) touch 11, flat 18
BAB/Grapple: +9/+10
Full Attack: *+2 scimitar* +13/+8 melee or *+1 composite shortbow (+1 Str)* +11/+7 ranged
Damage: *+2 scimitar* 1d6+5 (18-20/x2), *+1 composite shortbow (+1 Str)* 1d6+2 (x3)
Special Att: Spells
Special Qual: –
Skills: Concentration +12, Craft (Alchemy) +6, Gather Information +5, Knowledge (Arcana) +12, Listen +2, Ride +5, Search +3, Spellcraft +12, Spot +4, Tumble +5, Use Magic Device +8
Feats: Combat Expertise, Dodge, Investigator[B], Mobility[K], Quick Draw[F], Weapon Focus (falchion)[F], Weapon Specialization (falchion)[F]
CR: 12
Gear: *bracers of armor +3* (9,000 gp), *+2 scimitar* (8,315 gp), *+1 composite shortbow (+1 Str)* (2,450 gp), *wand of summon monster IV (10 charges)* (4,200 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 25,715 gp (27,000 gp)

Typical Spell List

(6/7/7/4;Caster Level 7;Spell DC 14 + Spell Level)
0: *Acid Splash, Daze, Detect Magic, Flare, Mage Hand, Prestidigitation, Resistance*
1st: *Mage Armor, Magic Missile*, Shield, Summon Monster I, True Strike*
2nd: *False Life, Mirror Image, Spider Climb*
3rd: *Lightning Bolt, Fly*
* Replace with *Magic Bolt* in an Amberos campaign

Skierian Maharajah

Human Skierian Sorcerer 6/Fighter 4/Eldritch Knight 8; **hp** 47
S14 D12 C8 I14 W10 Ch18;**Fort** +5**, Ref** +4**, Will** +7
Init: +1 **Move:** 30 ft.
AC: 22 (+1 Dex, +7 *Bracers of Armor +7*, +4 *Shield*) touch 11, flat 21
BAB/Grapple: +15/+16
Full Attack: *+2 flaming burst scimitar* +18/+13/+8 melee or *+1 thundering composite shortbow(+1 Str)* +17/+12 ranged
Damage: *+2 flaming burst scimitar* 1d6+5 (18-20/x2), *+1 thundering composite shortbow (+1 Str)* 1d6+2 (x3)
Special Att: Spells
Special Qual: –
Skills: Concentration +15, Craft (Alchemy) +9, Gather Information +5, Knowledge (Arcana) +12, Listen +2, Ride +5, Search +3, Spellcraft +12, Spot +4, Tumble +8, Use Magic Device +14
Feats: Combat Expertise, Dodge, Investigator[B], Mobility[K], Mounted Combat, Quick Draw[F], Spring Attack, Weapon Focus (falchion)[F], Weapon Specialization (falchion)[F]
CR: 18
Gear: *bracers of armor +7* (49,000 gp), *+2 flaming burst scimitar* (32,315 gp), *+1 thundering composite shortbow (+1 Str)* (8,450 gp), *ring of wizardry (I)* (20,000 gp), *wand of summon monster IV (8 charges)* (3,360 gp), *pearl of power (4th level)* (16,000 gp), diamond dust (250 gp) [stoneskin]
Total: 129,375 gp (130,000 gp)

Typical Spell List

(6/13/7/7/7/6/4;Caster Level 13;Spell DC 14 + Spell Level)
0: *Acid Splash, Daze, Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Read Magic, Resistance*
1st: *Mage Armor, Magic Missile*, Shield, Summon Monster I, True Strike*
2nd: *Daze Monster, False Life, Mirror Image, Spider Climb, Web*
3rd: *Dispel Magic, Lightning Bolt, Fly, Phantom Steed*
4th: *Greater Invisibility, Polymorph, Stoneskin, Wall of Fire*
5th: *Baleful Polymorph, Teleport, Waves of Fatigue*
6th: *Summon Monster VI, Transformation*
* Replace with *Magic Bolt* in an Amberos campaign

Humslayer

Huge Plant

Hit Dice:	10d8+80 (125 hp)
Initiative:	+0
Speed:	20 ft. (4 squares) (can't run)
Armor Class:	15 (-2 size, +7 natural), touch 8, flat-footed 15
BAB/Grapple:	+7/+26
Attack:	Slam +14 melee (1d8+5) or Bite +16 melee (2d6+11)
Full Attack:	Bite +16 melee (2d6+11) and 6 tentacles +14 melee (1d8+5)
Space/Reach:	15 ft./15 ft. (5 ft. with bite)
Height:	28 ft. + 1d8 ft. (32 ft. 6 in.)
Weight:	1,500 lbs. + 2d6x25 lbs. (1,675 lbs.)
Special Att:	Charm song, improved grab, swallow whole
Special Qual:	Low-light vision, plant traits, resistance to fire 25, SR 19
Saves:	Fort +17, Ref +3, Will +2
Abilities:	S33 D10 C27 I6 W8 Ch15
Skills:	Disguise +2*, Hide –1*, Listen -1, Move Silently +7, Spot –1
Feats:	Ability Focus (Charm Song), Great Fortitude, Multiattack, Stealthy
Environment:	Temperate, Warm forests, marshes
Organization:	Solitary, or Grove (2-5)
CR:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adj:	-

You hear a faint whistling sound, as if someone was singing, moments before the cypress tree standing near you suddenly looms to life, long tendrils extending beyond the waving branches as a terrible black maw gnashes its bark jaws in the trunk.

Humslayers are odd, quasi-intelligent plants. They live mostly in swamp areas, but have been known to be found near streams and rivers in forests. They have the basic appearance of a huge cypress tree, but hidden within their branches are six ropy appendages and hidden in the trunk is a terrible, flesh-eating maw. Luckily, humslayers are rather dim-witted and will often blow their cover by humming or singing near prey, tuning up to use their charm power. If the charm power fails, they will lash out to strike and devour any moving prey.

Combat

Humslayers attempt to charm their victims and trick those victims into their waiting maws. If they cannot charm their victim, they will rush to the attack with their tentacles. They are surprising resilient to fire, and do not shy from open flame.



Charm Song (Su): As a full attack action, a humslayer may attempt to charm creatures within 60 feet by emitting a pleasant, yet droning hum. If the victim fails a Will save DC 19, the victim will move at its normal movement rate towards the humslayer, which may freely grapple the victim. However, once the humslayer attempts to bite the victim or inflict damage with the grappling tentacles, the charm is broken. The humslayer may only attempt to charm a given person once a day, but can charm as many victims as are in range of its ability's effect.

Improved Grab (Ex): If a humslayer hits a Large-sized or smaller opponent with a bite or tentacle, it may immediately start a grapple without provoking an attack of opportunity. For each additional tentacle that has hit an opponent, the humslayer gains a +2 bonus to grapple. Also, as a move action, the humslayer can transfer a victim from its tentacles to its mouth.

Swallow Whole (Ex): If a humslayer begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. A humslayer can swallow a Large-sized opponent or smaller. A swallowed creature is considered to be grappled, while the humslayer is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by dealing 25 points of damage to the gizzard, or it can just try to escape the grapple. The Armor Class of the interior is 13. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Skills: When hiding among other trees, a humslayer gains a +10 bonus to Hide skill checks and Disguise skill checks.

Humslayers on Amberos

Humslayers are plants found exclusively in the Golens and the Lands of Sarve.

Hundra

Gargantuan Magical Beast (Reptilian)

Hit Dice: 25d10+175 (312 hp)
Initiative: +0
Speed: 40 feet (8 squares)
Armor Class: 14 (-4 size, +8 natural), touch 6, flat 14
BAB/Grapple: +25/+45
Attack: 20 bites +55 melee (2d8+12 + 9d6)
Full Attack: 20 bites +55 melee (2d8+12 + 9d6)
Space/Reach: 40 ft./ 15 ft.
Length: 48 ft. + 2d6 ft. (55 ft.)
Weight: 10 tons + 4d4 tons (20 tons)
Special Att: Dimensional grasp, epic strike, ghost reach, great rend, improved grab, swallow whole
Special Qual: Blindsight 60 ft., magic resistant, planar sight, regeneration 10, SR 30, writhing defense
Saves: Fort +23, Ref +16, Will +11
Abilities: S35 D11 C25 I3 W12 Ch5
Skills: Climb +40, Listen +11, Spot +11, Survival +29
Feats: Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Aid Another[B], Iron Will, Lightning Reflexes, Power Attack, Track
Environment: Any land or underground
Organization: Solitary, or Pair
CR: 21
Treasure: Standard
Alignment: Always neutral
Advancement: -

You suddenly find yourself assailed by numerous reptilian head atop long, snake-like necks. Each head writhes and darts as they strike, and there seems to be no end to the number or variation thereof.

The hundra is a semi-divine creature used by powerful outsiders to protect treasures or other valuables. The creature is known for its vicious appetite, and cannot be trained or controlled by beings of less than divine status (divine rank 1 or better).

A hundra can be of any color, but appears as a large reptilian creature with a mass of long, snake-like heads – one hundred in number. The creature cannot speak, but can understand the language of its master, though it generally only responds to perform simple tricks.

Combat

The hundra attacks by engaging victims with its multiple heads. It may attack will all its heads, even if its moves or charges during the round. Victims caught within reach of the creatures multiple heads are quickly grappled, often by multiple heads and torn to pieces or devoured whole, if small enough.

A hundra normally strikes with ten heads against a single medium-sized creature. One head makes the actual attack, while the other heads assist in the attack (make one attack roll at +55 melee that deals 2d8 + 12 + 9d6 damage). For each size category above medium, 10 additional heads may join in the attack, and for each size category smaller than medium, half the number of heads may attack.

A hundra can only be killed by slaying its body, though attackers can sever the creature's heads. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hundra's original hit point total, divided by 25, in one blow. For example, it takes 12 or more points of damage to sever an average hundra's head (312 / 25 = 12.48, rounded down to 12). If the hundra gains heads, the total damage required to sever a head does not change. Against a hundra, the great cleave feat can only sever a maximum of 10 heads per initial non-cleave attack, plus an additional 10 heads per size category above medium.

Dimensional Grasp (Su): Any opponent bitten or grappled by a hundra suffers the effects as if struck by a *Dimensional Anchor* spell for one round.

Epic Strike (Su): A hundra's attacks are treated as epic +10 weapons for bypassing damage reduction.

Ghost Reach (Ex): The hundra's attacks can reach into the astral, ethereal and plane of shadow. If the hundra successfully grapples a victim, it can drag the victim into the same plane as the hundra the next round as a move-equivalent action.

Great Rend (Ex): If a hundra begins a round grappling an opponent, it may use its great rend ability. Up to 10 heads strike the target and attempt to pull the victim apart, each dealing 2d8 damage, for a total of up 20d8 damage. For each size category above medium, 10 additional heads may join in the attack, and for each size category smaller than medium, half the number of heads may attack (Fine = 2d8, Diminutive = 2d8, Tiny = 4d8, Small= 10d8, Medium = 20d8, Large = 40d8, Huge = 60d8, Gargantuan = 80d8, Colossal = 100d8).

Improved Grab (Ex): If a hundra hits an opponent with a bite, it may immediately start a grapple without provoking an attack of opportunity.

Author's Note – One hundred heads, twenty attacks?

Myths are full of creatures with innumerous heads, arms, legs and whatnot. However, incorporating that into the game, and still making things playable, is difficult.

The hundra CAN make up to one hundred head attacks a round (each at +33 melee, dealing 2d8+12 damage). However, such a system is unwieldy and would bog the game down considerably. If you really want to roll all those attacks, you're welcome to – but realize it's going to slow things down to a crawl.

For the ease of play, the hundra's attacks were reduced – ten heads attempt to strike an individual target, with one making the attack roll and the rest assisting. This greatly reduces the number of attack rolls made in a round. Further, limiting the creature to only being able to bring up to 10 heads (one attack) against a single opponent gives the characters a chance to survive an encounter with a Hundra.

Magic Resistant (Su): A hundra gains a +10 bonus to Spell resistance.

Planar Sight (Su): A hundra can see in the ethereal, astral and shadow planes at all times.

Swallow Whole (Ex): If the hundra successfully grapples a creature of medium size or smaller, it swallows that foe. The victim suffers 2d8+12 points of crushing damage per round plus 12 points of acid damage from the hundra's gizzard. A hundra's gizzard is protected by *Dimensional Lock* preventing magical egress (or entry) to its gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The hundra's gizzard can hold four Medium-size, eight Small, sixteen Tiny, thirty-two Diminutive or sixty-four Fine or smaller opponents.

Regeneration (Ex): Fire and acid deal normal damage to a Hundra. If a hundra loses a head, two grow back one round later to replace the lost head, up until the hundra has a maximum of 100 heads. If acid or fire is applied to the neck stump before a round passes, the wound is sealed and no heads grow back.

Writhing Defense: For each attack (10 heads) that a hundra gives up, it gains a +2 bonus to AC until its next action. While at least one attack (10 heads) is devoted to defense, a hundra cannot be flanked.

Skills: A hundra gains a +10 racial bonus to spot and listen checks.

Hundra on Amberos

Hundra are not native to Amberos, and can usually only be found guarding the entranceway to Olympus. However, there have been tales of encounters with hundra in ancient Misake and there is a legend that speaks of a hundra guarding a portal directly to Olympus somewhere in a forgotten city state in Misake.

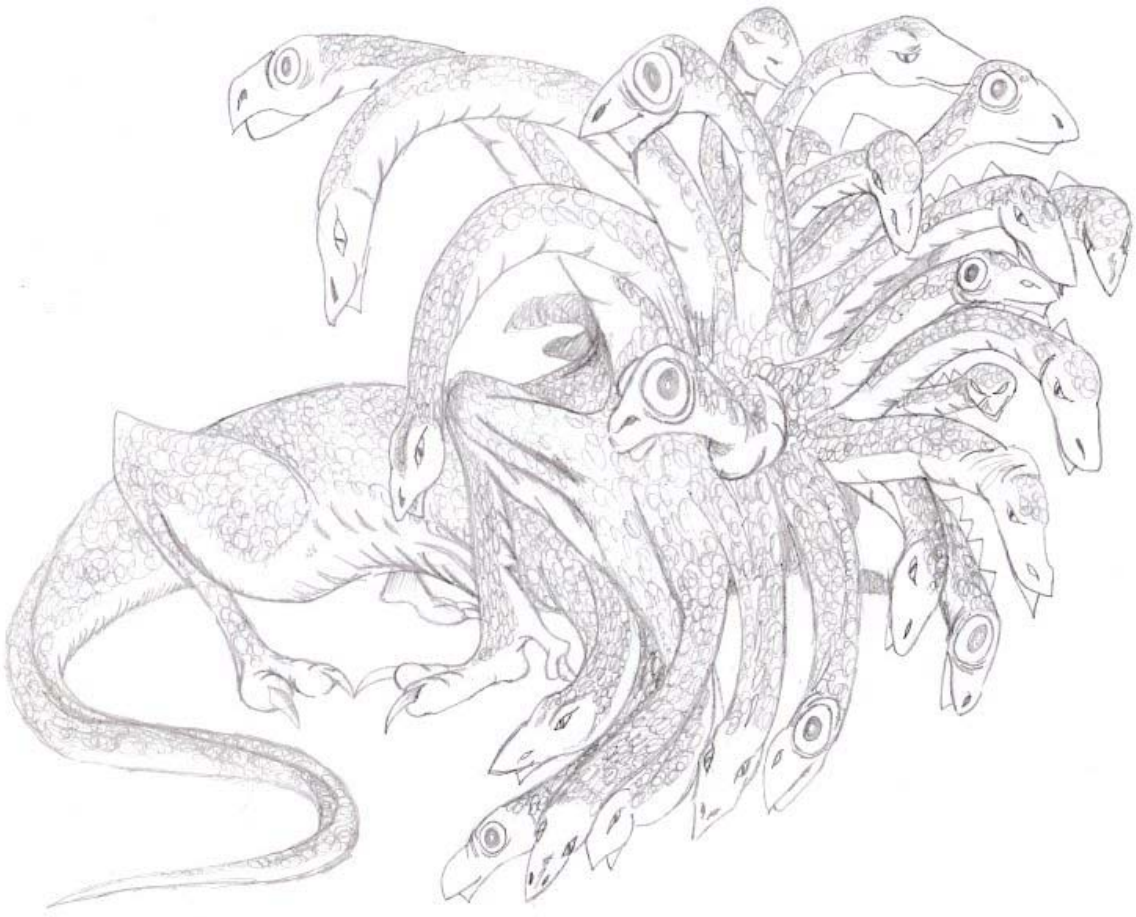
Improved Aid Another

Your skill not only allows you to aid an attacker, but land a deadlier blow

Prerequisites: Combat Expertise, Int 13+, BAB 4+

Benefit: When using the aid another action in combat, you not only add +2 to an ally's attack roll, the ally deals an additional +1d6 damage.

Normal: Aid another is used only with skills. To aid another in combat, designate an ally who is attacking the same opponent as you and make a touch attack roll against the target as a standard action. If you succeed the touch attack, you deal no damage, but your designated ally gains a +2 bonus to hit on his attacks for the round.



Id Beast

Huge Construct (Incorporeal)

Hit Dice:	8d10 (44 hp)
Initiative:	+0
Speed:	50 ft. (10 squares) (can't run)
Armor Class:	12 (-2 size, +4 deflection), touch 12, flat 12
BAB/Grapple:	+6/–
Attack:	touch slam +4 melee (2d6)
Full Attack:	2 touch slams +4 melee (2d6)
Space/Reach:	15 ft./10 ft.
Height:	16 ft.
Weight:	–
Special Att:	Frightful presence, psionics
Special Qual:	Construct, DR 5/psionic, immunities, psionic immunity
Saves:	Fort +2, Ref +2, Will +6
Abilities:	S– D10 C- I- W18 Ch19
Environment:	Any land
Organization:	Solitary
CR:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)

The air suddenly rushes into a wild wind as a translucent, silver humanoid shape swirls into being. Its form is featureless and plain, except for its wide eyes and the silent scream that echoes from its open maw.

An id beast is created when a psionicist who manifests an astral construct goes mad. The id beast is given a life of its own and it becomes a raging thing of destruction. An id beast appears as a vaguely humanoid duplicate of its creator, in epic proportions, with a darkened and evil twist to their appearance.

An id beast is no longer connected to the psionicist that made it; if either the Id beast or the psionicists that created it is destroyed, the other is unaffected.

Combat

Id beasts have only one thought in mind: to destroy. They have an innate ability to sense other living creatures, and immediately move to the closest such being and begin attacking, destroying anything in its way if need be to get at the being. It is not unknown for the Id beast to target the psionicist who spawned it first. The death of the psionicist who spawned the beast, unfortunately, does not destroy the Id beast.

Frightful Presence (Ex): When an Id beast begins its attack, this ability takes effect. Those within 30 feet must make a Will save DC 18 or be affected. Creatures who fail the save who have 4 HD or less will become frightened, and all others will be come shaken. An opponent who succeeds at the saving throw is immune to that creature's frightful presence for one day.

Psionics (Ps): At will – *Nondetection, Invisibility, Recall Pain, Brain Lock, Biocurrent, Lesser Body Adjustment, Demoralize*. These abilities are as the psionic abilities cast by an 8th level psion (save DC 14 + power level).

Immunities (Ex) : Immune to charm, hold, and sleep spells.

Manifest (Su): As a move-equivalent action, an id beast can alter its density, becoming solid. When it manifests, the id beast loses its deflection bonus to AC, but gains a +8 natural AC bonus giving it an AC of 16, touch 8, flat-footed 16. It also gains a Strength score of 29. This gives its 2 slams +13 melee (2d6+9), and a grapple bonus of +18.

Psionic Immunity (Su): An id beast is immune to psionics as if it had unbeatable Psionic Resistance. A *Dispel Psionics* manifested against an id beast deals 1d6 damage per manifester level and *Dispel Magic* deals 1d6 damage/2 caster levels. A *Catapsi* heals a id beast of 1 hit point per point used to fuel the ability, while *Confusion* heals an id beast for 1 hit point per caster level and *Insanity* heals an id beast for 1d6 damage per manifester/caster level.



Infernus Mantis

Large Outsider (Evil, Extraplanar)

Hit Dice:	9d8+18 (58 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft. (6 squares), fly 50 ft. (10 squares) (poor)
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
BAB/Grapple:	+9/+21
Attack:	Scything claws +16 melee (3d6+8;19-20/x4)
Full Attack:	4 scything claws +16 melee (3d6+8;19-20/x4) and bite +14 melee (1d8+4 + 1d6 acid)
Space/Reach:	10 ft./5 ft. (10 ft. w/ scything claws)
Length:	30 ft. + 1d4 ft. (32 ft. 6 in.)
Weight:	3,500 lbs + 1d10x250 lbs. (4,875 lbs.)
Special Att:	Breath weapon, poison, pounce, rend 6d6+12
Special Qual:	Blindsense 60 ft., darkvision 60 ft., detect good, outsider traits, spell immunity
Saves:	Fort +8, Ref +9, Will +6
Abilities:	S27 D17 C15 I2 W10 Ch5
Skills:	Climb +20, Escape Artist +15, Listen 0, Spot +12, Tumble +15
Feats:	Ability Focus (Poison), Improved Critical (Claws), Improved Natural Attack (Claws), Multiattack
Environment:	Hell
Organization:	Solitary, Brood (2-5), or Nest (5-20)
CR:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adj:	-

Standing before you is what appears to be a massive green and red praying mantis. It has an extra pair of razor-sharp forelimbs, and it makes a rattling buzz from the folded wings on its back. The sharp mandibles part to reveal a row of leech-like teeth encircling the mouth, as a flood of caustic drools drips from its very fangs.

The infernus mantis is a deadly creature from the depths of hell. They populate mostly the 6th layer, where they are formed from larva of remorseless killers. They are sometimes employed by devils to hunt down creatures. Sometimes, they manage to wander away from their home plane to the prime plane where they cause terrible havoc. Infernus Mantis reproduce quickly, usually generating a clutch of 2-12 eggs after every meal. The young hatch within hours, starting at 1 HD and gaining an additional hit dice for each Medium meal they devour, until they reach full adulthood. Only adult infernus mantis can reproduce. Infernus mantis cannot speak or otherwise communicate beyond an animalistic level. However, unlike common vermin, they can receive a minimal amount of training from those capable of showing themselves stronger than the creature.

Combat

Infernus mantis generally use their pounce ability to quickly overtake and eviscerate their foes. Prey that manages to survive the initial assault is bitten and slashed until it can fight no more. Infernus mantis generally only unleash their breath weapon when engaged by multiple foes.

Breath Weapon (Su): Once every 6 rounds, the infernus mantis can breath a cone of acid 30 feet long. Those caught in the area of effect take 6d6 acid damage (half with a successful Reflex save, DC 16).

Poison (Ex): The bite of a infernos mantis is laced with a dehabilitating paralytic poison (Injected; DC 18 Fort; Init: 1d4 Str, 1d4 Dex; Sec: 1d6 Dex)

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. An infernus mantis can use this ability as a standard action.

Rend (Ex): If an infernos mantis hits with two or more scything claws against the same opponent, it rends for 6d6+12 damage.

Spell Immunity (Ex): An infernus mantis avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Spells that do not allow spell resistance are not affected by spell immunity. Spells with the Good descriptor or that deal divine damage work normally against the infernus mantis. In the latter case, only the divine damage portion can harm the infernus mantis.



Iron Eagle

Colossal Magical Beast

Hit Dice:	30d10+270 (435 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 feet (6 squares), fly 200 ft.(average) (40 squares)
Armor Class:	27 (-8 size, +3 Dex, +22 natural), touch 5, flat 24
BAB/Grapple:	+30/+54
Attack:	bite +46 melee (3d6+16;19-20/x2)
Full Attack:	two bites +46 melee (3d6+16;19-20/x2), 2 claws +44 melee (2d8+8)
Space/Reach:	40 ft./20 ft.
Length:	60 ft. + 2d10 ft. (71 ft.)
Weight:	85 tons + 2d8x2 tons (103 tons)
Special Att:	Adamantine strike, breath weapon, cold iron strike, improved grab, iron feathers, screech of the four winds
Special Qual:	DR 10/adamantine, resistance to energy 20, spell reflection, unbounded
Saves:	Fort +26, Ref +20, Will +11
Abilities:	S43 D17 C29 I11 W13 Ch 9
Skills:	Listen +14, Search +11, Spot +21, Tumble +21
Feats:	Flyby attack, Improved Critical (Bite), Multiattack, Power Attack, Snatch, Wingover
Environment:	Temperate, Warm desert, hills, mountains
Organization:	Solitary, Pair, or Brood (2-5)
CR:	25
Treasure:	None
Alignment:	Always neutral
Advancement:	31-90 HD (Colossal)

The sky is filled with the shape of a huge bird. As it swoops over you, you see that it has two heads with golden beaks and its massive talons end in shining gold claws. As it passes, several feathers, as large and as sharp as longswords fall to the ground with the speed of metal blades, crashing into the ground around you.

These massive beasts are the kings of the sky. The iron eagle appears as a huge black version of its namesake with two heads and forest green eyes. Their beaks are silver in color and their talons seem to be made of gold. Their feathers, of course, are made of iron and weigh as much, and are as sharp, as a longsword.

An iron eagle can understand Elvin, but can only speak its own language and that of other birds.

Combat

An iron eagle is an impassive hunter; anything smaller than it is valid prey. While the bird only attacks when hungry, it generally passes once over a victim to allow its feathers to do their work before landing and attacking with claw and beaks. If prey turns out to be very tenacious or dangerous, most iron eagles will depart to find easier prey.

Adamantine/Cold Iron Strike (Ex): An iron eagle's attacks are treated as adamantine and cold iron weapons for the purpose of bypassing damage reduction.

Breath Weapon (Su): Instead of making a bite attack with one head, an iron eagle can breathe a 60 ft. cone of fire that deals 20d6 fire damage. A successful DC 34 Reflex save halves the damage. An iron eagle can breathe fire once every 2d4 rounds.

Iron Feathers (Ex): When a iron eagle flies over an opponent, it rains several of the iron-hard feathers on its victim. Anyone underneath an iron eagle's flight path must make a Reflex save (DC 25) or suffer 15d6 slashing damage from the falling feathers. The feathers are treated as cold iron and adamantine for bypassing damage reduction. A successful save halves the damage. An Iron Eagle may only use this attack once per combat, and cannot be higher than 30 feet above the target.

Resistance to Energy (Ex): The iron-hard feathers of the iron eagle grant it a resistance 20 against all energy attack types (fire, cold, electricity, sonic and acid).

Screech of the Four Winds (Ex): As a standard action, an iron eagle can let off an unearthly shriek. The shriek has a burst radius of 80 ft. and deals 10d6 sonic damage to those in the area of effect (Fort Save DC 35 for half damage) and deafening those who fail the save. Likewise, a separate DC 35 Fortitude save must be made or those in the burst radius are stunned 1d4+1 rounds.



One round after the shriek, the sky above the iron eagle grows dark and stormy (as per *Control Weather*) and on the third round a huge whirlwind touches down, under the mental control of the iron eagle. Treat this latter effect as a *Whirlwind* spell cast at 30th level ability. An iron eagle can use this ability once per day.

Spell Reflection (Ex): The iron-hard feathers of the iron eagle cause ray spells to reflect off its hide and block other types of spells, often causing them to reflect back upon the caster. Ray spells are automatically turned back against the caster, while other spells have a 50% chance of not affecting the iron eagle and a further 25% chance to be turned back against the caster. Area effect spells are not turned back, but have a 50% chance to have no effect on the iron eagle.

Unbounded (Su): As a standard action, an iron eagle can escape any grapple or destroy any bond that impedes it that it is held within or in contact with.

Iron Eagles on Amberos

Iron eagles are native to the Crystalmire mountains. These creatures inspired several noble families to use their image on heraldic crests and banners. Nobles ranging from the Hawk Lands down into the Principalities of Xatmas use them as icons of nobility and strength to this day.

Ironclad Falcon

Large Magical Beast (Earth)

Hit Dice:	7d10+21 (59 hp)
Initiative:	+0
Speed:	40 ft. (8 squares), fly 70 ft. (poor)
Armor Class:	24 (-1 size, +15 natural), touch 9, flat-footed 24
BAB/Grapple:	+7/+16
Attack:	Claw +11 melee (1d8+5)
Full Attack:	2 Claws +11 melee (1d8+5) and bite +6 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Height:	8 ft. + 2d4 ft. (10 ft. 6 in.)
Weight:	5,000 lbs + 2d10x 25 lbs. (5,250 lbs.)
Special Att:	Breath weapon, leap attack
Special Qual:	DR 5/-, darkvision 60 ft., low-light vision, vulnerability to electricity
Saves:	Fort +8, Ref +5, Will +6
Abilities:	S20 D10 C17 I10 W14 Ch10
Skills:	Hide -4, Jump +34, Listen +7, Search +5, Spot +16
Feats:	Flyby Attack, Improved Natural Attack (Claw), Iron Will, Wingover[B]
Environment:	Any mountains
Organization:	Solitary, or Pair
CR:	6
Treasure:	Incidental
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adj:	-

The sky grows dark as a huge bird blots out the sun above you. As a shrill, high-pitched screech fills the air, you can make out only the form of a large falcon, stone-gray in color, with talons easily capable of tearing a horse in two and a sharp beak that looks as if it could do worse.

An ironclad falcon is a large bird with a foul temperament, deadly talons and a razor-sharp beak. They are purely flesh-eaters, and are covered in gray feathers that are absolutely rock-hard, but as light as a regular feather. They have an average wingspan of 24 feet or more. Oddly, ironclad falcons hate rocs, and attack to kill or drive off the later when they encounter them, despite being much smaller than the larger birds.

Combat

Ironclad falcons are somewhat ungainly, but deadly fliers. They commonly make an initial swoop at prey, attempting to capture the largest meal they can fasten their claws onto, and drag it away to a secluded spot to kill by pecking it to death. If they miss with the initial attack, they often land and chase down their foe on foot, leaping onto their prey with their talons. When defending its nest, ironclad falcons generally pick foes up and dash them against the rocks, leaving survivors to tumble hundreds of feet to the ground.

Breath Weapon (Su): An ironclad falcon can breath a 20 ft. line of molten lead on foes, dealing 3d6 damage, half if a Reflex DC 19 save is successful. An ironclad falcon can breath once every 5 rounds.

Leap Attack (Ex): As a special charge action while on the ground, an ironclad falcon can make a mighty jump at an opponent. If the leap attack hits, the ironclad falcon deals normal damage and can make a trip attack, without suffering an attack of opportunity. If the trip attack fails, the opponent does not get a chance to counter-trip the ironclad falcon.

Vulnerability to Electricity (Ex): An ironclad falcon takes double damage from electrical attacks if it fails a saving throw against the attack.

Skills: An ironclad falcon gains a +15 bonus to jump checks and a +4 bonus to Spot checks.

Ironclad Falcons as Mounts

Some Ghan nobles keep ironclad falcons as mounts for themselves or their armies. Such falcons have been hatched and raised from birth for such tasks, and have been either intimidated or bribed into acting as mounts.

Trained ironclad falcons cannot be sold or bought, though an ironclad falcon egg will fetch 7,500 gp to interested parties. It takes an ironclad falcon 6 months to reach maturity once hatched. Training an ironclad falcon as a combat mount requires 6 weeks and a successful Handle Animal check DC 20.

An ironclad falcon can carry 0-133 lbs. as a light load and 134-266 lbs. as a medium load. If a ironclad falcon is carrying a heavy load (267-400 lbs.) it cannot fly.

Ironclad Falcons on Amberos

Ironclad falcons are primarily found in the lands near Ran Da Khan, Jsarath and South Jsarath. They have even been encountered in Tlesto, Ksiki and the Dark Lands, where goblinoids have foolishly attempted to capture the birds for use as winged transports.

Some sages believe that ironclad falcons are somehow linked to iron eagles – many think that Titanicus bred ironclad falcons from iron eagles for use by the ancient Ghan under his control.



Javana

Small Aberration

Hit Dice:	1d8 (4 hp)
Initiative:	+2 (+2 Dex)
Speed:	50 ft. (10 squares), climb 30 feet (6 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat 13
BAB/Grapple:	+0/-4
Attack:	Claw +3 melee (1d3-2)
Attacks:	3 Claws +3 melee (1d3-1), bite –2 melee (1d3-2)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. + 1d8 in. (3 ft. 4 in)
Weight:	20 lbs + 1d4 lbs. (22 lbs.)
Special Q:	Camouflage
Saves:	Fort 0, Ref +2, Will +3
Abilities:	S7 D15 C11 I10 W12 Ch8
Skills:	Balance +6, Climb +14*, Jump +10, Tumble +6, Use Rope +6
Feats:	Multiattack, Weapon Finesse[B]
Environment:	Warm forest
Organization:	Solitary, Pair, Gang (2-5), Pack (5-20), Troop (20-40), or Horde (40-60)
CR:	¼
Treasure:	None
Alignment:	Usually neutral
Advancement:	By Character Class
Level Adj:	+1

The small creature before you resembles a brownish-green tree monkey. However, it has long, Elvin ears and its long, furred tail ends in yet another hand. It watches you with large, impassive eyes as the color of its fur ripples through several different tones.

Javana are a race of intelligent, tree-living monkey-like creatures. A typical Javana is only three feet high, and has monkey-like face with large eyes and elvin-like ears. Their fur color is a brownish-green, though it has the ability to change colors in seconds, and often matches their mood. They have an elongated tail that ends in a third hand, which they employ to enhance their climbing abilities.

Combat

Javana are not aggressive creatures, but they do tend to treat all other sentient creatures as potential food. Javana often set up traps and allow the victims to linger within the trap long enough to die before recovering them to feast on. If forced into combat, javana usually strike with claws and bite, attempting to get to safety as quickly as possible. If forced into sustained melee combat, they prefer to attack in waves and use the trees and other high places to their advantage. Some tribes have learned how to use weapons, and even others have learned how to harvest poison to apply to such weapons.



Camouflage (Ex): The color-shifting fur of the javana give them a +10 circumstance bonus to hide in natural surroundings.

Alien Mind (Ex): The thinking patterns of javana are so alien to the norm that they are immune to all charm effects.

Skills: Javana gain a +8 racial bonus to Climb checks and can take 10 when climbing even if running or otherwise distracted. Javana also gain a further +4 racial bonus to Climb checks when using their tail as a hand.

Javana Society

The javana are isolationists and are generally quite surprised to discover that other races can be intelligent. However, the discovery of one individual intelligence that is not javana does not mean they extend such qualities to the rest of the race – or a group for that matter; individuals who wish to show the javana they are intelligent must do so on an individual basis, and the javana are suspicious of those who mimic the actions of others.

The javana are masters of wood and rope, building cities high in the trees made of the two materials. The use of rope is especially important, having found its way into religious ceremonies, wedding rituals and being the basis for many holidays and famous "works of art".

Javana on Amberos

Javana can be found on Arocnek, living outside of the spheres of influence of the Mahatmas of that island.

Javana Characters

Javana sometimes leave the rope cities to adventure and discover if alien intelligence exists in the outside world.

Javana characters have the following abilities.

- **Base move 30 feet, climb 50 feet.**
- **Small Size.** The javana gains a +1 bonus to AC and to hit rolls. It also gains a +4 bonus to hide checks. It suffers a –4 penalty to grapple checks. A javana's lifting and carrying capacity is ¾ of a medium creature.

- **-4 Str, +4 Dex, +2 Wis, -2 Cha.** Javana are physically weak, but quick and dexterous. Javana have strong minds, but do not easily mingle with other creatures, often assuming other beings to be non-intelligent.
- **+2 Natural Armor.**
- **+4 bonus to climb when using their tail as a hand.**
- **+8 racial bonus to climb.** This stacks with the bonus of using their tail hand to climb. A javana can take 10 when climbing, even when running or otherwise rushed.
- **Natural claw and bite attack routine.** A javana's bite deal 1d3 + Str modifier damage, and the javana's three claws (2 hands + tail) deal 1d3 + ½ Str modifier damage each. The claws are the primary attack.
- **Weapon Finesse is a bonus feat.**
- **Camouflage (Ex):** The color-shifting fur of the javana give them a +10 circumstance bonus to hide in natural surroundings.
- **Alien Mind (Ex):** The thinking patterns of javana are so alien to the norm that they are immune to all charm effects.
- **Automatic Languages:** Javana **Bonus Languages:** Common, elvin, fey. Non-adventuring Javana do not speak additional languages.
- **Favored Class:** Ranger.
- **Level Adj:** +1

Javana worship a mystic being known as the Weaver. A Javana cleric may choose from the domains Law, Chaos or Protection.

Javana Spinner

Javana Ranger 5; **hp** 37
S9 D20 C12 I10 W16 Ch6; **Fort** +5**, Ref** +9**, Will** +4
Init: +5 **Move:** 30 ft., climb 50 ft.
AC: 22 (+1 size, +5 Dex, +2 natural, +3 *leather +1*, +1 mw spiked light wooden shield), touch 16, flat 17
BAB/Grapple: +5/+1
Full Attack: primary *+1 shortsword* +10 melee (1d4;19-20/x2), off-hand claw +11 melee (1d3-1), bite +6 melee (1d3-1), mw spiked light shield bash +10 melee (1d3-1)
Special Att: Favored enemy
Special Qual: Wild empathy
Skills: Climb +15, Craft (Woodworking) +8, Hide +17*, Listen +3, Move Silently +13, Spot +7, Survival +11, Use Rope +13
Feats: Dodge[R], Endurance[R], Improved Shield Bash, Multiattack, Multiweapon fighting[R], Track[R], Weapon Finesse[B]
CR: 5
Gear: *leather +1* (1,160 gp), *+1 shortsword* (2,310 gp), mw spiked light wooden shield (463 gp), *potion of cure moderate wounds* (300 gp)
Total: 4,233 gp (4,300 gp)
The Javana took a feat at 4th level instead of an Animal Companion
Favored Enemy: +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any one creature type; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any one creature type
Wild Empathy: +3

Typical Spell List

(2; Caster Level 2; Spell DC 13)
1st: *Alarm, Magic Fang*

Javana Tailor

Javana Ranger 10; **hp** 65
S10 D20 C12 I10 W16 Ch6; **Fort** +8**, Ref** +12**, Will** +6
Init: +5 **Move:** 30 ft., climb 50 ft.
AC: 25 (+1 size, +5 Dex, +3 natural, +4 *leather +2*, +2 *spiked light shield +1*), touch 16, flat 20
BAB/Grapple: +10/+6
Full Attack: primary *+2 shortsword* +16/+11 melee (1d4+2;19-20/x2), off-hand claw +16 melee (1d4), bite +11 melee (1d3), *spiked light wooden shield +1* bash +15/+10 melee (1d3+1)
Special Att: Favored enemy
Special Qual: Evasion, swift tracker, wild empathy, woodland stride
Skills: Climb +17, Craft (Woodworking) +11, Hide +22*, Listen +3, Move Silently +18, Spot +12, Survival +16, Use Rope +18
Feats: Combat Reflexes[R], Dodge[R], Endurance[R], Improved Natural Attack (claw), Improved Shield Bash, Improved Natural Armor, Improved Two-weapon Fighting[R], Multiattack[B], Multiweapon fighting[R], Track[R], Weapon Finesse
CR: 10
Gear: *leather +2* (4,160 gp), *spiked light shield +1* (3,453 gp), *+2 shortsword* (2,310 gp)
Total: 9,923 gp (16,000 gp)
The Javana took 2 feats instead of an Animal Companion
Favored Enemy: +6 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any one creature type; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any two creature types
Wild Empathy: +8
Woodland Stride (Ex): A javana tailor 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.
Swift Tracker (Ex): A javana tailor can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.
Evasion (Ex): A javana tailor can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

Typical Spell List

(2/2;Caster Level 5;Spell DC 13 + Spell Level)
1st: *Alarm, Magic Fang*
2nd: *Protection from Energy, Spike Growth*

Javana Weaver

Javana Ranger 15; **hp** 102
S10 D21 C12 I10 W16 Ch6; **Fort** +10**, Ref** +14**, Will** +8
Init: +5 **Move:** 30 ft., climb 50 ft.
AC: 29 (+5 Dex, +5 natural, +6 *leather +4*, +3 *spiked light shield +2*), touch 15, flat 24
BAB/Grapple: +15/+11
Full Attack: primary *+3 shortsword* +22/+17/+12 melee (1d4+3;19-20/x2), off-hand claw +21 melee (1d4), bite +19 melee (1d3), *spiked light shield +2* bash +20/+15/+10 melee (1d3)
Special Att: Favored enemy
Special Qual: Camouflage, evasion, swift tracker, wild empathy, woodland stride
Skills: Climb +19, Craft (Woodworking) +14, Hide +27*, Listen +3, Move Silently +23, Spot +17, Survival +18, Use Rope +21
Feats: Combat Reflexes[R], Dodge[R], Endurance[R], Greater Two-Weapon Fighting[R], Improved Natural Attack (claw), Improved Shield Bash, Improved Natural Armor x3, Improved Two-weapon Fighting[R], Mobility[R], Multiattack[B], Multiweapon fighting[R], Track[R], Weapon Finesse
CR: 15
Gear: *leather +4* (16,160 gp), *spiked light wooden shield +2* (12,453 gp), *+3 shortsword* (18,310 gp), *figurine of wondrous power (serpentine owl)* (9,100 gp), *potion of cure serious wounds* (750 gp)
Total: 56,773 gp (59,000 gp)
The Javana took 3 feats instead of an Animal Companion
Camouflage (Ex): A javana weaver can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
Favored Enemy: +6 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any one creature type; +4 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any one creature type; +2 bonus to damage and on Bluff, Listen, Sense Motive, Spot, and Survival checks vs. any two creature types
Wild Empathy: +13
Woodland Stride (Ex): A javana weaver 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.
Swift Tracker (Ex): A javana weaver can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.
Evasion (Ex): A javana weaver that makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless ranger does not gain the benefit of evasion.

Typical Spell List

(3/2/2/1;Caster Level 7;Spell DC 13 + Spell Level)
1st: *Alarm, Longstrider, Magic Fang*
2nd: *Protection from Energy, Spike Growth*
3rd: *Command Plants, Tree Shape*
4th: *Freedom of Movement*

Jungo

Large Plant
Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 30 feet (6 squares)
Armor Class: 14 (-1 size, +5 natural), touch 9, flat 14
BAB/Grapple: +3/+12
Attack: tentacle +8 melee (1d6+5)
Full Attack: 2 tentacle +8 melee (1d6+5 , bite +4 melee (1d4+2), 2 claw +4 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Length: 8 ft. + 1d4 ft. (10 ft. 6 in.)
Weight: 650 lbs + 2d4x25 lbs. (775 lbs.)
Special Att: Constrict, entangle
Special Qual: Hallucinatory Terrain, low-light vision, regeneration 3
Saves: Fort +8, Ref +2, Will +1
Abilities: S21 D11 C17 I4 W8 Ch1
Environment: Warm forest
Organization: Solitary, or Cluster (2-5)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)

What appears to be a huge, green bear crashes through the undergrowth. With a loud creak like the bending of a tree in the wind, it rises onto its hind legs and issues a gargling roaring your direction. From the creature's back sprout two large vine-like tentacles, which weave about as if sensing the air around the strange creature.

A jungo is a very unusual plant creature. In its natural form, it appears as a large green bear with two whip-like tentacles. Under the furry coating of green hair, the creature is covered with a tough, fibrous bark.

The jungo is barely aware of its surroundings and vaguely sentient. Its purpose seems to be to lead victims astray where it can feast on them at its leisure.

A jungo can usually speak in halting Common.

Combat

Jungos usually disguise themselves from sight by using their *hallucinatory terrain* power, then strike when victims are within range. It will attempt to grasp and constrict foes, mauling and biting those that resist being rooted in place.

Constrict (Ex): If a jungo has grappled an opponent, on its turn it constricts its foe for 1d6+5 damage per round.

Entangle (Su): Those hit by a jungo's tentacle must make a Fort save DC 13 or become entangled in a vine-like plant growth that begins to grow from the victim's very skin. Entangled victims lose 5 feet of movement from their base movement rate per round they fail the save until their movement rate drops to 0, at which time the victim is literally rooted to the spot. The growing vines can be hacked away to free the victim, but as these roots are growing directly from the victim, it causes damage to the victim as well. It takes 5 points of damage to return 5 feet of movement to a victim, but also deals a like amount of damage to the victim. The roots continue to grow until they are struck with *dispel magic*, *cure disease* or *remove curse*.

Hallucinatory Terrain (Su): Once per hour, as a full-round action, the Jungo can reproduce the effects of a *Hallucinatory Terrain* spell. Caster level 6, spell save DC 15.

Improved Grab (Ex): If a jungo hits a medium or smaller opponent with its claw attacks, it may start a grapple for free. No initial attack roll is needed. If a jungo successfully grapples an opponent, it moves into the opponent's square.

Regeneration (Ex): A jungo treats all damage except fire or acid as non-lethal damage. It can reattach severed limbs by holding them to the stump for 1 round. It also regains 3 hit points per round.

Jungo on Amberos

Jungo seem to be native creatures of the Demon Forest, and have likewise been encountered in the Yaz forest. They have not been seen elsewhere.



K'less Tau

	K'less Tau Medium Aberration	Great Tau Gargantuan Aberration
Hit Dice:	8d8+24 (60 hp)	48d8+480 (696 hp)
Initiative:	+2 (+2 Dex)	+0
Speed:	30 feet (6 squares)	50 ft. (1 square), fly 50 ft.,(clumsy)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat 13	23 (-4 size, +17 natural), touch 6, flat 23
BAB/Grapple:	+6/+6	+36/+63
Attack:	Tentacle +8 melee (1d4)	Claw +49 melee (2d8+15;19-20/x2)
Full Attack:	6x tentacle +8 melee (1d4)	3 Claws +49 melee (3d6+15;19-20/x2), 8x tentacles +45 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	20 ft. / 15 ft.
Height:	6 ft. + 1d6 in. (6 ft. 3 in.)	36 ft.
Weight:	135 lbs. + 2d8 lbs. (144 lbs.)	16 tons (32,000 lbs.)
Special Att:	Grappling spell, improved grab, spells	Breath weapon, constrict, epic strike, improved grab
Special Qual:	Combine, Darkvision 60 feet Fast healing 3, SR 20	Blindsight 30 ft., Darkvision 60 feet, DR 20/epic +6, regeneration 10, SR 35
Saves:	Fort +5, Ref +4, Will +9	Fort +26, Ref +18, Will +33
Abilities:	S11 D15 C17 I17 W17 Ch21	S41 D11 C30 I13 W25 Ch10
Skills:	Craft (Alchemy) +14, Concentration +14, Knowledge (Arcana) +14, Sense Motive +14, Spellcraft +14	Concentration +25, Knowledge (Arcana) +16, Search +16, Sense Motive +22, Spellcraft +16, Spot +24
Feats:	Combat Casting, Multiattack[b], Simple Weapon Proficiency[B], Spell Penetration, Weapon Finesse	Alertness, Awesome Blow, Cleave, Combat Reflexes, Combat Expertise, Diehard, Endurance, Great Cleave, Greater Weapon Focus (Claw), Improved Critical (Claw) Improved Bull Rush, Improved Disarm, Improved Grapple, Lightning Reflexes, Multiattack[b], Power Attack, Sunder, Weapon Focus (Claw)
Environment:	Temperate, Warm land	Temperate, Warm land
Organization:	Solitary, Pair, Covey (2-5), Nest (5-20), Band (20-40), Plague (40-60), or Tribe (60+)	Solitary
CR:	8	24
Treasure:	Standard	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	By Character Class	49-96 HD (Gargantuan); 97-144 HD (Colossal)
Level Adj:	+6	

K'less Tau

This creature looks like a rubbery, squid-like creature with a humanoid face in the center of its body. The upper half of the body is ringed with long flailing tentacles and it stands on a mass of five tentacles.

The K'less Tau are a race of alien squid-like beings that practice foul sorcery. The have a rubbery, bone-white skin with a head similar to that of a squid. They have no mouth, and around their upper torso, where other beings would have arms, they have 6 tentacles, each reaching to their knee, covered with suckers and ending with a three-fingered hand. The K'less Tau speak via telepathy and understand all forms of communication.

Combat

The K'less Tau are masters of deception and mind control. They prefer to strike unseen, and avoid flashy spells that draw attention to themselves. It is not uncommon for them to send charmed victims to fight their enemies or to negotiate with troublemakers in a manner to avoid a fight. K'less Tau have little use for mundane items, and may trade or give away such items to bribe opponents into leaving them alone.

A group of K'less Tau who are forced to face opponents are likely to combine to become a Great Tau in order to remove the threat.

Combine (Su): When six or more K'less Tau are within 15 feet of each other, they can choose to combine to form a Great Tau. Combining is a full-round action and lasts for up to 1 hour or until the K'less Tau decide to separate. An individual K'less Tau may only participate in combining into a Great Tau once per day.

Fast Healing (Ex): A K'less Tau heals 3 hit points per round except from fire, cold or acid attacks. It cannot reattach lost limbs and Fast Healing stops when the K'less Tau reaches 0 hp or less.

Grappling Spell (Ex): K'less Tau are experts at casting spells while grappling. A K'less Tau that has at least 2 tentacles not engaged in a grapple can cast spells with somatic components without penalty.

Improved Grab (Ex): A K'less Tau that strikes a medium-sized or smaller opponent with a tentacle attack

can start a free grapple. No touch attack is required. For each additional tentacle beyond the first that hit an opponent in the round, the K'less Tau gains a +2 bonus to the grapple check. If the K'less Tau wins the grapple it pulls the opponent into its space.

Spells: A K'less Tau can cast spells as an 8th level sorcerer (DC 15 + spell level). The K'less Tau prefer illusion, enchantment and abjuration spells.

Typical Spell List

(6/8/7/6/4; Caster Level 8; Spell DC 15 + Spell level)
0: *Acid Splash, Dancing Lights, Daze, Detect Magic, Ghost Sound, Mage Hand, Message, Resistance*
1st: *Color Spray, Disguise Self, Hypnotism, Obscuring Mist, Protection From Chaos*
2nd: *Misdirection, Resist Energy, Touch of Idiocy*
3rd: *Dispel Magic, Suggestion*
4th: *Confusion*

K'less Tau Society

The K'less Tau are secretive with their own alien aims. They most often are involved in quests to obtain magical items, spells or knowledge, using their vast intellects to maneuver or sweep aside anyone who is a threat to their goals.

K'less Tau abhor menten, and the two alien races will go out of their way to destroy each other if they meet face to face. However, since both races tend to employ puppets in their schemes, they often go out of their way to avoid each other, though they are not above setting their "minions" against each other.

Unlike the Menten, the K'less Tau do not employ slaves, and do not devour their prey's minds. They do treat other races as being mere fodder for their use or as unworthy of their attention. The K'less Tau do not seem to be interested in the domination of other races other than to steal the magical secrets of other races.

K'less Tau on Amberos

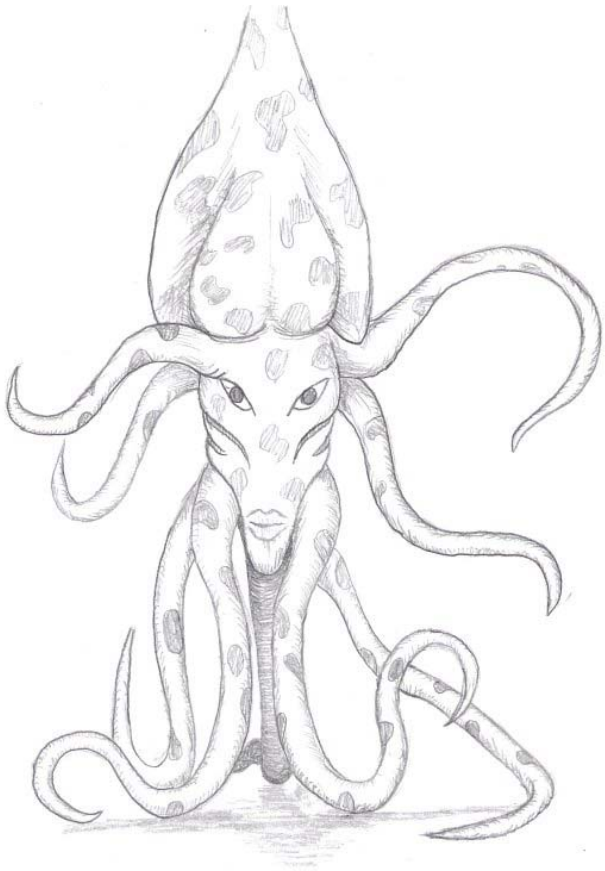
The K'less Tau seem to have gained a foothold in Vilalance and the Misake Barbarians, where they have been allying with various tribes in the Misake Barbarians, guiding their raids and requesting only magical trinkets and charms in return for their aid. It is rumored that the K'less Tau also have established themselves in the Hold of Severn, though no one has been able to prove this yet.

K'less Tau Characters

Those who have advanced in the ranks of K'less Tau society or have tired of the secretive and oppressive ways of the K'less sometimes strike out on their own. A K'less Tau's preferred class is sorcerer.

A K'less Tau character gains the following abilities:

- **Base Speed 30 feet.**
- **Darkvision 60 feet.**
- **Aberration type.**
- **Dex +4, Con +6, Int +6, Wis +6, Cha +10.** K'less Tau are agile and resilient. They are exceptionally intelligent and willful, with strong personalities and link to magical power.
- **+3 Natural armor.**
- **8d8 racial hit dice.** The K'less Tau character applies his constitution modifier (x8) to this total. The character cannot start off with less than 8 hit points.
- **(2 + Int mod) x 11 skill points.** A K'less Tau's racial skills are Craft, Concentration, Knowledge (Arcana), Sense Motive and Spellcraft
- **+6 BAB bonus**
- **+2 Fort, +2 Reflex, +6 Will**
- **Racial bonus feats:** Multiattack, Simple Weapon Proficiency and 3 others of the character's choice.
- **Natural Attack.** A K'less Tau may attack unarmed with 6 claw attacks that deal 1d4+Str Mod damage each. If a K'less Tau uses weapons, it may employ up to six one-handed weapons or three two-handed weapons.
- **Combine (Su):** When six or more K'less Tau are within 15 feet of each other, they can choose to combine to form a Great Tau. Combining is a full-round action and lasts for up to 1 hour or until the K'less Tau decide to separate. An individual K'less Tau may only participate in combining into a Great Tau once per day.
- **Fast Healing (Ex):** A K'less Tau heals 3 hit points per round except from fire, cold or acid attacks. It cannot reattach lost limbs and Fast Healing stops when the K'less Tau reaches 0 hp or less.
- **Grappling Spell (Ex):** K'less Tau are experts at casting spells while grappling. A K'less Tau that has at least 2 tentacles not engaged in a grapple



can cast spells with somatic components without penalty as a standard action and still maintain the grapple.

- **Improved Grab (Ex):** A K'less Tau that strikes a medium-sized or smaller opponent with a tentacle attack can start a free grapple. No touch attack is required. For each additional tentacle beyond the first that hit an opponent in the round, the K'less Tau gains a +2 bonus to the grapple check. If the K'less Tau wins the grapple it pulls the opponent into its space.
- **Spells:** A K'less Tau can cast spells as an 8th level sorcerer. If the character takes levels in the sorcerer class, he is treated as 8 levels higher to compute casting level, number of spells per day and spells known.
- **Spell Resistance.** The K'less Tau has a spell resistance of 14 + Cha modifier + class levels.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +6

K'less Tau worship M'kree Malka, the shark god. A K'less Tau priest may choose two of the three domains of Animal (predatory & evil sea creatures only), Evil and Water.

Great Tau

This massive creature has a barrel-shaped body made of a thick, white chitin. It has three squid-like heads, each with a single eye, and numerous long tentacles sprout from its round body. Three massive, armored arms protrude from the body, and it stands on three insect-like legs.

The great Tau has a passing similarity to the regular Tau, but is much more massive and armored. It stands on thick, tree-trunk like legs, and its entire torso is coated in thick armor. The great Tau is created when 6 or more Tau merge into one form, blending their abilities to create one monstrous form for the sole purpose of combat. Because of the coordination required by the Tau to retain the Great Tau's form, it cannot bring its mental facility and spellcasting abilities to bear, but it is a much more dangerous physical opponent.

Combat

The great Tau is built for physical combat. It wades into battle using its tentacle to grab opponents and slam them about or strangle the life from them.

The Great Tau is not mindless, but its intellect is somewhat hampered by the fact the individual Tau must spend most of their concentration maintaining the great Tau's form.



Constrict (Ex): The great Tau may constrict opponents it has successfully grappled for an additional 1d8+7 damage per tentacle, and 2d8+15 per greater tentacle holding the victim.

Blindsight (Ex): A great Tau is sensitive to the movements of creatures and is capable of detecting opponents regardless of invisibility or darkness. It can detect such beings within 30 feet.

Breath Weapon (Ex): A great Tau can expel a murky substance that fills the air with inky darkness. The darkness fills a 20 foot radius around the great Tau and deals 1d6 negative energy damage to those caught in it (Fort save DC 34 for half). The cloud remains for 48 rounds and has no effect on K'less Tau or the great Tau.

Epic Strike (Su): For the purposes of bypassing damage reduction, a great Tau's natural attacks are treated as epic weapons.

Improved Grab (Ex): If the great Tau hits with a claw or ordinary tentacle, it may start a grapple without provoking an attack of opportunity. The great Tau gains a +2 bonus to its grapple check for every other tentacle that has successfully grappled a victim. If it successfully grapples an opponent, it may constrict.

Regeneration (Ex): A great Tau regenerates 10 hit points per round and can reattach severed limbs by holding it against the body for one round. A great Tau cannot regenerate from cold, fire or acid attacks.

Karrock

Medium Undead

Hit Dice:	10d12 (65 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	13 (+3 natural), touch 10, flat 13
BAB/Grapple:	+5/+8
Attack:	Bite +9 melee (1d10+3 + infecting bite)
Full Attack:	Bite +9 melee (1d10+3 + infecting bite), 2 claws +6 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 9 in. + 1d6 in. (6 ft.)
Weight:	195 lbs + 4d10 lbs. (217 lbs.)
Special Att:	Infecting Bite
Special Qual:	Turn resistance 2, undead traits, darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +3
Abilities:	S16 D11 C– I7 W2 Ch1
Skills:	Hide +13, Move Silently +13, Spot +1
Feats:	Improved Natural Attack (Bite), Lightning Reflexes, Multiattack, Weapon Focus (Bite)
Environment:	Any land
Organization:	Solitary, Pair, Brood (2-5), Colony (5-20), or Mob (20-40)
CR:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11-20 HD (Medium-size); 21-30 HD (Large)
Level Adj:	–

A bloated corpse steps from the shadows, vile black bile dripping from its fang-filled mouth. In some places, the creature's bloated skin protruded from its tattered clothing, and the skin is covered in boils and oozing pus. The thing's hair is a wild tangle of white strands, and its vile, yellowed fingernails have lengthened and sharpened into terrible claws.

The Karrock is perhaps the most feared of "mindless" undead. With only the most rudimentary of minds, the Karrock is a creature that has an unending desire to feed and produce more of its kind. They are easily identified as the rotting remains of a humanoid creature, its skin bloated and foul-smelling, the hair long and wild, with sharp white nails and an exaggerated maw filled with blackened teeth.

Combat

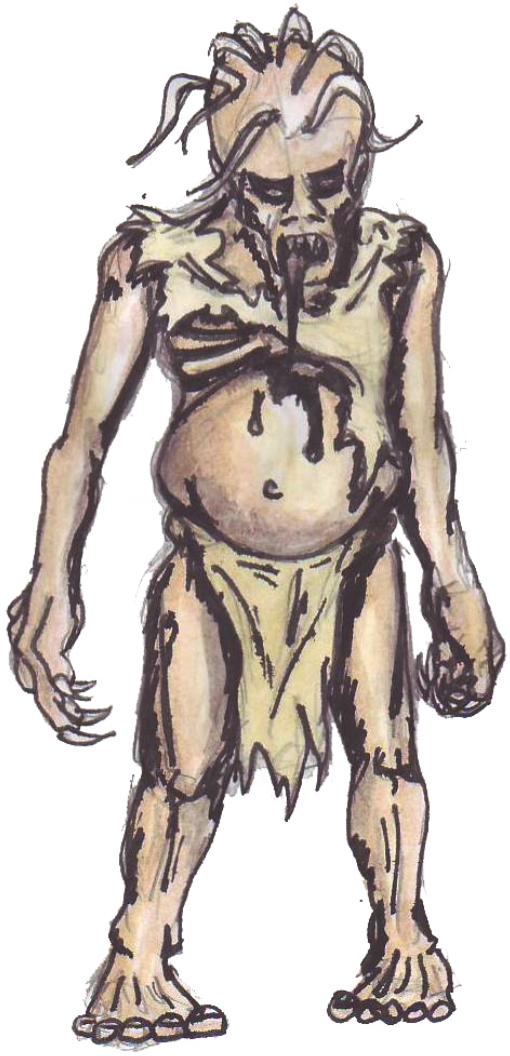
A karrock attacks by rushing a foe and attempting to claw and bite it. It is mindless enough that its hunger will drive it through traps, fire and other obstacles that may harm or destroy it. At the same time, these creatures can be oddly cunning, hiding underground or sneaking up on foes to get an easy meal.

Infecting Bite (Su): The bite of a karrock spreads a deadly plague to its victim. Those bitten that fail a Fort save are infected (Injury; Fort DC 15; incubation: Instant; Init: 3d8 Con, Sec: 1d8 Con). Those who die from the disease fall to the ground lifeless, becoming a blackened, bloated corpse in but a single round. In a short span of time (1d4+1 rounds) later, the deceased victim rises as a karrock. The creating karrock has no control over the newly created karrock, but they will not attack each other.

A victim of the attack can be prevented from rising as a karrock if a *cure disease* is employed on the dead body. A body slain by the karrock's bite cannot be raised until the disease has been purified from the body.

Turn Resistance (Ex): Karrock are so single-minded that it much harder to turn them than normal undead. They gain a +2 turn resistance bonus.

Skills: Karrocks have a +8 racial bonus to Move Silently skill checks.



Keeper

Medium Undead (Incorporeal)

Hit Dice:	10d12 (65 hp)
Initiative:	+2 (+2 Dex)
Speed:	fly 50 ft. (perfect)
Armor Class:	19 (+2 Dex, +7 deflection), touch 19, flat-footed 17
BAB/Grapple:	+5/–
Attack:	Bite +8 touch (1d6 + energy drain)
Full Attack:	Bite +8 touch (1d6 + energy drain)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. 6 in.
Weight:	–
Special Att:	Energy drain
Special Qual:	Darkvision 60 ft., fast healing 4, spells, +5 turn resistance, undead traits
Saves:	Fort +3, Ref +5, Will +8
Abilities:	S– D15 C- I14 W13 Ch25
Skills:	Concentration +13, Hide +15, Listen +1, Move Silently +2, Spellcraft +15, Spot +14
Feats:	Empower Spell, Silent Spell, Weapon Focus (Bite)
Environment:	Any land
Organization:	Solitary, or Cluster (2-5)
CR:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Medium); 15-21 HD (Large)
Level Adj:	–

Floating in the air before you is a tattered cloak. However, a disembodied skull seems to float under the hood of the cloak. Its empty eye sockets glow with a glimmer of constant red.

Keepers are always found alone. They will harass any being that does not make its home in the place it protects, and will move away from any structure inhabited by primarily good creatures. Keepers never speak or utter a sound beyond its warning, even in combat.

Keepers are undead constructs, but the exact procedure to create them is unknown, and there do not seem to be any known procedures to spawn new keepers.

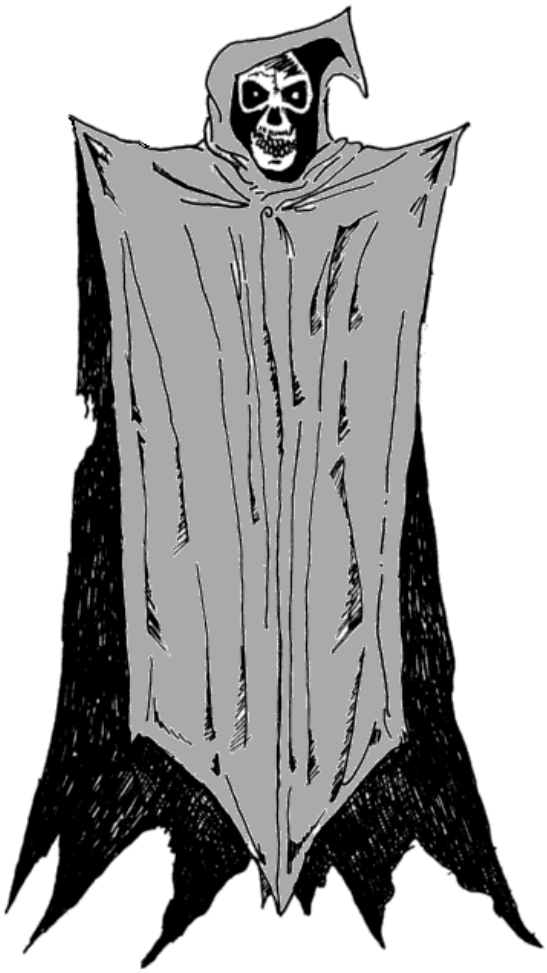
Combat

Keepers are the defenders of a certain area, usually one that is forbidden or filled with extremely evil creatures. The keeper will appear to those attempting to enter the area and will fan the robe wide, making the keeper appear as a huge black bat with a human skull atop it. If unwanted interlopers attempt to enter the area, it will speak in a gravelly voice, warning the area is forbidden and dangerous. If ignored, the keeper will then sweep down upon the interlopers, biting with the skull as it passes.

Energy Drain (Su): The bite of a keeper bestows a negative level in additional to normal damage. The keeper gains 5 temporary hit points for 1 hour for every negative level it bestows.

Fast Healing (Ex): A keeper regains 4 hit points per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Spells: A keeper can cast spells as if it were a 15th level cleric with access to the domains of death and evil. The keeper uses its charisma instead of its Wisdom to cast spells.



Typical Spell List

(6/8/8/8/6/6/5/4/2; Caster Level 15; Spell DC 17 + spell level)

0th: *Detect Magic, Guidance, Inflict Minor Wounds, Light, Mending, Read Magic*

1st: *Cause Fear, Command, Comprehend Languages, Curse Water, Deathwatch, Detect Law, Doom, Protection from Evil*[D]

2nd: *Augury, Darkness, Desecrate*[D]*, Hold Person, Resist Energy, Shatter, Silent Doom, Spiritual Weapon*

3rd: *Animate Dead*[D]*, Bestow Curse, Blindness/Deafness, Dispel Magic, Invisibility Purge, Magic Circle Against Good, Obscure Object*, Silent Hold Person (DC 19)*

4th: *Dimensional Anchor, Discern Lies, Divine Power, Poison, Silent Bestow Curse, Unholy Blight*[D]

5th: *Empowered Glyph of Warding*, Flame Strike, Greater Command, Insect Plague, Raise Dead, Slay Living*[D]

6th: *Animate Objects, Antilife Shell, Blade Barrier, Create Undead*[D]*, Harm*

7th: *Destruction*[D]*, Dictum, Empowered Flame Strike, Repulsion*

8th: *Dimensional Lock*, Unholy Aura*[D]

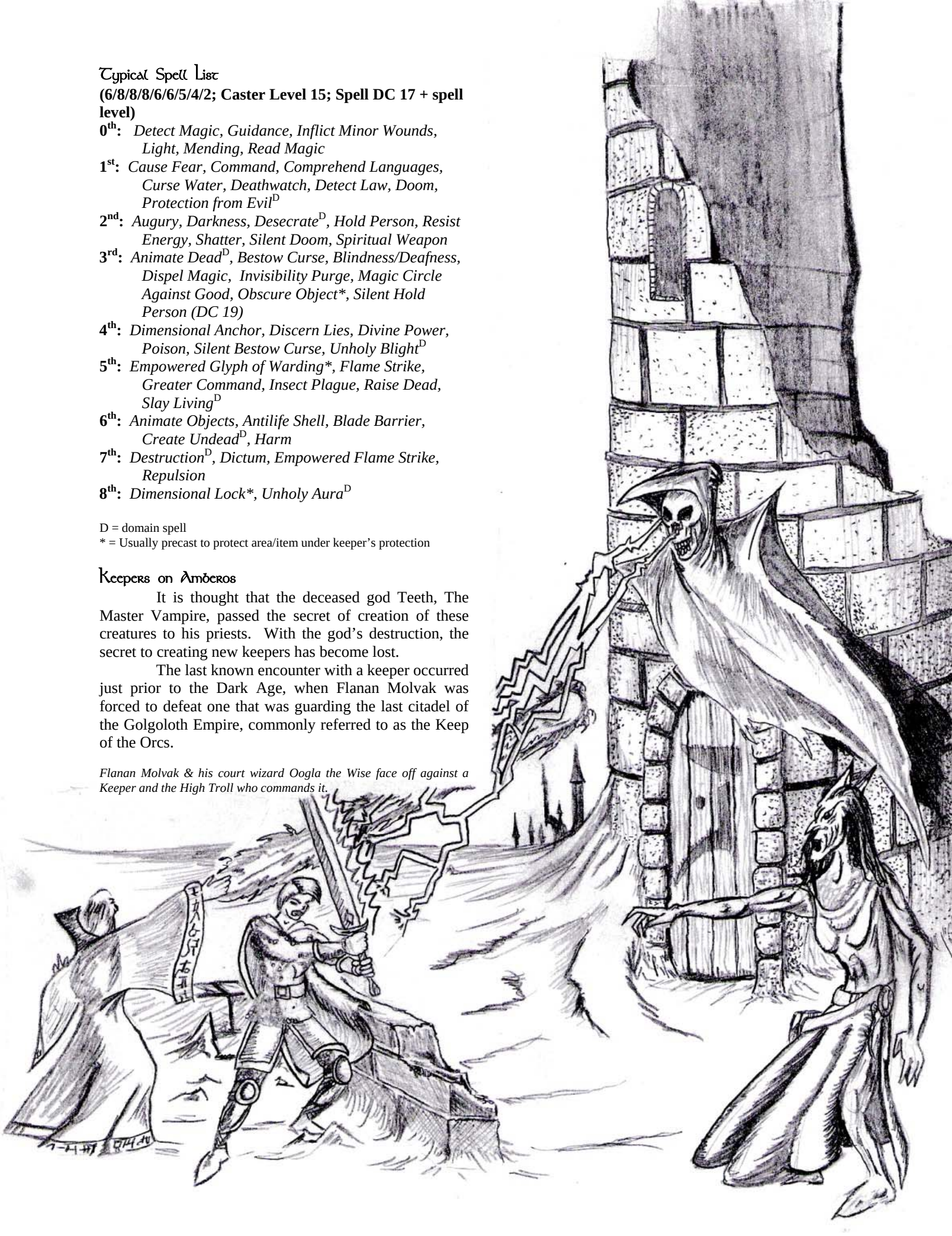
D = domain spell
* = Usually precast to protect area/item under keeper's protection

Keepers on Amberos

It is thought that the deceased god Teeth, The Master Vampire, passed the secret of creation of these creatures to his priests. With the god's destruction, the secret to creating new keepers has become lost.

The last known encounter with a keeper occurred just prior to the Dark Age, when Flanan Molvak was forced to defeat one that was guarding the last citadel of the Golgoloth Empire, commonly referred to as the Keep of the Orcs.

Flanan Molvak & his court wizard Oogla the Wise face off against a Keeper and the High Troll who commands it.



Ket-tet-kneck

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 feet (4 squares),fly 70 feet (14 squares),(poor)
Armor Class:	19 (+2 Dex, +2 natural, +5 breastplate), touch 12, flat 17
BAB/Grapple:	+2/+2
Attack:	Khopesh +2 melee (1d8;x3) or shortbow +4 ranged (1d6;x3)
Full Attack:	Khopesh +2 melee (1d8;x3), bite +0 melee (1d4) or 2 claws +2 melee (1d4), bite +0 melee (1d4) or shortbow +4 ranged (1d6;x3) (flying) or khopesh +2 melee (1d8;x3), bite +0 melee (1d4), 2 claws +2 melee (1d4) (flying) or 4 claws +2 melee (1d4), bite +0 melee (1d4)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 1d8 in. (5 ft. 10 in.)
Weight:	100 lbs + 4d8 lbs. (118 lbs.)
Special Att:	Spell-like abilities
Special Qual:	Lowlight vision
Saves:	Fort +3, Ref +5, Will +5
Abilities:	S11 D15 C13 I14 W15 Ch8
Skills:	Knowledge (History) +7, Sense Motive +7, Spellcraft +7, Spot +7, Use Magic Device +4
Feats:	Great Fortitude, Multiattack[B]
Environment:	Warm desert, mountains
Organization:	Solitary, Pair, Brood (2-5), Patrol (5-20), Flight (20-40), Flock (40-60), or Tribe (60+)
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	By Character Class
Level Adj:	+3 (Cohort)

A bird-like humanoid swoops down in front of you, landing with a rough plop. The creature is about five foot at the shoulder, with a long, drooping neck and vultures head. It is covered in black feathers, with a ruff of hair-like feathers about its neck. Now on the ground, the creature's wings bend to reveal a pair of manipulative hands that has drawn a bronze khopesh off its back.

The Ket-tet-kneck are a proud race of humanoid vultures. They have little care for the people and races of the world, but go to great lengths to protect ancient sites and items of magical or technological nature.

The Ket-tet-kneck speak their own language as well as Tech and Elvin.

Combat

The Ket-tet-kneck prefer to fight on the ground, though they will use their wings to maneuver around an opponent before striking. The Ket-tet-kneck prefer to swarm enemies with superior numbers where possible, but if challenged to a one on one duel, will usually accept.

Spell-like Abilities (Sp): Ket-tet-kneck can use the following abilities as listed below. *Detect* Magic – 3x/day; Hypnotism – 1x/day; *Identify* – 1x/day; *Ventriloquism* – 1x/day. Caster level 2. Spell DC 9 + spell level.

Ket-tet-kneck Society

The Ket-tet-kneck believe themselves to be the protectors of ancient technology and lore. When not in combat, they engage themselves in philosophy and craftsmanship to keep alive the wonders of the past.

Ket-tet-kneck groups are amazingly progressive. Duties and tasks are not divided into gender roles, and the Ket-tet-kneck prefer to perform tasks they are good at or must be done to benefit their flock.

Ket-Tet-Kneck on Amberos

Ket-Tet-Kneck are primarily found in the mountains around Llannhanex and Iiannhanex. The women warriors of Erakatuo constantly fight against these creatures, and there is a deep hatred between their two races.



Ket-Tet-Kneck Character

There are a rare few Ket-tet-kneck who either choose to involve themselves or are forced into the world beyond the Ket-tet-kneck community. Few such individuals are ever welcomed back into Ket-tet-kneck society, and even fewer deign to return.

A Ket-tet-kneck has the following abilities.

- **Medium Size.**
- **Monstrous Humanoid type.**
- **Base speed 20 ft., fly speed 70 ft. (poor)**
- **Low-light vision.** A Ket-tet-kneck can see twice as far as a human in dim or twilight conditions.
- **2d8 racial Hit Dice.** To this total, the Ket-tet-kneck adds twice his Constitution modifier (min 1 hp/HD).
- **Base Attack Bonus +2.**

- **+4 Dex, +2 Con, Int +4, Wis +4, Cha –2.** Ket-tet-kneck are agile and have great resistance to disease and adverse conditions. Their inquisitive intellect and insight make them perfect keepers of technology. Unfortunately, Ket-tet-kneck tend to be antisocial and their appearance often makes others uncomfortable.
- **(2 + Int modifier) x 5 Skill Points.** A Ket-tet-kneck's racial skills are Knowledge (Any), Sense Motive, Spellcraft, Spot and Use Magic Device.
- **Base Fort +2, Reflex +2, Will +2.**
- **Multiattack as a racial feat.**
- **Natural attacks.** A Ket-tet-kneck has a bite attack that deals 1d4+1/2 Str modifier damage and 2 claw attacks that deal 1d4+ Str modifier damage. The claw attacks are the primary attack. A Ket-tet-kneck that is flying can use its feet to attack with weapons or as claws (gaining an additional 2 claw attacks). Weapon attacks with the feet are considered off-hand attacks.
- **Spell-like Abilities (Sp):** Ket-tet-kneck with an intelligences of 10 or better can use the following abilities as listed below. *Detect* Magic – 3x/day; Hypnotism – 1x/day; *Identify* – 1x/day; *Ventriloquism* – 1x/day. Caster level equal to 2 + class levels. Spell DC 10 + spell level + Cha modifier.
- **Favored Class:** Scientist or Wizard
- **Level Adjustment:** +3

Ket-tet-kneck worship Ssrell, the Lord of Levels. A priest of Ssrell can choose two of the three domains of Creation, Knowledge and Magic.

Ket-tet-kneck Harrier

2HD Fighter 3/Rogue 3;**hp:** 52
S14 D21 C14 I17 W14 Ch6;**Fort** +10**, Ref** +11**, Will** +4
Init: +5 **Move:** 20 ft., fly 70 ft.
AC: 20 (+5 Dex, +4 *Studded leather +1*, +1 *amulet of natural armor +1*), touch 15, flat 15
BAB/Grapple: +7/+9
Full Attack: *+1 Khopesh* +11/+6 melee (1d8+4;x4), bite +7 melee (1d4+1)
Or composite longbow (+2 Str) +12/+7 ranged (1d8+2;x3)
(flying) *+1 Khopesh* +11/+6 melee (1d8+3;x4), 2 claws +9 melee (1d4+2), bite +7 melee (1d4+1)
Special Att: Sneak attack +2d6
Special Qual: Evasion, spell-like abilities, trap sense +1, trapfinding
Skills: Bluff +6, Climb +5, Craft (Leatherworking) +6, Disguise +4, Hide +13, Intimidate +4, Jump -1, Knowledge (History) +8, Knowledge (Local) +8, Move Silently +13, Search +6, Sense Motive +7, Spellcraft +8, Spot +7, Use Magic Device +3
Feats: Combat Expertise[F], Flyby Attack, Great Fortitude, Improved Trip, Multiattack[B], Weapon Focus (Khopesh)[F]
CR: 7
Gear: *Studded leather +1* (1,175 gp), *+1 Khopesh* (2,317 gp), Composite longbow (+2 Str) (300 gp), *amulet of natural armor +1* (2,000 gp), *potion of cure serious wounds* (750 gp)
Total: 6,542 gp (7,200 gp)
Evasion (Ex): If a Ket-tet-kneck harrier makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): +1 bonus to Reflex saves and +1 dodge bonus to AC versus traps.

Ket-tet-kneck Eater of the Dead

2HD Fighter 3/Rogue 3/Assassin 6;**hp:** 85
S14 D22 C14 I17 W14 Ch6;**Fort** +12**, Ref** +17**, Will** +6
Init: +6 **Move:** 20 ft., fly 70 ft. (poor)
AC: 21 (+5 Dex, +6 *silent moves studded leather +3*, +2 *amulet of natural armor +2*)
BAB/Grapple: +11/+13
Full Attack: *+1 human bane khopesh* +15/+10 melee (1d8+4;x4), bite +11 melee (1d4+1)
+1 composite longbow (+2 Str) +18/+13 ranged (1d8+3 + poison;x3)
(flying) *+1 human bane khopesh* +15/+10 melee (1d8+4;x4), 2 claws +13 melee (1d4+2), bite +11 melee (1d4+1)
(rapid shot) *+1 composite longbow (+2 Str)* +16/+16/+11 ranged (1d8+3 + poison;x3)
Special Att: Death attack, sneak attack +5d6, spells
Special Qual: Evasion, improved uncanny dodge, low-light vision, +3 save vs. poison, trap sense +1, trapfinding, uncanny dodge
Skills: Bluff +12, Climb +5, Craft (Leatherworking) +6, Disguise +10, Hide +19, Intimidate +10, Jump -1, Knowledge (History) +8, Knowledge (Local) +8, Move Silently +24, Search +12, Sense Motive +7, Spellcraft +8, Spot +13, Use Magic Device +3
Feats: Combat Expertise[F], Flyby Attack, Great Fortitude, Improved Trip, Multiattack[B], Point Blank Shot, Rapid Shot, Weapon Focus (Khopesh)[F]
CR: 13
Gear: *+1 human bane khopesh* (8,317 gp), *+1 composite longbow (+2 Str)* (2,600 gp), *silent moves studded leather +3* (12,925 gp), *amulet of natural armor +2* (8,000 gp), *potion of cure serious wounds* (750 gp), deathblade poison (1,800 gp)
Total: 34,392 gp (35,000 gp)

Death Attack: Must study victim for 3 rounds and succeed with a melee sneak attack. Victim must make a Fort save DC 19 or die.

Evasion (Ex): If a Ket-tet-kneck eater of the dead makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Poison: Deathblade poison (Injury; Fort DC 20; Init: 1d6 Con; Sec: 2d6 Con)

Trap Sense (Ex): +1 bonus to Reflex saves and +1 dodge bonus to AC versus traps.

Uncanny Dodge (Ex): A Ket-tet-kneck eater of souls can react to danger before her senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A Ket-tet-kneck eater of souls can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin.

Typical Spell List

(4/4/2; Caster level 6; Spell DC 13 + Spell level)
1st: *Disguise Self, Ghost Sound, Obscuring Mist, True Strike*
2nd: *Cat's Grace, Darkness, Invisibility, Pass Without Trace*
3rd: *False Life, Misdirection, Nondetection*

Ket-tet-kneck Devourer of Souls

2 HD Fighter 5/Rogue 3/Assassin 6/Eldritch Knight 4;**hp:** S20 D22 C14 I17 W14 Ch6;**Fort** +17**, Ref** +18**, Will** +7

Init: +6 **Move:** 20 ft., fly 70 ft. (poor)

AC: 26 (+6 Dex, +10 *improved silent moves mithral chain shirt +5*)

BAB/Grapple: +17/+21

Full Attack: *+2 human, dwarf, elf bane khopesh* +24/+19/+14/+9 melee (1d8+11;19-20/x4), bite +19 melee (1d4+2)

Or *+2 composite longbow (+5 Str)* +25/+20/+15/+10 ranged (1d8+7;x3)

(flying) *+2 human, dwarf, elf bane khopesh* +24/+19/+14/+9 melee (1d8+11;19-20/x4), 2 claws +21 melee (1d4+5), bite +19 melee (1d4+2)

(rapid shot) *+2 composite longbow (+5 Str)* +23/+23/+18/+13/+8 ranged (1d8+7;x3)

Special Att: Death attack, sneak attack +5d6, spells

Special Qual: Evasion, improved uncanny dodge, low-light vision, +3 save vs. poison, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +12, Climb +7, Concentration +12, Craft (Leatherworking) +7, Disguise +10, Hide +19, Intimidate +12, Jump +1, Knowledge (History) +8, Knowledge (Local) +8, Move Silently +24, Search +12, Sense Motive +7, Spellcraft +8, Spot +14, Use Magic Device +3

Feats: Cleave, Combat Expertise[F], Flyby Attack, Great Fortitude, Improved Critical (Khopesh)[K], Improved Trip, Multiattack[B], Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (Khopesh)[F], Weapon Specialization (Khopesh)[F]

CR: 19

Gear: *improved silent moves mithral chain shirt +5* (68,250 gp), *+2 human, dwarf, elf bane khopesh* (50,317 gp), *+2 composite longbow (+5 Str)* (8,900 gp), *belt of giant strength +6* (36,000 gp), *elemental gem (Air)* (2,250 gp), *gloves of arrow snaring (on feet)* (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 170,017 gp (170,000 gp)

Death Attack: Must study victim for 3 rounds and succeed with a melee sneak attack. Victim must make a Fort save DC 19 or die.

Evasion (Ex): If a Ket-tet-kneck devourer of souls makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Poison: Deathblade poison (Injury; Fort DC 20; Init: 1d6 Con; Sec: 2d6 Con)

Trap Sense (Ex): +1 bonus to Reflex saves and +1 dodge bonus to AC versus traps.

Uncanny Dodge (Ex): A Ket-tet-kneck devourer of souls can react to danger before her senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): A Ket-tet-kneck devourer of souls can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin.

Typical Spell List

(4/4/4/2; Caster level 9; Spell DC 13 + Spell level)

1st: *Disguise Self, Ghost Sound, Obscuring Mist, True Strike*

2nd: *Cat's Grace, Darkness, Invisibility, Pass Without Trace*

3rd: *Deep Slumber, False Life, Misdirection, Nondetection*

4th: *Dimension Door, Freedom of Movement, Poison*

Khao Toji

Medium Fey

Hit Dice:	4d6+8 (22 hp)
Initiative:	+4 (+4 Dex)
Speed:	40 feet (8 squares),fly 80 ft.,(good)
Armor Class:	19 (+4 Dex, +2 natural, mw studded leather +3), touch 14, flat 15
BAB/Grapple:	+2/+5
Attack:	Longsword +5 melee (1d8+3;19-20/x2) or bite +5 melee (1d6+1 + energy drain) or shortbow +6 ranged (1d6;x3)
Full Attack:	Longsword +5 melee (1d8+3;19-20/x2), bite +0 melee (1d6 + energy drain) or shortbow +6 ranged (1d6;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 1d8 in. (5 ft. 4 in.)
Weight:	90 + 2d8 lbs (97 lbs.)
Special Att:	Kiss of Death
Special Qual:	Low-light vision, evasion, protective aura, scent
Saves:	Fort +3, Ref +8, Will +6
Abilities:	S16 D19 C15 I11 W14 Ch16
Skills:	Climb +10, Craft (trapmaking) +9, Intimidate +6, Profession (bounty hunting) +11, Search +9, Survival +11
Feats:	Alertness, Dodge
Environment:	Temperate land
Organization:	Solitary, Brace, Company (2-5), or Knot (5-20)
CR:	3
Treasure:	None
Alignment:	Often Neutral Evil
Advancement:	By Character Class
Level Adj:	+5

It is hard to make out exactly how tall this humanoid creature is, as it kneels low to the ground in a position ready to spring. You can make out white skin under the bits of leaves and dried bark that have been woven into a type of armor. The creature's head is unusually large, and its grinning mouth is lined with needle-like teeth Across its back is sheathed a long sword, and the creature glares at you, as if daring you to move against it.

Khao toji are a race of white-skinned fey mercenary bounty hunters. Other fey and good beings dislike working with the khao, and they are generally described as "slimy" or untrustworthy. They have even been known to work with goblinoids or other creatures of evil, such as demons and devils.

Khao toji speak Fey, Elvin and Goblinoid. Most are familiar with common as well.

Combat

Khao are sneaky and rarely engage in a fight in a fair fashion. They prefer to strike from surprise or ambush without warning. They rarely take prisoners, but will often turn such prisoners into slaves or use as bait to lure others into a trap.



One of the khao toji's most feared ability is their energy draining kiss. Khao use this ability against troublesome opponents or when they are feeling vindictive, which turns out to be quite often. A khao often grapples it foe so it may plant several "kisses" on a victim, utterly draining them of life.

Energy Drain (Su): The bite attack of a khao toji inflicts one negative level on a victim in addition to normal bite damage. After one day, a Fort DC 15 save is required or the negative level is permanent. When the khao toji inflicts a negative level, it gains 5 temporary hit points. These temporary hit points last 1 minute.

Evasion (Ex): If a khao toji makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Flight (Su): A khao toji can fly by sheer power of will. Activating or ceasing flight is a free action. An unconscious khao toji plummets to the ground. A held or paralyzed khao toji cannot move, but can remain aloft if they were flying when so affected.

Kiss of Death (Su): As a full-round action, the khao toji can attempt to "kiss" an opponent that is pinned, held or otherwise immobile. The "kiss" of a khao Toji inflicts 4 negative levels on its victim. This attack is a melee touch attack that provokes an attack of opportunity. After one day, a Fort DC 15 save is required for each lost level or the negative level is permanent. When the khao toji inflicts a negative level, it gains 5 temporary hit points. These temporary hit points last 1 minute.

Protective Aura (Su): A khao toji is surrounded by a protective aura at all times. This aura acts as a constant *magic circle against Chaos/Evil/Good/Law* and *Entropic Shield* at 4th level caster ability. The aura moves with the khao wherever it goes.

Khao Toji Society

The khao toji do not have their own lands and wander as mercenaries through the lands of others. While

most khao prefer to work alone, sometimes they gather into guilds or in rare cases, form their own raiding parties to terrorize regions until they are driven away or tire of the mayhem they cause.

Khao Toji on Amberos

Khao toji can be found across Amberos, in any place once touched by the Evanthium Coridium, the empire of the elves.

Khao Toji Characters

Khao toji are wanderers and adventurers, and finding those who have become quite experienced is not unlikely at all.

- **Base Movement 40 feet, Fly 80 feet (good)**
- **Low-light vision.** A khao toji can see in dim or twilight conditions twice as far as a human.
- **Fey type.**
- **4d6 racial hit dice.** To this total, the khao toji adds 6x its constitution modifier (minimum 1 hp/HD)
- **(6 + Int mod) x 7 skill points.** Racial skills are Climb, Craft, Intimidate, Jump, Profession, Search and Survival.
- **+2 Base Attack Bonus.**
- **+2 Natural Armor.**
- **Fort +1, Reflex +4, Will +4.**
- **Racial feats.** The character gains 2 racial feats.
- **Str +4, Dex +8, +4 Con, Wis +4, Cha +6.** Khao toji are exceptionally agile creatures and quite strong. They are willful creatures in tune with the natural world around them, and have strong personalities that either attract or repel others quite strongly.
- **Energy Drain (Su):** The bite attack of a khao toji inflicts one negative level on a victim in addition to normal bite damage. After one day, a Fort DC 12 + Cha modifier save is required or the negative level is permanent. When the khao toji inflicts a negative level, it gains 5 temporary hit points. These temporary hit points last 1 minute.
- **Evasion (Ex):** A khao toji can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the khao toji is wearing light armor or no armor. A helpless khao toji does not gain the benefit of evasion.
- **Kiss of Death (Su):** As a full round action, the khao toji can attempt to "kiss" an opponent that is pinned, held or otherwise rendered immobile. The "kiss" of a khao toji inflicts 4 negative levels on its victim. This attack is a melee touch attack that provokes an attack of opportunity. After one day, a Fort DC 12 + Cha modifier save is required for each negative level or it becomes permanent. When the Khao Toji inflicts a negative level, it gains 5 temporary hit points per level it drains. These temporary hit points last 1 minute.
- **Protective Aura (Su):** A khao toji is surrounded by a protective aura at all times. This aura acts as a constant *magic circle against Chaos/Evil/Good/Law* and *Entropic Shield* at a caster level of 4 + class levels. The aura moves with the khao wherever it goes.
- **Natural Attack:** A khao toji has a natural bite attack that deals 1d6 + ½ Str mod damage + energy drain. This is considered a secondary attack.
- **Scent ability.** The character gains the scent ability.
- **Favored Class:** Barbarian.
- **Level Adjustment:** +5

Like most fey of Amberos, Khao Toji do not worship gods and tend to instead revere nature. Khao Toji are rarely priests and instead become Druids.

Khao Toji Raider

4HD Khao Toji Barbarian 1/Fighter 4; **hp** 69
S20 D22 C17 I12 W14 Ch14;**Fort** +11**, Ref** +12**, Will** +8
Init: +6 **Move:** 50 ft., fly 80 ft (good)
AC: 23 (+6 Dex, +2 natural, +3 *leather +1*, +2 *spiked light wooden shield +1*) touch 16, flat 17
BAB/Grapple: +7/+12
Full Attack: *+2 longsword* +13/+7 melee (1d8+9;19-20/x2), bite +7 melee (1d6+2 + energy drain), *spiked light wooden shield +1* bash +9 melee (1d4+2) or composite shortbow (Str +5) +13/+8 ranged (1d6+5/x3)
Special Att: Kiss of death, rage 1x/day
Special Qual: Evasion, low-light vision, protective aura, scent
Skills: Climb +17, Craft (trapmaking) +7, Intimidate +10, Jump +21, Profession (bounty hunter) +11, Search +7, Survival +8
Feats: Alertness, Combat Reflexes, Dodge[F], Improved Shield Bash, Two-weapon Fighting, Weapon Focus (longsword)[F], Weapon Specialization (longsword)[F]
CR: 8
Gear: *leather +1* (1,160 gp), *spiked light wooden shield +1* (1,453 gp), *amulet of natural armor +1* (2,000 gp), *+2 longsword* (2,315 gp), composite shortbow (Str +5) (600 gp), *cloak of resistance +1* (1,000 gp), *potion of cure light wounds* (300 gp), *potion of bull's strength* (300 gp)
Total: 9,128 gp (9,400 gp)
Rage (Ex): 1x/day gain +4 Str & Con, +2 Will saves, -2 AC for 6 rounds.

Khao Toji Bounty Hunter

4HD Khao Toji Barbarian 6/Fighter 4; **hp** 111
S25 D22 C17 I12 W14 Ch14;**Fort** +13**, Ref** +13**, Will** +9
Init: +6 **Move:** 50 ft., fly 80 ft (good)
AC: 25 (+6 Dex, +2 natural, +5 *leather +3*, +2 *spiked light wooden shield +1*) touch 16, flat 19
BAB/Grapple: +12/+19
Full Attack: *+2 longsword* +20/+15/+10 melee (1d8+11;19-20/x2), bite +14 melee (1d6+3 + level drain), *spiked light wooden shield +1* bash +18/+13 melee (1d4+4)
or composite longbow (Str +7) +18/+13/+8 ranged (1d8+7 + poison;x3)
Special Att: Kiss of death, rage 2x/day
Special Qual: Evasion, Improved uncanny dodge, low-light vision, protective aura, scent, trap sense +2, uncanny dodge
Skills: Climb +22, Craft (trapmaking) +8, Intimidate +15, Jump +26, Profession (bounty hunter) +13, Search +7, Survival +13
Feats: Alertness, Combat Reflexes, Dodge[F], Improved Shield Bash, Improved Two-weapon fighting, Two-weapon Fighting, Weapon Focus (longsword)[F], Weapon Specialization (longsword)[F]
CR: 13
Gear: *leather +3* (9,160 gp), *spiked light wooden shield +1* (3,453 gp), *amulet of natural armor +1* (2,000 gp), *+2 longsword* (2,315 gp), composite longbow (+7 Str) (800 gp), *belt of giant strength +4* (16,000 gp), *potion of cure serious wounds* (750 gp), giant wasp poison (x2) (420 gp)
Total: 34,898 gp (35,000 gp)
Rage (Ex): 2x/day gain +4 Str & Con, +2 Will saves, -2 AC for 6 rounds.
Uncanny Dodge (Ex): A khao toji bounty hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.
Trap Sense (Ex): A khao toji bounty hunter gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A khao toji bounty hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.
Poison: Giant wasp poison (Injury; Fort DC 18; Init: 1d6 Dex; Sec: 1d6 Dex)

Khao Toji Elf Hunter

4HD Khao Toji Barbarian 11/Fighter 4; **hp** 164
S26 D22 C17 I12 W14 Ch14;**Fort** +15**,Ref** +16**,Will** +12
Init: +6 **Move:** 50 ft., fly 80 ft (good)
AC: 25 (+6 Dex, +2 natural, +2 *amulet of natural armor +2*, +5 *moderate fortification leather +3*, +2 *spiked light wooden shield +1*, *ring of protection +2*) touch 16, flat 19
BAB/Grapple: +17/+23
Full Attack: *+2 elf bane wounding longsword* +24/+19/+14/+9 melee (1d8+7;17-20/x2), bite +18 melee (1d6+3 + energy drain), *spiked light wooden shield +1* bash +22/+17/+12 melee (1d4+4)
or composite longbow (Str +8) +23/+18/+13/+8 ranged (1d8+8 + poison;x3)
Special Att: Greater rage 3x/day, kiss of death
Special Qual: Evasion, DR 2/-, improved uncanny dodge, low-light vision, protective aura, scent, trap sense +3, uncanny dodge
Skills: Climb +23, Craft (trapmaking) +13, Hide +9, Intimidate +20, Jump +27, Move Silently +8, Profession (bounty hunter) +13, Search +7, Survival +18
Feats: Alertness, Combat Reflexes, Dodge[F], Greater Two-weapon Fighting, Improved Shield Bash, Improved Critical (Longsword), Improved Two-weapon fighting, Two-weapon Fighting, Weapon Focus (longsword)[F], Weapon Specialization (longsword)[F]
CR: 18
Gear: *moderate fortification leather +3* (36,160 gp), *spiked light wooden shield +1* (3,453 gp), *amulet of natural armor +2* (8,000 gp), *ring of protection +2* (8,000 gp), *+2 elf bane wounding longsword* (50,315 gp), composite longbow (+8 Str) (900 gp), *belt of giant strength +4* (16,000 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp), giant wasp poison (x5) (1,050 gp)
Total: 129,628 gp (130,000 gp)
Greater Rage (Ex): 3x/day gain +6 Str & Con, +3 Will saves, -2 AC for 7 rounds.
Uncanny Dodge (Ex): A khao toji elf hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.
Trap Sense (Ex): A khao toji elf hunter gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A khao toji elf hunter can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.
Poison: Giant wasp poison (Injury; Fort DC 18; Init: 1d6 Dex; Sec: 1d6 Dex)

Kobold, General

Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

Kobold Traits: Kobolds possess the following racial traits.

- **-4 Strength, +2 Dexterity, –2 Constitution.**
- **Small size:** +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits ¾ those of Medium characters.
- **A kobold's base land speed is 30 feet.**
- **Darkvision out to 60 feet.**
- **Racial Skills:** A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- **Racial Feats:** A kobold character gains feats according to its character class.
- **+1 natural armor bonus.**
- **Special Qualities (see above):** Light sensitivity.
- **Automatic Languages:** Draconic. **Bonus Languages:** Common, Undercommon.
- **Favored Class:** Sorcerer.
- Level adjustment +0.

Kobolds on Amðeros

According to the legends of the kobolds, long ago in the elvin golden age many dragons became infatuated with the humanoid form and experimented with altering their shape to mix in with the other races and enjoy the benefits such a form gave them. Most of these dragons soon bored with the lesser form and returned to their natural draconic forms, while others remained in their altered state to enjoy the passage of years among elves or goblin-kin.

When Ziga, the goddess of corruption, sought to overthrow the elves, she approached these transformed dragons and attempted to woo them to her side. When they refused, she cursed their form, stealing their natural draconic abilities and leaving them weakened and frail – thus were born the kobolds.

To this day, kobolds seek to regain their lost draconic power and heritage, and hate those races they sought to emulate so long ago.

Kobold Trapper

Kobold Rogue 3/Fighter 3; **hp:** 39
S9 D16 C14 I10 W8 Ch16; **Fort** +6**, Ref** +7**, Will** +1
Init: +7 **Move:** 30 ft.
AC: 18 (+1 size, +3 Dex, +3 natural, +1 *bracers of armor +1*) touch 14, flat 15
BAB/Grapple: +5/+0
Full Attack: *+1 shortsword* +11 melee (1d4;19-20/x2),
or sling +9 ranged (1d3-1)
Special Att: Sneak attack +2d6
Special Qual: Darkvision 60 ft., trap sense +1, trapfinding
Skills: Craft (trapmaking) +9, Disable Device +6, Hide +13, Knowledge (Arcana) +2, Listen +5, Open Locks +6, Move Silently +9, Search +7, Spot +5
Feats: Improved Initiative, Improved Natural Armor x2, Weapon Finesse[F], Weapon Focus (shortsword)[F]
CR: 6
Gear: *bracers of armor +1* (1,000 gp), *amulet of natural armor +1* (2,000 gp), *+1 shortsword* (2,310 gp), *potion of cure light wounds* (50 gp)
Total: 5,360 gp (5,600 gp)

Evasion (Ex): A kobold trapper can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A kobold trapper gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Kobold Sorcerer

Kobold Rogue 3/Fighter 3/Sorcerer 6; **hp:** 66
S9 D16 C14 I10 W8 Ch20; **Fort** +8**, Ref** +11**, Will** +6
Init: +7 **Move:** 30 ft.
AC: 21 (+1 size, +3 Dex, +3 natural, +4 *bracers of armor +4*) touch 14, flat 18
BAB/Grapple: +8/+3
Full Attack: *+1 shortsword* +14/+9 melee (1d4;19-20/x2),
or sling +12 ranged (1d3-1)
Special Att: Sneak attack +2d6, spells
Special Qual: Darkvision 60 ft., trap sense +1, trapfinding
Skills: Craft (trapmaking) +9, Disable Device +6, Hide +16, Knowledge (Arcana) +8,Listen +7, Open Locks +6, Move Silently +9, Search +7, Spellcraft +6, Spot +7
Feats: Alertness[W], Improved Initiative, Improved Natural Armor x2, Silent Spell, Skill Focus (Hide), Weapon Finesse[F], Weapon Focus (shortsword)[F]
CR: 12
Gear: *bracers of armor +4* (16,000 gp), *+1 shortsword* (2,310 gp), *pearl of power (2nd level)* (4,000 gp), *wand of magic missiles (CL 5; 10 charges)* (750 gp), *cloak of charisma +2* (4,000 gp)
Total: 23,060 gp (27,000 gp)

Evasion (Ex): A kobold sorcerer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A kobold sorcerer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Typical Spell List

(6/7/6/4; Caster Level 6;Spell DC 14 + Spell Level)
0: *Daze, Detect Magic, Detect Poison, Ghost Sound, Message, Touch of Fatigue, Prestidigitation*
1st: *Animate Rope, Disguise Self, Magic Missile*, Reduce Person*
2nd: *Flaming Sphere, Hideous Laughter*
3rd: *Dispel Magic*
* Replace with *Magic Bolt* in an Amberos campaign

Weasel Familiar: Tiny animal; HD 1/2d8 (12 HD); hp 33; Init +2; Spd 20 ft., climb 20 ft.; AC 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15; Base Atk +8; Grp –4; Atk Bite +12 melee (1d3–4); Full Atk (same); Space/Reach 2–1/2 ft./0 ft.; SA attach; SQ deliver touch spells, empathic link, improved evasion, low–light vision, scent, speak with master, share spells; AL (Always) N; SV Fort +6, Ref +10, Will +8; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.
Skills and Feats: Balance +10, Climb +10, Hide +16, Listen +7, Move Silently +12, Search +6, Spot +7; Weapon Finesse. (Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.)
Attach (Ex): If a weasel 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. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.
Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.
Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Kobold Lord of Scales

Kobold Rogue 3/Fighter 3/Sorcerer 7/Dragon Disciple 5;
hp: 93
S14 D16 C14 I10 W8 Ch24; **Fort** +12**, Ref** +14**, Will** +13
Init: +7 **Move:** 30 ft.
AC: 25 (+1 size, +3 Dex, +5 natural, +6 *bracers of armor +6*) touch 14, flat 22
BAB/Grapple: +14/+9
Full Attack: *+1 dancing shortsword* +20/+15/+10 melee (1d4+3;19-20/x2), bite +17 melee (1d4+2), claw +12 melee (1d3+1) or sling +14 ranged (1d3+2)
Special Att: Breath weapon, sneak attack +2d6, spells
Special Qual: Blindsense 30 ft., darkvision 60 ft., trap sense +1, trapfinding
Skills: Concentration +8, Craft (trapmaking) +15, Disable Device +6, Hide +16, Knowledge (Arcana) +8, Listen +7, Open Locks +6, Move Silently +9, Search +7, Spellcraft +6, Spot +7
Feats: Alertness[W], Improved Familiar, Improved Initiative, Improved Natural Armor x2, Silent Spell, Skill Focus (Hide), Weapon Finesse[F], Weapon Focus (shortsword)[F]
Align: Neutral
CR: 18
Gear: *bracers of armor +6* (36,000 gp), *+1 dancing shortsword* (50,310 gp), *cloak of charisma +6* (36,000 gp), *pearl of power (2nd level)* (4,000 gp), *wand of lightning bolt (CL 10; 3 charges)* (1,350 gp), *potion of cure serious wounds* (750 gp)
Total: 128,410 gp (130,000 gp)

Breath Weapon (Su): 30 ft. cone of fire; 2d8 damage; Reflex save DC 19; 1x/day

Evasion (Ex): A kobold lord of scales can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A kobold lord of scales gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Typical Spell List

(6/8/8/10; Caster Level 7;Spell DC 17 + Spell Level)
0: *Daze, Detect Magic, Detect Poison, Ghost Sound, Message, Touch of Fatigue, Prestidigitation*
1st: *Animate Rope, Enlarge Person, Disguise Self, Magic Missile*, Reduce Person*
2nd: *Flaming Sphere, Hideous Laughter, Touch of Idiocy*
3rd: *Dispel Magic, Lightning Bolt*
* Replace with *Magic Bolt* in an Amberos campaign

Pseudodragon Familiar: Tiny dragon; HD 2d12+2 (18 HD); hp 46; Init +2; Spd 15 ft., fly 60 ft. (good); AC 22 (+2 size, +2 Dex, +8 natural), touch 14, flat-footed 20; Base Atk +14; Grp +4; Atk Sting +16 melee (1d3–2 plus poison); Full Atk Sting +16 melee (1d3–2 plus poison) and bite +11 melee (1); Space/Reach 2–1/2 ft./0 ft. (5 ft. with tail); SA poison; SQ blindsense 60 ft., darkvision 60 ft., deliver touch spells, empathic link, evasion, immunity to sleep and paralysis, low–light vision, share spells, speak with master, SR 19, telepathy 60 ft.; AL (Always) NG; SV Fort +11, Ref +13, Will +15; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.
Languages: Common or Sylvan (telepathically), provided they are within 60 feet.
Skills and Feats: Concentration +7, Diplomacy +2, Disable Device +6, Hide +21, Knowledge (Arcana) +8, Listen +7, Open Locks +6, Move Silently +8, Search +7, Sense Motive +7, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse. (Pseudodragons have a chameleon-like ability that grants them a +4 racial bonus on Hide checks. In forests or overgrown areas, this bonus improves to +8.)
Blindsense (Ex) [60']: A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.
Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.
Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.
Deliver Touch Spells (Su): A pseudodragon familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.
Speak with Master (Ex): A pseudodragon familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Author's Note – Kobolds and Dragon Disciple Prestige Class: As stated back in the dragon section, normally it is not possible to take classes, feats or templates that add draconic abilities to a creature on Amberos. Kobolds are the lone exception – having once been dragon, their race seeks the means to defeat the curse laid on them by Ziga and return to their former draconic glory.

Korax

Large Plant

Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat 14
BAB/Grapple:	+4/+13
Attack:	Bladed slam +8 melee (1d10+5;19-20/x2)
Full Attack:	4 bladed slams +8 melee (1d10+5;19-20/x2), bite +4 melee (1d4+2)
Space/Reach:	10 ft./10 ft.
Height:	8 ft. + 1d10 ft. (13 ft. 6 in.)
Weight:	400 lbs + 1d10x15 lbs. (475 lbs.)
Special Att:	Swallow whole
Special Qual:	Blindsight 30 ft., plant traits
Saves:	Fort +8, Ref +2, Will -1
Abilities:	S21 D11 C17 I2 W4 Ch1
Environment:	Temperate or Warm plains, forest, marsh
Organization:	Solitary, Pair, or Cluster (2-5)
CR:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adj:	–

The strange palm tree suddenly moves, pulling its tangle of roots out of the ground to scurry about as it lashes out with several branches covered with blade-like leaves.

A korax is a large, tree-like creature composed of a thick central stalk surrounded by long, blade-like leaves and topped with a palm-tree like head. The creature has a huge maw near the top of the trunk, but no eyes or other features. The creature moves by uprooting itself and using the mass tangle of roots to quickly move about. Koraxes cannot speak, though they may be attracted to sound.

Combat

The korax attacks by swinging its bladed leaves about and striking with its maw. Those facing it find it to be a whirlwind of motion, though it generally strikes at the closest possible target. It can easily be confused by ranged attacks or spells or led into traps and such.

Blindsight (Ex): A okra uses a hypersonic pulse emitted from its trunk to locate prey within 30 feet of its position. It is immune to visual illusions and can even pinpoint invisible prey.

Improved Grab (Ex): If a korax hits a medium sized creature or smaller with its bite attack, it may automatically attempt a grapple. No touch attack roll is needed.

Swallow Whole (Ex): If a korax starts with a medium-sized or smaller opponent in its mouth, it may attempt to swallow the victim. If it succeeds the grapple, it swallows the victim. The korax can swallow one Medium, two small, four tiny or eight diminutive creatures. Those caught inside take 2d4 points of crushing damage each round from the Korax's gizzard. Those inside can attempt to cut out using small weapons and dealing 20 points to the Korax's gizzard. Once a victim escapes, the muscles close and others must find their own ways out.



Korax on Amberos

Another creation of the malignant Living Forest, Korax have managed to migrate out of the Kingdom of Vall Vega into other forests, invading areas as far west as Shovnov Coast, north into Bansado and south into the Principalities of Xatmas and east into Vilalance.

It is extremely odd that a Korax takes on the appearance of a palm tree; there are no such trees native to western Amberos, and it is thought that they may have developed from transplants brought from the east during the height of the Kingdom of Swordfall.

Lava Blob

Huge Ooze (Earth, Fire)

Hit Dice: 5d10+20 (47 hp)
Initiative: -5 (-5 Dex)
Speed: 20 feet (4 squares)
Armor Class: 14 (-1 size, -5 Dex, +10 natural), touch 4, flat 14
BAB/Grapple: +4/+15
Attack: Slam +7 melee (1d8+5 + 3d6 fire)
Full Attack: Slam +7 melee (1d8+5 + 3d6 fire)
Space/Reach: 15 ft./10 ft.
Diameter: 16 ft + 1d4 ft. (18 ft. 6 in.)
Weight: 6,000 lbs + 2d6x100 lbs. (6,700 lbs.)
Special Att: Blindsense 30 ft., Engulf, Fire touch
Special Qual: Cold vulnerability, DR 2/-, fire aura, immune to acid & electricity
Saves: Fort +3, Ref -4, Will -4
Abilities: S21 D1 C15 I– W1 Cha1
Environment: Warm desert, mountains, underground
Organization: Solitary
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: –

You feel a sudden rise of heat as a large glob of glowing, red-hot oozing magma comes into view. As the thing moves, you can hear the ground beneath it cook and sizzle and it leaves wisps of smoke and a rut of charred earth behind where it passed over the ground.

A lava blob is an ooze creature from the Elemental Plane of Earth, where the plane touches the Elemental Plane of Fire. It is composed of "living" magma, with just enough sentience to seek out other beings and attempt to "devour" them. It often preys on earth elementals or creatures from the Mortal plane.

A lava blob looks exactly like its namesake. It appears to be a large lump of heat-melted rock that is capable of self-locomotion.

Combat

A lava blob "attacks" by slamming its liquid form into victims, attempting to absorb them into itself for digestion. It will mindlessly pursue prey, though it will avoid contact with water or ice.

Cold Vulnerability (Ex): Attacks using cold against a lava blob deal double normal damage unless the lava blob succeeds its saving throw against the attack. Likewise, a lava blob suffers 1d6 damage per round in freezing temperatures.

Engulf (Ex): If the lava blob successfully hits a target with its slam attack or overruns and opponent, it may start a free grapple. If the lava blob succeeds in the grapple, the victim takes 7d6 fire damage per round (half if a Fort save DC 14 is successful).

Fire Aura (Ex): The lava blob exudes a torrential amount of heat. Anything coming within 5 feet of the lava blob must make a Fort save DC 14 or suffer 3d6 non-lethal heat damage, half that if the save is successful. Further, any creature or object that touches a lava blob suffers 3d6 fire damage (DC 14 Fort save for half) per round of contact.

Fire Touch (Ex): When a lava blob makes a successful slam attack, the opponent suffers and additional 2d6 fire damage (DC 14 Fort for half damage).

Lava Blob

Thought to be a manifestation where elemental fire touches elemental earth, lava blobs have no regular environment on Amberos. There are tales of encountering them in Smanvalla and other areas where volcanoes have erupted, but their appearance seems to be random.



Leodusa

Large Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+2 (+2 Dex)
Speed:	50 ft. (10 squares), burrow 10 ft. (2 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat 13
BAB/Grapple:	+6/+14
Attack:	Bite +12 melee (1d8+5)
Full Attack:	Bite +12 melee (1d8+5), 2 claws +9 melee (1d6+2), 6 tendrils +9 melee (1d2+2 + poison)
Space/Reach:	10 ft./5 ft.
Length:	12 ft. + 1d6 ft. (15 ft. 6 in.)
Weight:	700 lbs + 2d12x10 lbs. (830 lbs.)
Special Att:	Death gaze, improved trip, poison, pounce
Special Qual:	Alternate form
Saves:	Fort +8, Ref +7, Will +3
Abilities:	S21 D15 C17 I6 W12 Ch15
Skills:	Hide +8, Listen +7, Spot +5
Feats:	Dodge, Multiattack, Weapon Focus (Bite)
Environment:	Temperate, Warm land
Organization:	Solitary, Pair, Family (2-5), or Swarm (5-20)
CR:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adj:	–

A leonine forms bounds into view with a roar. Its mane consists of tresses of deadly vipers and its hindquarters seem reptilian. A hooded cobra replaces the beast's normal tail.

A leodusa is a foul creature with the body and head of lion. Where the mane would be on a normal lion are tresses of vipers, six in all and each deadly poisonous. Those who foolishly look in the leodusa's eyes find them just as deadly as the wreath of snakes. A leodusa is partly intelligent, and can assume humanoid form to lure victims to their doom.

The leodusa can speak Goblinoid and common, though its speech tends to be rather simple and geared towards tricking others.

Combat

A leodusa usually hides underground in desolate areas, waiting for prey to come directly above it. Some leodusas have learned to hide among cities and other places, using their human form to conceal their animalistic true nature. The leodusa attempts to meet the gaze of as many opponents as it can, then attempts to keep at range using its tendrils to bite and poison prey. If harried by ranged attacks, the leodusa will usually pounce on a foe, attempting to pin them while it uses its gaze or poison attacks to finish the victim off.

Alternate Form (Su): The natural form of a leodusa is its monstrous lion form. At will, the leodusa can assume a humanoid form, generally female in appearance (the exact race and gender is fixed at birth, however even male leodusas are 90% likely to have a female humanoid shape). In humanoid form, the leodusa's ability scores remain the same, but it has no natural attack routine, poisonous tendrils or gaze attack. It also lacks the humanoid's shape special racial abilities.

A leodusa remains in humanoid form only while conscious and may return to its true form at any time as a move-equivalent action. A slain leodusa assumes its monstrous lion form.

Death Gaze (Su): 30 ft. range, DC 15 Fort save or die.

Improved Trip (Ex): If a leodusa strikes an opponent with a tendril, it may make a free trip attack. Only one trip attack is gained, regardless of the number of attacks that hit.

Poison Bite (Ex): The cobra-like tendril fronds around the leodusa's neck have a deadly poison bite (Injected; Fort DC 15; Init: 1d6 Con, sec: 2d6 Con).

Pounce (Ex): If the leodusa charges a foe, it may strike with all of its attacks.

Leodusa on Amberos

Thought to be pets of medusa, leodusas are thankfully rare creatures usually only found in the areas of Misake, Misake Barbarians and the Principalities of Xatmas. There are legends of encounters with these creatures as far east as Randu, though many are believed to be no more than tales told by those who had heard of the creature in tales of the west.



Lich, Cyber

For some, magic is not the only method to obtain immortality. Over the ages, some scientists have managed to tap into ways to unnaturally lengthen their lifespan. Such practices often require diabolical or evil methods for the scientist to remain alive, and thus few, if any cyberliches are of non-evil alignment. However, such is the fear of death, and the want for power, that those who have attained a sort of immortality rarely care who else is made to suffer so they may stay alive.

A cyberlich is a template that may be applied to any being that has levels in the scientist class.

The character's type changes to Construct

Hit Dice: As a construct, hit dice changes to 1d10. No constitution modifier applies. As a construct, the cyberlich receives bonus hit points due to size as follows.

Size	*Bonus HP*
Tiny	-
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Speed: The cyberlich has a movement rate of 20 feet. It loses any other forms of movement that it previously had.

Armor Class: The cyberlich gains a +5 natural AC bonus

Attacks: The cyber lich gains an enhanced slam attack. The character's unarmed attacks are increased as follows:

Size	*Slam Damage*
Tiny	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	2d10

Special Att: The cyberlich gains the following special attacks:

Electric touch: The touch of a cyberlich deals 1d6 electrical damage. This may be added to the cyberlich's slam attack.

Special Qual: The cyberlich gains the following abilities:

DR as follows:

Levels	*DR*
1-5	2/Adamantine
6-10	5/Adamantine
11-15	10/Adamantine
16-20	15/Adamantine

Aura of Dread: Those within 30 feet are subject to the fearful presence of a cyberlich. The effect duplicates the *fear* spell, as if cast at a level equal to the cyberlich's hit dice. The Will DC to save is 10 + ½ cyberlich's level + Cha modifier.

Spell Immunity: A cyberlich is immune to spells as if it had unbeatable spell resistance. Spells with the electricity descriptor affect a cyberlich normally.

Electrical Vulnerability: A cyberlich takes double damage from electrical attacks on a failed save.

Construct traits: A construct is immune to critical hits, death effects, mind control and charm.

Abilities: +4 Strength, +4 Intelligence, -2 Charisma. A cyberlich has no Constitution score

Feats: A cyberlich retains the feats it had in life. It also gains the Improved Initiative feat.

CR: same as character +3

Alignment: Any non-good

Advancement: by character level

Cyberlich as a Construct Device

A scientist who wishes to transform themselves into a cyberlich can attempt to devise a construct device that will perform this function as shown below. The construct shown here is the bare minimum for a medium creature and will need to have the DR ability modified for creatures above 5th level. Also, any change in size will change the size cost and slam attack cost. If the base creature is not a humanoid, the augmented subtype will likewise need to be changed to match.

Cyberlich Construct Device

Tech Level: 2 **Build DC:** +6

Build Points: 28

Size: Medium (+0)

Power Source: Bioelectric (-5)

Ability Package:

+5 natural armor (+2½)
Speed 20 ft. (+0)
Str 16 (+3)
Dex 10 (+1)
Con – (+0)
Int 14 (+7)
Wis 10 (+1)
Cha 8 (+3½)
DR 2/adamantine (+½)
Feat: Improved Initiative (+1)
Slam attack: 1d6 (+1)
Special Attack: Electric Touch (+1)
Special Quality: Vulnerability to Electricity (-2)
Special Quality: Spell Immunity (+4)
Special Quality: Aura of Dread (+1)
Subtype: Augmented Humanoid (+1)

Charges: Continuous (+7) **Hardness/HP:** n/a

Cost: 100 gp frame + 1,200 gp and 48 xp

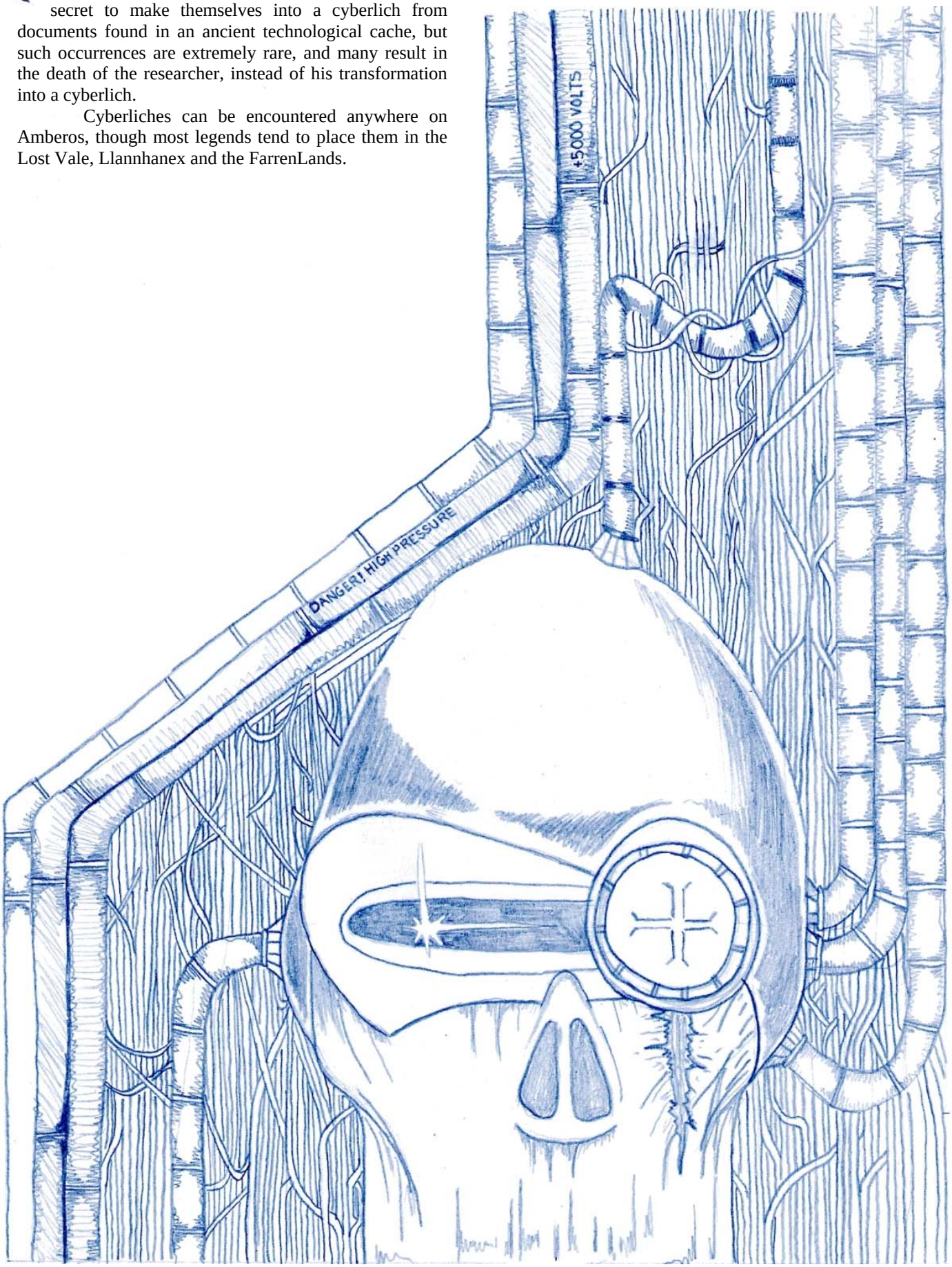
Purchase: 3,600 gp

Cyberliches on Amberos

Survivors of the fallen Age of Technology, all known cyberliches are several millennium old already, and prefer to remain undetected by the populace of Amberos. Occasionally, an individual may unearth the

secret to make themselves into a cyberlich from documents found in an ancient technological cache, but such occurrences are extremely rare, and many result in the death of the researcher, instead of his transformation into a cyberlich.

Cyberliches can be encountered anywhere on Amberos, though most legends tend to place them in the Lost Vale, Llannhanex and the FarrenLands.



Cyberlich Initiate

Human Scientist 1

Hit Dice:	1d10 (5 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares)
AC:	17 (+2 Dex, +5 natural)
BAB/Grapple:	+0/+2
Attack:	
Full Attack:	Slam +2 melee (1d6+2+1d6 electricity)
Face/Reach:	5 ft./5 ft.
Height:	6 ft.
Weight:	175 lbs.
Special Att:	Devices, electric touch
Special Qual:	Aura of dread, Construct Traits, DR 2/Adamantine, Electrical Vulnerability, Spell Immunity
Saves:	Fort +0, Ref +2, Will +3
Abilities:	S14 D14 C- I19 W12 Ch6
Skills:	Craft (Technological Device) +8, Decipher Script +8, Knowledge (History) +8, Knowledge (Technology) +8, Techcraft +8, Use Technological Device +8
Feats:	Craft Device[S], Extend Device, Improved Initiative[B]
Environment:	Any
Organization:	Solitary, Cabal (2-5)
CR:	4
Treasure:	Standard
Alignment:	Any non-good
Advancement:	By Character Class
Level Adj:	+4

This gaunt humanoid has pale, white skin that is the pallor of death. It is encased in a black body suit covered with thick tubes and cables as well as flashing lights. It moves with a stiff gait and its voice sounds gravelly and resonant. The suit seems to be the only thing keeping the humanoid together.

A cyberlich initiate is more often the subject of an experiment than having made a conscious choice to become a cyberlich. With only a rudimentary grasp of technology, they are only dangerous due to their tenacity and resistance to damage.

Cyberliches often surround themselves with constructs or bodyguards to perform any physical tasks that they may need performed.

A Cyberlich speaks Common, Tech and three other languages – usually Elvin, Dwarven and Giant.

Combat

Cyberliches are terrible melee opponents, and prefer to overcome foes by guile instead of by physical force. If pressed into combat, they will use their tangler grenade to attempt to impede foes and strike at those not caught in the grenade's area of effect, using their electrically charged slam attack to damage opponents.

Typical Device List

(4/2;Builder Level 1)
0: *Battery, Binoculars*
1st: *Bullet Vest, Tangler Grenade*

Cyberliches on Amberos

Cyberlich initiates are often scientists-in-training working for the Kingdom of Vall Vega during the First Dragon War. They were transformed into cyberliches when Fineburr the Astronomican went rogue, attempting to turn the technomagic creations he and others had been working on against mankind. Fineburr had hoped that by transforming the scientists-in-training into cyberliches, he would be able to control them and force them to aid him. When Fineburr was defeated, most of the created cyberliches were either laid to rest or managed to slip away in the confusion.



Cyberlich Cyborgs, Androids and Mechanoids tend to have existed since the Technological Age or shortly thereafter, and have been in stasis or hiding since that age. A few are more recent transformations that achieved lichdom in the Genesis Pits of Lost Vale or in the secret depths of the Pyramids of Kufu in Llannhanex. A rare few were assistants to Fineburr the Astronomican during the First Dragon War and escaped their master's destruction.

Cyberlich Cyborg

Human Scientist 6;**hp:** 27
S14 D14 C– I20 W13 Ch10;**Fort** +2**, Ref** +4**, Will** +8
Init: +6 **Move:** 30 ft.
AC: 26 (+2 Dex, +5 natural, +4 Armored Vest, +4 *Personal Shield*, +1 *Deflection Ring +1*), touch 13, flat 24
BAB/Grapple: +3/+5
Full Attack: Slam +5 melee (1d6+2 + 1d6 electricity) or
Flamethrower (15 ft. cone; Reflex DC 16; 2d6 fire) or
Vibroblade +6 melee (1d4+2+1d6 sonic;19-20/x2) or
Grenade (Range 720 ft; 20 ft. burst; 8d6 fire)
Special Att: Devices, electric touch
Special Qual: Aura of dread, construct traits, DR 5/adamantine, electrical vulnerability, spell immunity
Skills: Concentration +9, Craft (Technological Device) +14, Knowledge (Arcana) +14, Knowledge (History) +8, Knowledge (Technology) +14, Listen +3, Spot +3, Techcraft +14, Use Technological Device +14
Feats: Alertness, Craft Device[S], Extend Device, Improved Initiative[B], Improved Recharge[S], Lightning Reflexes
CR: 9
Gear: *Battery** (25 gp), *Chemical Fire* x3* (75 gp), *Grenade x3** (3,600 gp), *Armored Vest** (500 gp), *Flamethrower** (500 gp), *Personal Shield** (1,200 gp), *Vibroblade* *(1,502 gp), *Single Person Automotive** (600 gp), *Self-Destruct Bracer* (4,200 gp)
Total: 11,002 gp (12,000 gp)
* self-created

Typical Device List

(6/4/4/3; Builder Level 6; Device DC 15 + Tech Level)
0: *Battery, Binoculars, Chemical Fire, Communicator, Micro Light, Ultraviolet Marker*
1st: *Bullet Vest, Handheld Computer, Jump Boots, Tangler Grenade*
2nd: *Armored Vest, Flamethrower, Low-light Eyes, Single-Person Automotive*
3rd: *Grenade, Personal Shield, Vibroblade*

Cyberlich Android

Human Scientist 12;**hp:** 50
S14 D14 C– I28 W13 Ch10;**Fort** +4**, Ref** +8**, Will** +9
Init: +6 **Move:** 30 ft.
AC: 25 (+2 Dex, +5 natural, +4 Armored Vest, +4 *Personal Shield*), touch 12, flat 23
BAB/Grapple: +6/+8
Full Attack: Slam +8 melee (1d6+2 + 1d6 electricity) or
Laser Rifle +9/+4 touch (4d6 fire)
Vibroblade +8/+3 melee (1d4+2+1d6 sonic;19-20/x2)
Special Att: Devices, electric touch
Special Qual: Aura of dread, construct traits, DR 10/adamantine, electrical vulnerability, spell immunity
Skills: Concentration +21, Craft (Technological Device) +31, Knowledge (Arcana) +25, Knowledge (History) +31, Knowledge (Local) +22, Knowledge (The Planes) +22, Knowledge (Technology) +31, Listen +3, Spot +3, Techcraft +31, Use Technological Device +31
Feats: Alertness, Craft Device[S], Dual Device[S], Extend Device, Improved Initiative[B], Improved Recharge[S], Lightning Reflexes, Weapon Focus (Laser Rifle)
CR: 15
Gear: *Battery** (25 gp), *Armored Vest** (500 gp), *Personal Shield** (1,200 gp), *Deflection Ring +1* (4,200 gp), *Vibroblade* *(1,502 gp), *Laser Rifle** (3,900 gp), *Single-person Automotive** (600 gp), *Self-Destruct Bracer* (4,200 gp), *Greater Cybernetic Thinkband* (28,800 gp), *Animation Matrix** (2,000 gp), *Magnapulse Generator** (3,000 gp), *Lesser Mindslaver** (1,050 gp), *Fireproof Suit** (4,500 gp), *Single Seat Airplane** (1,800 gp), 2 gray render zombies & 8 human warrior skeletons (125 gp)
Total: 57,997 gp (59,000 gp)
* self-created

Typical Device List

(6/6/5/5/4/4/3; Builder Level 12; Device DC 19 + Tech Level)
0: *Battery, Binoculars, Chemical Fire, Communicator, Micro Light, Ultraviolet Marker*
1st: *Bullet Vest, Handheld Computer, Jump Boots, Tangler Grenade*
2nd: *Armored Vest, Flamethrower, Low-light Eyes, Mainframe Computer, Single-Person Automotive*
3rd: *Grenade, Lesser Mindslaver, Personal Shield, Shock Gauntlet, Vibroblade*
4th: *Animation Matrix, Injector, Lesser EMP Generator, Single Seat Airplane*
5th: *Greater Invisibility Belt, Magnapulse Generator, Lightning Rifle, Rocketpack*

6th: *Fireproof Suit, Laser Rifle, Spectral Analyzer*

2 gray render zombies: CR 6; LA —; Large undead; HD 20d8+3; hp 133; Init –1; Spd 30 ft. (can't run); AC 16 (–1 size, –1 Dex, +8 natural), touch 8, flat-footed 16; Base Atk +10; Grp +21; Atk Bite +16 melee (2d6+7) or slam +16 melee (1d8+10); Full Atk (same); Space/Reach 10 ft./10 ft.; SA —; SQ DR 5/slashing, darkvision 60 ft., single actions only, undead traits; AL (Always) NE; SV Fort +6, Ref +5, Will +12; Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: —; Toughness.
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.

8 human warrior skeletons: CR 1/3; LA —; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk Scimitar +1 melee (1d6+1/18– 20) or claw +1 melee (1d4+1); Full Atk Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA —; SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL (Always) NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: —; Improved Initiative.

Cyberlich Mechanoid

Human Scientist 18;**hp:** 83
S14 D14 C– I29 W13 Ch10;**Fort** +8**, Ref** +9**, Will** +12
Init: +6 **Move:** 30 ft.
AC: 25 (+2 Dex, +5 natural, +4 *Armored Vest*, +4 *Personal Shield*), touch 12, flat 23
BAB/Grapple: +9/+11
Full Attack: Slam +11 melee (1d6+2 + 1d6 electricity) or *Flamethrower* (15 ft. cone; Reflex DC 16; 2d6 fire) or *Death RayRifle* +11/+6 touch (Fort DC 28; 34d6 or 5d6) *Vibroblade* +11/+6 melee (1d4+2+1d6 sonic;19-20/x2) *Microfusion Warhead* (35 ft. burst; Reflex DC 26; 18d6 fire) *Tactical Fusion Warhead* (40 ft. burst; Reflex DC 28; 20d6 fire)
Special Att: Devices, electric touch
Special Qual: Aura of dread, construct traits, DR 10/adamantine, electrical vulnerability, spell immunity
Skills: Concentration +27, Craft (Technological Device) +37, Knowledge (Arcana) +31, Knowledge (History) +37, Knowledge (Local) +28, Knowledge (The Planes) +28, Knowledge (Technology) +37, Listen +3, Spot +3, Techcraft +37, Use Technological Device +37
Feats: Advanced Device[S], Alertness, Craft Device[S], Dual Device[S], Extend Device, Great Fortitude, Improved Initiative[B], Improved Recharge[S], Lightning Reflexes, Weapon Focus (Laser Rifle)
CR: 21
Gear: *Battery** (25 gp), *Chemical Fire* x3* (75 gp), *Armored Vest** (500 gp), *Flamethrower** (500 gp), *Personal Shield** (1,200 gp), *Deflection Ring +5* (42,000 gp), *Vibroblade* *(1,502 gp), *Death Ray Rifle** (8,500 gp), *Single-person Automotive** (600 gp), *Lesser EMP Generator** (4,000 gp), *Self-Destruct Bracer* (2,100 gp), *Greater Cybernetic Thinkband* (28,800 gp), *Animation Matrix** (2,000 gp), *Magnapulse Generator** (3,000 gp), *Mindslaver** (5,600 gp), *Mark II Battlesuit** (9,000 gp), *Micro Fusion Warhead X3** (16,800 gp), *Tactical Fusion Warhead** (9,000 gp), 2 gray render zombies & 2 cloud giant skeletons & 2 human warrior skeletons (125 gp)
Total: 135,327 gp (220,000 gp)
* self-created

Typical Device List

(6/9/8/8/8/7/7/5/5/4; Builder Level 18; Device DC 19 + Tech Level)
0: *Battery, Binoculars, Chemical Fire, Communicator, Micro Light, Ultraviolet Marker*
1st: *Bullet Vest, Handheld Computer, Jump Boots, Tangler Grenade*
2nd: *Armored Vest, Flamethrower, Low-light Eyes, Mainframe Computer, Single-Person Automotive*
3rd: *Grenade, Lesser Mindslaver, Personal Shield, Shock Gauntlet, Vibroblade*
4th: *Animation Matrix, Injector, Lesser EMP Generator, Lightning Rifle*
5th: *Greater Invisibility Belt, Magnapulse Generator, Rocketpack*
6th: *Laser Rifle, Revivor, Spectral Analyzer*
7th: *Fireproof Suit, Microfusion Warhead, Mindslaver, Plasma Blade, Ring of Deflection +5*
8th: *EMP Generator, Exoskeleton, Fighter Airplane, Holographic Display*
9th: *Cybernetic Thinkband, Death Ray Rifle, Mark II Battlesuit, Tactical Fusion Warhead*

Skeleton, cloud giant: CR 7; LA —; Huge undead; HD 17d12; hp 110; Init +6; Spd 50 ft.; AC 13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11; Base Atk +8; Grp +28; Atk Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12); Full Atk Gargantuan morningstar +18/+13 melee (4d6+18) or 2 claws +18 melee (1d8+12) or rock +8 ranged (2d8+12); Space/Reach 15 ft./15 ft.; SA —; SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, oversized weapon, undead traits; AL (Always) NE; SV Fort +5, Ref +7, Will +10; Str 35, Dex 15, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: —; Improved Initiative.
Oversized Weapon (Ex): A cloud giant skeleton wields a gargantuan morningstar (for Huge creatures) without penalty.

Living Dead

The Living Dead are beings that have been infected with a deadly disease that stops the living processes (heartbeat, need for rest), yet sustains the body in a semblance of life. Unfortunately, the disease sparks a foul hunger in the living dead, forcing them to seek out living beings to keep the disease from consuming the host body.

The living dead appear as gaunt, deathly versions of their former living counterpart. They are nearly mindless when hungry (which is almost always the case), but a well-fed living dead may be able to draw upon past life memories, at least until the disease's hunger suppresses the mind once again.

Creating Living Dead

Type: The creature's type changes to Undead. The creature retains any subtypes that are not dependant on a good alignment.
Hit Dice: double base creatures and increases to 1d12; those with class levels do not double hit points gained for class level, but do gain the 1d12 increase.
Speed: Same as the character; can't run
Armor Class: Living dead gain a +4 natural armor or the character's natural armor, whichever is better
Damage: Creatures without natural weapons gain two claw attacks and a bite attack, depending on size. Creatures with natural weaponry use the natural weaponry normally.
Special Attacks: The bite and claw attacks of the Living Dead infest victims with the living death disease.

Living Death (Su): The bite and claw attacks carry the disease that transforms victims into the Living Dead. Those struck by a claw or bite attack must make a Fort Save (DC 15; Infection: Injury, Incubation: 1 hour, Damage: Transformation). Failure on the save causes the victim to transform into a living dead within an hour. When the transformation occurs, the victim appears to drop dead, only to awaken as a ravening Living Dead a round later.

Improved Grab (Ex): A living dead who successfully hits with a bite attack may immediately start a grapple without provoking an attack of opportunity.

Feed (Su): A living dead who starts in a grapple may attempt to feed from a victim. The living dead makes a grapple check, and if successful, drains 1d4 points of Constitution from the victim. For every 4 points a Living Dead drains with its bite attack, it regains 1 point of intelligence, up to its normal maximum. A Living Dead regains no intelligence back when feeding from nonliving beings. The gained intelligence remains for 1 minute per point gained.

Special Qualities: The character retains all the character's special qualities and also gains undead traits.

DR (Ex): The character gains DR 2/-.

Undying (Su): A living dead creature is treated as being alive in regards to spell effects, magic items or abilities, except in cases where it would benefit the living dead to be considered undead.

Saves: Same as the character
Abilities: The character's Intelligence is ability drained to 1 (though the original score is kept), while Strength and Dexterity increase by +4. Being undead, the Living Dead have no constitution score.
Skills: The character retains all former skills, but cannot use any skills based off of Intelligence, Wisdom or Charisma until the living dead's intelligence is returned to at least 3. Do not reduce the number of skill points available to the living dead due to the dropped intelligence. All scores stay at their previous levels before acquiring the template.
Feats: Same as the character.
CR: +1 (1-3 HD); +2 (4-10 HD); +3 (11+ HD)

Living Dead on Amberos

It is thought that the living death disease is a creation of Lepornunse, who in some way wanted to emulate his father Teeth, lord of the undead. Luckily, the other gods of Amberos see this disease as a horrible threat, and have done their best to keep the living death from spreading, though they have not been able to wipe it completely from Amberos.

Living Dead Human Commoner

Medium-size Undead (Human)

Hit Dice:	2d12+3 (16 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), can't run
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat 14
BAB/Grapple:	+0/+2
Attack:	Bite +2 melee (1d4+2 + living death)
Full Attack:	Bite +2 melee (1d4+2 + living death), 2 claws –3 melee (1d4+2 + living death)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)
Weight:	120 lbs + 2d4 x 11 lbs. (175 lbs.)
Special Att:	Living Death, Feed
Special Qual:	DR 2/-, darkvision 60 ft., undead traits, undying
Saves:	Fort +0, Reflex +2, Will +0
Abilities:	S14 D14 C – I1 (10) W10 Ch10
Skills:	Climb +4, Profession (Farmer) +2 (+7)
Feats:	Skill Focus (Profession [Farmer]), Toughness
Environment:	Any
Organization:	Solitary, Pack (2-5) or Horde (5-20)
CR:	2
Treasure:	None
Alignment:	Neutral Evil
Advancement:	None

> *What can only be described as shambling human corpse advances towards you. There is a smell like rotten eggs about the thing, and you can see blood dripping from open eyes that stare blankly in your direction. Its hair is a matted mess and its teeth are yellowed and stained with fresh meat. The rest of the thing's skin has turned a grayish-white color, and its clothes look as if it they haven't been changed in years.*

Wracked with the horrid disease that makes the victim like a walking zombie, the living dead is a being cursed to feed on human flesh and spread the terrible disease to others. They are mostly mindless until they have eaten a full meal of living, raw flesh. It is only then that some of their senses and memories come back to them, but the hunger continues, as does the need for flesh.

Combat

How the living dead reacts in combat greatly depends on how much flesh it has recently eaten. Those living dead that are freshly made or have not eaten flesh recently mindlessly move towards the closet living thing and strike, hoping to devour the foe and quell the insatiable hunger within. The more the living dead has eaten, the more crafty and cunning it will become, though its hunger and need for fresh meat does not abate. Those living dead who have recently eaten may employ weapons, spells or even traps to capture more prey.

Living Death (Su): The bite and claw attacks carry the disease that transforms victims into the Living Dead. Those struck by a claw or bite attack must make a Fort Save (DC 15; Infection: Injury, Incubation: 1 hour, Damage: Transformation). Failure on the save causes the victim to transform into a living dead within an hour. When the transformation occurs, the victim appears to drop dead, only to awaken as a ravening Living Dead a round later. Once the disease transforms the victim into a living dead, it cannot be cured except by a *Heal*, *Miracle* or *Wish* spell. If the victim is cured of the disease after the transformation has occurred, immediate death of the host occurs.

Improved Grab (Ex): A living dead who successfully hits with a bite attack may immediately start a grapple without provoking an attack of opportunity.

Feed (Su)*:* A living dead who starts in a grapple may attempt to feed from a victim. The living dead makes a grapple check, and if successful, drains 1d4 points of Constitution from the victim. For every 4 points a Living Dead drains with its bite attack, it regains 1 point of intelligence, up to its normal maximum. A Living Dead regains no intelligence back when feeding from nonliving beings. The gained intelligence remains for 1 minute per point gained.

Undying (Su): A living dead creature is treated as being alive in regards to spell effects, magic items or abilities, except in cases where it would benefit the living dead to be considered undead.



Living Dead Plaguebearer

Undead (Human) Rogue 5; **hp** 44
S17 D20 C– I1(14) W10 Ch12; **Fort** +1, **Ref** +9, **Will** +1
Init: +8 **Speed:** 30 ft. (can't run)
AC: 19 (+5 Dex, +4 natural), touch 15, flat 14
BAB/Grapple: +3/+6
Full Attack: Bite +8 melee (1d4+3 + living death), 2 claws +3 melee (1d3+1 + living death)
Special Att: Feed, living death, sneak attack +3d6
Special Qual: DR 2/-, darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge, undead traits, undying
Skills: Bluff +9*, Disable Device +10*, Disguise +9*, Escape Artist +13*, Hide +13, Listen +8, Move Silently +13, Open Lock +13*, Sleight of Hand +13, Spot +8, Tumble +13
Feats: Dodge, Improved Initiative, Weapon Finesse
CR: 6
Gear: None
* Skill cannot be used until living dead plaguebearer's intelligence is increased to 3 or higher

Evasion (Ex): A living dead plaguebearer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless living dead plaguebearer does not gain the benefit of evasion.

Trap Sense (Ex): A living dead plaguebearer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A living dead plaguebearer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Living Dead Lord of Disease

Undead (Human) Rogue 5/Fighter 7; **hp** 90
S19 D20 C– I1(14) W10 Ch12;**Fort** +6, **Ref** +11, **Will** +5
Init: +4 **Speed:** 30 ft. (can't run)
AC: 19 (+5 Dex, +4 natural), touch 15, flat 14
BAB/Grapple: +10/+14
Full Attack: Bite +9 melee (1d4+6 + living death), 2 claws +3 melee (1d3+2 + living death)
Special Att: Feed, living death, sneak attack +3d6
Special Qual: DR 2/-, darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge, undead traits, undying
Skills: Bluff +9*, Disable Device +10*, Disguise +9*, Escape Artist +13*, Hide +13, Listen +8, Move Silently +13, Open Lock +13*, Sleight of Hand +13, Spot +8, Tumble +13
Feats: Combat Reflexes[F], Dodge, Improved Initiative, Iron Will, Mobility, Power Attack[F], Spring Attack, Weapon Finesse, Weapon Focus (Bite)[F], Weapon Specialization (Bite)[F]
CR: 13
Gear: None
* Skill cannot be used until living dead lord of disease's intelligence is increased to 3 or higher

Evasion (Ex): A living dead lord of disease can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless living dead plaguebearer does not gain the benefit of evasion.

Trap Sense (Ex): A living dead lord of disease gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A living dead lord of disease can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Lycan, General

Lycans are the descendants of lycanthrope and non-lycanthrope unions. While the majority of children from such unions will either be true lycanthropes or non-lycanthropes, there are some cases in which the child gains only some of the shape-shifting qualities of its lycanthropic parent.

These Lycans, as they are called, are second-class citizens, caught in the world between the shape shifters and the "normals".

The table below lists the known Lycans that can be found on Amberos

Subspecies
Badger Lycan
Bear Lycan
Boar Lycan
Eagle Lycan
Rat Lycan
Raven Lycan
Serpent Lycan
Tiger Lycan
Wolf Lycan

Lycan is a template that can be applied to humanoids or giant creatures. Their type remains the same, but the gain the shapechanger descriptor.

Hit Dice: Same as base creature's
Initiative: Same as the base creature's
Speed: Same as the base creature's
Armor Class: Same as the base creature's
BAB/Grapple: Same as the base creature's
Full Attack: The character gains a natural attack routine usable when the creature employs its shift ability, as indicated on the table below.

Subspecies	*Natural Attack*	*Primary*
Badger Lycan	1 bite, 2 claw	Bite
Bear Lycan	1 bite, 2 claw	Claw
Boar Lycan	1 gore	Gore
Eagle Lycan	1 peck, 2 claw	Claw
Lion Lycan	1 bite, 2 claw	Bite
Rat Lycan	1 bite	Bite
Raven Lycan	1 peck, 2 claw	Claw
Serpent Lycan	1 bite, 1 tail	Bite
Tiger Lycan	1 bite, 2 claw	Bite
Wolf Lycan	1 bite	Bite

Damage: The damage from natural attacks is based on the creature's size and attack form, as follows:

Size	*Bite/Peck*	*Claw*	*Gore*	*Tail*
Fine	1	1	1	1
Diminutive	1	1d2	1d2	1d2
Tiny	1d2	1d3	1d3	1d3
Small	1d3	1d4	1d4	1d4
Medium	1d4	1d6	1d6	1d6
Large	1d6	1d8	1d8	1d8
Huge	1d8	2d6	1d10	1d10
Gargantuan	1d10	2d8	2d6	2d6
Colossal	2d6	3d6	3d6	3d6

Space/Reach: Same as base creature's
Special Attack: As below.

Shift(Ex): As a move-equivalent action, the lycan can manifest his animalistic form gaining a natural attack form, enhanced ability scores and access to any lycan feats the creature possesses. Successfully shifting requires a DC 15 Control Shape skill check.

Special Qualities: The lycan creature gains scent ability.
Saves: As base creature's
Abilities: The creature gains a +2 bonus to Str, Dex and Con, but suffers a –2 penalty to Charisma. These ability modifications are applied only while the creature is shifted.
Skills: As base creature's. The lycan gains Control Shape as a racial skill.
Feats: As the base creatures. Lycans gain access to a special list of feats, listed below.
Environment: Any land
Organization: Solitary, Brood (2-5), Nest (5-20), or Band (20-40)
CR: As base creature +1, minimum 1.
Treasure: Standard
Alignment: As base creature
Level Adj: +1

Lycans on Amberos

Most of the common lycanthropes on Amberos congregate in the Lands of Sarve, in an area set aside for their own use by the powerful sorcerer Sarve. In these lands, the lycanthropes have freely associated with each other and those who willingly live in the land, and their unions have created the lycans.

Though the birth or appearance of a lycan outside the Lands of Sarve is possible, such individuals tend to be persecuted or hunted for fear of the dread curse of lycanthropy, even though a lycan cannot cause lycanthropy in others.

Lycan Feats

Animal Rage

You gain an animalistic rage.
Prerequisite: Lycan, Shifted, Cha 13+
Benefit: You gain the ability to rage once/day like a barbarian when shifted. You may take this feat additional times. Each time you take it, you can rage an additional time per day.
Special: Barbarians cannot use animal Rage in a combat where they have already used their class rage ability. You must have a Charisma of 13 or better in your shifted state to gain the benefit of this feat.

Animal Affinity

You understand the animal you can become better than others.
Prerequisite: Lycan
Benefit: You gain a +2 bonus to handle animal and diplomacy checks when dealing with animals of the same type you shift to.

Animal Hide
Your skin is tougher when shifted.
Prerequisite: Lycan, shifted.
Benefit: You gain a +1 natural armor bonus.

Animal Shape
You can become the animal you are descended from.
Prerequisite: Lycan, 5th or higher level, Animal Affinity, shifted.
Benefit: When shifted, you can take a standard action to shift to animal shape. The Control Shape DC is 15 to become an animal. Treat this as the *polymorph* spell for effects. While in animal shape, you are considered shifted.
Special: At 9th level, as a move action, you can shift from humanoid/giant form straight to animal form. The DC is 20 to shift from humanoid to animal form

Burrow
You can tunnel through soft earth.
Prerequisite: Badger Lycan, BAB +4 or better, shifted.
Benefit: When shifted, your natural claws allow you to dig through loose earth at a rate of 10 feet.

Constrict
You can squeeze and opponent in your tail
Prerequisite: Serpent Lycan, BAB +4 or better, shifted.
Benefit: When shifted, if you hit an opponent with your tail attack, you can start a free grapple without provoking an attack of opportunity. If you successfully grapple the opponent, you can constrict the opponent on successive rounds, automatically dealing your tail damage to the victim.

Disease Carrier
You can infect others with disease
Prerequisite: Rat lycan, disease resistant, shifted.
Benefit: Your bite attack inflicts Filth fever in others. Filth fever (Fort DC 12; Incub: 1d3 days; Dam: 1d3 Dex, 1d3 Con)

Disease Resistant
You have little to fear from disease
Prerequisite: Rat lycan
Benefit: You gain a +4 bonus to Fort saves against disease. Also, you need only make one successful saving throw to recover from a disease.

Fearsome Roar
You can unleash an animalistic roar that frightens opponents.
Prerequisite: Lion lycan, BAB 4+, shifted.
Benefit: As a standard action once per combat, you can let out a mighty roar that frightens opponents. Those opponents within a cone-shaped area 15 feet long must make a Will save (DC 10 + ½ level + Cha modifier) or be shaken for 1d4 rounds. This is a mind-influencing effect.

Flight
You can fly at a rate of 50 ft. (average)
Prerequisite: Eagle or Raven Lycan, BAB +4 or better, Shifted.
Benefit: While shifted, your arms become wings and you can fly at a rate of 50 ft. (average). However, your feathered hands work poorly for fighting or other efforts requiring manual dexterity. You suffer a 4 penalty to melee attack rolls and any skill check requiring the manipulation of tools or items.

Mighty Leap
You can jump farther in shifted form.
Prerequisite: Tiger Lycan, BAB +3 or better, shifted.
Benefit: While shifted, you gain a +10 bonus to jump checks.

Poison Bite
You can inject venom into your opponent with a bite
Prerequisite: Serpent Lycan, BAB +8 or better, shifted.
Benefit: Your bite injects a deadly toxin into your victim on a successful bite. (injected; DC = 10 + character level + Con modifier; Init: 1d4 Con; Sec: 1d6 Con)

Authors Note - Why no Horse, Owl, Thrush or Spider Lycans? And where did the Serpent and Lion Lycan come from?

To be honest, justifying a thrush lycan was just out of the question. Werethrushes are an abnormality among lycanthropes in the first place, and there just aren't any thrush lycans to be found. When creating the lycans, I desired to stick with the aggressive lycanthropes. Thus horses and owls were left out - this was also another reason not to include the thrush lycan. For some reason known only to Ziga, werespiders cannot produce spider lycan. Perhaps their role is filled by driders.

Weresnakes and werelions will appear in Bestiary Nefarious - Creatures of the East. In the meantime, the template rules for Lycanthropes should make it fairly easy to build one from scratch if you need one to show up in the campaign.

If you really want to include the other lycanthropes as lycans, the job shouldn't be too difficult. Each lycan should gain at least one lycan feat that sets it apart from the other lycans - perhaps a speed increase for a horse lycan, ability to walk on webs (and spin webs at about 9th level) for the spider lycan. You're on your own for what Owl and Thrush lycans can do with the lycanthrope blood in their veins.

Pounce
You gain a pounce attack while shifted.
Prerequisite: Tiger Lycan, Mighty Leap, BAB +6 or better, Shifted.
Benefit: When you character charges an opponent, you gain a full attack with your natural attacks. You must be shifted to perform this action. You cannot use the pounce feat with manufactured weapons.

Rake
You are deadly when you leap at an opponent
Prerequisite: Lion or Tiger Lycan, BAB +8 or better, shifted.
Benefit: With this feat, you can use all of your natural attacks when grappling a foe, not just a bite attack. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.
You must begin your turn grappling to use its rake—it can't begin a grapple and rake in the same turn.
Normal: When grappling, you can only use one natural attack in a round.

Rend
You gain a rend attack while shifted.
Prerequisite: Bear Lycan, BAB +4 or better, Shifted.
Benefit: While in shifted form, if you hit with both of your claw attacks, you rend the victim for additional damage. You deal twice your claw damage + 1 your Str modifier damage.

Savage Bite
You bite inflicts grievous wounds
Prerequisite: Badger, Lion or Wolf Lycan, Base Attack Bonus +1 or better, shifted
Benefit: Your bite deals damage as if you were one size category larger than normal.

Squeeze
You can fit into tight places easier than others.
Prerequisite: Rat or Snake Lycan, Base Attack Bonus +4 or better, shifted.
Benefit: While shifted, you gain a +10 bonus to Escape Artist checks when attempting to squeeze through spaces.

Supernatural Resistance
You gain some of a lycanthrope's ability to resist damage.
Prerequisite: Any lycan, BAB +6 or better, shifted.
Benefit: While in shifted form, you gain DR 5/silver.

Supernatural Resistance, Improved
You gain more of a lycanthrope's resistance to damage.
Prerequisite: Any lycan, Supernatural Resistance, BAB +12 or better, shifted.
Benefit: While in shifted form, you gain DR 10/silver.

Takedown
You can pull a foe down to the ground with a single bite
Prerequisite: Wolf Lycan, BAB +4 or better, shifted.
Benefit: If you hit with your bite attack, you may attempt a trip attack without provoking an attack of opportunity. If you fail the trip attempt, the opponent does not get to attempt to counter.

Tiger Lycan

Medium Humanoid (Human, Shapechanger)
Human Warrior 1

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 ft. (4 squares) in splint mail; base 30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 splint mail), touch 11, flat-footed 14
BAB/Grapple:	0/+2
Attack:	Bite +2 melee (1d4+2) or Bastard sword +2 melee (1d10+2;19-20/x2)
Full Attack:	Bite +2 melee (1d4+2), claw -3 melee (1d6+1) or Bastard sword +2 melee (1d10+2;19-20/x2), bite +2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 4 in. + 2d4 in (5 ft. 9 in.)
Weight:	140 lbs + 2d4 x 5 lbs. (165 lbs.)
Special Att:	-
Special Qual:	Scent
Saves:	Fort +4, Ref +1, Will +0
Abilities:	S15 D13 C14 I10 W19 Ch6
Skills:	Control Shape +4, Listen +0, Spot +2
Feats:	Animal Hide, Exotic Weapon Proficiency (Bastard sword)
Environment:	Any land
Organization:	Solitary, Brood (2-5), Nest (5-20), or Band (20-40)
CR:	1
Treasure:	None
Alignment:	Often neutral
Advancement:	By character level
Level Adj:	+1

This human has a lithe quality to its movement and a moderately powerful build.

A tiger lycan is a human with an ancestor who was a weretiger. Generally fierce and proud, they are energetic and quick to take up a challenge.

Combat

A tiger lycan prefers to swiftly rush an opponent and attack with its bastard sword while also attempting to bite its foe. They prefer to concentrate on a single opponent at a time, downing one foe before moving to the next.

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

Shift(Ex): As a move-equivalent action, the lycan can manifest his animalistic form gaining a natural attack form, enhanced ability scores (+2 Str, Dex & Con, -2 Cha) and access to any lycan feats the creature possesses. Successfully shifting requires a DC 15 Control Shape skill check.

Tiger Lycans on Amberos

Tiger lycans are much more common in the lands of Spi Dak Su than any other place on the continent. According to imperial records, there was a very prodigious samurai family who had many weretiger offspring. When the evil curse of lycanthropy befell the family, they were hunted down and destroyed, but apparently one of the clan members had secretly fathered many children among the peasantry, and they had his lycanthrope blood. As the blood diluted over the years with more and more human descendants, eventually all that remained of the family line were occasional tiger lycans that would pop up.



Tiger Lycan Samurai

Tiger Lycan Fighter 7**; hp** 59
S18 D15 C16 I10 W12 Ch6**; Fort** +8**, Ref** +3**, Will** +2
Init: +2 **Speed:** 20 ft. (4 squares)
AC: 23 (+2 Dex, +1 *amulet of natural armor +1*, +8 *half-plate +1*), touch 13, flat 21
BAB/Grapple: +7/+11
Full Attack: *+1 Katana* +13/+7 melee (1d10+7;18-20/x2), bite +11 melee (1d4+4), claw +9 melee (1d6+2)
or *+1 composite longbow (+4 Str)* +10/+5 ranged (1d8+5;x3)
Special Att: Shift
Special Qual: Scent
Skills: Balance -4, Climb -2, Control Shape +10, Escape Artist -4, Hide -4, Jump -8, Listen +1, Move Silently -4, Sleight of Hand -4, Spot +5, Swim -10
Feats: Animal Hide[L], Exotic Weapon Proficiency (Katana)[F], Improved Natural Armor, Multiattack, Two-weapon fighting[F], Weapon Focus (Katana)[F], Weapon Specialization (Katana)[F]
CR: 8
Gear: *half-plate +1* (1,750 gp), *amulet of natural armor +1* (2,000 gp), *+1 katana* (2,550 gp), *+1 composite longbow (+4 Str)* (2,800 gp), *potion of cure moderate wounds* (300 gp)
Total: 9,400 gp (9,400 gp)

Tiger Lycan Champion

Tiger Lycan Fighter 7/Paladin 7**; hp** 59
S22 D10 C16 I10 W12 Ch14**; Fort** +15**, Ref** +9**, Will** +6
Init: +0 **Speed:** 20 ft. (4 squares)
AC: 24 (+2 *amulet of natural armor +2*, +8 *half-plate +3*), touch 13, flat 22
BAB/Grapple: +14/+20
Full Attack: *+2 keen Katana* +21/+16/+11 melee (1d10+10;15-20/x2), bite +12 melee (1d4+6), claw +11 melee (1d6+3)
or *+1 composite longbow (+6 Str)* +15/+10/+5 ranged (1d8+7;x3)
Special Att: Shift, Smite 2x/day, Turn undead
Special Qual: Aura of Good, Detect Evil, Divine Grace, Lay on Hands, Remove Disease 1/week, Scent
Skills: Balance -7, Climb -2, Control Shape +13, Escape Artist -7, Hide -7, Jump -8, Knowledge (Nobility) +3, Listen +1, Move Silently -7, Sleight of Hand -7,Sense Motive +4, Spot +7, Swim -10
Feats: Animal Hide[L] x3, Exotic Weapon Proficiency (Katana)[F], Lightning Reflexes, Multiattack, Two-weapon fighting[F], Weapon Focus (Katana)[F], Weapon Specialization (Katana)[F]
Alignment: Lawful Good
CR: 15
Gear: *half-plate +3* (9,750 gp), *+2 keen katana* (18,550 gp), *amulet of natural armor +2* (8,000 gp) *+1 composite longbow (+4 Str)* (3,000 gp), *belt of giant strength +4* (16,000 gp)
Total: 55,300 gp (59,000 gp)

***Detect Evil* (Sp):** At will, a paladin can use *detect evil*, as the spell.
Smite Evil (Su): Twice per day, a tiger lycan champion may attempt to smite evil with one normal melee attack. He adds +2 his attack roll and deals 7 extra points of damage.
Lay on Hands (Su): As a standard action heal up to 14 hit points of damage. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.
Aura of Courage (Su): A tiger lycan is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical diseases.
Turn Undead (Su): 5x/day; Turn check +2; Turn Damage 2d6+6
***Remove Disease* (Sp):** A tiger lycan champion can produce a *remove disease* effect, as the spell, once per week.
Code of Conduct: A tiger lycan champion must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.
Spells: A tiger lycan champion cast spells as a 7th level paladin.

Typical Spell List

(2; Caster level 3; Spell DC 13)
1st: *Lesser Restoration, Protection from Evil*

Tiger Lycan Champion's Special Mount
Horse (warhorse), heavy: CR 2; LA —; Large magical beast; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk Hoof +7 melee (1d6+4); Full Atk 2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA —; SQ empathic link, evasion, low–light vision, scent, share spells & saving throws; AL (Always) N; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.
Skills and Feats: Listen +5, Spot +4; Endurance, Run.
Carrying Capacity: Light load 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.
Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount. The mount must be within 5 feet at the time of casting to receive the benefit.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Lycanthrope, General

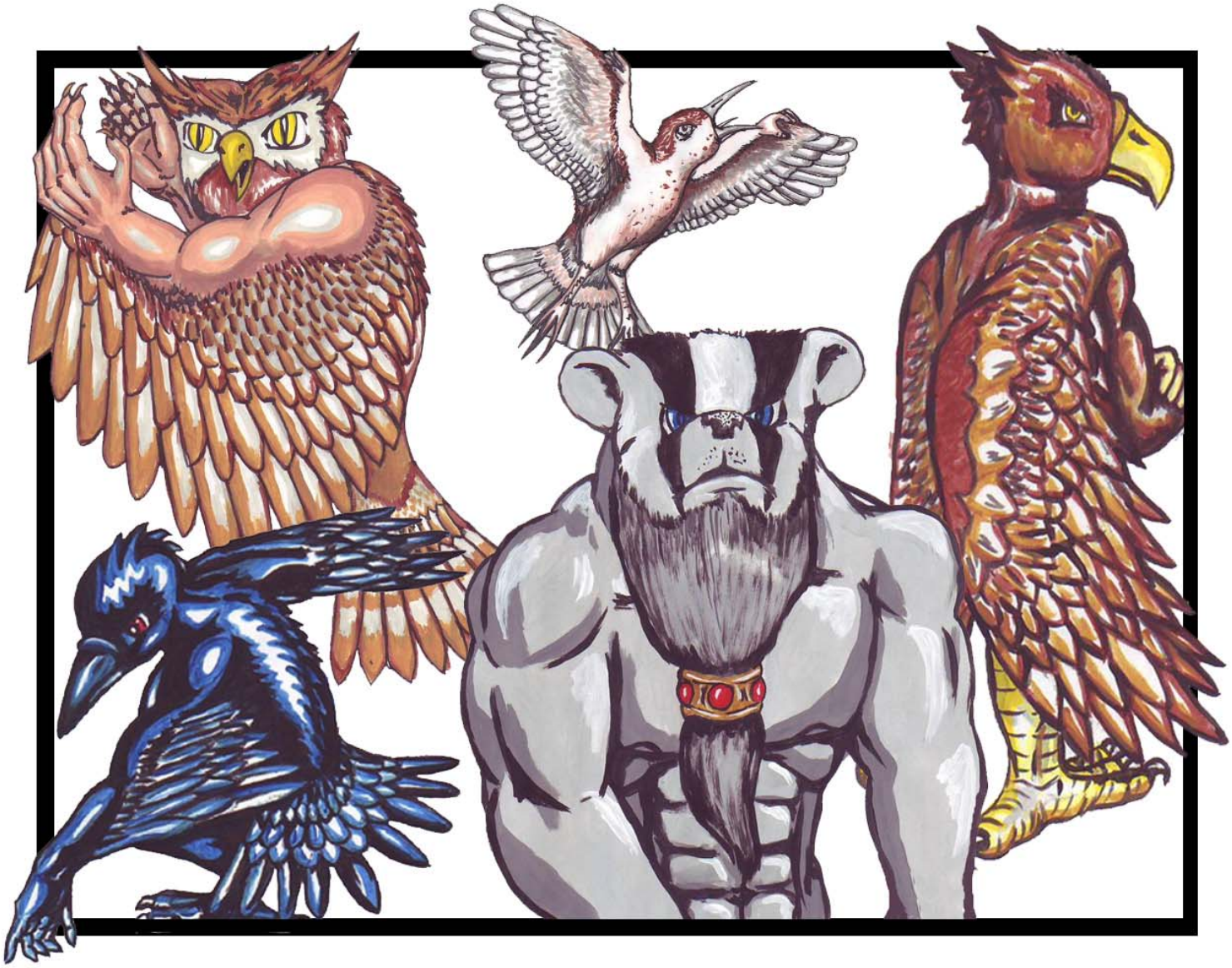
Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

Combat

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong,



and possesses DR that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid

can spread lycanthropy with its bite, and it has the same DR that its animal form possesses.

Creating A Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope's form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	*Claw*	*Bite*
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below. A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural

lycanthropes have full control over this power.

DR (Ex): An afflicted lycanthrope in animal or hybrid form has DR 5/silver. A natural lycanthrope in animal or hybrid form has DR 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores –10 or –11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount. In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats. It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Lycanthropy As An Affliction

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form.

Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

Lycanthropy on Amberos

On Amberos, lycanthropy is the result of a curse laid on the god Urdeus, Twin of Night and the eternally good vigilant guardian of the nighttime hours, and his followers.

Lycanthropes had existed since before the Age of Technology, and had been a gift by the nature god Belli to Urdeus, the Twin of Night, as a wedding gift for Urdeus's marriage to the goddess Luna, the Moon Maiden. Originally, the lycanthropes, who at this time were always human, could draw on the power of nature, as a means to balance the elves ability to draw on the power of the Aunn.

In the time between the fall of the Elvin Golden Age and the Dark Age, the evil goddess Ziga and her minions became hunted across Amberos. The most vigilant against her were Opheus and Urdeus, twin sons of the head god Dhorian and her adopted brothers. During the height of her alliance with the evil gods Lepornunse, Tuma and Teeth, she hoped to turn the races of Amberos against Urdeus's zealotry and worked with the god of disease, Lepornunse, to create a dread curse that did its work to corrupt Urdeus's minions. To ensure the curse affected Urdeus as well, the two bound the curse into a golden apple and tricked Urdeus's wife, Luna, the Moon Maiden, to bake it into a pie and feed it to him.

When Urdeus unwittingly ate the pie, it drove him to the brink of insanity, and made him like a wild animal, and he fled to the mortal realm and became like a ravening beast, hunting down and infecting his own minions with his curse. With few exceptions, the lycanthropes turned to evil and wicked ways, and the races of Amberos quickly began to hunt down the different lycanthropes races and destroy them. However, Opheus, the twin of light and the brother of Urdeus learned of the true nature of the curse and sent visions to Urdeus's cursed brethren. Eventually three werebears, led by Urdeus's vision, acquired an artifact that could purge those who touched it of the evil demeanor that afflicted them. By merely touching it, all werebears were instantly purged of evil and returned to the side of Urdeus. They brought the artifact to Opheus, who, with the aid of their trickster sister Discoff, were able to capture and bring Urdeus back to the heavens to be cured. Following a special ceremony, Urdeus was purged of his evil blight as well, but the Curse of Lycanthropy remained in his blood due to the acts he had committed while under the evil influence of Ziga's curse.

Once cured of evil, Urdeus and Opheus managed to use the power of the artifact to release the other lycanthropes from mindless evil – though they could still choose evil, if that were their wont. They were also unable to remove the Curse of Lycanthropy that would

Amberos Lycanthropy: Unlike other campaign worlds, Amberos lycanthropes are not rigidly bound to alignments. Rather than rewrite all the lycanthropes, this note serves to indicate that the alignment line of all the lycanthropes should read "**Alignment:** Often *alignment listed*". The lycanthrope alignments listed in this book follow the trend set down by the SRD for those who want to use the lycanthropes found here in other worlds, but should be ignored for Dark Summit campaigns.

Also, four lycanthropic creatures introduced here violate the normal rules for creating lycanthropes. The first two (WereEagles and Wereowls) use magical beasts instead of Animals. The werethrush lycanthropic allows transformation into an animal two sizes smaller than the humanoid creature. The final lycanthrope – the werespider, is based on Vermin instead of an Animal. Why are the rules violated to create these lycanthropes? The simple truth is that they couldn't have been created without violating the normal rules. Isn't being a game designer fun?

pass on through the races progeny and all they injured.

Because the Curse of Lycanthropy remained, many folk were unwilling to forgive the evil the lycanthropes had spread, even though many shunned the ways of evil. Spells, magic and superstitions about the lycanthropes remain potent to this day and was not even until after the fall of the Empire of Swordfall that lycanthropes were allowed to be treated as more than evil beasts to be captured, caged and/or killed.

The greatest of lycanthropes on Amberos is Sarve of the Wilderlands, a powerful werewolf and sorcerer who overcame the prejudices against his race and carved out a kingdom where his kind could live in peace away from the petty hatreds and fears of the other races. While many claim Sarve to be wicked and evil, among the lycanthropes he is considered to be a great hero and saint for the acts he has performed and trials he has endured all because he is a lycanthrope.

Lycanthropes As Characters

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

- +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- Size same as the base creature or the base animal form.
- Low-light vision in any form.
- Scent in any form.
- **Racial Hit Dice:** A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly.
- **Racial Skills:** A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.
- **Racial Feats:** Add the animal's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All lycanthropes gain Iron Will as a bonus feat.
- +2 natural armor bonus in any form.
- **Special Qualities (see above):** Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).
- **Afflicted lycanthrope:** DR 5/silver (in animal or hybrid form only).
- **Natural lycanthrope:** DR 10/silver (in animal or hybrid form only).
- **Automatic Languages:** As base creature.
- **Favored Class:** Same as the base creature.
- **Level adjustment:** Same as the base creature +2 (afflicted) or +3 (natural).

Control Shape (WIS)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost. On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Involuntary Change Control Shape DC

Resist involuntary change 25

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	*Control Shape DC*
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

Werebadger

	Werebadger, Dwarf form Medium Humanoid (Dwarf, Shapechanger)	Werebadger, Dire Badger form Medium Humanoid (Dwarf, Shapechanger)	Werebadger, Hybrid Form Medium Humanoid (Dwarf, Shapechanger)
Hit Dice:	1d8+1 + 3d8 +15 (33 hp)	1d8+1 + 3d8 +15 (33 hp)	1d8+1 + 3d8 +15 (33 hp)
Initiative:	+0	+4 (+4 Dex)	+4 (+4 Dex)
Speed:	20 ft. in scale mail (4 squares); Base speed 20 ft.	30 ft. (6 squares), burrow 10 ft. (2 squares)	30 ft. (6 squares), burrow 10 ft. (2 squares)
Armor Class:	18 (+2 natural, +4 scale mail, +2 heavy Shield), touch 10, flat 18	17 (+4 Dex, +5 natural), touch 14, flat 15	17 (+4 Dex, +5 natural), touch 14, flat 15
BAB/Grapple:	+3/+4	+3/+6	+3/+6
Attack:	dwarven waraxe +5 melee or Shortbow +4 ranged	claw +6 melee	claw +6 melee or dwarven waraxe +6 melee or or shortbow +7 ranged
Full Attack:	dwarven waraxe +5 melee or Shortbow +4 ranged	2 claws +6 melee and bite +1 melee	2 claws +6 melee and bite +1 melee or dwarven waraxe +7 melee and bite +1 melee
Damage:	dwarven waraxe 1d10+1 (x3) or Shortbow 1d6 (x3)	claw 1d4 +3, bite 1d6+1	dwarven waraxe 1d10+3 (x3),claw 1d4 +3, bite 1d6+1
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Height:	3 ft. 9 in. + 2d4 in (4 ft. 2 in.)	3 ft. 9 in. + 2d4 in (4 ft. 2 in.)	3 ft. 9 in. + 2d4 in (4 ft. 2 in.)
Weight:	130 lbs + 2d6 x 5 lbs. (165 lbs)	260 lbs. + 4d6 x 5 lbs. (330 lbs.)	195 lbs. + 3d6 x 5 lbs. (247 lbs.)
Special Att:	–	curse of lycanthropy, rage	curse of lycanthropy, rage
Special Qual:	alternate form, badger empathy, Dwarf traits, low-light vision, scent	alternate form, badger empathy, DR 10/silver, low-light vision, scent	alternate form, badger empathy, DR 10/silver, dwarf traits, low-light vision, scent
Saves:	Fort +7, Ref +3, Will +3	Fort +10, Ref +7, Will +3	Fort +10, Ref +7, Will +3
Abilities:	S13 D11 C14 I10 W11 Ch6	S17 D18 C23 I10 W11 Ch6	S17 D18 C23 I10 W12 Ch6
Skills:	Appraise +2, Craft (Blacksmith) +2, Craft (Stonemason) +2, Listen +5, Spot +5	Appraise +2, Listen +5, Spot +5	Appraise +2, Listen +5, Spot +5
Feats:	Alertness, Iron Will[b], Toughness, Track[B], Weapon Focus (dwarven waraxe)	Alertness, Iron Will[b], Toughness Track[B], Weapon Focus (dwarven waraxe)	Alertness, Iron Will[b], Toughness Track[B], Weapon Focus (dwarven waraxe)
Environment:	——————————Temperate Mountains——————————		
Organization:	Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus dire badgers or badgers)		
CR:	4	4	4
Treasure:	Standard		
Alignment:	Always chaotic good	Always chaotic good	Always chaotic good
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Natural dire werebadgers are generally dwarven or gnomish in nature. They often have gray beards streaked with white bands and are generally cannier than their brethren. The dire werebadger tends to believe in solving problems with strength, and they are often more covetous than other of their kind.

Combat

Werebadgers have a lust for battle, and quickly leap into combat. They almost always instantly shift to animal form and use their superior strength and rage ability to tear foes apart.

The Werebadger presented here had the following ability scores before racial modifiers were added. Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A dire werebadger can assume a bipedal hybrid form or the form of a dire badger.

Badger Empathy (Su): Communicate with badgers and dire badgers, and a +4 racial bonus on Charisma-based checks against badgers and dire badgers.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a dire werebadger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Dwarf Traits (Ex): Dwarves possess the following racial traits.

- +2 Constitution, –2 Charisma.
- Medium size.
- A dwarf 's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- **Darkvision out to 60 feet**.
- **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

- **Weapon Familiarity:** Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison. *Not reflected in the saving throw numbers given here.
- +2 racial bonus on saving throws against spells and spell-like effects. *Not reflected in the saving throw numbers given here.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- **Favored Class:** Fighter.

Rage (Ex): A werebadger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.



Werebadgers on Amberos

Deor, the lord of the dwarves, was the one who uncovered the secret of taking an animal's shape after capturing and studying Sslaunn in the Time before Time. He kept his findings secret, except from the dwarves, whom he passed on the ability to assume badger shape.

Somehow, when Ziga twisted the lycanthropic ability to shapechange after the Elvin Golden Age, she somehow affected the dwarven werebadgers as well; they became aggressive and loners, and regular dwarves began to distance themselves from them.

Werebadgers can be found in any dwarven community, though they tend to be shunned or exiled if discovered. Bands of werebadgers can inhabit any of the mountains of Amberos, and seem to be more common in the Crystalmire mountains.

Werebadger Loner

Humanoid Form
3HD Werebadger (Dwarf) Fighter 5; **hp** 80
S15 D13 C16 I12 W12 Ch6;**Fort** +10**, Ref** +5**, Will** +5
Init: +1 **Move:** 20 ft.
AC: 22 (+1 Dex, +2 natural, +6 *scale mail +2*, +3 *heavy shield +1*) touch 11, flat 21
BAB/Grapple: +7/+9
Full Attack: *+1 dwarven waraxe* +11/+6 melee (1d10+5;x3)
Special Att: –
Special Qual: Alternate form, badger empathy, dwarf traits, low-light vision, scent
Skills: Appraise +4, Craft (Blacksmith) +3, Craft (Stonemason) +3, Listen +8, Spot +8
Feats: Alertness, Blind-Fight[F], Iron Will[B], Power Attack, Toughness, Weapon Focus (dwarven waraxe)[F], Weapon Specialization (dwarven waraxe)[F]
CR: 8
Gear: *scale mail +2* (4,200 gp), *amulet of natural armor +1* (2,000 gp) *+1 dwarven waraxe* (1,330 gp), *potion of cure serious wounds* (750 gp)
Total: 8,280 gp (9,400 gp)

Hybrid Form
3HD Werebadger (Dwarf) Fighter 5; **hp** 80
S19 D19 C24 I12 W12 Ch6;**Fort** +14**, Ref** +8**, Will** +5
Init: +4 **Move:** 20 ft.
AC: 16 (+1 Dex, +2 natural, +3 *heavy shield +1*) touch 11, flat 15
BAB/Grapple: +7/+11
Full Attack: *+1 dwarven waraxe* +13/+8 melee (1d10+7/x3), bite +6 melee (1d4+4) or 2 claws +11 melee (1d4+4), bite +6 melee (1d6+2)
Special Att: Curse of lycanthropy, rage
Special Qual: Alternate form, badger empathy, DR 10/silver, dwarf traits, low-light vision, scent
Skills: Appraise +4, Craft (Blacksmith) +3, Craft (Stonemason) +3, Listen +8, Spot +8
Feats: Alertness, Blind-Fight[F], Iron Will[B], Power Attack, Toughness, Weapon Focus (dwarven waraxe)[F], Weapon Specialization (dwarven waraxe)[F]
CR: 8
Gear: See human form

Animal Form
3HD Werebadger (Dwarf) Fighter 5; **hp** 80
S19 D19 C24 I12 W12 Ch6;**Fort** +14**, Ref** +8**, Will** +5
Init: +4 **Move:** 20 ft.
AC: 13 (+1 Dex, +2 natural) touch 11, flat 12
BAB/Grapple: +7/+11
Full Attack: 2 claws +11 melee (1d4+4), bite +6 melee (1d6+2)
Special Att: Curse of lycanthropy, rage
Special Qual: Alternate form, badger empathy, DR 10/silver, dwarf traits, low-light vision, scent
Skills: Appraise +4, Listen +8, Spot +8
Feats: Alertness, Blind-Fight[F], Iron Will[B], Power Attack, Toughness
CR: 8
Gear: None

Werebadger Hermit

Humanoid Form
3HD Werebadger (Dwarf) Fighter 10; **hp** 123
S16 D13 C16 I12 W12 Ch6;**Fort** +13**, Ref** +7**, Will** +7
Init: +1 **Move:** 20 ft.
AC: 25 (+1 Dex, +2 natural, +1 *amulet of natural armor +1*, +7 *scale mail +3*, +4 *heavy steel shield +2*) touch 11, flat 24
BAB/Grapple: +12/+15
Full Attack: *+1 dwarven waraxe* +17/+12/+7 melee (1d10+6;x3)
Special Att: –
Special Qual: Alternate form, badger empathy, dwarf traits, low-light vision, scent
Skills: Appraise +5, Craft (Blacksmith) +4, Craft (Stonemason) +8, Listen +10, Spot +10
Feats: Alertness, Blind-Fight[F], Diehard, Endurance, Greater Weapon Focus (dwarven waraxe)[F], Improved Grapple[F], Improved Unarmed Strike[F], Iron Will[B], Power Attack, Toughness, Weapon Focus (dwarven waraxe)[F], Weapon Specialization (dwarven waraxe)[F]
CR: 13
Gear: *scale mail +3* (9,200 gp), *heavy steel shield +2* (4,170 gp), *amulet of natural armor +1* (2,000 gp), *+3 dwarven waraxe* (18,330 gp), *potion of cure serious wounds* (750 gp)
Total: 34,400 gp (35,000 gp)

Hybrid Form
3HD Werebadger (Dwarf) Fighter 10; **hp** 123
S20 D19 C24 I12 W12 Ch6;**Fort** +17**, Ref** +10**, Will** +7
Init: +4 **Move:** 20 ft.
AC: 18 (+1 Dex, +2 natural, +1 *amulet of natural armor +1*, +4 *heavy shield +2*) touch 11, flat 17
BAB/Grapple: +12/+17
Full Attack: *+1 dwarven waraxe* +19/+14/+9 melee (1d10+8;x3), bite +12 melee (1d6+2) or 2 claws +17 melee (1d4+5), bite +12 melee (1d6+2)
Special Att: Curse of lycanthropy, rage
Special Qual: Alternate form, badger empathy, DR 10/silver, dwarf traits, low-light vision, scent
Skills: Appraise +5, Craft (Blacksmith) +4, Craft (Stonemason) +8, Listen +10, Spot +10
Feats: Alertness, Blind-Fight[F], Diehard, Endurance, Greater Weapon Focus (dwarven waraxe)[F], Improved Grapple[F], Improved Unarmed Strike[F], Iron Will[B], Power Attack, Toughness, Weapon Focus (dwarven waraxe)[F], Weapon Specialization (dwarven waraxe)[F]
CR: 13
Gear: See humanoid form

Animal Form
3HD Werebadger (Dwarf) Fighter 10; **hp** 123
S20 D19 C24 I12 W12 Ch6;**Fort** +17**, Ref** +10**, Will** +7
Init: +4 **Move:** 20 ft.
AC: 13 (+1 Dex, +2 natural) touch 11, flat 12
BAB/Grapple: +12/+17
Full Attack: 2 claws +17 melee (1d4+4), bite +12 melee (1d6+2)
Special Att: Curse of lycanthropy, rage
Special Qual: Alternate form, badger empathy, DR 10/silver, dwarf traits, low-light vision, scent
Skills: Appraise +5, Craft (Blacksmith) +4, Craft (Stonemason) +8, Listen +10, Spot +10
Feats: Alertness, Blind-Fight[F], Diehard, Endurance, Improved Grapple[F], Improved Unarmed Strike[F], Iron Will[B], Power Attack, Toughness
CR: 13
Gear: None

Giant WereEagle

	WereEagle, Elf form Medium Humanoid (Elf, Shapechanger)	WereEagle, Giant Hawk form Large Humanoid (Elf, Shapechanger)	WereEagle, Hybrid Form Large Humanoid (Elf, Shapechanger)
Hit Dice:	1d8 + 4d10 +4 (30 hp)	1d8 + 4d10 +4 (30 hp)	1d8 + 4d10 +4 (30 hp)
Initiative:	+1 (+1 Dex)	+4 (+4 Dex)	+4 (+4 Dex)
Speed:	30 ft. (6 squares)	10 ft. (2 squares), fly 80 ft. (average)	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	15 (+2 natural, +1 Dex, +3 studded leather,+1 light shield), touch 11, flat 16	18 (-1 size, +4 Dex, +5 natural), touch 13, flat 14	18 (-1 size, +4 Dex, +5 natural), touch 13, flat 14
BAB/Grapple:	+5/+6	+5/+14	+5/+14
Attack:	Longsword +7 melee	Claw +10 melee	Claw +10 melee or Longsword +11 melee
Full Attack:	Longsword +7 melee	2 claws +10 melee and bite +5 melee	2 claws +10 melee and bite +5 melee or Longsword +11 melee and bite +5 melee
Damage:	Longsword 1d8+1 (19-20/x2)	Claw 1d6 +5, bite 1d8+2	Longsword 1d8+5 (19-20/x2), claw 1d6+5, bite 1d8+2
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Height:	4 ft. 5 in. + 2d6 in. (5 ft.)	9 ft + 1d4 ft. (11 ft.)	8 ft. + 2d10 in. (8 ft. 11 in.)
Weight:	85 lbs. + 1d6 x 7 lbs. (106 lbs.)	475 lbs. + 2d6 x 10 lbs. (545 lbs.)	400 lbs + 2d8x15 lbs. (535 lbs.)
Special Att:	–	Curse of lycanthropy	Curse of lycanthropy
Special Qual:	Alternate form, eagle empathy, elvin traits, evasion, scent	Alternate form, DR 10/silver, eagle empathy, elvin traits, evasion, scent	Alternate form, DR 10/silver, eagle empathy, elvin traits, evasion, scent
Saves:	Fort +6, Ref +5, Will +3	Fort +7, Ref +8, Will +3	Fort +7, Ref +8, Will +3
Abilities:	S13 D13 C10 I10 W11 Ch8	S21 D19 C12 I10 W11 Ch8	S21 D19 C12 I10 W11 Ch8
Skills:	Hide +1, Listen +6, Search +5, Sense Motive +2, Spot +10, Survival +2	Hide +0, Listen +6, Search +5, Sense Motive +2, Spot +10 Survival +2	Hide +0, Listen +6, Search +5, Sense Motive +2, Spot +10 Survival +2
Feats:	Alertness, Weapon Focus (longsword), Iron Will[b]	Alertness, Flyby Attack, Iron Will[b] Weapon Focus (longsword)	Alertness, Flyby Attack, Iron Will[b] Weapon Focus (longsword)
Environment:	Temperate Forest		
Organization:	Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus giant eagles or eagles)		
CR:	6	6	6
Treasure:	Standard	Standard	Standard
Alignment:	Always Lawful Good	Always Lawful Good	Always Lawful Good
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Natural giant wereeagles are generally elves or half-elves in nature. They have slightly elongated ears and sharper eyes than a normal. They usually sport a hawkish nose. Giant wereeagles are generally regal in outlook and demeanor, and often seem detached from their surroundings.

Combat

Wereeagles will generally assume giant eagle form, flying to a great height and then swooping down to attack their foes. If forced to fight on the ground, they generally assume hybrid form for the enhanced strength. While in hybrid form, the giant wereeagle's arms doubles as wings, so the creature cannot attack with a weapon while flying.

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

Alternate Form (Su): A giant wereeagle can assume a bipedal hybrid form or the form of a giant eagle.

Eagle Empathy (Su): Communicate with eagles and giant eagles, and a +4 racial bonus on Charisma-based checks against eagles and giant eagles.

Elf Traits (Ex): Elves possess the following racial traits.

- **+2 Dexterity, –2 Constitution.**
- **Medium size.**
- **An elf 's base land speed is 30 feet.**
- **Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.** (Not reflected in the saving throw modifiers given here.)
- **Low-light vision.**
- **Weapon Proficiency:** Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
- **+2 racial bonus on Listen, Search, and Spot checks.** An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Automatic Languages:** Common, Elvin. **Bonus Languages:** Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.
- **Favored Class:** Wizard.

Skills: Wereeagles gain a +4 bonus to spot checks.

WereEagles on Amberos

The giant wereeagle is an abnormality among lycanthropes as it is the result of elvin magic and is not a manifestation of Ziga's curse on the followers of Urdeus. Because of this, giant wereeagle lycanthropes are always natural lycanthropes and cannot spread the curse of lycanthropy (i.e., on Amberos, they do not have the Curse of Lycanthropy special attack).

WereEagle Overseer

Humanoid Form
4HD WereEagle (Elf) Wizard 3/Fighter 2; **hp** 44
S14 D17 C10 I17 W12 Ch8;**Fort** +8**, Ref** +8**, Will** +7
Init: +3 **Move:** 30 ft.
AC: 19 (+3 Dex, +2 natural, +4 *Mage Armor*), touch 13, flat 16
BAB/Grapple: +8/+10
Full Attack: *+1 longsword* +12/+7 melee (1d8+4;19-20/x2)
or *+1 composite longbow (+2 Str)* +11/+6 ranged (1d8+3;x3)
(rapid shot: +9/+9/+4 ranged)
Special Att: Spells
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Far Shot, Iron Will[B], Point Blank Shot[F], Rapid Shot, Weapon Focus (Longsword)[F]
Skills: Concentration +9, Knowledge (Arcana) +9, Knowledge (Local) +9, Knowledge (Nature) +13, Listen +9, Search +7, Sense Motive +9, Spellcraft +9, Spot +12, Survival +5
CR: 8
Gear: *+1 longsword* (2,315 gp), *+1 composite longbow (+2 Str)* (2,600 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 9,215 gp (9,400 gp)

Typical Spell List
(4/3/2;Caster Level 3;Spell DC 13 + Spell Level)
0: *Detect Magic, Flare, Mage Hand, Read Magic*
1st: *Obscuring Mist, Mage Armor, Magic Missile**
2nd: *Blur, Fox's Cunning*
* Replace with *Magic Bolt* in an Amberos campaign

Hybrid Form
4HD WereEagle (Elf) Wizard 3/Fighter 2; **hp** 44
S22 D23 C12 I17 W12 Ch8;**Fort** +9**, Ref** +10**, Will** +7
Init: +6 **Move:** 30 ft., fly 80 ft. (average)
AC: 24 (-1 size, +6 Dex, +5 natural, +4 *Mage Armor*), touch 15, flat 18
BAB/Grapple: +8/+18
Full Attack: *+1 longsword* +15/+10 melee (1d8+10;19-20/x2)
or *+1 composite longbow (+2 Str)* +13/+8 ranged (1d8+3;x3)
(rapid shot: +11/+11/+6 ranged)
Special Att: Curse of Lycanthropy, spells (see humanoid form)
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Far Shot, Flyby Attack, Iron Will[B], Point Blank Shot[F], Rapid Shot, Weapon Focus (Longsword)[F]
Skills: Concentration +10, Knowledge (Arcana) +9, Knowledge (Local) +9, Knowledge (Nature) +13, Listen +9, Search +7, Sense Motive +9, Spellcraft +9, Spot +12, Survival +5
CR: 8
Gear: See humanoid form

Animal Form
4HD WereEagle (Elf) Wizard 3/Fighter 2; **hp** 44
S22 D21 C12 I17 W12 Ch8;**Fort** +9**, Ref** +10**, Will** +7
Init: +5 **Move:** 30 ft., fly 80 ft. (average)
AC: 23 (-1 size, +5 Dex, +5 natural, +4 *Mage Armor*), touch 14, flat 18
BAB/Grapple: +8/+18
Full Attack: 2 claws +14 melee (1d6+6), bite +9 melee (1d8+3)
Special Att: Curse of lycanthropy
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Flyby Attack, Iron Will[B]
Skills: Concentration +10, Knowledge (Arcana) +9, Knowledge (Local) +9, Knowledge (Nature) +13, Listen +9, Search +7, Sense Motive +9, Spellcraft +9, Spot +12, Survival +5
CR: 8
Gear: None



WereEagle Azure Lord

Humanoid Form
4HD WereEagle (Elf) Wizard 8/Fighter 2; **hp** 57
S14 D17 C10 I18 W12 Ch8;**Fort** +9**, Ref** +9**, Will** +10
Init: +3 **Move:** 30 ft.
AC: 20 (+3 Dex, +2 natural, +1 *amulet of natural armor +1*, +4 *bracers of armor +4*), touch 13, flat 17
BAB/Grapple: +11/+13
Full Attack: *+1 longsword* +15/+10/+5 melee (1d8+4;19-20/x2)
or *+2 composite longbow(+2 Str)* +15/+10/+5 ranged (1d8+3;x3)
(rapid shot: +13/+13/+8/+3 ranged)
Special Att: Spells
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Eschew Materials, Craft Wand[W], Far Shot, Iron Will[B], Multiattack, Point Blank Shot[F], Rapid Shot, Scribe Scroll[W], Weapon Focus (Longsword)[F]
Skills: Concentration +14, Knowledge (Arcana) +14, Knowledge (Local) +14, Knowledge (Nature) +18, Listen +9, Search +7, Sense Motive +9, Spellcraft +14, Spot +12, Survival +5
CR: 13
Gear: *bracers of armor +4* (16,000 gp), *amulet of natural armor +1* (2,000 gp), *+1 longsword* (2,315 gp), *+2 composite longbow (+2 Str)* (8,600 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin]
Total: 33,915 gp (35,000 gp)

Typical Spell List
(4/5/4/4/3;Caster Level 8;Spell DC 14 + Spell Level)
0: *Detect Magic, Flare, Mage Hand, Read Magic*
1st: *Obscuring Mist, Protection From Evil, Magic Missile, True Strike*
2nd: *Blur, Fox's Cunning, See Invisibility, Summon Swarm*
3rd: *Arcane Sight, Dispel Magic, Fireball, Heroism*
4th: *Fire Shield, Stoneskin, Summon Monster IV*
*Replace with *Magic Bolt* in an Amberos campaign

Hybrid Form
4HD WereEagle (Elf) Wizard 8/Fighter 2; **hp** 57
S22 D23 C12 I18 W12 Ch8;**Fort** +10**, Ref** +14**, Will** +7
Init: +6 **Move:** 30 ft., fly 80 ft. (average)
AC: 20 (-1 size, +6 Dex, +5 natural), touch 15, flat 14
BAB/Grapple: +11/+21
Full Attack: *+1 longsword* +18/+13/+8 melee (1d8+10;19-20/x2), bite +17 melee (1d8+3)
or *+1 composite longbow (+2 Str)* +16/+11/+6 ranged (1d8+3)
(rapid shot: +14/+14/+9/+4 ranged)
Special Att: Curse of Lycanthropy, spells (see humanoid form)
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Eschew Materials, Far Shot, Iron Will[B], Point Blank Shot[F], Rapid Shot, Scribe Scroll[W], Weapon Focus (Longsword)[F]
Skills: Concentration +15, Knowledge (Arcana) +14, Knowledge (Local) +14, Knowledge (Nature) +18, Listen +9, Search +7, Sense Motive +9, Spellcraft +14, Spot +12, Survival +5
CR: 13
Gear: See humanoid form

Animal Form
4HD WereEagle (Elf) Wizard 8/Fighter 2; **hp** 57
S22 D21 C12 I18 W12 Ch8;**Fort** +10**, Ref** +13**, Will** +7
Init: +5 **Move:** 30 ft., fly 80 ft. (average)
AC: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat 14
BAB/Grapple: +11/+21
Full Attack: 2 claws +17 melee (1d6+6), bite +15 melee (1d8+3)
Special Att: Curse of Lycanthropy, spells (see humanoid form)
Special Qual: Alternate form, eagle empathy, elvin traits, evasion, scent
Feats: Alertness, Iron Will[B], Multiattack
Skills: Concentration +15, Knowledge (Arcana) +14, Knowledge (Local) +14, Knowledge (Nature) +18, Listen +9, Search +7, Sense Motive +9, Spellcraft +14, Spot +12, Survival +5
CR: 13
Gear: None

Werehorse

	Werehorse, Human form Medium Humanoid (Human, Shapechanger)	Werehorse, Heavy horse form Large Humanoid (Human, Shapechanger)	Werehorse, Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 + 3d8 +9 (27 hp)	1d8+1 + 3d8 +9 (27 hp)	1d8+1 + 3d8 +9 (27 hp)
Initiative:	+0	+1 (+1 Dex)	+1 (+1 Dex)
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 light shield), touch 10, flat-footed 17	15 (-1 size, +1 Dex, +5 natural), touch 10, flat 14	15 (-1 size, +1 Dex, +5 natural), touch 10, flat 14
BAB/Grapple:	+3/+4	+3/+10	+3/+10
Attack:	Spear +5 melee or longbow +3 Ranged	Hoof +6 melee	Hoof +6 melee or shortspear +8 melee or longbow +3 ranged
Full Attack:	Shortspear +5 melee or longbow +3 Ranged	2 hooves +6 melee and bite +1 melee	2 hooves +6 melee and bite +1 melee or shortspear +8 melee and 2 hooves +6 melee or longbow +3 Ranged
Damage:	Spear 1d6+1	Hoof 1d4+4, bite 1d3+2	Shortspear 1d6+4, longbow 1d8 (19-20/x2), hoof 1d4+4, bite 1d3+2
Space/Reach:	5 ft. / 5 ft.	10 ft. / 5 ft.	10 ft./ 5 ft.
Height/Length:	4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)	8 ft. + 4d6 in. (9 ft. 2 in.)	12 ft. + 2d6 in. (12 ft. 7 in.)
Weight:	120 lbs + 2d4 x 11 lbs. (175 lbs.)	900 lbs. + 3d6 x 10 lbs. (1,030 lbs.)	1,000 lbs + 2d4 x 10 lbs. (1,050 lbs.)
Special Att:	-	Curse of lycanthropy	Curse of lycanthropy
Special Qual:	Alternate form, horse empathy, scent	Alternate form, DR 10/silver, Horse empathy, scent	Alternate form, DR 10/silver, Horse empathy, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +8, Ref +4, Will +3	Fort +8, Ref +4, Will +3
Abilities:	S13 D11 C12 I10 W11 Ch8	S19 D13 C16 I10 W11 Ch8	S19 D13 C16 I10 W11 Ch8
Skills:	Handle Animal +3, Listen +8, Spot +8	Handle Animal +3, Listen +8, Spot +8	Handle Animal +3, Listen +8, Spot +8
Feats:	Endurance, Iron Will[B], Run, Weapon Focus (Spear)	Endurance, Iron Will[B], Run	Endurance, Iron Will[B], Run, Weapon Focus (Spear)
Environment:	Temperate Plains		
Organization:	Solitary, pair, herd (6-10) or troupe (2-5 plus 5-10 horses)		
CR:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Werehorses are very rare, often only found in wilderness areas where wild horses might be found. Werehorses are more common among Aharati than any other race. A werehorse in humanoid form often has long hair and larger than normal eyes and nose, the latter of which is usually flat and wide.

Werehorses are generally wild spirits who dislike settling down in one area. They prefer to remain undisturbed by outsiders, and are often hard workers. A werehorse's hybrid form is unusual as the creature's lower body becomes that of a horse with a humanoid torso and arms and a horse's head.

Combat

Werehorse almost universally transform to hybrid form for combat. Unlike most other hybrids, a werehorse in hybrid form strikes with hoof and weapon attacks, instead of with a bite.

The werehorse character depicted here had the following ability scores before racial modifiers. Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A werehorse can assume a centaur-like hybrid form or the form of a horse.

Curse of lycanthropy (Su): Any humanoid or giant hit by a werehorse's bite attack in horse or biped form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Horse Empathy (Ex): Communicate with horses, and a +4 racial bonus on Charisma-based checks against horses.

Werehorses on Amberos

Created by Belli as a gift for those who he favored, werehorses are semi-common among Aharati tribes. Aharati have high regard for werehorses, and they are afforded many comfort and offerings to live with tribes. However, many werehorses dislike staying in one place for long, and they tend to seek the chance to run wild and alone whenever they get the chance.

Most werehorses can be found in the plains of the Southern Kingdom and Nauwflouwd. Though they are welcome in the lands of Sarve, the marshland make for poor running land, and few werehorses live there.

Werehorse Runner

Humanoid Form
3 HD Werehorse (Human) Ranger 5; **hp** 55
S17 D13 C14 I12 W12 Ch8;**Fort** +8**, Ref** +8**, Will** +5
Init: +1 **Move:** 30 ft.
AC: 19 (+1 Dex, +2 natural, +1 *amulet of natural armor +1,* +5 *chain shirt +1*), touch 11, flat 18
BAB/Grapple: +7/+10
Full Attack: *+1 shortspear* +12/+7 melee (1d6+3) or *+1 composite shortbow (+3 Str)* +10/+5 ranged (1d6+4;x3) (rapid shot: +8/+8/+3 ranged)
Special Att: Favored enemy, spells
Special Qual: Alternate form, horse empathy, scent, wild empathy
Skills: Hide +8, Jump +10, Knowledge (Geography) +9, Listen +8, Move Silently +8, Spot +12, Survival +9
Feats: Dodge, Endurance[R], Rapid Shot[R], Run, Track[R], Weapon Focus (shortbow), Weapon Focus (shortspear)
CR: 8
Gear: *chain shirt +1* (1,250 gp), *amulet of natural armor +1* (2,000 gp), *+1 shortspear* (2,301 gp), *+1 composite shortbow (+3 Str)* (2,700 gp), *potion of cure serious wounds* (750 gp)
Total: 9,001 gp (9,400 gp)
Favored Enemy: +2 to damage and to Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Animals and Magical Beasts.
Wild Empathy: +4

Typical Spell List

(1;Caster Level 2;Spell DC 12)
1st: *Longstrider*

Hybrid Form
3 HD Werehorse (Human) Ranger 5; **hp** 55
S23 D15 C18 I12 W12 Ch8;**Fort** +10**, Ref** +9**, Will** +5
Init: +2 **Move:** 50 ft.
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple: +7/+17
Full Attack: *+1 shortspear* +15/+10 melee (1d6+7), 2 hooves +13 melee (1d4+6), bite +8 melee (1d3+3) or *+1 composite shortbow (+3 Str)* +11/+6 ranged (1d6+4;x3) (rapid shot: +9/+9/+4 ranged)
Special Att: Curse of lycanthropy, favored enemy, spells (see humanoid form)
Special Qual: Alternate form, DR 10/silver, horse empathy, scent, wild empathy
Skills: Hide +6, Jump +25, Knowledge (Geography) +9, Listen +8, Move Silently +10, Spot +12, Survival +9
Feats: Dodge, Endurance[R], Rapid Shot[R], Run, Track[R], Weapon Focus (shortbow), Weapon Focus (shortspear)
CR: 8
Gear: See humanoid form

Animal Form
3 HD Werehorse (Human) Ranger 5; **hp** 55
S23 D15 C18 I12 W12 Ch8;**Fort** +10**, Ref** +9**, Will** +5
Init: +2 **Move:** 50 ft.
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple: +7/+17
Full Attack: 2 hooves +13 melee (1d4+6), bite +8 melee (1d3+3)
Special Att: Curse of lycanthropy, favored enemy, spells
Special Qual: Alternate, DR 10/silver, horse empathy, scent, wild empathy
Skills: Hide +6, Jump +25, Knowledge (Geography) +9, Listen +8, Move Silently +10, Spot +12, Survival +9
Feats: Dodge, Endurance[R], Run, Track[R]
CR: 8

Wolf Animal Companion: Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk Bite +3 melee (1d6+1); Full Atk (same); Space/Reach 5 ft./5 ft.; SA trip; SQ link, low–light vision, scent, share spells; AL (Always) N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track[B], Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.



Werehorse Windrunner

Humanoid Form
3 HD Werehorse (Human) Ranger 10; **hp** 87
S18 D13 C14 I12 W12 Ch8;**Fort** +11**, Ref** +11**, Will** +7
Init: +1 **Move:** 30 ft.
AC: 21 (+1 Dex, +2 natural, +1 *amulet of natural armor +1*, +7 *chain shirt +3*), touch 11, flat 20
BAB/Grapple: +12/+15
Full Attack: *+3 shortspear* +19/+14/+9 melee (1d6+7)
or *+1 composite shortbow (+3 Str)* +15/+10/+5 ranged (1d6+4;x3)
(rapid shot: +13/+13/+8/+3 ranged)
Special Att: Favored enemy, spells
Special Qual: Evasion, swift tracker, wild empathy, woodland stride
Skills: Hide +13, Jump +15, Knowledge (Geography) +13, Listen +13, Move Silently +8, Spot +17, Survival +13
Feats: Dodge, Endurance[R], Mobility, Multishot[R], Rapid Shot[R], Run, Spring Attack, Track[R], Weapon Focus (shortbow), Weapon Focus (shortspear)
CR: 13
Gear: *chain shirt +3* (9,250 gp), *+3 shortspear* (18,301 gp), *amulet of natural armor +1* (2,000 gp), *+1 composite longbow(+3 Str)* (2,700 gp), *potion of cure serious wounds* (750 gp)
Total: 33,001 gp (35,000 gp)
Favored Enemy: +2 to damage and to Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Animals; +4 to damage and to Bluff, Listen, Sense Motive, Spot, and Survival checks vs. Magical Beasts
Wild Empathy: +9

Typical Spell List

(2/1;Caster Level 5;Spell DC 11+ Spell Level)
1st: *Longstrider, Magic Fang*
2nd: *Barkskin*

Hybrid Form
3 HD Werehorse (Human) Ranger 10; **hp** 87
S24 D15 C18 I12 W12 Ch8;**Fort** +13**, Ref** +12**, Will** +7
Init: +2 **Move:** 50 ft.
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple: +12/+22
Full Attack: *+1 shortspear* +20/+15/+10 melee (1d6+8), 2 hooves +18 melee (1d4+7), bite +13 melee (1d3+3)
or *+1 composite shortbow (+3 Str)* +16/+11/+5 ranged (1d6+4;x3)
(rapid shot: +14/+14/+9 ranged)
Special Att: Curse of lycanthropy, favored enemy, spells (see humanoid form)
Special Qual: Alternate form, DR 10/silver, horse empathy, scent, wild empathy
Skills: Hide +11, Jump +29, Knowledge (Geography) +13, Listen +13, Move Silently +10, Spot +17, Survival +13
Feats: Dodge, Endurance[R], Mobility, Multishot[R], Rapid Shot[R], Run, Spring Attack, Track[R], Weapon Focus (shortbow), Weapon Focus (shortspear)
CR: 13
Gear: See humanoid form

Animal Form
3 HD Werehorse (Human) Ranger 10; **hp** 87
S24 D15 C18 I12 W12 Ch8;**Fort** +13**, Ref** +12**, Will** +7
Init: +2 **Move:** 50 ft.
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple: +12/+22
Full Attack: 2 hooves +18 melee (1d4+7), bite +13 melee (1d4+3)
Special Att: Curse of lycanthropy, favored enemy
Special Qual: Alternate form, DR 10/silver, horse empathy, scent, wild empathy
Skills: Hide +11, Jump +29, Knowledge (Geography) +13, Listen +13, Move Silently +10, Spot +17, Survival +13
Feats: Dodge, Endurance[R], Mobility, Run, Spring Attack, Track[R]
CR: 13
Gear: None

Wolf Animal Companion: Medium animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk Bite +5 melee (1d6+2); Full Atk (same); Space/Reach 5 ft./5 ft.; SA trip; SQ evasion, link, low–light vision, scent, share spells; AL (Always) N; SV Fort +6, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Hide +4, Listen +3, Move Silently +5, Spot +3, Survival +1; Track[B], Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Giant Wereowl

	Wereowl, Human form Medium Humanoid (Human, Shapechanger)	Wereowl, Giant Owl form Large Humanoid (Human, Shapechanger)	Wereowl, Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 +4d10+4 (31 hp)	1d8+1 +4d10+4 (31 hp)	1d8+1 +4d10+4 (31 hp)
Initiative:	+0	+3 (+3 Dex)	+3 (+3 Dex)
Speed:	30 ft. (6 squares)	10 ft. (6 squares), fly 70 ft. (average) (14 squares)	30 ft. (6 squares), fly 70 ft. (average) (14 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 shield), touch 10, flat 17	17 (-1 size, +3 Dex, +5 natural), touch 12, flat 14	17 (-1 size, +3 Dex, +5 natural), touch 12, flat 14
BAB/Grapple:	+5/+6	+5/+13	+5/+13
Attack:	Bastard sword +6 melee	Claw +8 melee	Claw +8 melee or Bastard sword +8 melee
Full Attack:	Bastard sword +6 melee	2 claw +8 melee and bite +3 melee	2 claw +8 melee and bite +3 melee or Bastard sword +8 melee and bite +3 melee
Damage:	Bastard sword 1d10+1	Claw 1d6+5, bite 1d8+2	Claw 1d6+5, bite 1d8+2, Bastard sword 1d10+5
Space/Reach:	5 ft./ 5 ft.	10 ft./ 5 ft.	10 ft./ 5 ft.
Height:	4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)	8 ft. + 2d12 in. (9 ft. 1 in.)	7 ft. + 2d8 in. (7 ft. 9 in.)
Weight:	120 lb + 2d4 x 11 lb. (197 lbs.)	450 lbs. + 1d10 x 10 lbs. (505 lbs.)	375 lbs. + 1d8 x 10 lbs. (420 lbs.)
Special Att:	–	Curse of lycanthropy	Curse of lycanthropy
Special Qual:	Alternate form, owl empathy, Scent, superior low-light vision	Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision	Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision
Saves:	Fort +5, Ref +4, Will +2	Fort +6, Ref +7, Will +2	Fort +6, Ref +7, Will +2
Abilities:	S13 D11 C12 I10 W11 Ch8	S21 D17 C14 I10 W11 Ch8	S21 D17 C14 I10 W11 Ch8
Skills:	Listen +8, Move Silently +0, Spot +8	Listen +16, Move Silently +10* Spot +12	Listen +16, Move Silently +10* Spot +12
Feats:	Alertness, Exotic weapon Proficiency (Bastard sword), Iron Will[B]	Alertness, Iron Will[B], Wingover	Alertness, Exotic weapon Proficiency (Bastard sword), Iron Will[B], Wingover
Environment:	Temperate Forests		
Organization:	Solitary, pair, herd (6-10) or troupe (2-5 plus 2-5 giant owls)		
CR:	6	6	6
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

In humanoid form, wereowls tend to have slightly larger and rounder eyes than normal. They also tend to have long eyebrows and thin fingers.

Combat

Wereowls often take giant owl shape and hunt down prey at night. Among the more amoral wereowls, such prey may be humanoid in nature. Wereowls often fly high above an area to spot prey, then swoop down to snatch prey, and then carry it away to a quite place to kill and eat. If attacked, wereowls will often attempt to break away from combat – perhaps to return later on its own terms or to avoid future attacks altogether.

The Wereowl listed here had the following ability scores before racial modifiers. Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Alternate Form (Su): A wereowl can assume a hybrid form or the form of a giant owl.

Curse of lycanthropy (Su): Any humanoid or giant hit by a wereowl's bite attack in owl or biped form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Owl Empathy (Ex): Communicate with owls and giant owls, and a +4 racial bonus on Charisma-based checks against owls and giant owls.

Superior Low-light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

Wereeagles on Amberos

In the same manner that werebears are the patrons of Urdeus and wereeagles were created by the elvin magic, wereowls are the result of Menos, the god of psionics. Like the other lycanthropes, Ziga corrupted the force that allows them to take animal shape. Wereowls are hoarders of knowledge, and unlike many other lycanthropes, can often be found in heavily populated areas tending areas such as libraries or other locations where knowledge is kept or shared.

Giant Wereowl Savant

Humanoid Form
4 HD Wereowl (Human) Psychic Warrior 5;**hp** 57
S13 D14 C13 I10 W18 Ch8;**Fort** +9**, Ref** +7**, Will** +7
Init: +2 **Move:** 30 ft.
AC: 14 (+2 Dex, +2 natural, +2 *bracers of armor +2*), touch 12, flat 14
BAB/Grapple: +6/+7
Full Attack: *+1 bastard sword* +8/+3 melee (1d10+2;19-20/x2) or *+1 composite longbow (+1 Str)* +9/+4 ranged (1d8+2)
Special Att: Psionics
Special Qual: Alternate form, owl empathy, scent, superior low-light vision
Skills: Concentration +8, Listen +12, Spot +12*
Feats: Alertness, Aligned Attack[Y], Exotic Weapon Proficiency (bastard sword), Iron Will[B], Narrow Mind[Y], Psionic Fist[Y]
CR: 8
Gear: *bracers of armor +2* (4,000 gp), *+1 bastard sword* (2,335 gp), *+1 composite longbow (+1 Str)* (2,500 gp), *potion of cure moderate wounds* (750 gp)
Total: 9,235 gp (9,400 gp)

Typical Power List

(PP 17**; Manifester Level 5; Power DC 14 + Power Level)**
1st: *Biofeedback*[A], *Conceal Thoughts*, *Force Screen*[A]
2nd: *Animal Affinity*[A], *Thought Shield*[A]

Hybrid Form
4 HD Wereowl (Human) Psychic Warrior 5;**hp** 57
S21 D20 C15 I10 W18 Ch8;**Fort** +10**, Ref** +10**, Will** +7
Init: +2 **Move:** 30 ft., fly 70 ft. (average)
AC: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat 14
BAB/Grapple: +6/+14
Full Attack: *+1 bastard sword* +11/+6 melee, claw +10 melee, bite +5 melee or *+1 composite longbow (+1 Str)* +12/+7 ranged
Damage: *+1 bastard sword* 1d10+6, claw 1d6+5, bite 1d4+2, *+1 composite longbow (+1 Str)* 1d8+2
Special Att: Curse of lycanthropy, psionics (see humanoid form)
Special Qual: Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision
Skills: Concentration +9, Listen +12, Move Silently +5*, Spot +12
Feats: Alertness, Aligned Attack[Y], Iron Will[B], Narrow Mind[Y], Psionic Fist[Y], Wingover
CR: 8
Gear: See humanoid form

Animal Form
4 HD Wereowl (Human) Psychic Warrior 5;**hp** 57
S21 D20 C15 I10 W18 Ch8;**Fort** +10**, Ref** +10**, Will** +7
Init: +2 **Move:** 10 ft., fly 70 ft. (average)
AC: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat 14
BAB/Grapple: +6/+14
Full Attack: 2 claws +10 melee (1d6+5), bite +5 melee (1d4+2)
Special Att: Curse of lycanthropy
Special Qual: Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision
Skills: Concentration +9, Listen +12, Move Silently +5*, Spot +12
Feats: Alertness, Aligned Attack[Y], Iron Will[B], Narrow Mind[Y], Psionic Fist[Y], Wingover
CR: 8



Wereowl Yogi

Humanoid Form
4 HD Wereowl (Human) Psychic Warrior 10;**hp** 85
S14 D14 C13 I10 W18 Ch8;**Fort** +12**, Ref** +9**, Will** +9
Init: +2 **Move:** 30 ft.
AC: 18 (+2 Dex, +2 natural, +4 *bracers of armor +4*), touch 12, flat 16
BAB/Grapple: +10/+12
Full Attack: *+2 bastard sword* +14/+9 melee (1d10+4;19-20/x2)
or *+2 composite longbow (+2 Str)* +13/+8 ranged (1d8+4;x3)
(rapid shot: +11/+11/+6 ranged)
Special Att: Psionics
Special Qual: Alternate form, owl empathy, scent, superior low-light vision
Skills: Concentration +13, Listen +12, Search +5, Spot +14*
Feats: Alertness, Aligned Attack[Y], Exotic Weapon Proficiency (bastard sword), Iron Will[B], Narrow Mind[Y], Point Blank Shot[Y], Psionic Fist[Y], Rapid Shot
CR: 13
Gear: *bracers of armor +4* (16,000 gp), *+2 bastard sword* (8,335 gp), *+2 composite longbow (+2 Str)* (8,600 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 34,685 gp (35,000 gp)

Typical Power List
(PP 47**; Manifester Level 10; Power DC 14 + Power Level)**
3/3/3/1
1st: *Biofeedback*[A], *Conceal Thoughts, Force Screen*[A]
2nd: *Animal Affinity*[A], *Psionic Lion's Charge*[A], *Thought Shield*[A]
3rd: *Claws of the Vampire, Empathic Feedback*[A], *Ubiquitous Vision*
4th: *Psionic Dimension Door*

Hybrid Form
4 HD Wereowl (Human) Psychic Warrior 10;**hp** 85
S22 D20 C15 I10 W18 Ch8;**Fort** +13**, Ref** +12**, Will** +9
Init: +2 **Move:** 30 ft., fly 70 ft. (average)
AC: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat 14
BAB/Grapple: +10/+18
Full Attack: *+2 bastard sword* +17/+12 melee (1d10+8;19-20/x2), claw +15 melee (1d6+6), bite +10 melee (1d4+3)
or *+2 composite longbow (+2 Str)* +18/+13 ranged (1d8+4;x2)
(rapid shot: +15/+15/+10 ranged)
Special Att: Curse of lycanthropy, psionics (see humanoid form)
Special Qual: Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision
Skills: Concentration +13, Listen +12, Search +5, Spot +14*
Feats: Alertness, Aligned Attack[Y], Exotic Weapon Proficiency (bastard sword), Iron Will[B], Narrow Mind[Y], Point Blank Shot[Y], Psionic Fist[Y], Rapid Shot, Wingover
CR: 13
Gear: See humanoid form

Animal Form
4 HD Wereowl (Human) Psychic Warrior 10;**hp** 85
S22 D20 C15 I10 W18 Ch8;**Fort** +13**, Ref** +12**, Will** +9
Init: +2 **Move:** 10 ft., fly 70 ft. (average)
AC: 19 (-1 size, +5 Dex, +5 natural), touch 14, flat 14
BAB/Grapple: +10/+18
Full Attack: 2 claws +15 melee (1d6+6), bite +10 melee (1d4+3)
Special Att: Curse of lycanthropy, psionics (see humanoid form)
Special Qual: Alternate form, DR 10/silver, owl empathy, scent, superior low-light vision
Skills: Concentration +13, Listen +12, Search +5, Spot +14*
Feats: Alertness, Aligned Attack[Y], Exotic Weapon Proficiency (bastard sword), Iron Will[B], Narrow Mind[Y], Point Blank Shot[Y], Psionic Fist[Y], Rapid Shot, Wingover
CR: 13
Gear: None

Wereraven

	Wereraven, Halfling form (Rogue 1) Small Humanoid (Halfling, Shapechanger)	Wereraven, raven form Tiny Humanoid (Halfling, Shapechanger)	Wereraven, Hybrid Form Small Humanoid (Halfling, Shapechanger)
Hit Dice:	1d6+1 +1/4d8+1 (6 hp)	1d6+1 +1/4d8+1 (6 hp)	1d6+1 +1/4d8+1 (6 hp)
Initiative:	+2 (+2 Dex)	+4 (+4 Dex)	+4 (+4 Dex)
Speed:	20 ft. (6 squares)	10 ft. (2 squares), fly 40 ft. (average) (8 squares)	20 ft. (6 squares), fly 40 ft. (average) (8 squares)
Armor Class:	17 (+1 size, +2 Dex, +2 leather, +2 natural), touch 13, flat 15	18 (+2 size, +4 Dex, +2 natural), touch 16, flat 14	17 (+1 size, +4 Dex, +2 natural), touch 15, flat 13
BAB/Grapple:	+0/-5	+0/-13	+0/-5
Attack:	short sword +3 melee	claw +6 melee	claw +6 melee or short sword +3 melee
Full Attack:	2 short swords +1 melee	2 claws +6 melee and peck +1 melee	2 claws +6 melee and peck +1 melee or 2 short swords +1 melee or 2 short swords +1 melee and peck +1 melee
Damage:	short sword 1d6-1 (19-20/x2)	claw 1d2-5, peck 1d2-7	claw 1d2-1, peck 1d2-2, short sword 1d6-1 (19-20/x2)
Space/Reach:	5 ft./ 5 ft.	2 ½ ft. / 0 ft.	5 ft. / 5 ft.
Height:	2 ft. 8 in. + 2d4 in. (3 ft. 1 in.)	1 ft. + 1d4 in. (1 ft. 2 in.)	2 ft + 1d6 in. (2 ft. 3 in.)
Weight:	30 lbs + 1d4 lbs (32 lbs.)	3 lbs.	10 lbs + 1d4 lbs (12 lbs.)
Special Att:	Sneak attack +1d6	Curse of lycanthropy, sneak attack +1d6	Curse of lycanthropy, sneak attack +1d6
Special Qual:	Alternate form, Halfling traits, Low-light vision, raven empathy, Scent, trapfinding	Alternate form, DR 10/silver, Halfling traits, raven empathy, scent, trapfinding, low-light vision	Alternate form, DR 10/silver, halfling traits, raven empathy, scent, low-light vision
Saves:			
Abilities:	S9 D15 C12 I10 W11 Ch8	S1 D19 C12 I10 W11 Ch8	S9 D15 C12 I10 W11 Ch8
Skills:	Climb +1, Disable device +4, Escape Artist +6, Hide +6, Jump -5, Listen +3, Move Silently +8, Open Locks +6, Sleight of Hand +6, Spot +5	Climb -3, Disable device +6, Escape Artist +8, Hide +8, Jump -15, Listen +3, Move Silently +10, Open Locks +8, Sleight of Hand +8, Spot +5	Climb +1, Disable device +6, Escape Artist +8, Hide +8, Jump -5, Listen +3, Move Silently +10, Open Locks +8, Sleight of Hand +8, Spot +5
Feats:	Iron Will[B], Two-weapon fighting, Weapon Finesse[B]	Iron Will[B], Weapon Finesse[B]	Two-weapon fighting, Iron Will[B], Weapon Finesse[B]
Environment:	Temperate Forests		
Organization:	Solitary, pair, herd (6-10) or troupe (2-5 plus 4-40 ravens)		
CR:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Wereravens are scruffy and tricky by nature, with a tendency to collect and seek out valuable objects. Wereravens are more common among Halflings, kobolds and goblins than any other race. In humanoid form, wereravens often have dark, almost black eyes and raven-black, straight hair.

Combat

Wereravens rarely fight fair, and often use their small size to surprise and ambush opponents. Since they are generally weaker than other lycanthropes, most wereravens prefer to avoid direct combat, and will often wage their wars using trickery, bribery and any other unscrupulous method they can to bring their opponent down.

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

Alternate Form (Su): A wereraven can assume a hybrid form or transform into a raven form.

Curse of lycanthropy (Su): Any humanoid or giant hit by a wereraven's bite attack in raven or biped form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Halfling Traits

- **+2 Dexterity, –2 Strength.**
- **Small:** As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarter of those of a Medium character.
- **Halfling base land speed is 20 feet.**
- **+2 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 racial bonus on all saving throws.**
- **+2 morale bonus on saving throws against fear:** This bonus stacks with the halfling's +1 bonus on saving throws in general.
- **+1 racial bonus on attack rolls with thrown weapons and slings.**
- **+2 racial bonus on Listen checks.**
- **Automatic Languages: Common and Halfling.** Bonus Languages: Dwarven, Elvin, Gnome, Goblin, and Orc.
- **Favored Class: Rogue.** A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

Raven Empathy (Ex): Communicate with ravens, and a +4 racial bonus on Charisma-based checks against ravens.

Wereravens on Amberos

Of all the lycanthropes of Amberos, it is the most difficult to discern the motives of the wereravens. These creatures tend to go wherever whim takes them, and are practical in their outlook. They rarely take sides or involve themselves in matters that do not directly affect them; many times if threatened, they simply relocate to an area less dangerous rather than seek out combat. Wereravens can be found in practically all places of the world, employing their tricks to enjoy the benefits of other's hard work.



Wereraven Scavenger

Humanoid Form
¼ HD Wereraven (Halfling) Rogue 5;**hp** 31
S11 D18 C14 I12 W12 Ch8;**Fort** +6**, Ref** +11**, Will** +5
Init: +4 **Move:** 20 ft.
AC: 19 (+1 size, +4 Dex, +2 natural, +2 *bracers of armor +2*), touch 15, flat 15
BAB/Grapple: +4/+1
Full Attack: Primary *+1 shortsword* +8 melee (1d4+1;19-20/x2), off-hand mw shortsword +8 melee (1d4+1;19-20/x2) or sling +10 ranged (1d3)
Special Att: Sneak attack +3d6
Special Qual: Alternate form, evasion, Halfling traits, low-light vision, raven empathy, scent, trap sense +1, trapfinding
Skills: Appraise +9, Decipher Script +9, Disable Device +9, Escape Artist +12, Gather Information +7, Hide +8, Listen +2, Move Silently +12, Open Lock +12, Search +9, Sleight of Hand +12, Spot +2
Feats: Iron Will[B], Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse[B]
CR: 7
Gear: *bracers of armor +2* (4,000 gp), *+1 shortsword* (2,310 gp), mw shortsword (310 gp), sling (0 gp), *potion of cure moderate wounds* (300 gp)
Total: 6,910 gp (7,200 gp)

Evasion (Ex): A wereraven scavenger can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A wereraven scavenger gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A wereraven scavenger can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hybrid Form
¼ HD Wereraven (Halfling) Rogue 5;**hp** 31
S11 D22 C14 I12 W12 Ch8;**Fort** +6**, Ref** +13**, Will** +5
Init: +6 **Move:** 20 ft., fly 40 ft. (average)
AC: 19 (+1 size, +6 Dex, +2 natural), touch 17, flat 13
BAB/Grapple: +4/+1
Full Attack: Primary *+1 shortsword* +8 melee (1d4+1;19-20/x2), off-hand mw shortsword +8 melee (1d4+1;19-20/x2), bite +6 melee (1d4)
or sling +10 ranged (1d3)
Special Att: Sneak attack +3d6
Special Qual: Alternate form, evasion, Halfling traits, low-light vision, raven empathy, scent, trap sense +1, trapfinding
Skills: Appraise +9, Decipher Script +9, Disable Device +11, Escape Artist +14, Gather Information +7, Hide +10, Listen +2, Move Silently +14, Open Lock +14, Search +9, Sleight of Hand +14, Spot +2
Feats: Iron Will[B], Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse[B]
CR: 7
Gear: See humanoid form

Animal Form
¼ HD Wereraven (Halfling) Rogue 5;**hp** 31
S1 D22 C14 I12 W12 Ch8;**Fort** +6**, Ref** +13**, Will** +5
Init: +6 **Move:** 10 ft., fly 40 ft. (average)
AC: 20 (+2 size, +6 Dex, +2 natural), touch 18, flat 14
BAB/Grapple: +4/-7
Full Attack: Claws +12 melee (1d2-5)
Damage: claws 1d2-5
Special Att: Sneak attack +3d6
Special Qual: Alternate form, evasion, Halfling traits, low-light vision, raven empathy, scent, trap sense +1, trapfinding
Skills: Appraise +9, Decipher Script +9, Disable Device +11, Escape Artist +14, Gather Information +7, Hide +10, Listen +2, Move Silently +14, Open Lock +14, Search +9, Sleight of Hand +14, Spot +2
Feats: Iron Will[B], Weapon Finesse[B]
CR: 7
Gear: None

Wereraven Collector

Humanoid Form
¼ HD Wereraven (Halfling) Rogue 10;**hp** 59
S11 D19 C14 I12 W12 Ch8;**Fort** +8**, Ref** +14**, Will** +7
Init: +4 **Move:** 20 ft.
AC: 21 (+1 size, +4 Dex, +2 natural, +4 *bracers of armor +3*), touch 15, flat 17
BAB/Grapple: +7/+4
Full Attack: Primary *+2 short sword* +12/+7 melee (1d4+2;19-20/x2), off-hand *+1 short sword* +11/+6 melee (1d4+1;19-20/x2)
or *+1 sling* +13 ranged (1d3+1)
Special Att: Sneak attack +5d6
Special Qual: Alternate form, evasion, defensive roll, Halfling traits, low-light vision, raven empathy, scent, trap sense +3, trapfinding
Skills: Appraise +9, Decipher Script +9, Disguise +4, Disable Device +14, Escape Artist +17, Gather Information +12, Hide +13, Listen +2, Move Silently +17, Open Lock +17, Search +14, Sleight of Hand +17, Spot +2
Feats: Improved Two-Weapon Fighting, Iron Will[B], Point Blank Shot, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse[B]
CR: 12
Gear: *bracers of armor +4* (16,000 gp), *+2 short sword* (8,310 gp), *+1 short sword* (2,310 gp), *potion of cure moderate wounds* (300 gp)
Total: 26,920 gp (27,000 gp)

Evasion (Ex): A wereraven collector can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Trap Sense (Ex): A wereraven collector gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A wereraven collector can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hybrid Form
¼ HD Wereraven (Halfling) Rogue 10;**hp** 59
S11 D23 C14 I12 W12 Ch8;**Fort** +8**, Ref** +16**, Will** +7
Init: +6 **Move:** 20 ft., fly 40 ft. (average)
AC: 19 (+1 size, +6 Dex, +2 natural), touch 17, flat 13
BAB/Grapple: +7/+4
Full Attack: Primary *+2 short sword* +12/+7 melee (1d4+2;19-20/x2), off-hand *+1 short sword* +11/+6 melee (1d4+1;19-20/x2), bite +9 melee (1d4)
or *+1 sling* +13 ranged (1d3+1)
Special Att: Sneak attack +5d6
Special Qual: Alternate form, evasion, defensive roll, Halfling traits, low-light vision, raven empathy, scent, trap sense +3, trapfinding
Skills: Appraise +9, Decipher Script +9, Disguise +4, Disable Device +16, Escape Artist +19, Gather Information +12, Hide +15, Listen +2, Move Silently +19, Open Lock +19, Search +14, Sleight of Hand +19, Spot +2
Feats: Improved Two-Weapon Fighting, Iron Will[B], Point Blank Shot, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse[B]
CR: 12
Gear: See humanoid form

Animal Form
¼ HD Wereraven (Halfling) Rogue 10;**hp** 59
S1 D23 C14 I12 W12 Ch8;**Fort** +8**, Ref** +16**, Will** +7
Init: +6 **Move:** 10 ft., fly 40 ft. (average)
AC: 20 (+2 size, +6 Dex, +2 natural), touch 18, flat 14
BAB/Grapple: +7/-4
Full Attack: Claw +15 melee (1d2-5)
Special Att: Sneak attack +5d6
Special Qual: Alternate form, evasion, defensive roll, Halfling traits, low-light vision, raven empathy, scent, trap sense +3, trapfinding
Skills: Appraise +9, Decipher Script +9, Disguise +4, Disable Device +14, Escape Artist +17, Gather Information +12, Hide +13, Listen +2, Move Silently +17, Open Lock +17, Search +14, Sleight of Hand +17, Spot +2
Feats: Iron Will[B], Weapon Finesse[B]
CR: 12
Gear: None

Werespider

	Werespider, Drow form Medium Humanoid (Elf, Shapechanger)	Werespider, monstrous spider form Medium Humanoid (Elf, Shapechanger)	Werespider, Hybrid Form Medium Humanoid (Elf, Shapechanger)
Hit Dice:	1d8 + 2d8 +2 (15 hp)	1d8 + 2d8 +2 (15 hp)	1d8 + 2d8 +2 (15 hp)
Initiative:	+1 (+1 Dex)	+1 (+1 Dex)	+1 (+1 Dex)
Speed:	30 ft. (6 squares)	30 ft. (6 squares), climb 20 ft. (4 squares)	30 ft. (6 squares), climb 20 ft. (4 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 light shield), touch 10, flat 17	16 (+3 Dex, +3 natural), touch 13, flat 13	16 (+3 Dex, +3 natural), touch 14, flat 13
BAB/Grapple:	+2/+3	+2/+3	+2/+3
Attack:	Rapier +3 melee or hand Crossbow +2 range	Bite +5 melee	Bite +5 melee or Rapier +5 melee or hand crossbow +5 ranged
Full Attack:	Rapier +3 melee or hand Crossbow +2 range	Bite +5 melee	Rapier +5 melee, bite +0 melee or hand crossbow +5 ranged
Damage:	Rapier 1d6+1 (18-20/x2), Hand crossbow 1d4 (19-20/x2)	Bite 1d6 + poison	Bite 1d6+ poison, rapier 1d6+1 (18-20/x2), Hand crossbow 1d4 (19-20/x2)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft. / 5 ft.
Height:	4 ft. 5 in. + 2d6 in. (5 ft.)	5 ft. + 2d8 in. (5 ft. 9 in.)	5 ft. + 1d6 in. (5 ft. 3 in.)
Weight:	85 lbs. + 1d6 x 7 lbs. (106 lbs.)	150 lbs. + 2d8 x 5 lbs. (195 lbs.)	120 lbs + 2d10 x 5 lbs. (175 lbs.)
Special Att:	poison, spell-like abilities	Curse of lycanthropy, poison, webs	Curse of lycanthropy, poison, spell-like abilities
Special Qual:	drow traits, scent, spider Empathy, SR 12	drow traits, DR 10/silver, scent, spider empathy, SR 12, tremorsense	drow traits, DR 10/silver, scent, spider empathy, SR 12, tremorsense
Saves:	Fort +5, Ref +0, Will +2*	Fort +6, Ref +3, Will +2*	Fort +6, Ref +3, Will +2*
Abilities:	S13 D11 C12 I12 W11 Ch10	S13 D17 C14 I12 W11 Ch10	S13 D17 C14 I12 W11 Ch10
Skills:	Climb +10, Hide +5, Listen +2, Move Silently +1, Search +3, Spot +10	Climb +14, Hide +14*, Listen +2 Move Silently +7*, Search +3, Spot +10	Climb +14, Hide +14*, Listen +2 Move Silently +7*, Search +3, Spot +10
Feats:	Alertness, Iron Will[B], Weapon Focus (Rapier), Weapon Finesse	Alertness, Iron Will[B], Weapon Finesse	Alertness, Iron Will[B], Weapon Focus (Rapier), Weapon Finesse
Environment:	Underground		
Organization:	Solitary, pair, herd (6-10) or troupe (2-5 plus 2-12 medium monstrous spiders		
CR:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class	By character class
Level Adj:	+5	+5	+5

Werespiders are devious, plotting plans within plans as they lure unsuspecting prey to their doom. Werespiders in humanoid form tend to have spindly limbs and preference for dark clothing – usually preferring blacks with red trim. Werespiders are more common among drow than any other race, though there have been hairy-spider versions seen among the Duergar and deep gnomes.

A werespider's hybrid form appears similar to a huge black widow, with a humanoid head and the front two legs ending in manipulative hands. Among the drow, the spider form looks like a massive black widow web-spinning spider, and among Duergar and deep gnomes the spider form looks like a giant hairy hunting spider. Infected lycanthropes always take the spider form of the lycanthrope that bit them.

Combat

The werespider's hybrid form is truly horrifying to most races, and it generally take this shape when attacking. They prefer to strike from above and prefer to lure victims into webbed areas where they can be dispensed with easier. Most werespiders prefer to poison, but not kill their victims straight away, leaving their victims to linger for days.

The werespider presented here had the following ability scores before racial modifiers. Str 13, Dex 11, Con 12, Int 10, Wis 9, Ch 8

Alternate form (Su): A werespider can assume a hybrid form or that of a huge spider (black widow or hairy spider).

Drow Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious.

After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Drow Traits (Ex): Drow elves have the following traits.

- **+2 Intelligence, +2 Charisma**.
- **Medium Size**.
- **A Drow's base land speed is 30 ft**.
- **Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.**
- **+2 racial bonus on Listen, Search, and Spot checks.** A drow that merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Darkvision out to 120 feet**.

- **Spell resistance equal to 11 + class levels**.
- **+2 racial bonus on Will saves against spells and spell-like abilities**.
- **Spell-Like Abilities:** Drow can use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.
- **Weapon Proficiency:** A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf 's weapon proficiency.
- **Automatic Languages:** Common, Elvin, Undercommon.
- **Bonus Languages:** Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.
- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Favored Class:** Wizard (male) or cleric (female). This trait replaces the high elf 's favored class.
- **Level adjustment +2**.

Poison bite (Ex): A werespider's bite is poisonous (DC 12; Injury; Init: 1d4 Str; Sec: 1d4 Str). The save DC is Constitution-based.

Web (Ex): A werespider often wait in their webs or high on cavern walls, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have DR 5/—. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	*Escape Artist DC*	*Break DC*	*Hit Points*
Medium	12	16	6

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

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

* Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Werespiders on Amberos

Unlike many of the other lycanthropes, whose abilities were a gift of Belli, it is thought that Ziga researched and created werespiders herself, or that they are some sort of curse for drow low enough to attempt to mate with driders, or have otherwise associated themselves with driders.

The drow view werespiders as cursed individuals, despite the drow fondness for spider effigies. A werespider is considered to have drider blood in their veins, proof of some ancient failure of that person's bloodline. Drow tend to kill any werespiders they detect, and individuals often flee a community if discovered before they are hunted down and destroyed. Some such exiled drow have formed small communities in the wilderness of the underdark, where they prey on anyone who falls into their clutches.

Ziga will not support any priestess (or priest) who is a werespider, and any priest who contracts lycanthropy and becomes a werespider becomes an ex-cleric until the lycanthropy can be cured. However, it should be noted that Gwieze has been actively recruiting drow werespiders and assigning them to work with shadow elves.

Werespider Skulker

Humanoid Form
2 HD Werespider Rogue 5 ;**hp** 35
S13 D16 C12 I14 W12 Ch8;**Fort** +6**, Ref** +8**, Will** +5
Init: +3 **Move:** 30 ft.
AC: 20 (+3 Dex, +2 natural, +5 *chain shirt +1*) touch 13, flat 17
BAB/Grapple: +4/+5
Full Attack: *+1 rapier* +9 melee (1d6+1;19-20/x2) or mw hand crossbow +8 ranged (1d4;19-20/x2)
Special Att: Poison, Sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, scent, spider empathy, SR 16, trap sense +1, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +11, Bluff +7, Climb +11, Hide +13, Jump +12, Listen +15, Move Silently +11, Search +12, Sleight of Hand +11, Spot +15
Feats: Alertness, Iron Will[B], Weapon Finesse, Weapon Focus (rapier)
CR: 7
Gear: *chain shirt +1* (1,250 gp), *+1 rapier* (2,320 gp), mw hand crossbow (400 gp), *cloak of resistance +1* (1,000 gp), *dust of illusion* (1,200 gp), *potion of cure moderate wounds* (300 gp)
Total: 6,470 gp (7,200 gp)

Evasion (Ex): A werespider skulker can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A werespider skulker gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A werespider skulker can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hybrid Form
2 HD Werespider Rogue 5;**hp** 35
S13 D22 C14 I14 W12 Ch8;**Fort** +6**, Ref** +10**, Will** +4
Init: +6 **Move:** 30 ft., climb 20 ft.
AC: 19 (+6 Dex, +3 natural) touch 16, flat 13
BAB/Grapple: +4/+5
Full Attack: *+1 rapier* +12 melee (1d6+2;18-20/x2), bite +5 melee (1d6+1 + poison) or mw hand crossbow +10 ranged (1d4;19-20/x2)
Special Att: Poison, Sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, scent, spider empathy, SR 16, trap sense +1, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +11, Bluff +7, Climb +19, Hide +17*, Jump +12, Listen +15, Move Silently +14*, Search +12, Sleight of Hand +14, Spot +19
Feats: Alertness, Iron Will[B], Weapon Finesse, Weapon Focus (rapier)
CR: 7
Gear: See humanoid form

Animal Form
2 HD Werespider Rogue 5;**hp** 35
S13 D22 C14 I14 W12 Ch8;**Fort** +6**, Ref** +10**, Will** +4
Init: +6 **Move:** 30 ft., climb 20 ft.
AC: 19 (+6 Dex, +3 natural) touch 16, flat 13
BAB/Grapple: +4/+5
Full Attack: bite +5 melee (1d6+1 + poison)
Damage: *+1 rapier* 1d6+1 (18-20/x2), bite 1d6 + poison, hand crossbow 1d4 (19-20/x2)
Special Att: Poison, Sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, scent, spider empathy, SR 16, trap sense +1, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +11, Bluff +7, Climb +19, Hide +17*, Jump +12, Listen +15, Move Silently +14*, Search +12, Sleight of Hand +14, Spot +19
Feats: Alertness, Iron Will[B], Weapon Finesse, Weapon Focus (rapier)
CR: 7
Gear: None



Werespider Arachlord

Humanoid Form
2 HD Werespider Rogue 10;**hp** 58
S13 D22 C12 I14 W12 Ch8;**Fort** +7**, Ref** +12**, Will** +6
Init: +10 **Move:** 30 ft.
AC: 26 (+6 Dex, +2 natural, +1 *amulet of natural armor +1*, *+7 mithral chain shirt +3*) touch 16, flat 10
BAB/Grapple: +8/+9
Full Attack: *+2 rapier* +16/+11 melee (1d6+3;15-20/x2)
or +1 hand crossbow +15 ranged (1d4+1;19-20/x2)
Special Att: Crippling strike, poison, sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, improved uncanny dodge, scent, spider empathy, SR 16, trap sense +3, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +21, Bluff +12, Climb +16, Hide +21, Jump +17, Listen +20, Move Silently +21, Search +17, Sleight of Hand +21, Spot +20
Feats: Alertness, Improved Critical (rapier), Improved Initiative, Iron Will[B], Weapon Finesse, Weapon Focus (rapier)
CR: 12
Gear: *mithral chain shirt +3* (10,250 gp), *+2 rapier* (8,320 gp), *amulet of natural armor +1* (2,000 gp), *+1 hand crossbow* (2,400 gp), *gloves of dexterity +2* (4,000 gp)
Total: 26,970 gp (27,000 gp)

Crippling Strike (Ex): A werespider arachlord with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Evasion (Ex): A werespider arachlord can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A werespider arachlord can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Trap Sense (Ex): A werespider arachlord gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A werespider skulker can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hybrid Form
2 HD Werespider Rogue 10;**hp** 58
S13 D24 C14 I14 W12 Ch8;**Fort** +8**, Ref** +14**, Will** +6
Init: +11 **Move:** 30 ft., climb 20 ft.
AC: 20 (+4 Dex, +3 natural) touch 14, flat 13
BAB/Grapple: +8/+9
Full Attack: *+1 rapier* +17/+12 melee (1d6+1;15-20/x2), bite +10 melee (1d6+1 + poison)
or hand crossbow +15 ranged (1d4;19-20/x2)
Special Att: Crippling strike, poison, sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, improved uncanny dodge, scent, spider empathy, SR 16, trap sense +3, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +22, Bluff +12, Climb +24, Hide +25*, Jump +17, Listen +20, Move Silently +25*, Search +17, Sleight of Hand +22, Spot +24
Feats: Alertness, Improved Critical (rapier), Improved Initiative, Iron Will[B], Weapon Finesse, Weapon Focus (rapier)
CR: 12
Gear: See humanoid form

Animal Form
2 HD Werespider Rogue 10;**hp** 58
S13 D24 C14 I14 W12 Ch8;**Fort** +8**, Ref** +14**, Will** +6
Init: +11 **Move:** 30 ft., climb 20 ft.
AC: 17 (+4 Dex, +3 natural) touch 14, flat 13
BAB/Grapple: +8/+9
Full Attack: bite +10 melee
Damage: bite 1d6 + poison
Special Att: Crippling strike, poison, sneak attack +3d6, spell-like abilities, web
Special Qual: Alternate form, drow traits, evasion, improved unccanny dodge, scent, spider empathy, SR 16, trap sense +3, trapfinding, tremorsense 60 ft., uncanny dodge
Skills: Balance +22, Bluff +12, Climb +24, Hide +25*, Jump +17, Listen +20, Move Silently +25*, Search +17, Sleight of Hand +22, Spot +24
Feats: Alertness, Improved Initiative, Iron Will[B], Weapon Finesse
CR: 12
Gear: None

Werethrush

	Werethrush, Gnome form Small Humanoid (Gnome, Shapechanger)	Werethrush, thrush form Diminutive Humanoid (Gnome, Shapechanger)	Werethrush, Hybrid Form Small Humanoid (Gnome, Shapechanger)
Hit Dice:	1d8+2 + 1/8d8 +2 (9 hp)	1d8+2 + 1/8d8 +2 (9 hp)	1d8+2 + 1/8d8 +2 (9 hp)
Initiative:	+0	+2 (+2 Dex)	+2 (+2 Dex)
Speed:	20 ft. (6 squares)	10 ft. (2 squares), fly 50 ft. (average) (10 squares)	20 ft. (6 squares), fly 50 ft. (average) (10 squares)
Armor Class:	18 (+1 size, +4 chain Shirt, +1 light shield, +2 natural), touch 11, flat 18	18 (+4 size, +2 Dex, +2 natural), touch 16, flat16	15 (+1 size, +2 Dex, +2 natural), touch 13, flat13
BAB/Grapple:	+1/-2	+1/-10	+1/-2
Attack:	longsword +2 melee or Light crossbow +2 melee	claws +7 melee claws +7 melee, bite +2 melee	longsword +2 melee or light crossbow +4 ranged
Full Attack:	longsword +2 melee or Light crossbow +2 ranged	–	longsword +2 melee, claw +7 melee, bite +2 melee or light crossbow +4 ranged
Damage:	longsword 1d6 (19-20/x2), Light crossbow 1d6 (19-20/x2)	claws 1d1-5, bite 1d1-5	longsword 1d6 (19-20/x2), claw 1d1-5, bite 1d1-5 Light crossbow 1d6 (19-20/x2)
Space/Reach:	5 ft./ 5 ft.	1 ft./0 ft.	5 ft./ 5 ft.
Height:	3 ft. + 2d4 in. (3 ft. 5 in.)	4 in.	2 ft + 1d4 in. (2 ft 2. in.)
Weight:	40 lbs + 1d4 lbs (42 lbs.)	½ lb.	10 lbs + 2d8 lbs. (19 lbs.)
Special Att:	–	–	–
Special Qual:	Alternate form, gnome traits, Low-light vision, thrush empathy, scent	Alternate form, DR 10/silver, gnome traits, low-light vision, thrush empathy, scent	Alternate form, DR 10/silver, gnome traits, low-light vision, thrush empathy, scent
Saves:	Fort +4, Ref +2, Will +2	Fort +4, Ref +2, Will +2	Fort +4, Ref +2, Will +2
Abilities:	S11 D11 C14 I10 W11 Ch8	S1 D15 C14 I10 W11 Ch8	S11 D15 C14 I10 W11 Ch8
Skills:	Hide +3, Listen +5, Spot +5	Hide +17, Listen +5, Spot +5	Hide +6, Listen +5, Spot +5
Feats:	Alertness, Iron Will[b], Weapon Focus (light crossbow)	Alertness, Iron Will[b], Weapon Focus (light crossbow)	Alertness, Iron Will[b], Weapon Focus (light crossbow)
Environment:	Temperate Forests		
Organization:	Solitary, pair, herd (6-10) or troupe (2-5 plus 6-60 thrush)		
CR:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral good	Always neutral good	Always neutral good
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Werethrush are extremely rare creatures, and generally are only found among gnomes and Halflings. In humanoid form, they generally have longer, thin noses and freckles.

Combat

Werethrush are poor fighters. Instead, they generally use their small size to avoid combat in the first place, often spying on opponents either to lead their comrades to the opposition or to simply learn the enemy's plans. Werethrush do not attack with their beaks, and thus they cannot pass on the curse of lycanthropy to others.

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

Alternate Form (Su): A werethrush can assume a hybrid form or the form of a thrush.

Gnome Traits (Ex): Gnomes possess the following racial traits.

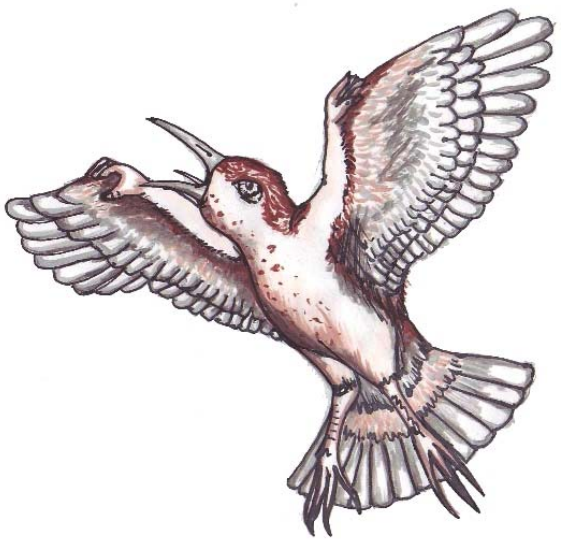
- **+2 Constitution, –2 Strength.**
- **Small size**. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits ¾ those of Medium characters.
- **A gnome's base land speed is 20 feet**.
- **Low-light vision**.
- **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- **+2 racial bonus on saving throws against illusions**.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- **+1 racial bonus on attack rolls against kobolds and goblinoids** (including goblins, hobgoblins, and bugbears).
- **+4 dodge bonus to Armor Class against creatures of the giant type** (such as ogres, trolls, and hill giants).
- **+2 racial bonus on Listen checks**.
- **+2 racial bonus on Craft (alchemy) checks**.
- **Automatic Languages:** Common, Gnome. **Bonus Languages:** Draconic, Dwarven, Elvin, Giant, Goblin, Orc.
- **Spell-Like Abilities:** 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation.* Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- **Favored Class:** Bard.

Thrush Empathy (Ex): Communicate with thrush, and a +4 racial bonus on Charisma-based checks against thrush.

Werethrushes on Amberos

Unlike many of the other lycanthropes of Amberos, werethrushes are generally not found in the lands of Sarve. Gnomes have little to no fear of werethrushes and even tend to give gifts to werethrush members of the community in appreciation for many of the scouting task the lycanthropes undertake for the community.

Halfling werethrushes tend to leave their communities to wander the world, exploring their environment from the skies whenever they are afforded the chance.



Werethrush Gallivanter

Humanoid Form
1/8HD Werethrush (Gnome) Bard 5; **hp** 24
S10 D13 C12 I14 W10 Ch16;**Fort** +4**, Ref** +7**, Will** +6
Init: +1 **Move:** 20 ft.
AC: 20 (+1 size, +1 Dex, +2 natural, +1 *amulet of natural armor +1*, +5 *chain shirt +1*, +2 *buckler +1*), touch 12, flat 19
BAB/Grapple: +3/+0
Full Attack: *+1 longsword* +5 melee (1d6+1;19-20/x2) or light crossbow +5 ranged (1d6;19-20/x2)
Special Att: Spells
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, gnome traits, fascinate, inspire courage +1, inspire competence, scent, thrush empathy
Skills: Appraise +10, Bluff +11, Decipher Script +10, Diplomacy +11, Gather Information +11, Hide +4, Listen +6, Perform (Sing) +11, Sense Motive +8, Sleight of Hand +11, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Weapon Finesse[B]
CR: 7
Gear: *chain shirt +1* (1,250 gp), *buckler +1* (1,165 gp), *amulet of natural armor +1* (2,000 gp), *+1 longsword* (2,315 gp), light crossbow (35 gp), *potion of cure moderate wounds* (300 gp)
Total: 7,065 gp (7,200 gp)
Bardic Knowledge: +8
Bardic Music: 5x/day, Perform (Sing) +11; Can use the abilities *Countersong, Fascinate, Inspire Courage,* and *Inspire Competence.* See the bardic abilities for descriptions.

Typical Spell List

(3/4/2;Caster Level 5;Spell DC 13+Spell Level)
0: *Know Direction, Lullaby, Mage Hand, Message, Open/Close, Prestidigitation*
1st: *Charm Person, Disguise Self, Expeditious Retreat*
2nd: *Animal Messenger, Cat's Grace, Hold Person*

Hybrid Form
1/8HD Werethrush (Gnome) Bard 5; **hp** 24
S10 D17 C14 I14 W10 Ch16;**Fort** +5**, Ref** +9**, Will** +6
Init: +3 **Move:** 20 ft., fly 50 ft. (Average)
AC: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat 13
BAB/Grapple: +3/+0
Full Attack: *+1 longsword* +5 melee (1d6+1;19-20/x2), claw +7 melee (1d3), bite +2 melee (1d4)
or light crossbow +5 ranged (1d6;19-20/x2)
Special Att: Curse of lycanthropy, spells
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, DR 10/silver, gnome traits, fascinate, inspire courage +1, inspire competence, scent, thrush empathy
Skills: Appraise +10, Bluff +11, Decipher Script +10, Diplomacy +11, Gather Information +11, Hide +7, Listen +6, Perform (Sing) +11, Sense Motive +8, Sleight of Hand +13, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Weapon Finesse[B]
CR: 7
Gear: See humanoid form

Animal Form
1/8HD Werethrush (Gnome) Bard 5; **hp** 24
S1 D17 C14 I14 W10 Ch16;**Fort** +5**, Ref** +9**, Will** +6
Init: +3 **Move:** 10 ft., 50 ft. (Average)
AC: 19 (+4 size, +3 Dex, +2 natural), touch 17, flat 16
BAB/Grapple: +3/-10
Full Attack: claws +7 melee, bite +2 melee
Damage: claws 1d1-5, bite 1d1-5
Special Att: Curse of lycanthropy
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, DR 10/silver, gnome traits, fascinate, inspire courage +1, inspire competence, scent, thrush empathy
Skills: Appraise +10, Bluff +11, Decipher Script +10, Diplomacy +11, Gather Information +11, Hide +15, Listen +6, Perform (Sing) +11, Sense Motive +8, Sleight of Hand +13, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Weapon Finesse[B]
CR: 7
Gear: None

Werethrush Rover

Humanoid Form
1/8HD Werethrush (Gnome) Bard 10; **hp** 47
S10 D15 C12 I14 W10 Ch17;**Fort** +6, **Ref** +11**, Will** +9
Init: +2 **Move:** 20 ft.
AC: 23 (+1 size, +2 Dex, +2 natural, +8 *chain shirt +3*, +2 *buckler +2*), touch 13, flat 21
BAB/Grapple: +7/+3
Full Attack: *+2 longsword* +11/+6 melee (1d6+2;19-20/x2)
or mw light crossbow +10 ranged (1d6;19-20/x2)
Special Att: Spells
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, gnome traits, fascinate, inspire courage +2, inspire competence, inspire greatness, scent, suggestion, thrush empathy
Skills: Appraise +10, Bluff +16, Decipher Script +15, Diplomacy +18, Disguise +8, Gather Information +16, Hide +9, Listen +6, Perform (Sing) +16, Sense Motive +15, Sleight of Hand +11, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Negotiator, Weapon Finesse[B], Weapon Focus (longsword)
CR: 12
Gear: *chain shirt +3* (9,250 gp), *buckler +2* (4,165 gp), *+2 longsword* (8,315 gp), mw light crossbow (335 gp) *gloves of dexterity +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 26,810 gp (27,000 gp)
Bardic Knowledge: +13
Bardic Music: 10x/day, Perform (Sing) +16; ; Can use the abilities *Countersong*, *Fascinate*, *Inspire Courage*, *Inspire Competence*, *Suggestion* and *Inspire Greatness.*. See the bardic abilities for descriptions.

Typical Spell List

(3/4/4/3;Caster Level 5;Spell DC 13+Spell Level)
0: *Know Direction, Lullaby, Mage Hand, Message, Open/Close, Prestidigitation*
1st: *Charm Person, Disguise Self, Expeditious Retreat, Ventriloquism*
2nd: *Animal Messenger, Cat's Grace, Hold Person, Invisibility*
3rd: *Dispel Magic, Glibness, Good Hope*

Hybrid Form
1/8HD Werethrush (Gnome) Bard 10; **hp** 47
S10 D17 C14 I14 W10 Ch17;**Fort** +7, **Ref** +12**, Will** +9
Init: +3 **Move:** 20 ft., fly 50 ft. (Average)
AC: 19 (+1 size, +3 Dex, +2 natural, +3 *buckler +2*), touch 13, flat 16
BAB/Grapple: +7/+3
Full Attack: *+1 longsword* +10/+5 melee (1d6+1;19-20/x2), claw +11 melee (1d3), bite +6 melee (1d4)
or light crossbow +5 ranged (1d6;19-20/x2)
Special Att: Curse of lycanthropy, spells
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, DR 10/silver, gnome traits, fascinate, inspire courage +2, inspire competence, inspire greatness, scent, suggestion, thrush empathy
Skills: Appraise +10, Bluff +16, Decipher Script +15, Diplomacy +18, Disguise +8, Gather Information +16, Hide +12, Listen +6, Perform (Sing) +16, Sense Motive +15, Sleight of Hand +14, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Negotiator, Weapon Finesse[B], Weapon Focus (longsword)
CR: 12
Gear: None

Animal Form
1/8HD Werethrush (Gnome) Bard 10; **hp** 47
S1 D17 C14 I14 W10 Ch17;**Fort** +7, **Ref** +12**, Will** +9
Init: +3 **Move:** 10 ft., fly 50 ft. (Average)
AC: 19 (+4 size, +3 Dex, +2 natural), touch 17, flat 16
BAB/Grapple: +7/-1
Full Attack: claws +11 melee (1d1-5), bite +6 melee (1d1-5)
Special Att: Curse of lycanthropy
Special Qual: Alternate Form, bardic music, bardic knowledge, countersong, DR 10/silver, gnome traits, fascinate, inspire courage +2, inspire competence, scent, thrush empathy
Skills: Appraise +10, Bluff +16, Decipher Script +15, Diplomacy +18, Disguise +8, Gather Information +16, Hide +12, Listen +6, Perform (Sing) +16, Sense Motive +15, Sleight of Hand +14, Spot +4
Feats: Alertness, Dodge, Iron Will[B], Negotiator, Weapon Finesse[B], Weapon Focus (longsword)
CR: 12
Gear: None

Mageborn

1st level Sorcerer
Medium Humanoid (Augmented Human)

Hit Dice:	1d4-2 (1 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	11 (+1 Dex), touch 11, flat-footed 10
BAB/Grapple:	0/-2
Attack:	Dagger -2 melee (1d4-2;19-20/x2)
Full Attack:	Dagger -2 melee (1d4-2;19-20/x2) or dart +1 ranged (1d3-2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in + 2d6 in. (6 ft.)
Weight:	150 lbs + 5d10 lbs. (177 lbs.)
Special Att:	Spells
Special Qual:	Mageborn traits
Saves:	Fort –2, Ref +0, Will +3
Abilities:	S6 D10 C7 I13 W12 Ch13
Skills:	Concentration +5, Knowledge (Arcana) +5, Listen +1, Spellcraft +7, Spot +1
Feats:	Eschew Materials
Environment:	Any land
Organization:	Solitary, or Pair
CR:	½
Treasure:	Standard
Alignment:	Often neutral
Advancement:	By Character Class
Level Adj:	-

The figure before you appears human, dressed in flowing robes. The air around the being seems charged with magical energy just waiting to be released

Mageborn are human children born to powerful wizards or sorcerers. From birth they exhibit magical prowess, as if magic seems to flow in their very blood.

Because of their parentage, Mageborn tend to be treated as progeny, with both the advantages and pitfalls such an upbringing entails. Many mageborn are inclined to haughtiness and a feeling of superiority over "common" humans, and some go to great length to distance themselves from "mere mortals".

Combat

Due to their somewhat frail bodies, mageborn often avoid direct confrontation, preferring to solve their problems through influence or the application of their mind.

However, when forced to fight, mageborn tend to rely on spells and magic, disdaining the use of weapons. If possible, many mageborn will employ skilled fighters to deal with melee combatants, and hang back to harry opponents with spells.

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

Mageborn Traits: A Mageborn has the following racial abilities.

- **+1 Arcane Caster Level.** A Mageborn acts as if one level higher than normal for the purposes of determining the damage, duration, range and caster level (for overcoming spell resistance and caster checks) when casting an arcane spell. It does not affect the number of spells per day, spell points or spells known for arcane caster classes.
- **Spellcraft and Use Magic Device are racial skills.** Regardless of the class a mageborn advances in, they treat the Spellcraft and Use Magic Device skill as a class skill.
- **Prestidigitation.** As long as the mageborn has at least one unused spell slot available and at least a 10 Intelligence, he can use the *prestidigitation* spell at will. Caster level is equal to character level.

Spells (Sp): A mageborn sorcerer can cast spells as a 1st level sorcerer. The mageborn's casting level is 2, however. The spell DC is 11 + spell level. The DC is charisma based.

Typical Spell List

(5/4;Caster Level 2; Spell DC 11 + Spell Level
0: *Arcane Mark, Detect Magic, Prestidigitation, Touch of Fatigue*
1st: *Charm Person, Magic Missile**
* Replace with *Magic Bolt* in an Amberos campaign

Society

Mageborn are not numerous enough to form their own societies; there may be as few as one mageborn



per million human births. However, mageborn often seek out the companionship of another mageborn - offspring resulting from such couples are always mageborn themselves.

Whenever a mageborn mates with a "common" human, there is only a 50% chance that any offspring will be mageborn. If the mageborn mates with any other species, no mageborn is possible, even if the other parent has magical or sorcerous abilities (such as a dragon or ogre mage). However, in the latter case, the offspring will be half-human and half whatever the other species is (such as half-dragon).

Mageborn are often forced to live among other humans, but because of their "superior" nature, tend to distance them somewhat from mainstream human culture. However, each mageborn is a true individual and how much they choose to distance themselves from other members of humanity is largely up to the mageborn itself.

Mageborn on Amberos

Most mageborn can be found in the Ice Mages, where the eclectic mix of sorcerers, wizards and mages is the greatest. Mageborn can also be found among the nobility of the Silkna Kingdom and in much smaller numbers in the Kingdom of Vall Vega. There are a few mageborn rumored to exist in the Skienlands, and with the association that the Wri-Atari and Wa-Atari of Randu have with each other, they may harbor a few mageborn among their ranks.

Mageborn as Characters

Mageborn are often drawn to adventure as they are tempted by the promise of magical power. A mageborn character has the following abilities.

- **+2 Int, +2 Cha, -2 Str, -2 Con.** Mageborn have a natural intellect and charisma that exceeds their peers.
- **+1 Arcane Caster Level.** A Mageborn acts as if one level higher than normal for the purposes of determining the damage, duration, range and caster level (for overcoming spell resistance and caster checks) when casting an arcane spell. It does not affect the number of spells per day, spell points or spells known for arcane caster classes.
- **Spellcraft and Use Magic Device are racial skills.** Regardless of the class a mageborn advances in, they treat the Spellcraft and Use Magic Device skill as a class skill.
- **Prestidigitation.** As long as the mageborn has at least one unused spell slot available and at least a 10 Intelligence, he can use the *prestidigitation* spell at will. Caster level is equal to character level.
- **Human blood.** For the purposes of spell effects, special abilities or class entry restrictions, a mageborn is treated as human.
- **Automatic Language:** Common. **Bonus Languages:** Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Favored Class:** Bard, Mage, Sorcerer or Wizard. A multiclass mageborn's highest level arcane class does not count when determining whether he takes an experience point penalty for multiclassing.

Most Mageborn revere Magius, the goddess of Magic. Few mageborn are actually ever priests; they feel the greatest act they can perform to venerate Magius is to be a sorcerer, mage or wizard. Priests of Magius can choose two of the domains of Knowledge, Magic and Protection.

Mageborn True Sorcerer

Mageborn Sorcerer 6;**hp:** 18
S6 D13 C10 I12 W14 Ch18;**Fort** +3**, Ref** +4**, Will** +8
Init: +1 **Move:** 30 ft.
AC: 12 (+1 Dex, +1 *Bracers of Armor +1*), touch 11, flat 11
BAB/Grapple: +3/+1
Full Attack: silver mw dagger +2 melee (1d4-3;19-20/x2)
or *wand of magic missiles (CL 5) (25 charges)* ranged (1d4+1 x3)
Special Att: Spells
Special Qual: Mageborn Traits
Skills: Concentration +9, Knowledge (Arcana) +9, Listen +2, Spellcraft +9, Spot +2
Feats: Eschew Materials, Spell Focus (Enchantment), Toughness
CR: 6
Gear: *bracers of armor +1* (1,000 gp), silver mw dagger (322 gp), *wand of magic missiles (CL 5;25 charges)* (1,875 gp), *cloak of resistance +1* (1,000 gp), *pearl of power (1st level)* (1,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,497 gp (5,600 gp)

Typical Spell List

(6/7/7/4;Caster Level 7; Spell DC 14+ Spell Level)
0: *Arcane Mark, Dancing Lights, Detect Magic, Message, Prestidigitation, Ray of Frost, Touch of Fatigue*
1st: *Charm Person*, Grease, Magic Missile, Sleep**
2nd: *Detect Thoughts, Invisibility*
3rd: *Suggestion**
* Enchantment spell; DC +1

Mageborn Enchanter

Mageborn Sorcerer 12;**hp:** 33
S6 D13 C10 I12 W14 Ch21;**Fort** +4**, Ref** +5**, Will** +10
Init: +1 **Move:** 30 ft.
AC: 15 (+1 Dex, +1 *amulet of natural armor +1,* +3 *Bracers of Armor +3*), touch 11, flat 14
BAB/Grapple: +6/+4
Full Attack: silver mw dagger +5/+0 melee (1d4-3;19-20/x3)
or *staff of enchantment (9 charges)*
Special Att: Spells
Special Qual: Mageborn traits
Skills: Concentration +15, Knowledge (Arcana) +15, Listen +2, Spellcraft +15, Spot +2
Feats: Eschew Materials, Greater Spell Focus (Enchantment), Spell Focus (Enchantment), Spell Penetration, Toughness
CR: 12
Gear: *bracers of armor +3* (9,000 gp), *amulet of natural armor +1* (2,000 gp), silver mw dagger (332 gp), *staff of enchantment (9 charges)* (11,700 gp), *cloak of charisma +2* (4,000 gp), *potion of cure moderate wounds* (300 gp), diamond dust (250 gp) [stoneskin]
Total: 24,757 gp (27,000 gp)

Typical Spell List

(6/8/7/7/7/6/3;Caster Level 13; Spell DC 15+ Spell Level)
0: *Arcane Mark, Dancing Lights, Detect Magic, Ghost Hand, Mage Hand, Message, Prestidigitation, Ray of Frost, Touch of Fatigue**
1st: *Charm Person**, *Disguise Self, Grease, Magic Missile***, *Sleep**
2nd: *Daze Monster**, *Detect Thoughts, Mirror Image, Touch of Idiocy*, Web*
3rd: *Fireball, Hold Person**, *Major Image, Suggestion**
4th: *Charm Monster**, *Stoneskin, Summon Monster IV*
5th: *Dominate Person**, *Teleport*
6th: *Greater Dispel Magic*
* Enchantment spell; DC +1
** Replace with *Magic Bolt* in an Amberos campaign

Mageborn Chosen

Mageborn Sorcerer 18;**hp:** 48
S6 D13 C10 I12 W14 Ch22;**Fort** +12**, Ref** +11**, Will** +17
Init: +1 **Move:** 30 ft.
AC: 19 (+1 Dex, +1 *amulet of natural armor +1,* +5 *gray robe of the archmagi*, +2 *ring of protection +2*), touch 11, flat 18
BAB/Grapple: +9/+7
Full Attack: *+1 silver dagger* +8/+3 melee (1d4-2;19-20/x2)
or *staff of evocation (25 charges)* ranged
Special Att: Spells
Special Qual: SR 18
Skills: Concentration +21, Knowledge (Arcana) +21, Spellcraft +21
Feats: Eschew Materials, Great Fortitude, Greater Spell Focus (Enchantment), Improved Counterspell, Spell Focus (Enchantment), Spell Penetration, Toughness
CR: 18
Gear: *gray robe of the archmagi* (75,000 gp), *amulet of natural armor +1* (2,000 gp), *+1 silver dagger* (2,332 gp), *staff of evocation (25 charges)* (37,500 gp), *cloak of charisma +2* (4,000 gp), *ring of protection +2* (8,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin], canine statuettes (50 gp) [repulsion]
Total: 127,882 gp (130,000 gp)

Typical Spell List

(6/8/8/7/7/7/7/6/5/3;Caster Level 20; Spell DC 15+ Spell Level)
0: *Arcane Mark, Dancing Lights, Detect Magic, Ghost Hand, Mage Hand, Message, Prestidigitation, Ray of Frost, Touch of Fatigue**
1st: *Charm Person**, *Disguise Self, Grease, Magic Missile***, *Sleep**
2nd: *Daze Monster**, *Detect Thoughts, Mirror Image, Touch of Idiocy*, Web*
3rd: *Fireball, Hold Person**, *Major Image, Suggestion**
4th: *Black Tentacles, Charm Monster**, *Stoneskin, Summon Monster IV*
5th: *Baleful Polymorph, Dominate Person*,Mind Fog**, *Teleport*
6th: *Greater Dispel Magic, Repulsion, Symbol of Persuasion**
7th: *Finger of Death, Mass Hold Person*, Spell Turning*
8th: *Moment of Prescience, Polymorph Any Object, Symbol of Insanity**
9th: *Power Word Kill**
* Enchantment spell; DC +1
** Replace with *Magic Bolt* in an Amberos campaign

Magic Monkey

Tiny Magical Beast

Hit Dice:	¼ d10 (1 hp)
Initiative:	+4 (+4 Dex)
Speed:	15 feet (3 squares),climb 15 feet (3 squares)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat 12
BAB/Grapple:	+0/-7
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	2½ ft./0 ft.
Height:	1 ft. + 2d8 in. (1 ft. 9 in.)
Weight:	10 lb. + 1d4 lbs. (12 lbs.)
Special Att:	Magic drain
Special Qual:	Detect magic, low-light vision, spell absorption
Saves:	Fort +2, Ref +6, Will -1
Abilities:	S3 D19 C11 I6 W8 Ch7
Skills:	Balance +4, Climb +12, Jump -4, Spellcraft –2, Tumble +14
Feats:	Ability Focus (Magic Drain)[B], Acrobatic, Weapon Finesse[B]
Environment:	Warm forest
Organization:	Solitary, Brace (2), Family (2-5), Colony (5-20), Mob (20-40), or Horde (40-60)
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	½ - 1 HD (Tiny); 2 -3 HD (Small)
Level Adj:	–

You find yourself facing what appears to be a spindly monkey covered in soft brown fur with a white, mask-like tuff of fur about their faces. It has a fur-covered prehensile tail as nearly as long as its body, and it looks at you with large, brown eyes as it makes a soft, purr-like noise.

These small, annoying little creatures are the bane of magic-bearing individuals.. Though they appear harmless and almost comical, they have the ability to drain and actually feed on magic.

Most magic monkeys can be found in the wilderness near areas that have strong natural magical eminations. They avoid areas of permanent antimagic and tend to be skittish about civilized areas, fearing anything bigger than themselves.

Combat

Magic monkeys are easily terrified by any physical display of force and will generally move out of melee range of any opponent they meet. If forced into combat, they will bite their attackers, hoping to convince the assailant to leave them alone.

They will however, tend to remain within range to absorb any spells cast in their direction. If they encounter a group without magic, they will quickly disperse.

Detect Magic (Su): As per the spell at will, caster level 1.

Magic Drain (Ex): Any magic item touched by a magic monkey can be drained of its magical power. The item/spell must make a Fort save (DC 10) or be drained of all magic. Items not in the possession of a being gain no saving throw against this effect.

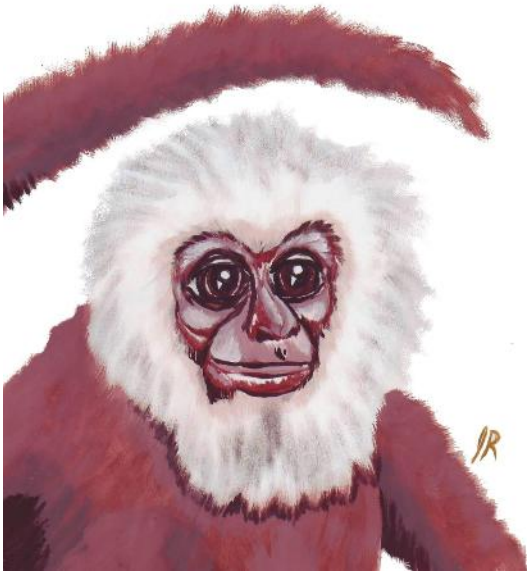
Spell Absorption (Su): Any spellcaster touched by a magic monkey must make a Fort save (DC 10) or lose 1d4+1 prepared spellcasting levels for the day to the magic monkey's appetite. The magic monkey absorbs any spell that passes within 15 feet of a magic monkey if a caster level DC 10 check is failed. The absorbed spell has no effect other than to feed the Magic Monkey. A magic monkey can absorb up to 10 spell levels before it is "full". If it attempts to absorb more, it must make a Fort save (DC 10 + spell level) or explode in a ghastly fashion from "overeating". In either case, the spell is absorbed with no effect.

Skills: A magic monkey gains a +8 racial bonus to Climb checks and Tumble checks. A magic monkey can take 10 while climbing even if running or in combat. A magic monkey can use its dexterity instead of its strength when climbing.

Magic Monkeys on Amberos

The bane of Amberos, these creatures have been hunted to near-extinction on the continent. The surviving colonies of magic monkeys known to still exist can be found in the Golens, the Tuan hills and at the edge of Statisdome.

Lately, Barbed March has been experimenting with keeping magic monkeys to defend against opponents, but Red Dengal of the Red Cabal has fiercely opposed this, and is thought to have sent assassins after those who support their use.



Makalk Mereka

Medium Monstrous Humanoid (Air)

Hit Dice:	1d8 (4 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares),fly 60 ft.,(average) (12 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat 11
BAB/Grapple:	+1/+1
Attack:	Scimitar +0 melee (1d6-1;18-20/x2) or bite +0 melee (1d4-1)
Full Attack:	Scimitar +0 melee (1d6-1;18-20/x2), bite +0 melee (1d4-1) or bite +0 melee (1d4-1), 2 claws –5 melee (1d6-1) or shortbow +3 ranged (1d6-1;x3)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 10 in. + 2d6 in. (5 ft. 5 in.)
Weight:	120 lbs. + 2d8x5 lbs. (165 lbs.)
Special Att:	–
Special Qual:	Low-light vision, limited grasp
Saves:	Fort 0, Ref +4, Will +2
Abilities:	S9 D15 C11 I11 W11 Ch9
Skills:	Craft (Weaponsmith) +4, Listen +0, Spot +8
Feats:	Dodge
Environment:	Any plains, hills, mountains, marsh
Organization:	Solitary, Brace, Brood (2-5), Nest (5-20), Flight (20-40), Flock (40-60), or Tribe (60+)
CR:	½
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By Character Class
Level Adj:	+1

Standing before you is a man-sized bird with feathered arms instead of wings. Its body is covered in black feathers, with a white-feathered breast. The feathers around its neck are freckled with white spots, and it has large, round eyes with yellow pupils. The creature's thin, yellow-orange and featherless legs end in sharp talons. The creature seems to only be clothed in a harness, which allows it to carry a few items, a scimitar and a small pack on its chest.

Makalk mereka are a race of bird men that inhabit uncivilized areas. They are antagonistic, and often war with neighboring communities. They rarely war with their own kind, and have been known to become mercenaries in times of general peace.

Combat

Makalk mereka are skilled in the use of most martial weapons, preferring to fight in combat with scimitars or rapiers while wearing a specially designed breastplate to defend themselves from harm. Despite their neutral attitude towards life, makalk mereka are capable of organizing themselves into efficient and deadly fighting bands as well as aerial armies.

Skills: Makalk mereka have a +4 racial bonus to spot checks.

Makalk Mereka Society

The makalk mereka make their homes in high, inaccessible spaces, though they are at home on the ground or high in the air in remote places. The makalk mereka tend to have a decentralized community with an advisor/mediator position instead of king or other such leader. There is rarely a standing army and makalk mereka are free to come and go as they please. They tend to dislike restrictive laws, though they understand the need for morals and punishment for despicable acts against others.

However, makalk mereka have a very open ideal about property; they strongly believe that a being only has right to what they need to survive and strong enough to hold. They are not above raiding other communities for goods they need, or stealing small items from other races when they aren't looking. They are particularly skilled at making weapons, and their work is highly sought after.

Makalk Mereka on Amberos

The makalk mereka are a race of avians from the lands of Aurora. Many flocks migrated from Aurora to Amberos during the Elvin Golden Age, but most were destroyed during the Dark Ages. As such, they tend to be antagonistic or plain unwilling to deal with the "ground walkers".

Over the ages, the have been known to hire themselves out as mercenary troops or shock troops, though they have rarely done so since the Dark Ages.

Existing makalk mereka can be found in the Skienlands and in Randu. They do not exist in large numbers elsewhere, but once did span the entire continent, so they could be encountered anywhere.



Makalk Mereka Characters

Free-wheeling at heart, it is not unusual for Makalk to leave their communities to explore and adventure. However, they are rarely fond of ground-based races, and such beings must generally work hard to earn their trust.

A Makalk Mereka character gains the following abilities.

- **Low-light vision.** A makalk mereka can see twice as far as a human in dim or twilight conditions.
- **Monstrous Humanoid (Air subtype)**
- **Medium size.**
- **Base Movement 30 feet, fly 60 feet (average)**
- **-2 Str, +4 Dex, -2 Cha.** Makalk mereka have light frames that lack strength, but it makes them very agile. Makalk have difficulty associating with others.
- **+1 Natural Armor.**
- **Natural attack.** A makalk mereka may peck opponents with their beak for 1d4+Str mod damage. While flying, a makalk mereka may use its 2 claws, each dealing 1d6 + ½ Str mod. The claws are considered secondary attacks.
- **Limited Grasp.** A makalk mereka's arms double as its wings in flight. If a makalk mereka wishes to hold an item in flight, it must use its taloned feet to do so.
- **+4 bonus to Spot checks.**
- **Favored Class:** Rogue
- **Level Adjustment:** +1

Makalk mereka generally worship Discoff and clerics may choose from the domains of Chaos, Luck Trickery.

Makalk Mereka Acrobat

Makalk Mereka Rogue 4/Fighter 1; **hp** 24
S12 D20 C12 I13 W10 Ch6;**Fort** +4**, Ref** +9**, Will** +1
Init: +5 **Move:** 30 ft., fly 60 ft. (ave)
AC: 20 (+5 Dex, +1 natural, +4 mithral chain shirt) touch 15, flat 15
BAB/Grapple: +4/+5
Full Attack: *+1 Rapier* +10 melee (1d6+2;18-20/x2), bite +5 melee (1d4+2)
or bite +10 melee (1d4+2), 2 claws +5 melee (1d6+1)
or composite shortbow (+1 Str) +9 ranged (1d6+1;x3)
Special Att: Sneak attack +2d6
Special Qual: Evasion, low-light vision, limited grasp, trap sense +1, trapfinding, uncanny dodge
Skills: Bluff +5, Craft (Weaponsmith) +9, Disable Device +8, Escape Artist +12, Gather Information +5, Hide +5, Knowledge (Local) +8, Move Silently +5, Perform +5, Search +8, Spot +12, Swim –2
Feats: Dodge, Fly-by Attack, Weapon Finesse[F]
CR: 5
Gear: mithral chain shirt (1,100 gp), *+1 rapier* (2,315 gp), composite shortbow (+1 Str) (150 gp), *potion of cure moderate wounds* (300 gp)
Total: 3,865 gp (4,300 gp)

Evasion (Ex): A makalk mereka acrobat can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A makalk mereka acrobat gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A makalk mereka acrobat can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Makalk Mereka Skimmer

Makalk Mereka Rogue 8/Fighter 2; **hp** 49
S14 D21 C12 I13 W10 Ch6;**Fort** +6**, Ref** +11**, Will** +3
Init: +9 **Move:** 30 ft., fly 60 ft. (ave)
AC: 23 (+5 Dex, +1 natural, +7 *mithral breastplate +2*) touch 15, flat 18
BAB/Grapple: +8/+10
Full Attack: *+1 Rapier* +15/+10 melee (1d6+3;18-20/x2), bite +13 melee (1d4+3)
or bite +13 melee (1d4+3), 2 claws +8 melee (1d6+1)
or mw composite shortbow (+2 Str) +14/+9 ranged (1d6+2;x3)
Special Att: Sneak attack +4d6
Special Qual: Evasion, improved uncanny dodge, low-light vision, limited grasp, trap sense +2, trapfinding, uncanny dodge
Skills: Bluff +9, Craft (Weaponsmith) +10, Disable Device +12, Escape Artist +16, Gather Information +9, Hide +9, Knowledge (Local) +12, Move Silently +9, Perform +9, Search +12, Spot +17, Swim –2
Feats: Dodge, Fly-by Attack, Hover, Improved Initiative, Weapon Finesse[F], Weapon Focus (rapier)
CR: 10
Gear: *mithral breastplate +2* (8,350 gp), *+1 rapier* (2,315 gp), mw composite longbow (+2 Str) (525 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 15,940 gp (16,000 gp)

Evasion (Ex): A makalk mereka skimmer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A makalk mereka skimmer can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Trap Sense (Ex): A makalk mereka skimmer gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A makalk mereka skimmer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Makalk Mereka Warlord

Makalk Mereka Rogue 11/Fighter 4; **hp** 49
S14 D22 C12 I13 W10 Ch6;**Fort** +7**, Ref** +12**, Will** +4
Init: +10 **Move:** 30 ft., fly 60 ft. (ave)
AC: 25 (+6 Dex, +1 natural, +7 *slick mithral breastplate +3*) touch 16, flat 19
BAB/Grapple: +12/+14
Full Attack: *+1 Rapier of Speed* +20/+20/+15/+10 melee (1d6+3;15-20/x2), bite +18 melee (1d4+2)
or bite +18 melee (1d4+2), 2 claws +13 melee (1d6+1)
or *+1 composite shortbow* +19/+14/+9 ranged (1d6+2;x3)
Special Att: Opportunist, sneak attack +6d6
Special Qual: Evasion, improved uncanny dodge, low-light vision, limited grasp, trap sense +3, trapfinding, uncanny dodge
Skills: Bluff +12, Craft (Weaponsmith) +14, Disable Device +15, Escape Artist +24, Gather Information +12, Hide +12, Knowledge (Local) +15, Move Silently +12, Perform +9, Search +15, Spot +18, Swim –2
Feats: Dodge, Fly-by Attack, Hover, Improved Critical (rapier), Improved Initiative, Weapon Finesse[F], Weapon Focus (rapier)[F], Weapon Specialization (rapier)[F], Wingover
CR: 15
Gear: *slick mithral breastplate +3* (17,100 gp), *+1 rapier of speed* (32,315 gp), *+1 composite shortbow (+1 Str)* (2,450 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 57,615 gp (59,000 gp)

Evasion (Ex): A makalk mereka warlord can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A makalk mereka warlord can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Opportunist (Ex): Once per round, a makalk mereka warlord can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round.

Trap Sense (Ex): A makalk mereka warlord gains an intuitive sense that alerts her to danger from traps, giving her a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A makalk mereka warlord can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Mandragon

Large Aberration (Reptilian)

Hit Dice:	5d8+15 (37 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 feet (4 squares),fly 50 ft.,(clumsy) (10 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat 14
BAB/Grapple:	+3/+10
Attack:	Bite +7 melee (2d6+4)
Full Attack:	Bite +7 melee (2d6+4), 2 claw +4 melee (1d6+2), tail slap +4 melee (1d4+2)
Space/Reach:	10 ft./10 ft.
Height:	10 ft. + 2d4 ft. (15 ft.)
Weight:	700 lbs + 2d10x10 lbs. (810 lbs.)
Special Att:	Breath weapon, fear
Special Qual:	Darkvision 120 ft., resistance to energy
Saves:	Fort +4, Ref +2, Will +4
Abilities:	S19 D13 C17 I8 W10 Ch6
Skills:	Climb +11, Jump +5, Spot +8
Feats:	Multiattack, Weapon focus (bite)
Environment:	Temperate, Warm land
Organization:	Solitary, Pair, or Brood (2-5)
CR:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)

A reptilian creature rises up, hissing as it does so. Its lower body disappears into a vast snake-like coil on the floor. It leans forward and plants its muscular arms on the ground to hold itself up, as a massive pair of bat-like wings unfurl behind the creature. The beast's head is like that of a great lizard or dragon, adorned with two long, curling horns and a pair of slitted eyes that shine in the gloom. The foul smell of sulfur hangs about the entire thing, and with each hiss from the creature's mouth a plume of black smoke trails from its nostrils.

A mandragon is a vaguely humanoid creature of unknown origin. It has a reptilian head and long neck reminiscent of a dragon, with the upper torso of a humanoid being. Its lower body tapers into a tail that ends in a cruel spear-like point. Mandragons are typically greenish, brown or black in color, but they have been seen with reddish, golden or even white scales. Despite the color of their scaly skin, all mandragons are fire breathers and gain no special abilities due to coloration.

A mandragon can usually speak broken Common or the dominant language of other sentient species in the area.

Combat

A mandragon is a killing machine, often attacking without apparent provocation. They generally rush their opponents breathing fire as they move forward, then engage with claws and bite until their opponent falls. They are unimaginative in combat and often ignorant of the consequences their actions may have on the environment around them – more than one mandragon has burned down the building it was lairing in without second thought.

Breath Weapon (Su): Once every 1d4+1 rounds, the mandragon may breath a cone of fire 30 feet long. The fire deals 3d12 damage to those caught in the area of effect (Reflex DC 15 for half damage). The fire will ignite combustible materials.

Fear (Su): The mandragon radiates an aura of dread that can be felt out in a radius of 15 feet. Creatures with 5 HD or levels or less who fail a Will save DC 10 become shaken. Characters can only be affected by this aura once per day. The effects last for 1d4+1 rounds.

Resistance to Energy (Ex): The mandragon has fire resistance 15, cold resistance 15, electricity resistance 15, and acid resistance 15.



Mandragon on Amberos

It is believed by some that mandragons may be the result of genetic manipulation from the Age of Technology. Dragons despise mandragons and will destroy them on sight.

Mandragons can be found in the area around the Boiling Sea and various other underground areas across Amberos. There are rumors of a tribe of mandragon in the Golens, but no evidence of their existence has been found.

Mangycore

Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares),fly 50 ft.,(clumsy) (10 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat 12
BAB/Grapple:	+10/+18
Attack:	Claw +13 melee (2d4+4)
Full Attack:	2 claw +13 melee (2d4+4), bite +8 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Length:	9 ft + 2d12 in. (10 ft. 1 in.)
Weight:	900 lbs + 4d10x5 lbs (1,010 lbs.)
Special Att:	Disease, tail spikes
Special Qual:	Darkvision 60 ft, DR 5/blunt, immune to disease, Low-light vision
Saves:	Fort +10, Ref +8, Will +4
Abilities:	S19 D13 C17 I4 W12 Ch9
Skills:	Listen +7, Spot +8, Survival +1
Feats:	Ability Focus (Disease), Flyby attack, Multiattack, Track[B], Weapon Focus (Tail spikes)
Environment:	Any land
Organization:	Solitary
CR:	7
Treasure:	No coins, standard goods and magic
Alignment:	Always chaotic evil
Advancement:	11-20 HD (Large); 21-30 HD (Huge)

The foulest of smells assaults your nostrils as this creature flops into view. It has the body of a diseased lion, its fur falling out in clumps as the very skin seems to sag off its bones. It has the gaunt head of a man, white and ashen, surrounded by a mane of lice-ridden hair. It has the tail of scorpion that ends in numerous barbs instead of a single stinger. The creature faces you, and lets out a growl that gurgles with the obvious foul fluids within its guts.

The heralds of the god of disease and pestilence, these foul creatures exist solely to spread disease, famine and other pestilences across the land. They travel far and wide, spreading disease wherever they travel. They are greatly feared by all, but they refuse to be appeased with supplications, and descend on those who attempt to drive them away with an unimaginable fury.

Mangycore cannot speak due to the rotted nature of their vocal cords but do understand Common and sometimes scratch messages into soft stone or dirt for others to read.

Combat

A mangycore will generally attempt to strike foes by leaping into combat. If an opponent attempts to keep their distance, they will use their tail spikes to harass and slow the enemy. Mangycore do not fear death and will fight until slain or somehow commanded to stop.

Disease (Su): The bite of a mangycore causes Leprosy (Fort DC 19; incubation: 1d4+1 days; init: 1d4 Con; sec: 1d2 Con). For every ¼ or more of the victim's Con that is lost, they lose a random extremity to rot (roll d6: 1-2 left leg, 3-4 right leg, 5 left arm, 6 right arm). Limbs that have rotted away cannot be regenerated or otherwise healed until the disease goes away.

Immune to Disease (Su): While able to carry and inflict disease in others, mangycores themselves are immune to the effects of disease.

Tail Spikes (Ex): As a standard action, the Mangycore may fire 1d4+1 spikes at an opponent with a +11 ranged attack bonus. The spike's range increment is 30 feet. Each spike deals 1d6 damage + disease.

Mangycore on Amberos

Touched by Lepornunse, mangycore are cursed manticores. During the Elvin Golden Age, Lepornunse was impressed by a group of powerful manticore messengers and approached them. However, the manticores spurned him and loathed him and his appearance. This irritated Lepornunse and he cursed them with their current form, forcing them to become his heralds despite their rejection of him.



Mantrap

Huge Plant
Hit Dice: 8d8+11 (47 hp)
Initiative: -2 (-2 Dex)
Speed: 5 ft. (1 square)
Armor Class: 12 (-2 size, -2 Dex, +6 natural), touch 6, flat-footed 12
BAB/Grapple: +6/+19
Attack: Slam +9 melee (1d8+5)
Full Attack: 2 Slam +9 melee (1d8+5) and bite +4 melee (2d6 +2;19-20/x2)
Space/Reach: 15 ft./10 ft. (15 ft. with slams)
Special Att: Fascinating scent, improved grab, swallow whole
Special Qual: Fast healing 4, low-light vision, plant traits
Saves: Fort +9, Ref +0, Will +1
Abilities: S20 D7 C12 I1 W8 Ch6
Skills: Hide –10*, Listen +4, Spot +5
Feats: Great Fortitude, Improved Critical (Bite), Toughness
Environment: Temperate forests
Organization: Solitary
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adj: -

This large plant consists of a thin tree-like trunk and man-sized pod covered in sharp teeth. Ropy tentacle-like vines sweep out from the plant, entangle all they touch.

The Mantrap is a deadly plant that uses a hypnotic scent to attract prey. It then draws the helpless prey into its pod-like orifice and devours them.

Oddly, mantraps are often favored tools of Dryads who wish to protect their forest from intruders. Dryads have been known to plant and tend mantraps around their home tree as a sort of defense against attack. They will often save attractive prey from the plants in return for favors.

Combat

Mantrap use their fascinating scent to attract prey. If faced with entranced and active prey, the mantrap will attack active prey first, attempting to wring the life from them before moving on to the helpless prey.

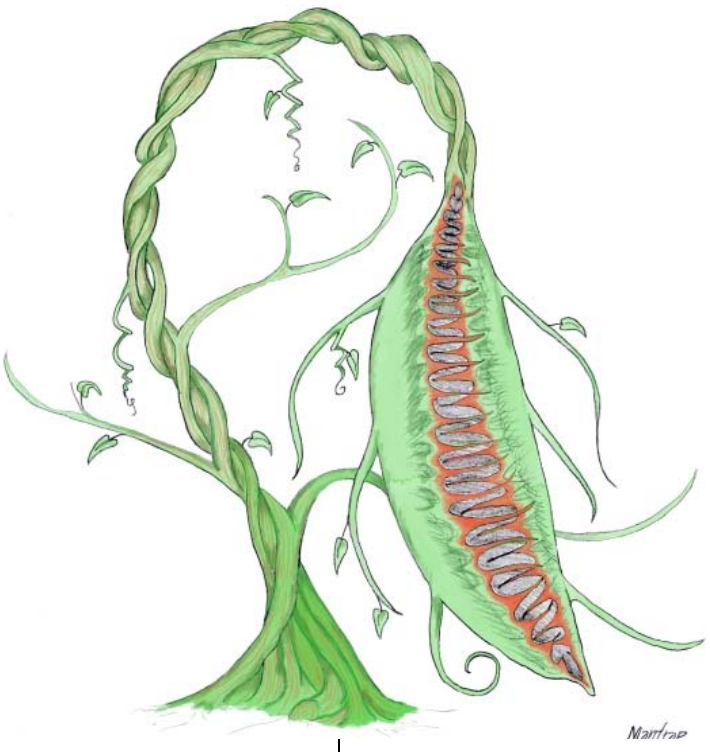
Fascinating Scent (Ex): A mantrap constantly excretes a pheromone that affects the pleasure centers of humanoids. Any humanoid or giant coming within 30 feet of the mantrap can be affected by the scent (Will DC 15 negates). Those affected by the fascinating scent are irresistibly drawn to the source, and when within 5 feet of the mantrap stop and stand idle. Creatures with the scent ability suffer a –4 penalty to the saving throw.

Improved Grab (Ex): If a mantrap hits a Medium or smaller opponent with a slam attack or its bite, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Note that a mantrap attempting to draw prey to its mouth will choose not to inflict damage with the tentacle attack. When a mantrap gets a hold with a tentacle after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight. A victim held in the tentacle can be transferred to the mouth automatically next round.

Swallow Whole (Ex): If a mantrap begins its turn with an Medium or smaller opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. A swallowed creature is considered to be grappled and suffers 1d8+5 bludgeoning damage and 2d4 acid damage per round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by dealing 5 hit points of cutting damage to the AC 13 interior. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Fast Healing (Ex): A mantrap heals 4 hit points per round except from fire or acid attacks. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Skills: A mantrap hiding in natural surroundings gains a +10 bonus to hide checks.



Mantraps on Amberos

Found only in the Living Forest of the Kingdom of Vall Vega, these creatures are the bane of travelers not prepared for them.

These creatures have been encountered singly in other areas, but it is not know how they were transported to these regions – travelers are warned!

Massmorpher

Medium-size Aberration (Shapechanger)

Hit Dice:	18d8+18 (99 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	30 feet (6 squares)
Armor Class:	15 (+5 natural), touch 10, flat 15
BAB/Grapple:	+13/+13
Attack:	Claw +13 melee (1d4)
Full Attack:	2 claw +13 melee (1d4)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 9 in.
Weight:	195 lbs.
Special Att:	Alter self, domination, transformation
Special Qual:	Immunities, regeneration 1
Saves:	Fort +9, Ref +6, Will +13
Abilities:	S11 D10 C13 I10 W10 Ch19
Skills:	Disguise +17, Handle Animal +18, Hide +4, Listen +12, Spot +13, Survival +10
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Disguise), Skill Focus (Handle Animal), Track
Environment:	Any land
Organization:	Solitary
CR:	12
Treasure:	None
Alignment:	Always neutral evil
Advancement:	19-36 HD (Medium-size); 37-54 HD (Large)
Level Adj:	+6 (Cohort)

The ethereal creature before you seems reminiscent of an unfinished humanoid. Its translucent features are indistinct, and bits of its body drip off and melt into nothing before they even strike the ground.

The massmorpher is a bizarre creature that replicates itself by turning other beings into copies of itself. The natural shape of a massmorpher is similar to that of a ghost, being somewhat semi-transparent, dripping with ectoplasm and indistinct of feature, as if carved from dripping clay.

However, the massmorpher can assume any form it desires for an indefinite amount of time, and also transform creatures close to it into the same thing, as well as dominate them.

One would think that with their ability to transform others into massmorphers, that the world would be overrun with their kind. However, massmorphers tend to see other creatures as inferior, and dislike "elevating" others to their status, viewing such as creating a rival they will have to eventually destroy. In most cases, a massmorpher would rather incapacitate or destroy another being rather than make another massmorpher. Only in the most rare cases, when a massmorpher encounters a being that manages to impress it with its skill and wit will it even consider transforming an individual into a massmorpher like itself. In most cases, the massmorpher will trick the being into thinking it will elevate it to a massmorpher, and then instead transform it into some embarrassing and harmless animal instead.

Massmorphers speak telepathically.

Combat

In its natural form, the massmorpher is a poor fighter, able to strike with two claw-like appendages for minimal damage. If forced into battle against superior foes, it backs away from opponents and assumes a form it believes most capable of demolishing a foe. In other cases, such as against multiple weak foes, it may close in and transform into a harmless shape, transforming its opponents as well, and then dominating them.

Shape Change (Su): As per the 9th level sorcerer spell at 18th level ability, usable at will.

Create Spawn (Su): A massmorpher can transform to its natural shape forcing other creatures within 5 feet to make a Fortitude save (DC 19) or be permanently transformed into a massmorpher. The affected being must have at least 18 levels or Hit Dice and an Intelligence of 10 or better to be affected by this transformation. This ability has no effect on a creature with the shapechangers subtype.

Domination (Su): As per the *Dominate Monster* spell cast at 18th level ability usable at will. Spell DC 22.

Transformation (Su): Any creature within 10 feet of the massmorpher when it changes shape (and not to its natural form) must make Fortitude save DC 19 or be permanently transformed into the same being the massmorpher assumes. A creature with the shapechangers subtype can transform back to its natural form one round after being affected by this attack.



Immunities (Ex): The massmorpher is immune to all area-affecting spells. It is affected normally by touch, ranged touch and ray spells.

Regeneration (Ex): The massmorpher takes normal damage from magic attacks. All other damage is treated as non-lethal damage. A massmorpher regenerates 1 hit point per round. It can reattach lost limbs by holding them to the stump for 1 round.

Skills: A massmorpher gains a +10 racial bonus to Disguise checks and a +4 racial bonus to Hide checks.

Massmorphers on Amberos

The massmorphers were a prototypical race created before the doppelgangers. Used as spies by the goblinoid empire of the Golgoloth and sold to the elves of the Evanthium Coridium, they functioned far below expectations and were prone to double-crossing their masters. Both sides eventually stopped using the creatures and tried to destroy as many as possible, before jointly working to create doppelgangers to replace them. However, it is believed that the massmorphers somehow managed to influence the doppelgangers to rebel, gaining their revenge on the elves and goblinoids that tried to destroy their own creations.

Massmorphers can be found anywhere on Amberos, though they tend to avoid heavily populated areas, instead making their living off the fringes of society.

Maughtley

Large Monstrous Humanoid

Hit Dice:	8d8+16 (52 hp)
Initiative:	+0
Speed:	20 feet (4 squares)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat –
BAB/Grapple:	+8/+14
Attack:	Greataxe +11 melee (3d6+6;x3), or Gore +11 melee (1d10+4)
Attacks:	Greataxe +11/+6 melee (3d6+6;x3), gore +11 melee (1d10+4)
Space/Reach:	10 ft./10 ft.
Height:	8 ft. + 2d12 in. (9 ft. 1 in.)
Weight:	600 lbs + 2d10x10 lbs. (710 lbs.)
Special Att:	Rage, trample 1d10+6
Special Qual:	Darkvision 60 ft., maughtley traits, natural cunning, scent, stability
Saves:	Fort +6, Ref +6, Will +7
Abilities:	S19 D10 C14 I8 W13 Ch10
Skills:	Listen +14, Spot +3
Feats:	Alertness, Great Fortitude, Weapon Focus (Greataxe)
Environment:	Any land
Organization:	Solitary, Pair, Brood (2-5), Ride (5-20), Herd (20-40), Clan (40-60), or Tribe (60+)
CR:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By Character Class
Level Adj:	+3

This rotund, bull-headed humanoid is nearly as round as it is tall The creature is covered in dull brown fur and wearing practically no clothing. It is bedecked in garish blue tattoos and jewelry made from bones and teeth, and its sharp horns have been gilded in bronze to make them even sharper. There is a wild, unhinged look in the creature's eyes as it wrings the battle-axe held in its pudgy hands.



Maughtley are squat minotaur mercenaries who live for fighting and conquest. They do not care for whom they fight or for any particular cause – the fight is all that matters.

Maughtlies speak Goblinoid and Dwarf, and is easily irritated if creatures speak in other languages around it. However, the more mercenary maughtlies have learned Common so that they can bargain for fighting contracts.

Combat

A maughtley immediately rages upon entering combat, and fights with wild abandon, attempting to take down foes as quickly as possible. Fortunately for their opponents, Maughtlies are not overtly bright, and can often be goaded into bad situations or wear themselves out entirely too quickly.

Maughtley Traits: Maughtlies retain some of their ancient dwarven traits, as follows.

- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): As per the barbarian ability of the same name at 8th level ability.

Stability: A maughtley gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Trample (Ex): Reflex save DC 18 half. The DC is Strength based.

Society

Maughtley organize themselves into loose communities along bloodlines. Each maughtley clan has tattoos that tell of specific battles and events in the clan's history, and most maughtley are familiar enough with the tattoo-like language to recognize their meaning at a glance.

Maughtley communities tend to be primitive; they are usually little better than barracks for use between military campaigns. Females tend to be rare among the maughtley and so highly prized that they are rarely allowed to leave the community and do much more than sire future maughtley warriors.

Those among the maughtley who do not live their lives as mercenary warriors tend to take up occupations revolving around supporting the warriors of the clan. Blacksmiths, armorsmiths, weaponsmiths, stonemasons (for building barracks and other

fortifications), carpenters (for building siege weaponry) and tattooists tend to be the most common occupations; such occupations as farmer or merchant are almost unheard of, as the maughtley tend to support themselves through mercenary work or by raiding.

Maughtley on Amberos

When Ziga transformed her husband and his followers into the first minotaurs, she did not forget about his dwarven berserker allies. Using her magic she transformed the dwarves into the maughtley. The transformation near-destroyed the dwarven minds, and they became enemies of their former kin, blaming the dwarven lords for their transformation. Eventually, the maughtley began to side with goblinoids in return for a chance to kill more dwarves.

Most maughtley could be found in the Crystalmire mountains, but lone maughtley mercenaries can be encountered anywhere on Amberos, looking for someone and something to fight for.

Lately, many maughtley have been reported in the Dark Valley, selling their services to the various humanoid tribes in return for the chance to fight.

Maughtley Characters

Maughtley tend to live mercenary lives and travel quite often. It is very easy for them to become involved in adventures and quests, so long as they involve the destruction of dwarves. All maughtley have the following abilities.

- **Monstrous Humanoid type**
- **Large size.** A maughtley has a –1 penalty to hit and to AC. It gains a +4 bonus to grapple checks, but suffers a –4 penalty to Hide skill checks. A large character can lift or carry twice as much as a Medium character.
- **Base Movement rate 20 feet**
- **Darkvision 60 feet.** A maughtley can see unlit areas to a range of 60 feet. Darkvision is black and white only.
- **8d8 racial Hit Dice.** To this total the maughtley adds 8x its Constitution modifier to the total (min 1 hp/HD)
- **+8 Base Attack Bonus**
- **Base saves Fort +2, Reflex +6, Will +6**
- **(2 + Int mod) x 11 Skill Points.** A maughtley's racial skills are Jump, Listen and Spot.
- **3 Racial Feats.**
- **+6 Natural Armor**
- **+8 Str, +4 Con, -2 Int, +2 Wis.** Maughtley are strong and hardy but lacking in intellect. They have an acute sense of their surroundings.
- **Natural Cunning (Ex):** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.
- **Rage (Ex):** As per the barbarian ability of the same name at 8th level ability. If a Maughtley has barbarian levels, it treats the rage ability as if he were 8 levels higher.
- **Scent (Ex):** This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

  The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

  When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

  A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.
- **Stability:** A maughtley gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **Trample (Ex):** As a special charge action, a maughtley can trample opponent for 1d10 + 1½ Str modifier damage. Reflex save DC 14 + Str modifier for half. The DC is Strength based.
- **+2 racial bonus on saving throws against poison.**
- **+2 racial bonus on saving throws against spells and spell-like effects.**
- **Automatic Languages:** Goblinoid, Dwarven
  Bonus Languages: Common, Elvin, Gnomish, Giant.
- **Favored Class:** Barbarian
- **Level Adjustment:** +3

Maughtley scorn the gods and often kill priests they encounter, especially if they are dwarven or worshippers of Titanicus. Those Maughtley who are priests generally worship Ziga, the Queen of Corruption. A priest of Ziga can choose two of the three domains of Evil, Chaos or Destruction.

Maughtley Rager

8HD Maughtley Barbarian 6; **hp** 131
S26 D13 C18 I8 W14 Ch8;**Fort** +13**, Ref** +8**, Will** +9
Init: +1 **Move:** 30 ft.
AC: 20 (-1 size, +1 Dex, +2 *amulet of natural armor +2*, +8 *breastplate +3*), touch 10, flat –
BAB/Grapple: +14/+25
Full Attack: *+2 Greataxe* +24/+19/+14 melee (3d6+14;x3), gore +20 melee (1d10+8)
Special Att: Greater rage 4x/day, trample
Special Qual: Darkvision 60 ft., fast movement, improved uncanny dodge, maughtley traits, natural cunning, scent, stability, trap sense +2, uncanny dodge
Skills: Balance –3, Climb +5, Escape Artist –3, Jump +13, Hide +2, Listen +19, Move Silently –3, Spot +4, Survival +8, Swim –4
Feats: Alertness, Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (Greataxe)
CR: 12
Gear: *breastplate +3* (9,350 gp), *amulet of natural armor +2* (8,000 gp), *+2 greataxe* (2,320 gp), *gauntlets of ogre power* (4,000 gp), *cloak of elvinkind* (2,500 gp), *potion of cure serious wounds* (750 gp)
Total: 26,920 gp (27,000 gp)

Greater Rage: 4x/day, Str and Con +6, AC –2, +3 Will, lasts for 10 rounds
Uncanny Dodge (Ex): A maughtley rager retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.
Trap Sense (Ex): A maughtley rager gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A maughtley rager can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Maughtley Dwarfkiller

8HD Maughtley Barbarian 12; **hp** 234
S32 D13 C22 I8 W14 Ch8;**Fort** +18**, Ref** +11**, Will** +12
Init: +1 **Move:** 30 ft.
AC: 20 (-1 size, +1 Dex, +10 *breastplate +5 of fire resistance*), touch 10, flat –
BAB/Grapple: +20/+34
Full Attack: *+3 dwarf bane Greataxe* +34/+29/+24/+19 melee (3d6+19), gore +27 melee (1d10+11)
Special Att: Mighty rage 6x/day, trample
Special Qual: DR 2/-, darkvision 60 ft., fast movement, fire resistance 10, improved uncanny dodge, maughtley traits, natural cunning, scent, stability, tireless rage, trap sense +4, uncanny dodge
Skills: Balance –3, Climb +10, Escape Artist –3, Jump +13, Hide –3, Listen +19, Move Silently –3, Spot +7, Survival +8, Swim –5
Feats: Alertness, Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (Greataxe)
CR: 18
Gear: *breastplate +5 of fire resistance* (43,350 gp), *+3 dwarf bane greataxe* (32,320 gp), *belt of giant strength +6* (36,000 gp), *amulet of health +4* (16,000 gp), *potion of cure serious wounds* (750 gp)
Total: 128,420 gp (130,000 gp)

Mighty Rage: 6x/day, Str and Con +8, AC –2, +4 Will, lasts 11 rounds, not fatigued after raging.
Uncanny Dodge (Ex): A maughtley dwarfkiller retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.
Trap Sense (Ex): A maughtley dwarfkiller gains a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A maughtley dwarfkiller can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Meglass

Large Monstrous Humanoid

Hit Dice:	8d8+16 (52 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 feet (8 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat 15
BAB/Grapple:	+8/+16
Attack:	Greatsword +13 melee (3d6+9;19-20/x2)
Full Attack:	Greatsword +13/+8 melee (3d6+9;19-20/x2), bite +8 melee (1d6+3), gore +8 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Height:	12 ft + 2d8 in. (12 ft. 9 in.)
Weight:	500 lbs + 2d10x12 lbs. (632 lbs.)
Special Att:	Spells
Special Qual:	DR 5/magic +1, fast healing 2, SR 18
Saves:	Fort +4, Ref +9, Will +7
Abilities:	S23 D16 C15 I17 W13 Ch16
Skills:	Hide +14, Intimidate +10, Listen +10, Spellcraft +10, Spot +10, Use Magic Device +10
Feats:	Alertness, Combat Reflexes, Improved Initiative[B], Power Attack, Spell Penetration[B]
Environment:	Temperate, Warm land
Organization:	Solitary, Pair, Gang (2-5), Pack (5-20), or Drove (20-40)
CR:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By Character Class
Level Adj:	+6

This towering humanoid has a muscular physique covered in fur that resembles that of a tiger. It also has the head of a tiger, from which a pair of curling, bull-like horns protrudes. It is dressed in a leather harness, from which not only do the creature's weapons hangs but also obvious trophies from the thing's former opponents.

The meglass are the descendants of offspring of a rakshasa and a minotaur coupling. The race has long bred true, and they combine some of the worst traits of both.

A meglass speaks Common, Infernal and Undercommon. They usually know 2-3 additional languages as well.

Combat

A meglass prefers to strike from ambush, and strikes hard and mercilessly. They prefer spells that augment their great strength or cause confusion among their opponents.

Fast Healing (Ex): A meglass heals 2 hit points a round except from holy or blessed weapons.

Spells: A meglass can cast spells as an 8th level sorcerer (spell DC 13 + spell level). Meglasses prefer illusions, buffing spells and spells that hinder the opponent's ability to fight effectively.

Typical Spell List

(6/7/7/6/3; Caster level 8; Spell DC 13 + spell level)

0th: *Acid Splash, Daze, Detect Magic, Flare, Ghost Sound, Message, Resistance, Touch of Fatigue*

1st: *Disguise Self*, Enlarge Person, Obscuring Mist, Silent Image, True Strike*

2nd: *Bull's Strength*, Invisibility*, Protection from Arrows**

3rd: *Dispel Magic, Hold Person*

4th: *Stoneskin**

* Usually already in effect

Meglass Society

Though meglass are loners, they have a strict code of honor that only applies among members of their own race. Meglasses constantly battle for sport and prestige, and all matters within a meglass group are decided by combat. Rarely are such combats to the death; generally the combatants fight until one or the other relents for fear of death. The loser is honor-bound to serve the victor for a year, and is eligible to fight their master in one year. However, few losers dare to challenge their former master, and will usually seek to dominate a lesser opponent at another date. An enslaved



meglass is not allowed to challenge other Meglasses to combat until he has finished serving his former master.

Male and female meglasses generally do not mingle in the same group, though competition between the groups may run high as one group attempts to impress the other.

Meglasses often hire themselves out as mercenaries to creatures of evil such as devils, evil warlords or evil sorcerers. They have also been known to work for hobgoblins, though they refuse to mingle with minotaurs (who are too barbaric). Sometimes they can be found in the employ of rakshasa, though meglasses tend to turn on the rakshasa at the first sign of weakness.

There are legends of meglass communities and even cities hidden in jungles or other lost areas that are difficult, if not impossible to reach by normal means. These affairs tend to consist of stone structures covered in gilded and grotesque carvings depicting all manner of indecent acts. From these glittering, grotesque cities meglass plot and plan, seeking ways to instigate wars in the outside world to increase their own wealth and create sport for their own decadent desires for combat.

Meglass on Amberos

Meglasses are normally found in the Skienlands, but they were often employed as powerful shock troops in the Skyland Hold, and thus can be found almost anywhere on western Amberos. Sages believe that the Dark One created them by infusing the blood of rakshasas into the bodies of minotaurs, or vice versa.

Meglass Characters

Sometimes, meglasses will kill a former master and flee from its kin and kind to avoid retribution, ending up among the "lesser" races. Likewise, the meglass's mercenary ways always make it susceptible to taking up quests and other adventures, even if it is not on the run.

A meglass character has the following abilities.

- **Monstrous Humanoid type**
- **Large size.** A meglass has a –1 penalty to hit and to AC. It gains a +4 bonus to grapple checks, but suffers a –4 penalty to Hide skill checks. A large character can lift or carry twice as much as a Medium character.
- **Base movement rate 40 ft.**
- **8d8 racial hit dice.** To this total, the meglass adds 8x his Constitution modifier (min 1 hp/HD)
- **+6 natural armor**
- **+8 Base Attack Bonus**
- **10 ft. space/10 ft. reach**
- **Base Fort +2, Reflex +6, Will +6**
- **Str +12, Dex +6, Con +4, Int +6, Wis +2, Cha +6.** Meglass are exceptionally strong and lithe, with almost unnatural flexibility and robust endurance. They are canny and deceptive, able to size up opponents quickly and make them hear what they want to hear.
- **(2 + Int mod) x 11 skill points.** A meglass's racial skills are Bluff, Hide, Intimidate, Listen, Spellcraft, Spot, and Use Magic Device.
- **Improved Initiative and Spell Penetration as racial feats.**
- **3 racial feats.**
- **Natural Attacks.** A meglass gains 2 claw attacks that deal 1d6+Str modifier damage, a bite that deals 1d6+ ½ Str modifier damage and a gore attack that deals 1d8 + ½ Str modifier damage. The claw attacks are considered primary attacks.
- **DR 5/magic +1**
- **Fast Healing (Ex):** A meglass heals 2 hit points a round except from holy or blessed weapons.
- **Spells:** A meglass can cast spells as an 8th level sorcerer (spell DC 10 + spell level + Cha modifier). If a meglass takes levels in sorcerer, he adds 8 to his effective level for determining spells per day, spells known and caster level.
- **SR 14 + Cha modifier + Class levels**
- **Automatic Languages:** Common, Infernal, Undercommon. **Bonus Languages:** Abyssmal, Dwarven, Elvin, Goblinoid, Gnoll, Gnomish.
- **Favored Class:** Fighter
- **Level Adjustment:** +6

Meglass worship the Dark One or Gwieze. A priest of the Dark One can choose two of the three domains of Evil, Law or Destruction. A priest of Gwieze can choose two of the three domains of Darkness, Evil or Knowledge.

Meglass Degenerate

8HD Meglass Fighter 1/Eldritch Knight 5;**hp:** 111
S34 D21 C16 I16 W10 Ch20;**Fort** +11**, Ref** +12**, Will** +7
Init: +9 **Move:** 40 ft.
AC: 25 (-1 size, +5 Dex, +4 *Bracers of Armor +4*, +6 natural, +1 *Amulet of Natural Armor +1*), touch 14, flat 20
BAB/Grapple: +17/+30
Full Attack: *+1 Unholy Greatsword* +29/+24/+19/+14 melee (3d6+19;17-20/x2), bite +23 melee (1d6+6), gore +23 melee (1d8+6)
Or Composite Longbow (Str +9) +21/+16/+11/+6 ranged (2d6+9;x3)
Special Att: Spells
Special Qual: DR 5/magic +1, fast healing 2, SR 25
Skills: Concentration +13, Hide +16, Intimidate +12, Knowledge (Arcana) +8, Listen +9, Sense Motive +5, Spellcraft +15, Spot +9, Use Magic Device +12
Feats: Alertness, Cleave, Combat Reflexes, Improved Critical (Greatsword), Improved Initiative[B], Power Attack, Spell Penetration[B], Weapon Focus (Greatsword)[K]
CR: 15
Gear: *Unholy Greatsword +1* (18,350 gp), Composite Longbow (Str +9) (1,000 gp), *Bracers of Armor +4* (16,000 gp), *Amulet of Natural Armor +1* (2,000 gp), *Belt of Giant Strength +4* (16,000 gp), *Gloves of Dexterity +2* (4,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (150 gp) [Stoneskin], 750 gp bribe [Planar Binding]
Total: 59,000 gp (59,000 gp)

Typical Spell List

(6/8/7/7/7/6/3; Caster level 12; Spell DC 15 + spell level)
0th: *Acid Splash, Arcane Mark, Daze, Detect Magic, Flare, Ghost Sound, Message, Resistance, Touch of Fatigue*
1st: *Disguise Self*, Enlarge Person, Obscuring Mist, Silent Image, True Strike*
2nd: *Bear's Endurance*, Glitterdust, Invisibility, Protection from Arrows*, Resist Energy**
3rd: *Blink, Dispel Magic, Hold Person, Suggestion*
4th: *Enervation, Polymorph, Stoneskin**
5th: *Feeblemind, Teleport*
6th: *Planar Binding***
* Usually already in effect
** Usually summoned a barbed devil (hamatula) in return for bribe + the souls of those it defeats

Meglass Talon of Doom

8HD Meglass Fighter 1/Eldritch Knight 10;**hp:** 153
S34 D26 C16 I16 W10 Ch20;**Fort** +19**, Ref** +19**, Will** +14
Init: +12 **Move:** 40 ft.
AC: 35 (-1 size, +8 Dex, +8 *Bracers of Armor +8*, +7 natural, +2 *Amulet of Natural Armor +2*), touch 17, flat 27
BAB/Grapple: +22/+35
Full Attack: *+1 Unholy Greatsword of Speed* +34/+29/+24/+19 melee (3d6+19;17-20/x2), bite +28 melee (1d6+6), gore +28 melee (1d8+6)
or *+1 Composite Longbow (Str +9)* +26/+21/+16/+11 ranged (2d6+10;x3)
Special Att: Spells
Special Qual: DR 5/magic +1, fast healing 2, SR 30
Skills: Concentration +18, Hide +16, Intimidate +12, Knowledge (Arcana) +13, Listen +9, Sense Motive +15, Spellcraft +20, Spot +9, Use Magic Device +12
Feats: Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (Greatsword), Improved Initiative[B], Improved Natural Armor, Power Attack, Spell Penetration[B], Weapon Focus (Greatsword)[K]
CR: 20
Gear: *Unholy Greatsword of Speed +1* (72,350 gp), *Composite Longbow (Str +9) +1* (3,000 gp), *Bracers of Armor +8* (64,000 gp), *Amulet of Natural Armor +2* (8,000 gp), *Belt of Giant Strength +4* (16,000 gp), *Gloves of Dexterity +6* (16,000 gp), *Cloak of Protection +5* (25,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (150 gp) [Stoneskin], 2,750 gp bribe [Planar Binding], 1,000 gp diamond (x2) (2,000 gp) [Protection from Spells]
Total: 210,000 gp (220,000 gp)

Typical Spell List

(6/8/7/7/7/7/6/6/6/4; Caster level 17; Spell DC 15 + spell level)
0th: *Acid Splash, Arcane Mark, Daze, Detect Magic, Flare, Ghost Sound, Message, Resistance, Touch of Fatigue*
1st: *Disguise Self*, Enlarge Person, Obscuring Mist, Silent Image, True Strike*
2nd: *Bear's Endurance*, Glitterdust, Invisibility, Protection from Arrows*, Resist Energy**
3rd: *Blink, Dispel Magic, Hold Person, Suggestion*
4th: *Enervation, Polymorph, Stoneskin**
5th: *Feeblemind, Hold Monster, Nightmare*
6th: *Flesh to Stone, Greater Heroism, Planar Binding***
7th: *Forcecage ,Greater Teleport, Spell Turning**
8th: *Demand, Protection From Spells**
* Usually already in effect and protecting the barbed devil as well, if possible
** Usually summoned a barbed devil (hamatula) in return for bribe + the souls of those it defeats

Menten

Menten are a race of creatures developed by powerful beings in the Realm of Madness to prepare the world for domination by their masters. The goals of the menten are to devour or convert the native population and prepare the world for the arrival of their masters.

All true menten communicate by telepathy and can innately understand any language they encounter

Menten Society

The race of menten have hidden themselves in the deep bowels of the world, where they work in secret. Using their psionic abilities, they have located areas with little to no nearby life and carved out great caverns to house their bizarre cities. Once established, they began to expand their frontiers, creating and sending thrallkin to slowly advance their borders. As the menten have encountered other races, they have absorbed their minds into their consciousness, giving the menten insight into the state of affairs of their neighbors, and how best to move forward their own plots.

The menten advance is slow, carefully prepared over generations of other races so as not to push alliances and wars against their kind.

In their own cities, menten tend to lead orderly lives. They dislike disruption of their daily rituals and ordered thoughts. There are no female or male distinctions between menten; menten are incapable of direct reproduction and thus gender roles are not pertinent to them.

Menten society is split into several tiers. The lowest, actually below the tier are the unconquered races – they are both food, fodder and slaves. Slightly higher in the society are the flesh engines – psionically twisted creatures created by alchemical means to perform various functions for menten society. The last lowest rung of the tier are the mind-slaved races of the menten. These are prisoners taken from other races whose mind has been wiped or altered so that they serve the menten. Most end up as food or the chassis of a flesh engine once their usefulness has passed, but a rare few are taken to the Realm of Madness where they are transformed into Thrallkin, the least of all the menten. Each step up the social ladder from Thrallkin requires a step back into the Realm of Madness for alteration and enhancement, transforming the individual first into a true menten, then up the ranks to Enforcer and possibly finally into a Eldritch Brain, should one survive long enough and prove itself of worth.

The Eldritch Brains, who form elite councils that rule the various cities of the menten, are the true rulers of the race in the Mortal World. Nothing seems to escape the notice of the Eldritch Brains, and their constant mental contact keeps all of the elders apprised of the plots of the menten.

Unlike most other races, menten have a communal mind, and it is very difficult for them to hide thoughts from one another. There is likewise a sort of "mental policing" always occurring in a menten city by the enforcers, who look for stray or chaotic thought and suppress it at all costs. For those menten who have secret desires or thoughts, the only way to escape this "policing" is to move to an outlying colony or seek assignment as a forward observer where they may keep their thoughts private.

Menten On Amberos

The menten were created by the mysterious Xunlard of the Realm of Madness and have been present on Amberos since at least the Elvin Golden Age. It is believed their central empire lies somewhere deep under the Crystalmire Mountains, with many lesser cities and outposts spread throughout the dark caverns of the world.

Further, the menten are directly responsible for the decline of psionics on Amberos. Since at least the Dark Ages, the menten have been hunting down and destroying psionically capable individuals to remove any threat to their power. When the god Menos, the First Psionicist, returned from his sojourn in the underworld, he began to actively oppose the menten, and has been seeking to restore psionics to the races of Amberos to combat the menten threat.

The menten likewise see magic as a threat to their eventual rule, and have been working on an artifact for some time purported to be able to destroy or disrupt magic. It is this artifact that seems to have made the menten the enemies of the K'less Tau, who make a habit of collecting magical treasures.

Enforcer

Large Monstrous Humanoid (Psionic)

Hit Dice:	12d8+24 (78 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 feet (6 squares)
AC:	21 (-1 size, +2 Dex, +10 natural), touch 11, flat 19
BAB/Grapple:	+12/+17
Attack:	Tentacle +14 melee (1d8+2)
Full Attack:	6 tentacles +14 melee (1d8+2)
Face/Reach:	5 ft. / 5 ft.
Height:	9 ft. + 3d6 in. (9 ft 10 in.)
Weight:	450 lbs + 2d6x10 lbs (520 lbs.)
Special Att:	Improved mental overwhelm, psionics, improved grab, devour mind
Special Qual:	Magic resistant, PR 21, SR 31, telepathy
Saves:	Fort +6, Ref +10, Will +12
Abilities:	S15 D15 C15 I22 W19 Ch19
Skills:	Bluff +19, Concentration +17, Hide +17, Knowledge (any two) +6, Listen +21, Move Silently +13, Sense Motive +19, Spot +21
Feats:	Alertness, Combat Manifestation, Improved Initiative, Improved Natural Attack (tentacle), Weapon Focus (tentacle)
Environment:	Temperate and Warm Underground
Organization:	Solitary, inquisition (1 plus 3-5 Menten, Drove (5-20 menten plus 0-1 menten aristocrat plus 1 Enforcer plus 5-50 thrallkin plus 2-12 thrallkin slaveherders plus 1-20 grimlocks), Clan (4-60 menten plus 1-4 menten aristocrats plus 1 Enforcer plus 40-100 thrallkin plus 0-4 thrallkin aspirants plus 1-2 thrallkin slaveherders plus 1-10 grimlocks), or Nation (60+ menten plus 2-12 menten aristocrats plus 2-8 Enforcers plus 1 Enforcer Eldritch Brain plus 60+ thrallkin plus 4+ thrallkin slaveherders plus 0-4 thrallkin aspirants)
CR:	12
Treasure:	Double standard
Alignment:	Always Lawful Evil
Advancement:	By Character Level
Level Adj:	+12

This monstrous being towers over everything around it, standing taller than a human by almost half a body length. It has a gaunt, crimson body that is covered in a clear, glossy slime. Its head is that of a large octopus, with a beaked maw surrounded by four small tentacles, and a pulsing braid protruding from its forehead. Instead of arms, it waves six tentacles long enough to nearly reach the floor below it. It has coal black eyes that reflect no light, and its stance seems completely neutral in regard towards you. Then, suddenly, as if someone were driving a sharpened spike into your mind, you hear a booming voice echo through your mind.

Enforcers are the mightiest of the Menten, second only to the eldritch brains. They are generally only found in communities of Menten so large that multiple eldritch brains are found, acting as powerful liaisons between the Menten and the eldritch brains, ensuring no dissent occurs within the community.

Enforcers look like huge Menten with massive, pulsing craniums. Their brains seem to throb against their skulls, as if fighting to expand beyond the limits of bones. The enforcer has six tentacle-like limbs that it used to grapple prey with and draw it to its maw to feed.

Enforcers communicate telepathically, and their voices tend to boom in the minds of lesser beings.



Combat

Generally, an enforcer is only drawn into a combat when outsiders threaten the eldritch brain. They are a terror to behold in combat, performing everything within their power to stop their foes. Most enforcers open with their mind blast in an attempt to instantly neutralize their opponent. They then prefer to dominate an interloper and turn them against the others as on following rounds it continues to dominate its foes or blast their minds with psionic attacks. Few enforcers will surrender or flee a battle going against them, fighting to the end to save the elder brain it protects.

Improved Mental Overwhelm (Su): A more powerful version of the menten mental overwhelm, the menten enforcer's attack is a cone 90 feet long. Anyone caught in this cone must succeed at a DC 20 Will save or be driven insane (as per the spell *insanity*) for 3d4 rounds. Menten enforcers use this ability to render opponents helpless, and then deal with them at their leisure.

Magic Resistant (Su): A menten enforcer gains a +10 bonus to Spell Resistance.

Psionics: A Menten enforcer can use psionics as if it were a 12th level psionicist. It prefers power that dominate or enslave the mind. The DC is 16 + level of the psionic power. The saves are intelligence-based. If the menten takes levels in psion, it uses psionic powers at +12 levels, for determining casting level, powers available, powers per day and power points available.

Improved Grab (Ex): The menten enforcer can use this ability on Huge to Small sized beings. If it hits with a tentacle attack, it gets to immediately start a grapple with all its attacking tentacles. An opponent may attempt to escape with a single successful grapple check or Escape Artist check, but the Menten enforcer gains a +2 circumstance bonus for every tentacle that was attached at the beginning of the round.

Devour Mind (Ex): If a menten enforcer starts a round grappling a pinned opponent, it can begin devouring the victims mind at a rate of 1d4 Wis and 1d4 Int per round. This drain is permanent.

Telepathy (Su): A menten enforcer can communicate with any being that has a language that is within 100 feet.

Typical Psionic List

(Power Points 162; Manifester level 12th; Power DC 16 + power level)

1st: *Disable*[A], *Empty Mind*[A], *Psionic charm*[A], *Mindlink*[A], *Mind Thrust*

2nd: *Biofeedback*[A], *Brain Lock, Psionic Suggestion, Read thoughts*

3rd: *Body Adjustment*[A], *False Sensory Input*[A], *Mind Trap, Telekinetic Thrust*

4th: *Death Urge*[A], *Psionic Dominate*[A], *Intellect Fortress*[A], *Schism*

5th: *Adapt Body, Incarnate*[A], *Mental Probe, Leech Field*[A]

6th: *Co-opt Concentration, Fuse Flesh*[A], *Overland Psionic Flight, Suspend Life*

A= Augmentable power; max 12 PP

Menten Enforcer Eldritch Brain

12 HD Enforcer Psion (Telepath) 8; **hp** 134

S18 D17 C16 I27 W18 Ch26;**Fort** +12,**Ref** +16**, Will** +21

Init: +7 **Move:** 30 ft.

AC: 27 (-1 size, +3 Dex, +3 *Skin of the Hero*, +3 natural, +8 *bracers of armor +8*), touch 12, flat 24

BAB/Grapple: +16/+23

Full Attack: 6 tentacles +21 melee (1d8+4) or *dorje of recall death (ML 17; 10 charges)* (death/5d6)

Special Att: Improved mental overwhelm, psionics, improved grab, devour mind

Special Qual: Magic resistant, PR 33, SR 43, telepathy

Skills: Bluff +15, Concentration +15, Hide +15, Knowledge (The Planes) +15, Knowledge (Psionics) +15, Listen +15, Move Silently +15, Psicraft +15 Sense Motive +15, Spot +15

Feats: Alertness, Burrowing Power[P], Combat Manifestation, Craft Psionic Construct[P], Extend Power, Improved Initiative, Improved Natural Attack (tentacle), Maximize Power, Weapon Focus (tentacle)

CR: 20

Gear: *Skin of the hero* (77,500 gp), *bracers of armor +8* (64,000 gp), *dorje of recall death (ML 17; 10 charges)* (18,000 gp), *belt of giant strength +6* (36,000 gp), *cloak of charisma +4* (16,000 gp), *psionatrix of telepathy* (8,000 gp)

Total: 219,500 gp (220,000 gp)

Typical Psionic List

(Power Points 443; Manifester level 20th; Power DC 18 + power level)

1st: *Disable*[A], *Empty Mind*[A], *Psionic charm*[AT], *Mindlink*[AT], *Mind Thrust*

2nd: *Biofeedback*[A], *Brain Lock, Psionic Suggestion*[T], *Read thoughts*[T]

3rd: *Body Adjustment*[A], *False Sensory Input*[AT], *Mind Trap*[A], *Telekinetic Thrust*[A]

4th: *Death Urge*[A], *Psionic Dominate*[AT], *Intellect Fortress*[A], *Schism*[T]

5th: *Adapt Body, Incarnate*[A], *Mind Probe*[T], *Leech Field*[A]

6th: *Co-opt Concentration, Fuse Flesh*[A], *Mind Switch*[ATX], *Overland Psionic Flight, Suspend Life*

7th: *Crisis of Life*[AT], *Insanity*[A], *Personal Mind Blank, Psionic Moment of Prescience, Ultrablast*[A]

8th: *Bend Reality*[A], *Matter Manipulation*[X], *Recall Death, Shadow Body*

9th: *Affinity Field, Apopsi*[A], *Assimilate, Etherealness, Psychic Chirurgery*[T], *Reality Revision*[A]

A= Augmentable; max 20 pp

T= Telepathy power; +1 DC

Menten

Medium Monstrous Humanoid (Psionic)

Hit Dice: 7d8+14 (45 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 21 (+4 Dex, +7 natural), touch 14, flat-footed 17
BAB/Grapple: +7/+8
Attack: Tentacle +8 melee (1d6+1)
Full Attack: 4 Tentacles +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 2d4 in. (5 ft. 5 in.)
Weight: 110 lbs + 2d6 x 5 lbs. (145 lbs.)
Special Att: Improved grab, mental overwhelm, psionics
Special Qual: Darkvision 60 ft., magic resistant, PR 19, SR 29, telepathy
Saves: Fort +4, Ref +9, Will +10
Abilities: S12 D19 C15 I19 W17 Ch17
Skills: Bluff +13, Concentration +16, Hide +9, Intimidate +13, Knowledge (Arcana) +9, Listen +10, Move Silently +9, Spot +10
Feats: Alertness, Combat Manifestation, Iron Will
Environment: Temperate or Warm underground
Organization: Solitary, Cult (1 Menten Harbinger plus 0-5 Menten plus 0-5 thrallkin plus 0-1 thrallkin aspirant plus 5-20 human followers plus 0-2 human Rogue 5/Assassin 2), Covey (2-5 menten plus 2-25 thrallkin), Colony (5-20 menten plus 5-25 thrallkin plus 1-2 thrallkin slaveherders plus 0-10 grimlocks), Drove (5-20 menten plus 0-1 menten aristocrat plus 1 Enforcer plus 5-50 thrallkin plus 2-12 thrallkin slaveherders plus 1-20 grimlocks), Clan (4-60 menten plus 1-4 menten aristocrats plus 1 Enforcer plus 40-100 thrallkin plus 0-4 thrallkin aspirants plus 1-2 thrallkin slaveherders plus 1-10 grimlocks), or Nation (60+ menten plus 2-12 menten aristocrats plus 2-8 Enforcers plus 1 Enforcer Eldritch Brain plus 60+ thrallkin plus 4+ thrallkin slaveherders plus 0-4 thrallkin aspirants)
CR: 8
Treasure: Standard
Alignment: Always lawful evil
Advancement: By Character Class
Level Adj: +7

This gaunt humanoid has crimson skin covered in a layer of slime. It has an octopus-like head with three small tentacles surrounding a beaked mouth. It gazes at you with large black eyes that reflect no light. Its four rubbery limbs end in hands with long, thin fingers. Instead of legs, this creature stands on what appears to be two strong tentacles.

Menten are creatures from the Realm of Madness whom have come to conquer and devour the minds of those they meet. They are exceptionally intelligent and cruel creatures, and it is only their dislike of the light that has kept them from venturing into the world above.

Menten speak by telepathy and instantly understand any language they are exposed to.

Combat

Menten dislike physical combat, and will heavily rely on their mental powers to stun, weaken or eliminate foes. They prefer to strike unseen or in ambush, and often employ other creatures whose minds they have enslaved to destroy others.

Improved Grab (Ex): The menten can use this ability on Large to Small sized beings. If it hits with a tentacle attack, it gets to immediately start a grapple with all its attacking tentacles. An opponent may attempt to escape with a single successful grapple check or Escape Artist check, but the Menten gains a +2 circumstance bonus for every tentacle that was attached at the beginning of the round.



Devour Mind (Ex): If a menten starts a round grappling a pinned opponent, it can begin devouring the victims mind at a rate of 1d4 Wis and 1d4 Int per round. This drain is permanent.

Magic Resistant (Su): A menten gains a +10 bonus to Spell Resistance.

Mental Overwhelm(Su): the menten mind blast attack is a cone 60 feet long. Anyone caught in this cone must succeed at a DC 17 Will save or be confused (as per the spell *confusion*) for 3d4 rounds. Menten use this ability to hunt or disable foes, and then drag one or two of the stunned victims off to feed upon.

Psionics: Menten can use psionic powers as if they were 7th level psions. They prefer abilities that disguise their appearance or presence from others, and powers that allow them to control or dominate other beings.

Telepathy (Su): The menten can communicate telepathically with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Typical Psionic List

(Power Points 60; Manifester level 7th; Power DC 13 + power level)

1st: *Disable*[A], *Empty Mind, Psionic charm*[A], *Mindlink*[A], *Mind Thrust*[A]

2nd: *Biofeedback*[A], *Brain Lock*[A], *Psionic Suggestion, Read thoughts*

3rd: *Body Adjustment, False Sensory Input*[A], *Mind Trap*[A], *Telekinetic Thrust*[A]

4th: *Psionic Dominate*[A], *Schism*

A=Augmentable; 7 pp max

Menten Society

Menten live in large groups commonly referred to as its "throng". The center of the throng is a massive brain-like creature called an eldritch brain. The eldritch brain is responsible for spawning new menten and absorbing aging menten into its mass. The eldritch brain exists both in the mortal plane and the Realm of Madness, and can easily pass between the two planes at will. Usually, unless its is needed, the eldritch brain remains on the Realm of Madness, but in mental contact with menten on the mortal plane.

Menten do not divide themselves into classifications of "he" or "she", and instead generally divide everything in to "food" and "not food" classifications. The creatures are asexual, and seem to be spawned by the mere exercise of will by the eldritch brain.

Menten Characters

Menten are sometimes sent as individuals to found a new colony to expand Menten control. On rare cases, these menten may turn their backs on the group mind they came from, exulting in the freedom and power of being an individual.

Menten have the following abilities.

- **Monstrous Humanoid type**
- **Medium size**
- **Base movement rate 30 feet.**
- **Darkvision 60 feet.** Menten can see in areas with no light as if it were full daylight to the range indicated. Darkvision is black-and-white only.
- **7d8 racial Hit Dice.** To this total the menten adds 7x his Constitution modifier (min 1 hp/HD)
- **+7 Natural Armor**
- **+7 Base Attack Bonus**
- **Base Saves Fort +2, Reflex +5, Will +5**
- **Str +2, Dex +8, Con +4, Int +8, Wis +6, Cha +6.** Menten are hardy and quick and their alien minds are superior to most mortal beings.
- **(2 + Int Mod) x 10 skill points.** A menten's racial skills are Bluff, Concentration, Hide, Intimidate, Knowledge (any), Listen, Move Silently and Spot.
- **3 Racial Feats.**
- **Improved Grab (Ex):** The menten can use this ability on Large to Small sized beings. If it hits with a tentacle attack, it gets to immediately start a grapple with all its attacking tentacles. An opponent may attempt to escape with a single successful grapple check or Escape Artist check, but the Menten gains a +2 circumstance bonus for every tentacle that was attached at the beginning of the round.
- **Devour Mind (Ex):** If a menten starts a round grappling a pinned opponent, it can begin devouring the victim's mind at a rate of 1d4 Wis and 1d4 Int per round. This drain is permanent.
- **Mind blast (Su):** the menten mind blast attack is a cone 60 feet long. Anyone caught in this cone must succeed at a DC 17 Will save or be stunned for 3d4 rounds. Menten sorcerers use this ability to hunt, and then drag one or two of the stunned victims off to feed upon.
- **Psionics (Sp):** Menten can use psionic powers as if they were 7th level psions. They prefer abilities that disguise their appearance or presence from others, and powers that allow them to control or dominate other beings. If a menten takes class levels in psion, they are treated as is 7 levels higher for the purposes of determining manifester level, powers known and power points.
- **Power Resistance 13 + Cha modifier + Class Levels.**
- **Spell Resistance 23 + Cha modifier + Class Levels**
- **Telepathy (Su):** The menten can communicate telepathically with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.
- **Multilimbed.** A menten has four tentacles that can be used as arms. It qualifies to be able to take the Multiweapon Fighting feat normally.

- **Natural Attacks.** A menten gains 4 tentacle attacks that deal 1d6+ Str modifier damage.
- **Automatic Languages:** N/A
- **Favored Class:** Psion
- **Level Adjustment:** +7

Menten do not worship gods, but on occasion take up the mantle of mouthpiece (priest) to one of the Old Ones from the Realm of Madness. A priest of the Old Ones can choose two of the three domains of Chaos*, Knowledge or Mind.

* A menten mouthpiece (priest) can choose and use the Chaos domain even if it does not have a Chaotic alignment. However, in such a case it may only spells with the Chaos descriptor as domain spells.

Becoming An Enforcer

Menten who perform their duties well may be uplifted to become an enforcer after a century or more of successful service. Menten must prove their ability to advance the plots of the menten race to be considered to be made into enforcers, and must have a spotless record of service among the menten. It is not uncommon for menten to survive long enough to be considered for transformation to enforcers, but only the best candidates are considered for transformation into an enforcer, usually when either an additional enforcer position is needed or if an enforcer passes away, creating an opening for a new initiate.

Menten who qualify for being transformed into a menten enforcer are taken by a enforcer Eldritch Brain to the Realm of Madness, where they are brought before the Old Ones themselves. The presence and mental touch of the Old One intrinsically alters the menten, and if the menten survives the process, they are returned to the mortal plane as a menten.

Game Mechanics: An enforcer Eldritch Brain uses *psionic plane travel* to transport itself and the menten to the Realm of Madness. The entire process takes 8 hours and drains 1,000 XP from the Eldritch Brain.

The menten character must make a Will saving throw DC 32 to survive the transformation. Failure indicates the menten suffers a backlash of 14d8 damage, suffers 12 negative levels and 2d4 Wisdom drain. The negative levels become permanent unless a DC 32 Fort save is successful (check for each negative level separately). A menten slain by this backlash is absorbed by the Realm of Madness and cannot be brought back to life short of *Reality Revision*, *True Resurrection* or *Wish.*

If successful, the character is transformed into an enforcer at the end of the 8 hours, but suffers a +5 level adjustment modifier and loses 5 levels of psionic classes permanently. The character cannot advance until the character gains enough experience to pay off the increased level adjustment.

A menten can use monster advancement levels to become an enforcer. In such a case the menten must find a way to travel to the Realm of Madness and begin a quest to contact the Old Ones on his own to begin such advancement.

Monster advancement levels are listed below.

Level	*CR*	*Hit Dice*	*BAB*	*Fort*	*Reflex*	*Will*	*Special*
1	+0	–	+0	+0	+0	+0	+2 Str
2	+0	+1d8	+1	+0	+1	+1	Large Size
3	+0	–	+1	+0	+1	+1	+2 Dex, +1 natural armor
4	+1	+1d8	+2	+0	+1	+1	+2 Dex
5	+1	–	+2	+0	+1	+1	Improved Mental Overwhelm, +2 Int
6	+2	+1d8	+3	+1	+2	+2	+1 natural armor
7	+2	–	+3	+1	+2	+2	+2 Wis, extra tentacles
8	+3	+1d8	+4	+1	+2	+2	
9	+3	–	+4	+2	+3	+3	+2 Cha
10	+4	+1d8	+5	+2	+3	+3	+1 natural armor

Hit Dice: The menten gains the indicated Hit Dice. This also grants the menten extra skill points and may allow the menten to gain extra feats.

Racial Skills: When a menten gains extra hit dice at 2nd, 4th, 6th, 8th and 10th level, it gains extra skills points equal to 2 + Int modifier. The menten's racial skills are Bluff, Concentration, Hide, Knowledge (Any), Listen, Move Silently, Psicraft, Sense Motive, and Spot.

Large Size: The menten grows to large size. The menten suffers a –1 penalty to hit and AC. The character gains a +4 bonus to grapple checks, but suffers a –4 penalty to hide checks. A large character can lift or carry twice as much as a Medium character. The menten gains a natural reach of 10 feet. The menten's tentacle attacks increase one die size, dealing 1d6 + Str modifier damage.

+X natural armor: The menten's natural armor bonus is increased by the amount listed. The bonuses stack.

Improved Mental Overwhelm: The menten gains the enforcer's improved mind blast ability, which replaces the menten's normal mind blast ability. The improved mind blast more powerful version of the menten mental overwhelm, the menten enforcer's attack is a cone 90 feet long. Anyone caught in this cone must succeed at a DC 10 + ½ menten's HD + Cha modifier Will save or be driven insane for 3d4 rounds (as per the *insanity* spell).

Extra Tentacles: Two additional tentacles grow from the menten's side, giving it six arms.

Menten Aristocrat

7HD Menten Psion 5; **hp** 68
S14 D21 C14 I22 W14 Ch24;**Fort** +4**, Ref** +9**, Will** +9
Init: +5 **Move:** 30 ft.
AC: 26 (+5 Dex, +7 natural +4 *bracers of armor +4*), touch 15, flat 21
BAB/Grapple: +9/+11
Full Attack: 4 tentacles +14 melee (1d6+2)
Or *dorje of energy bolt (ML10;charges 10)* (10d6 cold, electricity, fire or sonic)
Special Att: Improved grab, mental overwhelm, psionics
Special Qual: Darkvision 60 ft., magic resistant, PR 25, SR 35, telepathy
Skills: Bluff +22, Concentration +21, Diplomacy +12, Gather Information +12, Hide +15, Knowledge (Psionics) +21, Knowledge (The Planes) +21, Listen +14, Move Silently +15, Psicraft +11, Sense Motive +7, Spot +14
Feats: Alertness, Chain Power[P], Combat Manifestation, Craft Dorje[P], Iron Will, Psionic Meditation, Weapon Finesse
CR: 13
Gear: *bracers of armor +4* (16,000 gp), *dorje of energy bolt (ML 10;charges 10)* (4,500 gp), *cloak of charisma +2* (4,000 gp), *cognizance crystal (5 pp)* (9,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 33,800 gp (35,000 gp)

Typical Psionic List

(Power Points 168; Manifester level 12th; Power DC 17 + power level; Discipline: Telepath)
1st: *Disable, Empty Mind, Psionic charm*[A]*, Mindlink*[A]*, Mind Thrust*[A]
2nd: *Biofeedback*[A]*, Brain Lock*[A]*, Psionic Suggestion, Read thoughts*
3rd: *Body Adjustment*[A]*, False Sensory Input*[A]*, Mind Trap*[A]*, Telekinetic Thrust*[A]
4th: *Aura Sight*[A]*, Psionic Dominate*[A]*, Psionic Modify Memory, Schism*
5th: *Catapsi*[A]*, Metaconcert*[A]*, Mind Probe, Psionic Plane Shift*
6th: *Mass Cloud Mind, Psionic Contigency*[A]*, Retrieve*[A]*, Suspend Life*
A=Augmentable; 12 pp max

Menten Harbinger

7HD Menten Psion 5/Cleric 5; **hp** 100
S14 D21 C14 I22 W14 Ch29;**Fort** +8**, Ref** +10**, Will** +13
Init: +5 **Move:** 30 ft.
AC: 30 (+5 Dex, +7 natural, +8 *bracers of armor +8*), touch 15, flat 25
BAB/Grapple: +12/+14
Full Attack: 4 tentacles +17 melee (1d6+2)
Or *dorje of energy bolt (ML10;charges 10)* (10d6 cold, electricity, fire or sonic)
Damage: tentacle 1d6+2
Special Att: Improved grab, mental overwhelm, psionics, rebuke undead
Special Qual: Darkvision 60 ft., magic resistant, PR 30, SR 49, telepathy
Skills: Bluff +26, Concentration +26, Craft (Scrimshaw) +11, Diplomacy +21, Gather Information +14, Hide +15, Knowledge (History) +11, Knowledge (Psionics) +26, Knowledge (Religion) +11, Knowledge (The Planes) +26, Listen +14, Move Silently +15, Psicraft +11, Sense Motive +9, Spellcraft +11, Spot +14
Feats: Alertness, Chain Power[P], Combat Manifestation, Craft Dorje[P], Improved Turning, Iron Will, Psionic Meditation, Weapon Finesse
CR: 18
Gear: *bracers of armor +8* (64,000 gp), *dominator psicrown* (20,250 gp), *cloak of charisma +6* (36,000 gp), *cognizance crystal (5 pp)* (9,000 gp), *potion of cure moderate wounds* (300 gp), 4 onyx gems (100 gp each) [animate dead]
Total: 129,950 gp (130,000 gp)
Rebuke Undead (Su): 12x/day;Rebuke 1d20+9; Turn Damage 2d6+15
Mind Domain: +2 Bluff, Diplomacy, Sense Motive (already calculated). Gain +2 bonus on Will saves against enchantment spells and effects.

Typical Psionic List

(Power Points 142; Manifester level 12th; Power DC 16 + power level; Discipline: Telepath)
1st: *Disable, Empty Mind, Psionic charm*[A]*, Mindlink*[A]*, Mind Thrust*[A]
2nd: *Biofeedback*[A]*, Brain Lock*[A]*, Psionic Suggestion, Read thoughts*
3rd: *Body Adjustment*[A]*, False Sensory Input*[A]*, Mind Trap*[A]*, Telekinetic Thrust*[A]
4th: *Aura Sight*[A]*, Psionic Dominate*[A]*, Psionic Modify Memory, Schism*
5th: *Catapsi*[A]*, Metaconcert*[A]*, Mind Probe, Psionic Plane Shift*
6th: *Mass Cloud Mind, Psionic Contigency*[A]*, Retrieve*[A]*, Suspend Life*
A=Augmentable;12 pp max

Typical Cleric Spell List

(5/5/4/2; Caster Level 5; Spell DC 12 + Spell Level; Domains: Knowledge, Mind)
0: *Detect Magic*[V]*, Guidance*[V]*, Inflict Minor Wounds, Resistance, Virtue*
1st: *Comprehend Languages*[D]*, Bane, Command, Doom, Sanctuary*
2nd: *Death Knell, Detect Thoughts*[DV]*, Eagle's Splendor, Summon Monster II*
3rd: *Animate Dead, Clairaudience/Clairvoyance*[DV]
D = domain spell
V = divination spell; +1 caster level

Menten Sorcerer

Medium Monstrous Humanoid

Hit Dice:	8d8+8 (44 hp)
Initiative:	+6 (+2 Dex, +4 Improved Init)
Speed:	30 feet (6 squares)
AC:	15 (+2 Dex, +3 natural), touch 12, Flat 13
BAB/Grapple:	+8/+9
Attack:	Tentacle +9 melee (1d4+1)
Full Attack:	4 tentacles +7 melee (1d4+1)
Face/Reach:	5 ft. / 5 ft.
Height:	5 ft + 2d4 in. (5 ft. 5 in.)
Weight:	110 lbs + 2d6 x5 lbs. (145 lbs.)
Special Att:	Sorcerous Blast, spell-like abilities, improved grab, devour mind
Special Qual:	Darkvision 60 ft., SR 19, telepathy
Saves:	Fort +3, Ref +4, Will +9
Abilities:	S12 D14 C12 I17 W17 Ch19
Skills:	Bluff +9, Concentration +9, Hide +2, Intimidate +11, Knowledge (any two) +6, Listen +5, Move Silently +2, Spot +5
Feats:	Alertness, Combat Casting, Improved Initiative
Environment:	Temperate or Warm Underground
Organization:	Solitary or Cabal (2-6)
CR:	8
Treasure:	Double standard
Alignment:	Usually Chaotic Evil
Advancement:	By Character Level
Level Adj:	+6

This green-hued humanoid has four long, thin limbs covered in a glistening slime. Its head is topped with head that resembles an octopus, with four tentacles surrounding its leech-like mouth. It has a pair of large, yellow eyes and the air around it seems to crackle with sorcerous might.

A race so bound in mental prowess cannot stand the existence of a magical member of its own race. A menten sorcerer, or Ctholsurkin (sorcerous traitor) is an abomination of the menten race, forced to live outside normal Menten society, severed from mental contact with its brethren and driven to near madness.

Without contact to the menten hive mind, a menten sorcerer's skin undergoes a change from the normal scarlet color of the menten to a sickly green coloration, akin to a form of jaundice.

Menten sorcerers communicate by telepathy with any creature that has a language.

Combat

Besides retaining the fearsome abilities of its race, the menten sorcerer is also a potent natural sorcerer and uses its magical abilities with equal skill. Most menten sorcerers are better at magic than mental attacks, and rely heavily on magical attacks, often catching many Menten hunting parties completely by surprise.

Sorcerous Blast (Sp): Akin to the menten mind blast, the menten sorcerer attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds. Menten sorcerers use this ability to hunt, and then drag one or two of the stunned victims off to feed upon.

Spell-like abilities (Sp): At will – *ethereal jaunt, charm monster, detect magic, levitate, teleport* and *ice storm*. These abilities are as the spells cast by an 8th level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): The menten sorcerer can use this ability on Large to Small sized beings. If it hits with a tentacle attack, it gets to immediately start a grapple with all its attacking tentacles. An opponent may attempt to escape with a single successful grapple check or Escape Artist check, but the menten sorcerer gains a +2 circumstance bonus for every tentacle that was attached at the beginning of the round.

Devour Mind (Ex): If a menten sorcerer starts a round grappling a pinned opponent, it can begin devouring the victims mind at a rate of 1d4 Wis and 1d4 Int per round. This drain is permanent.

Telepathy (Su): A menten sorcerer can communicate telepathically with any creature within 100 feet that has a language.

Menten Sorcerers on Amberos

Cast out by their own society, menten sorcerers seek to overthrow and destroy menten cities. Rumors of menten sorcerers often crop up across the continent, but most menten sorcerers seem to be concentrated in the Skienlands.

Menten Sorcerers as Characters

Cast out of menten society for their natural magical use, menten often quest to find their own way in the world. Menten sorcerers have the following abilities.

- **Monstrous humanoid type.**
- **Medium size.**
- **Darkvision 60 ft.**
- **Base movement rate 30 ft.**
- **8d8 Racial Hit Dice.** To this total the menten sorcerer adds 8x its Constitution modifier (min 1 hp/HD).
- **+3 Natural Armor Bonus**
- **+8 Base Attack Bonus**
- **Base saves Fort +2, Reflex +6, Will +6**
- **Str +2, Dex +4, Con +2, Int +6, Wis +6, Cha +8.** Menten sorcerers are physically robust and intellectually superior to most races.
- **(2 + Int Modifier) x 11 skill points.** A menten sorcerer's racial skills are Bluff, Concentration, Intimidate, Knowledge (Any) and Spellcraft.
- **3 racial feats.**
- **Sorcerous Blast (Sp):** Akin to the Menten mental overwhelm, the Menten sorcerer attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save DC 14 + Cha modifier or be stunned for 3d4 rounds. Menten sorcerers use this ability to hunt, and then drag one or two of the stunned victims off to feed upon.

- **Spells-like abilities (Sp):** At will – *ethereal jaunt*, *charm monster*, *detect magic*, *levitate*, *teleport* and *ice storm*. These abilities are as the spells cast by an 8th level sorcerer (save DC 10 + Cha modifier + spell level).
- **Spell Resistance 14 + Cha Modifier + Class levels.**
- **Improved Grab (Ex):** The Menten sorcerer can use this ability on Large to Small sized beings. If it hits with a tentacle attack, it gets to immediately start a grapple with all its attacking tentacles. An opponent may attempt to escape with a single successful grapple check or Escape Artist check, but the Menten sorcerer gains a +2 circumstance bonus for every tentacle that was attached at the beginning of the round.
- **Devour Mind (Ex):** If a Menten sorcerer starts a round grappling a pinned opponent, it can begin devouring the victims mind at a rate of 1d4 Wis and 1d4 Int per round. This drain is permanent.
- **Telepathy (Su):** A Menten sorcerer can communicate telepathically with any creature within 100 feet that has a language.
- **Automatic Languages:** N/A
- **Favored Class:** Sorcerer
- **Level Adjustment:** +6

Menten sorcerers scorn the gods and do not worship any being, though they sometimes become the mouthpiece (priest) of Old Ones who oppose the menten. A priest of the Old Ones can choose any two domains.

Becoming An Enforcer

Menten Sorcerers are unable to become enforcers unless they have psychic surgery to remove their spell-like abilities and have not taken levels in an arcane spellcasting class. However most menten and enforcers prefer to kill menten sorcerers rather than attempt to correct their "defects".

Menten Sorcerer Secretkeeper

8HD Menten Sorcerer 6;**hp** 79
S10 D14 C14 I20 W19 Ch26;**Fort** +6**, Ref** +10**, Will** +15
Init: +2 **Move:** 30 ft.
AC: 22 (+2 Dex, +3 natural, +2 *amulet of natural armor +2*, +4 *bracers of armor +5*), touch 12, flat 20
BAB/Grapple: +11/+11
Full Attack: 4 tentacles +11 melee (1d6)
Special Att: Sorcerous Blast, spells, spell-like abilities, improved grab, devour mind
Special Qual: Darkvision 60 ft., SR 29, telepathy
Skills: Bluff +25, Concentration +19, Craft (Scrimshaw) +11, Hide +2, Intimidate +19, Knowledge (Arcana) +22, Knowledge (Psionics) +16, Knowledge (The Planes) +16, Listen +9, Move Silently +2, Spellcraft +22, Spot +9
Feats: Alertness, Antipsionic Magic, Closed Mind, Combat Casting, Hostile Mind
CR: 14
Gear: *bracers of armor +5* (25,000 gp), *amulet of natural armor +2* (9,000 gp), *cloak of charisma +2* (4,000 gp), *pearl of power (2nd level)* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 43,750 gp (45,000 gp)

Typical Spell List

(6/8/7/6;Caster Level 5;Spell DC 18 + Spell Level)
0: *Acid Splash, Daze, Detect Magic, Mage Hand, Open/Close, Ray of Frost, Touch of Fatigue*
1st: *Charm Person, Disguise Self, Magic Missile*, Ray of Enfeeblement*
2nd: *Blur, Web*
3rd: *Dispel Magic*
* Replace with *Magic Bolt* in an Amberos campaign

Menten Sorcerer Razer

8HD Menten Sorcerer 12;**hp** 106
S16 D14 C14 I20 W19 Ch31;**Fort** +8**, Ref** +12**, Will** +18
Init: +2 **Move:** 30 ft.
AC: 23 (+2 Dex, +3 natural, +8 *bracers of armor +8*), touch 12, flat 21
BAB/Grapple: +14/+17
Full Attack: 4 tentacles +17 melee (1d6+3) or *staff of power (10 charges)*
Special Att: Sorcerous Blast, spells, spell-like abilities, improved grab, devour mind
Special Qual: Darkvision 60 ft., SR 37, telepathy
Skills: Bluff +33, Concentration +25, Craft (Scrimshaw) +17, Hide +2, Intimidate +27, Knowledge (Arcana) +28, Knowledge (Psionics) +16, Knowledge (The Planes) +16, Listen +9, Move Silently +2, Spellcraft +28, Spot +9
Feats: Alertness, Antipsionic Magic, Closed Mind, Combat Casting, Hostile Mind, Maximize Spell, Spell Penetration
CR: 20
Gear: *bracers of armor +8* (64,000 gp), *amulet of natural armor +3* (18,000 gp) , *staff of power (10 charges)* (42,200 gp), *cloak of charisma +6* (36,000 gp), *belt of giant strength +6* (36,000 gp), *rod of greater extend metamagic* (24,500 gp)
Total: 220,000 gp (220,000 gp)

Typical Spell List

(6/9/9/8/8/8/8/7/7/7;Caster Level 20;Spell DC 20 + Spell Level)

0: *Acid Splash, Dancing Lights, Daze, Detect Magic, Ghost Sound, Mage Hand, Open/Close, Ray of Frost, Resistance*
1st: *Charm Person, Disguise Self, Hypnotism, Magic Missile*, Ray of Enfeeblement*
2nd: *Blur, Darkness, Detect Thoughts, Invisibility, Web*
3rd: *Deep Slumber, Fireball, Lightning Bolt, Suggestion*
4th: *Arcane Eye, Black Tentacles, Globe of Invulnerability, Summon Monster IV*
5th: *Baleful Polymorph, Cloudkill, Overland Flight, Wall of Force*
6th: *Circle of Death, Greater Dispel Magic, Mass Suggestion*
7th: *Greater Teleport, Insanity, Sequester*
8th: *Prismatic Wall, Sunburst, Trap the Soul*
9th: *Energy Drain, Freedom, Power Word Kill*

* Replace with *Magic Bolt* in an Amberos campaign

Thrallkin

Medium Monstrous Humanoid (Psionic)
Psion 1

Hit Dice:	1d4+1 (3 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	10 (no modifiers) touch 10, flat 10
BAB/ Grapple:	+1/-2
Attack:	Claw –1 melee (1d3-1)
Attacks:	2 claws –1 melee (1d3-1)
Space/Reach:	5 ft. / 5 ft.
Height:	5 ft + 2d6 in. (5 ft. 7 in.)
Weight:	120 lbs + 2d6x5 lbs (155 lbs)
Special Att:	Lesser mental overwhelm, naturally psionic, psionics
Special Qual:	Low-light vision, telepathy
Saves:	Fort –2, Ref +0, Will +1
Abilities:	S9 D10 C7 I18 W8 Ch15
Skills:	Concentration +2, Bluff +6, Diplomacy +6, Knowledge (Psionics) +8, Psicraft +8
Feats:	Extend Power[P], Toughness
Environment:	Any Underground
Organization:	Solitary, Gathering (2-5 plus 1 Menten), Cult (1 Menten Harbinger plus 0-5 Menten plus 0-5 thrallkin plus 0-1 thrallkin aspirant plus 5-20 human followers plus 0-2 human Rogue 5/Assassin 2), Covey (2-5 menten plus 2-25 thrallkin), Colony (5-20 menten plus 5-25 thrallkin plus 1-2 thrallkin slaveherders plus 0-10 grimlocks), Drove (5-20 menten plus 0-1 menten aristocrat plus 1 Enforcer plus 5-50 thrallkin plus 2-12 thrallkin slaveherders plus 1-20 grimlocks), Clan (4-60 menten plus 1-4 menten aristocrats plus 1 Enforcer plus 40-100 thrallkin plus 0-4 thrallkin aspirants plus 1-2 thrallkin slaveherders plus 1-10 grimlocks), or Nation (60+ menten plus 2-12 menten aristocrats plus 2-8 Enforcers plus 1 Enforcer Eldritch Brain plus 60+ thrallkin plus 4+ thrallkin slaveherders plus 0-4 thrallkin aspirants)
CR:	1
Treasure:	no coins; standard gems & items
Alignment:	Usually Lawful Neutral
Advancement:	By Character Level
Level Adj:	+2

The horrid creature before you is gaunt, with crimson slime-covered skin that seems to be made of rubber. Its has a head that resembles an octopus, with four small tentacles surrounding a beak-like mouth, and vast black eyes that do not reflect light. Its rubbery arms end in thin fingers with equally slimy nails.

When the menten came from their Realm of Madness, they needed a way to convert the resident population into members of their own race; thus were born the thrallkin, known among the menten as the Ilduluth (lesser minded).

A thrallkin looks similar to a true menten, but it is somewhat more humanoid, with two legs and two rubbery arms.

Thrallkin communicate by telepathy, but unlike true menten can only speak in languages it has physically learned.



Combat

Thrallkin do not have the terrible mind-devouring power of their more powerful masters and generally flee from a combat. If forced, however, they will fight with claws, attempting to use their intimidation ability to trick foes into fleeing or surrendering. They will use whatever advantage they can in combat, including weaponry, if available, though they are proficient in simple weapons only. Thrallkin have been known to use claw and tentacle extensions to fight with, but in the latter case, still cannot use the menten improved grab and extract ability.

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

Lesser Mental Overwhelm (Sp): This attack is a cone 15 feet long. Anyone caught in this cone must succeed at a Will save (DC 11) or be stunned for 1d4+1 round. Thrallkin usually use this ability to avoid a combat and usually depart after stunning foes.

Naturally Psionic: Thrallkin gain 2 bonus power points at 1st level.

Telepathy (Su): Thrallkin can communicate telepathically with any visible creature within 100 feet that has a language. However, the mental communication is still language-dependant.

Typical Psionic List

(Power Points 5;Manifester Level 1;Power DC 12; Discipline: Telepath)

1st: *Attraction, Mindlink, Psionic Charm*[A]

A=Augmentable; 1 pp max

Thrallkin society

Thrallkin are made from the bodies of humanoid creatures captured by menten. Once a body has had its brain consumed, an enforcer Eldritch Brain fills the empty cavity with a lesser mind from the Realm of Madness. This must be done within 1 minute of the death of the victim. After a 24 hour transformation, the wound is sealed and a thrallkin arises.

Thrallkin are used to provide "commoners" for the true menten to rule. While physical labor is generally beneath those in a menten society, thrallkin have been know to perform manual artistic jobs such as architect, scribe and herd-shepherd (over humanoid "brain" farms).

Though thrallkin can certainly command the slaves found in a community through force, they do not normally keep their own slaves as they lack the power to dominate them. Well-to-do thrallkin in larger communities are sometimes given a staff of grimlock warriors to carry out the task of raiding the surface for new bodies for the menten community. Thrallkin generally will bend to do the bidding of any menten in their presence.

Thrallkin on Amberos

Wherever menten are found, there usually can be found thrallkin with them. Thrallkin act as servants and slave masters for the menten and have been psychically dominated to keep them dependant on their masters.

Thrallkin Characters

There have been thrallkin who have been known to rebel against their "masters", and some few thrallkin have been known to retain memories belonging to the former victim's body, which eventually develop to create a mind free of the eldritch brain and Chthonian control.

A thrallkin (Ilduluth) has the following abilities.

- **Base speed 30 feet.**
- **Monstrous Humanoid type.**
- **Medium Size.**
- **Naturally Psionic:** Thrallkin gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **Low-light vision.** A thrallkin can see twice as far as a human in low-light or twilight conditions.
- **-2 Str, -2 Con, +6 Int, +2 Cha.** Thrallkin are physically weak and fragile, but are extremely intelligent and have a powerful presence.
- **Lesser Mental Overwhelm (Sp):** This attack is a cone 15 feet long. Anyone caught in this cone must succeed at a Will save (DC 10 + Cha Mod + ½ character level) or be stunned for 1d4+1 rounds.
- **Telepathy (Su):** Thrallkin can communicate telepathically with any visible creature within 100 feet that has a language.
- **Natural Attacks.** A thrallkin has two natural claw attacks that deal 1d3 + Str modifier damage.
- **Favored Class:** Psion
- **Level Adjustment:** +2

Thrallkin do not worship gods, though they do sometimes take up the mantle of mouthpiece (priest) for one of the Old Ones of the Realm of Madness. A priest of the Old Ones can choose two of the three domains of Chaos, Knowledge or Mind.

Becoming A Menten

Thrallkin who perform their duties well may be uplifted to become a true menten after a century or more of successful service. Few thrallkin survive long enough to be considered for transformation to true menten, but in larger colonies and menten cities, the chances for such advancement are higher.

A enforcer Eldritch Brain takes Thrallkin who qualify for being transformed into a menten to the Realm of Madness, where they are exposed to the chaotic and mind-rending forces of that plane. The enforcer psionically supports and alters the thrallkin during the process, and if the thrallkin survives the process, they are returned to the mortal plane as a menten.

Game Mechanics: An enforcer Eldritch Brain uses psionic plane travel to transport itself and the thrallkin to the Realm of Madness. The process takes 8 hours and drains 1,000 XP from the enforcer Eldritch Brain.

The thrallkin character must make a Will saving throw DC 20 to survive the transformation. Failure indicates the thrallkin suffers a backlash of 7d8 damage, suffers 7 negative levels and 1d4 Wisdom drain. The negative levels become permanent immediately unless a DC 20 Fort save is successful (check for each negative level separately). A thrallkin slain by this backlash is absorbed by the Realm of Madness and cannot be brought back to life short of *Reality Revision, True Resurrection* or *Wish.*

If successful, the character is transformed into a true menten at the end of the 8 hours, but suffers a +5 level adjustment modifier and loses 7 levels of psionic classes permanently. The character cannot advance until the character gains enough experience to pay off the increased level adjustment.

A thrallkin cannot use monster advancement levels to become a menten. It MUST undergo the process above to become a menten.

Thrallkin Slaveherder

Menten Thrallkin Psion (Telepath) 5;**hp** 13
S6 D12 C8 I20 W13 Ch16;**Fort** +2**, Ref** +4**, Will** +7
Init: +1 **Move:** 30 ft.
AC: 13(+1 Dex, +1 *bracers of armor +1*), touch 11, flat 12
BAB/Grapple: +3/+0 (+15 with *feather token (whip)*)
Full Attack: 2 claws +0 melee (1d3-3) or *feather token (whip)* +10 melee (1d6+1)
Special Att: Lesser mental overwhelm, psionics
Special Qual: Low-light vision, naturally psionic, telepathy
Skills: Bluff +7, Concentration +3, Diplomacy +7, Knowledge (Psionics) +9, Knowledge (The Planes) +9, Listen +3, Psicraft +9, Sense Motive +5, Spot +3
Feats: Extend Power[P], Overchannel, Psionic Body[P], Talented
CR: 5
Gear: *bracers of armor +1* (1,000 gp), *dorje of psionic charm* (ML 5;charges 15)* (1,125 gp), *feather token (whip)* (500 gp), *cloak of resistance +1* (1,000 gp), *potion of cure light wounds* (50 gp)
Total: 3,675 gp (4,300 gp)
*Augmented as follows: +4 pp last one day
Lesser Mental Overwhelm: Will DC 15; stun 1d4+1 rounds

Typical Psionic List

(Power Points 34;Manifester Level 5;Power DC 13 + Power Level; Discipline: Telepath)
1st: *Attraction, Empty Mind*[A]*, Mind Thrust*[A]*, Psionic Charm*[A]*, Psionic Daze*[A]
2nd: *Aversion*[A]*, Biofeedback*[A]*, Brain Lock*[A]*, Psionic Suggestion*
3rd: *False Sensory Input*[A]*, Telekinetic Force*[A]

Thrallkin Aspirant

Menten Thrallkin Psion (Telepath) 10;**hp** 25
S6 D12 C8 I20 W13 Ch19;**Fort** +3**, Ref** +5**, Will** +10
Init: +1 **Move:** 30 ft.
AC: 15 (+1 Dex, +1 *amulet of natural armor +1,* +3 *bracers of armor +3*), touch 11, flat 14
BAB/Grapple: +5/+2 (+15 with *feather token (whip)*)
Full Attack: 2 claws +2 melee (1d3-3) or *feather token (whip)* +10 melee (1d6+1)
Special Att: Lesser mental overwhelm, psionics
Special Qual: Low-light vision, naturally psionic, telepathy
Skills: Bluff +12, Concentration +8, Diplomacy +12, Knowledge (Psionics) +14, Knowledge (The Planes) +14, Listen +3, Psicraft +14, Sense Motive +9, Spot +3
Feats: Extend Power[P], Iron Will, Narrow Mind, Overchannel, Power Penetration[P], Psionic Body[P], Talented
CR: 10
Gear: *bracers of armor +3* (9,000 gp), *amulet of natural armor +1* (2,000 gp), *cloak of charisma +2* (4,000 gp), *feather token (whip)* (500 gp), *potion of cure moderate wounds* (300 gp)
Total: 15,800 gp (16,000 gp)
A thrallkin aspirant qualifies for and desires transformation into a Menten.
Lesser Mental Overwhelm: Will DC 19; stun 1d4+1 rounds

Typical Psionic List

(Power Points 108;Manifester Level 10;Power DC 14 + Power Level; Discipline: Telepath)
1st: *Attraction, Empty Mind*[A]*, Mind Thrust*[A]*, Psionic Charm*[A]*, Psionic Daze*[A]
2nd: *Aversion*[A]*, Biofeedback*[A]*, Brain Lock*[A]*, Psionic Suggestion*
3rd: *False Sensory Input*[A]*, Hostile Empathic Transfer*[A]*, Psionic Blast, Telekinetic Force*[A]
4th: *Death Urge*[A]*, Psionic Dominate*[A]*, Psionic Modify Memory, Schism*
5th: *Metaconcert*[A]*, Mind Probe, Power Resistance, Psychic Crush*[A]

Metal Black Panther

Medium Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	+4 (+4 Dex)
Speed:	50 ft. (10 squares), sprint 450 ft. (90 squares)
Armor Class:	24 (+4 Dex, +10 natural) touch 14, flat 20
BAB/Grapple:	+3/+6
Attack:	Bite +7 melee (1d6+3)
Full Attack:	Bite +7 melee (1d6+3), 2 claws +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Length:	6 ft + 2d4 in. (6 ft. 5 in.)
Weight:	1,000 lbs.
Special Att:	Pounce, rake
Special Qual:	Construct traits, DR 5/magic +1, magic immunity, sprint
Saves:	Fort +2, Ref +6, Will +2
Abilities:	S17 D19 C– Int – W10 Ch1
Skills:	–
Feats:	–
Environment:	Any land
Organization:	Solitary, or Pair
CR:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Medium-size); 13-18 HD (Large)

You hear a faint clicking and whirring as a velvety black panther emerges from the shadows. Its yellow eyes glow in the gloom, and from its maw come a metallic growl.

A clockwork device, the metal black panther appears as a feline creature with a soft velvet fur. However, underneath the faux fur is a device made entirely of black-painted steel. The creature is designed to hunt and fight, and it has eyes that glow yellow in the darkness.

Metal black panthers can understand Common, though they cannot speak.

Combat

The metal black panther strikes quickly, leaping at foes and striking with claws and bite. It is relentless and will not stop attack until it or its opponent is slain.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Rake (Ex): A metal black panther gains extra natural attacks when it grapples its foe. When grappling, the metal black panther gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple. A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Magic Immunity (Su): Metal black panthers are immune to all spell effects as if they had an unbeatable spell resistance. They are affected normally by the spells *heat metal* and *chill metal*. Electrical spells *haste* a metal black panther for a number of rounds equal to the spell level of the spell cast at them. Metal black panthers are affecting by the *rusting grasp* spell normally.

Sprint (Ex): Once per 10 minutes, a metal black panther can sprint up to 450 feet in a single round.

Creating a Metal Black Panther

A metal black panther is fashioned from a steel frame filled with clockwork devices and a faux fur covering that weighs 800 lbs. and costs 250 gp. Assembling the metal black panther frame requires a Craft (Technological Device) DC 23 skill check and takes 8 days. A fully charged Metal Black Panther will operate for 110 hours before requiring a recharge.

CL 11th; Craft Construct; Price 3,000 gp; Cost 1,000 gp + 40 xp; Recharge 50 gp.

Metal Black Panthers on Amberos

The Aegyptian people once had the ability to build these creatures during the Time of Technology, and often used them as guardians. After the fall of the technological age, the secret to their construction remained a mystery until the First Dragon War, when Fineburr the Astronomican discovered a cache of ancient blueprints that included a schematic for one of these creatures.

Fineburr made many of these creatures to protect his various installations before he was corrupted and turned against mankind. The secret to their creation died with Fineburr when he was destroyed. However, several of these mechanical beasts lived on, continuing to protect those areas that they were created for so long ago.

There are four known metal black panthers protecting the entrance to Mako Volcano; they tend to hunt in pairs and patrol the mountain, making them difficult to find. Metal black panthers have also been encountered in Lost Vale, and there are many Aegyptian tales of the beasts protecting tombs in Llannhanex and Iiannhanex.



Methane Shark

Huge Magical Beast (Air)

Hit Dice:	4d10+20 (42 hp)
Initiative:	+2 (+2 Dex)
Speed:	fly 70 ft. (good), burrow 10 ft. (2 squares)
Armor Class:	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18
BAB/Grapple:	+4/+23
Attack:	Bite +13 melee (2d6+16)
Full Attack:	Bite +13 melee (2d6+16) and slam +8 melee (1d8+5)
Space/Reach:	15 ft./5 ft.
Special Att:	Improved grab, swallow whole
Special Qual:	Darkvision 60 ft., flammable, flight, fog aura, low-light vision, noxious aura, scent
Saves:	Fort +9, Ref +6, Will +2
Abilities:	S33 D15 C20 I3 W13 Ch7
Skills:	Hide -6, Listen +6, Spot +6, Survival +1
Feats:	Alertness, Flyby Attack, Track[B]
Environment:	Cold mountains
Organization:	Solitary, or Pack (2-5)
CR:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Huge); 9-12 HD (Gargantuan)
Level Adj:	-

Out of the cloud rushes a slim, green and blue hued fish-like creature. It has a great maw like a shark and bulbous yellow eyes with pitch black pupils. From its gaping maw and feverishly working gills pours a foul-smelling green smoke.

The methane shark has no real relation to a shark, but due to its predatory nature and presence, has gained the moniker of shark. Despite its size, the creature is practically the equivalent of a hollow hot air balloon with a huge mouth. Surrounded in a sickening quasi-greenish cloud of foul-smelling methane, the creature glides through the air as if it were water in search of prey. They are, luckily, only found in cold areas at great heights, though they are greatly feared by those they encounter.

Methane sharks are not only a danger to flying creatures, but have been known to burrow into rock to feed on underground prey when other prey is scarce.

Combat

Methane sharks swoop in on the attack, taking a "small" bite of prey to slow and gauge the edibility of their foe. If they find the foe to be edible, the methane shark will return, this time hoping to engulf prey on its next pass. Methane sharks sometimes hunt in packs; in such cases the "bull" or lead methane shark with the most hit points makes the first pass at opponents, and if it determines the prey to be edible, the others will also swoop in for kills. However, methane shark packs prefer not to attack the same target, and none of the other sharks will dare to attack the Bull shark's prey unless the bull breaks off the attack first. Generally speaking, if the bull shark is killed, the remainder of the pack will take whatever prey it currently has and leave.

Improved Grab (Ex): If a methane shark hits a large-sized or smaller opponent with a bite, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Swallow Whole (Ex): If a methane shark starts with a medium or smaller opponent in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by dealing 10 hit points of damage to the AC 15 interior If



the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. A methane shark

Flammable (Ex): The methane spewing from around the creature is flammable. If the methane mist surrounding and filling a Methane shark comes in contact with an open flame, the methane gas explodes in fire, dealing 6d6 fire damage (Reflex DC 17 for half) in the area of effect (15 foot radius centered on the methane shark). This negates the Noxious aura ability of methane shark for 1 minute, and the creature is not immune to the fire damage from the combusting methane. If the methane is expended in this manner, it takes the methane shark 1 minute to generate a new noxious aura and foggy aura.

Flight (Su): A methane shark can cease or resume flight as a free action. A methane shark's flight becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Fog aura (Ex): The misty green cloud that surrounds the methane shark gives it concealment against ranged attacks (20% miss chance). A *gust of wind* spell or other similarly strong winds can disperse the cloud effect. If dispersed, a methane shark can generate a new aura in one minute's time.

Noxious aura (Ex): A methane shark is shrouded in a misty green cloud that extends out 10 feet beyond its space. Those caught in the area of effect either by standing in the cloud or caught in it as the creature moves must make a Fort save DC 17 or be nauseated for the duration they are in the cloud, plus an additional 2d4 rounds thereafter. Swallowed creatures are likewise subjected to this effect. A successful save negates needs for further saves against the same methane shark for a full day. A *gust of wind* spell or other similarly strong winds can disperse the cloud effect. If dispersed, a methane shark can generate a new aura in one minute's time.

Methane Sharks on Amberos

Methane sharks are unique to the wintry Methane sea of the Crystalmire Mountains, where they terrorize shipping and mountainous enclaves during the winter months. They are often referred to as "gas bags" by sailors familiar with them, and it is common for ships expecting to pass near methane shark-infested skies to cover ship's decks with cargo netting to protect those on board from attacks, or hire a wizard with a few *dispel magic* scrolls to knock the creatures out of the sky.

During the summer months when the methane sea is too thin to navigate, methane sharks burrow into mountain rock and hibernate until the weather cools and the Methane sea solidifies.

Miankin

Tiny Fey
Hit Dice: ¼d6 (1 hp)
Initiative: +4 (+4 Dex)
Speed: 15 ft. (3 squares)
Armor Class: 16 (+2 size, +4 Dex)
BAB/Grapple: +0/-10
Attack: short sword -2 melee (1d3-4;19-20/x2)
Full Attack: short sword -2 melee (1d3-4;19-20/x2)
Space/Reach: 2 ½ ft./5 ft.
Height: 2 ft. + 1d4 in. (2 ft 2 in.)
Weight: 15 lbs + 2d4 lbs. (20 lbs.)
Special Att: Spell-like abilities
Special Qual: Alternate form, low-light vision
Saves: Fort 0, Ref +6, Will +2
Abilities: S3 D19 C11 I11 W11 Ch 12
Skills: Craft (Woodworking) +4, Heal +1, Hide +14*, Listen +6, Move Silently +16, Pick Pocket +8, Search +4, Spot +6, Use Magic Device +5
Feats: Alertness
Environment: Temperate land
Organization: Solitary, Brace, Crew (2-5), Pack (5-20), or Band (20-40)
CR: 1/6
Treasure: None
Alignment: Usually neutral good
Advancement: ½ - 2 HD (Tiny)

It takes a moment to realize that the small twig before you is actually some sort of living creature made of bit of tree branches and leaves, bound together by blades of grass. The creature appears almost to be a miniature elf, with the only clothing it wears being a hat made from a flower.

The miankin are tiny fey who are made of enchanted twigs and dress in clothing made of forest leaves and blades of grass. They are sociable and enjoy throwing parties in the wilderness. In some cases, they may befriend good humanoids and become companions or pets to individuals.

Miankin speak Elvin, Gnomish, Common and Druidic.

Combat

Normally miankin only fight if cornered by an evil being or if their humanoid companion is in danger. They prefer to use their spell-like abilities to deal with foes, and reserve use of their personal weapons if they are cornered in areas where their magic does them no good.

Spell-like abilities (Sp): A miankin can cast the following spells once per day as a 6th level sorcerer (DC 11 + spell level): *reduce*, *speak with animals*, *summon nature's ally I*.

Alternate Form (Su): Miankin have the ability to assume the shape of a tiny vermin or animal at will. The exact shape they can assume is determined at birth and cannot be changed later. The miankin gains the extraordinary but not any supernatural or spell-like abilities of the new form.

Skills: Miankin have a +10 bonus to Hide checks in natural surroundings and a +8 racial bonus to move silently.



Miankin Society

Miankin make their homes near to the tree that spawned them, often creating burrows amid the roots of the tree. They forage for their own foods and are vegetarians by nature. Miankin are expert craftsman by nature, and enjoy creating items that are both functional and works of art. Though they normally only build items they themselves need, they sometimes fashion items for their humanoid companions – often items both beings will derive pleasure from owning.

Miankin spawn in an unusual fashion – they are sexless beings themselves and replicate themselves by "building" children. Other races have not learned exactly how this process occurs, but when the need for children descends upon a miankin they seclude themselves and gather twigs and various objects and emerge a few weeks or months later with a new child.

Miankin on Amberos

Miankin can be found across Amberos, even into the far east. They are rare sights off the continent, and some sages believe that they may actually have been created by elves during the Elvin Golden Age as some sort of "pet" for elvin children.

Miniezye

Diminutive Fey

Hit Dice:	1/6d6 (1 hp)
Initiative:	+5 (+5 Dex)
Speed:	15 ft. (1 square), fly 50 ft.,(perfect)
Armor Class:	19 (+2 size, +5 Dex, +2 Leather), touch 17, flat 14
BAB/ Grapple:	+0/-13
Attack:	rapier +7 melee (1d2-5;18-20/x2) or shortbow +7 ranged (1d2-5;x3)
Full Attack:	rapier +7 melee (1d2-5;18-20/x2) or shortbow +7 ranged (1d2-5;x3)
Space/Reach:	1 ft. /0 ft.
Height:	3 in. + 1d3 in. (4 in.)
Weight:	2 lbs.
Special Att:	Poison
Special Qual:	magic resistant, SR 21
Saves:	Fort 0, Ref +7, Will +2
Abilities:	S1 D21 C11 I13 W10 Ch11
Skills:	Appraise +5, Escape Artist +9, Gather Information +4, Hide +8, Listen +4, Move Silently +9, Perform +4, Tumble +9
Feats:	Dodge, Flyby Attack[B], Weapon Finesse[B]
Environment:	Any land
Organization:	Solitary, Brace, Bunch (2-5), Swarm (5-20 + 0-10 tiny vermin mounts), Mob (20-40 + 5-10 tiny vermin mounts + one 1HD boss), Clan (40-60, +5-20 tiny vermin mounts, + one 1HD boss and 0-1 shaman), or Tribe (60+, +5-25 tiny vermin mounts, + one 1 HD boss/Rogue +1-2 shaman)
CR:	¼
Treasure:	Standard
Alignment:	Always chaotic neutral (evil tendencies)
Advancement:	¼ - ½ HD (Diminutive); ½ - 1 HD (Tiny)

A tiny winged humanoid flits into view, giggling as it darts from place to place. The creature wears no clothing and has a greenish tint to its skin. You can barely make out the rapidly flapping wings on its back that hold the small being aloft. The small humanoid takes a moment to float before you with a wicked grin, then begins to madly dash again from place to place.

The miniezye are a race of tiny fey creatures that flit wildly from place to place, causing havoc wherever they might end up. They tend to torture children and infants of larger species, plaguing them with their cruel poison bites and pulling endless mean pranks. They have been known to kill infants or cause children to come to harm, and as such when they are discovered they are usually chased away.

A miniezye appears as a small, beautiful humanoid with butterfly-like wings. Normally a miniezye beats these wings at a furious pace, so they are only visible when the miniezye is still. They have a wide range of skin colors, from dead white through human-like



tones to a pitch black color. Some have colors that change with the seasons – a snowy white in winter, a yellow-green in spring, bright green in summer and a orangish-red color in autumn. Hair styles varies as much as skin color, with the seasonal-skinned miniezye having a continuous green, flowing hair. When a miniezye smiles, it reveals a maw filled with vicious, needle-like teeth and green gums. They tend to dress in clothes made from leaves and twigs or what appears to be fashioned leather – though many would be horrified to learn that such leather is made from that tanned skins of slain children or infants.

Miniezyes can speak Sylvan, Elvin, Draconic and Orc.

Combat

Miniezye constantly wrestle and fight among their own kind, but against larger opponents, they prefer to allow their environment to do their dirty work. They prefer to lead larger folk into ambushes such as pitfalls, areas where heavy and/or sharp items can be dropped on their opponents and the like. If forced into melee, they often do so en masse, simply swarming an opponent stabbing and biting as they scramble over the victim.

Magic Resistant (Su): A miniezye gains a +10 bonus to its Spell Resistance.

Poison (Ex): A Miniezye's saliva is an irritating poison. Undistilled, it causes no worse that a spider bite (Type: Injected; Fort DC 5; Init: 0; Sec: 1 Con). However, in distilled form it will kill most infants and small children and make adults slightly sick (Contact; Fort DC 10, Init: 1 Con + nausea; Sec: 1d4 Con)

Miniezye Society

Miniezye society is vicious. Each miniezye is in a constant state of fighting with others of its race and faced with being prey to creatures of larger size than themselves. However, the race revels in joining forces to inflict pain and suffering on those larger that itself, and

seems to have a fondness for tormenting the children of other races.

Individual miniezye often make their abode in the attics of intelligent and civilized creature's houses. They abhor underground areas that are smelly or wet, though they might take up in a basement that is dry and has access to the outside. Surprisingly, miniezye hate both vermin and rodents, and will kill those that infest a house they dwell in. Sometimes, the presence of dead rodents is the first sign parents may have that miniezye have invaded their household.

When a miniezye establishes a home for itself, the first thing it goes about to acquire is a small container that it can use as a spittoon. It keeps the poison spit in this container, and once filled, will dip its weapons in the substance – which is essentially the distilled version of its venom.

When grouped together into bands of more than five, miniezye often seek out an abandoned house or other structure and make their own. Such places may become feared as haunted by other locals. Often, gardens and other places where food is stored about town will be raided by the miniezyes to support their community. Those who attempt to capture or deter the miniezyes from stealing may find themselves the victim of an "accident" that mauls or kills the offender. Once a band of miniezye has established itself into a town, they often begin to demand tribute from those who live nearby. Those who refuse are often terrorized by vicious pranks until they relent, are driven away, or slain.

Miniezye bands are known to "domesticate" vermin for use as pets, mounts or just to torture. They favor web-spinning spiders, but have also used giant ants, rats, mice, small dragonflies and even tiny scorpions.

Miniezyes on Amberos

Miniezyes are well-known throughout western Amberos, and there are many home remedies and tales for couples on keeping miniezyes out of their dwelling. Two of the more popular methods are to keep a cat (who will hunt the Miniezyes like mice) or to place certain foul-smelling herbs on the windows and doors (the miniezyes won't enter supposedly because of the foul smell).

Partly because western Amberos is becoming so inhospitable to these pests, they seem to be start showing up in areas such as Randu and the Skienlands – who do not know of these folk remedies – with more frequency.

Mixie

Huge Fey
Hit Dice: 14d6+28 (77 hp)
Initiative: +2 (+2 Dex)
Speed: 30 feet (6 squares)
Armor Class: 20 (-2 size, +2 Dex, +5 natural, +5 breastplate), touch 10, flat 18
BAB/Grapple: +14/+40
Attack: Gore +25 melee (2d6+11) or Hand axe +25 melee (2d6+11;x3) or composite longbow (+11 Str) +13 ranged (3d6+11;x3)
Full Attack: Gore +25 melee (2d6+11), primary hand axe +23/+18/+13 melee (2d6+11;x3), off-hand hand axe +23/+18 melee (2d6+5;x3) or composite longbow (+11 Str) +16/+11/+6 ranged
Space/Reach: 15 ft./10 ft.
Height: 22 ft. + 1d8 ft. (26 ft. 6 in.)
Weight: 9,000 lbs + 2d6x100 lbs. (9,700 lbs.)
Special Att: Frightful presence, spells, trample 2d8+6
Special Qual: DR 10/magic +2, regeneration 4, scent, SR 22, warrior's heart
Saves: Fort +6, Ref +11, Will +11
Abilities: S32 D15 C15 I14 W15 Ch19
Skills: Hide +9, Knowledge (Nature) +19, Listen +21, Move Silently +19, Sense Motive +19, Spellcraft +19, Spot +21, Survival +19
Feats: Alertness[B], Improved Overrun, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting
Environment: Any forest
Organization: Solitary, or Pair
CR: 12
Treasure: Standard
Alignment: Always neutral
Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)

Standing before you is a regal, deer-headed humanoid taller than the trees around it. It is dressed in beautifully gold-trimmed green clothing with a silken cloak across its back. A steel breastplate adorned with a gold-etched engraving of the surrounding forest protects its chest. Those parts that protrude from its elegant clothing reveal that the creature is covered in brown, shaggy fur, and its feet end in a pair of black hooves. It holds in its hands a pair of mighty hand axes, and bears a pair of dangerous-looking antlers atop its head.

A mixie is a tall, deer-headed humanoid covered in shaggy fur with deer-like hooves for feet. They are the protectors of wilderness life, but often go out of their way to avoid being seen or detected by non-fey creatures. They often come to odds against hunters who kill for sport or who risk hunting a wilderness species to extinction.

Mixies speak Druidic, Elvin, Fey and Common.

Combat

Mixies disdain fighting unless they witness a terrible act against a forest or its inhabitants – burning trees, butchering wildlife or strip-lumbering a forest is the easiest way to raise their ire.

In most cases, a mixie will use its stealth and magic to strike undetected at targets, doing its best to kill or permanently drive away any who threaten the forest they protect. One of its favorite tactics is to cast *call lightning* from a hidden position, and then disguise itself in *tree shape*, directing the attacks against its opponents. Mixies are also experts at using holly berry bombs from the *Fire Seeds* spell, though they are also prone to use the acorn bomb version to decimate a single opponent.

A mixie does not generally use hit-and-run tactics; once engaged, they continue to pepper an opponent until it has been defeated. They often use the assistance of other fey creatures to drive away attackers or lead them into a trap. However, mixies will never use other forest creatures as bait or fodder to destroy opponents.

Mixies driven to melee are ruthless in combat, charging opponents with their sharp horns or trampling them under their sharp hooves.

Frightful Presence (Ex): Active when a mixie charges an opponent to gore or trample. Victim must make a Will Save DC 21 or be shaken for as long as the mixie is present.

Trample (Ex): Reflex save DC 28 half. The DC is Strength based. Because of Improved Overrun, the opponent does not get to avoid the attack.

Regeneration (Ex): A mixie takes normal damage from fire and electrical attacks. A mixie regenerates 4 hit points a round from all other attacks.

Spells: A mixie can cast spells as a 14th level druid, using its charisma ability instead of Wisdom. (Spell DC 14 + spell level)

Warrior's Heart (Ex): A mixie gains a Base Attack Bonus equal to it's hit dice.

Typical Spell List

(6/6/5/5/4/4/2; Caster level 14; Spell DC 14 + spell level)

0th: *Detect Poison, Guidance, Know Direction, Light, Resistance, Virtue*
1st: *Calm Animals, Entangle, Goodberry*, Longstrider*, Magic Fang, Pass Without Trace**
2nd: *Animal Messenger, Animal Trance, Bull's Strength, Summon Swarm, Tree Shape*
3rd: *Call Lightning, Dominate Animals, Plant Growth, Speak With Plant, Summon Nature's Ally III*
4th: *Antiplant Shell, Command Plant, Dispel Magic, Freedom of Movement*
5th: *Baleful Polymorph, Insect Plague, Stoneskin*, Tree Stride**
6th: *Antilife Shell, Fire Seeds**

* Usually already in effect

Mixie Society

Mixies are loners, wandering the woods of their homes to quietly observe how its inhabitants are faring. Mixies prefer to avoid other intelligent beings, though they have been known to respond to a druid or dryad's call for help.

It is unknown whether mixies create their own gear or trade for it. No mixie has ever displayed the ability to craft items, armor or tools in the presence of others and many assume that the items they do carry are gifts from other fey races.

There are rumors that mixies have the ability to travel to the Beastlands via certain mystic ceremonies, but none have even been seen off of Amberos. It is possible they assume a deer form on other planes, but this has never been proven.

Mixies on Amberos

Mixies are only encountered in the larger, older forests of Amberos. Thus, they have been seen in the Groon Forest and Kennestone forest. Ancient tales state that mixies could be found in what is now the Broken Wood, but none have been seen there in the last 50 years or so. No mixie has ever been seen in the Yaz forest or the Demon Jungle. It is thought that Mixies once inhabited the Living Forest, but that Sarve's curse drove them out or may have transformed them into nightwalkers.



Mokappin

Medium Fey (Aquatic)

Hit Dice:	5d6+5 (22 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 feet (6 squares),swim 30 feet (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat 10
BAB/Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+3)
Full Attack:	Bite +5 melee (1d8+3), 2 claw +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 2d4 in. (5 ft. 5 in.)
Weight:	200 lbs + 2d8x5 lbs. (245 lbs.)
Special Att:	Spells
Special Qual:	Fast healing 4
Saves:	Fort +2, Ref +7, Will +6
Abilities:	S16 D17 C13 I13 W15 Ch7
Skills:	Climb +8, Craft +8, Jump +10, Listen +9, Spellcraft +8, Spot +9, Swim +10
Feats:	Combat Casting, Dodge, Multiattack[b]
Environment:	Temperate, Warm aquatic
Organization:	Solitary, Pair, Crew (2-5), or Pod (5-20)
CR:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	6-10 HD (Medium-size); 11-15 HD (Large)

Rising from the water is a sea-green humanoid with a mottled turtle shell on its back. The creature has a shaven head and large greenish eyes. You can see that its hands are webbed and sport small fin-like rudders near the elbow.

A mokappin is a relative of the land-based kappa, thought to perhaps be a forbearer of the kappa race. They live primarily in the sea, though they can tolerate being on the land for a short amount of time.

Mokappin speak Sylvan and Common.

Combat

Mokappin attack with a ferocious bite and can also claw at their enemies. They are capable of using weapons and tools, though they normally disdain to keep such items around. Mokappin often use pack hunting tactics when pressed into combat and will generally flee or bargain for freedom against an overwhelming enemy.

Fast Healing (Ex): While in contact with water, a Mokappin heals 4 hit points a round from all attacks except those made with bronze weapons. If they drop to 0 hit points or less, the fast healing ability ceases to work until they return to 1 hit point or more.

Spells: A mokappin can cast spells as a druid of 5th level (Spell DC 12 + spell level). They prefer healing and summoning spells.

Typical Spell List

(5/4/3/1; Caster level 5; Spell DC 12 + spell level)

0th: *Create Water, Cure Minor Wounds, Guidance*

1st: *Cure Light Wounds, Magic Fang, Summon Nature's Ally I*

2nd: *Resist Energy, Summon Nature's Ally II, Summon Swarm*

3rd: *Cure Moderate Wounds, Summon Nature's Ally III, Water Breathing*

Mokappin Society

Mokappin often make their homes in coral reefs or other shallow areas where they may also venture onto dry land. Overall, the race keeps to itself, though they will battle with any other race that attempts to encroach on their territory. Mokappin have no compunction about killing members of other intelligent races if need be, though they abhor slavery.

Mokappin communities are generally shaped from natural materials and food is derived from naturally growing vegetation or nearby fish schools. Mokappin do not cultivate fields or farm fish, preferring to instead live in harmony with the world around them. In lean times, Mokappin communities may be forced to uproot and forage for food, but usually return to their old homes once the crisis has passed.

Mokappin on Amberos

Mokappin are found primarily in Chiamung, Dishnu and Spi Dak Su. They are practically unknown in any other area of Amberos.



Mugetet

Huge Aberration (Earth)

Hit Dice:	8d8+40 (76 hp)
Initiative:	+5 (+1 Dex, +4 Improved Init)
Speed:	30 feet (6 squares)
Armor Class:	17 (-2 size, +1 Dex, +8 natural), 9 touch, 16 flat
BAB/Grapple:	+6/+20
Attack:	Bite +12 melee (2d8+8)
Full attack:	Bite +12 melee (2d8+8), two claw-bites +7 melee (1d6+4 + poison)
Space/Reach:	15 ft./10 ft.
Length:	20 ft + 2d6 ft. (27 ft.)
Weight:	5,000 lbs. + 2d6x250 lbs. (6,750 lbs.)
Special Att:	Constrict, disgorge snakes, fear, improved grab, poison, swallow whole
Special Qual:	Blind sight 30 ft., regeneration 4, scent
Saves:	Fort +7, Ref +5, Will +7
Abilities:	S27 D13 C21 I11 W13 Ch9
Skills:	Bluff +9, Hide –7, Listen +3, Move Silently +11, Search +10, Spot +3
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Warm desert, hills, mountains
Organization:	Solitary, Pair, or Family (2-5)
CR:	5
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)

This serpent-like being is covered in scales the shape of human skulls. It rears up to reveal a cobra-like hood as it holds itself up with a pair of snake-like arms that end in three claws. As it slightly sways in front of you, its tongue flicks in and out, as if tasting the air around it.

A mugetet (Moo-git-it) is a serpent-like being with malevolent intelligence that act as the worldly minions of evil gods. The mugetet has a strong sense of smell, but poor eyesight.

Combat

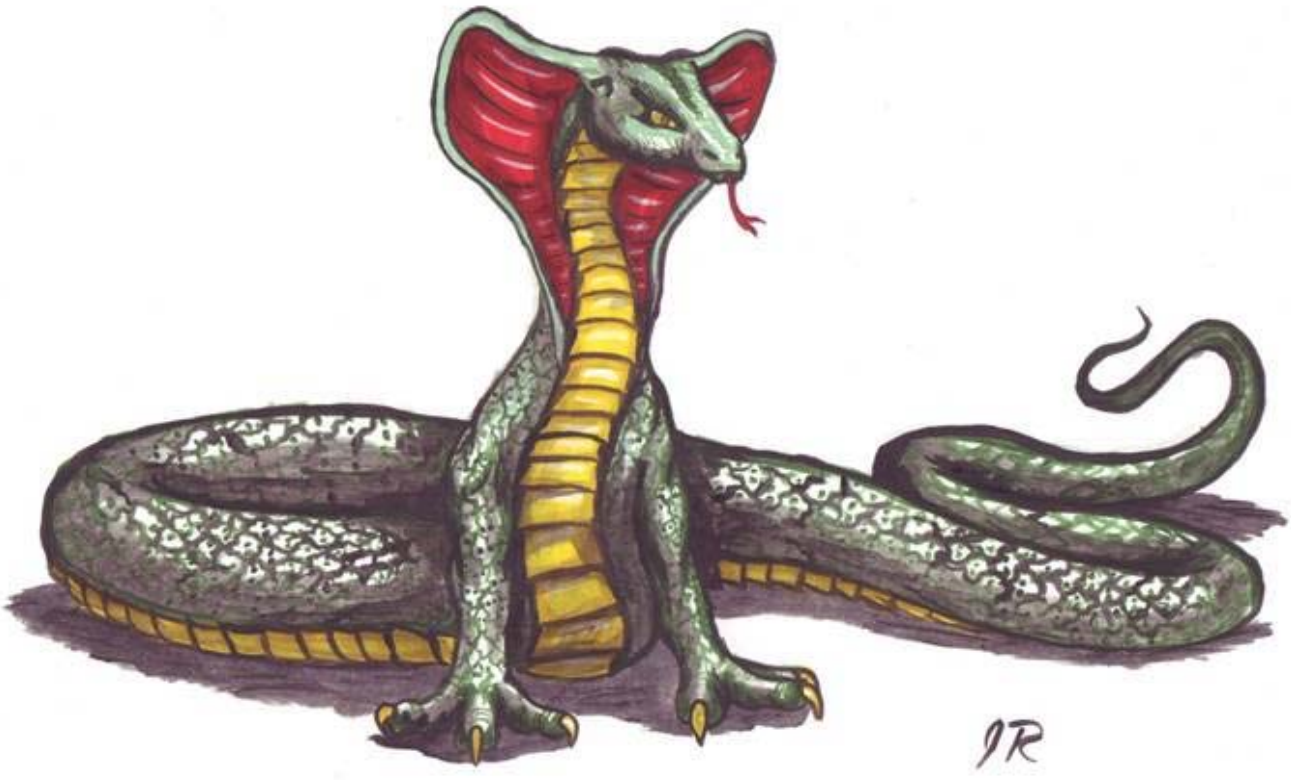
A mugetet attacks by biting or coiling around victims and squeezing the life from them. They are fearless in battle and will not retreat nor give quarter to an enemy. They tend to focus on one opponent at a time – preferably the weakest looking in any given group. If allowed, they will play with or taunt their victims before killing them. They also greatly enjoy swallowing victims, listening to their screams as they are digested.

Constrict (Ex): If a mugetet is grappling an opponent it may deal constriction damage to the victim each round, dealing 2d8+12 damage automatically.

Disgorge Snakes (Su): The gullet of a mugetet is filled with a multitude variety of poisonous snakes. As a standard action that provokes an attack of opportunity, the mugetet can spew out 1d4x2 small viper snakes as a +7 ranged touch attack up to 30 feet distant. Anyone struck by the attack is immediately subject to attacks by the snakes as if they were flat-footed.

Fear (Sp): The mugetet radiates an aura of fear (DC 13 Will save) out to a 15 foot radius. Creatures 8 HD or less who fail their save are panicked. Creatures greater than 8 HD who fail the save are shaken.

Improved Grab (Ex): If a mugetet hits a Large sized or smaller opponent with its bite or claw attacks, it may attempt to start a free grapple without provoking an attack



of opportunity. If it wins the grapple check, it can get a hold and constrict the opponent if it grabbed with the claws, or swallow an opponent if it hit with the bite..

Poison (Ex): Both the bite and claw-bites of a mugetet can inject victims with a deadly poison (Type: Injected; Fort DC 19; Init: 1d4 con; Sec: 2d6 con).

Swallow Whole (Ex): If a mugetet strikes a Medium victim or smaller with its bite attack, it may begin a grapple. If the grapple is successful, the mugetet swallows the victim. Those inside the mugetet suffer 1d4 attacks (bite +10 melee; see below) per round from the small viper snakes within the mugetet as they swarm over the victim. A swallowed character may attempt to escape by attacking the mugetet's gizzard with a small or tiny slashing weapon and must deal 20 hit points of damage to escape. The muscles contract to seal the wound after the character escapes, so others will have to find their own way out. A mugetet may swallow 2 medium-size, 4 small, 8 tiny, 16 diminutive or 32 fine creatures.

Blind Sight (Ex): A mugetet "sees" by smell and can detect even invisible foes within 30 feet.

Regeneration (Ex): The mugetet treats damage from cold and acid attacks as normal damage. It regenerates 4 hit points a round from all other attacks.

Mugetet on Amberos

Mugetet are the heralds of Aspus, the Lord of Snakes. He uses them rarely, generally only when he wants to punish a community for defying him or who kill his Aspii (see Bestiary Nefarious for Aspii entries). In very rare cases, Aspus has been known to send a mugetet to live with the Aspii as a symbol of his approval of their actions.

Snake, viper, Tiny: CR 1/3; LA —; Tiny animal; HD 1/4d8; hp 1; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk +0; Grp –11; Atk Bite +5 melee (1 plus poison); Full Atk (same); SA poison; SQ scent; AL (Always) N; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; Weapon Finesse. (Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 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.)

Poison (Ex): Injury; Fort DC 10; init: 1d6 Con; sec: 1d6 Con.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Mundog

Medium Magical Beast (Psionic)

Hit Dice:	3d10+3 (19 hp)
Initiative:	+2 (+2 Dex)
Speed:	50 ft. (10 squares), climb 30 feet (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple:	+3/+4
Attack:	Bite +6 melee (1d6+1)
Attacks:	Bite +6 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Length:	5 ft. + 2d4 in (5 ft. 5 in.)
Weight:	200 lbs + 2d4x10 lbs (250 lbs.)
Special Att:	Psionics , trip
Special Qual:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +4, Ref +5, Will +3
Abilities:	S13 D15 C13 I10 W14 Ch10
Skills:	Climb +7, Listen +8, Survival +2*
Feats:	Track[B], Weapon Finesse, Weapon Focus (Bite)
Environment:	Any land
Organization:	Solitary, Pair, Hunt (2-5), or Pack (5-20)
CR:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium-size); 7-9 HD (Large)

You stand before a wolf-like creature, with a coat of silver fur. Its forelegs are colored black, and end in humanoid hands instead of paws.

The Mundog is a wolf-like creature with silver fur and black forelegs. Instead of paws, each of their legs end in a humanoid hand. While Mundogs move on all fours, they are capable of grasping and manipulating objects with one or both hands and very adept at climbing surfaces such as cliffs or trees. They are not aggressive creatures and often shy away from contact with non-prey. Most packs wander wilderness areas, constantly on the move, while other packs have established shelter in caves or in large, ancient trees. Though capable of using tools, mundogs do not manufacture or use items on a regular basis.

Mundogs normally travel in packs, with one mundog leading the entire pack, which has better than average hit points. Any parley with the mundog will be through the alpha leader. Should the leader be injured or killed, the pack will normally retreat. If the alpha leader is captured, most mundog packs will surrender (75% chance) or flee (25% chance).

Mundogs communicate telepathically.

Combat

Mundogs attack in packs, attempting to knock down foes and then rip them to shreds. They are not aggressive by nature, and generally only attack when in search of food. They prefer to attack weak, injured or helpless prey, but they have been known to chase healthy prey to exhaustion.

Mundogs have a hatred of barghests and will attack such creatures on sight.

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

Psionics (Sp): A mundog can use the following psionic abilities once a day as if spending 3 power points on each ability (as a psion), at 3rd level ability: *Biofeedback, Claws of the Beast*, Inertial Armor*, Vigor*.

* Usually active when encountered

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



Mundogs on Amberos

Mundogs have been around since the Elvin Golden age, when Menos was still present on the continent. Some blame Menos for experimenting on wargs for the creation of mundogs, but many sages do not believe that is the case – that instead Ziga may have somehow granted these creatures psionic abilities in preparation for her betrayal of the elves. Individual mundogs can be found across Amberos, though there seem to be entire packs of mundogs in Randu.

N'rad

Medium Fey

Hit Dice:	12d6+24 (66 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft. (10 squares), burrow 20 feet (4 squares), climb 25 ft. (5 squares)
Armor Class:	23 (+4 Dex, +5 natural, +4 deflection), touch 18, flat 19
BAB/Grapple:	+6/+15
Attack:	Slam +12 melee (1d6+5)
Full Attack:	6 slams +12 melee (1d6+5)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 10 in. + 2d6 in. (5 ft. 9 in.)
Weight:	120 lbs + 2d4x7 lbs. (155 lbs.)
Special Att:	Energy drain, eye rays, expert grappler, improved grab, sonic attack
Special Qual:	DR 10/cold iron, Fast healing 2, meld with earth, protective aura, tremorsense 120 ft., unearthly grace
Saves:	Fort +10, Ref +16, Will +14
Abilities:	S21 D19 C15 I13 W15 Ch19
Skills:	Climb +28*, Hide +19, Listen +17, Move Silently +19, Sense Motive +17, Spot +17
Feats:	Ability Focus (Eye Rays), Combat Reflexes, Combat Expertise, Improved Grapple[B], Improved Initiative, Weapon Focus (Claw)
Environment:	Any land
Organization:	Solitary
CR:	11
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	13-24 HD (Medium-size); 25-36 HD (Large)

This humanoid appears to be a comely female dressed in tresses made from the surrounding forest. She has six arms and a third eye set into her forehead. Her hair is wound with a crown of briars and she has the long, pointed ears of an elf. Her eyes are the same green as the forest around her.

The n'rad is a feared and rarely seen denizen of the wilderness. They are fey creatures that epitomize the power of the natural forces of the world.

N'rads are known for their callousness and delight in causing havoc among humanoids and other fey. They have been known to charm male humanoids, which disappear never to be seen again. For some reason, n'rads have a hatred of other females, even among their own kind. N'rads who encounter one another often hurl insults at each other, though they rarely devolve into physical violence against one another.

N'rad can speak sylvan and common.

Combat

N'rads have a sharp tongue, but are reluctant to fight unless they are unable to overpower or drive off opponents. Most encounters with n'rads occur when they emerge from the earth directly in front of their victim, where they begin immediately attempt to use their eye power to charm the individual, and then begin to caress (grapple) and drain the life energy of their victim. When grappling a charmed victim, a n'rad does not use her claw attacks to initiate the grapple, and instead makes a normal grapple attack.

If a n'rad is unable to grapple a victim, she will instead content herself with draining the life force from all individuals close to her. If she is unable to *charm* a victim, most n'rads will unleash their scream attack and then depart.

Energy Drain (Su): As a standard action, the N'rad can drain the life energy of beings within a 15 foot radius around themselves (Fort DC 20; drains 1 level). This ability may be used while melded with earth, but then only affects those likewise melded with the n'rad. A N'rad may use this attack against grappled foes, who take a –4 penalty to the save. The N'rad gains 5 temporary hit points for each level she drains. A n'rad energy drain does not automatically break their *charm* power over males, though such victims do gain an automatic save to attempt to overcome the charm.

Eye Rays (Su): As a swift action, a N'rad may open its third eye to attempt to charm males or drive females insane. The attack is a +10 ranged touch attack (Will DC 22; male humanoids are charmed as per *Charm Person*, female humanoids are driven insane as per *Confusion*; both at 12th level ability). If a victim succeeds a save against the n'rad's eye ray, it cannot be affected again for 24 hours.

Expert Grappler (Ex): When making a grapple, a n'rad



can make up to three attempts a round as a full attack action (provided the n'rad is not currently grappling an opponent. For each opponent grappled, a n'rad can make one less grapple attempt). A N'rad can grapple up to three opponents at once with no penalty for grappling multiple opponents (treat each one as a separate grapple). If the N'rad is grappling less than three opponents, she still threatens those within reach, though she is still considered flat-footed. A N'rad can use any claw attacks for arms not engaged in a grapple (2 arms per grapple) against grappled foes. A N'rad cannot use a claw attack against more than one grappled foe.

Fast Healing (Ex): While in contact with the earth, a N'rad heals 2 hit points per round. If reduced to 0 hit points or less the fast healing ceases to work.

Improved Grab (Ex): If a N'rad hits with a claw attack it may attempt a free grapple attack. No initial attack roll is needed and the attempt does not provoke an attack of opportunity.

Protective Aura (Su): A N'rad is constantly surrounded by a magical aura that acts as a *magic circle against law* at all times, at 12th level ability.

Meld with Earth (Su): As a move action, a n'rad can enter a space of loose earth or solid stone as if using the spell, *meld with stone*. A n'rad can take foes she is grappling with into the dirt or stone, provided she is strong enough to drag or carry them along. If a n'rad releases or loses the hold on the victim while merged (or is slain), the victim is harmlessly expelled from the material.

Sonic Scream (Su): As a standard action, a frustrated N'rad can let out a piercing scream that deals 6d6 sonic damage in a 30 ft. cone. A Fort DC 18 save halves the damage. The sonic scream can be used once per hour, and cannot be used while melded.

Unearthly Grace (Su): A n'rad 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).

Skills: A n'rad gains a +8 racial bonus to Climb checks. A n'rad can take 10 when climbing, even if running or otherwise distracted.

N'rad on Amðeros

N'rad have existed since before the Evanthium Coridium, and have long fought against the machinations of the elves in their attempt to organize feydom. As such, N'rad are never found in the Groon forest, but can be found in practically any other forest, often working at driving any elves in the area away.

Natu

Medium Plant

Hit Dice:	4d8+7 (25 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 natural), touch 10, flat-footed 13
BAB/Grapple:	+3/+4
Attack:	Slam +4 melee (1d4+1)
Full Attack:	Slam +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)
Weight:	125 lbs + 2d6x10 lbs. (195 lbs.)
Special Att:	-
Special Qual:	Fast healing 3, low-light vision, plant traits
Saves:	Fort +5, Ref +1, Will +0
Abilities:	S13 D11 C13 I10 W8 Ch3
Skills:	Listen +8, Spot +8, Survival +6
Feats:	Alertness, Toughness
Environment:	Temperate, Warm marshes
Organization:	Solitary, Pair, Cluster (2-5), or Grove (5-20)
CR:	2
Treasure:	No coins, ½ goods, ½ magic
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	-

The humanoid before you looks almost to be carved from green wood. It is devoid of body hair and wears no clothes. The creature appears to be genderless. It creaks slightly as it moves, and views you with curiosity and wonder.

The Natu are a race of magically sentient plants that wander swamps and bogs in pursuit of purpose. Natu are humanoid in shape, devoid of hair and having a green bark-like covering for skin. They can slightly alter their features such as facial features, allowing them to "mimic" the race they learn from. Natu are inquisitive and quick to learn and mimic. They have no concept of good or evil, and their entire lifestyle is a mimicry and enhancement of what they have seen other races perform.

Combat

Natu have very little combat skill, and attack normally by thrashing and beating opponents senseless. They can be taught to use weapons and wear armor, but it is not a skill they pick up easily – even simple weapons are beyond their grasp of understanding, unless they see such weapons in use.

Generally, once an attack against them ceases, natu rarely continue their attack, though those who have learned habits from cruel or evil people have been known to continue attacking until their opponent is slain. Natu are generally incapable of realizing when someone is faking death or truly dead, and the best tactic to cease combat with a natu is to play dead.

Fast Healing (Ex): A natu heals 3 hit points a round when exposed to sunlight – either natural or artificial. They cannot heal fire or acid damage. Even if reduced to -10 hit points, a natu can slowly heal its wounds.

Natu Society

As stated before, natu do not have a natural society of their own. Instead, natu learn their culture from others. Unfortunately they are incapable of transferring their knowledge to other natu – each must learn on their own, often by mimicking the actions they see performed around them. Only natu who have "learned" culture can gather together into communities. Even then, natu rarely interact with one another. However, they do seem to thrive in other being's cultures.

Natu reproduce via an unusual method. In the spring, they become covered with flowers – almost as if it were hair, and these flowers release pollen over the period of a week (and tend to attract insects who pollinate the flowers). At the end of this time, the flowers fall away and the stomach of the natu begins to grow distended and begins to weep a milky sap as the bark over the stomach stretches and starts to split (this is harmless to the natu, though slightly messy). After four months, the bark on the distended stomach breaks, releasing a small pod-like egg. This egg is generally left in a warm area (often packed with sweet-smelling vegetation) rife with sunlight and after a week of being tended by the natu parent, the egg hatches into a small version of a natu. This new natu is entirely self-reliant and once hatched, is not cared for by the parent. In five years time, the young natu will reach maturity, and the cycle begins again.



Natu on Amberos

Natu have only appeared in the last decade or so, and are though to be the direct result of the Conclave of the Woods, hosted by the sentient trees of the Twilight Forest. So far, Natu have only been spotted in the Lands of Sarve and the Golens.

Nementor

Nementors are wizards or sorcerers who have turned over their souls to devils in return for magical might and extended life spans. They are, in effect an alternative for those seeking lichdom.

The nementor template may be added to any humanoid, monstrous humanoid or giant with spellcasting levels.

To become a nementor, the spellcaster must make friendly contact with a devil of at least 8 HD and 13 Int or greater. The spellcaster must successfully negotiate a contract with the devil to gain the abilities of the nementor template in return for the spellcaster's eternal soul. The contract is sealed when the spellcaster signs a drafted form of the contract in his or her own blood. Seconds after the contract is sealed, the nementor is engulfed in flames that consumes and removes the nementor's mortal soul and infuses the remaining flesh with the power of the nementor.

Type: The nementor's type changes to outsider
Hit Dice: The base creature's hit dice change to d10's.
Speed: The creature gains bat-like wings and the ability to fly 90 feet (clumsy)
Armor Class: The base creature gains a natural armor equal to ½ it's hit dice/class levels (round down) as shown below.

Hit Dice	*Natural Armor Bonus*
2-3	+1
4-5	+2
6-7	+3
8-9	+4
10-11	+5
12-13	+6
14-15	+7
16-17	+8
18-19	+9
20+	+10

Attacks: The base creatures gains 2 claw attacks that deal 1d4 damage + Str modifier + 1d6 fire damage each
Special Attacks: The nementor gains the following special abilities:

- **Flame Mastery (Su):** Any spell cast by a nementor with the fire descriptor is treated as if one level higher than normal and does a minimum of 75% of maximum damage.
- **Soul Burn (Su):** Once per day, a nementor may make a ranged touch attack that deals 1d6 negative energy damage to the victim struck by the attack. For every 5 points of damage caused by the soul burn, the nementor gains 1 temporary hit point. A successful Fort save halves the damage taken (DC 10 + ½ the nementor's spell casting levels + Cha modifier). This effect has a range of 120 feet.

Special Qualities: The nementor gains the following special abilities:

- **Immune to Fire (Su):** The nementor is immune to all fire damage and fire effects
- **Cold & Acid Resistance 10 (Su):** The nementor may ignore up to 10 points of cold or acid damage from any attack.
- **Spell Resistance (Su):** The nementor gains spell resistance of 11 + spellcasting level + Cha modifier.
- **DR (Su):** The nementor gains DR based on its total hit dice as follows:

Hit Dice	**DR**
1-8	5/good
9-12	10/good
13-15	15/good
16-20	15/good and 5/magic +1

Abilities: The nementor gains a +4 bonus to Constitution, Intelligence and Charisma
Skills: The nementor gains Knowledge (the planes), Spellcraft, Alchemy, and Knowledge (Arcana) as class skills.
Alignment: The nementor becomes Lawful Evil

Nementor Apprentice

Human Wizard 5
Medium Outsider (Human)

Hit Dice:	5d10 + 15 (42 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), fly 90 feet (clumsy) (18 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat 12
BAB/Grapple:	+2/+2
Attack:	Claw +7 melee (1d4 + 1d6 fire)
Full Attack:	2 Claws +7 melee (1d4 + 1d6 fire)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)
Weight:	120 lbs. + 2d6x11 lbs. (197 lbs.)
Special Att:	Flame mastery, soul burn, spells
Special Qual:	Immune to fire, cold & acid Resistance 10, DR 15/good, SR 17
Saves:	Fort +2, Ref +3, Will +5
Abilities:	S10 D14 C16 I20 W13 Ch12
Skills:	Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Religion) +13, Knowledge (The planes) +13, Listen +1, Spellcraft +8, Spot +1
Feats:	Scribe Scroll[W], Maximize Spell[W], Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Penetration
Environment:	Any
Organization:	Solitary
CR:	7
Treasure:	Standard
Alignment:	Lawful Evil
Advancement:	By Character level
Level Adj:	+3

Before you stands a half-burned man whose very hair has been replaced with leaping flames. Smoke belches forth from his empty eye sockets. His foul smile displays a row of crooked, blackened teeth and his breath smells of brimstone. His skin is gaunt and yellowed, like dried parchment pulled over bone and his hallow voice mixes with the distant echo of a tortured soul buried somewhere within the folds of his elegant red robes.

While a nementor retains their basic appearance from when they were a mortal being, the consuming hellfire that has devoured their souls has left the flesh of these beings horribly disfigured. Most nementors will hide this disfiguration beneath illusion magic or use shape-changing spells to hide their ruined flesh. However, they are never quite able to hide the cloying smell of roasted flesh that emanates from their body or the blazing embers that replace the hair upon their head. When angered, a nementor's eyes sink into the sockets and disappear, to be replaced with roiling smoke that emanates from the barren eye sockets. This effect does not affect the nementor's eyesight at all.

Combat

While nementors are better fighters than regular wizards and sorcerers, they are generally loath to enter into direct combat, preferring to send minions against any foes or strike from a position in which foes are unable to retaliate.

Most nementors will flee or bargain for their lives if faced with a superior foe. In the latter case, they will often make promises of power or wealth to foes, with an eye to later renege on or twist promises at the first opportune moment.



Flame Mastery (Su): Any spell cast by a nementor with the fire descriptor is treated as if one level higher than normal for determining caster level and does a minimum of 75% of maximum damage.

Immune to Fire (Su): The nementor is immune to all fire damage and fire effects

Cold & Acid Resistance 10 (Su): The nementor may ignore up to 10 points of cold or acid damage from any attack.

Soul Burn (Su): Once per day, a nementor may make a ranged touch attack that deals 1d6 negative energy damage per 2 levels of nementor to the victim struck by the attack. For every 5 points of damage caused by the soul burn, the nementor gains 1 temporary hit point. A successful Fort save halves the damage taken (DC 19). This effect has a range of 120 feet.

Typical Spell List

(4/5/3/2; Caster level 5; Spell DC 15 + spell level)

0th: *Arcane Mark, Detect Magic, Read Magic, Touch of Fatigue*

1st: *Burning Hands*, Protection from Good, Shield, True Strike, Unseen Servant*

2nd: *Blur, Flaming Sphere, Scorching Ray**

3rd: *Dispel Magic, Fireball*, Lightning Bolt**

*** Evocation Spell; DC +2**

Nementors on Amberos

Nementors first appeared in the armies of the Skyland Hold, battling against Raonoake Major's various Light Lords. While most were destroyed by the Brothers of Glory at the end of the Dark Age, singular Nementors can still appear anywhere on Amberos.

Nementor Hellmage

Nementor Human wizard 10;**hp** 85

S10 D14 C16 I21 W13 Ch12;**Fort** +7**, Ref** +6**, Will** +9

Init: +2 **Move:** 30 ft., fly 90 ft. (clumsy)

AC: 21 (+2 Dex, +5 natural, +4 *bracers of armor +4*), touch 12, flat 19

BAB/Grapple: +5/+5

Full Attack: 2 claws +5 melee (1d4 + 1d6 fire)

Special Att: Flame mastery, soul burn, spells

Special Qual: Immune to fire, cold & acid Resistance 10, DR 10/good, SR 22

Skills: Concentration +16, Decipher Script +18, Knowledge (Arcana) +21, Knowledge (History) +18, Knowledge (Religion) +18, Knowledge (The planes) +18, Listen +1, Spellcraft +16, Spot +1

Feats: Scribe Scroll[W], Maximize Spell[W], Quicken Spell[W], Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Penetration, Skill Focus (Spellcraft), Skill Focus (Knowledge: Arcana)

CR: 12

Gear: *bracers of armor +4* (16,000 gp), *lesser rod of metamagic empower* (9,000 gp), *cloak of resistance +1* (1,000 gp), *potion of cure moderate wounds* (300 gp), diamond dust (250 gp) [stoneskin]

Total: 26,400 gp (27,000 gp)

Typical Spell List

(4/6/5/5/4/3; Caster level 10; Spell DC 16 + spell level)

0th: *Arcane Mark, Detect Magic, Read Magic, Touch of Fatigue*

1st: *Burning Hands* x2, Protection from Good, Shield, True Strike, Unseen Servant*

2nd: *Blur, Glitterdust, Invisibility, Flaming Sphere, Scorching Ray**

3rd: *Dispel Magic, Fireball* x2, Lightning Bolt*, Suggestion*

4th: *Fire Shield*, Lesser Globe of Invulnerability, Stoneskin, Wall of Fire**

5th: *Contact other Plane, Cone of Cold*, Maximized Scorching Ray**

*** Evocation Spell: DC +2**

Nementor Hellbinder

Nementor Human wizard 15;**hp** 130

S10 D14 C16 I24 W13 Ch12;**Fort** +8**, Ref** +7**, Will** +12

Init: +2 **Move:** 30 ft., fly 90 ft. (clumsy)

AC: 26 (+2 Dex, +7 natural, +7 *bracers of armor +7*), touch 12, flat 24

BAB/Grapple: +7/+7

Full Attack: 2 claws +7 melee (1d4 + 1d6 fire) or *staff of evocation (15 charges)*

Special Att: Flame mastery, soul burn, spells

Special Qual: Immune to fire, cold & acid Resistance 10, DR 15/good, SR 27

Skills: Concentration +21, Decipher Script +24, Knowledge (Arcana) +27, Knowledge (History) +24, Knowledge (Religion) +24, Knowledge (The planes) +24, Listen +1, Spellcraft +22, Spot +1

Feats: Scribe Scroll[W], Quicken Spell[W], Maximize Spell[W], Spell Focus (Evocation), Craft Wand[W], Greater Spell Focus (Evocation), Spell Penetration, Toughness, Iron Will, Skill Focus (Spellcraft), Skill Focus (Knowledge: Arcana)

CR: 17

Gear: *bracers of armor +7* (49,000 gp), *staff of evocation (15 charges)* (19,500 gp), *headband of intellect +2* (4,000 gp), *pearl of power (5th level)* (25,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin], miniature platinum sword (250 gp) [mage's sword], ointment (250 gp) [true seeing]

Total: 99,000 gp (100,000 gp)

Typical Spell List

(4/6/6/6/5/5/4/2/1; Caster level 15; Spell DC 17 + spell level)

0th: *Arcane Mark, Detect Magic, Read Magic, Touch of Fatigue*

1st: *Burning Hands* x2, Protection from Good, Shield, True Strike, Unseen Servant*

2nd: *Blur, Glitterdust, Invisibility, Flaming Sphere, Scorching Ray* x2*

3rd: *Dispel Magic, Fireball* x2, Lightning Bolt* x2, Suggestion*

4th: *Fire Shield*, Lesser Globe of Invulnerability, Stoneskin, Wall of Fire* x2*

5th: *Contact other Plane, Cone of Cold*, Cloudkill, Wall of Force*, Maximized Scorching Ray**

6th: *Chain Lightning*, Greater Dispel Magic, Maximized Fireball*, Quickened Invisibility, True Seeing*

7th: *Greater Teleport, Mage's Sword, Prismatic Spray*, Summon Monster VII*

8th: *Antipathy, Incendiary Cloud**

9th: *Meteor Swarm**

*** Evocation Spell: DC +2**

Occulus

Large Aberration (Extraplanar)

Hit Dice:	8d8+48 (84 hp)
Initiative:	+5 (+5 Dex)
Speed:	fly 50 ft. (perfect) (10 squares)
Armor Class:	27 (-1 size, +5 Dex, +3 natural, +10 deflection), touch 24, flat-footed 22
BAB/Grapple:	+6/+14
Attack:	Slam +9 melee (1d6+4)
Full Attack:	3 Slam +9 melee (1d6+4)
Space/Reach:	10 ft./10 ft.
Height:	12 ft. + 2d8 in. (12 ft. 7 in.)
Weight:	200 lbs + 2d10x15 lbs. (365 lbs.)
Special Att:	Ability damage, improved grab, magic drain, eye rays
Special Qual:	All-around vision, DR 10/magic +2, darkvision 60 ft., SR 19, superior vision
Saves:	Fort +8, Ref +7, Will +10
Abilities:	S19 D21 C23 I23 W19 Ch19
Skills:	Bluff +17, Diplomacy +14, Hide +1, Intimidate +15, Knowledge (Arcana) +17, Knowledge (history) +17, Listen +9, Search +27, Sense Motive +15, Spot +20, Use Magic Device +12
Feats:	Ability Focus (Magic Drain), Persuasive, Point Blank Shot
Environment:	Cold mountains, Hades
Organization:	Solitary, or Covey (2-5)
CR:	11
Treasure:	Double gems and magic, standard coins and goods
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adj:	-

Drifting before you is what appears to be a man-sized eye surrounded by numerous smaller eyes. From the massive eye dangles a slick, red mass of trailing ganglia that ends in finger-like appendages.

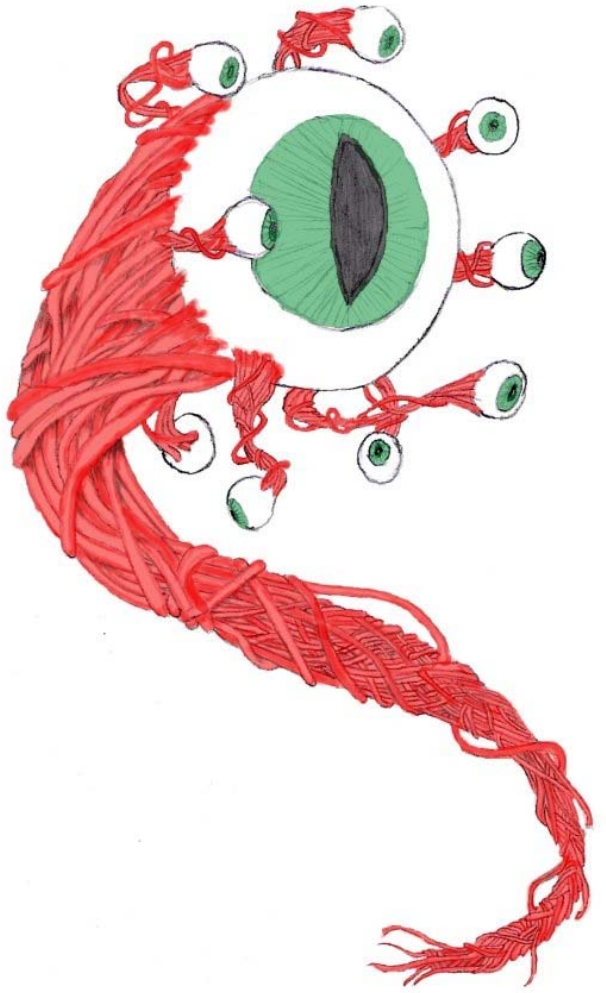
Occulus are dread creations of the god(s) of death, used to watch over the affairs of mortals and bring death and misery wherever they travel.

Occulus move by floating to their destination, usually allowing most of their ganglia to hang lazily about them, while those ganglia with eyes dart about, keeping the occulus apprised of its surroundings.

Occulus communicate by mentally imprinting their desires into the mind of those they are "speaking" to. This acts similar to a *detect thoughts* spell, as if cast by those the occulus is "speaking" to. The occulus has complete control of what thoughts pass to those it is speaking to.

Combat

Occulus are generally reluctant to enter into direct combat. They prefer to manipulate others into aiding or fighting for them, and then reaping the benefit. If forced to fight, occulus attempt to focus their magic drain power on the most dangerous spellcaster in a group, and use their remaining eye powers to hamper or slay companions. They use the trailing ganglia to slap anyone who attempts to melee with them. Most occulus are content to hover slightly out of range of melee weapons. Occulus generally will only attempt to ability drain individuals when it can do so leisurely, as it can make no other attacks while draining a victim.



Ability Damage (Su): An occulus who has successfully grappled an opponent can draw the victim to the central eye on the following round and begin draining the victim of his abilities as a full attack action. While performing this drain, the occulus cannot make additional grapple attacks or employ its eye rays. The drain deals 1d4+1 points of ability damage to the ability score of the occulus's choice. The occulus gains ½ the amount drained to its own ability scores (max +5). Ability damage returns at the rate of 1 point per day for each affected ability. The occulus retains the bonus to its ability scores for 1 hour.

All-around Vision (Ex): An occulus can see in all directions at once. It cannot be flanked.

Eye Rays (Su): As part of a standard action or a full attack action, an occulus can use its eye rays in an attack. This form of special attack works like a ranged attack. The occulus has a +10 attack bonus with the ray attack, and a range of 90 feet. The occulus has nine different ray attacks available to it, all of which may be used in a single round. No more than three rays may target an individual creature. Each ray acts as if cast at 9th level ability and

those that allow for save have a DC of 18. The DC is Charisma based.

1. *Cause Serious Wounds/Cure Serious Wounds*
2. *Enervation*
3. *Charm Monster*
4. *Targeted Dispel Magic*
5. *Telekinetic Sphere*
6. *Deep Slumber*
7. *Hold Person*
8. *Any divination spell of up to 4th level*
9. *Raise Dead/Slay Living*

Improved Grab (Ex): If the occulus hits with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The occulus can attempt to grapple opponents of up to medium size.

Magic Drain (Su): As a swift action each round, the occulus projects a cone of magic-draining power out to a range of 30 feet. Magic items or spells caught in the area of effect are affected as if struck by a *Greater Dispel Magic*, as an area dispel, at 9th level casting level. Spellcasters caught in the cone must make a Will save DC 20 or lose their highest level spell slot for the day. Only a single spell in effect or a spell slot can be affected per person per round, checking in the order stated. For every spell or spell slot the occulus successfully dispels, the occulus heals 5 hit points per level of the spell drained. An occulus cannot exceed its normal hit point total through magic drain. An occulus's own abilities are immune to the magic drain power.

Superior Vision (Su): An occulus is treated as benefiting from a *true seeing* and *improved arcane sight* spell at all times.

Skills: An occulus gains a + 10 racial bonus to Spot and Search skill checks.

Occulus on Amberos

Following the rampage of the great dragon Guaradrell and death that followed his wake in the first few years of recorded history, the immortal elves came to fear Jhalah, the Devourer of the Dead. To appease Jhalah, and to keep the souls of slain elves from his ever-greedy maw, several elves consented to become priests of Jhalah. During the elvin golden age, Jhalah made a bargain with Ziga, Queen of Corruption, to betray the elves, in return for being allowed to devour the elvin souls that would be slaughtered as part of the betrayal. However, when the elvin priests of Jhalah discovered the treachery, they turned on Ziga and her minions, thwarting her plan to cast down the elves. Ziga became so outraged at this betrayal that she gathered up Jhalah's elvin priests, plucked out their left eye, and then imprisoned their soul in the eye. She then sent the eyes to Jhalah in a box locked with a puzzle lock that would defy even a god's intellect, and trapped the box as well.

Eventually, Jhalah opened the box – if to do nothing else than devour the imprisoned elvin souls – only to fall to the trap laid inside. Jhalah was transformed by the magical curse, becoming a foul creature, blinded by his own insatiable hunger. As part of the curse, he could only see through the eyes of his body-bereft elvin priests. Suffering under the curse, Jhalah managed to return mobility to his elvin priests, transforming them into occulus. Since that time, the priests have served as Jhalah's eyes unto the world.

Olangeuso

Diminutive Magical Beast

Hit Dice:	10d10+40 (95 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	50 ft. (10 squares)
Armor Class:	25 (+4 size, +5 Dex, +6 natural), touch 19, flat 20
BAB/Grapple:	+10/-2
Attack:	Bite +14 melee (1d6)
Full Attack:	Bite +14 melee (1d6), 2 claws +9 melee (1d3), tail +9 melee (1d3)
Space/Reach:	1 ft./0 ft.
Length:	8 in.
Weight:	4 lbs.
Special Att:	Breath weapon
Special Qual:	Darkvision 120 ft., low-light vision, resistance to energy 10, SR 16, spells
Saves:	Fort +11, Ref +14, Will +3
Abilities:	S10 D21 C19 I13 W10 Ch10
Skills:	Climb +5, Hide +10, Jump +18, Spot +5, Tumble +15
Feats:	Dodge, Improved Initiative, Lightning Reflexes[B], Mobility, Spring Attack
Environment:	Any land
Organization:	Solitary
CR:	6
Treasure:	½ coins, no goods, double magic
Alignment:	Any
Advancement:	11-20 HD (Diminutive); 21-30 HD (Tiny)

This tiny creature has the general shape of a toad, but is covered in prismatic soft, tabby fur and has a pair of cat-like eyes. A short tail protrudes behind it, devoid of fur and covered in green, overlapping scales.

These deceptively small creatures were once a race of pets to the gods. How they came to be unleashed upon the mortal world is unknown, but they have caused general havoc wherever the unwitting have encountered them.

An olangeuso appears to be something of a cross between a toad and a cat. They have a furry body and cat-like eyes, but the general shape and disposition of a toad. They have a draconic tail covered in scales, which often flicks sharply when they are curious or irritated. An olangeuso can be any color imaginable, and often are iridescent in color or multi-colored. Prismatic olangeuso are not unknown, and highly prized as pets.

Since olangeuso were bred as pets, they often seek out a master of sorts who shares their outlook. They will often allow others to bargain to become a pet, and are not above bribes of treasure.

An olangeuso can become a familiar to a Wizard or Sorcerer of 13th level or greater, if the olangeuso is willing. The Wizard or Sorcerer must take the Greater Familiar feat to bind the bargain and must not already have a familiar.

Olangeuso can speak Celestial, Infernal, Common, Dwarven, Elvin, Gnomish and Druidic. They have been known to often switch languages in the middle of a sentence.

Combat

Olangeuso are not aggressive creatures, but do have a temper if provoked. If angered, they strike with their breath weapon and spells, saving their melee attacks to harass or create an opportunity to escape. They will always fight to defend their masters to the best of their ability.

Breath Weapon (Su): An angry or enraged olangeuso can emit a gout of flame as a standard action. The burst strikes as a +19 ranged attack that deals 3d6 fire damage (Reflex DC 20 for half).

Resistance to Energy (Ex): An Olangeuso has Cold, Fire, Acid, Sonic and Electricity Resistance 10.

Spells: An Olangeuso can cast spells as a 10th level wizard. However, because of their intelligence they cannot cast spells above 3rd level. Olangeuso dislike spells designed to cause harm, and prefer insightful, defensive and multi-purpose spells.

Typical Spell List

(4/4/4/3/-/-; Caster level 10; Spell DC 11+ spell level)

0th: *Arcane Mark, Daze, Detect Magic, Mage Hand*

1st: *Alarm, Endure Elements, Mage Armor, Summon Monster I, Ventriloquism*

2nd: *Blur, Detect Thoughts, Locate Object, Obscure Object*

3rd: *Arcane Sight, Dispel Magic, Stinking Cloud*

Olangeuso on Amberos

Olangeuso on Amberos were creatures left behind when the Ancient Ones were placed back to sleep during the Elvin Golden Age. They can be encountered anywhere, but seem to gravitate to areas such as Misake and Llannhanex. Some Olangeuso have come to be fond of the mortal races, and have lent their considerable power and skills to various individuals over the years.



Orm, General

Orms are serpent-like dragons with no limbs other than wings. They are nearly mindless, aggressive and greedy. They are little more than a plague, attacking wildlife, destroying villages and turning their immediate area into a wasteland. They are omnivores, and will eat or destroy everything in their path. Orms are rarely sated, and will gorge themselves endlessly.

All orms have darkvision with a range of 60 feet and low-light vision.

Orm Immunities (Ex): Orms are immune to sleep and paralysis effects.

Orms on Amberos

Orms originally hail from Aurora, where they are thought to originate from snakes who had long years of contact with dragons. They can usually be found in the same habitats as their draconic cousins. However, dragons have a great hatred of orms, and vice-versa, and the two species never seem to be able to coexist. For this reason, successful, surviving orms tend to live in the nastier, uncivilized areas of the world, though they can be found anywhere.

Blood Orm

Huge Dragon (Water)

Hit Dice:	10d12+50 (115 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 feet (6 squares), fly 100 feet (Poor) (20 squares)
Armor Class:	19 (-2 size, +1 Dex, +10 natural),Touch 9, Flat 18
BAB/Grapple:	+10/+24
Attack:	Bite +16 melee (2d8+8)
Full Attack:	Bite +16 melee (2d8+8), tail +11 melee (2d6+12)
Space/Reach:	15 ft./15 ft.
Length:	24 ft + 2d4 ft. (29 ft.)
Weight:	25,000 lbs + 1d10 x 1,000 lbs (30,500 lbs.)
Special Att:	Breath weapon, blood drain
Special Qual:	Darkvision 60 ft., DR 5/magic+2, drenched in blood, low-light vision, scent, SR 17
Saves:	Fort +12, Ref +8, Will +7
Abilities:	S27 D13 C21 I8 W10 Ch13
Skills:	Climb +21, Listen +13, Spot +13, Survival +13, Swim +21
Feats:	Flyby Attack, Improved Initiative, Power Attack, Snatch
Environment:	Temperate, Warm land or aquatic
Organization:	Solitary, Pair, or Family (2-5)
CR:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)

This reptilian beast is crimson-colored, covered in scales that appear both hard and sharp. A spiked frill runs down the length of its back, ending in a sharp point on its tail. It has no limbs, dragging itself along in a manner similar to that of an inchworm. The red scales of the creature drip with a red, viscous fluid that resembles blood, leaving a gruesome trail behind it as it moves.

The blood orm is a vicious creature that dwells in or near large bodies of water. They are a blood-red in color and seem to drip with a substance that resembles blood itself. As their name suggests, they prefer to feed on the blood of their victims and their large size requires that they drink often and deeply.

Blood orms speak Draconic.

Combat

Upon smelling blood, a blood orm rushes into combat, attempting to tear foes apart with its bite. Once an orm smells or draws blood, it will not quit battle until it has slain an opponent and slaked its thirst for blood.

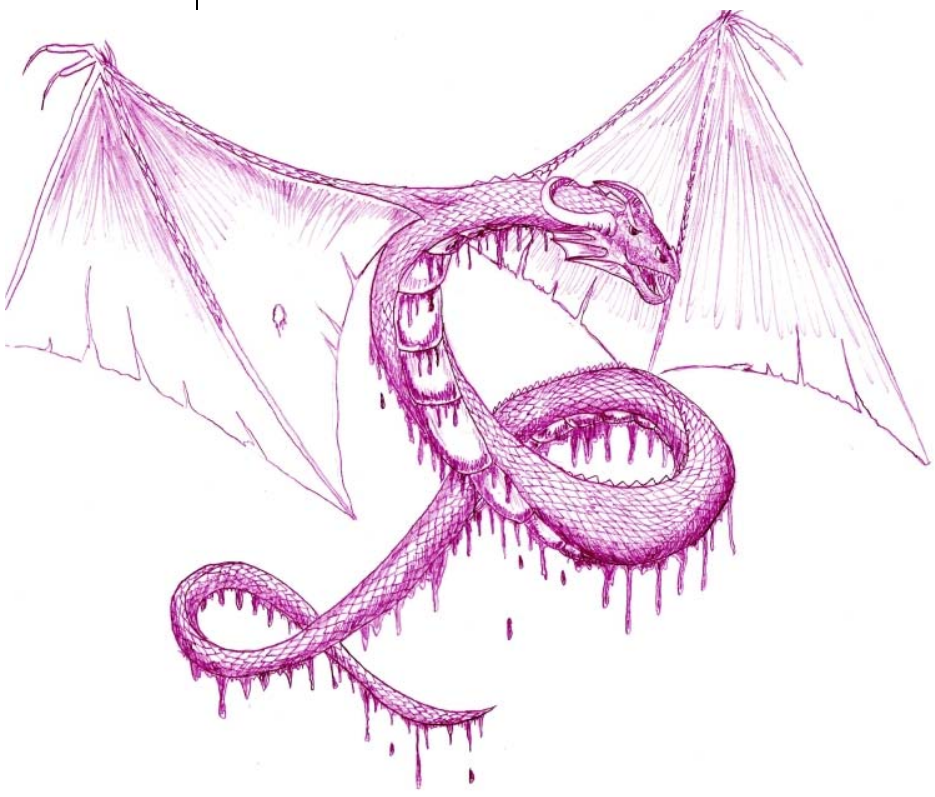
Blood Drain (Ex): An orm that has pinned a grappled opponent can drain blood from the victim at the rate of 2d4 Con per round.

Breath Weapon (Ex): Once per day, a blood orm can breath a gout of acid-laced blood in a 60 ft. cone. The breath weapon deals 5d4 acid damage and the victim is covered in a slippery blood-like gore. This gore effect moves with the character, affecting items and balance, forcing the character to make a Reflex DC 20 to avoid falling down or dropping held objects. A Reflex DC 20 save halves the damage and avoids the slippery gore effect. The slippery gore effect lasts 10 rounds. A character can take a full-round action that provokes an attack of opportunity to negate the effect of dropping items, but not falling down.

Drenched in Blood (Ex): A blood orm's body is covered in a slick fluid that resembles blood. It leaves a trail of this substance wherever it moves that acts like a *grease* spell (Reflex DC 16 or fall). This also grants the orm a +10 bonus to Escape Artist checks and on grapple checks to resist a grapple or escape a pin. The fluid dries out 10 rounds after the orm's passing.

Blood Orms on Amberos

Blood orms are a pestilence in the Crystalmire mountains. There also used to be large numbers of the beasts in the areas of the Hawk Lands and Roonhawk, but most were destroyed during the First Dragon War.



Fire Orm

Huge Dragon (Fire)

Hit Dice:	33d12+165 (379 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	30 feet (6 squares),burrow 10 ft. (2 squares), fly 150 ft. (Clumsy) (30 squares)
AC:	26 (-2 size, +18 natural), touch 8, flat 26
BAB/Grapple:	+33/+47
Attack:	Bite +40 melee (2d8+8;19-20/x2)
Full Attack:	Bite +40 melee (2d8+8;19-20/x2), tail +34 melee (2d6+4)
Face/Reach:	15 ft./15 ft.
Height:	25 ft. + 1d6 ft. (28 ft.)
Weight:	26,000 lbs + 1d8 x 1,000 lbs (30,500 lbs)
Special Att:	Breath weapon, swallow whole
Special Qual:	Blindsight 60 ft., darkvision 60 ft., DR 15/magic +5, fire aura, low-light vision, scent, SR 26
Saves:	Fort +25, Ref +20, Will +18
Abilities:	S27 D11 C21 I6 W10 Ch8
Skills:	Bluff +17, Climb +26, Hide –8, Jump +26, Listen +18, Sense Motive +18, Spot +38, Survival +18
Feats:	Ability Focus (Breath Weapon), Alertness, Cleave, Great Fortitude, Improved Critical (Bite), Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Snatch, Weapon Focus (Bite)
Environment:	Any land
Organization:	Solitary, Pair, or Family (2-5)
CR:	19
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	34-66 HD (Huge); 67-99 HD (Gargantuan)
Level Adj:	–

This huge serpent is blazing red in color and has a frill of sharp horns just below its head. The creature reeks of sulfur, and gouts of fiery breath erupt from its nostrils and maw with each breath. The creature has a large pair of wings, but otherwise moves by twisting its coils along the ground..

Most feared of the orms, the behemoth fire orm is a sinuous serpent that is brown in color with a great frill of horns about it's neck. The creature reeks of sulfur and constantly belches forth great gouts of flame and smoke.

Fire orms speak a guttural version of Draconic.

Combat

A fire orm is highly territorial, and will attack to slay any other creature (except its mate or children) that it comes across. It rushes into combat belching fire, and then engages in melee until it has slain or devoured all it can.

Breath Weapon (Su): As a standard action once every 1d4+1 rounds, the fire orm can breath a cone of fire 90 feet long that deals 16d8 fire damage. A successful Reflex save DC 33 halves the damage.

Fire Aura (Ex): A fire orm is engulfed in a fiery aura that deals 2d6 fire damage to anything it contacts or is grappling with the creature. Those within 10 feet of the fire orm take 1d6 fire damage unless they make a Fort DC 31 save.

Swallow Whole (Ex): If an orm successfully bites an opponent, it may begin a grapple. If the grapple is successful, it swallows the opponent, who takes 1d10 points of damage from digestive juices and 10d6 fire damage from it's flame-filled innards per round. Victims may cut themselves out with small or tiny slashing weapons by dealing 20 points of damage. Muscles contract to close the hole on the character's exit, so others must find their own way out. A fire orm's gullet can hold 1 Large, 2 Medium, 4 small, 8 tiny, 16 diminutive or 32 fine creatures.

Fire Orms on Amberos

Most fire orms can be found in the lands of Smanvalla, with a few specimens also existing in the farthest reaches of Randu and the Skienlands.



Frost Orm

Huge Dragon (Cold)

Hit Dice:	19d12+45 (168 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 feet (6 squares), burrow 20 feet (4 squares), fly 150 ft. (Poor) (30 squares)
Armor Class:	24 (-2 size, +2 Dex, +14 natural), touch 10, flat 22
BAB/Grapple:	+19/ +33
Attack:	Bite +25 melee (2d8+8)
Full Attack:	Bite +25 melee (2d8+8), tail +20 melee (2d6+4)
Space/Reach:	15 ft./15 ft.
Length:	20 ft + 1d6 ft. (23 ft.)
Weight:	21,000 lbs + 2d8 x 750 lbs (27,750 lbs)
Special Att:	Breath weapon, freeze
Special Qual:	Cold aura, darkvision 60 ft., DR 10/magic +4, low-light vision, scent, SR 22
Saves:	Fort +16, Ref +13, Will +11
Abilities:	S27 D15 C21 I4 W10 Ch15
Skills:	Hide –6, Listen +22, Spot +22, Swim +8
Feats:	Alertness, Cleave, Combat Reflexes, Fly-by Attack, Improved Initiative, Power Attack, Snatch
Environment:	Any land
Organization:	Solitary, Pair, or Family (2-5)
CR:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan)

This reptilian beast has a serpentine body covered in gray fur. A ridge of sharp spines runs down its back to where it ends in a sharp point on the tail. The creature's head is engulfed in a cloud of frost-laden steam that seeps from the creature's needle-like teeth. Each of the thin, long teeth resembles a semi-transparent icicle.

Frost orms are ambushers that dwell and feed in the most inhospitable and cold reaches of the world. They are only slightly smarter than animals and have a constant, demanding hunger to fill.

Frost orms can speak a few rudimentary words in Draconic.

Combat

Frost orms are slower to provoke to attack than other orms, but will fight any creature that presents itself as a target to be attacked. Frost orms generally rush to melee, saving their breath to ice down potential meals or to cover its escape.

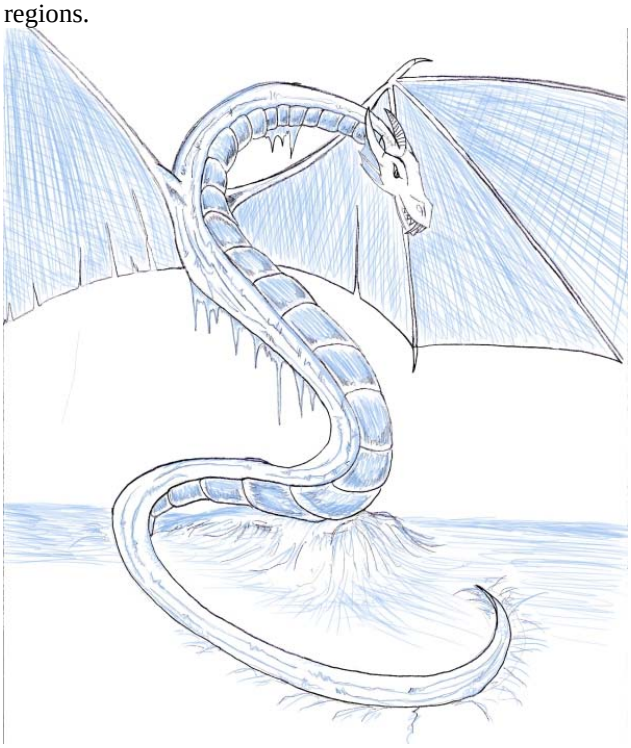
Breath Weapon (Su): A Frost Orm breathes a cone of snow and ice 50 feet long. It deals 9d6 cold damage. A successful Reflex save DC 23 halves the damage taken.

Cold Aura (Su): Touching or grappling a frost orm deals 2d6 cold damage to the victim. Those within 5 feet of a frost orm must make a Fort DC 23 save or take 1d6 cold damage.

Freeze (Su): A victim bitten by a frost orm must make a Fort save DC 21 or be frozen in place. Frozen victims remain unable to move for 2d6 rounds or the effect can be negated with a *Freedom Of Movement* spell. A *Protection From Energy (Cold)* or *Resist Energy* spell will negate this attack, but *Endure Elements* will not.

Frost Orms on Amberos

Very rare creatures, most frost orms are found in Glacier of Seasons and the surrounding areas. Before the creation of the Glacier of Seasons, most Frost Orms could be found in the Crystalmire mountains or in Zarkasti. On rare occasions adventurers have stumbled across abandoned or still-inhabited lairs of frost orms in these regions.



Pegicorn

Large Magical Beast

Hit Dice:	4d10+16 (38 hp)
Initiative:	+3 (+3 Dex)
Speed:	60 ft. (12 squares), fly 120 ft.,(average) (24 squares)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat 12
BAB/Grapple:	+4/+8
Attack:	Horn +8 melee (1d8+4)
Full Attack:	Horn +8 melee (1d8+4), bite +3 melee (1d3+2), 2 hoof +3 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Length:	8 ft. + 2d12 in. (9 ft. 1 in.)
Weight:	1,000 lbs + 2d6x75 lbs. (1,525 lbs.)
Special Att:	-
Special Qual:	Immunities, low-light vision, protective aura, spell-like abilities, scent, wild empathy
Saves:	Fort +8, Ref +7, Will +3
Abilities:	S19 D16 C18 I10 W17 Ch 18
Skills:	Hide –1, Jump +16, Listen +9, Move Silently +3, Sense Motive +6, Spot +9, Survival +6
Feats:	Alertness, Run
Environment:	Temperate, Warm forest
Organization:	Solitary
CR:	3
Treasure:	None
Alignment:	Always chaotic good
Advancement:	2 HD (Large); 3 HD (Huge)

Standing before you is an elegant, white horse-like creature with a pair of great multi-colored feathered wings and a golden horn spiraling up from its forehead.

Unicorns and pegasus have long lived in areas near to one another, and considering their temperament and similarities, it was inevitable that the two races would crossbreed. The result is the race of pegicorns – equine creatures with huge, swan-like wings and the golden horn of a unicorn. Most pegicorn are white, though there have been reports of sky blue, pink, black and dappled colored versions. Most rare to find are those with multi-colored wing feathers the color of the rainbow itself.

Pegicorn are extremely intelligent and devoted individuals; they mate for life and will protect their family, or if trained, their master with their life.

Combat

Pegicorns attack by charging an opponent, hoping to spear them with their horn. Once engaged they fight with bite and hoof, sometimes using their great horn to spear opponents who present themselves as a target.

Immunities (Su): Pegicorn are immune to all poisons and charm spells.

Protective Aura (Su): A pegicorn is protected by a continuous *magic circle against evil*. The pegicorn cannot suppress this ability.

Spell-Like Abilities: Pegicorns can use *detect evil* at will as a standard action.

A pegicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *slow poison* (DC 17, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a pegicorn has a +3 racial bonus on the check.

Training a Pegicorn

Although intelligent, a pegicorn requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check.

Pegicorn eggs are worth 3,000 gp each on the open market, while young are worth 4,500 gp per head..

Pegicorn on Amberos

During the Elvin Golden Age, the fey of the Evanthium Coridium propagated many of the current pegicorn herds. Since the fall of the Elvin Golden Age, the number of pegicorn occurring naturally in the wild has greatly diminished, so that now only a few solitary individual pegicorn exist, and they become even rarer each year.



Pegicorn Defender

4HD Pegicorn/Sorcerer 12;**hp:** 132
S16 D20 C21 I12 W16 Ch23;**Fort** +13**, Ref** +13**, Will** +14
Init: +5 **Move:** 60 ft., fly 120 ft. (ave)
AC: 17 (-1 size, +5 Dex, +3 natural), touch 14, flat 12
BAB/Grapple: +10/+17
Full Attack: Horn +14 melee (1d8+4), bite +8 melee (1d3+2), 2 hoof +8 melee (1d6+2)
Special Att: Spells
Special Qual: Immunities, low-light vision, protective aura, spell-like abilities, scent, wild empathy
Skills: Concentration +20, Hide +5, Jump +17, Knowledge (Arcana) +16, Listen +9, Move Silently +8, Sense Motive +6, Spellcraft +16, Spot +9, Survival +6
Feats: Alertness, Diehard, Endurance, Iron Will, Run, Weapon Focus (Horn)
CR: 12
Gear: -
Total: -

Typical Spell List

(6/8/8/7/7/6/4; Caster level 12; Spell DC 16 + spell level)

0th: *Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Flare, Mending, Message, Resistance, Touch of Fatigue*
1st: *Charm Person, Comprehend Languages, Protection from Evil, Shocking Grasp, Unseen Servant*
2nd: *Detect Thoughts, Fog Cloud, Invisibility, Protection From Arrows, Resist Energy*
3rd: *Arcane Sight, Dispel Magic, Magic Circle Against Evil, Summon Monster III*
4th: *Deep Slumber, Lesser Geas, Minor Creation*
5th: *Break Enchantment, Teleport*
6th: *Legend Lore*

Pegicorn defenders are extremely rare offspring of celestial chargers and pegasus lords. They often take are creatures of pure good who often seek to protect beings of good.

A pegicorn defender looks similar to a regular pegicorn, but has wings with glistening golden feathers.

Combat

Pegicorn defenders generally avoid provoking a fight, and prefer to use their magical abilities to prevent or deter opponents from attacking. If pressed, they will attempt to subdue or incapacitate a foe with magic, then charge and trample any remaining foes. If faced with an overpowering foe, they will teleport themselves (and any allies) to safety.

Training a Pegicorn Defender

Although intelligent, a pegicorn defender requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check.

Pegicorn defenders are so rare that they cannot be purchased; they must be sought out and befriended to act as mounts.

Pegicorn Defenders on Amberos

Pegicorn defenders are only found in the Groon Forest. There are legends of them having existed in Kennestone forest, but they are thought to have left following the Druidus's occupation of the forest.

Pharaoh's Guard

Large Construct (Earth)

Hit Dice:	10d10+20 (75 hp)
Initiative:	+0
Speed:	30 feet (6 squares) (can't run)
Armor Class:	28 (-1 size, +18 natural, +1 small bronze shield), touch 9, flat 28
BAB/Grapple:	+7/+21
Attack:	*+1 vorpal khopesh* +18/+13 melee (2d6+5;15-20/x2) or Slam +16 melee (1d8+10),
Full Attack:	*+1 vorpal khopesh* +18/+13 melee (2d6+5;15-20/x2) or Slam +16 melee (1d8+10)
Space/Reach:	10 ft./10 ft.
Height:	18 ft.
Weight:	2,000 lbs.
Special Att:	Spell-like abilities
Special Qual:	Construct traits, DR 10/magic +2, magic immunity, steady hand
Saves:	Fort +3, Ref +3, Will +6
Abilities:	S30 D10 C— I– W16 Ch1
Feats:	Power Attack, Cleave, Improved Cleave, Improved Critical (Khopesh)[B], Weapon Focus (Khopesh)[B], Weapon Specialization (Khopesh)[B]
Skills:	–
Environment:	Warm deserts
Organization:	Solitary, Pair, or Company (2-5)
CR:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)

The sandstone statue suddenly moves, revealing itself to be alive. The statue has been carved to resemble an Egyptian in soldier's clothing, with a necklace made of blue stones. You notice below its main arms are a smaller set of arms. In its huge right hand it holds a wickedly sharp khopesh, and it holds a shield in its left.

A Pharaoh's guard is a sandstone construct designed as a guardian for Aegyptian royalty. It appears as a tall, broad-shouldered stylized carving of a man made of sandstone. Some are fashioned in the image of the Egyptian gods of old – with Horus and Anubis being common. It has a pair of secondary, somewhat smaller set of arms for fine manipulation and spellcasting, and is generally bedecked in the regalia of a wealthy Aegyptian – often with jewelry made of lapis lazuli and copper.

Combat

A Pharaoh's guard only enters combat when commanded by its owner or when the life of those it is sworn to protect comes under direct attack. The construct generally charges into combat, grasping a foe with it's smaller arms and then pummeling the opponent with its huge fists, though it will use it's spell-like abilities to reach targets out of its reach. Pharaoh's guards do not react to verbal threats made by opponents on the lives of those it is honor-bound to protect, but will heed any command given by its master.

Magic Immunity (Su): A pharaoh's guard takes 1d6 damage per caster level from a *transmute stone to mud* spell. It heals 5 hit points per caster level when subjected to a *stone shape* spell. A Pharaoh's guard is immune to all other spells as if it had an unbeatable SR.

Spell-like Abilities (Sp): A pharaoh's guard uses its smaller set of hands to allow it to use its spell-like abilities as a swift action each round. It may use the following spell-like abilities at 5th level caster ability (DC 13 + Spell level; spell DC's are Wisdom based). *Cure Light Wounds* – at will; *Bull's Strength* – 1x/day; *Shield Other* – 1x/day; *Bestow Curse* – 1x/day; *Meld Into Stone* – 1x/day; *Stone Shape* – 1x/day.

Steady Hand (Ex): A Pharaoh's guard khopesh is a part of the construct's hand, and it cannot be disarmed (though it can be sundered). When the construct is destroyed, the khopesh loses all magical qualities and crumbles to dust.

Creating a Pharaoh's Guard

It costs 3,000 gp to construct the sandstone body of a Pharaoh's guard. Furthermore, a living individual of no less than 5th level must sacrifice his or her life to animate the sandstone statue. The dead soul becomes bound to the statue, and as long as the statue is intact, the sacrificed being cannot be raised or resurrected.

Stronger Pharaoh's guards can be created, but cost an additional 2,000 gp/HD, and require the sacrificed individual to be 1 level higher per 2 HD extra.

Caster Level 10; craft construct; *Animate Dead, Animate Object, Geas/Quest, Limited Wish*; Price: 45,000 gp; Cost: 23,000 gp + 920 XP)



Pharaoh's Guard on Amberos

Pharaoh's guard are found exclusively in Llannhanex. They are the "tomb" of the best of the best of Pharaoh's bodyguard – their soul transferred upon death to these sandstone statues to continue their guardianship of the pharaoh – and his descendants.

Plainsrunner

Large Magical Beast

Hit Dice:	3d10+6 (22 hp)
Initiative:	+2 (+2 Dex)
Speed:	60 ft. (12 squares)
Armor Class:	12 (-1 size, +2 Dex, +1 natural), touch 11, flat-footed 10
BAB/Grapple:	+3/+10
Attack:	Hoof +0 melee (1d4+1)
Full Attack:	Hoof +0 melee (1d4+1)
Space/Reach:	10 ft./5 ft.
Length:	5 ft. + 2d6 inches (5 ft. 7 in)
Weight:	1,000 lbs + 2d6*50 lbs. (1,350 lbs.)
Special Att:	-
Special Qual:	Darkvision 60 ft., dimension door, low-light vision, scent
Saves:	Fort +5, Ref +5, Will +2
Abilities:	S16 D15 C15 I2 W12 Ch8
Skills:	Hide -2, Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains or domesticated
Organization:	Solitary, Pair, Gang (2-5), or Pack (5-20)
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)
Level Adj:	-

This large horse is an off-white color with a dappling of black spots and a black mane.

Plainsrunners are horses magically bred by wizards during ancient times. While most are wild, they can be trained to be mounts, and are often sought out for their special abilities.

Combat

Wild plainsrunners usually will flee from combat, though if cornered they will kick and bite to defend themselves. A plainsrunner trained for combat can attack with hooves and bite. However, they are treated as secondary attacks, and only add ½ normal Strength bonus to damage.

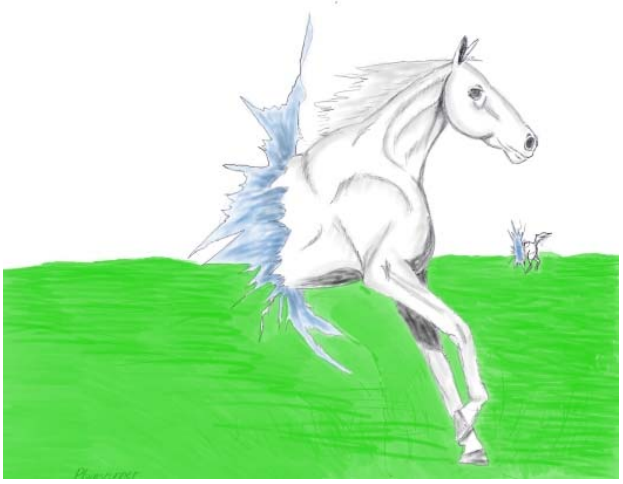
Dimension Door (Su): A plainsrunner can use this ability once per minute, at will as the arcane spell, *Dimension Door*, range 520 feet. Plainsrunners have a natural sense to know if they would arrive in a solid object, and will not activate their ability if they cannot transport safely. Caster level 3.

Training a Plainsrunner

Plainsrunner must be trained when they are colts, before they are able to use their *dimension door* ability; those that have already manifested their ability to *dimension door* are practically impossible to restrain for training.

Training a plainsrunner take a DC 18 Handle Animal check, or a DC 20 Handle Animal check to train it for combat. Training a plainsrunner for general riding takes 3 weeks, while training it for combat (as a light warhorse) requires 6 weeks. A trained plainsrunner can be purchased for around 7,000 gp for one trained for riding, and around 7,500 gp for one trained for combat.

A plainsrunner can carry up to 228 lbs. as a light load, 229-409 lbs. as a medium load, and 410-690 lbs. as a heavy load. A plainsrunner can drag up to 3,450 lbs.



Plainsrunner on Amberos

Plainsrunners have been around since before the Dark Age. A Wizard native to Roonhawk developed the creature, and Raonoake Major distributed the created horses to his generals and wizards. When the Skyland Hold finally overtook Roonhawk, Raonoake passed the knowledge of how to create the horses to the dark legions of the Skyland Hold. After the Skyland Hold fell, the only remaining domesticated stock remained in Thuer's Realm, and that domesticated stock was lost during the Baron's Rebellion following the First Dragon War. Since then, the secret to their creation has been lost, and the remaining beasts have lived in the wild, with exception of the few whom have been caught and trained by various wizards and other organizations.

Most plainsrunner herds can be found in areas around Misake, the Farren Lands and Southern Kingdom. The Barbed March has a small contingent of the horses for use by their March Riders, but they are unwilling to sell the creatures to any sources outside or even inside the nation. Although they were spawned in the northwest, there are no known herds in the areas of Roonhawk or the Silkna Kingdom.

Pummelwood

Huge Plant

Hit Dice:	16d8+32 (104 hp)
Initiative:	+4 (0 Dex, +4 Improved Initiative)
Speed:	10 ft. (2 squares)
Armor Class:	16 (-2 size, +8 natural), touch 8, flat-footed 16
BAB/Grapple:	+12/+31
Attack:	Slam +22 melee (2d6+11; 19-20/x2)
Full Attack:	2 Slam +22 melee (2d6+11; 19-20/x2)
Space/Reach:	15-ft./25 ft.
Height:	20 ft. + 2d4 ft. (25 ft.)
Weight:	2,000 lbs + 4d6 x 100 lbs. (3,400 lbs.)
Special Att:	Constrict, improved grab
Special Qual:	Low-light vision, plant traits, superior stability
Saves:	Fort +12, Ref +5, Will +5
Abilities:	S33 D10 C15 I1 W10 Ch4
Skills:	Disguise +6, Listen 0, Spot +10
Feats:	Cleave, Improved Critical (Slam), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (Slam)
Environment:	Warm plains, forests, or mountains
Organization:	Solitary, or Pair
CR:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adj:	-

This huge tree suddenly moves, swinging its enormous branches in wide, powerful arcs.

A pummelwood is a powerful tree often grown by druids as a guardian of an important place or object. The tree serves only one purpose - to smash anything coming within its reach flat. Though pummelwoods are capable of slow movement, they rarely do in combat, as doing so tends to decrease their stability.

While idle, pummelwoods often camouflage themselves amidst natural surroundings, make it much more difficult to see their attacks coming. Those not familiar with pummelwoods suffer a –10 penalty to their spot check to notice the presence of a pummelwood.

Combat

A pummelwood is rather straightforward - it uses its massive branches to strike opponents into paste.

Constrict (Ex): A pummelwood that starts with a round grappling an opponent can automatically crush them for 2d6+16 damage.

Improved Grab (Ex): If a pummelwood hits a large-sized or smaller opponent with its slam attack, it may start a grapple as a free action without drawing an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Superior Stability (Ex): A pummelwood cannot be bull-rushed or tripped.

Pummelwoods on Amberos

Pummelwoods are used primarily by the druids of Kennestone and as ancient defenses around the Evan Cordum. Pummelwoods have also been encountered in the Living Forest Kingdom of Vall Vega, and near the Twilight Forest in Simera.



Rebel Dancer

Large Monstrous Humanoid (Extraplanar)

Hit Dice:	12d8+12 (66 hp)
Initiative:	+4 (+4 Dex)
Speed:	40 feet (8 squares)
Armor Class:	19 (-1 size, +4 Dex, +4 natural, +2 deflection), touch 16, flat 16
BAB/Grapple:	+12/+19
Attack:	Longsword +16 melee (2d6+4; 19-20/x2)
Full Attack:	Longsword +16 melee (2d6+4; 19-20/x2), 2 slams +10 melee (1d6+2)
Space/Reach:	5-ft./10 ft.
Height:	10 ft. + 3d12 in. (11 ft. 7 in.)
Weight:	500 lbs + 2d20 lbs. (521 lbs.)
Special Att:	Dance
Special Qual:	Darkvision 60 ft., evasion, grafted weapon, unhindered dance
Saves:	Fort +5, Ref +12, Will +9
Abilities:	S19 D19 C13 I11 W13 Ch15
Skills:	Balance +16, Spot +7, Tumble +16
Feats:	Combat Reflexes, Deflect Arrows[B], Dodge, Spring Attack, Weapon Focus (Longsword)
Environment:	Any land (Limbo)
Organization:	Solitary, Pair, Cluster (2-5), or Pack (5-20)
CR:	9
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)

A dancing, capering humanoid comes into view, moving to the sound of a wild dance only it can hear. Its features seem incomplete or melted, as if made of wax. As it approaches, you can hear a growing cacophony of sounds.

These odd beings are created from the chaotic noise of limbo. They have the look of humanoids with melted flesh, multicolored and featureless faces. They are often dressed in wild and fantastic clothes, and their movements and motion create an odd sort of music as they cavort and dance about.

It is unknown if rebel dancers can speak; no one has been able to stop it long enough to find out.

Combat

Rebel dancers often approach victims and begin dancing, attempting to capture as many victims in it's chaotic dance as possible. Once it has captivated dancers, it moves about, slashing and slamming into other dancers, oft inadvertently striking and damaging other dancers, or leads the dancers on a merry circuit through a barrage of dangerous obstacles. The rebel dancer does not make a conscious effort to kill; its purpose is to dance and to get others to dance with it, even should the dance result in the victim's death.

Dance (Su): As a standard action, a rebel dancer can use this ability to cause all beings within 30 feet of itself to make a Will save DC 19 or fall under the effects of an *Irresistible Dance* for as long as the Rebel Dancer continues to dance. Once the dance is started, the rebel dancer need only use a move action and move at least 5 ft. to keep dancing. Affected victims will attempt to follow the rebel dancer, even if doing so is dangerous. A rebel dancer can only affect a given victim once per day.

Evasion (Ex): a rebel dancer can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Grafted Weapon (Ex): One of the arms of a rebel dancer tapers into a blade-like weapon. The rebel dancer cannot be disarmed of this weapon and it is useless if somehow removed from the rebel dancer's body.

Unhindered Dance (Ex): The rebel dancer melted features allow it to slip free of any bonds and it is naturally immune to hold and other spells that restrict or inhibit movement as if it had an undispellable *Freedom of Movement* spell constantly active. It also grants the rebel dancer a deflection bonus to AC equal to its Charisma modifier.

Rebel Dancers on Amberos

It is thought that rebel dancers are bards or other creatures sensitive to song that have been twisted by the chaotic energy of Limbo – or that they may be the manifestation of physical song of the plane itself.



Redbones

Medium Undead (Fire)

Hit Dice:	5d12 (32 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
BAB/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1 + 1d6 fire) or ranged touch +3 ranged (3d6 fire)
Full Attack:	2 Slams +3 melee (1d6+1 + fire) or ranged touch +3 ranged (3d6 fire)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. + 2d6 inch (5 ft. 7 in.)
Weight:	20 lbs + 2d10 x 5 lbs. (80 lbs.)
Special Att:	Fiery gout, flame aura
Special Qual:	DR 5/bludgeoning, darkvision 60 ft., fast healing 3, SR 14, undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	S12 D13 C0 I0 W12 Ch12
Skills:	Listen +3, Spot +4
Feats:	Combat Reflexes, Improved Initiative
Environment:	Any land
Organization:	Solitary, or Brood (2-5)
CR:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adj:	-

This creature seems to be the skeletal remains of some humanoid. However, its bones seem to be made of pure flame, and a halo of yellow fire encircles its head. Blazing green pinpoints of light stare at you from empty eye sockets, and the crackle of flame can be heard with each of the creature's step

Redbones are undead created by powerful spellcasters using a deadly spell to effect their creation. A redbones is mindless, following the orders of its creator and having no initiative of its own.

Redbones are generally used to defend areas of value or as defenders to the spellcaster that created them.

Redbones do not speak, but understand the language of their creator.

Combat

A redbones attacks by pummeling opponents or by blasting them with a ray of magical fire. If possible, they will close and grapple with an enemy, attempting to immolate their opponent in their fiery clutches. They are utterly mindless, employing no tactics other than the direction of their creator.

Fast Healing (Su): A redbones regains 3 hit points per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

Fiery Gout (Su): Once a round, as a standard action, a redbones can shoot a stream of fire from their body as a ranged touch attack out to a range of 60 feet with a +3 bonus to hit. The flames deal 1d6 fire damage on contact.

Flame Aura (Su): A redbones skeleton is covered in flames. If a redbones is commanded to do so, it can suppress or activate the fiery aura as a free action. While suppressed, the redbones does not deal fiery damage with its presence nor can it emit a fiery gout attack. Anyone coming within 5 feet of a redbones while the flame aura is active must make a DC 13 Fort save or take 1d6 fire damage. Any being or item that directly strikes or grapples a redbones takes 2d6 fire damage per round. This effect is treated as a 2nd level spell with a caster level of 5 for purposes of suppressing or dispelling.

Fly (Su): A redbones is capable of flight by sheer will. They often "walk" as they fly, though they do not need to do so to move while flying.

Creating A Redbones

Redbones are created with the use of special spell.

Redfire Death

Necromancy (Evil, Fire)
Level: Sor/Wiz 7



Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. +5 ft./2 levels)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Casting this spell release a furious ball of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. The spell does no damage to objects. The explosion creates no pressure.

Perhaps most insidious about this spell is that any humanoid victim reduced to -10 hit points or less by the spell is immolated by the flame, transforming the slain individual into a redbones (regardless of original form or HD).

You cannot create more HD of redbones than twice your caster level with a single casting of *Redfire Death*. Any additional

corpses slain but not raised by the spell are consumed to ash and cannot be the target of *Animate Dead* or another casting of *Redfire Death*.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Material Component: You must possess a ruby worth 125 gp per redbones you animate. The magic of the spell turns the gem into worthless powder.

Redbones on Amberos

Redbones are the specialty creations of the Red Cabal of Barbed March. The Red Cabal keeps the secret of their creation a jealously guarded secret.

Rhutha

Medium Animal

Hit Dice:	2d8 (9 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares)
Armor Class:	12 (+1 Dex, +1 natural), touch 11, flat-footed 11
BAB/Grapple:	+1/+2
Attack:	Bite +2 melee (1d6+1)
Full Attack:	Bite +2 melee (1d6+1)and 2 claw -3 melee (1d4)
Space/Reach:	5-ft./5 ft.
Length:	5 ft. + 2d8 in. (5 ft. 9 in.)
Weight:	100 lbs + 2d10 x 5 lbs. (155 lbs.)
Special Att:	Improved trip
Special Qual:	Low-light vision, scent
Saves:	Fort +3, Ref +4, Will +1
Abilities:	S13 D12 C11 I2 W13 Ch9
Skills:	Climb +5, Hide +5, Jump +5, Listen +5, Move Silently +5, Spot +6, Survival +1
Feats:	Alertness[B], Improved Initiative, Track[B]
Environment:	Domesticated
Organization:	Solitary
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adj:	+1 (Cohort)

This large dog-like creature has broad shoulders and a pug face. Its mouth bristles with teeth, and its claws are long and sharp, like that of a cat.

Rhutha are a special breed of animal raised almost exclusively by halflings. They seem to be a mix of pony, dog and great cat. They are both companions and pets to halflings, who raise them for use in war, hunting and various other tasks.

While Rhutha can be easily fierce and aggressive, most are trained to be pleasant creatures when not engaged in a fight. Despite the danger they can pose, few halfling families think twice of leaving children alone with trained Rhutha, knowing the animal is unlikely to harm them.

Combat

Rhutha usually attack by charging into an opponent, attempting to bowl them over with their great bulk. Once atop a downed opponent, it will bite and claw with great ferocity until called off or its opponent is dead.

Improved Trip (Ex): If a Rhutha hits an opponent with a bite attack, it may attempt to perform a trip attack without provoking an attack of opportunity. Rhutha gain a +4 bonus to trip attempts.

Skills: A Rhutha has a +4 bonus to Climb, Hide, Jump, Move Silently skill checks.

Training a Rhutha

Rhutha can be trained for combat with a successful DC 20 handle animal check and six weeks time. A trained Rhutha can be purchased for 100 gp.

Halfling Rangers and Druids can choose a Rhutha as if it's level adjustment read (-1) Animal Companion.

Rhutha can carry up to 64 lbs. as a light load, 65-129 lbs. as a medium load and 130-195 lbs. as a heavy load. A Rhutha can drag 975 lbs.

Rhutha on Amberos

Most rhutha can be found in Llinn, though there are feral rhutha to be encountered in the Golens, and some have drifted into areas of nearby Klinn and Simera.

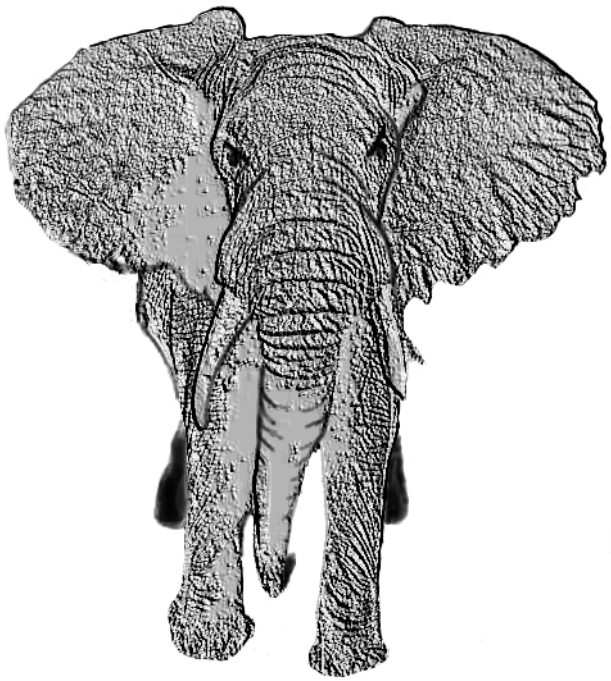


Rockmorph

Huge Construct (Earth)

Hit Dice:	12d10+40 (106 hp)
Initiative:	-1 (-1 Dex)
Speed:	40 feet (8 squares) (can't run)
Armor Class:	19 (-2 size, -1 Dex, +12 natural), touch 7, flat 19
BAB/Grapple:	+9/+26
Attack:	Slam +16 melee (2d6+9)
Full Attack:	Slam +16 melee (2d6+9)
Space/Reach:	15-ft./10 ft.
Length:	14 ft.
Weight:	83,000 lbs (41.5 tons)
Special Att:	Mire, trample 2d6+13
Special Qual:	Alternate form, construct traits, druidic thrall, DR 8/-, magic immunity, tremorsense
Saves:	Fort +4, Ref +3, Will -1
Abilities:	S29 D9 C– I– W1 Ch1
Environment:	Any land
Organization:	Solitary, or Crew (2-5)
CR:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)

The earth before you rumbles and moves as the rocky earth gathers up into a form that roughly resembles a dwarf bull elephant. The elephant's movements reveal the creature to still be composed of tiny bits of earth and gravel, as bits fall away with each step. The creature makes a gravelly trumpet, then turns to face you.



A rockmorph is a bit of earth that has been animated by a druid to protect an area or item. They differ from elementals in that they are not so much summoned as made. A rockmorph can assume any form of huge size, with their natural shape that of a dwarf bull elephant of huge size. They cannot assume the shape of any flying creature.

Rockmorphs cannot speak, making only rumbling animal sounds, but can understand druidic.

Combat

A rockmorph attacks by slamming foes with a great blow from its body. It will often strike from hiding, trampling opponents and then bogging them in mired earth where such prey is an easy target for the rockmorph to strike.

Alternate Form (Su): As a move action, a rockmorph can assume the shape of any animal, vermin, magical beast or humanoid of huge size. In all other respects this acts like the spell *Polymorph*. A rockmorph cannot assume the shape of any creature that can fly or has a natural climb speed.

Druidic Thrall (Su): Rockmorphs are bound to serve druids. They will not attack druids unless attacked first and can be commanded by a druid with a successful Wild Empathy check.

Magic Immunity (Su): A rockmorph is treated as having unbeatable spell resistance. A *Rock to Mud* spell directed at a rockmorph deals 1d6 damage per caster level (Fort save for half) to the creature. A *Stone Shape* spell heals a rockmorph of 1d6 damage per caster level. A *Soften Earth and Stone* spell negates a rockmorph's DR for 1 round per caster level. A *Passwall* spell kills a rockmorph if it fails a Fort save against the spell.

Mire (Su): A rockmorph can turn the ground within 30 feet of itself to a soupy, sticky substance. Those in the area of effect have their movement rate halved and must make a Strength check (DC 15) or become stuck. The rockmorph is immune to the effect, as is anyone under the effects of *freedom of movement*. A stuck opponent can't evade a rockmorph's trample.

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

Tremorsense (Ex): A rockmorph detects opponents by motion and is unaffected by illusions or effects that rely on sight alone.

Rockmorph on Amberos

Druidus revealed the secret to the summoning of Rockmorphs during his war with elves ages ago. The elves learned the secret to summoning rockmorphs after they captured one of Druidus's lieutenants. However, since the fall of the Elvin Golden Age, the secrets to summoning rockmorphs has been lost, thanks to the epic casting of a *Miracle* spell by Druidus's followers, who wished to deny all but themselves the secret to making rockmorphs. However, during the Dragon War, the last druid with knowledge to make rockmorphs was slain, and the secrets to their creation forever lost. Now, any rockmorphs encountered on Amberos are remnants of an earlier age.

Rubbulion

Huge Ooze (Earth)

Hit Dice:	10d10+40 (95 hp)
Initiative:	-5 (-5 Dex)
Speed:	20 feet (4 squares)
Armor Class:	13 (-2 size, -5 Dex, +10 natural), touch 3, flat 13
BAB/Grapple:	+7/+22
Attack:	Slam +14 melee (2d8+9)
Full Attack:	Slam +14 melee (2d8+9)
Special Att:	–
Special Qual:	DR 5/-, ooze traits, tremorsense
Space/Reach:	15-ft./10 ft.
Diameter:	15 + 1d4 ft. (17 ft.)
Weight:	2,500 lbs + 2d10x100 lbs. (3,600 lbs.)
Saves:	Fort +7, Ref -2, Will -2
Abilities:	S29 D1 C19 I– W1 Ch1
Environment:	Any land
Organization:	Solitary
CR:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Garg)

The earth suddenly shifts and slides as a slurry of rock suddenly moves, revealing the floor to be alive with motion.

A rubbulion is a huge ooze made of rock detritus. It moves with a rumbling shuffle, searching for food. The rocky mass absorbs the blood it spills from its victims to feed itself, and the creature always is hungry for more.

Combat

A rubbulion generally attacks by "falling" or slamming into its foes. For some strange reason, it often shapes its pseudopods into fists when hammering opponents, though overall it is incapable of assuming any solid form. It is mindless in its pursuit of food, and will use its tremendous strength to break through barriers to reach a tidbit more of food.

Tremorsense (Ex): A rubbulion can sense movement from up to 60 feet away.

Rubbulion on Amberos

First encountered in the Hold of Severn, these rare oozes have of late also been encountered in remote areas of the Crystalmire Mountains, and their number seems to be slowly spreading in all directions.



Siege Knight

Gargantuan Construct

Hit Dice:	24d10+60 (192 hp)
Initiative:	-2 (-2 Dex)
Speed:	40 feet (8 squares) (can't run)
Armor Class:	24 (-4 size, -2 Dex, +20 natural), touch 4, flat 24
BAB/Grapple:	+18/+47
Attack:	Greatsword +36 melee (6d6+17;17-20/x2)
Full Attack:	Greatsword +36/+31/+26/+21 melee (6d6+17;17-20/x2)
Space/Reach:	20 ft. /20 ft.
Height:	40 ft.
Weight:	58,000 lbs.
Special Att:	Epic strike
Special Qual:	Construct traits, DR 20/epic +6, magic immunity
Saves:	Fort +8, Ref +6, Will +7
Abilities:	S40 D7 C– I– W8 Ch1
Feats:	Cleave, Devastating Critical[E], Great Cleave, Greater Weapon Focus (Greatsword)[B], Greater Weapon Specialization (Greatsword)[B], Improved Critical (Greatsword), Improved Sunder, Overwhelming Critical (Greatsword)[E], Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)[B]
Skills:	-
Environment:	Any land
Organization:	Solitary
CR:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	25-48 HD (Gargantuan); 49-72 HD (Colossal)

This massive machine appears to be a huge animated suit of armor belching steam and smoke as it creaks forward with each metallic movement. Eerie green light emanates from the joints in the armor, and the construct wields a greatsword well worn from use.

A siege knight is a construct designed for large-scale combat against structures or entrenched troops. It appears as a great iron suit of knightly armor wielding a huge greatsword. Smoke and fire belches from the furnace atop the siege knight's head, wreathing the creature in a plumed helm of black smoke. Eerie light permeates from the joints of the construct's armor, and the ground shakes as the construct moves.

Combat

A siege knight is made for one purpose: to destroy fortifications and rout troops. It is straightforward and unfazed by attempts to divert it from its mission. Though a siege knight is powerful, it is a terrible weapon to send against mere troops, who can usually easily outrun it. The siege knight uses its preferred weapon – a titanic greatsword, to destroy anything in its path.



Epic Strike (Su): A siege knight's attacks are considered to be epic weapons for the purposes of bypassing DR.

Magic Immunity (Su): A siege knight is affected normally by a *chill metal* spell. However, if subjected to a *heat metal* spell, it instead heals damage. A siege knight is unaffected by other magic as if it had an unbeatable SR.

Constructing a Siege Knight

It costs 25,000 gp for the materials to construct a siege knight's body. Crafting the body requires a DC 20 craft (armorsmith) or craft (Weaponsmith).

CL 20; craft construct; *Antimagic Field, Animate Object, Limited Wish*; Price: 125,000 gp; Cost: 70,000 gp + 2,800 XP.

Siege Knights on Amberos

Once, only the ruling body of Saltbrine knew the secret of Siege Knight construction. However, during their occupation during the Age of Swordfall, the secret was passed on during the First Dragon War, though only two such siege knights were built for the war (both were destroyed). Currently, a siege knight has been built to defend the City of Sinka in the Silkna Kingdom, but no other known siege knights exist at this time.

Shriek Horror

Huge Plant

Hit Dice:	10d8+50 (95 hp)
Initiative:	+3 (-1 Dex, +4 Improved Initiative)
Speed:	30 feet (6 squares)
Armor Class:	13 (-2 size, -1 Dex, +6 natural), touch 7, flat 13
BAB/Grapple:	+7/+17
Attack:	Slam +15 melee (2d6+9 + 1d10 acid)
Full Attack:	4 Slams +15 melee (2d6+9 + 1d10 acid)
Space/Reach:	10-ft./10 ft.
Height:	18 ft. + 2d4 ft. (23 ft.)
Weight:	4,000 lbs + 2d6x25 lbs. (4,175 lbs.)
Special Att:	Improved Grab, Sonic attack
Special Qual:	Acid, ball form, tremorsense 60 ft.
Saves:	Fort +12, Ref +2, Will +3
Abilities:	S29 D9 C21 I6 W10 Ch14
Feats:	Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (Slam)
Skills:	-
Environment:	Temperate underground
Organization:	Solitary, or Pair
CR:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)

Out of the gloom rolls a man-sized puffball. As it comes into the light, it stops rolling and begins to change shape as a shrill shrieking fills the air. In seconds, the puffball has become an enormous toadstool-like thing with long, whipping fronds emanating from just under the cap of the toadstool.

In the underdark, there are fungus creatures that have lived for countless centuries in the weird energy fluxes that sweep the realm. These ancient plant creatures have mutated into fearsome creatures known as shriek horrors.

A dormant shriek horror appears as a brown or pink puffball about the size of a human. When the shriek horror detects the presence of a living creature nearby, it begins to expand and change shape, becoming a huge slime-covered mushroom with whipping fronds.

A shriek horror makes whistling and screeching sounds as it moves about, but it is not a language. They "see" by means of tremorsense.

Combat

Shriek horrors strike quickly, attempting to end a melee as quickly as it can. It uses it shriek to stun foes before engaging them or to stop foes from fleeing.

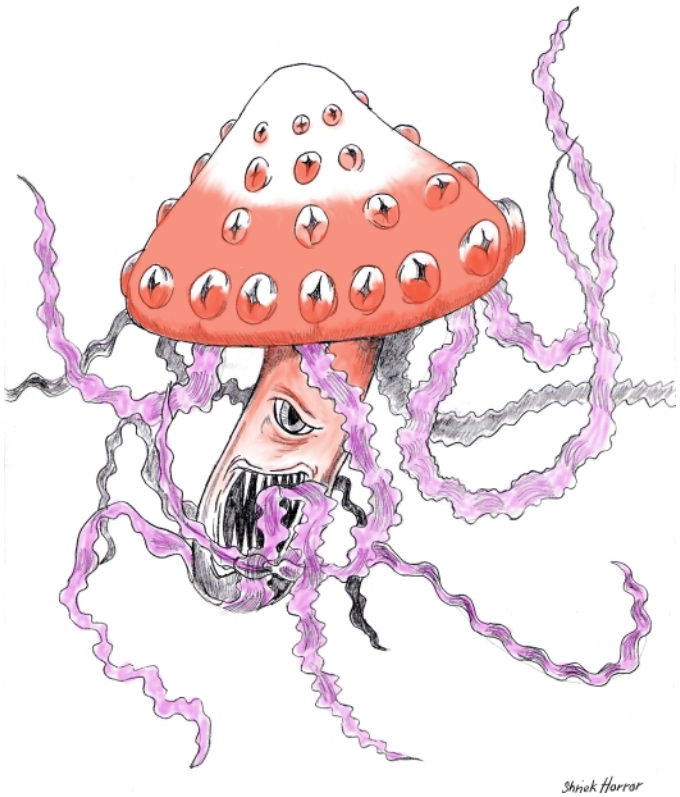
Sonic Attack (Su): As a standard action, a shriek horror may unleash a horrendous blast of sound that damages, stuns and deafens. Victims within 30 feet of a shriek horror when it screams suffer 5d6 sonic damage (Fort DC 17 for half). Those who fail the save are also stunned for 1d4+1 rounds and deafened for 1d4x10 minutes.

Acid (Ex): A shriek horror's skin is covered in a slime that is acidic in nature. Any item that contacts a shriek horror is subjected to 1d10 acid damage. A Reflex DC 20 halves the damage. Characters who are grappled or struck by a shriek horror's slam attacks suffer the same effects. The slime can be scraped off or neutralized with alcohol.

Ball Form (Ex): As a standard action, a shriek horror can pull itself into a spherical puffball or expand to its combat form. While in puffball form, a shriek horror has a movement rate of 50 feet and can only make 1 slam attack a round.

Shriek Horrors on Amberos

A menace of the underdark, shriek horrors are thankfully rare and tend to only be encountered in the deepest, undisturbed sections of the underdark.



Shrubfolk

Small Plant

Hit Dice:	1d8 (4 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +2 Dex, +1 natural, +4 chain shirt, +1 buckler), touch 13, flat-footed 17
BAB/Grapple:	0/-4
Attack:	Longsword +1 melee (1d6;19-20/x2)
Full Attack:	Longsword +1 melee (1d6;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	3 ft. + 1d4 in. (3 ft. 2 in.)
Weight:	50 lbs. + 2d4 x 5 lbs. (75 lbs.)
Special Att:	Confuse
Special Qual:	Camouflage, instability, low-light vision, plant traits, size change
Saves:	Fort +2, Ref +2, Will +1
Abilities:	S11 D14 C11 I10 W9 Ch6
Skills:	Balance -1, Climb -3, Diplomacy +3, Escape Artist -1, Hide +3, Jump -9, Listen -1, Move Silently -1, Ride +2, Sleight of Hand -1, Spot -1, Survival +4, Swim -3, Tumble -1
Feats:	Iron Will
Environment:	Temperate forests
Organization:	Solitary, Company (2-5 plus 1 shrubfolk knight of Knie), or Ride (5-20 plus 1-3 shrubfolk knight of Knie plus 0-1 shrubfolk knight of Ikney)
CR:	½
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	1-2 HD (Small); 3-8 HD (Medium) or by Character class

Level Adj: -

This small humanoid reminds you of a dwarf, but its skin is a greenish tint and has a beard and hair made of leaves and twigs. It is dressed in the armor of a knight and wields a sword and shield.

Shrubfolk are a bizarre form of plant thought to be fashioned as a cruel joke by elves or other fey creatures. Though they dress themselves in trappings of knights and take themselves quiet seriously, they are generally comical in nature and often found as consorts to dryads or other fey of the forest.

Shrubfolk can easily be tricked by other races, and often take up quests which they quickly forget about or tire of. They seem to be easily offended, taking umbrage at the slightest comment or action, always seemingly ready for a fight. They often engage in non-sensical tirades and long-winded speeches, which more than not end up confusing, irritating or otherwise leaving stunned looks on the faces of those they meet.

Shrubfolk speak Common, Dwarven and Fey.

Combat

Shrubfolk prefer to fight on the backs of wild animals, striking with lance and/or sword. They are loathe to fight on their feet as they are easily knocked over, and more often than not are as helpless as a turtle on its back.

The shrubfolk warrior above had the following ability scores before racial modifiers were added in. Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8.

Confuse (Su): As a standard action, a shrubfolk can plunge into a nonsensical speech that reproduces the effect of a *Minor Confusion* spell. The effect has a spell DC 10, caster level 1 and lasts for as long as the shrubfolk continues to speak.

Camouflage (Ex): At will as a move-equivalent action, a shrubfolk's beard and hair can grow to conceal the shrubfolk, granting it a +8 racial bonus to Hide checks. The shrubfolk can return the hair and beard back to normal as a move-equivalent action.

Instability (Ex): Shrubfolk are easily knocked over and have a difficult time regaining their feet. They suffer a –4 penalty to grapple checks against trip or bull rush attacks. If knocked prone, they must succeed at an Escape Artist check DC 10 to get back to their feet. If they fail the check, the shrubfolk remains prone.

Size Change (Su): Once per day, the shrubfolk can enlarge itself as if using the spell *Enlarge Person*, except the shrubfolk increases two size categories (to Large) instead of one. The caster level is 1.



Shrubfolk on Amberos

Shrubfolk originally hail from Aurora, where it is thought that they are somehow mirrors of the dwarves of Amberos. During the Elvin Golden Age, several clans of shrubfolk moved to Amberos or simply traveled to Amberos with the various fey they accompanied. When

the portals between the worlds collapsed, the shrubfolk clans were stranded on Amberos. There are known to be shrubfolk clans in Kingscleave forest in Klinn, and the Broken Wood in the Duchy of Molvak.

Shrubfolk as Characters

Prone to trouble, shrubfolk often engage in quests that others may find silly. Despite their outlook, they can eventually become great heroes. Shrubfolk have the following abilities.

- **Plant type.**
- **Small size.** A shrubfolk gains a +1 bonus to hit and AC. It suffers a –4 penalty to grapple checks, but has a +4 bonus to Hide checks. Small creatures have ¾ normal lifting and carry capacity limits of those of a medium creature.
- **Base movement rate 20 ft.**
- **Dex +2, Cha –2.** Shrubfolk are agile, if unstable and their unintelligible jabber tends to distance them from others.
- **Confuse (Su):** As a standard action, a shrubfolk can plunge into a nonsensical speech that reproduces the effect of a *Minor Confusion* spell. The effect has a spell DC 10 + Int modifier, caster level equal to their character level and lasts for as long as the shrubfolk continues to speak.
- **Camouflage (Ex):** At will as a move-equivalent action, a shrubfolk's beard and hair can grow to conceal the shrubfolk, granting it a +8 racial bonus to Hide checks. The shrubfolk can return the hair and beard to normal as a move-equivalent action.
- **Instability (Ex):** Shrubfolk are easily knocked over and have a difficult time regaining their feet. They suffer a –4 penalty to grapple checks against trip or bull rush attacks. If knocked prone, they must succeed at an Escape Artist check DC 10 to get back to their feet. If they fail the check, the shrubfolk remains prone.
- **Size Change (Su):** Once per day, the shrubfolk can enlarge itself as if using the spell *Enlarge Person*, however, the shrubfolk increases two sizes (to Large) instead of one. The caster level is equal to the character's level.
- **Automatic Languages:** Common, Dwarven, Fey. **Bonus Languages:** Elf, Gnome, Halfling, Goblin and Giant.
- **Favored Class:** Fighter
- **Level Adjustment:** +0

Shrubfolk worship a nature god of their own devising called The Red Herring. Priests of the Red Herring can choose two of the three domains of Good, Protection and Trickery.

Shrubfolk Knight of Knie

Shrubfolk Fighter 5;**hp** 32
S16 D16 C13 I12 W10 Ch6;**Fort** +5**, Ref** +4**, Will** +3
Init: +3 **Move:** 20 ft.
AC: 20 (+1 size, +3 Dex, +5 *scale mail +1*, +1 mw light steel shield), touch 14, flat 17
BAB/Grapple: +5/+5
Full Attack: *+1 greatsword* +10 melee (1d10+7;19-20/x2)
or composite shortbow (+3 Str) +8 ranged (1d4+3;x3)
Special Att: Confuse
Special Qual: Camouflage, instability, low-light vision, plant traits, size change
Skills: Climb +0, Escape Artist +0, Handle Animal +6, Hide +0, Jump +2, Move Silently +0, Ride +11, Swim -6
Feats: Dodge[F], Iron Will, Point Blank Shot, Mounted Combat, Weapon Focus (greatsword)[F], Weapon Specialization (greatsword)[F]
CR: 5
Gear: *scale mail +1* (1,200 gp), mw light steel shield (159 gp) *+1 greatsword* (2,350 gp), composite shortbow (+3 Str) (225 gp), *potion of cure light wounds* (50 gp), deer mount (75 gp)
Total: 4,059 gp (4,300 gp)

Deer mount: CR 1/2; Medium animal; HD 2d8+4; hp 13; Init +1; Spd 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Base Atk +1; Grp +3; Atk Gore +3 melee (1d6+2); Full Gore +3 melee, 2 hooves -2 melee (1d3+1); Space/Reach 5 ft./5 ft.; SA —; SQ low–light vision, scent; AL (Always) N; SV Fort +5, Ref +4, Will +0; Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4.
Skills and Feats: Listen +7, Spot +7; Alertness[B], Run.
Carrying Capacity: A light load for a deer is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A deer can drag 1,500 pounds.
Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Shrubfolk Knight of Ikney

Shrubfolk Fighter 10;**hp** 65
S17 D16 C13 I12 W10 Ch6;**Fort** +8**, Ref** +6**, Will** +5
Init: +3 **Move:** 20 ft.
AC: 24 (+1 size, +3 Dex, +1 *amulet of natural armor +1*, +6 *scale mail +2*, +3 *light steel shield +2*), touch 14, flat 21
BAB/Grapple: +10/+10
Full Attack: *+1 greatsword* +16/+11 melee (1d10+7;19-20/x2)
or *+1 composite shortbow (+3 Str)* +14/+9 ranged (1d4+4;x3)
Special Att: Confuse
Special Qual: Camouflage, instability, low-light vision, plant traits, size change
Skills: Climb +5, Escape Artist +0, Handle Animal +6, Hide +0, Jump +7, Move Silently +0, Ride +16, Swim -6
Feats: Dodge[F], Iron Will, Greater Weapon Focus (greatsword)[F], Mobility[F], Point Blank Shot, Mounted Archery, Mounted Combat, Ride-by Attack[F], Spring Attack, Weapon Focus (greatsword)[F], Weapon Specialization (greatsword)[F]
CR: 10
Gear: *scale mail +2* (4,200 gp), *light steel shield +2* (4,170 gp), *amulet of natural armor +1* (2,000 gp), *+1 greatsword* (2,350 gp), *+1 composite shortbow (+3 Str)* (2,525 gp), *potion of cure serious wounds* (750 gp)
Total: 15,995 gp (16,000 gp)

Shrubfolk Knight of Womg

Shrubfolk Fighter 15;**hp** 97
S20 D16 C13 I12 W10 Ch6;**Fort** +10**, Ref** +8**, Will** +7
Init: +3 **Move:** 20 ft.
AC: 26 (+1 size, +3 Dex, +8 *scale mail +4*, +4 *light shield +3*), touch 14, flat 22
BAB/Grapple: +15/+17
Full Attack: *+3 greatsword* +24/+19/+14 melee (1d10+12;17-20/x2)
or *+2 composite shortbow (+4 Str)* +15/+10/+5 ranged (1d4+6;x3)
(rapid shot: +13/+13/+8/+3 ranged)
Special Att: Confuse
Special Qual: Camouflage, instability, low-light vision, plant traits, size change
Skills: Climb +5, Escape Artist +0, Handle Animal +6, Hide +3, Jump +7, Move Silently +0, Ride +20, Swim -1
Feats: Dodge[F], Iron Will, Greater Weapon Focus (greatsword)[F], Greater Weapon Specialization (greatsword)[F], Improved Critical (greatsword), Mobility[F], Point Blank Shot, Mounted Archery, Mounted Combat, Rapid Shot[F], Ride-by Attack[F], Spirited Charge, Spring Attack, Weapon Focus (greatsword)[F], Weapon Specialization (greatsword)[F]
CR: 15
Gear: *scale mail +4* (16,200 gp), *light steel shield +3* (9,159 gp), *+3 greatsword* (18,350 gp), *+2 composite shortbow (+4 Str)* (8,600 gp), *gauntlets of ogre power* (4,000 gp), *periapt of health* (7,200 gp) *potion of cure serious wounds* (750 gp)
Total: 58,259 gp (59,000 gp)

Sipchloras

Medium Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares),fly 70 feet (14 squares),(average)
Armor Class:	20 (+2 Dex, +7 natural, +1 small wooden shield), touch 12, flat 18
BAB/Grapple:	+3/+3
Attack:	Bite +5 melee (2d4 + disease) or longsword +3 melee (1d6;19-20/x2)
Full Attack:	Bite +5 melee (2d4 + disease), primary longsword +1 melee (1d6;19-20/x2), 2 offhand daggers +1 melee (1d4;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	4 ft. 3 in. + 2d10 in. (5 ft. 1 in.)
Weight:	95 + 2d6x10 lbs. (165 lbs.)
Special Att:	Disease, spell-like abilities
Special Qual:	Blind sight 30 ft., darkvision 60 ft.
Saves:	Fort +2, Ref +3, Will +4
Abilities:	S11 D15 C13 I10 W11 Ch13
Skills:	Listen +3, Spot +4, Tumble +9
Feats:	Multiweapon Fighting, Weapon Finesse
Environment:	Temperate, Warm land
Organization:	Solitary, Pair, Gang (2-5), Swarm (5-20), or Flight (20-40)
CR:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	By Character Class
Level Adj:	+4

The humanoid before you has insectile qualities – it is covered in a greenish chitin and sports six spindly limbs, four of which appear to be legs, and the other two acting as arms. A pair of large, transparent insectile wings protrudes from the creature's back, and its head resembles that of a mosquito, with a long feeding tube just below their humanoid mouth.

Sipchloras, or mosquitofolk, are the creations of the gods of plagues and disease, gifting their greatest servants with sentience. A sipchloras appears as a slightly humanoid covered in chitinous armor with six limbs and large insect-like wings. They have the head of a mosquito, however their feed tube is just below their mouth. They are often brown or emerald green in color, with white or red multi-faceted eyes. They have no body hair and speak in high, squeaking – almost buzzing – voices.

Sipchloras speak their own language and Common.

Combat

Sipchloras are warriors of the air, usually attacking while they are flying. They are capable of hovering in place while they fight or quickly buzzing from enemy to enemy. Many sipchloras prefer to attack with their diseased bite, while others have adopted weapons covered with their disease-ridden saliva to fight with.

Blindsight 30 feet. A sipchloras body is covered with tiny hairs that allow it to sense the presence of living beings within 30 feet. It cannot detect the presence of constructs with its blindsight, but can detect undead.

Disease (Su): The bite and weapons of a sipchloras carry a wasting disease similar to blinding sickness. (Injury or Ingested; Fort DC 13; Incub: 1d3 days; Dam: 1d4 Str). Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

Spell-like abilities (Sp): Usable at will, as a 4th level cleric: *Corrupt Water, Doom, Putrefy food & drink.*

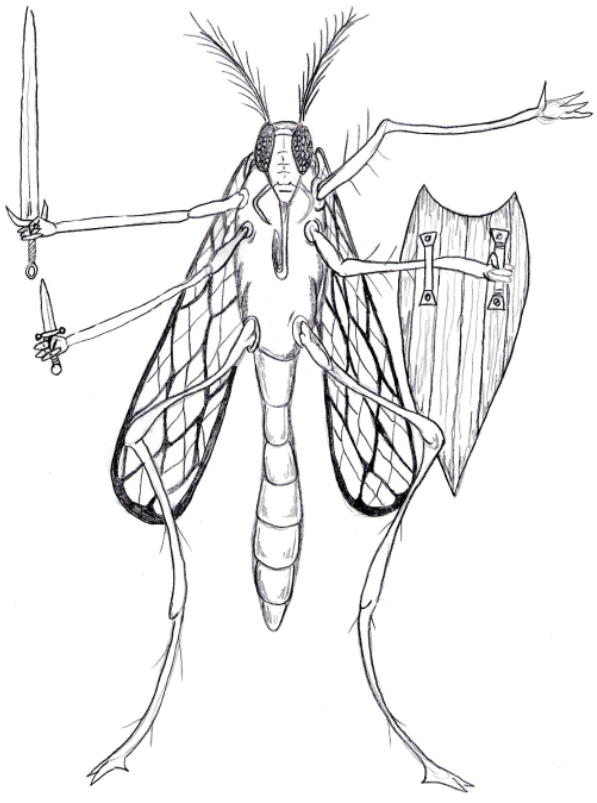
Sipchloras Society

Sipchloras live in communities made of thatch in areas that tend to breed disease for other races. They are aggressive, and can often be found in hunting parties seeking out other humanoids to offer to the gods of disease and plague.

Despite their sentience, sipchloras have little skill for creating items beyond simple dwellings and herding animals for a source of food. They can easily learn how to use other items given to them, and often raid areas for weapons, armor and other goods.

Sipchloras on Amberos

Created by the god Lepornunse, sipchloras have settled in areas near the Golens and Vactorstein, where they tend to live in primitive villages. They often send "messengers" from their camps to distant communities, infecting them with disease as a "gift" from their god.



Sipchloras Characters

Occasionally, the gods of disease will sent sipchloras out into the world on quests to further their own aims. In other cases, sipchloras may be cast out of a tribe – sometimes for what may seem to others over trivial matters of personality or unusual habits.

A sipchloras has the following racial abilities.

- **Aberration type**
- **Medium size**
- **Darkvision 60 feet.** A sipchloras can see in lightless conditions up to 60 feet. Darkvision is black-and-white only.
- **Blindsight 30 feet.** A sipchloras body is covered with tiny hairs that allow it to sense the presence of living beings within 30 feet. It cannot detect the presence of constructs with its blindsight, but can detect undead.
- **Base movement rate 30 feet, fly 70 feet (average)**
- **4d8 racial hit dice.** To this total, the sipchloras adds four times its Constitution modifier (min 1 hp/HD)
- **+7 Natural armor bonus**
- **Base Attack +3**
- **+4 Dex, +2 Con, +2 Cha.** Sipchloras are lithe, but enduring. They have a strong sense of self.
- **Fort +1, Ref +1, Will +2**
- **(2 + Int mod) x 7 skill points.** A sipchloras's racial skills are Balance, Listen, Move Silently, Spot, and Tumble.
- **Disease (Su):** The bite and weapons of a sipchloras carry a wasting disease similar to blinding sickness. (Injury or Ingested; Fort DC 12 + Con modifier; Incub: 1d3 days; Dam: 1d4 Str). Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.
- **Spell-like abilities (Sp):** Usable at will, as a 4th level cleric: *Corrupt Water*, *Doom*, *Putrefy food & drink*.
- **Natural Attack.** A sipchloras has a natural bite attack that deals 2d4 + ½ Str mod damage + disease.
- **Favored Class:** Rogue
- **Level Adjustment:** +4

Sipchloras worship Lepornunse, the god of plague. Clerics of Lepornunse can select two of the three domains of Chaos, Disease or Suffering.

Sipchloras Marauder

4HD Sipchloras Rogue 6;**hp:** 59
S12 D23 C15 I14 W10 Ch10;**Fort** +5**, Ref** +12**, Will** +4
Init: +6 **Move:** 30 ft., fly 70 ft. (ave)
AC: 25 (+6 Dex, +7 natural, +2 *bracers of armor +2*), touch 16, flat 19
BAB/Grapple: +4/+5
Full Attack: Bite +10 melee (2d4),
Primary *+1 rapier* +9 melee (1d6+2;18-20/x2),
3 offhand mw shortswords +9 melee(1d6;19-20/x2)
Special Att: Disease, sneak attack +3d6, spell-like abilities
Special Qual: Blindsight 30 ft., darkvision 60 ft., evasion, Trap sense +2, Uncanny Dodge
Skills: Bluff +6, Disguise +6, Escape Artist +12, Hide +18, Listen +7, Move Silently +19, Open Lock +18, Sense Motive +6, Spot +7, Tumble +19
Feats: Combat Expertise, Multiweapon Fighting, Two-weapon Defense, Weapon Finesse
CR: 9
Gear: *+1 rapier* (2,320 gp), 3 mw shortswords (930 gp), *bracers of armor +2* (4,000 gp), *gloves of dexterity +2* (4,000 gp), *potion of cure moderate wounds* (+300 gp)
Total: 11,550 gp (12,000 gp)

Disease (Su): The bite and weapons of a sipchloras carry a wasting disease similar to blinding sickness. (Injury or Ingested; Fort DC 14; Incub: 1d3 days; Dam: 1d4 Str). Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded. A sipchloras marauder's weapons are normally coated with the disease. The blades remained diseased for 1 minute or until they hit.

Evasion (Ex): A sipchloras marauder can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Uncanny Dodge (Ex): A sipchloras marauder can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, it still loses her Dexterity bonus to AC if immobilized.

Sipchloras Plaguewright

4HD Sipchloras Rogue 6/Wizard 6;**hp:** 108
S12 D25 C17 I16 W10 Ch10;**Fort** +8**, Ref** +13**, Will** +4
Init: +11 **Move:** 30 ft., fly 70 ft. (ave)
AC: 29 (+7 Dex,+7 natural, +5 *bracers of armor +5*), touch 17, flat 22
BAB/Grapple: +7/+8
Full Attack: Bite +14 melee (2d4),
Primary *+1 rapier* +13/+8 melee (1d6+1;18-20/x2),
3 offhand *+1shortswords* +13/+8 melee(1d6;19-20/x2)
Special Att: Disease, sneak attack +3d6, spells, spell-like abilities
Special Qual: Blindsight 30 ft., darkvision 60 ft., evasion, Trap sense +2, Uncanny Dodge
Skills: Bluff +6, Concentration +16, Disguise +6, Escape Artist +13, Knowledge (Arcana) +9, Knowledge (Religion) +8, Hide +19, Listen +9, Move Silently +20, Open Lock +18, Sense Motive +6, Spellcraft +9, Spot +9, Tumble +20
Feats: Alertness[F], Brew Potion, Combat Expertise, Improved Initiative, Improved Two-Weapon Fighting, Multiweapon Fighting, Scribe Scroll[W], Two-weapon Defense, Weapon Finesse
CR: 15
Gear: *+1 rapier* (2,320 gp), 3 *+1 shortswords* (6,930 gp), *bracers of armor +5* (25,000 gp), *gloves of dexterity +4* (16,000 gp), *amulet of health +2* (4,000 gp), *cloak of resistance +2* (4,000 gp), *potion of cure serious wounds* (750 gp)
Total: 59,000 gp (59,000 gp)

Disease (Su): The bite and weapons of a sipchloras carry a wasting disease similar to blinding sickness. (Injury or Ingested; Fort DC 15; Incub: 1d3 days; Dam: 1d4 Str). Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded. A sipchloras plaguewright's weapons are normally coated with the disease. The blades remained diseased for 1 minute or until they hit.

Evasion (Ex): A sipchloras plaguewright can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Uncanny Dodge (Ex): A sipchloras plaguewright can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, it still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(4/4/4/3; Caster level 6;Spell DC 13 + Spell level)
0: *Daze, Detect Magic, Ghost Sound, Touch of Fatigue*
1st: *Hold Portal, Obscuring Mist, Shield, True Strike*
2nd: *Acid Arrow, Invisibility, Resist Energy*
3rd: *Displacement, Ray of Exhaustion, Vampiric Touch*

Rat Familiar: CR -; LA —; Tiny magical beast; HD 1/4d8 (15 HD); hp 54; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+2 size, +2 Dex, +3 natural), touch 14, flat-footed 15; Base Atk +7; Grp –5; Atk Bite +11 melee (1d3–4); Full Atk (same); Space/Reach 2–1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low–light vision, scent, share spells; AL (Always) N; SV Fort +3, Ref +7, Will +4; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Bluff +2, Climb +12, Hide +24, Move Silently +17, Listen +8, Sense Motive +7, Spot +8, Swim +10, Tumble +15; Weapon Finesse. (Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile.

Deliver Touch Spells (Su): A familiar can deliver touch spells for its master. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Skeleking

Skelekings are foul necromantic constructs animated from the fallen bodies of powerful Aesir warriors. Their endless years of battle give them great skill, and the foul magic that binds them back to a corporeal body also enslaves them to the evil being who has raised them.

A skeleking might be mistaken at first glance for a normal skeleton, save for the black-etched crown of ash burned into their skulls. A hellish light fires their eyes and they fight with more skill and grace than any simple skeleton could dare to accomplish.

A skeleking template may be applied to any formerly good warrior-type of 6th level or better. Once animated, the flesh is consumed in an unholy fire and the incantation that raises them from the dead burns a crown of ashes into their skull, forever marking them as servants to their animator.

Type: Changes to Undead, and gains the Evil descriptor.
Hit Dice: No additional hit dice are gained, but the base creature's hit dice is increased to d12's. A skeleking gains no constitution bonus to hit points.
Armor Class: Skelekings gain a +3 natural AC bonus and a profane bonus to their AC equal to ½ their level
Special Qualities: Skelekings gain the following abilities:

DR (Su): Skelekings have DR 5/bludgeon and good.

Spell Resistance (Su): Skelekings have SR equal to 13 + Cha modifier + class levels.

Fast Healing(Su): Skelekings heal 1 hit point per round for every 3 hit dice or levels. They cannot regenerate holy or positive energy damage.

Turn Resistance(Ex): A skeleking also has turn resistance +4.

Command Undead (Su): A skeleking can *Rebuke Undead* as a cleric of ½ its hit dice.

A Skeleking also has Undead traits.

Saves: Unchanged, though a Skeleking gains no Constitution modifier to Fort saves.
Abilities: Skelekings do not have Constitution scores. Their other scores are unaffected.
Feats: Skelekings gain Improved Initiative as a bonus feat.
Challenge Rating: +2
Alignment: Regardless of the base creature's former alignment, a Skeleking is Chaotic Evil.

Creating A Skeleking

Only spellcasters of an evil alignment who worship a devilish power can create a skeleking. Creating a skeleking requires the corpse of a deceased warrior with a Base Attack Bonus of +6 or better. The caster then uses the spell *Create Greater Undead* and requires the expenditure of a fire opal (instead of a black onyx gem) worth 50 gp per hit dice of the skeleking to be created. A caster cannot create a skeleking whose hit dice are greater than ¾ the level of the caster.

Skelekings on Amberos

According to legend, the Dark One found a way to steal away the dead from Asgard and bind them into these skeletal frames, and passed this knowledge to his dark armies of the Skyland Hold.

Since the Skyland Hold fell, devils have continued to pass the knowledge on to those wizards and clerics who prove their allegiance to the Dark One.

Skeleking Duke

Human Fighter 6
Medium Undead (Evil)

Hit Dice:	6d12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft (5 squares) in *Chain Mail +1*, 30 ft. (6 squares) base
Armor Class:	27 (+2 Dex, +6 *chain mail +1*, +3 *large steel shield +1*, +3 natural, +3 profane), touch 15, flat 25
BAB /Grapple:	+6/+9
Attack:	*+1 Bastard Sword* +10 melee (1d10+6;19-20/x2)
Full Attack:	*+1 Bastard Sword* +10/+5 melee (1d10+6;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	4 ft. 8 in. + 2d10 in. (5 ft. 7 in.)
Weight:	40 lbs + 2d6 x 3 lbs. (61 lbs.)
Special Att:	Command undead
Special Qual:	DR 5/bludgeon and good, fast healing 2, SR 18, turn resistance +4
Saves:	Fort +5, Reflex +2, Will +3
Abilities:	S16 D14 C- I13 W12 Ch8
Skills:	Climb +7, Jump +1, Listen +1, Ride +6, Spot +1
Feats:	Cleave[F], Combat Expertise, Exotic Weapon Proficiency (Bastard Sword)[B], Improved Disarm, Improved Initiative[B], Improved Sunder, Power Attack[F], Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F]
Environment:	Any land
Organization:	Solitary, Patrol (2-5)
CR:	8
Treasure:	*+1 Bastard Sword* (2,335 gp), *Chain Mail +1* (1,300 gp), *Large Steel Shield +1* (1,170 gp)
Alignment:	Chaotic Evil
Advancement:	By Level
Level Adj:	+4

Standing before you is the ash-covered skeleton of a man still dressed in chain mail armor. Burned about the skeleton's skull is what appears to be a crown of ash, and it's eyes glow with a menacing red flame. Somehow, the area around the fell creature seems dimmed, as if coated by the ash that flecks the creature's bones.

This skeleking is formed from the body of a fallen warrior of good, and strikes will all the formers intelligence and guile, now bent towards evil ends.

Combat

The skeleking will approach enemies intelligently, often sending any undead under its control into combat first to test the strength and resolve of its opponents. It will use the items and feats available to it in its former life to the best of its ability in its new undead state.

The skeleking presented here had the following ability scores before racial modifiers. Str 16, Dex 14, Con 10, Int 13, Wis 12, Cha 8.

Command Undead(Su): The skeleking can *Rebuke Undead* as a 3rd level cleric. Rebuke check: 1d20-1; Turn Damage: 2d6+2.

Fast Healing (Su): The skeleking regains 2 hit points per round. It treats all damage except for acid or holy damage as non-lethal damage. A skeleking can regrow lost limbs or re-attach limbs by holding them to the stump for but a single round.



Skeleking Baron

Skeleking Human Fighter 12;**hp:** 78
S18 D14 C– I13 W12 Ch8;**Fort** +8**, Ref** +6**, Will** +5
Init: +6 **Move:** 20 ft.
AC: 35 (+2 Dex, +3 natural, +9 *chain mail +4*, +5 *large steel shield +3*, +6 profane) touch 18, flat 33
BAB/Grapple: +12/+16
Full Attack: *+3 Bastard sword* +21/+16/+11 melee (1d10+11;17-20/x2)
Special Att: Command undead
Special Qual: DR 5/bludgeon and good, fast healing 4, SR 24, turn resistance +4
Skills: Climb +13, Jump +7, Listen +1, Ride +6, Spot +4
Feats: Cleave[F], Combat Expertise, Dodge, Exotic Weapon Proficiency (Bastard Sword)[B], Greater Weapon Focus (Bastard Sword)[F], Greater Weapon Specialization (Bastard Sword)[F], Improved Critical (Bastard Sword)[F], Improved Disarm, Improved Initiative[B], Improved Sunder, Mobility, Power Attack[F], Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F]
CR: 14
Gear: *chain mail +4* (16,300 gp), *large steel shield +3* (9,170 gp), *+3 bastard sword* (18,335 gp)
Total: 43,805 gp (45,000 gp)
Command Undead (Su): The skeleking can *Rebuke Undead* as a 6th level cleric. Rebuke check: 1d20-1; Turn Damage: 2d6+5

Skeleking Warrior-King

Skeleking Human Fighter 18;**hp:** 117
S23 D14 C– I13 W12 Ch8;**Fort** +11**, Ref** +10**, Will** +9
Init: +6 **Move:** 20 ft.
AC: 40 (+2 Dex, +9 *chain mail of invulnerability +4*, +7 *large steel shield +5*, +3 natural, +9 profane) touch 21, flat 38
BAB/Grapple: +18/+28
Full Attack: *+4 brilliant energy bastard sword* +31/+16/+11/+6 melee (1d10+15;17-20/x2)
Special Att: Command undead
Special Qual: DR 5/bludgeon and good, fast healing 6, SR 30, turn resistance +4
Skills: Climb +13, Jump +7, Listen +1, Ride +6, Spot +4
Feats: Cleave[F], Combat Expertise, Combat Reflexes[F], Dodge, Exotic Weapon Proficiency (Bastard Sword)[B], Greater Weapon Focus (Bastard Sword)[F], Greater Weapon Specialization (Bastard Sword)[F], Improved Critical (Bastard Sword)[F], Improved Disarm, Improved Initiative[B], Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack[F], Spring Attack[F], Weapon Focus (Bastard Sword)[F], Weapon Specialization (Bastard Sword)[F], Whirlwind Attack[F]
CR: 20
Gear: *chain mail of invulnerability +4* (49,300 gp), *large steel shield +5* (25,170 gp), *+4 brilliant energy bastard sword* (128,335 gp), *belt of giant strength +4* (16,000 gp)
Total: 216,805 gp (220,000 gp)
Command Undead (Su): The skeleking can *Rebuke Undead* as an 8th level cleric. Rebuke check: 1d20-1; Turn Damage: 2d6+7

Skulleon

Huge Undead

Hit Dice:	8d12 (52 hp)
Initiative:	-1 (-1 Dex)
Speed:	50 feet (10 squares), fly 50 ft. (10 squares) (clumsy)
Armor Class:	17 (-2 size, -1 Dex, +10 natural), touch 7, flat 17
BAB/Grapple:	+4/+14
Attack:	Bite +11 melee (2d6+9)
Full Attack:	Bite +11 melee (2d6+9), 2 claws +7 melee (2d4+4), tail +7 melee (2d6+4)
Space/Reach:	15-ft./10 ft.
Length:	20 ft. + 2d4 ft. (25 ft.)
Weight:	7,000 lbs + 2d10x30 lbs. (7,330 lbs.)
Special Att:	Consume life, create spawn, dissolve flesh
Special Qual:	Darkvision 180 ft., DR 5/bludgeoning, low-light vision, immune to cold, turn resistance 4
Saves:	Fort +2, Ref +1, Will +6
Abilities:	S29 D9 C– I6 W10 Ch20
Skills:	Appraise +6*, Intimidate +16, Listen +10, Move Silently +3, Spot +10
Feats:	Ability Focus (Consume Life), Alertness, Skill Focus (Move Silently)
Environment:	Any land
Organization:	Solitary, or Brood (2-5)
CR:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)

The pile of reptilian bones slides and draws itself up, revealing what appears to be the skeletal remnant of a draconic creature. Its eyes burn with cold blue fire, and both its claws and teeth shimmer with a black haze.

A skulleon is the undead remnants of a drake, orm or dragon brought to life by unknown magical powers. Legends often ascribe them as rising from the remnants of a draconic creature that was slain in battle and its hoard stolen from it.

A skulleon cannot speak but can often scratch out messages in Draconic.

Combat

Skulleons attack from ambush or by swooping down upon unsuspecting prey. They attempt to use their corruptive bite to transform and enslave other beings to their will.

Consume Life (Su): As a standard action, a skulleon can "inhale", causing those in a 40 foot cone to make a Fort DC 21 save or suffer a negative level. In return, the skulleon heals 5 hit points of damage per negative level it inflicts. Any hit points gained above its normal hit point total are considered temporary hit points, and are lost after 1 minute. A skulleon can use this attack once every 1d4+1 rounds.

Create Spawn (Su): Those slain by the effects of the skulleon's bite rise as skeletons under the control of the skulleon, their flesh sliding from their bodies as they are animated. A skulleon can control up to 16 HD worth of spawn at any given time. Those in excess of this total become a simple pile of bones.

Dissolve Flesh (Su): Those struck by a skulleon's attacks must make a Fort DC 19 save. Failure indicates the character's flesh begins to dissolve causing 1d6 damage per round. A character gains a save each round. The effect can be negated with a *Cure Disease, Heal, Miracle* or *Wish* spell.

Skills: A skulleon has a +8 racial bonus to Appraise, Spot, and Listen checks

Skulleons on Amberos

Skulleons are often ascribed to being remnants of dragons slain during the First Dragon War in Amberos's past. The draconic remains often linger in desolate areas, killing all that come near.



Slipnaer

Large Magical Beast (Air)

Hit Dice:	4d10+12 (34 hp)
Initiative:	+3 (+3 Dex)
Speed:	50 ft. (10 squares), fly 120 ft. (average) (24 squares)
Armor Class:	14 (-1 size, +3 Dex, +2 natural), touch 12, flat 11
BAB/Grapple:	+4/+13
Attack:	Hoof +8 melee (1d4+5)
Full Attack:	4 Hooves +8 melee (1d4+5) and bite +3 melee (1d6+2)
Space/Reach:	10-ft./10 ft.
Length:	12 ft. + 2d10 in. (12 ft. 11 in.)
Weight:	600 lbs + 2d8 x 25 lbs. (825 lbs.)
Special Att:	Trample 1d8+7
Special Qual:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +7, Will +2
Abilities:	S20 D17 C17 I10 W13 Ch8
Skills:	Hide -1, Jump +20, Listen +4, Spot +5
Feats:	Endurance, Run
Environment:	Any plains, forests, hills
Organization:	Solitary, Team (2-5), or Pack (5-20)
CR:	3
Treasure:	None
Alignment:	Always neutral (good)
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adj:	-

This appears to be a powerful, majestic horse with six legs instead of the normal four. It has a golden coat with glistening blue mane and tail, and its eyes glimmer with intelligence.

The slipnaer are magical horses capable of running on the wind in the same manner a horse glides over the plains. Unlike normal horses, the slipnaer has an extra set of powerful front legs, from which it's ability to fly is granted.

These magnificent beasts are often sought out by paladins to serve as mounts and companions. Druids and rangers have likewise used these creatures as mounts in the past, as have elves. Dwarves have legends of pony-sized slipnaer mounts, but many wonder what cave-dwelling dwarves would use the mounts for.

Slipnaer speak Auran and Elvin, when inclined. They are quite fond however, of neighing like horses around ignorant riders.

Combat

Slipnaer are descended from warhorse stock (or the reverse is true) and will fight if cornered or pressed, preferring to rely on their speed to escape lesser dangers. A cornered slipnaer will fight with hoof and bite, while one capable of outrunning a foe will generally attempt to trample anything in its way as it flees the area.

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

Training a Slipnaer

If a slipnaer is captured while still young, they can be trained to act as mounts. An adult slipnaer may act as a mount if it does so willingly; it cannot be forced. Training a slipnaer requires a DC 19 Animal Handling check and 6 weeks of training. A trained slipnaer cannot be used by anyone other than its trainer or those it chooses to allow to ride it, and thus cannot be purchased.

A slipnaer can carry up to 399 lbs. as a light load, 400-798 lbs. as a medium load, and 799-1,200 lbs. as a heavy load. A slipnaer can drag up to 6,000 lbs.



Slipnaer on Amberos

Lesser spawn of the sleeping god Odin's majestic horse in Asgard, slipnaer have been on Amberos since at least the Elvin Golden Age. They have mostly settled in the lands of Jsarath and South Jsarath, where warriors there highly prize capturing one for their own use.

Space Spore

Fine Plant (Swarm)

Hit Dice:	1d8 (4 hp)
Initiative:	+8 (+8 Dex)
Speed:	fly 120 ft. (good) (24 squares)
Armor Class:	26 (+8 size, +8 Dex), touch 26, flat-footed 18
BAB/Grapple:	0/-21
Attack:	–
Full Attack:	–
Space/Reach:	½ ft./0 ft.
Special Att:	Infect, sleep of the flesh
Special Qual:	Damage immunity, hive mind, improved evasion, low-light vision, plant traits, shape flesh, spawn
Saves:	Fort +2, Ref +8, Will +0
Abilities:	S1 D27 C11 I10 W10 Ch10
Skills:	Hide +26, Listen 0, Move Silently +10, Sense Motive +5, Spot 0, Survival +5
Feats:	Stealthy
Environment:	Any land
Organization:	Solitary, or Swarm (5-20)
CR:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adj:	-

You catch the whiff of what smells like fragrant flowers, and then feel an odd sensation – as if there were another presence wheedling into your own mind.

Space spores are a plant-based plague from the sky or the stars. It is thought that they either came to the world via a shooting star or may have come from another dimension. Single space spores are practically invisible to the eye. However, since they generally travel en masse, a colony of space spores appear as a silvery dust when they settle on objects. The spores smell of flowers, usually dandelions, though each colony has its own distinct tang. Creatures infected by space spores can be identified by the patch of boils and warts that appear on the infected area - usually the nape of the neck, chest or arms. As the host is consumed by the space spores, the victim will appear more and more gaunt, until the victim reaches a point it simply collapse into dust, freeing the spores to infect any surrounding living being.

A creature infected with space spores can be cured by means of a *neutralize poison* spell or the use of *command plants* spells that will force the space spores to exit the host body.

However, in the meantime, space spores are capable of granting willing hosts incredible powers, even as they slowly consume the host's body.

Combat

Space spores attack by infecting a host creature and subsuming its body. They can provide useful benefits to a willing host, making it stronger or more dangerous until the spores have consumed so much of the victim that it collapses into dust. Space spores will attempt to prevent a host creature from involving itself in obviously detrimental or suicidal actions – such as preventing the host from leaping into fire unprotected or jumping from a high precipice. If space spores find themselves within a host that resists them, they will attempt to shut the body down until they have finished subsuming the host. Space spores are capable of spawning duplicates of the hosts within a few hours after infection, using these duplicates to spread the space spores even further abroad.

Damage Immunity (Ex): Space spores are so small that it is impossible to attack them by physical means. Only area-effect attacks have any chance of injuring them.

Hive Mind (Su): The space spores grant the host a +4 bonus vs. charm related spells, and allows the host to communicate to the space spores directly. It also allows the space spores to be in mental contact with any spawn they have been created, regardless of the distance between the spores and the spawn.

Improved Evasion (Ex): If a space spore is allowed a Reflex saving throw against an attack and succeeds, it suffers no damage. If it fails the Reflex save, it still suffers only half damage.

Infect (Ex): When space spores encounter a potential host, they attempt to infect the host and bind with them. A victim who inhales a cloud of space spores must make a DC 14 Fort save or become infected. The amount the victim fails the saving throw by indicates the number of space spores that infect the character (up to the total number in the swarm). Once infected with space spores, the host is subjective to the space spore's other abilities.

If the space spore swarm fails to infect a victim, it remains in swarm form. On a failed save, the swarm is dispersed into the victim's body and becomes part of the character.

A space spore can only infect living creatures with a respiratory system. They cannot infect constructs, elementals, outsiders, undead, oozes and certain aberrations.

An infected individual can get rid of the spores only by means of a *Cure Disease*, *Heal*, *Limited Wish*, *Miracle*, *Restoration*, or *Wish* spell. The spell *Command Plants* can be used to force the spores to leave a victim, though doing so causes 1d4+1 Constitution damage to the victim.

Shape Flesh (Su): Space spores grant the host the ability to alter their bodily structure into new and useful ways. It requires a move-equivalent action and a DC 15 Fort save by the host to use this ability. The host can use this ability to perform any one of the following abilities:

- Up to +4 bonus to Strength per spore at the cost of 1 Dexterity point per bonus Strength point
- Up to +4 bonus to Dexterity per spore at the cost of 1 Strength point per bonus Dexterity point
- Up to a +4 natural armor class per spore at the cost of 1 Charisma point per bonus natural armor point
- Up to a +4 bonus to Constitution per spore at the cost of 5 feet of base movement
- Change features as per the *Alter Self* spell at the cost of 1 point of Constitution

These abilities last for 10 minutes before the character reverts to his former looks and scores. Lost ability points return at the end of the 10-minute period.

The following abilities can likewise be used as a full-round action that requires a DC 15 Fort save to use:

- Negate poison effects as if the space spores had 10 ranks of Healing at the cost of 1 point of temporary Wisdom drain
- Heal 1d8 hit points at the cost of 1 point of temporary Constitution drain
- Ignore the effects of fatigue for 24 hours at the cost of 1 permanent point of Constitution drain
- *Cure disease* as per the spell at the cost of 1 point of permanent Wisdom drain

These effects are permanent

Sleep of the Flesh (Su): When preparing to create spawn or if facing with a resistant host, space spores can attempt to put the host body into a catatonic state resembling sleep. The host may resist by making a successful Fort save (DC 14 + 1 per additional spore infecting the creature). A host under the influence of sleep of the flesh cannot resist the creation of spawn and cannot use the craft flesh ability. Sleep of the flesh lasts for up to 8 hours.

Spawn (Ex): At any time after 24 hours of infecting a host, the space spores may choose to create a space spore adult spawn from the host's body. The host may resist by making a Fort save (DC 17). Failure means the host suffers 1 point of permanent Constitution drain and 1d4 temporary Charisma ability damage. Space spores may only create one spawn in a 24-hour period. Generally speaking, space spores will attempt to create a spawn at least once a week, regardless whether the host wishes one to be created or not.

If the host body containing space spores is ever reduced to 1 point of Constitution remaining, the space spores will automatically begin to attempt to create a spawn and deny the host body the use of any of the shape flesh abilities until either Constitution rises above 1 or the space spores successfully generate a spawn (and thus slay the host).

Creating a spawn requires one hour. Until the required time passes, the spawn is helpless and can be killed automatically with a single coup de grace attack, though the host still suffers1 point of Constitution drain.

Space spores possess the following plant traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Plants breathe and eat, but do not sleep.

Space Spore Society

Space spores have a hive intelligence on par with that of other sentient creatures. Though they are capable of interacting with other sentient creatures, they tend not to become too involved with hosts or potential hosts, still seeing them as sources of food more than allies or friends. Space spores are capable of thought and can learn; in some cases they have been able to be coerced to give up a host if a suitable replacement can be found. Space spores prefer to infect sentient creatures as they feel a peculiar "bond" to such creatures, and may become a companion of sorts to a host if accepted.

Space Spores on Amberos

It is unknown where space spores exactly hail from, but they occasionally drift to Amberos and infuse themselves into an individual. Their appearance is usually presaged by the arrival of a meteor or other object from the heavens.

Algalue dragonfolk know of, and hate Space Spores. The dragonfolk will generally burn any individual they know of to be infected with space spores to a crisp.

Space Spore Spawn

Once space spores have infected a creature, some of the spores begin to grow and mature. Once the spore matures, at about the size of a small orange, it falls away from the host and continues to grow over the next few hours until it is the size of the infected host. It then assumes the general shape of the infected host, though it is still a plant inside. Once the space spore is fully matured, it goes forth to spread the immature spores it contains to other hosts.

Hit Dice: The space spore spawn has the racial hit dice of the host it copies, +2 additional HD. All hit dice are d8's. If the being had class levels, the space spore spawn copies 2/3rds of the host's levels and class-related abilities (round down).

Speed: The space spore spawn gains the base movement rate of the host it copies, including flying, burrowing or other movement rates

Armor Class: The space spore spawn has a natural AC of +3 per 4 HD, regardless of the host's real natural armor class. Though a space spore spawn may appear to wear armor, it gains no AC bonus for such equipment. In truth, such "armor" is colored bark of the space spore spawn.

BAB/Grapple: Advances as a plant equal to the modified hit dice of the space spore adult, plus copied class levels.

Attack: Space spore spawns use a slam attack based on their size or can employ simple weapons they acquire. They cannot copy weapons or other gear the host body has access to. In most cases, if the host that was copied is currently unconscious (usually due to the *Sleep of the Flesh* ability of the spores), a space spore spawn will "borrow" its host's armor, weapons and other equipment.

Special Attacks: The space spore spawn has the spore special ability and spell spores special abilities as follows:

- **Spores(Ex):** As an attack action that provokes an attack of opportunity, an space spore spawn can release a cloud of spores that affects all breathing creatures within 10 feet of the space spore spawn. Those who fail their saving throw (10 + ½ space spore spawn's hit dice + Con modifier) become infected with space spores. Use of this ability kills the space spore spawn.
- **Spell Spores (Sp):** A space spore spawn can cast spells as a sorcerer from the Universal, Illusion and Enchantment schools. Their casting level is equal to their hit dice (not including class levels). Spell DCs are 10 + spell level. Space spore spawns ignore spell level limits based on Charisma score.

Special Qualities: The space spore spawn has the following special abilities.

- **Alter Appearance (Su):** As a move-equivalent action, a space spore spawn can alter its appearance slightly. These alterations allow the space spore spawn to appear to alter its clothes, appear wounded or devoid of wounds or certain scars, appear to have tattoos or the lack of tattoos, shorten or lengthen hair, or even make hair appear up to 25% lighter or darker. The change requires a DC 12 Control Shape skill check for minor changes (1-2 alterations), a DC 15 Control Shape skill check for moderate changes (3-5 alterations) and a DC 17 Control Shape skill check for major changes (6+ alterations, or disguising wounds).
- **Bound (Su):** A space spore spawn is supernaturally bound to both the host and space spores that spawned it. If either is slain, or the space spores are ejected from a host body, the space spore spawn is instantly slain.
- **Empathic Link (Su):** A space spore spawn shares a supernatural bond to the space spores that created it and the host body it emulates. While on the same plane, a space spore spawn is always aware of the status of both the space spores and the host body it emulates, as well as the general direction and distance to either.
- **Read Mind (Su):** The space spore spawn is in constant mental contact with the host it has copied. It can draw on the memories, but not emotions, of the original. This grants the space spore spawn a +15 bonus to disguise while attempting to pretend to be the host it copies.
- As plants, space spore spawns gain plant qualities.

Saving Throws: A space spore spawn's best saving throw is Fortitude. Its saving throws are based on hit dice and copied levels, not on the host's original saves.

Abilities: The space spore spawn's Strength, Constitution and Dexterity scores are equal to the host's base scores, with a +9 bonus to each. A space spore spawn always has an intelligence, wisdom and charisma of 10, regardless of the host's original scores. However, the space spore spawn may ignore any ability limits when casting spells (as it uses the hive mind's mental statistics to fuel such endeavors).

Skills: Space spore spawns gain skill points as a plant equal to their hit dice. Space spore spawn treat the following skills as racial skills. Bluff, Control Shape, Disguise, Forgery, Listen, Spot, Sense Motive, Climb, and Swim. When purchasing skills for class levels, they must take ranks in skills available to the original creature and cannot exceed 2/3 the number of ranks available to the original creature, except in the racial skills listed above. They may not take ranks in any Knowledge, Craft, Perform or Profession skills.

Feats: Space spore spawn gain feats based on their hit dice and class levels, chosen from feats available to the copied being. If the space spore spawn happens to have more feats than the original, one of the extra feats must be Deceitful.

Challenge Rating: As original, modified by the creature's original hit dice (not counting class levels). 1-3 HD (+1); 4-6 HD (+2); 7+ HD (+3). If the original creature had class levels, modify the CR based on the class levels lost.

Sample Space Spore Spawn

Human Commoner 1
Medium Plant

Hit Dice:	3d8+12 (25 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 feet (6 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
BAB/Grapple:	+2/+6
Attack:	Slam +6 melee (1d4+4)
Full Attack:	Slam +6 melee (1d4+4)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 9 in.
Weight:	195 lbs.
Special Att:	Spell spores, spores
Special Qual:	Alter appearance, bound, empathic link, low-light vision, plant traits, read mind
Saves:	Fort +7, Ref +5, Will +1
Abilities:	S19 D19 C19 I10 W10 Ch10
Skills:	Bluff +3, Control Shape +3, Disguise +2, Forgery +2, Listen 0, Sense Motive +3, Spot 0
Feats:	Deceitful, Simple weapon proficiency[B], Skill Focus
Environment:	Any land
Organization:	Solitary, Brood (2-5), Pod (5-20), Garden (20-40), or Plague (40-60)
CR:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adj:	-

Space spore spawns have taken on the identity of the victim infected with space spores. They look and talk like the victim they have copied, though their allegiance is to the space spore hive mind. The goal of an space spore spawn is to locate more hosts to infect and add to the space spore hive mind. Space spore spawns are capable of communicating with other sentient creatures, as well as interacting with them. Unlike many other predatory plants, space spore spawns can be reasoned with and may agree to give up host bodies in exchange for a more suitable host. Space spore spawns can speak all the languages of the host creature they have copied.

Combat

Space spore spawns generally only attack to defend themselves or the space spore colony. They may also "attack" when attempting to infect a new host body, and in the latter cases use their spore attack to attempt to infect the victim.

When forced to fight to defend themselves or the space spore colony, space spore spawns generally attack by slamming their opponents with their fists. They are capable of using simple weapons, but lack the understanding to use most martial or exotic weapons, unless the host they copy likewise can use the weapon. Likewise, the space spore spawn can use shields, if the wielder is proficient in them as well. The concept of armor is generally beyond their understanding, even if the host is proficient with such items.

Alter Appearance (Su): As a move-equivalent action, a space spore spawn can alter its appearance slightly. These alterations allow the space spore spawn to appear to alter its clothes, appear wounded or devoid of wounds or certain scars, appear to have tattoos or the lack of tattoos, shorten or lengthen hair, or even make hair appear up to 25% lighter or darker. The change requires a DC 12 Control Shape skill check for minor changes (1-2 alterations), a DC 15 Control Shape skill check for moderate changes (3-5 alterations) and a DC 17 Control Shape skill check for major changes (6+ alterations, or disguising wounds).

Bound (Su): A space spore spawn is supernaturally bound to both the host and space spores that spawned it. If either is slain, or the space spores are ejected from a host body, the space spore spawn is instantly slain.

Empathic Link (Su): A space spore spawn shares a supernatural bond to the space spores that created it and the host body it emulates. While on the same plane, a space spore spawn is always aware of the status of both the space spores and the host body it emulates, as well as the general direction and distance to either.

Spell Spores (Sp): A space spore spawn can cast spells as a 4th level sorcerer from the Illusion and Enchantment schools. Spell DCs are 10 + spell level.

Spores (Ex): As an attack action that provokes an attack of opportunity, a space spore spawn can release a cloud of spores that affects all breathing creatures within 10 feet of the space spore spawn. Those who fail their saving throw (Fort DC 15) become infected with space spores. Use of this ability kills the space spore spawn.

Read Mind (Su): The space spore spawn is in constant mental contact with the host it has copied. It can draw on the memories, but not emotions, of the original. This grants the space spore spawn a +15 bonus to disguise while attempting to pretend to be the host it copies.

Typical Spell List

(6/5; Caster Level 3; Spell DC 10 + Spell Level)
0: *Arcane Mark, Daze, Ghost Sound, Prestidigitation*
1st: *Charm Person, Sleep*

Space spore spawn Society

Space spore spawns exist only to spread spores to other hosts or to aid a colony of space spores to move from one area to another. Once they have completed their mission, most space spore spawns collapse into a pile of foul-smelling compost.

Space Spore Spawn Scout

(Original: Human Rogue 5)
3HD Space Spore Spawn Rogue 3;**hp:** 48
S22 D25 C19 I10 W10 Ch10;**Fort** +8**, Ref** +11**, Will** +2
Init: +11 **Move:** 30 ft.
AC: 20 (+7 Dex, +3 natural), touch 17, flat 13
BAB/Grapple: +4/+10
Full Attack: *+1 rapier* +12 melee (1d6+7;18-20/x2) or composite shortbow (+1 Str) +11 ranged (1d6+1;x3)
Special Att: Sneak attack +2d6, spell spores, spores
Special Qual: Alter appearance, bound, empathic link, evasion, low-light vision, plant traits, read mind, trapfinding, trap sense +1
Skills: Bluff +6, Control Shape +0, Disable Device +3, Disguise +8, Forgery +2, Hide +10, Listen +3, Move Silently +10, Open Lock +10, Search +3, Sleight of Hand +10, Spot +0, Tumble +10
Feats: Deceitful, Improved Initiative, Weapon Finesse
CR: 4
Gear: *+1 rapier* (2,315 gp), composite shortbow (+1 Str) (150 gp)
Total: 2,465 gp (3,300 gp)

Evasion (Ex): A space spore spawn scout can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A space spore spawn scout gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Typical Spell List

(6/5; Caster Level 3; Spell DC 10 + Spell Level)
0: *Arcane Mark, Daze, Ghost Sound, Prestidigitation*
1st: *Charm Person, Sleep*

Space Spore Spawn Warrior

(Original: Human Fighter 5)
3HD Space Spore Spawn Fighter 3;**hp:** 66
S25 D22 C23 I10 W10 Ch10;**Fort** +12**, Ref** +8**, Will** +2
Init: +6 **Move:** 30 ft.
AC: 21 (+6 Dex, +3 natural, +2 large steel shield), touch 16, flat 15
BAB/Grapple: +5/+12
Full Attack: *+1 bastard sword* +14 melee (1d10+8;19-20/x2) or composite longbow (+3 Str) +11 ranged (1d8+3;x3)
Special Att: Spell spores, spores
Special Qual: Alter appearance, bound, empathic link, plant traits, read mind
Skills: Climb +8, Control Shape +7, Disguise +9, Forgery +2, Listen +0, Ride +9, Spot +0
Feats: Cleave, Deceitful, Exotic Weapon Proficiency (Bastard Sword)[F], Power Attack, Weapon Focus[F]
CR: 4
Gear: large steel shield (20 gp), *+1 bastard sword* (2,335 gp), composite longbow (+3 Str) (400 gp)
Total: 2,755 gp (3,300 gp)

Typical Spell List

(6/5; Caster Level 3; Spell DC 10 + Spell Level)
0: *Arcane Mark, Daze, Ghost Sound, Prestidigitation*
1st: *Charm Person, Sleep*

Space Spore Spawn Symbiote

(Original: Human Rogue 5/Fighter 5)
3HD Space Spore Spawn Rogue 3/Fighter 3;**hp:** 94
S24 D25 C22 I12 W10 Ch8;**Fort** +12**, Ref** +12**, Will** +3
Init: +11 **Move:** 30 ft.
AC: 22 (+7 Dex, +3 natural, +2 heavy steel shield), touch 17, flat 15
BAB/Grapple: +7/+14
Full Attack: *+1 rapier* +16/+11 melee (1d6+8;19-20/x2) or composite longbow (+2 Str) +14/+9 ranged (1d8+2;x3)
Special Att: Sneak attack +2d6, spell spores, spores
Special Qual: Alter appearance, bound, empathic link, evasion, low-light vision, plant traits, read mind, trapfinding, trap sense +1
Skills: Bluff +6, Climb +10, Control Shape +6, Disable Device +3, Disguise +2, Forgery +2, Hide +10, Listen +3, Move Silently +10, Open Lock +10, Ride +10, Search +3, Sleight of Hand +10, Spot +0, Tumble +10
Feats: Deceitful, Dodge, Improved Initiative, Mobility, Spring Attack[F], Weapon Focus (Rapier)[F],
CR: 8
Gear: heavy steel shield (20 gp), *+1 rapier* (2,315 gp), composite longbow (+2 Str) (300 gp)
Total: 2,635 gp (9,400 gp)

Evasion (Ex): A space spore spawn scout can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Trap Sense (Ex): A space spore spawn scout gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Typical Spell List

(6/5; Caster Level 3; Spell DC 10 + Spell Level)
0: *Arcane Mark, Daze, Ghost Sound, Prestidigitation*
1st: *Charm Person, Sleep*

Sslaunn

Aunn is a fey word that describes the most secret power of Nature itself. Only a few elves and other faerie creatures of the most ancient and wild forests, which keep it a secret from any who would attempt to steal or corrupt it, know the secret of the Aunn. Sometimes, the Aunn shows its mighty and terrible secrets to creatures that have lived in harmony with nature, granting the being with a powerful gift of nature itself. Any creature able to manipulate the power granted by the Aunn is known as a Sslaunn.

Mastering the secret of Aunn is not a process that can be conquered by sheer will. Since the Aunn is an intelligent manifestation of the forces of nature itself, only those who have proved themselves conscience of nature's balance, and who have strove to preserve nature at all costs are ever bestowed the mantle of the power of the Aunn. More often than not, those who act without desire to reap the benefits of the Aunn are contacted and gifted by the Aunn with its power. Even among druids, for example, a wielder of Aunn is almost unheard of.

Sslaunn is a template that may be applied to any humanoid, beast or fey being of Neutral alignment. It's type changes to Fey with the Shapechanger descriptor.

Hit Dice: any racial hit dice changes to 1d6. Hit dice from classes are unaffected.

Speed: the Sslaunn's base speed increases by 10 feet.

Special Qualities: the Sslaunn gains the following abilities:

- **Shapechange (Su):** as per the 9th level sorcerer spell at will at a casting level equal to the Sslaunn's hit dice or levels. The shapechange is limited to animal or magical beast forms.
- **Resistance to Fire, Cold, Acid, Electricity and Sonic (Su):** The Sslaunn gains 1 point of resistance per Hit Dice it has to all attacks involving Fire, Cold, Acid, Electricity or Sonic damage.
- **Secrets of the Aunn (Sp):** A Sslaunn can cast spells as if it were a druid of a level equal to its hit dice and/or levels. Spell DC's are 10 + spell level + Wisdom modifier.

Abilities: A Sslaunn gains +4 Strength, +4 Dexterity, +4 Constitution, +4 Wisdom.

Skills: Knowledge (Nature) and Survival become class skills. The Sslaunn gains a +8 racial bonus to Knowledge (Nature).

CR: +2

Level Adjustment: +4

Sslaunn on Amberos

Oddly, Belli has no control over the granting or removal of the Aunn's power. It seems that the Aunn is a presence separate from Belli himself, though it seems to have an intelligence and will of its own.

Fey tend to be the common recipients of the Aunn's secret, though during the Rage of the Dead, the Aunn did grant its abilities to two humans – Sring and Lring of Kingscleave Forest, who used their ability to hunt down and destroy the demigod, Tuma.

Dryad Sslaunn

Medium Fey (Shapechanger)

Hit Dice:	4d6 + 8 (22 hp)
Initiative:	+6 (+6 Dex)
Speed:	40 ft. (8 squares)
Armor Class:	19 (+6 Dex, +3 natural), touch 19, flat 10
BAB/Grapple:	+2/+4
Attack:	Dagger +8 melee (1d4+2;19-20/x2) or mw composite longbow (+2 Str) +9 ranged (1d8+2;x3)
Full Attack:	Dagger +8 melee (1d4+2;19-20/x2) or mw composite longbow (+2 Str) +9 ranged (1d8+2;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 6 in.
Weight:	130 lbs.
Special Att:	Spells, Spell-like abilities
Special Qual:	DR 5/cold iron, resist fire, cold, acid, electricity and sonic 4, secrets of the Aunn, shapechange, tree dependant, wild empathy
Saves:	Fort +5, Reflex +10, Will +8
Abilities:	S14 D23 C15 I14 W19 Ch 18
Skills:	Escape Artist +13, Handle Animal +11, Knowledge (nature) +19, Listen +11, Move Silently +13, Ride +8, Spot +11, Survival +11, Use Rope +6 (+8 with bindings)
Feats:	Great Fortitude, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
CR:	5
Treasure:	Standard
Alignment:	Usually Chaotic Good
Advancement:	By character class

Standing before you is a beautiful female humanoid, whose features are similar to a female elf. However, her skin is like that of smoothed oak wood, and her hair is as if it were made of the flaxen wheat itself.

A sslaunn dryad's delicate features are much like a female elf 's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves, flowers or summer grass. However, because she is infused with the power of the Aunn, her features are always fine and the hair always remains bright and lustrous, despite the season.

Combat

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

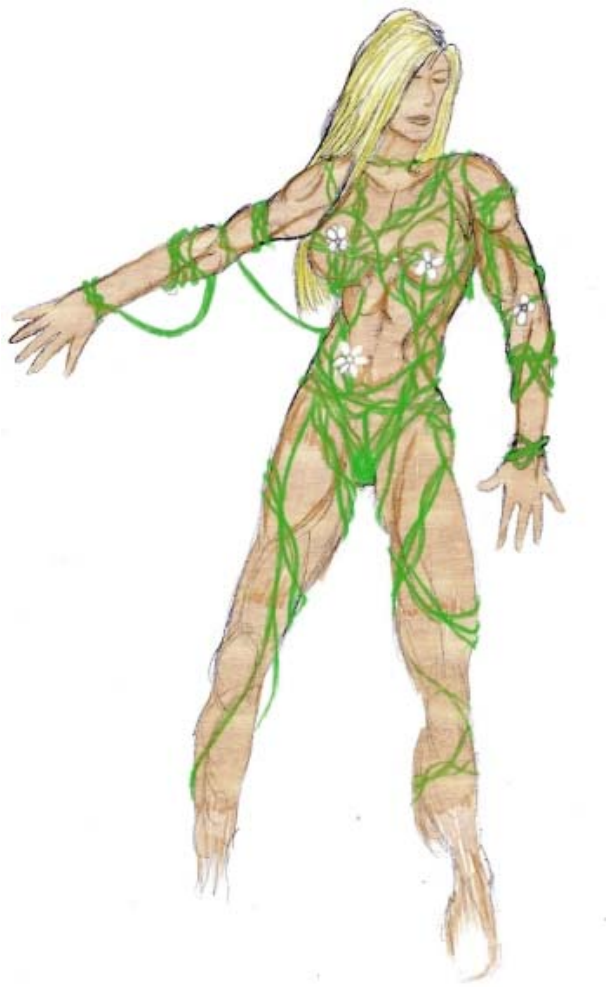
Secrets of the Aunn (Sp): A Sslaunn dryad can cast spells as if it were a 4th level druid. Spell DC's are 14 + spell level. The saves are Wisdom based.

Spell-Like Abilities: At will—*Entangle* (DC 13), *Speak with Plants, Tree Shape;* 3/day— *Charm Person* (DC 13), *Deep Slumber* (DC 15), *Tree Stride;* 1/day—*Suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Shapechange (Su): as per the 9th level sorcerer spell at will as a 4th level caster. The shapechange is limited to animal or magical beast forms.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

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



Typical Spell List

(5/5/3; Caster Level 4;Spell DC 14 + Spell level)

0: *Create Water, Guidance, Mending, Purify Food & Drink, Resistance*

1st: *Calm Animals, Cure Light Wounds, Detect Animals or Plants, Goodberry, Obscuring Mist*

2nd: *Animal Messenger, Delay Poison, Resist Energy*

Stormbringer

Huge Elemental (Air, Native)

Hit Dice:	18d8+90 (171 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 feet (6 squares) fly 120 ft.(good)
Armor Class:	19 (-2 size, +3 Dex, +8 natural), touch 11, flat 16
BAB/Grapple:	+13/+24
Attack:	Bite +16 melee (2d6+5 + 2d6 electrical)
Full Attack:	Bite +16 melee (2d6+5 + 2d6 electrical), 2 claws +11 melee (2d4+2 + 2d6 electrical)
Space/Reach:	15-ft./10 ft.
Length:	14 ft + 2d6 ft. (21 ft.)
Weight:	2,000 lbs + 2d4x100 lbs (2,500 lbs.)
Special Att:	Sonic screech
Special Qual:	Protective aura, resistance to energy, spell-like abilities
Saves:	Fort +11, Ref +16, Will +8
Abilities:	S20, D17, C21, I12, W14, Ch19
Skills:	Bluff +6, Diplomacy +6, Knowledge (The Planes) +8, Listen +9, Sense Motive +9, Spot +23, Survival +9
Feats:	Alertness, Cleave, Flyby Attack, Lightning Reflexes, Power Attack, Snatch, Sunder
Environment:	Any desert, hills, or mountains
Organization:	Solitary, Pair, Bunch (2-5), or Knot (5-20)
CR:	15
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	19-36 HD (Huge); 37-54 HD (Gargantuan)

A huge, electrically charged, blue bird fills the air before you. Blasts of charged blue lightning streak out from the creature to touch every surface within a few feet as it passes over the ground. It screeches with a voice like pealing thunder as it prepares to pass over you.

The stormbringer is a huge, electric, blue falcon created from a mixture of the elemental plane of air and the positive energy plane. The creature is wreathed in a crackling display of blue lightning and its deep, bird-like screech rolls with deep thunder. An adult stormbringer has a wingspan averaging 32 feet.

Stormbringers are fairly knowledgeable, and can occasionally be approached to discuss matters of weather or cajole the bird into seeking some difficult to spot location, person or item. stormbringers can speak Auran and common, and generally are more inclined to help those who approach them speaking Auran.

Combat

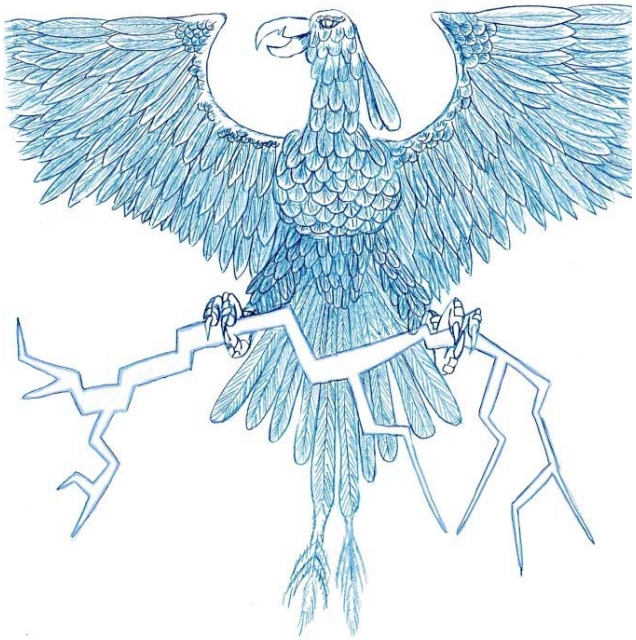
Stormbringers are temperamental creatures, and may decide to attack others for little or no reason. They generally engage by swooping across foes as it screams, leaving behind a wake of sonic damage that stuns them. It will then usually wheel about to snatch a stunned foe and carry it aloft, where its crackling aura will fry the victim. stormbringers are determined attackers, though they have been known to break off combat to seek an opponent at a later date.

Sonic Screech (Su): The screech of the Stormbringer affects a cone-like area 30 feet long. Those caught in the area of effect must make a Fort DC 24 save or suffer 9d6 sonic damage and be stunned for one round. Those who make their saving throw suffer half damage and are not stunned, though they suffer a -2 to hit and AC.

Protective Aura (Su): The Stormbringer is shrouded in a dancing sheet of electrical power. Anyone within 5 feet of the stormbringer must make a Reflex save DC 24 or suffer 2d6 electrical damage. A successful save halves the damage.

Resistance to Energy (Ex): A Stormbringer has electrical and sonic resistance 20.

Spell-like Abilities (Sp): A stormbringer can use the following spell-like abilities. *Call Lightning* – at will, *Control Weather* – at will, *Gust of Wind* – at will, *Storm of Vengeance* – 1x/day, *Summon Nature's Ally* – 3x/day (air creatures only), *Whirlwind* – 1x/day, *Wind Wall* – at will. Caster level 18. Spell DC 14 + spell level. Any of the spells above that require concentration to sustain or direct can be controlled by the stormbringer as a free action.



Stormbringers on Amberos

Vermnia, the Queen of Storms, is attributed with the creation of stormbringers; she seems to use them to manage and create storms that pass across Amberos.

Tamani

Huge Giant

Hit Dice:	9d8+45 (85 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 ft. (8 squares)
Armor Class:	14 (-2 size, +2 Dex, +4 natural), touch 10, flat-footed 12
BAB/Grapple:	+6/+25
Attack:	Claw +15 melee (1d8+11)
Full Attack:	2 Claw +15 melee (1d8+11), bite +10 melee (2d6+5)
Space/Reach:	15-ft./15 ft.
Special Att:	Ray
Special Qual:	Darkvision 60 ft., SR 20, spells
Saves:	Fort +8, Ref +5, Will +7
Abilities:	S33 D15 C21 I17 W13 Ch21
Skills:	Concentration +21, Hide -6, Knowledge (Arcana) +15, Knowledge (history) +15, Listen +7, Spellcraft +15, Spot +7
Feats:	Augment Summoning, Weapon Focus (Magic Ray), Spell Focus (Conjuration)
Environment:	Any mountain
Organization:	Solitary, Pair, Covey (2-5), Clan (5-20), or Gathering (20-40)
CR:	6
Treasure:	None
Alignment:	Always Chaotic neutral
Advancement:	10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adj:	–

This tall humanoid stands nearly thirty feet tall and is covered in warts and thick hair. Its long face has a thin, long nose and its eyes glow with a greenish fire. Its long arms end in cruel bluish-white claws that match the tusks protruding upward from its maw. The creature's clothes are a patchwork of material, inscribed with all sorts of magical formulas, runes and glyphs.

Tamani are spellcasting giants related to trolls. Though they lack the regeneration properties of their kin, they can be every bit as ferocious, battle-hungry and cruel.

Despite their great intelligence, Tamani are spell-thieves. They often raid the lands of other creatures looking for magic gear, spellbooks and other magical components or items. They are rarely willing to trade for what they can just take by force, and have been known to enslave spellcasters for their own use.

Tamani speak common, goblinoid and Giant.



Combat

Tamani prefer to use spells instead of melee combat, but have been known to grapple and tear opponents apart if they get too close, or if the Tamani becomes otherwise enraged.

Since Tamani attacks are rarely planned ahead, they don't often employ complex tactics or plan out traps or ambushes. However, with just the right nudge, they can be dangerous, intelligent opponents capable of employing advanced tactics, setting up traps and even working in tandem with others to deadly effect.

Magic Ray (Sp): As a standard action, a Tamani can unleash a magical ray of one energy of its choosing (Acid, Fire, Ice, or Sonic). This is a ranged touch attack with a range of 90 feet with a +9 attack bonus. Those struck by the ray suffer 4d6 damage of the appropriate energy type. A tamani can generate this attack at will, but the energy type a tamani can use remains constant and cannot be changed. This attack is considered a 4th level spell with a

caster level of 9.

Spells: A tamani can cast spells as if it were a 4th level sorcerer. They tend to prefer utility spells that complement their magic ray attack.

Tamani Society

Tamani live in clans, each centered around a mystical approach to magic and often descended from a common ancestor. Most tamani have approaches to magic are superstitious in nature, and the tribes tend to believe that their magical powers are derived from spirits that inhabit their community, and that these spirits must be appeased and bound to the community by repeated rites, taboos and sacrifices (often of food and/or material objects – rarely is the sacrifice of a living being used as rite).

Tamani clans tend to live in huts made of thatched mud and are relatively primitive in nature. Tamani often engage in a small bit of agricultural farming and herding livestock, coupled with occasional raids for the niceties of civilization. Some tamani tribes actively barter with other races and have no compunction dealing with good or evil beings – nor any compunction raiding such individuals of their wealth if they think they can get away with it.

There are a few rare lone Tamani nomads, known among the other Tamani as rogues. They are easy to identify by the strange magic symbols they have burned into their flesh to bind magic spirits to their service. They are greatly feared and reviled among tamani tribes for they tend to be capricious, greedy and cruel, taking what they want and leaving behind a trail of destruction.

Typical Spell List

(6/8/5;Caster Level 4;Spell DC 15 + Spell level)

0: *Arcane Mark, Dancing Lights, Ghost Sound, Mage Hand, Message, Resistance*

1st: *Charm Person, Resist Energy, Web*

2nd: *Summon Monster II*

Tamani on Amberos

The tamani tend to live in the Crystalmire mountain chain, where they descend on surrounding areas in search for magic, then return to the mountains when finished. Since Tamani raids are infrequent, they are difficult to predict and chasing down the culprits is quite difficult in the dangerous mountain terrain.

Taurii

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft. (4 squares) in breastplate; base speed 30 ft.
Armor Class:	17 (+2 natural, +5 breastplate), touch 10, flat-footed 17
BAB/Grapple:	+2/+4
Attack:	Large Greatsword +5 melee (3d6+2;19-20/x2) or composite longbow (+2 Str) (2d6+2;x3)
Full Attack:	Large Greatsword +5 melee (3d6+2;19-20/x2), gore +4 melee (1d6+1) or composite longbow (+2 Str) (2d6+2;x3)
Space/Reach:	5-ft./5 ft.
Height:	6 ft. 6 in. + 2d4 in. (6 ft. 10 in.)
Weight:	300 lbs. + 2d10 x 17 lbs. (487 lbs.)
Special Att:	–
Special Qual:	Darkvision 60 ft., powerful build
Saves:	Fort +1, Ref +3, Will +3
Abilities:	S15 D10 C12 I9 W10 Ch8
Skills:	Balance -4, Climb -2, Escape Artist -4, Hide -4, Jump -8, Listen 0, Move Silently -4, Profession +5, Sleight of Hand -4, Spot 0, Swim -6, Tumble -4
Feats:	Weapon Focus(Greatsword)
Environment:	Any land
Organization:	Solitary, Crew (2-5), Ride (5-20), Drove (20-40), or Horde (40-60)
CR:	1
Treasure:	Standard
Alignment:	Often lawful neutral
Advancement:	By Character Class
Level Adj:	+2

This bull-headed humanoid stands nearly seven feet tall. It wears a breastplate that is smeared with what seems to be blood and carries a ornate greatsword on its back.

Taurii, or the less flattering bovinefolk, are a race of warrior-humanoids one step removed from minotaurs. Less feral and evil than their minotaur kin, Taurii tend to be more widely accepted in civilized areas and often make a living by selling their services as musclemen, bodyguards or even as mercenary soldiers.

Taurii speak Common.

Combat

Taurii rely on their great strength and often rush their opponent, attempting to end any battle quickly and decisively. They are fully capable of working as part of a group or as an individual.

Taurii are known for their composure and adherence to the chivalric ideals of combat. Though they are capable of wading into a line of lesser foes and defeating them, they often prefer to test themselves against skilled foes in one-on-one combat.

Taurii who have been captured in combat often are willing to serve their captor for a year and a day as a sign of respect. However, it is against the Taurii code of conduct to act against a former employer until at least a month has passed, out of respect. Most Taurii asked to act against a former compatriot will directly refuse; only those that have been mistreated or cheated by their former employer would dare to strike back at those who employed them.



Powerful Build (Ex): The physical stature of taurii lets them function in many ways as if they were one size category larger.

Whenever a taurii is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him.

A taurii is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A taurii can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Taurii Society

Most Taurii travel in small mercenary bands looking for work. There are relatively few communities consisting of only Taurii, but they do exist. These Taurii civilizations tend to mimic nearby human settlements, and often welcome other races (especially humans) into their midst. Though Taurii make poor farmers and the like, they make excellent blacksmiths and armorsmiths and often use these skills to trade with nearby settlements for the goods they need - such as crops, meat, clothing and other goods.

Taurii on Amberos

The Taurii were once human followers of Titanicus, the Bloody-handed god of War. When Titanicus betrayed Ziga during the Elvin Golden Age, she not only divorced herself from him, but transformed him into the first minotaur, as well as transforming Titanicus's followers into a similar shape. The more bloody-minded of Titanicus's followers, and his favorites, became true minotaurs. The more reserved and less devoted of Titanicus's followers became the Taurii, and the experience spooked them.

The Taurii quickly gathered and instituted a code of conduct among their kind to prevent themselves from devolving as the transformed goblinoids had done. It was among the Taurii that the chivalric codes of conduct in war were drafted. So profound were the Taurii's code that they were adopted by the Kingdom of Molvak (whom sported large mercenary armies, some of them Taurii in nature), and even to this day are still in use by many human kingdoms across Amberos.

Taurii Characters

Taurii are constantly wandering in search of work, and their trade often brings along the promise of adventure. All Taurii have the following abilities.

- **Monstrous Humanoid Type**
- **Darkvision 60 ft.**
- **Medium size**
- **Base movement 30 ft.**
- **2d8 Racial Hit Dice.** To this total, the Taurii adds 2x his Constitution modifier (1 hp/HD min).
- **+2 Natural Armor.**
- **Base Attack Bonus +2.**
- **Base Saves Fort +0, Reflex +3, Will +3**
- **(2 + Int mod) x 5 skill points.** A Taurii's racial skills are Craft, Profession, Listen and Spot.
- **Str +4, Con +2, Int –2, Cha –2.** Taurii are strong and hardy, but their curse has stolen some of their intellect and somewhat anti-social.
- **Powerful Build (Ex):** The physical stature of taurii lets them function in many ways as if they were one size category larger. Whenever a taurii is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A taurii is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A taurii can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- **Natural Attack.** A taurii has a natural gore attack that deals 1d6 + Str modifier damage.
- **Automatic Languages:** Common **Bonus Languages:** Any, except secret languages such as druidic.
- **Favored Class:** Fighter.
- **Level Adj:** +2

Following their transformation, most Taurii turned from worshipping Titanicus to worshipping Visha. A priest of Visha can choose two of the three domains of Protection, Strength or War.

Taurii Captain

2HD Taurii Fighter 5 ;**hp:** 57
S20 D13 C16 I10 W10 Ch6;**Fort** +7**, Ref** +5**, Will** +4
Init: +1 **Move:** 20 ft.
AC: 22 (+1 Dex, +2 natural, +9 *Full Plate +1*), touch 11, flat 21
BAB/Grapple: +7/+12
Full Attack: *+1 large greatsword* +14/+9 melee (3d6+10;19-20/x2), gore +12 melee (1d6+5)
or composite longbow (+5 Str) (2d6+5;x3)
Special Att: –
Special Qual: Powerful build
Skills: Climb +0, Craft (Armorsmith) +5, Escape Artist –4, Hide –4, Intimidate +4, Jump -6, Listen +5, Move Silently –4, Spot +5, Swim –15
Feats: Cleave, Dodge, Improved Overrun, Power Attack[F], Weapon Focus (Greatsword)[F], Weapon Specialization (Greatsword)[F]
CR: 6
Gear: *full plate +1* (2,360 gp), *+1 large greatsword* (2,400 gp), composite longbow (+5 Str) (700 gp)
Total: 5,460 gp (5,600 gp)

Taurii General

2HD Taurii Fighter 10 ;**hp:** 100
S21 D13 C16 I10 W10 Ch6;**Fort** +10**, Ref** +7**, Will** +6
Init: +1 **Move:** 20 ft.
AC: 24 (+1 Dex, +2 natural, +11 *Full Plate +3*), touch 11, flat 23
BAB/Grapple: +12/+17
Full Attack: *+2 Large Greatsword* +21/+16/+11 melee (3d6+11;19-20/x2)
or composite longbow (+5 Str) (2d6+5;x3)
Special Att: –
Special Qual: Powerful build
Skills: Climb +5, Craft (Armorsmith) +5, Escape Artist –4, Hide –4, Intimidate +9, Jump -6, Listen +5, Move Silently –4, Spot +5, Swim –15
Feats: Blind-Fight[F], Cleave, Dodge, Greater Weapon Focus (Greatsword)[F], Iron Will, Improved Bull Rush[F], Improved Overrun, Power Attack[F], Weapon Focus (Greatsword)[F], Weapon Specialization (Greatsword)[F]
CR: 11
Gear: *full plate +3* (10,360 gp), *+2 large greatsword* (8,400 gp), composite longbow (+5 Str) (700 gp), *potion of cure moderate wounds* (300 gp), *potion of bull's strength* (300 gp), *potion of heroism* (750 gp)
Total: 20,810 gp (21,000 gp)

Taurii WarKing

2HD Taurii Fighter 15;**hp:** 159
S26 D13 C18 I10 W10 Ch6;**Fort** +13**, Ref** +9**, Will** +8
Init: +1 **Move:** 20 ft.
AC: 24 (+1 Dex, +2 natural, +11 *Moderate Fortification Full Plate +3*), touch 11, flat 23
BAB/Grapple: +17/+25
Full Attack: *+2 Large Greatsword* +28/+23/+18/+13 melee (3d6+16;17-20/x2), gore +25 melee (1d6+6)
Or *+1 composite longbow (+8 Str)* +19 ranged (2d6+9;x3)
Special Att: –
Special Qual: Powerful build
Skills: Climb +5, Craft (Armorsmith) +5, Escape Artist –4, Hide –4, Intimidate +9, Jump -1, Listen +5, Ride +6, Move Silently –4, Spot +5, Swim –15
Feats: Blind-Fight[F], Cleave, Dodge, Greater Weapon Focus (Greatsword)[F], Greater Weapon Specialization (Greatsword)[F], Iron Will, Improved Bull Rush[F], Improved Critical (Greatsword), Improved Overrun, Lightning Reflexes, Mounted Combat[F], Power Attack[F], Weapon Focus (Greatsword)[F], Weapon Specialization (Greatsword)[F]
CR: 16
Gear: *moderate fortification full plate +3* (43,360 gp), *+2 large greatsword* (8,400 gp), *+1 composite longbow (+8 Str)* (3,300 gp), *belt of giant strength +4* (16,000 gp), *amulet of health +2* (4,000 gp), *cloak of protection +1* (1,000 gp), *potion of cure serious wounds* (750 gp)
Total: 76,810 gp (77,000 gp)

Technobeast

Technobeasts are clockwork or otherwise mechanical duplicates of living creatures – generally animals. Instead of being powered by magic, they are instead powered by other means – from power cells, micro-reactors, wound springs, or any other of a myriad sources that allows them to run practically forever.

A technobeast looks like an exact copy of the creature it emulates. It is covered with a faux covering to disguise it's true nature. However, underneath the covering is a creature made of ceramic, steel, plastics, and other materials that form a durable skeletal frame.

A technobeast template can be applied to any animal, magical beast or vermin. Its type changes to Construct.

Hit Dice: The creature's hit dice changes to 1d10 per hit die. It gains no constitution modifier to its hit points and gains bonus hit points based on its size.

Initiative: No change

Speed: Technobeasts are slightly faster than their living counterpart. Creatures up to Small size gain a +5 feet bonus to movement rate. Creatures larger than small gain a +10 bonus to movement rate. Unless the technobeast has the run feat, it cannot run.

Armor Class: The technobeast gains a +5 bonus to any natural armor bonus it already possesses.

Attacks: Same as base creature

Damage: Claw and bite attacks on predatory animals gain a natural critical range of 19-20/x2. All damage values are increased by one die.

Space/Reach: Same as base creature

Height/Length: A technobeast is generally the largest for its type.

Weight: Technobeasts tend to weigh 50% more than the maximum weight for their kind.

Special Att: Technobeasts built during the War of Technology usually have 0-2 additional special weapons built into them. These modifications can duplicate the effects of a spell of up to 3rd level 1x/day, 2nd level 2x/day, 1st level 3x/day or 0th level 6x/day. Because the modifications are technological in nature, they are Extraordinary abilities. Effect level is equal to the creature's hit dice.

Special Qual: As shown below, the technobeast gains the following abilities.

All technobeasts gain DR as shown below.

Size	*DR*
Fine	–
Diminutive	DR 1/adamantine
Tiny	DR 2/adamantine
Small	DR 3/adamantine
Medium	DR 5/adamantine
Large	DR 5/adamantine
Huge	DR 10/adamantine
Gargantuan	DR 10/adamantine
Colossal	DR 15/adamantine

Spell Immunity (Su): Technobeasts are treated as if having unbeatable spell resistance. If a spell or effect directed at them does not allow for spell resistance, this ability has no effect. Spells that directly affect metal or have the electricity descriptor – such as chill metal, heat metal and lightning bolt – work normally against technobeasts.

Saves: Changes to match construct of same hit dice as base creature.

Abilities: +4 Strength, +4 Dexterity, No constitution score, No intelligence score, Charisma 1

Skills: Same as base creatures, modified by new scores.

Feats: Same as base creatures

Environment: Same as base creatures

Organization: Solitary

CR: Fine – Small +0 (min CR 1), Medium – Large +1,Huge – Gargantuan +2, Colossal +3; Special Weapon +1

Treasure: None

Alignment: Always neutral

Technobeasts on Amberos

During the Age of Technology, mechanical copies were made of living creatures. At first, most were made as pets or as curiosities. When the War of Technology started, however, the shift was made to create creatures that would aid in the war effort. Some were made to support troops, while others were made to infiltrate and destroy enemy targets.

TechnoWarhorse

Large Construct

Hit Dice:	4d10+30 (52 hp)
Initiative:	+3 (+3 Dex)
Speed:	60 ft. (12 squares)
Armor Class:	21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
BAB/Grapple:	+3/+13
Attack:	Hoof +8 melee (1d8+6)
Full Attack:	2 Hooves +8 melee (1d8+6) and bite +3 melee (1d6+3)
Space/Reach:	10-ft./10 ft.
Length:	9 ft.
Weight:	2,500 lbs.
Special Att:	-
Special Qual:	Construct traits, darkvision 60 ft., DR 5/adamantine, low-light vision, scent, spell immunity
Saves:	Fort +1, Ref +4, Will +2
Abilities:	S22 D17 C- I2 W13 Ch1
Skills:	Hide -1, Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Any land
Organization:	Solitary
CR:	4
Treasure:	None
Alignment:	Always neutral
Level Adj:	-

This stout gray mare seems larger and more powerful than any other warhorse you've seen before, and a strange glimmer seems to lurk behind its coal black eyes.

A technowarhorse is nearly indistinguishable from a regular horse, until it does something a normal horse could never do – such as shrugging off wounds that would kill a normal horse, and the steel superstructure is seen below the faux skin.

Combat

A TechnoWarhorse is compelled to obey the commands of its owner. Unlike a normal warhorse, a TechnoWarhorse will never panic or attempt to throw its owner. If the owner is injured or otherwise rendered out of action, the TechnoWarhorse will do its best to protect the owner from harm and deliver them to safety.

Spell Immunity (Su): Technowarhorses are treated as if having unbeatable spell resistance. If a spell or effect directed at them does not allow for spell resistance, this ability has no effect. Spells that directly affect metal or have the electricity descriptor – such as *Chill Metal*, *Heat Metal* and *Lightning Bolt* – work normally against technobeasts.

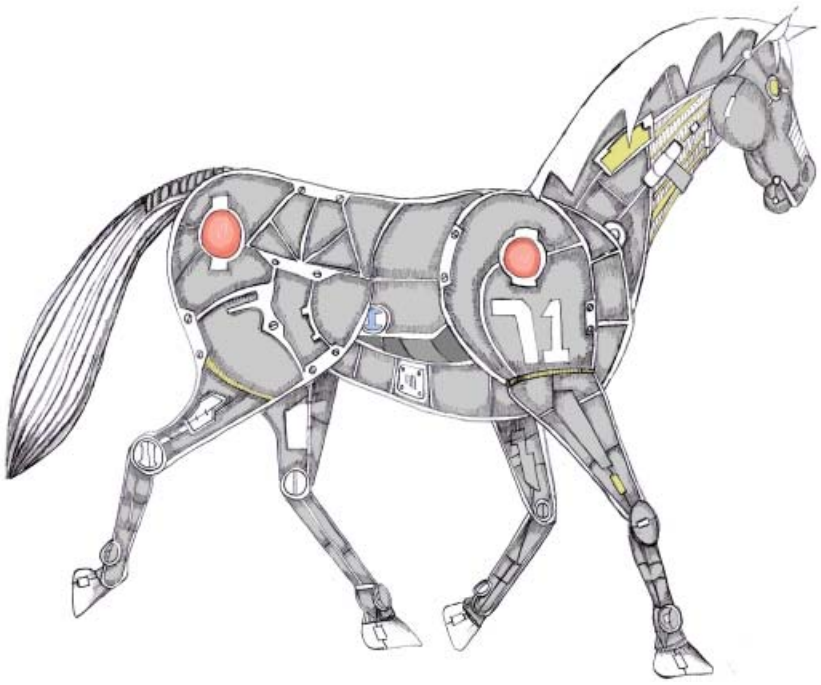
Constructing A Technowarhorse

A technowarhorse's body is constructed from a composite of metals weighing 2,500 lbs., with a frame for a technowarhorse costing 2,500 gp to construct. Creating the technowarhorse requires a Craft (Technological Device) DC 24 skill check and 6 days to complete the warhorse. A technowarhorse does not need to be recharged.

CL 9th; Craft Construct; Price 8,400 gp; Cost 2,800 gp + 112 xp; Recharge -

Technowarhorse on Amberos

A TechnoWarhorse is a creation of the War of Technology, designed to carry armored fighters into battle. While it is unlikely that any exist from the original War of Technology, a small company of these creatures were created by Meander during the First Dragon War, and a handful may still be in use by various noble families of Vall Vega or other noble families that once belonged to the Kingdom of Swordfall.



Tether Ooze

Huge Ooze (Incorporeal)

Hit Dice:	12d10+12 (78 hp)
Initiative:	-1 (-5 Dex, +4 Improved Initiative)
Speed:	50 ft. (10 squares)
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat 3
BAB/Grapple:	+9/+24
Attack:	Slam +14 melee (1d8+7)
Full Attack:	Slam +14 melee (1d8+7)
Space/Reach:	15-ft./15 ft.
Special Att:	Improved grab, swallow whole
Special Qual:	Blindsight 60 ft., DR 10/magic +2, ooze traits, materialize
Saves:	Fort +5, Ref +1, Will +1
Abilities:	S25 D1 C13 I– W1 Ch1
Skills:	Hide -13, Listen -5, Spot -5, Survival -5
Feats:	Blind Fighting, Improved Initiative, Iron Will, Lightning Reflexes, Track
Environment:	Ethereal Plane
Organization:	Solitary
CR:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj:	–

A sudden mist seems to swirl in the air and solidify, become an almost transparent pseudopod that reaches in your direction.

Tether ooze are strange oozes that dwell on the ethereal plane. They constantly hunt in search of food, extending their normally incorporeal bodies into the prime to attack and draw prey into the ethereal plane.

Combat

A tether ooze strikes by drawing one of its pseudopods into the mortal plane to attack and envelope an opponent. Once it has captured prey, it draws the victim back to the ethereal to be devoured.

Improved Grab (Ex): If a tether ooze hits a large-sized creature or smaller with its slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Materialize (Su): A tether ooze can fully or partially materialize a part of its body onto the prime material plane in order to attack. Normally, it only solidifies a pseudopod to make a slam attack. Materializing or dematerializing is a move-equivalent action. A tether ooze that dematerializes back to the ethereal plane with a swallowed victim takes the victim to the ethereal plane with them. Even should the victim later escape, they remain on the ethereal plane. A materialized tether ooze loses the incorporeal subtype.

Swallow Whole (Ex): If a tether ooze begins the round with a large-sized or smaller opponent held in its pseudopod, (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, who takes 2d6 acid damage per round while they are swallowed. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by hitting the AC 10 interior or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's grasp, where it may be swallowed again.

Tether Ooze on Amberos

Tether oozes are native to the ethereal plane and seem to concentrate around Crystalmire Mountains. Some sages have seen this as an indication that the nearby Methane Sea may be in part a manifestation of the ethereal plane on Amberos, and as such draws tether oozes to the area.

Troll, General

Unlike the trolls of many other worlds, Amberos trolls are humanoids, not giants. Trolls share the following traits.

- **Goblinoid Subtype**
- **Regeneration.** A troll treats all attacks except for fire and acid attacks as non-lethal damage. A troll can reattach limbs by holding them to the stump for 1 round. The exact amount a troll can regenerate is given in its statistic block.

Trolls on Amberos

Trolls were created back before the dawn of recorded history on Aurora by the goblins. Through the use of powerful goblin magic, certain goblin nobles made themselves taller, more powerful and more magically inclined. They gained the ability to heal the most terrible wounds and they subjugated and ruled their own kind for untold ages, even in the years following the goblinoid's transference to Amberos.

However, on Amberos, with the coming of the great dragon Guaradrell and the rampage and death he caused on the continent, the trolls learned that their transference to Amberos had terrible consequences – once dead, they did not reincarnate on Aurora as the elves did, and instead passed on to the dead realm of Hades.

Long consumed by greed and now fearful of death, the trolls and other goblinoids became cruel masters, seeking to enslave the other races so as to diminish the chance others might strike against and kill them.

When Ziga approached the goblinoids during the Golden Age, they willingly plotted with her in the hopes of returning to Aurora through the elvin portals and rebonding themselves to the realm of Aurora, thus saving themselves from passing into Hades once more.

But when Ziga sprung her trap on the elves, the goblinoids turned traitor, striking out at Ziga's races, seeing them as threats to their own goals. Ziga was outraged by the betrayal, and laid a foul curse on the trolls – and thus all the goblinoids. The trolls and other goblinoids were twisted to match their dark hearts, and she wrenched from them much of their innate magical might.

Thus weakened, the empire of the goblinoids crumbled and many of the goblinoids slunk away into the dark caverns and places of the world to hide in shame of their disfigurement.

As the ages passed, Ziga twisted more and more goblinoids to her banner, but the trolls, remembering Ziga's disfiguration and destruction of their empire, refused to fall to the queen of corruption – for the most part.

To this day, the trolls seek to rebuild their lost empire and escape Ziga's curse. But until the race can put aside its greed and lust for power, it will forever be cursed to wear the ugliness of their own hearts on their exterior.

The troll listed in the SRD is actually a half-breed created by Ko Kassa, who hoped to alleviate the wars between the goblinoids and his giants. They arose before Ziga transfigured the race to their current state, and because of their goblinoid blood, they befell the curse as well.

Common Troll

Medium Humanoid (goblinoid)

Hit Dice: 4d8+16 (34 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
AC: 21 (+2 Dex, +4 natural, +4 chain shirt, +1 buckler), touch 12, flat-footed 19
BAB/Grapple: +3/+7
Attack: Claw +7 melee (1d4+4) or battleaxe +7 melee (1d8+4;x3)
Full Attack: 2 Claw +7 melee (1d4+4), bite +2 melee (1d6+2)
or battleaxe +7 melee (1d8+4;x3)
or composite shortbow (+4 Str) +4 ranged (1d6+4;x3)
Face/Reach: 10-ft./10 ft.
Height: 6 ft. 6 in. + 2d6 in. (7 ft. 1 in.)
Weight: 250 lbs + 2d10 x 10 lbs (350 lbs.)
Special Att: Rend 2d6 +6
Special Qual: Darkvision 60 ft., Low-light vision, Regeneration 4
Saves: Fort +8, Ref +4, Will +5
Abilities: S19 D14 C19 I8 W13 Ch 8
Skills: Balance -1, Climb +1, Escape Artist -1, Hide -1, Jump +1, Listen +6, Move Silently -1, Sleight of Hand -1, Spot +5, Swim -6
Feats: Iron Will, Power Attack
Environment: Any land
Organization: Solitary, Brood (2-5), Pack (5-20) + 0-3 High Trolls, Mob (20-40) + 0-7 High Trolls + 0-2 Hell hounds, Horde (40-60) + 1-20 High Trolls+ 0-3 Hell hounds + 0-20 Dire Elephants, or Tribe (60+)
CR: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adj: +4

This humanoid stands a full head taller than a man and is covered in blue-green skin festooned with ugly, black warts and moles. It also has a short, reptilian tail, and wears a shirt of rusty chain mail. In one hand it brandishes a large axe its other clawed hand it holds a shield.

Common trolls are more often encountered than feral trolls, but can certainly be more dangerous that their brutish brethren. Common trolls have retained their skill at arms with weapons and have the ability to fashion their own armor. They are slightly more cunning than their feral brethren, and will often employ military tactics when fighting enemies. A common troll speaks Goblinoid, Troll and a guttural version of Common.

Combat

Common trolls are nearly fearless, fighting with overwhelming power and little regard for personal safety. Though they are not the greatest military minds, common trolls have an uncanny knack for formulating military strategies for bringing down foes normally much more numerous and intelligent than themselves. They are not above falling back from combat - especially to lead attackers into traps or ambushes.



Regeneration (Ex): Common troll regenerate 4 points of damage per round from all attacks not involving fire or acid. They treat all damage except fire and acid damage as non-lethal damage. A common troll can regrow lost limbs and can reattach a severed limb by holding the detached limb to the stump for one minute.

Society

Unlike feral trolls, common trolls are social creatures, though they tend to be psychopathic, especially towards non-trolls. The troll's ability to regenerate nearly any wound and lack of fear of death partly contributes to this brutality between trolls, but there is also an undercurrent of pure wickedness in their veins that often propels their acts of cruelty.

Common trolls organize themselves in clans along family lines, and often subjugate themselves to the will of a high troll leader. Clan allegiance is not strong; it is common for trolls to battle for leadership or to break off and form their own splinter clans over ideals or a simple desire for power. Matriarchal clans are as likely as patriarchal clans, and in many ways the matriarchal clans tend to be more domineering and abusive towards its members.

Common trolls are fond of slaves and pets. They have enough intelligence and skill to train beasts of burden for their own use, either for use as beasts of burden or for use in battle. Slaves are usually retained for

domestic services (cooking, cleaning, manual labor), but are occasionally forced into slave armies for use by the trolls.

Common Trolls on Amberos

Trolls were the first goblinoid creatures, originally hailing from Aurora. Unlike the trolls listed in the base rules, common trolls are goblinoids, not giants.

Common trolls, though they fell to the transforming curse of Ziga that made their inward corruption materialize outward, managed to retain some of their intelligence. Many common trolls now exist in the Dark Valley, under the rule of high trolls desperately attempting to rebuild the Golgoloth empire.

Common Troll Characters

Common trolls are a diverse enough lot that they occasionally produce adventurers. While most generally lean toward fighters, troll rogues, clerics and sorcerers are not unknown.

A common troll character gains the following abilities.

- **Medium size.**
- **Base movement rate 30 feet.**
- **Darkvision 60 feet, Low-light vision.** A common troll can see in total darkness in black and white. They can also see in twilight conditions as far as a human can see in broad daylight.
- **4d6 racial hit dice.** The character adds his hit point modifier x6 to the total (minimum 1 hit point per die).
- **+4 Natural Armor Bonus.**
- **+3 Base Attack Bonus**
- **Fort +4, Reflex +1, Will +1.**
- **+8 Str, +4 Dex, +8 Con, -2 Int, -2 Wis, -2 Cha.** Common trolls are extremely strong and resilient, and fairly agile. Unfortunately, they tend to be simple-minded brutes.
- **(2 + Int bonus) x 7 skill points.** A common troll's racial skills are Listen and Spot.
- **Racial feats.** A troll starts with 2 racial feats.
- **Natural Attack.** A troll character has a natural attack routine of two claws and a bite. Each claw deals 1d4 + Str modifier damage. The bite deals 1d6 + ½ Str modifier damage. The bite is considered a secondary attack.
- **Automatic Languages.** Common, Goblinoid and Troll. **Bonus languages:** Elvin, Dwarven, Gnomish, Terran, Orc, Bugbear, Giant and Gnoll.
- **Favored Class:** Fighter
- **Level Adjustment:** +4

Common trolls usually worship the darker aspects of nature. Some clans of troll have fallen to worship Ziga in the hopes she might reverse the curse upon them and lead them to Aurora. Priests of nature can choose any two domains. Priests of Ziga can choose two of the three domains of Chaos, Evil or Destruction.

Common Troll Veteran

4 HD Troll Fighter 5;**hp:** 72
S24 D17 C22 I8 W10 Ch6;**Fort** +8**, Ref** +2**, Will** +4
Init: +3 **Move:** 30 ft.
AC: 22 (+3 Dex, +7 *chain shirt +2*, +2 *light wooden shield +1*), touch 13, flat 19
BAB/Grapple: +8/+15
Full Attack: *+1 battleaxe* +17/+12 melee (1d8+10;x3)
or composite longbow (+7 Str) +11/+6 ranged (1d8+7;x3)
Special Att: Rend 2d6 + 10
Special Qual: Darkvision 60 ft., Low-light vision, Regeneration 4
Skills: Balance +1, Climb +6, Escape Artist +1, Hide +1, Jump +5, Listen +2, Move Silently +1, Sleight of Hand +1, Spot +4, Swim +2
Feats: Cleave, Combat Reflexes[F], Improved Sunder, Iron Will, Power Attack, Weapon Focus (Battleaxe)[F], Weapon Specialization (Battleaxe)[F]
CR: 8
Gear: *chain shirt +2* (4,250 gp), *light wooden shield +1* (1,153), *+1 battleaxe* (2,360 gp), composite longbow (+7 Str) (800 gp), *potion of cure moderate wounds* (300 gp)
Total: 8,863 gp (9,400 gp)

Common Troll Warlord

4 HD Troll Fighter 10;**hp:** 110
S27 D17 C22 I8 W10 Ch6;**Fort** +11**, Ref** +4**, Will** +6
Init: +3 **Move:** 30 ft.
AC: 30 (+3 Dex, +4 natural, +8 *chain shirt +3*, +5 *light shield +3*), touch 13, flat 27
BAB/Grapple: +13/+21
Full Attack: *+2 battleaxe* +25/+20/+15 melee (1d8+12;x3)
or *+2 composite longbow(+8 Str)* +16/+11 ranged (1d8+9;x3)
(rapid shot: +14/+14/+9 ranged)
Special Att: Rend 2d6 + 10
Special Qual: Darkvision 60 ft., Low-light vision, Regeneration 4
Skills: Balance +1, Climb +7, Escape Artist +1, Hide +1, Jump +5, Listen +2, Move Silently +1, Sleight of Hand +1, Spot +6, Swim +2
Feats: Dodge, Cleave, Combat Reflexes[F], Greater Weapon Focus (Battleaxe)[F], Improved Sunder, Iron Will, Point Blank Shot[F], Power Attack, Rapid Shot[F], Weapon Focus (Battleaxe)[F], Weapon Specialization (Battleaxe)[F]
CR: 13
Gear: *chain shirt +3* (9,250 gp), *light wooden shield +3* (9,153 gp), *+2 battleaxe* (8,360 gp), *+1 composite longbow (+7 Str)* (3,100 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 34,163 gp (35,000 gp)

Feral Troll

Large Giant (goblinoid)
Hit Dice: 6d8+36 (63 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple: +4/+14
Attack: Claw +9 melee (1d6+6)
Full Attack: 2 Claw +9 melee (1d6+6) and bite +4 melee (1d6+3)
Face/Reach: 10-ft./10 ft.
Height: 9 ft. + 2d10 in. (9 ft. 11 in.)
Weight: 500 lbs + 1d10 x 25 lbs. (625 lbs.)
Special Att: Rend 2d6+9
Special Qual: Darkvision 60 ft., Low-light vision, Regeneration 5
Saves: Fort + 8, Ref +4, Will +2
Abilities: S23 D14 C23 I6 W9 Ch6
Skills: Listen +5, Spot +6
Feats: Alertness, Iron Will, Track
Environment: Any land
Organization: Solitary or gang (2-4)
CR: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adj: +5

This stooped giant of a humanoid has gnarly green skin festooned with dark black warts. Its long arms hang down past its knees and end in nasty black claws. The creature has a long, slim rubbery nose and yellow eyes. Its black hair is long, wild and stringy.

Feral trolls walk mostly upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms tend to dangle and drag along the ground. Despite this awkward gait, trolls are very agile.

Feral trolls speak Goblinoid.

Combat

Feral trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a feral troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a feral troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Feral Trolls on Amberos

After the fall of the Golgoloth empire, many of the goblinoids were transformed into hideous creatures, and some minds were warped either by the ensuing insanity or their own evil. Feral trolls are those who have degenerated to tribal or solitary lives, their bodies and minds destroyed by Ziga's transformation of their race.



Feral Troll Characters

- **Giant type.**
- **Base movement rate 30 feet.**
- **Darkvision 60 feet, Low-light vision.** A feral troll can see in total darkness in black and white. They can also see in twilight conditions as far as a human can see in broad daylight.
- **6d6 racial hit dice.** The character adds his hit point modifier x6 to the total (minimum 1 hit point per die).
- **+4 Base Attack Bonus**
- **+5 Natural Armor.**
- **(2 + Int bonus) x 9 skill points.** A feral troll's racial skills are Listen and Spot.
- **Fort +5, Reflex +2, Will +2.**
- **Racial feats.** A troll starts with 3 racial feats.
- **+12 Str, +4 Dex, +12 Con, -4 Int, -4 Wis, -4 Cha.** Feral trolls are exceptionally strong and hardy, but tend to be mindless brutes.
- **Natural Attack.** A troll character has a natural attack routine of two claws and a bite. Each claw deals 1d6 + Str modifier damage. The bite deals 1d6 + ½ Str modifier damage. The bite is considered a secondary attack, and is at –5 to hit. If the troll character employs weapons, he

may make an off-hand claw attack as per the normal two-weapon fighting rules.

- **Rend (Ex):** If a feral troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+ 1½ Str damage.
- **Regeneration (Ex):** Fire and acid deal normal damage to a feral troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.
- **Automatic Languages.** Goblinoid **Additional languages** Common, Elvin, Dwarven, Gnomish, Terran, Orc, Bugbear, Giant and Gnoll.
- **Favored Class:** Barbarian
- **Level Adjustment:** +5

Feral trolls tend to worship Ziga. A priest of Ziga can choose two of the three domains of Chaos, Destruction or Evil.

Feral Troll Mauler

6HD Feral Troll Barbarian 5;**hp:** 147
S28 D17 C26 I6 W8 Ch4;**Fort** +17**, Ref** +6**, Will** +4
Init: +3 **Move:** 30 ft.
AC: 22 (-1 size, +3 Dex, +5 natural, +5 *hide armor +2*), touch 12, flat 19
BAB/Grapple: +9/+21
Full Attack: *+2 greatclub* +19/+14 melee (3d6+15;x3)
or 2 claws +17 melee (1d6+9), bite +12 melee (1d6+4)
or rock +12 melee (1d6+9)
Special Att: Rage 2x/day, rend 2d6+12
Special Qual: Darkvision 60 ft., improved uncanny dodge, low-light vision , regeneration 5, trap sense +1, uncanny dodge
Skills: Listen +5, Spot +9, Survival +5
Feats: Alertness, Iron Will, Track
CR: 10
Gear: *hide +2* (4,180 gp), *+2 greatclub* (8,330 gp)
Total: 12,510 gp (16,000 gp)
Rage (Ex): 2x/day, +4 Str and Con, -2 AC, +2 to Will saves. Lasts 13 rounds
Uncanny Dodge (Ex): A feral troll mauler retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.
Trap Sense (Ex): A feral troll mauler gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A feral troll mauler can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Feral Troll Decapitator

6HD Feral Troll Barbarian 10;**hp:** 147
S29 D17 C26 I6 W8 Ch4;**Fort** +20**, Ref** +8**, Will** +6
Init: +3 **Move:** 30 ft.
AC: 24 (-1 size, +3 Dex, +5 natural, +7 *hide armor +4*), touch 12, flat 21
BAB/Grapple: +14/+26
Full Attack: *+4 greatclub* +25/+20/+15 melee (2d8+17;x3)
or 2 claws +17 melee (1d6+9), bite +12 melee (1d6+4)
or rock +17 ranged (1d6+9)
Special Att: Rage 2x/day, rend 2d6+12
Special Qual: Darkvision 60 ft., improved uncanny dodge, low-light vision , regeneration 5, trap sense +1, uncanny dodge
Skills: Listen +5, Spot +9, Survival +5
Feats: Alertness, Iron Will, Track
CR: 15
Gear: *hide armor +4* (16,180 gp), *+4 greatclub* (32,330 gp)
Total: 48,510 gp (59,000 gp)
Rage (Ex): 2x/day, +4 Str and Con, -2 AC, +2 to Will saves. Lasts 13 rounds
Uncanny Dodge (Ex): A feral troll decapitator retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.
Trap Sense (Ex): A feral troll decapitator gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.
Improved Uncanny Dodge (Ex): A feral troll decapitator can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

High Troll

Large Humanoid (goblinoid)

Hit Dice:	5d8+30 (52 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 feet (8 squares)
AC:	17 (-1 size, +2 Dex, +6 natural), touch 11, Flat 15
BAB/Grapple:	+3/+11
Attack:	Rapier +6 melee (1d8+5;18-20/x2), or claw +4 melee (1d6+5)
Full Attack:	Rapier +6 melee (1d8+5;18-20/x2) or 2 claws +4 melee (1d6+5), bite –1 melee (1d6+2)
Face/Reach:	10 ft./ 10 ft.
Height:	9 ft. + 2d6 in. (9 ft. 7 in.)
Weight:	350 lbs + 2d10x10 lbs. (460 lbs.)
Special Att:	Spells
Special Qual:	Darkvision 60 ft., low-light vision, immunities, regeneration 6
Saves:	Fort +7, Ref +6, Will +7
Abilities:	S21 D15 C23 I13 W13 Ch16
Skills:	Knowledge (History) +9, Knowledge (Nobility) +9, Spellcraft +9
Feats:	Combat Expertise, Iron Will
Environment:	Any land
Organization:	Solitary, Pair, Crew (2-5), Knot (5-20), or House (20-40)
CR:	5
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	6-10 HD (Large) or By Character Class
Level Adj:	+5

Standing before you is an darkly handsome humanoid that stands nearly nine feet tall. It has a long, exaggerated nose, and its skin tone is a sky blue. It's eyes have a yellow glow to them and their powerful arms end in large hands with black claws. Its smile betrays the knife-like, stark white teeth that protrude from its purple gums to fill its mouth

A high troll appears as a rather handsome or beautiful humanoid with bluish skin and a slightly exaggerated nose. They have hair color ranging from golden blonde through various metallic colors to a jet-black color. Eye color is usually yellow or red, with rare instances of green or light blue eyes among the sorcerously able.

Unlike most other trolls, high trolls are intelligent and charismatic. While powerful in combat, they generally prefer to handle things without having to sully their hands with their opponent's blood.

While less gruesome than other trolls, these creatures have a dark and conniving heart, if not outright evil. Even the best high troll has a dark side that can all to easily be brought to fore.

High trolls speak Goblinoid, Elvin and Common.

Combat

High trolls who do not disdain fighting are generally skillful swordsmen with a flair of style. All high trolls are skilled with the use of rapier, which is the preferred weapon in duels of honor. In these duels of honor, disarmed the troll of his rapier is considered a victory. Other families prefer to enhance their abilities with magic and some clans engage in wrestling-like combat as a preferred form of resolving disputes.

Few high trolls willingly attack with their natural



claws or bite, and it is a great stain upon their honor to act like such a "wild beast" – only the most desperate and enraged high troll will stoop to attack with claw and tooth.

Some high troll clans believe personal combat to be beneath them and will either send minions to fight for them (surrendering when the minions are defeated) or will attempt to negotiate their way out of fight or will have another being fight for them.

Immunities (Ex): A high troll is immune to disease, Constitution drain, death effects, thirst and starvation.

Regeneration (Ex): A high troll treats all damage except fire or acid as non-lethal damage. They can reattach lost limbs by holding it to the stump for 1 round. They also regain 6 hit points per round.

Spells: A high troll can cast spells as a 5th level sorcerer (DC 13 + spell level). They favor enchantment and summoning spells, with a dash of divination or illusion magic.

Typical Spell List

(6/6/4; Caster level 5; Spell DC 13+ spell level)

0: *Acid Splash, Daze, Detect Magic, Ghost Sound, Resistance, Touch of Fatigue*

1st: *Charm Person, Disguise Self, Mount, Summon monster I*

2nd: *Summon Swarm, Touch of Idiocy*

High Troll Society

High trolls are the master of one-upmanship and dark politics. They revel in material items and power, and are not content unless they feel they have placed themselves above their companions.

High trolls have a penchant for keeping slaves or servants to perform any menial task. However, they are not content with just any slave – high trolls place great value in looking good, and only the most desperate will accept an ugly slave or tolerate a slave that lacks social grace and is not obedient.

High trolls mate for life, but as in all other things, matches are more a matter of power and leverage than love. The wealth, power and attractiveness of another high troll factors into the process to a high degree – as does the appearance of the child. Many a high troll marriage has been undone by blemish, birthmark or even outright deformity in the offspring.

High Trolls on Amberos

The leaders of trollkin during the height of the Golgoloth Empire, high trolls were in actuality goblins that transformed themselves by sorcery into the powerful creatures known as trolls. However, they were petty and envious of the other races – especially the elves who had a purity of spirit they could not duplicate, and they fell to their own petty desires – and made an awful deal with Ziga, the Queen of Corruption.

Before their near-total destruction by Ziga during the elvin golden age, the trolls of Amberos were a mighty race that used their magical and alchemical powers to augment their own race and create many of the goblinoids that are known to this day. They had a grand empire and culture at one time, though their hearts were corrupt with the seed of evil.

The remaining high trolls are the last of the old troll nobility that have managed to refrain from collapsing to the dark seeds in their hearts, which would thus transform them into simple and ugly trolls.

High Troll Characters

High trolls have been known to leave their clans to fulfill their own desires, and some have cast aside their hateful ways to join a group for mutual benefit. A high troll has the following abilities.

- **Large Size.** A high troll suffers a –1 penalty to hit and AC. They gain a +4 bonus to grapple checks but suffer a –4 penalty to hide checks. A large creature's lifting and carrying capacity is twice that of a medium creature.
- **Base Speed 40 feet.**
- **Darkvision 60 ft.** A high troll can see in utter darkness out to a range of 60 feet. Darkvision is black-and-white only.
- **Low-light vision.** A high troll can see twice as far as a human in dim or twilight conditions.
- **5d8 Racial Hit Dice.** To this total, the high troll adds 5x his constitution modifier (min 1 hp/HD).
- **+3 Base Attack Bonus**
- **+6 Natural Armor.**
- **+10 Str, +4 Dex, Con +12, Int +2, Wis +2, Cha +6.** High trolls are physically superior specimens, and have maintained the elite mental faculties despite their transformation.
- **Base saves Fort +4, Reflex +1, Will +1**
- **(2 + Int modifier) x 8 Skill points.** Racial skills for a high troll are Craft (Any), Knowledge (Any), Spellcraft and Use Magic Device.
- **2 Racial Feats**
- **Immunities (Ex):** A high troll is immune to disease, Constitution drain, death effects, thirst and starvation.
- **Regeneration (Ex):** A high troll treats all damage except fire or acid as non-lethal damage. They regain 6 hit points per round. High trolls can reattach lost limbs by holding it to the stump for 1 round and regenerate new limbs in 2d4 rounds.
- **Spells:** A high troll can cast spells as a 5th level sorcerer (DC 10 + Int mod + spell level). A high troll who takes levels in sorcerer casts and knows spells as if 5 levels higher.
- **Rapier Weapon Familiarity.** As part of their noble station, all high trolls are trained in the use of the rapier for duels of honor.
- **Favored Class:** Sorcerer
- **Level adjustment:** +5.

High trolls revere the dark and powerful side of nature and do not worship gods directly. No high troll worships Ziga; those who do have become feral trolls, at the whim of Ziga. A high troll priest of nature can choose two domains from Animal, Air, Earth, Fire, Sun, Water or Weather.

High Troll Hexer

5HD High Troll Sorcerer 5;**hp:** 95
S18 D18 C25 I12 W14 Ch24;**Fort** +12**, Ref** +6**, Will** +9
Init: +4 **Move:** 40 ft.
AC: 22(-1 size, +4 Dex, +6 natural, +1 *amulet of natural armor +1*, +2 *bracers of armor +2*) touch 13, flat 18
BAB/Grapple: +5/+12
Full Attack: 2 claws +8 melee (1d6+4), bite +3 melee (1d6+2)
or *Wand of Lightning Bolts (CL 5;15 charges)* (5d6 electricity)
Damage: claw 1d6+4, bite 1d6+2, *Wand of Lightning Bolts (5th) (15 charges)* 5d6 electrical
Special Att: Rend 2d6+6, spells
Special Qual: Darkvision 60 ft., low-light vision, immunities, regeneration 6
Skills: Concentration +12, Escape Artist +7, Knowledge (Arcana) +6, Knowledge (History) +9, Knowledge (Nobility) +9, Listen +4, Spellcraft +14, Spot +4
Feats: Alertness[W], Combat Expertise, Improved Disarm, Improved Familiar, Iron Will
CR: 10
Gear: *bracers of armor +2* (4,000 gp), *amulet of natural armor +1* (2,000 gp), *wand of lightning bolts (CL 5;15 charges)* (3,450 gp), *cloak of charisma +2* (4,000 gp), *pearl of power (1st level)* (1,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin]
Total: 15,450 gp (16,000 gp)

Typical Spells Known

(6/8/8/8/6/4;Caster Level 10; Spell DC 17 + spell level)
0: *Acid Splash, Dancing Lights, Daze, Detect Magic, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*
1st: *Charm Person, Disguise Self, Magic Missile*, Mount, Shocking Grasp*
2nd: *Invisibility, See Invisibility, Summon Swarm, Touch of Idiocy*
3rd: *Deep Slumber, Dispel Magic, Hold Person*
4th: *Black Tentacles, Stoneskin*
5th: *Summon Monster V*
* Replace with *Magic Bolt* in an Amberos campaign

Eye Salamander Familiar: HD: ½d10 (10); hp: 47; Init: +2; Spd 15 ft.; AC 19 (+4 size, +2 Dex, +3 natural), touch 16, flat-footed 17; Base Atk +5; Grp –12; Att Bite +11 melee (1d2-5); Full Atk same; Space/Reach 1ft./0 ft.; SA -; SQ augment scrying, deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL (always) N; SV Fort +4, Ref +4, Will +5, Str 1, Dex 15, Con 9, Int 8, Wis 11, Cha 6.
Skills and Feats: Balance +4, Climb +9, Concentration +4, Escape Artist +12, Knowledge (Arcana) +4, Knowledge (History) +7, Knowledge (Nobility) +7, Listen +0, Spellcraft +12, Spot +3; Agile, Weapon Finesse[B]
Augment Scrying (Su): An eye salamander that is a familiar allows its owner to scry through the salamander with spells as if it were a remote sensor, even if that ability were not normally available to the caster. Likewise, any scrying spell cast as the familiar being the remote sensor has a +1 caster level modifier to the spell.
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.
Because of this empathic link, the master has the same connection to an item or place that his familiar does.
Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.
Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

High Troll Trollock

5HD High Troll Sorcerer 10;**hp:** 142
S18 D18 C25 I12 W14 Ch27;**Fort** +14**, Ref** +8**, Will** +12
Init: +4 **Move:** 40 ft.
AC: 24(-1 size, +4 Dex, +6 natural, +5 *bracers of armor +5*) touch 13, flat 20
BAB/Grapple: +8/+15
Full Attack: 2 claws +11 melee (1d6+4), bite +6 melee (1d6+2)
or *Wand of Lightning Bolts (CL 10; 15 charges)* (10d6 electricity)
Special Att: Rend 2d6+6, spells
Special Qual: Darkvision 60 ft., low-light vision, immunities, regeneration 6
Skills: Concentration +17, Diplomacy +10, Escape Artist +7, Intimidate +10, Knowledge (Arcana) +11, Knowledge (History) +9, Knowledge (Nobility) +9, Listen +4, Spellcraft +19, Spot +4
Feats: Alertness[W], Combat Expertise, Craft Wand, Improved Disarm, Improved Familiar, Iron Will, Spell Penetration
CR: 15
Gear: *bracers of armor +5* (25,000 gp), *amulet of natural armor +1* (2,000 gp), *wand of lightning bolts (CL 10; 15 charges)* (6,750 gp), *cloak of charisma +4* (16,000 gp), *circlet of persuasion* (4,500 gp), *pearl of power (2nd level)* (4,000 gp), diamond dust (250 gp) [stoneskin], incense (250 gp) [legend lore], four strips of ivory (200 gp) [legend lore], ointment (250 gp) [true seeing]
Total: 58,950 gp (59,000 gp)

Typical Spells Known

(6/8/8/8/8/7/7/4;Caster Level 15; Spell DC 18 + spell level)

0: *Acid Splash, Dancing Lights, Daze, Detect Magic, Mage Hand, Message, Prestidigitation, Resistance, Touch of Fatigue*
1st: *Charm Person, Disguise Self, Magic Missile*, Mount, Shocking Grasp*
2nd: *Acid Arrow, Invisibility, See Invisibility, Summon Swarm, Touch of Idiocy*
3rd: *Deep Slumber, Dispel Magic, Hold Person, Protection from Energy*
4th: *Bestow Curse, Black Tentacles, Globe of Invulnerability, Stoneskin*
5th: *Mind Fog, Nightmare, Symbol of Pain, Teleport*
6th: *Legend Lore, Summon Monster VI, True Seeing*
7th: *Finger of Death, Spell Turning*
* Replace with *Magic Bolt* in an Amberos campaign

Eye Salamander Familiar: HD: ½d10 (15); hp: 71; Init: +2; Spd 15 ft.; AC 21 (+4 size, +2 Dex, +5 natural), touch 18, flat-footed 19; Base Atk +8; Grp –9; Att Bite +15 melee (1d2-5); Full Atk same; Space/Reach 1ft./0 ft.; SA -; SQ augment scrying, deliver touch spells, empathic link, improved evasion, low-light vision, share spells, speak with master; AL (always) N; SV Fort +6, Ref +6, Will +8, Str 1, Dex 15, Con 9, Int 10, Wis 11, Cha 6.
Skills and Feats: Balance +4, Climb +9, Concentration +9, Escape Artist +12, Knowledge (Arcana) +9, Knowledge (History) +7, Knowledge (Nobility) +7, Listen +0, Spellcraft +17, Spot +3; Agile, Weapon Finesse[B]
Augment Scrying (Su): An eye salamander that is a familiar allows its owner to scry through the salamander with spells as if it were a remote sensor, even if that ability were not normally available to the caster. Likewise, any scrying spell cast as the familiar being the remote sensor has a +1 caster level modifier to the spell.
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.
Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.
Because of this empathic link, the master has the same connection to an item or place that his familiar does.
Deliver Touch Spells (Su): A familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.
Speak with Master (Ex): A familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Mud Troll

Large Humanoid (goblinoid)

Hit Dice:	5d8+35 (57 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 feet (6 squares) , swim 30 feet (6 squares)
AC:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat 15
BAB/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	Claw +8 melee (1d6+6), and bite +3 melee (1d8+3)
Face/Reach:	10-ft./10 ft.
Height:	8 ft. 6 in. + 2d6 in. (9 ft. 1 in.)
Weight:	400 lbs + 2d8 x 15 lbs. (540 lbs.)
Special Att:	–
Special Qual:	Low-light vision, immune to poison, poisoncraft, regeneration 5, scent
Saves:	Fort +11, Ref +2, Will +2
Abilities:	S22 D13 C25 I13 W12 Ch10
Skills:	Craft (Alchemy) +9, Hide -3, Intimidate +8, Listen +1, Spot +1, Survival +9
Feats:	Die Hard, Endurance
Environment:	Any marshes
Organization:	Solitary, Covey (2-5), or Colony (5-20)
CR:	6
Treasure:	50% coins, Double items
Alignment:	Always Neutral evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adj:	-

This towering humanoid has an hunched frame with saggy brown skin covered with warts and yellow, oozing pustules. Its arms droop nearly to the ground and end in hands that could easily wrap around a human's head. Its head holds only a few wisps of greasy strands of long, dirty blonde hair.

Mud trolls are masters of alchemy, though they have sacrificed much of their body to learn the secrets of the swamps they infest. They are capable of producing – and often use – a wide variety of homemade alchemical items and toxic poisons to capture and torture prey.

Mud trolls speak Troll and Draconic.

Combat

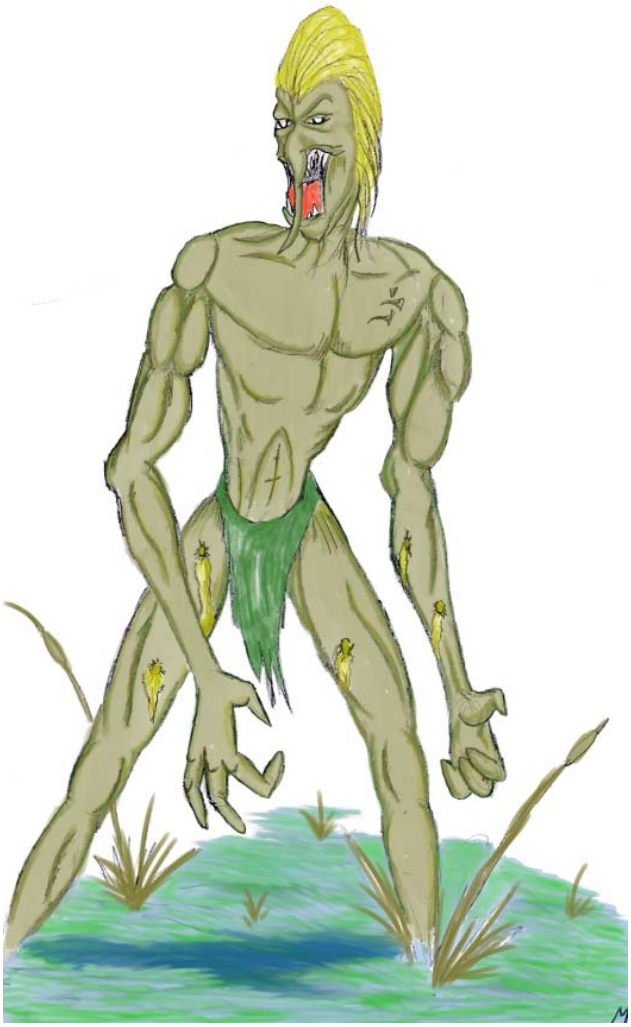
Mud trolls are slightly weaker than most of their brethren, but are adept at using alchemical items and poisons, especially the latter, as they are immune to poisons themselves.

Mud trolls usually strike from ambush, whether from the trees of their swampy homelands or rising from the bogs to pull foes down to watery graves. They often entrap areas to catch prey, and are known to let victims "pickle" in the swamp before devouring them.

Immune to Poison (Ex): Mud trolls are immune to any and all forms of poison.

Poisoncraft (Ex): Mud trolls are masters of alchemy and can cause their skin to form boils filled with any poison they are familiar with. It takes one minute for a mud troll to generate one dose of a poison, and they may "retain" the poison for up to one day before their body reabsorbs the poison. Mud trolls are fond of using the poison to augment their attacks, and favor poisons that weaken but do not kill foes.

Regeneration (Ex): Damage dealt to a mud troll is treated as non-lethal damage. Mud trolls automatically heal non-lethal damage at the rate of 5 hit points per round. Fire and acid deal lethal damage to mud trolls. Mud trolls can regrow lost portions of their bodies in 1d4 hours and can reattach severed limbs or body parts by holding it to the stump for 1 minute. Severed parts that are not reattached wither and die normally.



Night Troll

Large Humanoid (goblinoid, incorporeal)

Hit Dice:	9d8+54 (94 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares)
AC:	12 (-1 size, +2 Dex, +1 Deflection) Touch 12, Flat 10
BAB/Grapple:	+6/+15
Attack:	Claw +8 touch (1d6)
Full Attack:	2 claws +8 touch (1d6)
Face/Reach:	5-ft./10 ft.
Height:	8 ft. 6 in. + 2d8 inches (9 ft. 3 in.)
Weight:	400 lbs + 2d8 x 20 lbs. (580 lbs.)
Special Att:	Frightful presence
Special Qual:	DR 10/silver, hidden mind, manifest, regeneration 6
Saves:	Fort +9, Ref +8, Will +7
Abilities:	S– D14 C23 I6 W9 Ch6
Skills:	Intimidate +1, Listen +5, Spot +5
Feats:	Alertness, Iron Will, Track
Environment:	Cold mountains
Organization:	Solitary, or Gang (2-5)
CR:	10
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10-18 HD (Large); 19-27 HD (Huge)
Level Adj:	+6

This nine-foot humanoid is a pitch-black troll-like creature covered with purplish-black boils. It has midnight blue greasy hair and its eyes are dead white. You can only see the creature out of the corner of your eyes – looking at it directly, it seems to fade into the gloom around it.

Night trolls are among the blackest of spirit of all trolls. Fell creatures who delight in terrorizing prey before disemboweling them, night trolls are creatures that are feared by many races and figure into many tales warning of their power.

Combat

Night trolls swoop in silently to attack their foes. Though their forms are fleeting, they can exert inhuman amounts of force against their foes. A night troll is rarely interested in the treasure carried by its victims, and instead prefers to simply kill what it can for pleasure.

Night trolls have been known to use piles of seemingly unattended treasure to draw prey to them for an easy kill.

Frightful Presence (Su): The appearance of a night troll in twilight or dim conditions causes uneasiness in those within 30 feet of the night troll. Those creatures of 9 HD/levels or less who fail a Fort DC 12 save are panicked. Creatures who make the save and have less than 9 HD/levels are shaken for 1d4 rounds.

Hidden Mind (Su): Night trolls are immune to any mind-affecting spell or ability.

Manifest (Su): A night troll may choose to become corporeal or incorporeal as a move-equivalent action. When a night troll manifests as a corporeal being, it gains a +5 natural armor, loses the +1 deflection bonus to AC and gains a Strength of 23. It's AC becomes 16, touch 11, flat 14. Its claws have a + 11 melee bonus and deal 1d6+6 damage. It also gains the Rend ability, dealing 2d6+9 damage if it hits an opponent with both claws.

Regeneration (Su): A night troll treats all damage except fire or electrical attacks as non-lethal damage. It can reattach lost limbs by holding the limb to the stump for 1 round. It also regains 6 hit points per round.

Night Trolls on Amberos

Certain trolls who befell Ziga's transformation in the Elvin Golden Age ran afoul of Gwieze, the Lord of Shadows. The god's empire had been destroyed not long before, and he was seeking powerful allies to regain his power. The Lord of Shadows eased their torment in return for their allegiance. Now, night trolls wander the land, performing the dark works of their lord, and killing all they meet.



Roarin

Large Humanoid (Cold, Goblinoid)

Hit Dice:	6d8+36 (63 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares)
AC:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat 14
BAB/Grapple:	+4/+13
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6), bite +4 melee (1d6+3)
Face/Reach:	5 ft. /10 ft.
Height:	9 ft. + 2d6 in. (9 ft. 7 in.)
Weight:	400 lbs + 2d8 x 15 lbs (540 lbs)
Special Att:	Chilling roar, rend 2d6+9
Special Qual:	Regeneration, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	S23 D14 C23 I6 W9 Ch6
Skills:	Climb +8, Listen +4, Spot +4
Feats:	Alertness, Iron Will, Lightning Reflexes
Environment:	Cold mountains
Organization:	Solitary, or Gang (2-5)
CR:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adj:	+5

This nine-foot humanoid is bluish-white, with darker blue blemishes and gray warts sprouting from its skin. Its hair is a frigid blue color, and its eyes are the color of sun-lit frost. As it sees you, it opens it mouth and unleashes a chilling roar that sounds like the howl of the winter wind.

Roarins are ravenous flesh-eaters and will attack for nothing more than a bit of elf, human, or other creature's flesh to eat.

Roarins speak Common and Goblinoid.

Combat

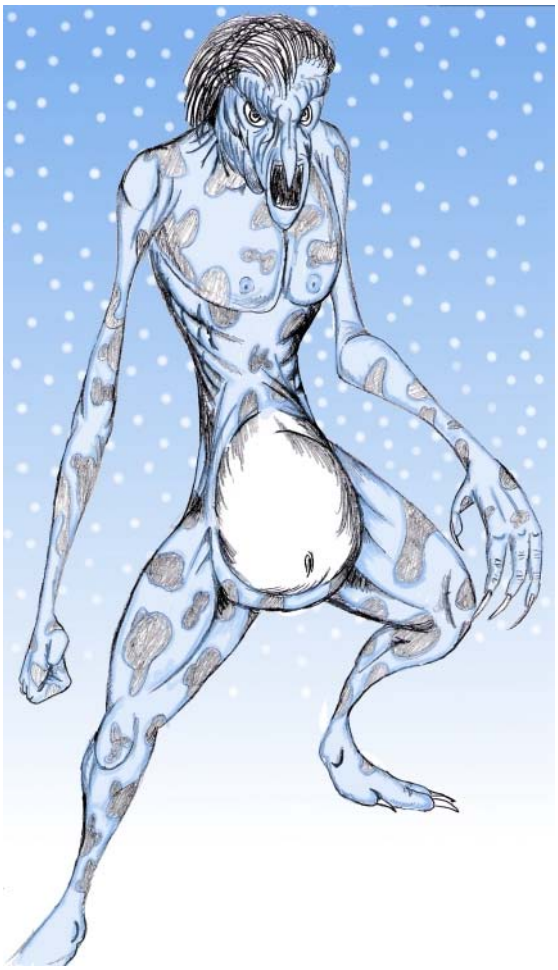
Most roarins announce themselves with their chilling roar, and on the following round rush into combat attacking with their teeth and claws. Often, once they kill a victim, they will spirit away from the fight with their newly acquired meal, attempting to lose pursuers in the snow.

Chilling Roar (Su): The roarin can, as a move action, emit a chilling roar in a 30-foot cone. Those caught in the area of effect must make a Reflex DC 19 save or suffer 2d4 cold and 2d4 sonic damage. A successful save halves the damage.

Regeneration (Ex): A roarin takes non-lethal damage from all attacks except acid. It can reattach lost limbs by holding them in place for 1 round and regenerate lost limbs in 3d6 minutes. It regains 6 hit points from non-acid damage per round.

Roarins on Amberos

Roarins hail from Aurora, and the only ones that are encountered on Amberos are descendants of those who slipped from that realm during the Elvin Golden Age. They are found in largest numbers in the Glacier of Season and among the snowy peaks of the Crystalmire Mountains.



Tundrabeast

Huge Dragon (Cold)

Hit Dice:	19d12+152 (272 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), burrow 10 ft. (2 squares)
Armor Class:	22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
BAB/Grapple:	+19/+38
Attack:	Bite +29 melee (2d6+11)
Full Attack:	Bite +29 melee (2d6+11) and 2 claws +26 melee (2d6+5) and tail +26 melee (3d6+5)
Space/Reach:	15-ft./15 ft.
Length:	20 ft. + 2d8 ft. (29 ft.)
Weight:	7,000 lbs + 2d8 x 500 lbs (11,500 lbs)
Special Att:	Improved grab, poison, swallow whole
Special Qual:	Darkvision 60 ft., dragon traits, low-light vision, magic resistant, scent, SR 26
Saves:	Fort +19, Ref +13, Will +13
Abilities:	S33 D15 C27 I6 W14 Ch5
Skills:	Climb +22, Hide -6, Jump +22, Listen +15, Search +9, Spot +15, Survival +13, Swim +22
Feats:	Alertness, Improved Initiative, Improved Natural Attack (tail), Multiattack, Run, Track, Weapon Focus (Bite)
Environment:	Cold plains
Organization:	Solitary, or Hunt (2-5)
CR:	18
Treasure:	None
Alignment:	Always neutral
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj:	-

A long, sinuous beast erupts from the snow, with fangs like sparkling icicles. The creature is flat and low to the ground, with wide, spread and clawed fingers that grasp through the snow to the earth below. The creature is covered in white, gleaming scales and tufts of fur that protrude from its joints to form a frill about its head.

The tundrabeast is a massive, flightless and barely intelligent dragon. It is driven by hunger and sometimes hunts in small packs. They sometimes compete with white dragons for hunting grounds, but generally knuckle under in any confrontation with a true dragon. Tundrabeasts have no language of their own, though a rare few can understand bits of Draconic.

Combat

Tundrabeasts either strike from hidden spots in the snow or charge slow-moving prey to attempt to gobble it up before it can escape. Tundrabeasts are relentless and patient trackers, and have been known to corral prey into dead ends or natural deadfalls where the tundrabeast can dispatch them easily.

Poison (Ex): The poison of a tundrabeast freezes the victim, slowly turning them to pure ice. (Injury; Fort DC 27; Init Dam: 1d10 Con, Sec Dam: 2d4 Con). A victim who fails the initial saving throw takes 1d4 cold damage per round for 1 minute. If the secondary saving throw is failed, the victim takes an additional 1d4 cold damage per round for 1 minute. A victim reduced to 0 hp or less becomes solid ice.

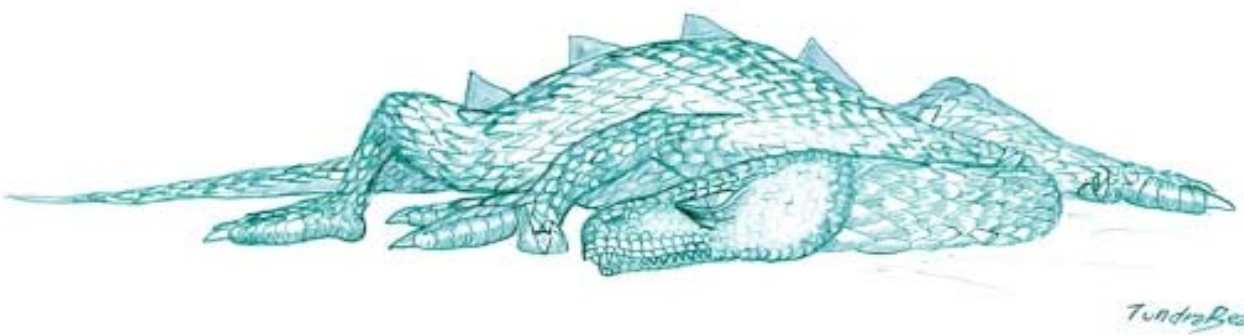
Improved Grab (Ex): If a tundrabeast bites an opponent of Large size or smaller, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. A tundrabeast can only hold creatures in its mouth of Large size or smaller.

Magic Resistant (Su): A tundrabeast gainst a +10 bonus to Spell Resistance.

Swallow Whole (Ex): If the tundrabeast begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The tundrabeast can swallow an opponent of up to Large size. A swallowed creature takes 2d8 bludgeoning damage from the creature's gizzard per round. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon dealing 50 hit points of damage, or it can just try to escape the grapple. The Armor Class of the tundrabeast's interior is AC 16. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. The gizzard of a tundrabeast can hold 1 Large, 2 Medium, 4 small, 8 tiny, 16 diminutive or 32 fine creatures.

Tundrabeasts on Amberos

Tundrabeasts are generally only found on the Glacier of Seasons. They are often hunted by ice giants for food, or sometimes as guardians to their lairs.



Tyrannosphere

Huge Aberration

Hit Dice:	30d8+210 (345 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	5 ft. (1 square), fly 30 feet (6 squares) (good)
Armor Class:	33 (-2 size, +1 Dex, +24 natural), touch 9, flat 32
BAB/Grapple:	+22/+31
Attack:	Up to 15 Eye Rays +21 ranged, bite +23 melee (2d8+3)
Full Attack:	Up to 15 Eye Rays +21 ranged, bite +23 melee (2d8+3)
Space/Reach:	5-ft./10 ft.
Diameter:	25 ft. + 2d12 in (26 ft. 1 in)
Weight:	5,000 lbs + 1d4 x 100 lbs. (5,250 lbs)
Special Att:	Devour eyes, eye rays, spells
Special Qual:	All-around vision, DR 15/magic +5, darkvision 120 feet, magic drain cone, non-detection, SR 30
Saves:	Fort +19, Ref +11, Will +21
Abilities:	S16 D12 C25 I21 W15 Ch19
Skills:	Gather Information +14, Hide +11, Knowledge +15, Listen +14, Move Silently +11, Scry +15, Search +15, Spellcraft +15, Spot +14, Wilderness Lore +6
Feats:	Alertness, Combat Casting, Empower Spell, Flyby Attack, Great Fortitude, Heighten Spell, Improved Initiative, Iron Will, Maximize Spell, Quicken Spell, Spell Focus (Enchantment), Spell Penetration
Environment:	Cold mountains
Organization:	Solitary
CR:	25
Treasure:	None
Alignment:	Always lawful evil
Advancement:	31-60 HD (Huge); 61-90 HD (Gargantuan)

The thing before you floats a few feet from the ground, resembling a huge blood-shot eye covered in armored bronze plates that are tinged with green of age. The cracks between the plates swarm with innumerous smaller eyes, each darting back and forth as is fighting to catch a glimpse of you. From underneath the huge eye the plates open to reveal a maw filled with razor sharp teeth, and a low cackle emanates from the bowels of its vast, salivating maw.

The tyrannosphere are the god-like titans of the race of occulus. Each tyrannosphere is fantastically old and powerful, as well as vile, corrupt and power-hungry. Their primary diet consists of lesser occulus, magic items and mages or sorcerers foolish enough to cross their paths. Tyrannospheres have an innate sense of the existence of others of their ilk, and they constantly manipulate lesser creatures (including lesser occulus) as pawns against each other.

Combat

Tyrannospheres are terrible to behold in combat as their eyestalks unleash a deadly barrage of magical attacks as their great central eye absorbs magic, and their terrible maw crushes and grinds opponents. They are merciless and vindictive when fighting, and delight in the suffering they cause. Often tyrannospheres will do all they can to lengthen the suffering of its victims before it kills them.

All-around vision (Ex): A tyrannosphere is exceptionally alert. It gains a +4 racial bonus to spot and search checks, and cannot be flanked.

Devour Eyes (Su): A tyrannosphere who swallows and kills an opponent absorbs the eyes of its opponent into itself. The tyrannosphere regains one spell level per level of experience the victim had. If the tyrannosphere has not cast any spells for the day, it can retain the power of the eyes to later recall a spell it casts within 24 hours. If a tyrannosphere devours an occulus, not only does it regain spells, but it advances by 2 HD.

Eye Rays (Su): A tyrannosphere can utilize up to 15 spell levels worth of attacks each round from its multiple eye rays. For example, it could utilize 5 lightning bolt rays, 15 magic missile eye rays or any combination of spells up to 15 spell levels and/or attacks. Each ray attack has a +21 ranged touch attack bonus and if the spell normally allows a save, the save is a Fortitude DC 29 regardless of the spell effect's normal save. The area of effect of the eye ray is always One Creature, regardless of the spell's normal area of effect or target. Each eye ray is cast at 30th level ability.

Magic Drain Cone (Su): A tyrannosphere's central eye continually produces a 150-foot cone that drains magic from items and beings within the area of effect. Creatures cannot use supernatural, spell-like abilities or cast spells while in the area of effect. Spellcasters lose one spell per round, starting with their highest level spells if they fail a Fort save DC 29. Likewise, creatures with spell-like abilities suffer 2d8 damage per round (Fort DC 29 for half). An area of antimagic cannot suppress the draining power of a tyrannosphere's central eye.

Items drained of their magical ability do not regain their magic, though lost spells may be rememorized after the victim studies and rests as normal.

Nondetection (Ex): A tyrannosphere is immune to detection as if they were under the effects of a *nondetection* spell with a caster level of 30.

Spells: A tyrannosphere can cast spells as if it were a 15th level sorcerer (DC 14 + spell level) instead of making a bite attack.

Typical Spell List

(6/7/7/7/7/6/6/4; Caster Level 14; Spell DC 14 + spell level)

0: *Arcane Mark, Dancing Lights, Detect Magic, Disrupt Undead, Ghost Sound, Mage Hand, Mending, Message, Open/Close*

1st: *Alarm, Color Spray, Floating Disc, Hold Portal, True Strike*

2nd: *Ghoul Touch, Invisibility, Protection From Arrows, Pyrotechnics, Resist Energy*

3rd: *Arcane Sight, Blink, Deep Slumber*, Slow*

4th: *Arcane Eye, Enervation, Lesser Geas, Phantasmal Killer*

5th: *False Vision, Major Creation, Seeming, Waves of Fatigue*

6th: *Eyebite, True Seeing, Undeath to Death*

7th: *Mass Hold Person*, Plane Shift*

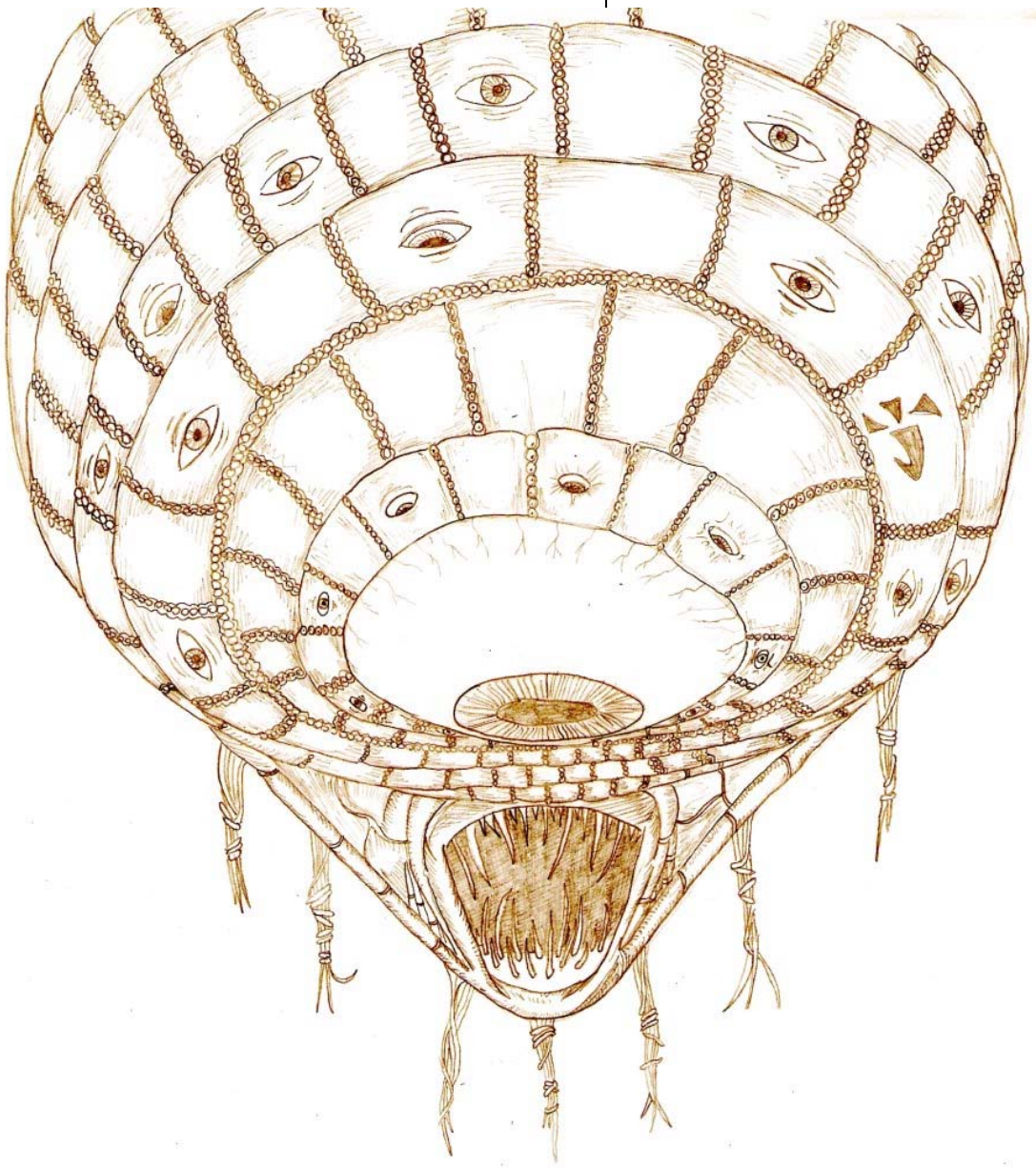
* Enchantment spell; DC +1

Tyrannospheres on Amberos

Some of the occulus who served Jhalah came to resent the god of the dead and banded together and broke the links that bound them to the god. To hide themselves from detection by Jhalah, the tyrannospheres encased themselves in spheres made of bronze plates that were magically warded with anti-scrying sigils and other magic. Yet, they have been unable to undo the terrible curse that binds them to their form, and they gained the great hunger of Jhalah himself. Disjoined from the unholy union with Jhalah as his foul eyes, the tyrannospheres begin to plot their own dominion and devouring of the lands of the living.

As the tyrannospheres grew in power, they learned that the eyes of those they devoured were not consumed and instead became part of their own bodies, wedging themselves into the gaps of the bronze plates and increasing the tyrannosphere's own powers.

Tyrannospheres can be found on any place on Amberos, but usually make their homes in places inhospitable to others to hide from Jhalah's senses. In secret, tyrannospheres plot their own eventual rise to power and perhaps master of Amberos. Luckily, the tyrannospheres are warring creatures, and rarely work in concert to succeed in their goals to rule Amberos.



Uglama

Large Giant (Earth)

Hit Dice:	9d8+54 (94 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 ft. (6 squares), climb 30 ft. (6 squares)
Armor Class:	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
BAB/Grapple:	+6/+18
Attack:	Unarmed strike +13 melee (2d6+8) or composite longbow (+8 Str) +9 ranged (2d6+9;x3)
Full Attack:	Unarmed strike +13/+8 melee (2d6+8) or composite longbow (+8 Str) +9/+4 ranged (2d6+9;x3)
Space/Reach:	10-ft./10 ft.
Height:	13 ft. + 2d10 in. (13 ft. 11 in.)
Weight:	400 lbs + 2d6x 25 lbs. (575 lbs.)
Special Att:	Flurry of Blows
Special Qual:	Fast healing 6, low-light vision, spells
Saves:	Fort +12, Ref +7, Will +5
Abilities:	S27 D19 C23 I13 W15 Ch10
Skills:	Climb +14, Handle Animal +2, Hide 0, Jump +14, Listen +8, Ride +6, Spot +8, Survival +8
Feats:	Animal Affinity, Die Hard, Endurance[B], Improved Grapple, Improved Unarmed Strike
Environment:	Temperate, Warm land
Organization:	Solitary, Mission (2-5), or Convent (5-20)
CR:	8
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	By Character level
Level Adj:	+4

Standing before you is a neanderthalic creature twice the height of a human, despite it's hunched-over shape. It wears a simple loincloth pelt and its hairless body is covered in tattoos and war paint. A mighty bow is across its back, and it stands in a weaponless, martial position, as if awaiting your reaction.

Uglama are a race of giants that are very close to nature. They combine both aspects of monks and druids, being proficient in fighting unarmed, often surrounded by animal companions and capable of drawing on the magic of the world around them. The uglama, while tight-knitted around their own kind are indifferent towards other races, and generally will avoid contact with other sapient creatures. However, they cannot abide defilers of the natural world and have been known to attack logging, mining and other encampments where beings attempt to strip or ruin the natural world around them. Uglamas shun civilized society, and will never willingly enter a city.

The uglama have their own language and can also speak Giant.

Combat

Uglamas are deadly hand-to-hand combatants, and can also draw on the magic of the world around them, either to augment their own abilities or to strike down their foes. Also, uglamas are generally surrounded by animal companions who will willingly fight to defend and aid the uglama, making them truly deadly opponents to face.

Fast Healing (Ex): Uglamas regain 6 hit points per round. Fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. It does not allow lost body parts to be reattached.

Spells: All Uglamas can cast spells as if they were 9th level druids. The DC for their spells is 12 + spell level.



Typical Spell List

(6/5/5/3/2/1;Caster Level 9;Spell DC 12 + spell level)

0: *Cure Minor Wounds, Flare, Guidance, Know Direction, Mending, Resistance*

1st: *Entangle, Faerie Fire, Goodberry, Magic Fang, Produce Flame*

2nd: *Animal Trance, Barkskin, Bull's Strength, Tree Shape, Warp Wood*

3rd: *Call Lightning, Protection From Energy, Spike Growth*

4th: *Flame Strike, Scrying*

5th: *Stoneskin*

Uglama Society

Uglamas are generally nomads who move about in small clusters known as missions. In some cases, uglamas have set up primitive villages made out of natural materials in secluded areas wilderness areas. However, even in these villages the uglamas are careful not to upset the natural surroundings, and the buildings and other structures can be torn down at a moments notice and moved to another area without leaving much of a trace of the uglamas former presence in the area.

Uglama On Amberos

Uglama were the original caretakers of the Kennestone forest, but were driven out by Druidus and his followers. The uglama relocated to the lands of Sarve, and are attributed to having taught Sarve the powerful earth-shaping magic he used to create the Lands of Sarve. Uglama encountered outside of the lands of Sarve are exceptionally rare occurrences, but do exist.

Uglama Characters

Uglamas rarely adventure with other races, but may occasionally take a group of sentients under their wing to teach them the ways of nature or to aid them as nature sees fit.

Uglama characters gain the following abilities

- **Base movement 30 ft, climb speed of 30 ft.**
- **Lowlight vision.** An uglama can see in dim or twilight conditions twice as far as a human.
- **Large Size.** An uglama has a –1 size penalty to AC and attack rolls. They have a +4 bonus to grapple checks and a –4 size penalty to hide checks. A large character can lift or carry twice as much as a Medium character. An uglama has takes up a 10 ft. square area and has a natural reach of 10 feet.
- **9d8 racial hit dice.** To this total, the uglama adds nine times his Constitution modifier (minimum 1 hit point per hit die)
- **Base Attack Bonus +6.**
- **+6 Natural armor**
- **Base Fort +6, Reflex +3, Will +3**
- **+16 Str, +8 Dex, +12 Con, +2 Int, +4 Wis.** Uglamas are powerful and agile, even for giants. They are intellectual beings that are generally in tune with their surroundings.
- **(2 + Int mod) x 12 skill points.** An uglama's racial skills are Climb, Handle Animal, Jump, Listen, Ride, Spot and Survival
- **4 Racial Feats.**
- **Endurance Feat as a racial bonus feat.**
- **Fast Healing.** Uglamas regain a number of hit points equal to their Constitution modifier per round. Fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. It does not allow lost body parts to be reattached.
- **Flurry of Blows:** As per the monk ability, the uglama gains an additional attack at his highest BAB bonus.
- **Spells:** All Uglamas can cast spells as if they were 9th level druids. The DC for their spells is 10 + spell level + Wisdom modifier. The save DCs are Wisdom based. Uglama spell levels and druid levels stack for determining spells per day and caster level.
- **Favored Class:** Monk or Druid. An uglama can multiclass freely between druid and monk.
- **Level Adj:** +4

Uglama clerics worship Belli, and tend to be druids, not clerics.

Uglama Pensive

9HD Uglama Monk 5;**hp:** 160
S29 D22 C26 I12 W19 Ch8;**Fort** +18**, Ref** +13**, Will** +11
Init: +6 **Move:** 50 ft., climb 30 ft.
AC: 31 (-1 size, +6 Dex, +4 Wis, +6 natural, +1 AC, +5 *bracers of armor +5*), touch 20, flat 25
BAB/Grapple: +9/+21
Full Attack: unarmed strike +21/+16 melee (2d6+9) (flurry of blows +20/+20/+15 melee)
Special Att: –
Special Qual: Evasion, fast healing 8, ki strike (magic), low-light vision, purity of body, slow fall 20 ft., still mind
Skills: Climb +21, Handle Animal +1, Hide +8, Jump +35, Knowledge (Religion) +7, Listen +4, Ride +8, Spot +10
Feats: Animal Affinity, Deflect Arrows[M], Die Hard, Dodge, Endurance[B], Improved Grapple[M], Improved Unarmed Strike[M], Stunning Fist, Weapon Focus (Unarmed Strike)
CR: 13
Gear: *bracers of armor +5* (25,000 gp), *amulet of health +2* (4,000 gp), diamond dust (250 gp) [stoneskin]
Total: 29,250 gp (35,000 gp)

Evasion (Ex): An uglama pensive that makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Still Mind (Ex): An uglama pensive gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

***Ki* Strike (Su):** An uglama pensive's unarmed attacks are empowered with *ki.* His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with DR.

Slow Fall (Ex): An uglama pensive within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): An uglama pensive gains immunity to all diseases except for supernatural and magical diseases.

Typical Spell List

(6/5/5/3/2/1;Caster Level 9;Spell DC 12 + spell level)
0: *Cure Minor Wounds, Flare, Guidance, Know Direction, Mending, Resistance*
1st: *Entangle, Faerie Fire, Goodberry, Magic Fang, Produce Flame*
2nd: *Animal Trance, Barkskin, Bull's Strength, Tree Shape, Warp Wood*
3rd: *Call Lightning, Protection From Energy, Spike Growth*
4th: *Flame Strike, Scrying*
5th: *Stoneskin*

Uglama Forester

9HD Uglama Monk 5/Druid 7;**hp:** 247
S29 D22 C26 I12 W27 Ch8;**Fort** +23**, Ref** +15**, Will** +19
Init: +6 **Move:** 50 ft., climb 30 ft.
AC: 39 (-1 size, +6 Dex, +8 Wis, +6 natural, +2 AC, +8 *bracers of armor +8*), touch 25, flat 33
BAB/Grapple: +14/+25
Full Attack: unarmed strike +26/+21/+16 melee (2d8+9)
(flurry of blows +26/+26/+21/+16 melee)
or adamantine kama +23/+18/+13 melee (1d8+9)
or *Spellstaff* (*Finger of Death*, CL 16; DC 26)
Special Att: –
Special Qual: Evasion, fast healing 8, ki strike (magic), low-light vision, nature sense, purity of body, resist nature's lure, slow fall 20 ft., still mind, trackless step, wild empathy, wild shape (3/day), woodland stride
Skills: Climb +21, Concentration +29, Handle Animal +8, Hide +8, Jump +35, Knowledge (Nature) +9, Listen +4, Ride +8, Spot +10, Survival +14
Feats: Animal Affinity, Beastmaster, Deflect Arrows[M], Die Hard, Dodge, Endurance[B], Improved Grapple[M], Improved Unarmed Strike[M], Natural Spell, Stunning Fist, Weapon Focus (Unarmed Strike)
CR: 20
Gear: adamantine kama (3,002 gp), *bracers of armor +8* (64,000 gp), *amulet of health +6* (36,000 gp), *periapt of wisdom +6* (36,000 gp), *monk's belt* (13,000 gp), *clear spindle ioun stone* (4,000 gp), *lavender and green ioun stone* (40,000 gp), *pearl of power* (4th) (16,000 gp), diamond dust (250 gp) [stoneskin], yew quarterstaff [spellstaff, changestaff]
Total: 219,252 gp (220,000 gp)

Evasion (Ex): An uglama forester that makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Still Mind (Ex): An uglama forester gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

***Ki* Strike (Su):** An uglama forester's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with DR.

Slow Fall (Ex): An uglama forester within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): An uglama forester gains immunity to all diseases except for supernatural and magical diseases.

Wild Empathy (Ex): An uglama forester can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The uglama forester rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

Woodland Stride (Ex): An uglama forester may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her 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.

Trackless Step (Ex): An uglama forester leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): A uglama forester gains a +4 bonus on saving throws against the spell-like abilities of fey.

Typical Spell List

(6/7/7/7/6/5/4/4/3;Caster Level 16;Spell DC 18 + spell level)

0: *Cure Minor Wounds, Flare, Guidance, Know Direction, Mending, Resistance*
1st: *Detect Animals and Plants, Entangle, Faerie Fire, Goodberry, Jump, Longstrider, Produce Flame*
2nd: *Animal Trance, Barkskin, Bull's Strength, Heat Metal, Spider Climb, Tree Shape, Warp Wood*
3rd: *Call Lightning, Greater Magic Fang, Meld Into Stone, Neutralize Poison, Poison, Protection From Energy, Spike Growth*
4th: *Air Walk, Flame Strike, Freedom of Movement, Ice Storm, Rusting Grasp, Scrying*
5th: *Awaken, Baleful Polymorph, Cure Critical Wounds, Stoneskin, Tree Stride*
6th: *Find the Path, Fire Seeds, Greater Dispel Magic, Move Earth*
7th: *Changestaff, Fire Storm, Heal, True Seeing*
8th: *Earthquake, Whirlwind, Word of Recall*

Dire lion animal companion: CR –; LA —; Large animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grp +17; Atk Claw +13 melee (1d6+7); Full Atk 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake (1d6+3); SQ link, low–light vision, scent, share spells; AL (Always) N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw). (Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.)

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

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

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect

her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of “You” on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion’s type (animal).

Uniceris

Large Magical Beast

Hit Dice:	6d10+24 (57 hp)
Initiative:	+1 (+1 Dex)
Speed:	60 ft.
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat 15
BAB/Grapple:	+6/+ 14
Attack:	Gore +11 melee (2d6+6)
Attacks:	Gore +11 melee (2d6+6), 2 claws +6 melee (1d8+3)
Space/Reach:	10-ft./5 ft.
Length:	11 ft. + 2d8 in. (11 ft. 9 in.)
Weight:	4,500 lbs + 2d4 x 250 lbs. (5,750 lbs.)
Special Att:	Pounce, powerful charge, sonic attack
Special Qual:	darkvision 60 ft., fast healing 4, lowlight vision, plainjump, protective aura
Saves:	Fort +11, Ref +8, Will +4
Abilities:	S23 D13 C19 I14 W14 Ch16
Skills:	Heal +8, Hide +7, Listen +10, Sense Motive +8, Spot +10, Swim +8
Feats:	Alertness[B], Endurance, Great Fortitude, Lightning Reflexes
Environment:	Temperate, Warm plains
Organization:	Solitary, or Team (2-5)
CR:	5
Treasure:	None
Alignment:	Always Neutral Good
Advancement:	7-12 HD (Large); 13-18 HD (Huge)

Standing before you is a huge quadruped with a squat, massive hairless body, reminiscent of a rhino. It has the forelegs of a great cat, and a thick mane of golden hair. It has a rhino-like head, but the great horn upon its snout seems to have been replaced with a silver spire that projects from its forehead.

The uniceris is an odd-looking creature that protects the plains and savannas. It has the body and head of a rhinoceros with the forelegs and mane of a lion. Unlike a regular rhinoceros, instead of having a great horn at the tip of its nose, it has a silver horn on its forehead, like that of a unicorn.

Uniceris are fairly intelligent and does not trust non-fey humanoids. It is also fairly territorial, and will attempt to drive off even other animals from its home area. A uniceris can speak fey, but is very reluctant to speak.

Combat

A uniceris attacks by lowering its head and charging a foe. If it can drive the foe into the ground with its gore, it will continue on past any remaining targets, turn and rush again. Against foes with ranged attacks, the uniceris will attempt to move close enough to use its sonic roar. Finally, when defending its lair, a uniceris will often charge and stay in melee, striking with its bite and claws, roaring as it fights.

Sonic Attack (Su): The roar of a uniceris can even drown out the mightiest lion pride on the plains. It takes the uniceris a standard action to generate a cone-shaped effect 60 feet long and 20 feet wide at the base. Those in the area of effect must make a Fort DC 17 save or suffer 3d6 sonic damage and be stunned for 1d4+1 rounds. A successful saving throw halves the damage and results in no stun.

Fast Healing (Ex): The uniceris regains 4 hit points a round except from unholy or fire attacks. If reduced to less than 0 hit points, the uniceris cannot regain hit points until it is returned to a positive hit point score.

Plainjump (Su): When on open plains, a uniceris can *dimension door* as a move action once a minute. A uniceris must start and end its movement in open plains, with no terrain obstacles within 50 feet. It may use this ability to perform a charge attack. Caster level 6.

Pounce (Su): If a uniceris charges a foe, it can make a full attack.

Powerful Charge (Ex): A uniceris's gore deals 4d6+12 points of damage when it makes a charge

Protective Aura (Su): A uniceris is constantly protected by a *Magic Circle against Evil*. It cannot choose to deactivate this ability.

Uniceris on Amberos

Uniceris roam the wild plains of the Southern Kingdom and parts eastward. Some goblinoids have captured these great beasts and forced them fight in their wars, though they usually sicken and die after only a short amount of time, if they are not first slain in the battles they are sent into.



Uniterea

Colossal Elemental (Earth, Extraplanar)

Hit Dice: 32d8+448 (592 hp)
Initiative: +0
Speed: 50 ft. (10 squares), burrow 30 ft. (6 squares)
Armor Class: 37 (-8 size, +35 natural), touch 2, flat-footed 37
BAB/Grapple: +24/+60
Attack: Slam +36 melee (4d8+20;19-20/x2)
Full Attack: 2 Slams +36 melee (4d8+20;19-20/x2)
Space/Reach: 30 ft./30 ft.
Height: 62 ft.
Weight: 320,000 lbs. (160 tons)
Special Attacks: Battering blows, epic strike, trample 12d8+30
Special Qual: DR 20/epic +8, darkvision 60 ft., earth shift, elemental traits, iron mind, resistance to energy 50 , tremorsense 60 ft., undying strength
Saves: Fort +34, Ref +10, Will +12
Abilities: S50 D10 C39 I10 W14 Ch6
Skills: Hide -16, Knowledge (the planes) +10, Listen +12, Search +10, Sense Motive +12, Spot +12, Survival +12, Use Magic Device +8
Feats: Awesome Blow, Cleave, Combat Reflexes, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Overrun, Power Attack, Track
Environment: Elemental Plane of Earth
Organization: Solitary
CR: 24
Treasure: None
Alignment: Always neutral
Advancement: 33-96 HD (Colossal)
Level Adj: -

This hulking mountain of earth has a vague humanoid shape, with glittering eyes made of polished obsidian and what appear to be vein-like structures of precious minerals dotting its granite-like body. It stands on three titanic legs made of stout granite, and the floor shakes with each step it makes.

The unitereas are rare creatures made by the elemental plane of earth to protect against intrusion by the other elements. Their goal is to destroy creatures and items not of the elemental earth plane, and to protect the riches of the earth from being stolen by non-earth creatures. They are rarely encountered outside the elemental plane of earth, where their directive to destroy anything not made of elemental earth quickly consumes them.

They are capable of speaking only Terran, and will attack any creature that uses another language in their presence.

Combat

Unitereas are creatures of massive strength with only a dash of brains. Quite simply, they move to destroy any non-earth creature they encounter, and retrieve from any such creatures any earthly treasures that they could return to elemental plane of earth. They do not bargain nor plot, acting in a purely instinctual manner toward any enemy they encounter.

Battering Blows (Ex): A unitereas's slams are treated as two-handed attacks for determining the damage bonus with Power Attack.

Earth Shift (Su): Once per day, as a standard action, a uniterea can transport itself and up to 3,200 lbs. of materials and/or beings to or from the elemental plane of Earth.

Epic Strike (Su): A unitereas attacks are considered epic weapons for the purposes of bypassing damage reduction.

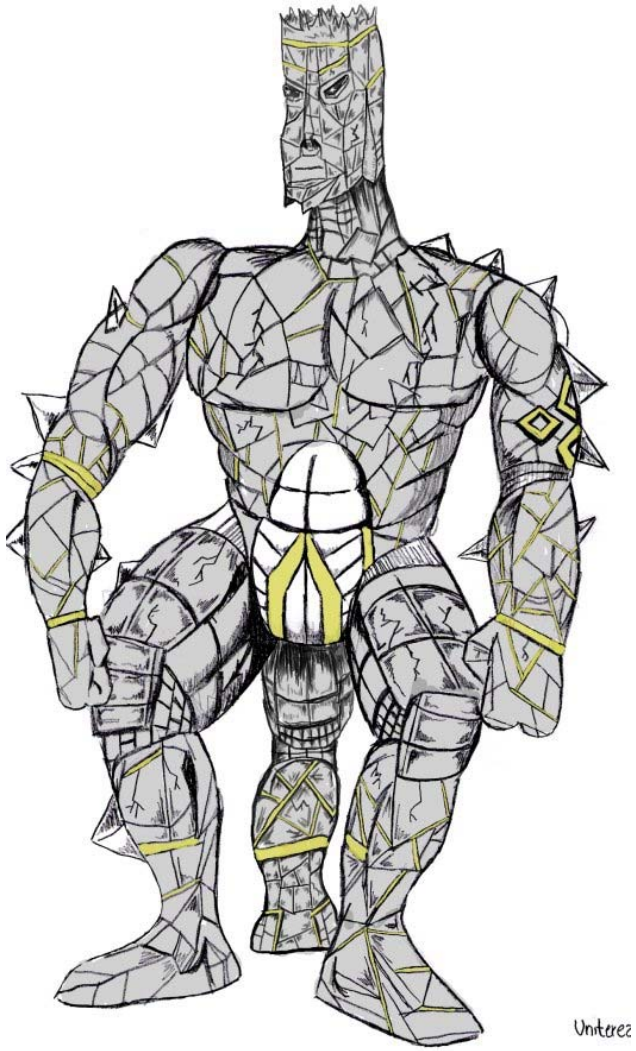
Trample (Ex): Reflex save DC 46 half. The save DC is Strength based.

Resistance to Energy (Ex): A Unitereas ignores 50 points of cold, fire or electricity damage from any attack.

Immune to Acid (Ex): A Unitereas ignores all damage from acid attacks.

Iron Mind (Su): A unitereas is immune to all mind-affecting abilities and spells.

Undying Strength (Su): As long as a unitereas is in contact with solid ground, it cannot be ability drained, is immune to death effects, polymorph effects and is immune to negative level effects.



Vergung

Large Aberration

Hit Dice:	10d8+60 (105 hp)
Initiative:	+3 (+3 Dex)
Speed:	40 ft. (8 squares), fly 50 ft. (poor), burrow 10 ft. (2 squares)
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
BAB/Grapple:	+7/+19
Attack:	Bite +14 melee (1d8+8 + poison)
Full Attack:	Bite +14 melee (1d8+8 + poison) and 2 claws +12 melee (1d6+4) and tail +12 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Length:	12 ft + 2d12 in. (13 ft. 1 in.)
Weight:	700 lbs + 2d4 x 25 lbs. (825 lbs.)
Special Attacks:	Improved grab, poison
Special Qual:	Darkvision 60 ft., sinuous tail, tremorsense
Saves:	Fort +9, Ref +6, Will +10
Abilities:	S27 D17 C23 I13 W16 Ch 11
Skills:	Climb +21, Hide -1, Jump +18, Listen +10, Spot +16
Feats:	Ability Focus (Poison), Flyby Attack, Multiattack
Environment:	Any hills, underground
Organization:	Solitary, or Brood (2-5)
CR:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adj:	-

The creature in front of you is a blur of scales, claws, fur and wings. What you can make out is a long, sinuous neck and great bat-like wings. The body and legs and reptilian, with long black claws and shining white teeth. Perhaps most disturbing, however, is the fact the beast has no eyes, even as it snarls in your direction.

A vergung looks like an eyeless dragon and has a disposition like an ever-hungry demon. Its intelligence rears in its ability to hunt down prey, learning quickly how its prey reacts to thwart attempts to escape or thwart the vergung from catching its prey.

Vergung are slippery creatures, and are intelligent enough to cover their tracks and use other tactics to prevent tracking them back to their lairs.

Vergung speak abysmal and common.

Combat

A vergung attacks with overwhelming force - when it strikes. It prefers to separate and isolate foes when it can, and strike fear into its prey to lessen the chance of any prey from mounting an effective counter-attack against it. The creature often uses its tunneling ability to separate foes, trap them and surprise them.

Improved Grab (Ex): If vergung hits with a claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Once a vergung successfully grapples an opponent, it can transfer the victim to be held by the tail as a free action.

Poison (Ex): Injury; Fort DC 23; Init: 1d4 Con, Sec: 2d4 Con. A victim who fails the initial save must make a separate save or fall into violent convulsions for 1d4+1 rounds. A convulsing victim is flat-footed, prone and unable to act or hold objects.

Sinuous Tail (Ex): A vergung can grapple opponents with its tail and is not considered grappled itself while doing so.

Tremorsense (Ex): Vergung are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground out to 30 feet distant.

Vergung on Amberos

The vergung is a reptilian hunter created by Ziga to hunt down and terrorize other beings. They can be encounter practically anywhere on Amberos, and often make their lairs in underground caves – from which they raid the surface world.



Viperlisk

Huge Magical Beast (Reptilian)

Hit Dice:	10d10+20 (75 hp)
Initiative:	+1 (+1 Dex)
Speed:	50 ft. (10 squares)
Armor Class:	17 (-2 size, +1 Dex, +8 natural)
BAB/Grapple:	+10/+24
Attack:	Bite +16 melee (2d6+8 + poison;18-20/x2)
Full Attack:	Bite +16 melee (2d6+8 + poison;18-20/x2)
Space/Reach:	15 ft./10 ft.
Length:	30 ft + 1d8 ft. (34 ft.)
Weight:	6,000 lbs + 1d8 x 300 lbs. (6,700 lbs)
Special Att:	Petrifying gaze
Special Qual:	Fast healing 5
Saves:	Fort +12, Ref +8, Will +5
Abilities:	S27 D13 C15 I2 W14 Ch9
Skills:	Climb +16, Balance +9, Hide –3, Listen +13, Spot +12, Swim +16
Feats:	Ability Focus (Petrifying Gaze), Alertness, Improved Critical (Bite), Weapon Focus (Bite)
Environment:	Temperate, Warm land, underground
Organization:	Solitary, Pair, or Brood (2-5)
CR:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)

The snake-like coils rise up before you, each as thick as a man is tall. The dull-colored coils are the hue of dead stone and are topped by an arrow-shaped head from which two bright yellow eyes stare out.

This beast appears as a large stone-gray snake with hypnotic, glowing yellow eyes and great, sharp fangs. It is found in underground lair and burrows, creeping out at dusk to hunt for prey. The vile creature avoids daylight, though it is not particularly vulnerable to light.

Combat

The viperlisk fights by attempting to get victims to gaze into its eyes. Those who directly meet the creature's gaze find their soul fleeing the body, never to return. Even those who glance at the creature's reflection are likely to be turned to stone. Failing petrifying its victims, the viperlisk strikes with its deadly poison bite. The poison works quickly, and can kill most victims with a single strike.

Petrifying Gaze (Su): 30 ft. range, Fort DC 19 save or be turned to stone. Those who fail the saving throw by 5 or more are slain instead of petrified, and cannot be brought back to life short of a *True Resurrection*. The viperlisk's gaze is so deadly that it even works in reflective surfaces, though it is immune to its own gaze.

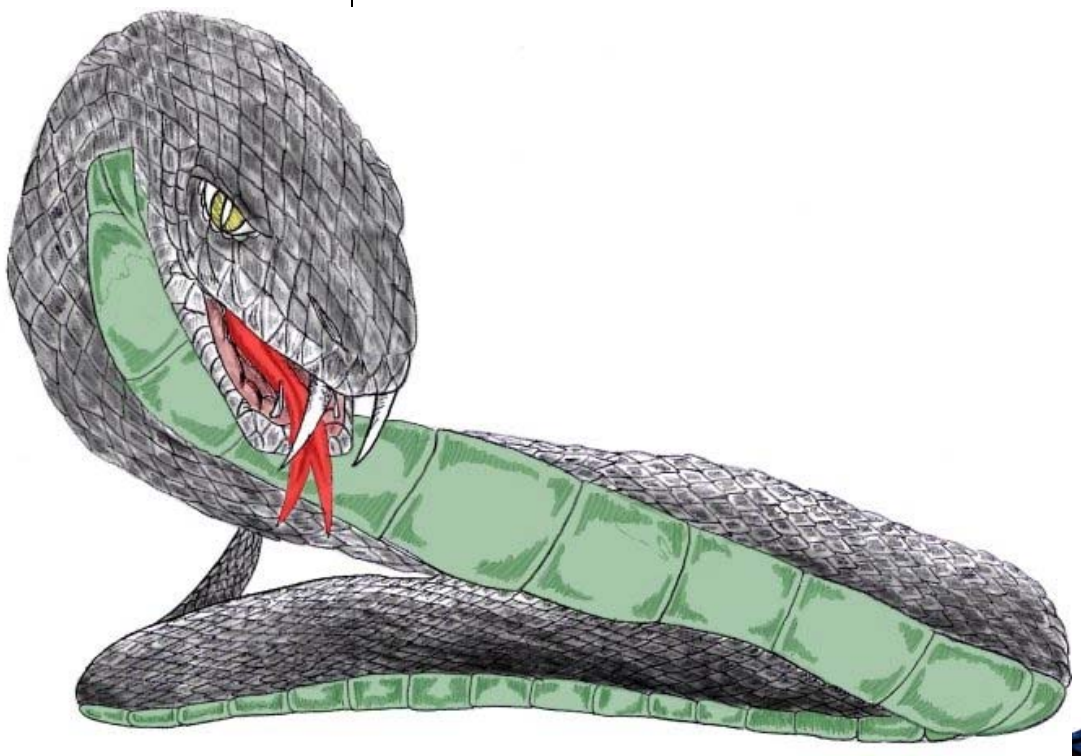
Poison (Ex): Injury; Fort DC 17. Init: 1d6 Con, Sec: 3d6 Con.

Fast Healing (Ex): A viperlisk heals 3 hit points a round except from fire, acid and cold damage. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.

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

Viperlisk on Amberos

These terrifying creatures are usually only found deep under mines near rich deposits of precious metals or gems. How these creatures come to inhabit such places is unknown, but they usually seem to guard the caverns containing such riches as if they were their own, and use the wealth as a lure to attract prey to devour.



Void Ooze

Large Ooze (Incorporeal)

Hit Dice:	10d10+40 (95 hp)
Initiative:	+0
Speed:	Fly 30 ft. (perfect)
Armor Class:	10 (-1 size, +1 deflection), touch 10, flat 10
BAB/Grapple:	+7/+18
Attack:	Slam +7 touch (1d6 cold + energy drain)
Full Attack:	Slam +7 touch (1d6 cold + energy drain)
Space/Reach:	10 ft./10 ft.
Diameter:	10 ft.
Weight:	–
Special Att:	Energy drain
Special Qual:	Blindsight 60 ft., DR 5/magic +2, immune to cold, magic resistant, ooze traits, SR 21
Saves:	Fort +7, Ref +2, Will +2
Abilities:	S– D10 C18 I– W10 Ch1
Skills:	–
Feats:	–
Environment:	Any land
Organization:	Solitary
CR:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adj:	-

This liquid blackness rolls forth with determined purpose. The air around it seems to be sucked of life, warmth and color, and it approaches with an uncanny speed.

A Void ooze is a bizarre creature from the negative material plane. Often drawn to areas of large concentrations of negative energy (such as large concentrations of undead or areas hallowed to gods of destruction), these masses of roiling negative energy move in constant search of life to leech.

Combat

Void ooze are exceedingly simplistic, moving towards and enemy and attempting to quickly drain the life from them. They are capable of scuttling through amazingly small places, and battering down obstructions to reach their prey.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when the void ooze strikes an opponent. Each successful energy drain bestows two negative levels. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. The void ooze gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Victims slain by the void ooze's negative energy immediately become uncontrolled spectres.

Immune to Cold (Ex): A void ooze suffers no damage from cold-based attacks.

Magic Resistant (Su): A void ooze gains a +10 bonus to magic resistance.

Void ooze on Amberos

These bizarre oozes are only known to exist in the Black Hills of Amberos, home of the first necromancer of Amberos. The area is already infested with many sorts of undead, and this bizarre creature is thought to be a byproduct of the large concentration of negative energy in the area.



Wargog

Gargantuan Aberration (Extraplanar)

Hit Dice:	30d8+210 (345 hp)
Initiative:	+0
Speed:	30 feet (6 squares)
Armor Class:	28 (-4 size, +22 natural), touch 6, flat 28
BAB/Grapple:	+23/+47
Attack:	Slam +36 melee (3d6+17;19-20/x2) or ballista +23 ranged (3d8;19-20/x2)
Full Attack:	4 slams +36 melee (3d6+17;19-20/x2), 3 bites +34 melee (2d6+8), ballista +23 ranged (3d8;19-20/x2)
Space/Reach:	20 ft. /15 ft.
Height:	53 ft.
Weight:	210,000 lbs. (105 tons)
Special Att:	Improved grab, summon creature, swallow whole, trample 3d8+25
Special Qual:	Carry troops, DR 20/epic +10, darkvision 60 ft., foundry, magic resistant, protective aura, regeneration 30, SR 36
Saves:	Fort +17, Ref +10, Will +19
Abilities:	S45 D10 C25 I10 W10 Ch10
Skills:	Bluff +15, Climb +17, Craft (Weaponsmith) +15, Diplomacy +15, Listen +2, Sense Motive +15, Spot +11
Feats:	Alertness, Awesome Blow, Cleave, Endurance, Improved Critical (Slam), Improved Sunder, Iron Will, Multiattack, Power Attack, Skill Focus (Spot), Weapon Focus (Slam)
Environment:	Agennomar
Organization:	Solitary or Troup (2-5)
CR:	25
Treasure:	None or Hoard
Alignment:	Usually Lawful Evil
Advancement:	31-60 HD (Gargantuan); 61-90 HD (Colossal)

This towering stone construct moves about on three tree-trunk like legs. From its shoulders sprout numerous towers, each large enough to accommodate a single human-sized archer. Its four ropey arms end in massive hands with cruel claws. Four huge eyes are set in the creature's trunk, allowing it to see in every direction at the same time. Despite the massive proportions of the creature, its insectile head seems rather tiny.

The wargog are an extra-dimensional race of living siege engines from Agennomar. They wander the battlefields of Agennomar, transporting troops from one battlefield or another, or used to attack the collapsing fortresses of that plane.

Most wargogs are slaves to one race or another on Agennomar, though there is a small number of mercenary wargog who hire their services out to the highest bidder. These creatures dislike being idle, and if they have no battle to immerse themselves into, they have been known to instigate such conflicts to ensure their own need.

Besides carrying troops and acting as living siege engines, the wargog has several special organs that allow it to devour raw ore and produce finely crafted weapons – either for sale to other races in times of "peace", or for the use of troops it is carrying.

Wargogs speak Common, Goblinoid and Infernal.

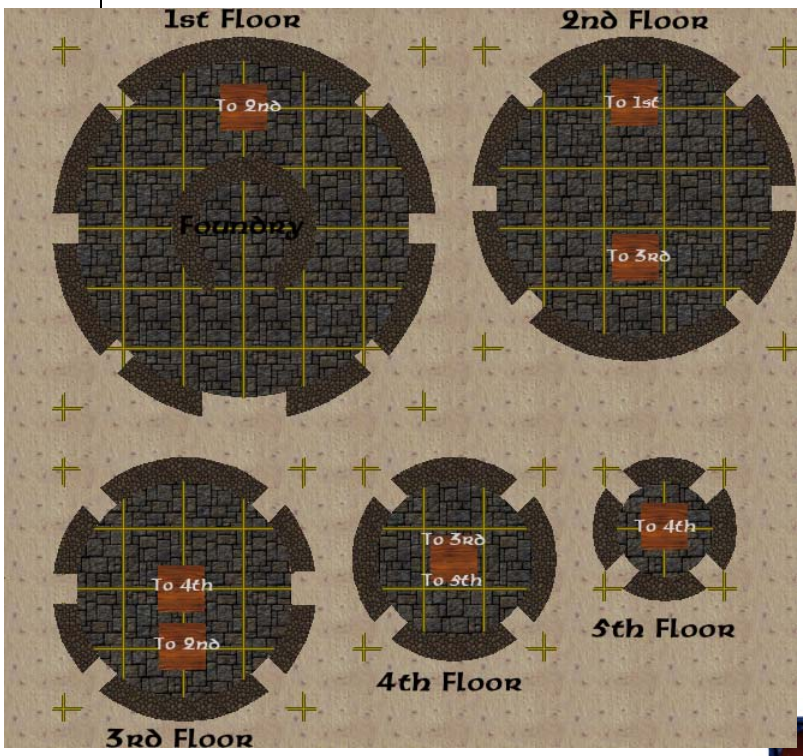
Combat

Wargogs are generally overflowing with troops, which they can disgorge upon enemy formations. Their huge size also allows them to act as living siege engines, battering down fortified walls or smashing troops into mush.

One of the towers protruding from a wargog is equipped with a self-loading ballista under the control of the wargog. In addition to its melee attacks, the wargog can fire the ballista at opponents without provoking an attack of opportunity. The ballista reloads itself as a free action.

Carry Troops (Ex): The wargog's body comprises several hollow compartments and battlements, allowing it to bandy about other beings. A wargog can carry 20 Medium, 40 small, 80 tiny, 160 diminutive, or 320 fine creatures. Creatures being carried can attack those outside the wargog with ranged weapons or spells. Carried creatures are considered to have cover from attacks aimed at them or area effect spells that target the wargog.

Foundry (Su): Within the bowels of the wargog exists a chamber that is reminiscent of a forge. As a free action, a wargog can use this chamber to convert up to 1,000 gp of treasure it is carrying into magical arms, armor or wondrous items made of metal. The wargog often uses this chamber to arm and armor those it works for. A wargog cannot distribute the items its makes; someone must retrieve them from the forge and distribute them to



be used.

Improved Grab (Ex): If a wargog hits with an attack, it may start a grapple without provoking an attack of opportunity. No initial touch is required. A wargog can transfer a grappled opponent to its mouth as a free action.

Magic Resistant (Su): A wargog gains a +10 bonus to Spell Resistance.

Summon Creature (Sp): A wargog can cast *Summon Monster IX* as per a 20th level sorcerer once per round as a standard action that provokes an attack of opportunity. The wargog cannot summon additional creatures until the current summoned creatures are dismissed or destroyed.

Swallow Whole (Ex): A wargog that starts a round with an Large or smaller opponent in its mouth can swallow a victim with a successful grapple check. Swallowed victims suffer 2d6 points of crushing damage per round within the wargog's gizzard (which is located beneath the foundry). A victim may attempt to escape with small or tiny weapons by dealing 50 or more points of damage to the gizzard. The hole seals after the victim escapes, so others trapped inside will need to make their own way out.

A wargog's gizzard may hold 2 large, 4 Medium, 8 small, 16 tiny, 32 diminutive or 64 fine creatures.

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

Protective Aura (Su): The wargog can choose to emit a protective aura as a free action to protect troops on the side it is aligned with. Protected individuals receive the benefits of a *Prayer* and *Aid* spell (cast at 30th level ability) if they are within 30 feet of the Wargog. Those who move out of the protective aura continue to receive the benefits as if the spell had been cast on them.

Regeneration (Ex): A wargog treats all damage, except from adamantine and cold, as non-lethal damage. A wargog may reattach severed limbs by holding the stump back in place for one round. A wargog recovers 30 hit points per round.



Watcher in the Woods

Tiny Magical Beast

Hit Dice:	4d10 (22 hp)
Initiative:	+4 (+4 Dex)
Speed:	10 ft. (2 squares), fly 50 ft. (good)
Armor Class:	19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15
BAB/Grapple:	+4/-7
Attack:	Claw +10 melee (1d2-3)
Full Attack:	Claw +10 melee (1d2-3)
Space/Reach:	2½ ft./0 ft.
Special Att:	Eye rays, stone gaze
Special Qual:	Arcane senses, darkvision 60 ft., low-light vision, SR 16
Saves:	Fort +4, Ref +8, Will +3
Abilities:	S5 D19 C11 I11 W14 Ch17
Skills:	Hide +12, Listen +4, Move Silently +23, Spot +12
Feats:	Alertness, Weapon Finesse[B]
Environment:	Any forest or underground
Organization:	Solitary, Pair, or Brood (2-5)
CR:	6
Treasure:	Standard coins and gems; 50% goods; 50% magic items scrolls only
Alignment:	Always neutral
Advancement:	5-8 HD (Tiny); 9-12 HD (Small)
Level Adj:	+9

Perched in front of you is a small white-chested brown owl. However, unlike a normal barn owl, its eyes are solid black and nine differently colored glowing eyes surround its forehead.

It is believed that the watchers were alchemical/magical creations made by the occulus, and they can sometimes be found as pets or companions to such beasts. However, they are also intelligent enough to live and create quasi-communities for themselves. They are hoarders of both gems, coins and some knowledge. They have a penchant for collecting scrolls, both magical and mundane.

Watchers that are still bound to an occulus often have silver bracelet-like manacles binding their feet as a warning that the creature is under the occulus's watch and protection.

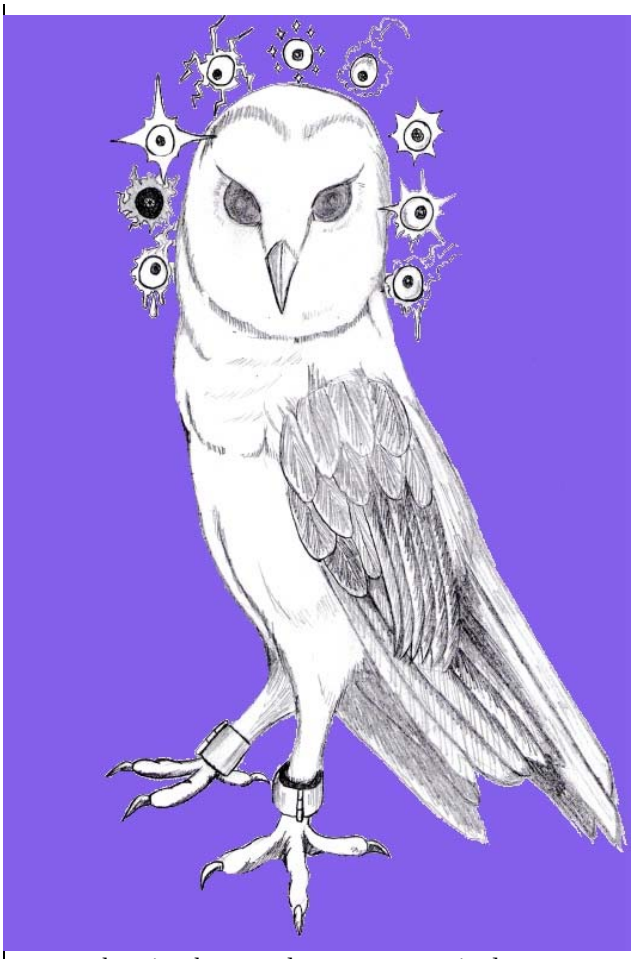
Watchers can speak Common, Elvin, Terran and Avian.

Combat

Watchers can be easily provoked, and fight with determined fervor despite their small size. They will generally attempt to petrify victims with their central eye, then fly about victims and attempt to destroy them or drive them away with their other eye rays.

Arcane Senses (Su): The eyes floating about a watcher in the woods give it constant *Greater Arcane Sight*. It can also use up to four of following abilities at one time, usable at will at 9th level ability. *Analyze Dweomer, Arcane Eye, Clairvoyance, Foresight, Prying Eyes, See Invisibility, Scrying, True Seeing,* and *Vision.*

Eye Rays (Su): Five of the eyes floating about the head of the watcher in the woods can be used to attack with. A



watcher in the woods can use a single eye ray as a standard action or all four as a full-attack action. Each eye ray is a +10 ranged touch attack with a range of 90 feet. The powers available to it are:

- *Acid Spittle* - 4d6 acid damage, +1d6 additional damage in the second round if victim fails a Reflex DC 13 save.
- *Line of Fire* – 4d6 fire damage, and victim catches fire if they fail a Reflex DC 13 save.
- *Lightning Arc* – 4d6 electrical damage and victim is stunned one round if victim fails a Reflex save DC 13.
- *Ice Ray* – 4d6 cold damage and slowed 2 rounds if victim fails a Reflex save DC 13.

Each is treated as a 4th level spell cast at 9th level ability.

Stone Gaze (Su): 30 ft. range, Fort save DC 15 or become stone. This power emanates from the watcher's primary eyes and can be deactivated or activated as a free action. The save is Charisma-based.

Skills: A watcher in the woods gains a +12 bonus to move silently and a +8 bonus to Spot checks.

Watcher in the Woods as Familiars

Watchers can be taken as familiars by wizards or sorcerers with the improved familiar feat at 13th level. The watcher must be willing to become a familiar; it cannot be forced. A wizard or sorcerer in direct contact with a watcher in the woods familiar can use the watcher's arcane senses ability for himself.

Watcher in the Woods on Amberos

Watchers were created by the occulus for use as extended eyes to enhance their own senses. However, since they were created from owl familiars, many elves were outraged and a secret cabal of elves sought out the birds and freed them from occulus control. Though the occulus have since been able to make more, there are many of the strange birds that now dwell in the various forests of Amberos, deftly avoiding their former occulus masters.

Warlock, Immortal

Medium Outsider (Native)

Hit Dice:	15d8+75 (142 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 feet (6 squares), burrow 10 ft. (2 squares), fly 100 ft. (perfect) (20 squares)
Armor Class:	24 (+2 Dex, +12 natural), touch 12, flat 22
BAB/Grapple:	+15/+19
Attack:	claw +19 melee (1d6+2)
Full Attack:	2 claws +19 melee (1d6+2), bite +17 melee (1d8+4)
Space/Reach:	5 ft. /5 ft.
Height:	5 ft. + 2d10 in. (5 ft. 11 in.)
Weight:	100 lbs + 2d8 x 10 lbs. (190 lbs.)
Special Att:	Frightful presence, improved grab, spells
Special Qual:	DR 15/good or magic +3, immortality, immunities, SR 25, spell turning, swim vulnerability
Saves:	Fort +14, Ref +11, Will +14
Abilities:	S19 D15 C21 I25 W21 Ch25
Skills:	Appraise +17, Concentration +15, Craft (Alchemy) +17, Disguise +17, Gather Information +17, Knowledge (Arcana) +17, Knowledge (History) +17, Listen +17, Search +17, Spellcraft +17, Spot +17, Use Magic Device +17
Feats:	Alertness, Brew Potion, Craft Wondrous Item, Empower Spell, Maximize Spell, Multiattack
Environment:	Any land or aquatic
Organization:	Solitary
CR:	17
Treasure:	Double standard
Alignment:	Often lawful evil
Advancement:	By Character Class

This thin, bony humanoid sports an overly long nose and wild hair. Its eyes seem larger and sharper than could be normal and its gaze is undeniably piercing It wears loose robes and a blue hat reminiscent of a scholarly old wizard. There is an odd aura of barely-controlled power about the being.

Thought possibly to be of the same stock as the Guad, Immortal Warlocks are humanoids with a amazing talent for magic and an evil thirst for knowledge and/or power. They are undying beings that feel little for the "young races", often dwelling in the most remote and forbidden places. They have magical knowledge and power few have even heard of, and even the youngest known immortal warlock is centuries old.

An immortal warlock is humanoid in shape, often with distinctive, exaggerated features such as an overly long nose, pointed ears or bulbous bodies made of layers of fat. Most immortal warlocks are grotesque and ancient-looking, but several also have been gifted with amazing beauty, often allowing them to hide their vicious natures from unsuspecting victims.

An immortal warlock can speak Common, Elvin, Dwarven, Gnomish, Goblinoid, Infernal, Celestial, Draconic and up to three other languages.

Combat

Immortal Warlocks rarely risk their immortality with petty combat. If forced to fight they strike with claw and fang against opponents much weaker than themselves, or resort to their magical abilities or magical gear they almost are sure to possess. It is not uncommon for experienced Immortal Warlocks to have at least one minor artifact in their possession.

Frightful Presence (Ex): An angered immortal warlock exudes an aura of dread that can be felt as well as seen; the display is different for each but often includes flickering flames, bolts of lightning or strong, dark winds that surround the warlock. Viewing the display requires a Will save DC 24. Those with 2 HD or less who fail the save are panicked. All others who fail the save are frightened. Even those who make the save are shaken unless their character level or Hit Dice is greater than 15.



Improved Grab (Ex): If an immortal warlock hits with a claw attack, it may start a grapple for free.

Immortality (Su): An immortal warlock does not suffer ability loss for aging nor have a maximum age, and does

not need to eat or sleep (although they can do so if they wish).

Immunities (Su): An immortal warlock is immune to fire, electricity, acid, cold or sonic attacks. They are also immune to charm spells, paralysis or hold and death spells.

Spells: An immortal warlock may cast spells as if they were a 15th level sorcerer, wizard, cleric or druid (spell DC 17 + spell level for sorcerer/wizards, spell DC 15 + spell level for cleric/druid). Immortal warlocks often employ abjuration, illusion, divination or conjuration spells. They are not adverse to knowing some of the more powerful evocation spells and some of the darker immortal warlocks are powerful necromancers. An immortal warlock with class levels in a spellcasting class cast and knows spells as if 15 levels higher.

Spell Turning (Sp): As a free action once a round, an immortal warlock can cause any spell that has failed to beat its spell resistance to reflect back against the caster, as if it had been subjected to the spell *Spell Turning* cast at 20th level.

Swim Vulnerability (Su): An immortal warlock cannot swim and immediately submerges to the bottom of any liquid it is submerged in.

Typical Spell List

(6/8/8/8/7/7/5; Caster Level 15; Spell DC 17 + Spell Level)

0: *Arcane Mark, Daze, Detect Magic, Light, Mage Hand, Message, Open/Close, Prestidigitation, Touch of Fatigue*

1st: *Burning Hands, Hold Portal, Mage Armor, Obscuring Mist, Unseen Servant*

2nd: *Arcane Lock, Command Undead, Detect Thoughts, Scorching Ray, Touch of Idiocy*

3rd: *Dispel Magic, Fly, Fireball, Invisibility, Hold Person*

4th: *Black Tentacles, Locate Creature, Scrying, Stoneskin*

5th: *Contact Other Plane, Dominate Person, Hold Monster, Mage's Private Sanctum*

6th: *Chain Lightning, Geas/Quest, Create Undead*

7th: *Greater Teleport, Forcecage*

Immortal Warlocks on Amberos

Though in ancient times there were many immortal warlocks on Amberos, only two are known to remain in existence – the male warlock Baba Yor, and the female warlock Baba Yaga (both are 30 HD/level immortal warlocks). Both have a hatred of each other stemming back to the Dark Age, though only the two knows the source of the hatred. The fate of the other immortal warlocks and their demise over the ages is a matter that even sages know nothing of, and neither Baba Yor nor Baba Yaga speak about how the other immortal warlocks passed on.

Rumor has it that Baba Yor has a domicile hidden somewhere in the Golens, while Baba Yaga lives in a small hut with a vast interior that wanders the continent on a pair of bird's legs.

If other immortal warlocks remain alive on Amberos, they are unknown to the world at large, and probably much less powerful than the two mentioned above.

Wavewoulf

Medium Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2 (+2 Dex)
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), flat 12, touch 12
BAB/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+3)
Full Attack:	Bite +7 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Length:	6 ft. + 2d8 in. (6 ft. 9 in.)
Weight:	200 lbs + 2d6 x 8 lbs. (256 lbs.)
Special Att:	Psionics, trip
Special Qual:	Darkvision 60 ft, low-light vision, scent, telepathy
Saves:	Fort +7, Ref +6, Will +3
Abilities:	S16 D15 C16 I14 W14 Ch12
Skills:	Concentration +6, Hide +6, Listen +8, Move Silently +6, Sense Motive +6, Spot +8, Wilderness Lore +6
Feats:	Alertness, Blind Fighting, Dodge, Track
Environment:	Cold temperate plains, forest, hills or mountains
Organization:	Solitary, Solitary (1) plus 6-11 Wargs, Family (2-5), or Pack (5-20)
CR:	3
Treasure:	Standard coins; 50% goods; 50% items
Alignment:	Always chaotic neutral
Advancement:	5-8 HD (Medium-size); 9-12 HD (Large)

What appears to a black timber wolf stands before you. Its paws are stippled with white fur and a malignant intelligence glints in its eyes.

A wavewoulf is an exceptionally intelligent and psionically capable warg. They can be born from warg or other wavewoulf parentage.

A wavewoulf appears as a large, muscled wolf, often gray or black in color. They have yellow, glowing eyes. It is not uncommon to see them with white, yellow or a black stripe down their back.

A wavewoulf can telepathically communicate to other wavewoulves or wargs at a distance of up to 120 feet. They can empathically communicate to other sentient creatures out to the same range, sending feelings and mental images to such beings, but do not comprehend spoken languages, and can only physically growl, bark or howl as a normal wolf.

Combat

A wavewoulf usually attacks an opponent by psionic means, only closing when forced to by assailants. Wavewoulves often attack from ambush, stunning prey with Psychic Crush or knocking them down with stomp and then rushing at them to kill with bites enhanced with talons and biocurrent.

Psionics (Sp): A wavewoulf can use the following psionic abilities 3x/day as if a 3rd level psion: *Psychic Crush*, *Lesser Natural Armor*, *Talons*, *Far Punch*, *Combat Precognition*, *Biocurrent* and *Stomp*.

Telepathy (Ps): A wavewoulf can communicate by thought to other beings out to a range of 120 feet.

Trip (Ex): If a wavewoulf strikes a foe with its bite, it may attempt a trip attack without provoking an attack of opportunity.

Wavewoulves on Amberos

A wavewoulf is one step down the evolutionary ladder from the mundog. Trapped in a canine form, wavewoulves psionic abilities are geared towards bringing down prey, and little more. Still, wavewoulves sometimes will work with mundogs, though the alliance is always shaky at best.

Wavewoulves often can be found amid warg packs, or as solitary individuals in areas known to be infested with wargs or other wolves.



Warriorkin, General

Warriorkin are cohorts that are drawn to powerful, charismatic fighters. Most appear as vacant suits of armor animated by the forces of Asgard to help mortal champions. They may be taken as cohorts, if the game master approves, by characters who have taken the Leadership feat. Each warriorkin also has its own extra prerequisites that must be met before it will become a cohort. Warriorkin do not wander the planes randomly; they only can be found and only exist as companions to fighters to whom they have been drawn. Fighters do not need to seek them out; a Warriorkin will appear as a cohort to a worthy warrior of its own accord. If destroyed (see Repairable, below), the warriorkin's body and its personal equipment disappear back to its home plane. Once destroyed, they can never be replaced, even with another copy.

Darkvision: All warriorkin have darkvision to 60 feet.
Improved Base Attack (Ex): A warriorkin's Base Attack bonus is equal to its hit dice, instead of 3/4 its hit dice as per a normal construct. The only exception to this is the longeared warriorkin. A warriorkin is also allowed to take fighter-only feats due to this ability.
Magic Immunity (Su): All warriorkin are immune to spells as if they had an unbeatable spell resistance.
Repairable (Ex): A warriorkin does not heal damage normally (except bone warriorkin). They must either be healed by magical spells that repair constructs or items or be repaired by someone with the appropriate craft skill. The table below displays the requirements to repair damage to a warriorkin.

A warriorkin reduced to 0 or less hit points ceases to function, but can be repaired. If a warriorkin is reduced to a number of negative hit points equal to its original hit point score (or is disintegrated), it is utterly destroyed and cannot be repaired. If a warriorkin is not repaired to at least 1 hit point within one week, the warriorkin vanishes, never to return.

Warriorkin	*Craft Subtype*	*DC*	*Cost/ hit point*	*Time/ hit point*
Adamantine	Metalsmith	17	275 gp	10 min
Bearded	Gemcutting	15	145 gp	5 min
Black	Leatherworking	15	145 gp	5 min
Crystal	Gemcutting	15	145 gp	5 min
Gold	Metalsmith	15	145 gp	5 min
Leather	Leatherworking	13	110 gp	1 min
Longeared	Carpentry	15	145 gp	5 min
Quilted	Sewing	13	110 gp	1 min
Steel	Blacksmith	15	145 gp	5 min
Tin	Blacksmith	13	110 gp	1 min
Wood	Carpentry	13	110 gp	1 min

Special Equipment: All warriorkin arrive with specific weapons/equipment for their own use. These items are listed on the entry's treasure line. They will never loan these items to others, including their own master. In the hands of any other being beside the warriorkin, the weapons are considered non-magical (however, for purposes of spell effects intent to destroy or augment them, they are considered magical). If taken away, laid down or otherwise removed from the warriorkin and attempts are made to destroy the weapon, the weapon is considered to be attended (and magical).

A destroyed warriorkin's items reform in the warriorkin's possession 24 hours later, automatically. Likewise, if the weapon is captured or otherwise lost to the warriorkin, it vanishes from wherever it may be and reforms in the warriorkin's possession. Even spell effects such as *dimensional anchor* and *antimagic shell* cannot stop this effect as the item is not teleported, but destroyed and remade.

Warriorkins can accept and use continuous use, command word (even though normally unable to speak) or use-activated magic items supplied to them by others. They cannot use spell completion items such as staffs, wands or scrolls (including use by longeared warriorkin). These items do not gain any special properties for being held by the warriorkin and can be removed, destroyed or given to others normally.
Cohort Requirements: All warriorkin have special requirements of their master before they may be taken as cohorts. One of the requirements is always an exceptional ability score (such as Strength). When calculating the ability score requirement, count only the base score plus any increases due to level and inherent bonus. Any bonuses that would not be effective for over 24 hours or would be negated in an *antimagic shell* (such as the Strength bonus from a *divine power* spell or *gauntlets of ogre power*) do not count toward the ability score requirement.

If a master loses the cohort requirements due to ability loss or other factors, they have 1 week to restore their abilities to meet the requirements, and must maintain the requirements for at least 24 hours. If they have not restored the requirements in the allotted time, the warriorkin vanishes, and will not return, even if at a later date the conditions to attract a replacement are met.

Adamantine Warriorkin

Large Construct (Extraplanar)

Hit Dice: 15d10+30 (112 hp)
Initiative: +0
Speed: 20 feet (4 squares) (can't run)
Armor Class: 22 (-1 size, +13 natural), Touch 9, flat 22
BAB/Grapple: +15/+27
Attack: Adamantine greatsword +24 melee (3d6+9;17-20/x2) or composite longbow (+5 Str) +15 ranged (2d6+5;x3)
Full Attack: Adamantine greatsword +24/+19/+14 melee (3d6+9;17-20/x2), or composite longbow (+5 Str) +15/+10/+5 ranged (2d6+5;x3)
Space/Reach: 10 ft./10 ft.
Height: 12 ft.
Weight: 1,970 lbs.
Special Att: Arcane Strike, Rage
Special Qual: Construct, DR 15/adamantite, improved base attack, magic immunity, special equipment
Saves: Fort +5, Ref +5, Will +5
Abilities: S21 D11 C– I– W10 Ch1
Feats: Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Improved Critical (Greatsword), Cleave, Sunder
Skills: –
Environment: Any land (Asgard)
Organization: Solitary
CR: 14
Treasure: adamantine greatsword (3,400 gp), composite longbow (+5 Str) (700 gp)
Alignment: Always neutral
Advancement: 16-30 HD (Large)
Level Adj: +0 (Cohort)

This tall warrior is dressed in completely encompassing, heavy black full plate armor. Complementing its great bulk, it wields a powerful-looking two-handed sword.

The adamantine warrior-kin appears as a heavily armored warrior dressed in ornately decorated full plate armor. An adamantine warriorkin does not speak but understands all the languages his master can speak.

Combat

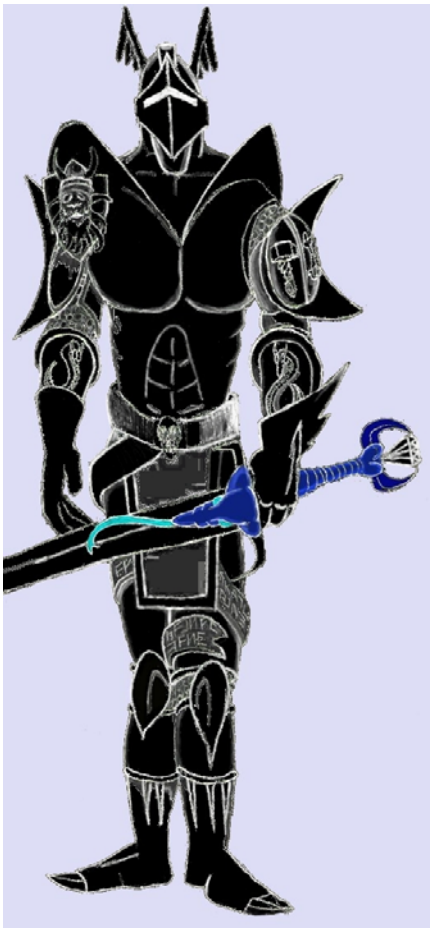
Adamantine warriorkin will strike with ranged weapons until they can close on an opponent to melee with them. Once so engaged, they generally rage in an attempt to decimate their foe. They work in perfect concert with their leader, following his instructions unfailingly and aiding in whatever fashion to provide victory for their master.

Rage (Su): Once per combat, the adamantine warriorkin can enter a battle fury akin to a barbarian's rage. The warriorkin receives a +4 bonus to Strength, but suffers a –2 penalty to AC. The rage lasts for 4 rounds. The adamantine warriorkin suffers no ill effects when the rage ends.

Arcane Strike (Su): Once per day, as a standard action, an adamantine warriorkin can enchant his weapon or his master's weapons (if both are within 10 feet of each other) with a +4 enhancement bonus or one of the following abilities:

- Bane (Humanoid [Type], Monstrous Humanoid, Giant, Outsiders or Undead only)
- Defending
- Flaming
- Frost
- Shock
- Ghost Touch
- Keen
- Merciful
- Mighty Cleaving
- Thundering
- Anarchic (If master is Lawful)
- Axiomatic (If master is Chaotic)
- Disruption
- Flaming Burst
- Icy Burst
- Holy (If master is Good)
- Shocking Burst
- Unholy (If master is Evil)
- Wounding
- Speed
- Brilliant Energy

The gained enhancement or ability lasts for 1 minute.



Cohort Requirement: An adamantine warrior can only be attracted to a leader who has a base attack of +18 or better and a Strength of at least 21 without magical enhancements.

Bearded Warriorkin

Medium Construct (Extraplanar)

Hit Dice:	8d10+20 (64 hp)
Initiative:	+0
Speed:	15 ft. (can't run)
AC:	23 (+12 natural, +1 small wooden shield), touch 10, flat 23
BAB/Grapple:	+8/+12
Attack:	*+1 frost dwarven war axe* +14 melee (1d10+8 + 1d6 cold; x3) or mw throwing axe +9 ranged (1d6+4;x3)
Full Attack:	*+1 frost dwarven war axe* +14/+9 melee (1d10+8 + 1d6 cold;x3) or mw throwing axe +9 ranged (1d6+4;x3)
Face/Reach:	5 ft./5 ft.
Height:	4 ft. 1 in.
Weight:	825 lbs.
Special Att:	Double Throw
Special Qual:	Confer resistance, construct, DR 3/-, improved base attack, magic immunity, special equipment, stability
Saves:	Fort +2, Ref +2, Will +2
Abilities:	S19 D11 C– I– W10 Ch1
Skills:	–
Feats:	Exotic Weapon Proficiency (Dwarven War Axe)[B], Power Attack, Weapon Focus (Dwarven War axe), Weapon Specialization (Dwarven War axe)
Environment:	Any land (Asgard)
Organization:	Solitary
CR:	8
Treasure:	*+1 frost dwarven war axe* (8, 330 gp), 2 mw throwing axes (608 gp), small wooden shield
Alignment:	Always neutral
Advancement:	9-16 HD (Medium-size)
Level Adj:	+0 (Cohort)

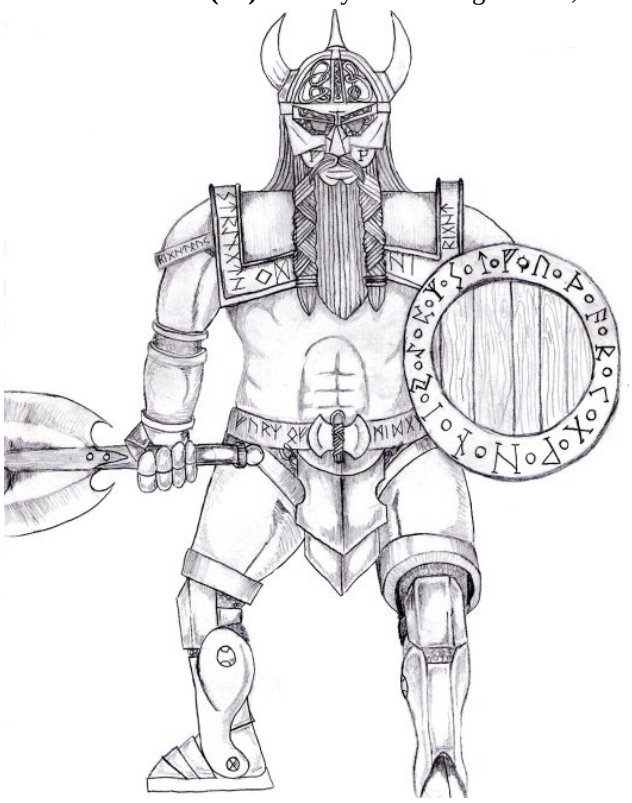
Standing before you is a squat, dwarf-sized being that seems to be made of metal and adorned with various runes. From beneath the helm only a beard of stone protrudes. In one hand it holds a dwarven war axe and in the other a rune-covered wooden shield. You can see strapped to its back are two throwing axes.

Bearded warriorkin are obviously attracted to dwarven warriors of renown or to those renown for their lumbering, armored march across the battlefield. They have, however, been seen accompanying other warriors who are both hale and hardy. A bearded warriorkin cannot speak but understands the native language of its master and Dwarven.

Combat

Bearded Warriorkin are stout and sturdy fighters. They hover near their master unless otherwise commanded, helping their master in whatever method is best suited to the situation. They can be easily commanded and perform any task assigned to them with great care and skill.

Confer Resistance (Su): At any time during combat, the



bearded warriorkin can provide its master with the following abilities as a move-equivalent action, if the two are within 30 feet of one another:

- +4 to saves vs. poisons
- +4 to saves vs. spells
- +2 bonus to AC
- +2 bonus to attack rolls

The master may choose which bonus he wishes to receive for the round.

Double Throw (Ex): If a bearded warriorkin is still in possession of both of its throwing axes, it may, as a full attack action, throw both axes simultaneously with a +7 attack bonus instead of +9/+4. Both axes must be aimed at the same target and deal 1d6+4 and 1d6+2 damage respectively.

Stability: A bearded warriorkin gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Cohort Requirement: A Bearded Warriorkin can only be attracted to a leader who as a 19 Constitution or better without magical enhancements, a Base Attack Bonus of +12 or better and the feat Great Fortitude.

Black Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +2 (+2 Dex)
Speed: 20 feet (4 squares) (can't run)
AC: 18 (+2 Dex, +6 natural), touch 12, flat 16
BAB/Grapple: +8/+12
Attack: *+1 flaming Bastard sword* +13 melee (1d10+8 + 1d6 fire;19-20/x2)
or mw heavy crossbow +8 ranged (1d10;19-20/x2)
Full Attack: primary *+1 flaming Bastard sword* +11/+6 melee (1d10+8 + 1d6 fire;19-20/x2) and off-hand mw shortsword +10 melee (1d6+2;19-20/x2)
or mw heavy crossbow +8 ranged (1d10;19-20/x2)
Face/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in.
Weight: 30 lbs.
Special Att: Fear aura
Special Qual: Construct, DR 5/good, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +2, Will +2
Abilities: S19 D15 C– I– W10 Ch1
Skills: –
Feats: Two-weapon fighting, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Environment: Any land (Asgard)
Organization: Solitary
CR: 7
Treasure: *+1 flaming longsword* (8,315 gp), mw shortsword (310 gp), mw heavy crossbow (350 gp)
Alignment: Always neutral evil
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

This being appears to be a humanoid dressed in black, all-encompassing scale mail. An adorned helmet hides its face, and black smoke boils from the eye holes. In one hand it wields a blackened bastard sword, while the other hand holds a short sword.

The black warriorkin appears to a humanoid dressed in full-body scale mail with an enclosed helmet to hide the face. Acrid smoke steams from the mouth and eye slits as it moves.

Combat

Black warriorkin enjoy beating an opponent into the ground and once engaged rarely disengage from a fight even if commanded by their master to stop. Generally, before engaging in combat they will use their fear aura to weaken their opponent's resolve, then wade into melee combat. They generally only use their heavy crossbow to shoot fleeing foes. They will only aid their master in combat if directed to do, otherwise they will fight a foe of their choosing, preferring to prey on the weak first and leaving the stronger to their master.

Fear(Su): Once every ten minutes, the Black Warriorkin can release a wave of fear out in a 20 ft. diameter. Those in the area of effect must make a DC 13 Will save or be shaken for one minute. This ability does not affect the Black Warriorkin's master.

Cohort Requirement: A black warriorkin can only be attracted to a leader who has a base attack of +12 or better, a Strength of at least 19 without magical enhancements and is of evil alignment.



Bone Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +0
Speed: 30 feet (6 squares) (can't run)
AC: 15 (+5 natural), touch 10, flat 15
BAB/Grapple: +8/+12
Attack: *+1 undead bane spiked chain* +15 melee (2d4+9)
Full Attack: *+1 undead bane spiked chain* +15/+10 melee (2d4+9)
Face/Reach: 5 ft./5 ft. (10 ft. with spiked chain)
Height: 5 ft. 8 in.
Weight: 65 lbs.
Special Att: Vampiric Drain
Special Qual: Construct traits, DR 5/blunt, fast healing 1, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +2, Will +2
Abilities: S19 D11 C– I– W10 Ch1
Skills: –
Feats: Exotic Weapon (spiked chain)[B], Greater Weapon Focus (spiked chain), Weapon Focus (spiked chain), Weapon Specialization (spiked chain)
Environment: Any Land (Asgard)
Organization: Solitary
CR: 8
Treasure: *+1 undead bane spiked chain* (8,325 gp)
Alignment: Always Chaotic Neutral
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

This appears to be a animated humanoid skeleton from which protrude a myriad of thorn-like spikes. It wields a spiked chain made of bone that crackles with whitish energy.

Perhaps the most unusual of the warriorkins, a bone warriorkin has the appearance of a humanoid skeleton covered in spike-like protrusions. The eyes of a bone warriorkin glow a menacing red and they often cackle maddenly during combat. A bone warriorkin cannot speak but understands the racial language of its master and Infernal.

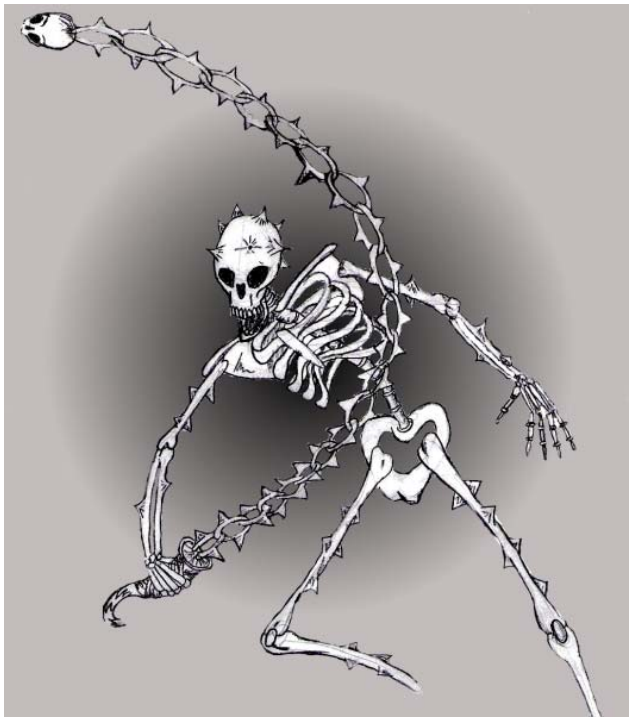
Combat

A bone warriorkin wades into battle swinging its massive chain about. It rarely needs direction from its master in combat and often reacts to its master's needs as if it were reading his mind.

Fast Healing (Su): A bone warriorkin regains 1 hit point per round except from magical attacks or weapons. If reduced to 0 hit points, this ability ceases to function.

Vampiric Drain (Su): Once per 10 minutes, as a full attack action that provokes an Attack of Opportunity, a bone warriorkin may attempt to drain the life force from all living beings within 30 feet of itself. Victims in the area of effect must make a Fort save DC 14 or suffer 2d6 damage. The bone warriorkin can heal itself for up to half of the damage it inflicts on others. This attack does not affect the Bone warriorkin's master.

Cohort Requirement: A bone warriorkin can only be attracted to a leader who has a Base Attack of +10 or better, a 19 Wisdom or better without magical enhancements, and the ability to cast 3rd level Divine spells.



Crystal Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +0
Speed: 20 feet (4 squares) (can't run)
AC: 17 (+7 natural), touch 10, flat 17
BAB/Grapple: +8/+12
Attack: *+1 shocking heavy flail* +14 melee (1d10+8 +1d6 electricity;19-20/x2) or mw light repeating crossbow +8 ranged (1d8;19-20/x2)
Full Attack: *+1 shocking heavy flail* +14/+9 melee (1d10+8 + 1d6 electricity; 19-20/x2) or mw light repeating crossbow +8/+3 ranged (1d8;19-20/x2)
Face/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in.
Weight: 985 lbs.
Special Att: Sonic Blow
Special Qual: Construct, DR 5/chaotic, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +2, Will +2
Abilities: S19 D11 C—I—W 10 Ch1
Skills: –
Feats: Exotic Weapon (light repeating crossbow), Power Attack
Environment: Any land (Asgard)
Organization: Solitary
CR: 8
Treasure: *+1 shocking heavy flail* (8,315 gp), mw light repeating crossbow (550 gp)
Alignment: Always Lawful Neutral
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

This humanoid is made of carved crystal, which has had detailed mystical and intricate scrollwork carvings . In its hand it holds a what appears to be a dire flail made of shards of crystal that shine with bursts of electricity.

A crystal warriorkin is somewhat unusual in that it does not appear to armored. The body is somewhat translucent and will glimmer brightly in light. Crystal warriorkin are attracted to lawful-minded individuals and a representation of structure, justice and order.

A crystal warriorkin understands the racial language of its creator and one additional language its master knows.

Combat

A crystal warriorkin only enters combat when commanded to do so and will bear down on a foe until they are defeated or its master commands it to stop or change opponents. Crystal warriorkin use their abilities to their greatest potential, but will not attempt to help their master, even if he is in dire danger, unless directly commanded to do so.

Sonic Blow (Su): Once per combat, a crystal warriorkin can designate a successful hit to emit a ringing blow that affects everyone within 10 feet (excluding the Warriorkin's master). Those in the area of effect suffer 3d6 sonic damage (DC 13 Reflex for half).

Cohort Requirement: A Crystal Warriorkin can only be attracted to a leader who has a base attack of +12 or better, a Strength of at least 19 without magical enhancements and of Lawful alignment.



Gold Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +2 (+2 Dex)
Speed: 20 feet (4 squares) (can't run)
AC: 21 (+2 Dex, +7 natural, +2 Large metal shield)), touch 12,flat 19
BAB/Grapple: +8/+12
Attack: *+1 keen Scimitar* +13 melee (1d6+6;15-20/x2)
or composite longbow (+4 Str) +10 ranged (1d8+4;x3)
Full Attack: *+1 keen Scimitar* +13/+8 melee (1d6+6;15-20/x2)
or composite longbow (+4 Str) +10/+5 ranged (1d8+4;x3)
Face/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in.
Weight: 1,970 lbs.
Special Att: Smite 1/day
Special Qual: Construct, DR 5/Evil, improved base attack, magic immunity, protective aura, special equipment
Saves: Fort +2, Ref +4, Will +2
Abilities: S19 D15 C– I– W10 Ch1
Skills: –
Feats: Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)
Environment: Any Land (Asgard)
Organization: Solitary
CR: 8
Treasure: *+1 keen scimitar* (8,315 gp), composite longbow (+4 Str) (500 gp)
Alignment: Always neutral good
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

Standing before you is what appears to be a humanoid dressed in all-encompassing golden chain mail and closed helm. In one hand, it bears a keenly sharp scimitar, and in the other it bears a large golden shield.

A gold warriorkin often wears a tabard and displays a coat of arms associated with its master. The helmet is usually adorned with colorful plumage and warriorkin's clothing is often embroidered with inspiring script written in celestial . A gold warriorkin understands the racial language of its creator and Celestial.

Combat

A gold warriorkin fights in concert with its master, defending him whenever possible. It readily obeys commands, but will instantly act to protect its master whenever threatened. A gold warriorkin will not hesitate to sacrifice itself to save its master.

Smite (Su): Once per combat, a gold warriorkin may charge its weapon with positive energy for one round. If the weapon strikes, it deals double damage to creatures that are evilly aligned.

Cohort Requirement: A gold warriorkin can only be attracted to a leader who has a base attack of +12 or better, a 19 Strength without magical enhancements and is of Good alignment.



Leather Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 6d10+20 (53 hp)
Initiative: +4 (+4 Dex)
Speed: 30 feet (6 squares)
AC: 17 (+4 Dex, +3 natural), touch 14, Flat 13
BAB/Grapple: +6/+10
Attack: mw rapier +12 melee (1d6+4;18-20/x2) or mw light crossbow+10 ranged (1d6;19-20/x2)
Full Attack: Primary mw rapier +10/+5 melee (1d6+4;18-20/x2), off-hand mw punching dagger +9 melee (1d4+2;x3) or mw light crossbow +10 ranged (1d6;x3)
Face/Reach: 5 ft. /5 ft.
Height: 5 ft. 9 in.
Weight: 130 lbs.
Special Att: Sneak Attack +3d6
Special Qual: Construct, DR 5/magic +1, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +6, Will +2
Abilities: S19 D19 C– I– W10 Ch1
Skills: –
Feats: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (Rapier)
Environment: Any Land (Asgard)
Organization: Solitary
CR: 6
Treasure: mw rapier (315 gp), mw punching dagger (302 gp), mw light crossbow (335 gp)
Alignment: Always Neutral
Advancement: 7-12 HD (Medium-size)
Level Adj: +0 (Cohort)

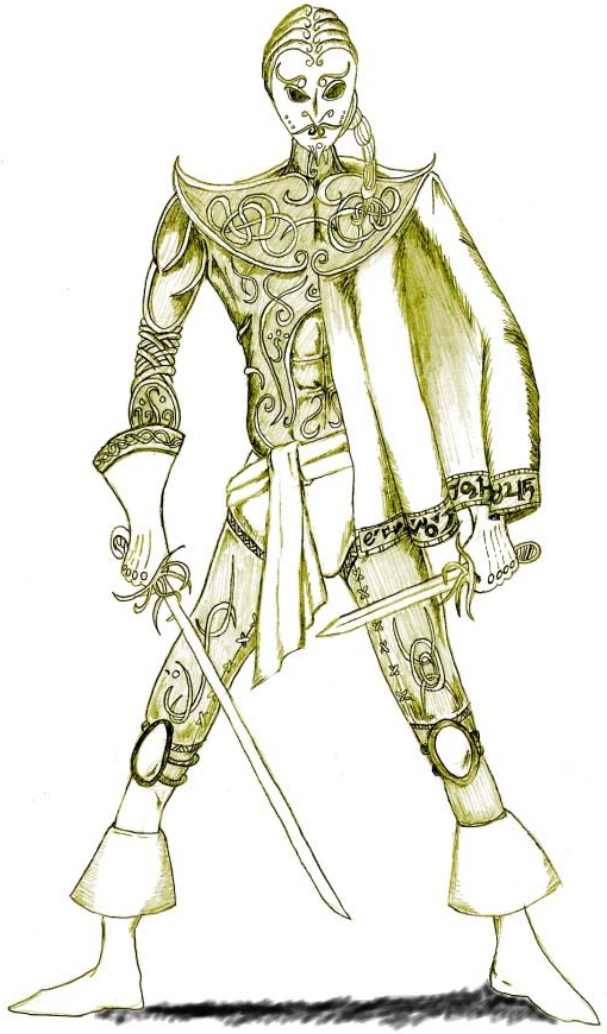
This humanoid is dressed in elaborate embroidered suit of leather. It wears a mask embroidered and decorated to look like a face, but there is no entity behind it. In one hand, it holds an elegant rapier. In the other, it wields a punching dagger.

The leather warriorkin is exceptionally quick and agile and often its armor is complemented with rich fabrics that give it a flamboyant look. It is often attracted to swashbuckling or agile masters. A leather warriorkin cannot speak but understands the racial language of its master and one additional language.

Combat

A leather warriorkin prefers to strike opposite its master, attempting to bring down its master's foes with stealth and finesse. A leather warriorkin will help its master if commanded, but is capable of fighting opponents on its own as well. It will always come to the defense of its master if the master's life is in jeopardy.

Cohort Requirement: A leather warriorkin can only be attracted to a leader who has a base attack of +8 or better, a 19 Dexterity without magical enhancements and the Two-weapon Fighting feat.



Longeared Warriorkin

Medium Construct (Extraplanar)
Hit Dice: 8d10+20 (64 hp)
Initiative: +4 (+4 Dex)
Speed: 20 feet (4 squares) (can't run)
Armor Class: 23 (+4 Dex, +7 natural, +2 mw heavy wooden shield), touch 14, flat 19
BAB/Grapple: +6/+8
Attack: *+1 Spell Storing Longsword* +8 melee (1d8+2;19-20/x2)
or composite longbow (+2 Str) +10 ranged (1d8+2;x3)
Full Attack: *+1 Spell Storing Longsword* +8/+3 melee (1d8+2;19-20/x2)
or composite longbow (+2 Str) +10 ranged (1d8+2;x3)
(rapid shot: +8/+8 ranged)
Space/Reach: 5 ft./5 ft.
Height: 5 ft.
Weight: 212 lbs.
Special Att: Spells
Special Qual: Construct, DR 5/cold iron, magic immunity, special equipment
Saves: Fort +2, Ref +6, Will +2
Abilities: S15 D19 C– I– W10 Ch19
Skills: –
Feats: Point Blank Shot, Rapid Shot, Weapon Focus (Longsword)
Environment: Any land (Asgard)
Organization: Solitary
CR: 8
Treasure: *+1 Spell Storing Longsword* (8,315 gp), composite longbow (+2 Str) (300 gp), mw heavy wooden shield (170 gp)
Alignment: Always neutral
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

This humanoid is dressed in elvin chain mail and an elaborate closed elvin helmet. In one hand it bears a long sword and in the other it wields a large wooden shield. Strapped over its chest is a bow of obvious elvin make.

A Longeared warriorkin is very graceful in all its motions and is capable of speaking Draconic (when casting spells). It tends to be attracted to masters with some spellcasting ability, or naturally, elves. It can understand its master's native tongue, Elvin and Draconic.

Combat

Longeared warriorkin usually stand back from melee combat and cast spells to help their master or damage foes. They are capable of selecting and attacking enemies on their own, but will heed all of their master's orders. Once they are out of spells, they will generally resort to using their bow, and once out of ammunition, will engage the enemy in melee.

A Longeared warriorkin can use its *Spell Storing Longsword* to store one of its own spells or one of its master's. It will allow the master to use the spell out of the sword, or place one in the sword without complaint. However, the longeared warriorkin must be the one to activate the spell stored in the sword, and will do so immediately if so commanded.

Spells: A Longeared warriorkin can cast spells as if it were a 4th level sorcerer (Spell DC 14 + spell level). Longeared warriorkin tend to have access to spells that buff their master or cause direct damage to foes.

Cohort Requirement: A longeared warriorkin can only be attracted to a master with a 19 Dexterity without magical enhancements, a Base Attack bonus of +10 or better and who has the ability to cast at least 3rd level Arcane spells.



Typical Spell List

(6/7/4; Caster Level 4; Spell DC 14 + Spell Level)
0: *Acid Splash, Daze, Light, Ray of Frost, Resistance, Touch of Fatigue*
1st: *Magic Missile*, Magic Weapon, True Strike*
2nd: *Cat's Grace*
* Replace with *Magic Bolt* in Amberos campaign

Quilted Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +4 (+4 Dex)
Speed: 30 feet (6 squares) (can't run)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat 13
BAB/Grapple: +8/+12
Attack: *+1 two-bladed sword* +13 melee (1d6+4;19-20/x2) or mw throwing dagger +12 ranged (1d4+4;19-20/x2)
Full Attack: *+1 two- bladed sword* +11/+11/+6 melee (1d6+4/1d6+2;19-20/x2) or mw throwing dagger +12/+7 ranged (1d4+4;19-20/x2)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in.
Weight: 38 lbs.
Special Att: Breath weapon
Special Qual: Construct, DR 5/magic +1, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +6, Will +2
Abilities: S19 D19 C—I– W10 Ch1
Feats: Combat Reflexes, Exotic Weapon (Two-Bladed Sword)[B] ,Two-Weapon Fighting, Weapon Focus (Two-bladed sword)
Skills: –
Environment: Any land (Asgard)
Organization: Solitary
CR: 8
Treasure: *+1 two-bladed sword* (4,800 gp) 2 mw throwing daggers (604 gp)
Alignment: Always chaotic neutral
Advancement: 9-16 HD (Medium-size)
Level Adj: +0 (Cohort)

Before you is what appears to be a man-sized suit of animated quilted armor, topped with a metal helm that reveals there is no visible creature inside. It wields a two-bladed sword with excellent finesse.

Most quilted warriorkin have the emblem or heraldic symbol of their master stitched into the front of the suit.

Besides being untiring warriors, quilted warriorkin are the only warriorkin who will carry gear and equipment for their master. Their masters often outfit them with backpacks so they may carry an assortment of extra weapons, miscellaneous gear or even treasure. They tend to be attracted to roaming or chaotic individuals. A quilted warriorkin cannot speak, but understands its master's native tongue and one additional language its master knows.

Combat

A Quilted Warriorkin will fight the same opponent as its master unless given other commands. It will attempt to flank opponents when possible and will use the Aid Another action when such is feasible. A Quilted Warriorkin will always try to draw attacks away from its master, harassing an enemy as much as possible to distract the enemy from attacking its master.

Breath Weapon (Su): Once per 10 minutes, the quilted warriorkin can, as a standard action, flip up the visor on its helmet and unleash a blast of acid at an opponent. The warriorkin makes a +12 ranged touch attack to hit with a range of 30 feet, dealing 2d6 acid damage if it hits (DC 14 Fort for half). If the initial save is failed, the acid burns for an additional round for 1d6 acid damage (DC 14 Fort to negate).



Cohort Requirement: A quilted warriorkin can only be attracted to a leader who has a Base Attack of +12 or better, a 19 Strength without magical enhancements and has a Chaotic alignment.

Steel Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 8d10+20 (64 hp)
Initiative: +0
Speed: 20 feet (4 squares) (can't run)
AC: 19 (+9 natural), touch 10, flat 19
BAB/Grapple: +8/+12
Attack: mw longspear +14 melee (1d8+8) or *+1 returning javelin* +9 ranged (1d6+5)
Full Attack: mw longspear +14/+9 melee (1d8+8) or *+1 returning javelin* +9 ranged (1d6+5)
Face/Reach: 5 ft./5 ft. (10 ft. with longspear)
Height: 5 ft. 9 in.
Weight: 975 lbs.
Special Att: Arcane strike
Special Qual: Construct traits, DR 10/magic +2, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +2, Will +2
Abilities: S19 D11 C– I– W10 Ch1
Skills: –
Feats: Power Attack, Weapon Focus (Longspear), Weapon Specialization (Longspear)
Environment: Any Land (Asgard)
Organization: Solitary
CR: 8
Treasure: mw longspear (308 gp), *+1 Returning Javelin* (8,301 gp)
Alignment: Always Neutral
Advancement: 7-12 HD (Medium-size)
Level Adj: +0 (Cohort)

This being appears to be an animated suit of encompassing half-plate armor and closed helmet made of polished steel. It bears a longspear as its weapon, and has a javelin strapped to its back.

Steel warriorkin are stout supporting fighters who tend to be drawn to close-quarter melee fighters.

A steel warriorkin cannot speak, but understands the native tongue of its master and one additional language its master knows (of the master's choice).

Combat

A steel warriorkin fights from the rearward ranks, using its javelin and spear's reach to attack foes while minimizing the chance of it being attacked itself. It will generally fight from directly behind its master, attacking the same opponent unless directed to do otherwise.

Arcane Strike (Su): Once per day, as a standard action, a steel warriorkin may grant its longspear or its master's weapon (if both are within 10 feet of each other) a +2 enhancement bonus, or one of the following abilities listed below:

- Bane (Humanoid [Type], Monstrous Humanoid, Giant or Undead only)
- Defending
- Flaming
- Frost
- Shock
- Ghost Touch
- Keen
- Merciful
- Mighty Cleaving
- Thundering
- Anarchic (If master is Lawful)
- Axiomatic (If master is Chaotic)
- Disruption
- Flaming Burst
- Icy Burst
- Holy (If master is Good)
- Shocking Burst
- Unholy (If master is Evil)
- Wounding

The gained bonus or ability lasts for 1 minute.

Cohort Requirement: A Steel warriorkin can only be attracted to a leader with a 19 Strength or better without magical enhancement and has a Base Attack of +12 or better.



Tin Warriorkin

Medium Construct (Extraplanar)

Hit Dice:	6d10+20 (53 hp)
Initiative:	+0
Speed:	20 feet (4 squares) (can't run)
AC:	18 (+6 natural, +2 heavy steel shield) , touch 10, flat 18
BAB/Grapple:	+6/+10
Attack:	mw hand axe +12 melee (1d6+4;x3) or mw dart +6 ranged (1d4+4)
Full Attack:	mw hand axe +8/+3 melee (1d6+4;x3) or mw dart +6/+1 ranged (1d4+4)
Face/Reach:	5 ft./5 ft.
Height:	6 ft. 3 in.
Weight:	205 lbs.
Special Att:	Arcane Strike
Special Qual:	Construct, DR 5/magic +1, improved base attack, magic immunity
Saves:	Fort +2, Ref +2, Will +2
Abilities:	S19 D 11 C– I– W10 Ch1
Skills:	–
Feats:	Power Attack, Weapon Focus (Short Sword), Weapon Specialization (Short Sword)
Environment:	Any land (Asgard)
Organization:	Solitary
CR:	6
Treasure:	mw hand axe (306 gp),4 mw darts (1,202 gp), heavy steel shield (20 gp)
Alignment:	Always neutral
Advancement:	7-12 HD (Medium-size)
Level Adj:	+0 (Cohort)

Standing before you is what appears to be a suit of banded mail made of creaking tin. Its face is hidden by an enclosed helm and it bears a hand axe and large, bright metal shield. As it moves, it clanks slightly, as if hollow.

Tin warriorkin are drawn to powerful fighters of little notoriety. While unfailingly loyal and untiring, they are not very stimulating companions.

A tin warriorkin cannot speak, but understands the native tongue of its master and one additional language its master knows.

Combat

A tin warriorkin must be directed in battle, or it will idly stand by and watch its master without so much as moving a finger to help him. A tin warriorkin fights rather straightforwardly and will continue to attack the same target until commanded to change opponents or actions. If it kills a foe, it will continue to hack at the body until commanded to choose a new target or made to stop.

Tin warriorkin are absolutely fearless and have no regard for their own safety or concern for self-preservation. Once given a command, it will perform as instructed until told to do otherwise.

Arcane Strike (Su): Once day, as a standard action, a tin warriorkin can endow its weapons or its master's weapons (if both are within 10 feet of each other) with any one melee weapon magic ability as listed below:

- Bane (Humanoid [Type], Monstrous Humanoid, Giant or Undead only)
- Defending
- Flaming
- Frost
- Shock
- Ghost Touch
- Keen
- Merciful
- Mighty Cleaving
- Thundering

The gained bonus or ability lasts for 1 minute.

Cohort Requirement: A Tin warriorkin can only be attracted to a leader with a 19 Strength or better without magical enhancement and has a Base Attack of +9 or better.



Wood Warriorkin

Medium Construct (Extraplanar)

Hit Dice: 6d10+20 (53 hp)
Initiative: +0
Speed: 30 feet (6 squares) (can't run)
AC: 18 (+4 Dex,+4 natural), touch 14, flat 14
BAB/Grapple: +6/+8
Attack: *+1 composite longbow (+2 Str)* +11 ranged (1d8+4;x3)
Full Attack: *+1 composite longbow (+2 Str)* +11/+6 ranged (1d8+4;x3) (rapid shot: +9/+9/+4 ranged)
Face/Reach: 5 ft./5 ft.
Height: 5 ft. 9 in.
Weight: 394 lbs.
Special Att: Arcane arrow, stand and deliver
Special Qual: Construct traits, DR 5/magic +1, improved base attack, magic immunity, special equipment
Saves: Fort +2, Ref +6, Will +2
Abilities: S15 D19 C– I– W10 Ch1
Skills: –
Feats: Point Blank Shot, Precise Shot, Rapid Shot
Environment: Any land (Asgard)
Organization: Solitary
CR: 6
Treasure: *+1 composite longbow (+2 Str)* (2,300 gp)
Alignment: Always neutral
Advancement: 7-12 HD (Medium-size)
Level Adj: +0 (Cohort)

This humanoid appears to be made of wood and is dressed in colorful clothing. It bears a composite longbow and an array of arrows.

A Wood warriorkin is attracted to fighters who prefer to fight with ranged weapons, or as support to those who like to soften up a foe before or while engaging them in melee combat.

A Wood warriorkin cannot speak but can understand the native tongue of its master and Druidic.

Combat

A Wood warriorkin generally attempts to stand back from combat, but if forced against a melee opponent will continue to use its bow, backing away slowly if it can. Wood warriorkin are capable of picking their own targets, and will generally start with the closest or aim for obvious spellcasters first. If given other commands, it will obey its master to the best of the ability.

Arcane Shot (Su): Once per day, the Wood Warriorkin can enmagic up to 10 pieces of ammunition of its own or its master's (as long as both are within 10 feet of each other) with a +1 enhancement bonus or one of the following abilities:

- Bane (Humanoid [Type], Monstrous Humanoid, Giant or Undead only)
- Distance
- Flaming
- Frost
- Merciful
- Shock
- Seeking
- Thundering

The bonus or enhancement last for one minute or until the ammunition is spent.

Stand And Deliver (Ex): A wood warriorkin may shoot its bow at an opponent that is within 5 feet without provoking an attack of opportunity. If a wood warriorkin attempts to shoot at a target further than 5 feet away, the wood warriorkin's attack provokes an attack of opportunity.

Cohort Requirement: A wood warriorkin can only be attracted to a leader with a 19 Dexterity or better without magical enhancement, a +9 Base Attack Bonus and the Point Blank Shot feat.



Zamadon

Medium Humanoid (Titanspawn)

HD:	1d8+2 (6 hp)
Init:	+2 (+2 Dex)
Speed:	30 feet (6 squares) in scale mail armor; base speed 40 feet (8 squares)
Armor Class:	18 (+2 Dex, +4 scale mail, +2 heavy wood shield), touch 12, flat 16
BAB/Grapple:	0/+2
Attack:	Shortspear +3 melee (1d6+2) or longbow +2 ranged (1d8;x3)
Full Attack:	Shortspear +3 melee (1d6+2) or longbow +2 ranged (1d8;x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Height:	6 ft. + 2d10 in. (6 ft. 11 in.)
Weight:	200 lbs. + 2d6 x 12 lbs. (284 lbs.)
Special Att:	Rage
Special Qual:	-
Saves:	Fort +2, Ref +2, Will +0
Abilities:	S15 D15 C15 I11 W11 Ch11
Skills:	Balance -4, Climb +2, Escape Artist -4, Hide -4, Jump +2, Listen 0, Move Silently -4, Sleight of Hand -4, Spot 0, Swim -10
Feats:	Light armor proficiency[B], Martial weapon proficiency[B], Medium armor proficiency[B], Weapon Focus (Shortspear)
Environment:	Any land
Organization:	Solitary, Team (2-5), Squad (5-20), Troop (20-40), Battalion (40-60), or Army (60+)
CR:	½
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adj:	+4

An athletic male stands before you, well-tanned muscles rippling where it shows through his bronze scale mail. The face is almost hidden by horsehair tipped bronze helmet, and he carries a spear at the ready, with a bow slung across his back.

The Zamadon are the ancient counterpart to the amazon race. Along with the hermaphrodites, the three races symbolize the titans first attempts to create a mortal race. The Zamadons exemplify everything that is male and aggressive. While intelligent, they prefer to resolve matters with a contest of arms or brawn. In the many centuries of their existence, the Zamadons have come to hate the Amazons, who they see as corrupted; the Zamadons believe the Amazons should submit to the Zamadon's needs and desires.

Combat

Zamadons are fearless and forthright, if not cunning. Though capable of displaying ingenious strategy and tactics, they prefer a straight-up fight with little or no subterfuge. Zamadons prefer to win with as little loss to their own race as possible, but are willing to sacrifice large numbers of their own warriors to achieve whatever conquest they are undergoing. However, losing is an extreme embarrassment, and they will not sacrifice themselves for lost causes or submit themselves to death without meaning. To lose to a lesser foe is unbearable, and they have been known to stack the combat deck in their favor - by the choice of timing, terrain and even weapons to ensure they will win. However, to "cheat" to win is an embarrassment as unbearable as losing.

Rage (Ex): Once per day, a zamadon may enter an enhanced state akin to the barbarian's rage ability. The



zamadon gains a +4 bonus to Strength and Constitution, but suffers a –2 penalty to AC. The rage lasts for 3 rounds, after which the zamadon is considered fatigued until he rests for 1 minute.

Zamadon Society

Zamadons live in militaristic camps from the age of seven onward. Their lives revolve around combat, and zamadons no longer capable of fighting are driven out of their tribe, or if in a position of power, leave before they are slain for their position. Any union with a zamadon and another humanoid produces a zamadon, and since the zamadon cannot mate with themselves, they often raid other human, elvin, amazon or hermaphrodite villages for suitable mates. It is not uncommon for the zamadon to make quick raids and leave, only to return to collect the new-born zamadons shortly after their birth.

Zamadons on Amberos

The zamadons, amazons and hermaphrodites all lived on Amberos in the Time Before Time, dwelling on island chains and often trading or warring with the guad. However, even before the continent of Amberos rose

from the sea, the Amazons had a falling out with the zamadons, and the three races shattered to become distinct from one another.

Zamadons secretly made their way to Amberos at the dawn of recorded time, making their home in the land around Misake, the Misake Barbarians and Vilalance, where they still dwell. In fact, many Misake Barbarians contain individuals with zamadon blood.

Zamadon Characters

All zamadons are males; there are no female zamadons. Zamadons receive the following abilities:

- **Base Speed 40 feet.**
- **Medium size.**
- **+4 Str, +4 Dex and +4 Con.** Zamadons must be strong healthy and quick to survive among their brethren.
- **Racial Feats.** Zamadons are trained all their lives as warriors. As such, they all have the following feats for free: Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency. If the character takes a class that starts with these proficiencies, he instead gains a free Exotic Weapon proficiency in a weapon of his choice and Weapon Focus with that weapon, even if the character would not normally qualify for the feat.
- **Rage.** Zamadons can enter a battle-fury that resembles a barbarian's rage. If the character takes levels in barbarian, he gains an extra rage per day.
- **Favored Class:** Fighter.
- **Level Adjustment:** +4

Zamadon Spartan

Zamadon Fighter 7**; hp** 52
S16 D15 C15 I11 W12 Ch11**; Fort** +7**, Ref** +2**, Will** +2
Init:+3 **Speed:** 30 ft. (6 squares)
AC: 20 (+2 Dex, +6 *breastplate +1*, +2 mw heavy wooden shield), touch 12, flat 19
BAB/Grapple: +7/+10
Full Attack: *+1 shortspear* +11/+6 melee (1d6+6) or mw composite longbow (+3 Str) +10/+5 ranged (1d8+3;x3)
Skills: Balance +0, Climb +5, Escape Artist -1, Hide -1, Jump +5, Listen +1, Move Silently -1, Sleight of Hand -1, Spot +5, Swim –6
Feats: Cleave, Light armor proficiency[B], Improved Shield Bash, Improved Sunder, Iron Will, Martial weapon proficiency[B], Medium Armor Proficiency[B], Power Attack, Weapon Focus (Shortspear), Weapon Specialization (Shortspear)
CR: 7
Gear: *breastplate +1* (2,350 gp), mw wooden shield (157 gp), *+1 shortspear* (2,301 gp), mw composite longbow (+3 Str) (700 gp), *potion of bull's strength* (300 gp), *potion of cure moderate wounds* (300 gp)
Total: 6,108 gp (7,200 gp)

Zamadon Hoplite

Zamadon Fighter 7/Barbarian 7**; hp** 126
S20 D15 C17 I11 W12 Ch15**; Fort** +14**, Ref** +8**, Will** +9
Init: +2 **Speed:** 40 ft. (8 squares)
AC: 22 (+2 Dex, +7 *breastplate +2*, +3 *heavy wooden shield +1*), touch 12, flat 20
BAB/Grapple: +14/+22
Full Attack: *+2 flaming Shortspear* +21/+16/+11 melee (1d6+8 + 1d6 fire) or *+2 composite longbow (+3 Str)* + ranged (1d8+6;x3)
Special Att: Rage 2/day (7 rounds)
Special Qual: DR 1/-, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge
Skills: Balance +0, Climb +6, Escape Artist -1, Hide -1, Intimidate +7, Jump +6, Listen +1, Move Silently -1, Sleight of Hand -1, Spot +13, Swim –6
Feats: Blind-fight, Cleave, Combat Reflexes, Light armor proficiency[B], Improved Shield Bash, Improved Sunder, Iron Will, Martial weapon proficiency[B], Medium Armor Proficiency[B], Power Attack, Weapon Focus (Shortspear), Weapon Specialization (Shortspear)
CR: 14
Gear: *breastplate +2* (4,350 gp), *heavy wooden shield +1* (1,257 gp), *+2 flaming shortspear* (18,301 gp), *+2 composite longbow (+3 Str)* (8,700 gp), *gauntlets of ogre power* (4,000 gp), *amulet of health +2* (4,000 gp), *cloak of protection +2* (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 44,908 gp (45,000 gp)

Fast Movement (Ex): A zamadon hoplite's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

Improved Uncanny Dodge (Ex): A zamadon hoplite can no longer be flanked. This defense denies a rogue the ability to sneak attack the zamadon hoplite by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): A zamadon hoplite gains +4 Strength and Constitution, a +2 bonus to Will saves but takes a –2 penalty to Armor Class when raging. A zamadon hoplite's rage lasts 7 rounds and can be performed 2x/day.

Trap Sense (Ex): A zamadon hoplite gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A zamadon hoplite retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Zootholinic

Large Aberration

Hit Dice:	7d8+42 (73 hp)
Initiative:	+4 (+4 Dex)
Speed:	50 ft. (10 squares), fly 100 ft. (average) (20 squares), burrow 10 ft. (2 squares), climb 40 ft. (8 squares), swim 50 ft. (10 squares)
Armor Class:	13 (-1 size, +4 Dex), touch 13, flat-footed 9
BAB/Grapple:	+5/+17
Attack:	Bite +12 melee (1d8+8 + poison) and tail +7 melee (1d8+4)
Full Attack:	Bite +12 melee (1d8+8 + poison) and 2 claws +7 melee (1d6+4) and tail +7 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Length:	10 ft. + 4d4 in. (10 ft. 10 in.)
Weight:	700 lbs + 2d8x15 lbs. (835 lbs.)
Special Att:	Constrict, improved grab, poison, pounce
Special Qual:	Evasion, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +9
Abilities:	S27 D19 C23 I2 W19 Ch9
Skills:	Climb +16, Hide +8, Listen +11, Move Silently +12, Spot +11, Survival +4, Swim +16
Feats:	Alertness, Endurance, Track
Environment:	Temperate, Warm land, aquatic
Organization:	Solitary, or Family (2-5)
CR:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adj:	+4 (cohort)

This bizarre creature has the head of a baboon, the mane of a lion, a pair of ram's horns, the neck of a cobra, the forequarters of a giant bird, the hindquarters of a Zebra and a long, serpentine tail that ends in a snake head. From its shoulders protrude two feathered wings. Despite its odd appearance, the thing moves with grace and silence that belies its huge bulk. It makes a sudden loud barking sound, then again falls quiet.

The zootholinic is truly a bizarre creature. It is gifted with the abilities of a variety of creatures. It is not thought to be a wizard's strange experiment, but thought either to be a creature created by nature to protect itself perhaps originally hailing from the Beastlands.

Zootholinic communicate with a barking language that sounds similar to that of a dog.

Combat

Zootholinic are not aggressive creatures, but have been known to attack those who invade their territory. They usually swoop down from trees or from the air, using their burrowing ability to dig past barriers or under other dangers.

Constrict (Ex): If the zootholinic has grappled an opponent with its tail, it can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The constriction deals 1d8 +6 damage.

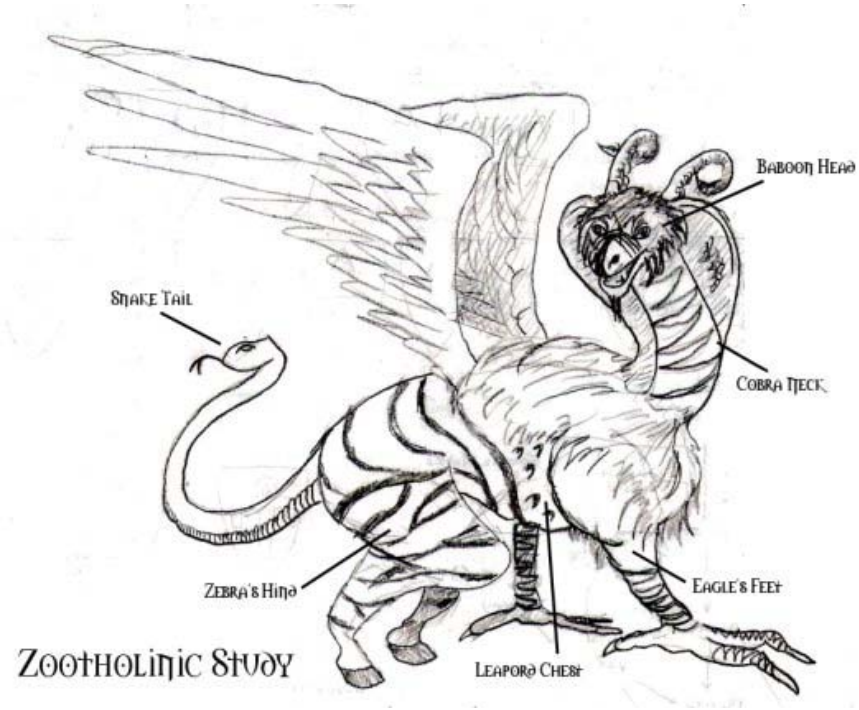
Improved Grab (Ex): If a zootholinic hits an opponent with its tail attack, it can automatically start a grapple without provoking an attack of opportunity. No touch attack is required. Victims held in the tail suffer constriction damage each round.

Poison (Ex): The bite of the zootholinic's baboon head delivers a paralytic poison (Injury; Fort DC 19; Init: 1d4 Dex; Sec: 1d2 Dex).

Pounce (Ex): When the zootholinic makes a charge, it can follow with a full attack.

Evasion (Ex): If the zootholinic is targeted by an attack or spell that allows a Reflex saving throw, on a successful saving throw the zootholinic takes no damage from the attack.

Skills: A zootholinic gains a +8 racial bonus to Climb, Hide, Move Silently, and Swim checks.



Zootholinic on Amberos

Zootholinic are very rare creatures, and they can quickly lose any opponent attempting to track them down. They are sometimes sought as trophy animals, though catching one can be a difficult proposition.

Zootholinics are scattered across the land, usually found in the wildest of areas, far from civilized encroachment and hunting. They seem to be most prominent in the Southern Kingdom and the Wilde Wastes

Monsters by CR

Monster	CR
Glemli	1/6
Miankins	1/6
Burglarcat	¼
Cadriff	¼
Darknight Bat (Bat)	¼
Eye Salamander	¼
Furcap	¼
Harmonic Nightingale (Bird of Renown)	¼
Miniezye	¼
Owl of Wisdom	¼
Pirate Parrot (Bird of Renown)	¼
Rogue Raven (Bird of Renown)	¼
Swashbuckler Sparrow (Bird of Renown)	¼
Warhawk (Bird of Renown)	¼
Wizard Jay (Bird of Renown)	¼
Falcon Elf (Elf)	1/3
Falconi	1/3
Aegyptian (Human)	½
Afarian (Human)	½
Aharati (Human)	½
Amazon	½
AnimalFolk	½
Aztec (Human)	½
Backknife	½
Blaze Bat (Bat)	½
Coral Dwarf (Dwarf)	½
Crystal Bat (Bat)	½
Desert Dwarf (Dwarf)	½
Dhoric (Human)	½
Dread Kitten	½
Ghan (Human)	½
Hairfoot Halfling (Halfling)	½
Hauk	½
Ice Dwarf (Dwarf)	½
Javana	¼
Magic Monkey	½
Makalk Mereka	½
Nippon (Human)	½
Randese (Human)	½
Sand Dwarf (Dwarf)	½
Shrubfolk	½
Skierian (Human)	½
Stout Halfling (Halfling)	½
Surf Elf (Elf)	½
Thrallkin (Menten)	½
Ubunti (Human)	½
Zamadon	½
Acid Frog	1
Acidions	1
Algalue (Dragonfolk)	1
Asqua	1
Bear Lycan (Lycan)	1
Butcher Bat (Bat)	1
Chita	1
Common/White Infernix (Demon, Infernix)	1
Creepwood	1
Dark halfling (Halfling)	1
Fauxfolk	1
Guaz De	1
Hermaphrodite	1
Ket-tet-kneck	1
Mageborn	1
Pirate Parrot Marauder (Bird of Renown)	1
Plainsrunner	1
Rat Lycan (Lycan)	1
Rhutha	1
Shadow Elf (Elf)	1
Small Plant Elemental (Elemental)	1
Taurii	1
Tiger Lycan (Lycan)	1
Tyres Haul (Dragonfolk)	1
Wolf Lycan (Lycan)	1
Blaze Bat Swarm (Bat)	2
Death Beater	2
Drakeroot	2
Enfolder Bat (Bat)	2
Flame-ingo	2
Glitchen	2
Gorgona Offspring (2 HD)	2
Green Infernix (Demon)	2
Khao Toji	2
Living Dead Human Commoner	2
Mundog	2
Natu	2
Pirate Parrot Bosun (Bird of Renown)	2
Red Infernix (Demon)	2
Wereraven (Lycanthrope)	2
Werethrush (Lycanthrope)	2
Bachantail	3
Blackmount	3
Desert Mold	3
Dire Chicken	3
Gorgona Offspring (3 HD)	3
Jungo	3
Medium Plant Elemental	3
Mokappin	3
Pegicorn	3
Sipchloras	3
Slipnaer	3
Space Spore Spawn	3
Swashbuckler Sparrow Swarm	3
Wavewoulf	3
Adaptoid	4
Black Infernix (Demon, Infernix)	4
Bone warriorkin (Warriorkin)	4
Bronze Lion	4
Cyberlich Apprentice (Lich, Cyber)	4

Monster	CR
Creepwood	1
Dark halfling (Halfling)	1
Fauxfolk	1
Guaz De	1
Hermaphrodite	1
Ket-tet-kneck	1
Mageborn	1
Pirate Parrot Marauder (Bird of Renown)	1
Plainsrunner	1
Rat Lycan (Lycan)	1
Rhutha	1
Shadow Elf (Elf)	1
Small Plant Elemental (Elemental)	1
Taurii	1
Tiger Lycan (Lycan)	1
Tyres Haul (Dragonfolk)	1
Wolf Lycan (Lycan)	1
Blaze Bat Swarm (Bat)	2
Death Beater	2
Drakeroot	2
Enfolder Bat (Bat)	2
Flame-ingo	2
Glitchen	2
Gorgona Offspring (2 HD)	2
Green Infernix (Demon)	2
Khao Toji	2
Living Dead Human Commoner	2
Mundog	2
Natu	2
Pirate Parrot Bosun (Bird of Renown)	2
Red Infernix (Demon)	2
Wereraven (Lycanthrope)	2
Werethrush (Lycanthrope)	2
Bachantail	3
Blackmount	3
Desert Mold	3
Dire Chicken	3
Gorgona Offspring (3 HD)	3
Jungo	3
Medium Plant Elemental	3
Mokappin	3
Pegicorn	3
Sipchloras	3
Slipnaer	3
Space Spore Spawn	3
Swashbuckler Sparrow Swarm	3
Wavewoulf	3
Adaptoid	4
Black Infernix (Demon, Infernix)	4
Bone warriorkin (Warriorkin)	4
Bronze Lion	4
Cyberlich Apprentice (Lich, Cyber)	4

Monster	CR
Demiguad Warrior (Guadwarrior)	4
Doomskull	4
Dreader	4
Garagator	4
Goblin Boar (Goblin Beast)	4
Karrock	4
Korax	4
Mandragon	4
Redbones	4
Skulleon	4
Space Spore	4
Technowarhorse (Technobeast)	4
Werebadger (Lycanthrope)	4
Werehorse (Lycanthrope)	4
Werespider (Lycanthrope)	4
Zootholinic	4
Acidion Miner	5
Aegyptian Sergeant (Human)	5
Automatia Minotaur	5
Badgerfolk Mercenary (Animalfolk)	5
Bejorn	5
Burglarcat Rogue	5
Cadriff Prowler	5
Chita Brother	5
Common Troll (Troll)	5
Coral Dwarf Peacekeeper (Dwarf)	5
Crocdad	5
Crystal Bat Swarm (Bat)	5
Desert Dwarf Nomad (Dwarf)	5
Devilhand	5
Dryad Sslaunn	5
Falcon Elf Skymage (Elf)	5
Fauxfolk Troublemaker	5
Feral Troll (Troll)	5
Ghargoyle	5
Glemli Bellringer	5
Gorgona	5
Hairfoot Halfling Sergeant (Halfling)	5
Harmonic Nightingale Bard (Bird of Renown)	5
Hauk Wingman	5
Hermaphrodite Lyricist	5
High Troll (Troll)	5
Javana Spinner	5
Large Plant Elemental (Elemental)	5
Lava Blob	5
Living Dead Plaguebearer	5
Makalk Mereka Acrobat	5
Mantrap	5
Methane Shark	5
Mugetet	5
Nippon Samurai (Human)	5
Owl of Wisdom Cleric	5
Pirate Parrot Buccaneer (Bird of Renown)	5
Randese Mamaluke (Human)	5
Rogue Raven Wanderer (Bird of Renown)	5
Shrubfolk Knight of Knie	5
Stout Halfling Sojourner (Halfling)	5
Swashbuckler Sparrow Errant (Bird of Renown)	5
Thrallkin Slaveherder (Menten)	5
Warhawk Paladin (Bird of Renown)	5
White Drake (Drake)	5
Wizard Jay Diviner (Bird of Renown)	5
Afarian Mercenary (Human)	6
Aharati Brave (Human)	6
Algalue Mercenary (Dragonfolk)	6
Ash Elf (Elf)	6
Aunto	6
Aztec Jaguar Warrior (Human)	6
Backknife Unseen Blade	6
Black Drake	6
Dark Halfling Creeper (Halfling)	6
Darknight Bat Shadoweer (Bat)	6
Dhoric Centurion (Human)	6
Dragonsnail	6
Dread Cat	6
Ghan Horseman (Human)	6
Giant Wereeagle (Lycanthrope)	6
Giant Wereowl (Lycanthrope)	6
Giant Wereowl (Lycanthrope)	6
Gripper Guadwarrior (Guadwarrior)	6
Id Beast	6
Ironclad Falcon	6
Kobold Trapper	6
Leather Warriorkin (Warriorkin)	6
Light Elf (Elf)	6
Mageborn True Sorcerer	6
Maughtley	6
Metal Black Panther	6
Mud Troll (Troll)	6
Olangeuso	6
Paugguard (Demon)	6
Rubbulion	6
Sand Dwarf Scout (Dwarf)	6
Shadow Elf Enticer (Elf)	6
Skierian Sahib (Human)	6
Slugknife (Backknife)	6
Surf Elf Wavemaker (Elf)	6
Tamani	6
Taurii Captain	6
Tin Warriorkin (Warriorkin)	6
Tyres Haul Sorcerer (Dragonfolk)	6
Ubunti Xhosa Slinger (Human)	6
Watcher in the Woods	6
Wereeagle (Lycanthrope)	6
Animix	7
Baetle	7
Black Warriorkin (Warriorkin)	7
Blue Goss (Goss)	7

Monster	CR
Shrubfolk Knight of Knie	5
Stout Halfling Sojourner (Halfling)	5
Swashbuckler Sparrow Errant (Bird of Renown)	5
Thrallkin Slaveherder (Menten)	5
Warhawk Paladin (Bird of Renown)	5
White Drake (Drake)	5
Wizard Jay Diviner (Bird of Renown)	5
Afarian Mercenary (Human)	6
Aharati Brave (Human)	6
Algalue Mercenary (Dragonfolk)	6
Ash Elf (Elf)	6
Aunto	6
Aztec Jaguar Warrior (Human)	6
Backknife Unseen Blade	6
Black Drake	6
Dark Halfling Creeper (Halfling)	6
Darknight Bat Shadoweer (Bat)	6
Dhoric Centurion (Human)	6
Dragonsnail	6
Dread Cat	6
Ghan Horseman (Human)	6
Giant Wereeagle (Lycanthrope)	6
Giant Wereowl (Lycanthrope)	6
Giant Wereowl (Lycanthrope)	6
Gripper Guadwarrior (Guadwarrior)	6
Id Beast	6
Ironclad Falcon	6
Kobold Trapper	6
Leather Warriorkin (Warriorkin)	6
Light Elf (Elf)	6
Mageborn True Sorcerer	6
Maughtley	6
Metal Black Panther	6
Mud Troll (Troll)	6
Olangeuso	6
Paugguard (Demon)	6
Rubbulion	6
Sand Dwarf Scout (Dwarf)	6
Shadow Elf Enticer (Elf)	6
Skierian Sahib (Human)	6
Slugknife (Backknife)	6
Surf Elf Wavemaker (Elf)	6
Tamani	6
Taurii Captain	6
Tin Warriorkin (Warriorkin)	6
Tyres Haul Sorcerer (Dragonfolk)	6
Ubunti Xhosa Slinger (Human)	6
Watcher in the Woods	6
Wereeagle (Lycanthrope)	6
Animix	7
Baetle	7
Black Warriorkin (Warriorkin)	7
Blue Goss (Goss)	7

Monster	CR
Devilbloom	7
Enfolder Bat (Bat) Will of the Wind	7
Goss	7
Green Drake (Drake)	7
Guaz De Shapeshifter	7
Huge Plant Elemental (Elemental)	7
Ice Dwarf Cold Rager (Dwarf)	7
Ket-tet-kneck Harrier	7
Leodusa	7
Mangycore	7
Moaner Guadwarrior (Guadwarrior)	7
Nementor Apprentice	7
Roarin (Troll)	7
Spirit Guadwarrior (Guadwarrior)	7
Triclops	7
Viperlisk	7
Wereraven Scavenger (Lycanthrope)	7
Werespider Skulker (Lycanthrope)	7
Werethrush Gallivanter (Lycanthrope)	7
Zamadon Spartan	7
Albino Guardian Cobra	8
Amazon Huntress	8
Asqua Seacaster	8
Bearded Warriorkin (Warriorkin)	8
Blood Orm (Orm)	8
Common Troll Veteran (Troll)	8
Crystal Warriorkin (Warriorkin)	8
Giant Wereowl Savant (Lycanthrope)	8
Gold Warriorkin	8
K'less Tau	8
Khao Toji Raider	8
Longeared Warriorkin (Warriorkin)	8
Menten	8
Menten Sorcerer	8
Pharaoh's Guard	8
Pummelwood	8
Quilted Warriorkin (Warriorkin)	8
Shriek Horror	8
Skeleking Duke	8
Steel Warriorkin (Warriorkin)	8
Tiger Lycan Samurai (Lycan)	8
Uglama	8
Vergung	8
Void Ooze	8
Werebadger Loner (Lycanthrope)	8
Wereeagle Overseer (Lycanthrope)	8
Werehorse Runner (Lycanthrope)	8
Wood Warriorkin (Warriorkin)	8
Blue Drake (Drake)	9
Cyberlich Cyborg (Lich, Cyber)	9
Demiguad Elf Mercenary (Guadwarrior)	9
Greater Plant Elemental (Elemental)	9
Infernus Mantis	9
Leppon (Demon)	9
Meglass	9
Rebel Dancer	9
Rockmorph	9
Sipchloras Marauder	9
Technological Golem (Golem)	9
Aegyptian Charioteer (Human)	10
Bladegrass Behemoth	10
Borropi	10
Burglarcat Con Artist	10
Cadriff Caretaker	10
Chita Master	10
Coral Dwarf Tidewalker (Dwarf)	10
Dreader Ranger	10
Falcon Elf Skyknight (Elf)	10
Fauxfolk Agent	10
Feral Troll Mauler (Troll)	10
Glemli Courtier	10
Hairfoot Halfling Lieutenant (Halfling)	10
Harmonic Nightingale Minstrel (Bird of Renown)	10
Hauk Winged Knight	10
Hermaphrodite Entertainer	10
High Troll Hexer (Troll)	10
Humslayer	10
Javana Tailor	10
Makalk Mereka Skimmer	10
Night Troll (Troll)	10
Nippon Enlightened Warrior (Human)	10
Owl of Wisdom Mystic	10
Pirate Parrot First Mate (Bird of Renown)	10
Rogue Raven Seeker (Bird of Renown)	10
Shadow Giant (Giant)	10
Shrubfolk Knight of Ikney	10
Stout Halfling Marshall (Halfling)	10
Swashbuckler Sparrow Duelist (Bird of Renown)	10
Thrallkin Aspirant (Menten)	10
Warhawk Defender (Bird of Renown)	10
Wizard Jay Invoker (Bird of Renown)	10
Algalue Champion (Dragonfolk)	11
Bejorn Mastermind	11
Cobra Dragon	11
Dark Halfling Watchman (Halfling)	11
Devilhand Myrmidon	11
Elder Plant Elemental (Elemental)	11
Fistor	11
Forok	11
N'rad	11
Occulus	11
Randese Saracen (Human)	11
Red Drake (Drake)	11
Shadow Elf Secretkeeper (Elf)	11
Surf Elf Lifeguard (Elf)	11
Taurii General	11
Afarian Myrmidon (Human)	12
Aharati Spirit Warrior (Human)	12
Aztec Eagle Warrior (Human)	12
Badgerfolk Berserker (Animalfolk)	12
Chamber Pudding	12
Darknight Bat Hand of Shadow (Bat)	12
Desert Dwarf Dervish (Dwarf)	12
Dhoric Spatzi (Human)	12
Enfolder Bat (Bat) Death Curtain	12
Enforcer (Menten)	12
Ghan Horselord (Human)	12
Ice Dwarf Iceblood (Dwarf)	12
Kobold Sorcerer	12
Light Elf Glamour (Elf)	12
Mageborn Enchanter	12
Massmorpher	12
Maughtley Rager	12
Mixie	12
Nementor Hellmage	12
Pegicorn Defender	12
Sand Dwarf Infiltrator (Dwarf)	12
Skierian Sirdar (Human)	12
Tyres Haul Arcanist (Dragonfolk)	12
Ubunti Zulu Spearman (Human)	12
Wereraven Collector (Lycanthrope)	12
Werespider Arachlord (Lycanthrope)	12
Werethrush Rover (Lycanthrope)	12
Common Troll Warlord (Troll)	13
Dread Fey	13
Giant Wereowl Yogi (Lycanthrope)	13
Guaz De Changelord	13
Keeper	13
Ket-tet-kneck Eater of the Dead	13
Khao Toji Bounty Hunter	13
Living Dead Lord of Disease	13
Menten Aristocrat	13
Silver Infernix (Demon, Infernix)	13
Uglama Pensive	13
Werebadger Hermit (Lycanthrope)	13
Wereeagle Azure Lord (Lycanthrope)	13
Werehorse Windrunner (Lycanthrope)	13
Adamantine Warriorkin (Warriorkin)	14

Monster	CR
Amazon Mankiller	14
Ash Elf Deceiver (Elf)	14
Backknife Assassin	14
Corragon	14
Demiguad Elf Myrmidon (Guadwarrior)	14
Elder Goss (Goss)	14
Frost Orm (Orm)	14
Gleaming guadwarrior	14
Goane Doua	14
Golden Unicorn	14
Menten Sorcerer Secretkeeper	14
Skeleking Baron	14
Wind Giant (Giant)	14
Zamadon Hoplite	14
Aegyptian Pharaoh's Guard (Human)	15
Burglarcat Prince	15
Cadriff Forestkeeper	15
Chita Lord	15
Coral Dwarf Tsunami (Dwarf)	15
Cyberlich Android (Lich, Cyber)	15
Falcon Elf Aerial Lord (Elf)	15
Fauxfolk Spy	15
Feral Troll Decapitator (Troll)	15
Glemli Balladeer	15
Hairfoot Halfling Sheriff (Halfling)	15
Harmonic Nightingale Maestro (Bird of Renown)	15
Hauk Cloudmaster	15
Hermaphrodite Courtier	15
High Troll Trollock (Troll)	15
Infernix Lord	15
Javana Weaver	15
Makalk Mereka Warlord	15
Meglass Degenerate	15
Nippon Mystic Blade (Human)	15
Owl of Wisdom Prophet	15
Pirate Parrot Captain (Bird of Renown)	15
Rogue Raven Findsman (Bird of Renown)	15
Shrubfolk Knight of Womg	15

Monster	CR
Sipchloras Plaguewright	15
Stormbringer	15
Stout Halfling Governor (Halfling)	15
Swashbuckler Sparrow Guardian (Bird of Renown)	15
Tiger Lycan Champion (Lycan)	15
Warhawk Justicar (Bird of Renown)	15
Wizard Jay Archmage (Bird of Renown)	15
Algalue Hero (Dragonfolk)	16
Dark Halfling Don (Halfling)	16
Dracogorgamira	16
Dreader Stalker	16
Randese Seleucid (Human)	16
Rock Giant (Giant)	16
Shadow Elf Shadowlord (Elf)	16
Surf Elf Lifekeeper (Elf)	16
Taurii Warking	16
Aztec War Priest (Human)	17
Desert Dwarf Sheik (Dwarf)	17
Forok Warlock	17
Ice Dwarf Iceheart (Dwarf)	17
Immortal Warlock (Warlock)	17
Light Elf Protector (Elf)	17
Nementor Hellbinder	17
Sand Dwarf Unseen Killer (Dwarf)	17
Afarian Hero (Human)	18
Aharati Chief (Human)	18
Asunder	18
Banshee Beast	18
Darknight Bat Soulthief (Bat)	18
Devilhand Hellspawn	18
Dhoric Augustus (Human)	18
Ghan Horse Khan (Human)	18
Khao Toji Hunter	18
Kobold Lord of Scales	18
Mageborn Chosen	18
Maughtley Dwarfkiller	18
Megaclops	18
Menten Harbinger	18
Skierian Maharajah (Human)	18

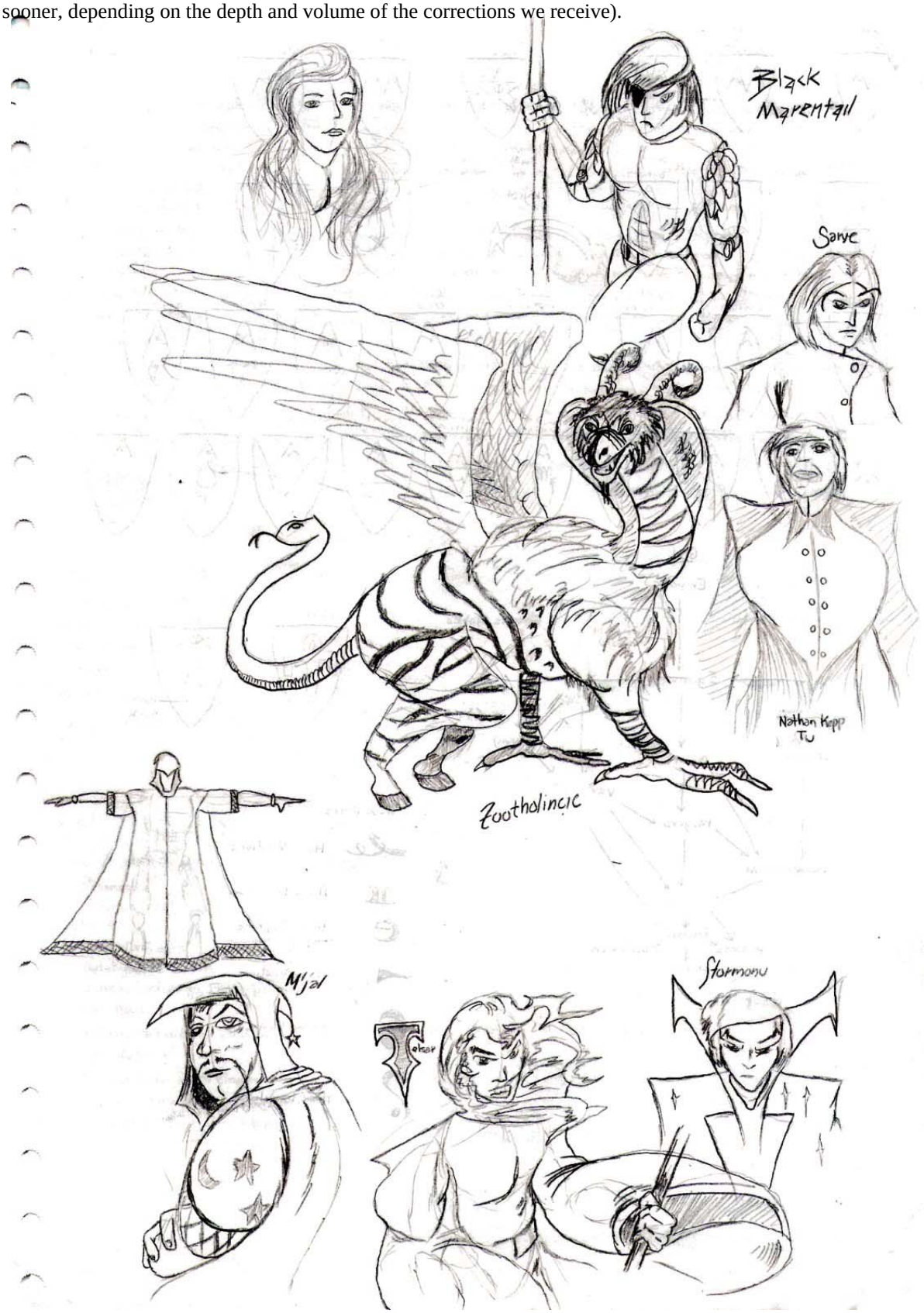
Monster	CR
Tundrabeast	18
Tyres Haul Dracon (Dragonfolk)	18
Ubunti Shaka Swordsman (Human)	18
Fire Orm	19
Guaz De Master of Subterfuge	19
Ket-tet-kneck Devourer of Souls	19
Enforcer Eldritch Brain (Menten)	20
Gleaming guadwarrior battlehardened (Guadwarrior)	20
Meglass Talon of Doom	20
Menten Sorcerer Razer	20
Siege Knight	20
Skeleking Warrior-King	20
Technological Avatar of Apollo (Avatar, Technological)	20
Uglama Forester	20
Wind Giant Messenger (Giant)	20
Cyberlich Mechanoid (Lich, Cyber)	21
Elemental Earthquake Lord	21
Hundra	21
Elemental Bonfire Lord	23
Elemental tornado lord	24
Great Tau (K'less Tau)	24
Uniceris	24
Uniterea	24
Duvapolus	25
Iron Eagle	25
Tyrannosphere	25
Wargog	25

Age	Amber	Archer	Artic-fire	Black Shadow	Ceramic	Gray	Lancor	Orange	Paper	Pearl	Purple
Wyrmling	3	1	3	--	2	1	2	3	1/3	2	4
Very Young	5	2	5	--	3	2	3	5	½	3	7
Young	7	3	7	--	4	3	5	8	1	4	10
Juvenile	10	4	10	--	5	4	7	11	2	6	13
Young Adult	13	5	13	--	7	5	9	15	3	7	15
Adult	15	7	15	17	9	6	11	17	4	9	17
Mature Adult	18	9	18	19	11	7	13	19	5	10	19
Old	20	11	20	21	13	8	15	21	6	12	21
Very Old	21	12	21	23	14	9	17	23	8	13	23
Ancient	23	14	23	24	15	10	19	25	10	14	27
Wyrm	24	16	24	26	16	11	21	27	12	16	30
Great Wyrm	26	18	26	28	18	12	23	30	14	17	33

Age	Sky	Storm	Tyranno	Yellow	Xaven
Wyrmling	1	1	1	2	--
Very Young	3	2	2	3	--
Young	5	4	3	4	--
Juvenile	6	5	4	5	--
Young Adult	8	6	7	7	--
Adult	9	8	11	9	--
Mature Adult	10	9	16	11	--
Old	12	10	--	12	30
Very Old	14	11	--	14	35
Ancient	15	13	--	16	40
Wyrm	17	15	--	18	45
Great Wyrm	18	17	--	20	50

Customer Support

Help us to help you! While every effort went into ensuring the quality of this book, we know there are bound to be errors somewhere! If you spot a misprint, missing text or other error, e-mail the author at mailto:stormonu@yahoo.com, or post it at our forum boards at http://1.myfreebulletinboard.com/woa.html. We will send out updated and corrected copies on a monthly basis (or sooner, depending on the depth and volume of the corrections we receive).



Monster Tokens

On the next few pages, you will find tokens you can cut out and use to represent the monsters from this book in your game. While not as aesthetically pleasing as miniature figures, we hope you'll find use for them on your battlemats. All tokens are on a scale of 1 inch = 5 ft.

Please note that tokens for creatures smaller than Tiny were "scaled up" to tiny size, as they are just too small to manipulate at their scale sizes.

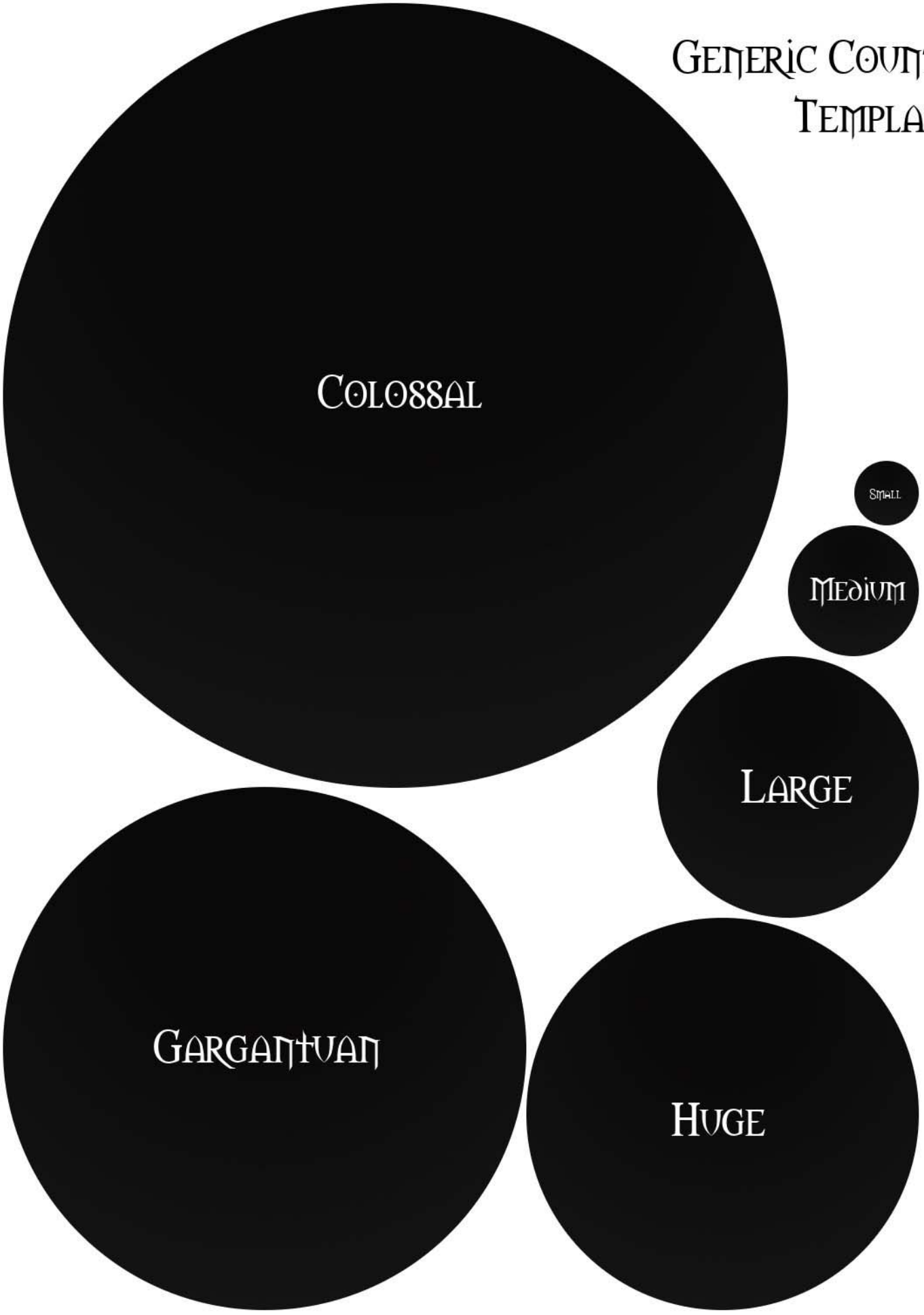
You may notice some creatures are printed multiple times – such as the infernix, which hunt in packs of 15. We've done this on purpose, of course, and you might want to look through the counters and decide if you want to print, for example, the Dhoric warband for the Augustus (who has a small army with him that takes up its own counter sheet).

Printing Instructions: These tokens are best printed out on 75# or heavier cardstock paper. You should only print one page to a sheet (no double-sided printing).

Also, make sure in your print options you have chosen not to resize the page to fit the printer. This is set under File ➔ Print ➔ Page Handling ➔ Page Scaling. Ensure Page Scaling is set to "None".

The counters have been arranged on the page so you should not lose any of the actual counters. Some printers may crops the words along one or more edges, but this is a normal.

Generic Counter Templates





Acid Frog



Acidion



Adaptoid



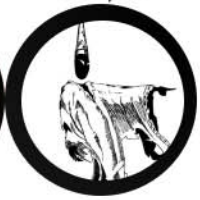
Amazon



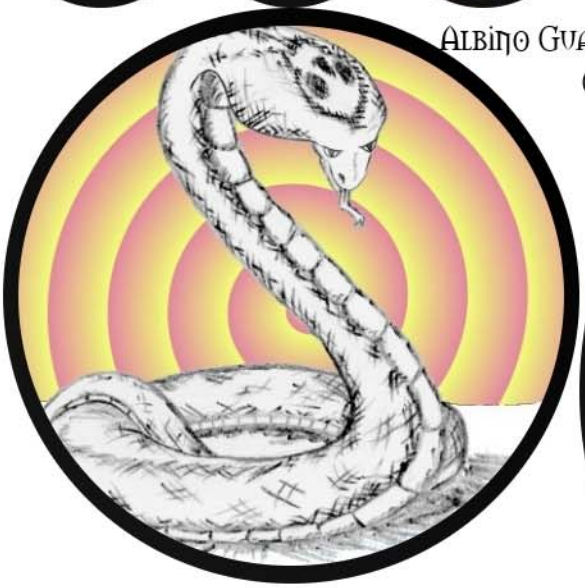
Animix



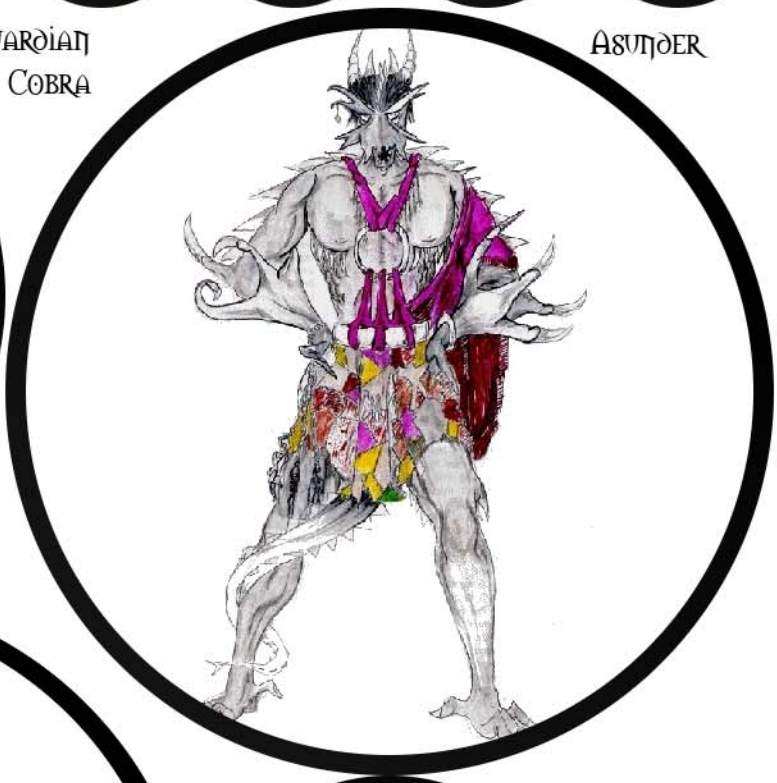
Asqua



Aunto



Albino Guardian Cobra



Asunder



Slugknife



Blaze Bat Swarm



Blaze Bat



Butcher Bat



Backknife



Minotaur Automatia

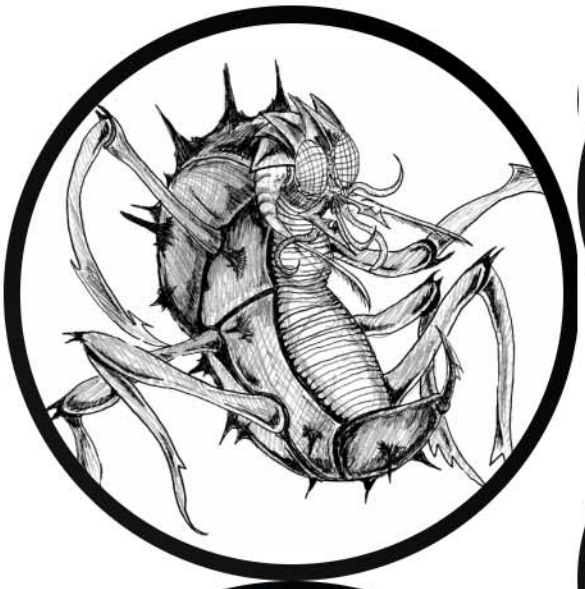


Technological Avatar of Apollo



Bachantail




Baetle


Enfolder Bat


Bejorn


Chita


Cadriff


Swashbuckler Sparrow Swarm


Harmonic Nightingale


Owl of Wisdom


Pirate Parrot


Rogue Raven


Swashbuckler Sparrow


Warhawk


Wizard Jay


Banshee Beast

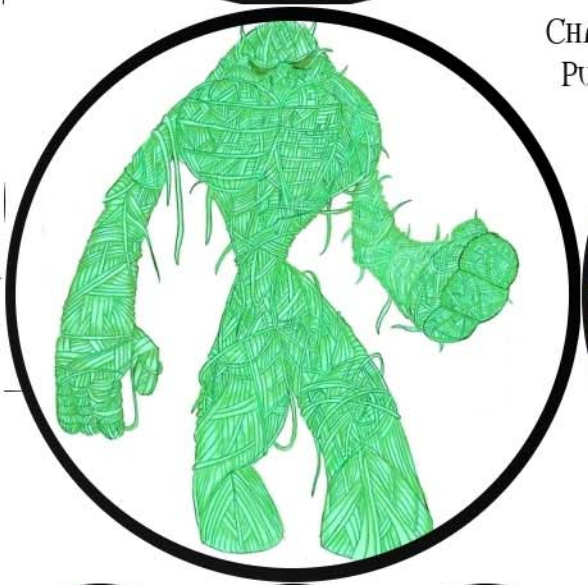

Bronze Lion

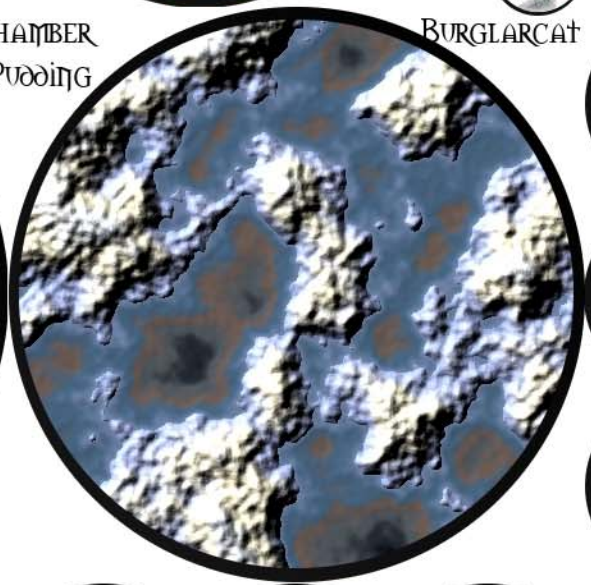

Blackmount


Borropi


Burglarcat




Bladegrass Behemoth


Chamber Pudding



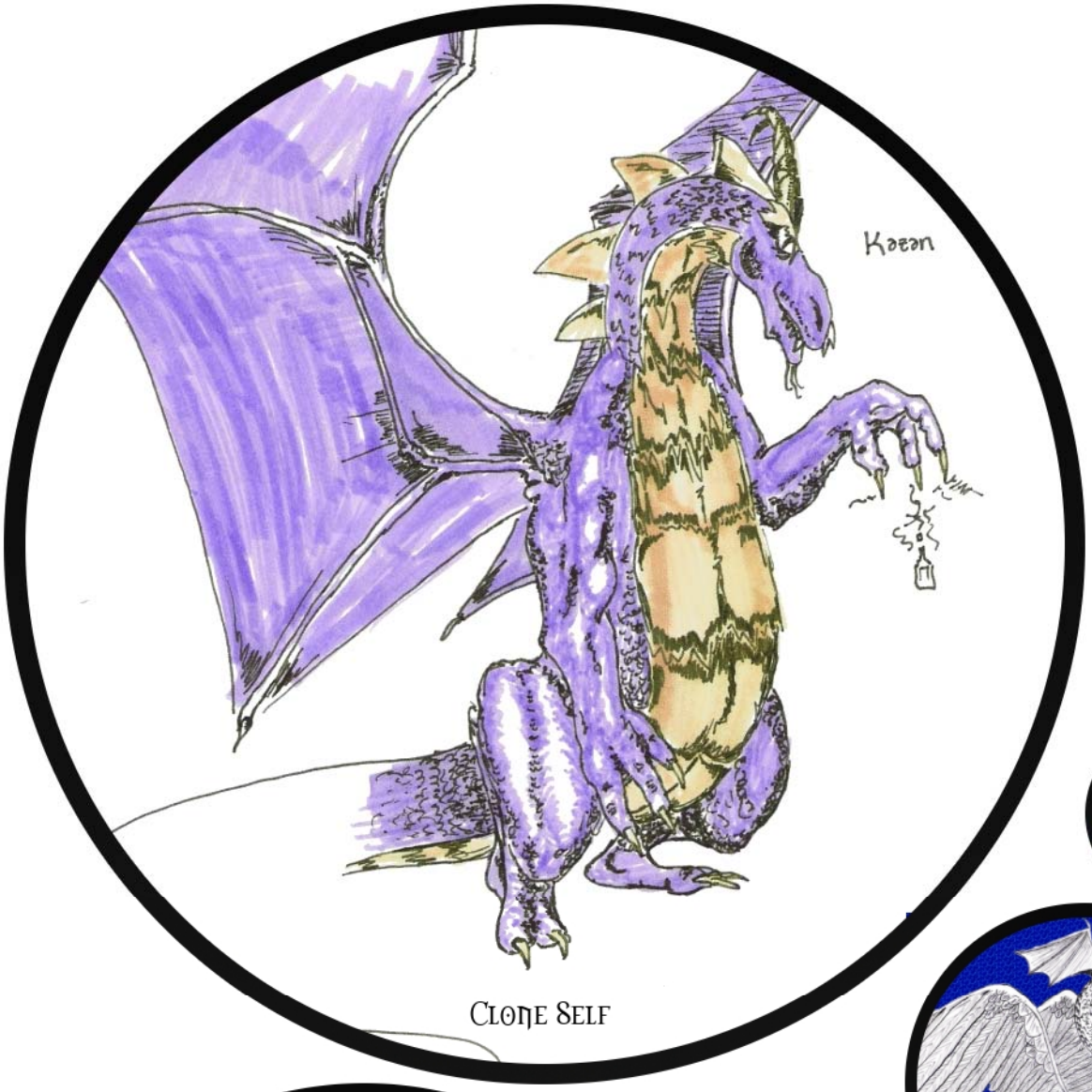





Creepwood


White Ferix (x10)

Colossal



Clone Self

Tiny/
Diminutive



Small



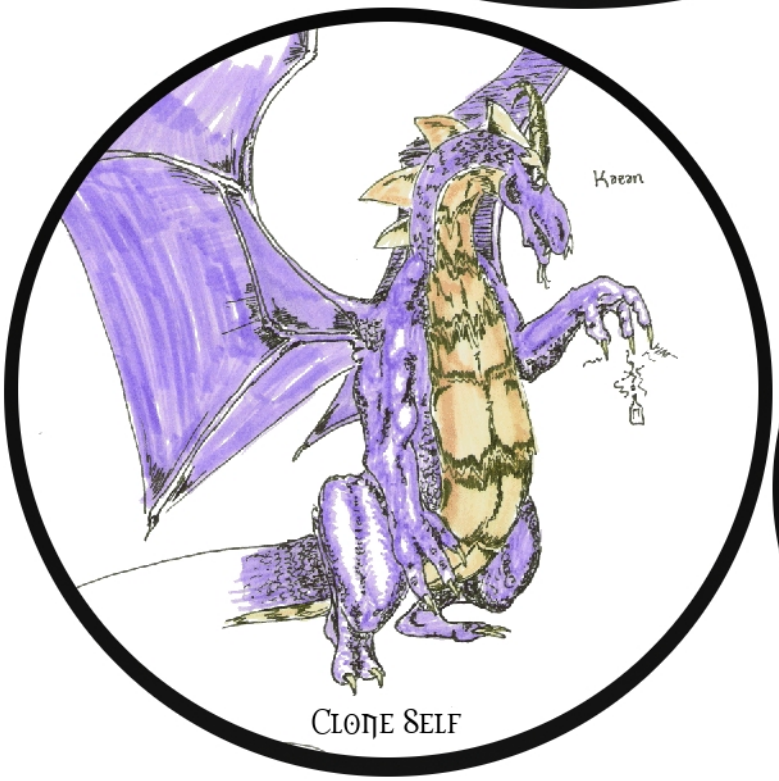
Medium



Large



Gargantuan



Clone Self



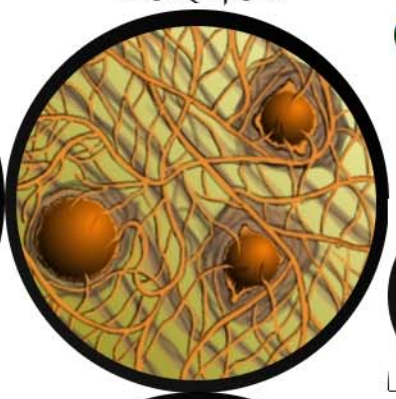
Huge



Leppon Demon



Paugguard Demon



Desert Mold



Dragonsnail

Dread Kitten



Algalue Dragonfolk



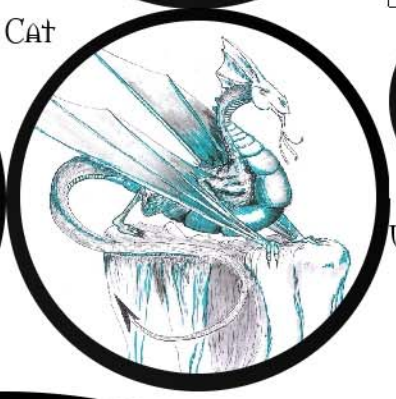
Tyres Haul Dragonfolk



Dracogorgamira



Dread Cat



White Drake



Drakeroot



Coral Dwarf



Desert Dwarf



Frost Dwarf



Sand Dwarf

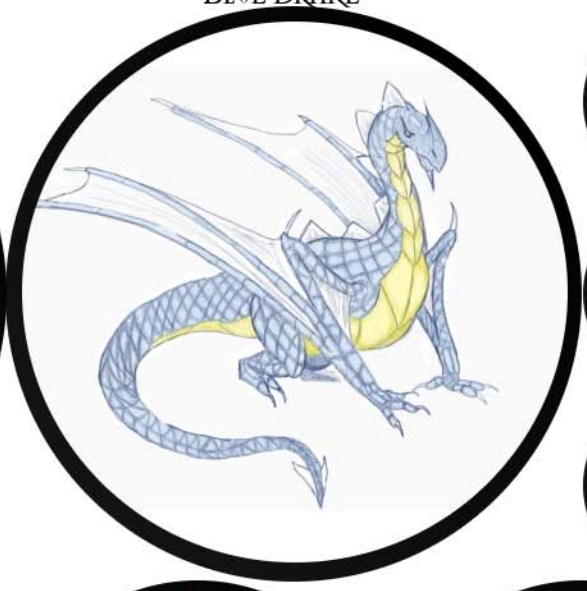


Xaven Dragon

Black Drake



Blue Drake



Ash Elf



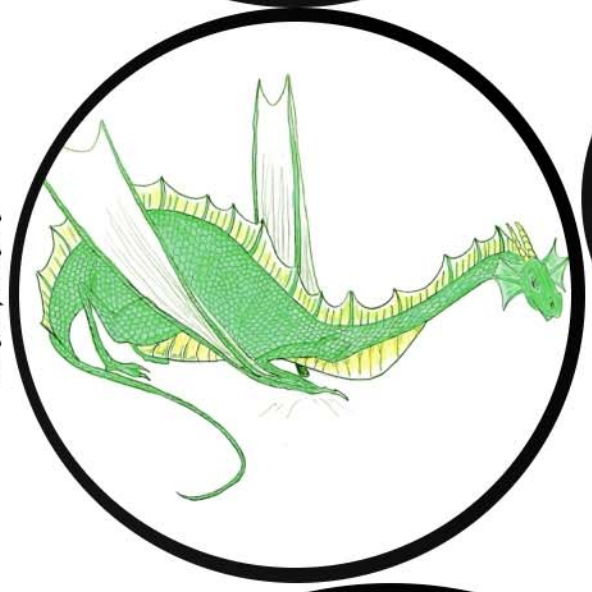


Falcon Elf



Light Elf

Green Drake





Dread Fey



Dreader



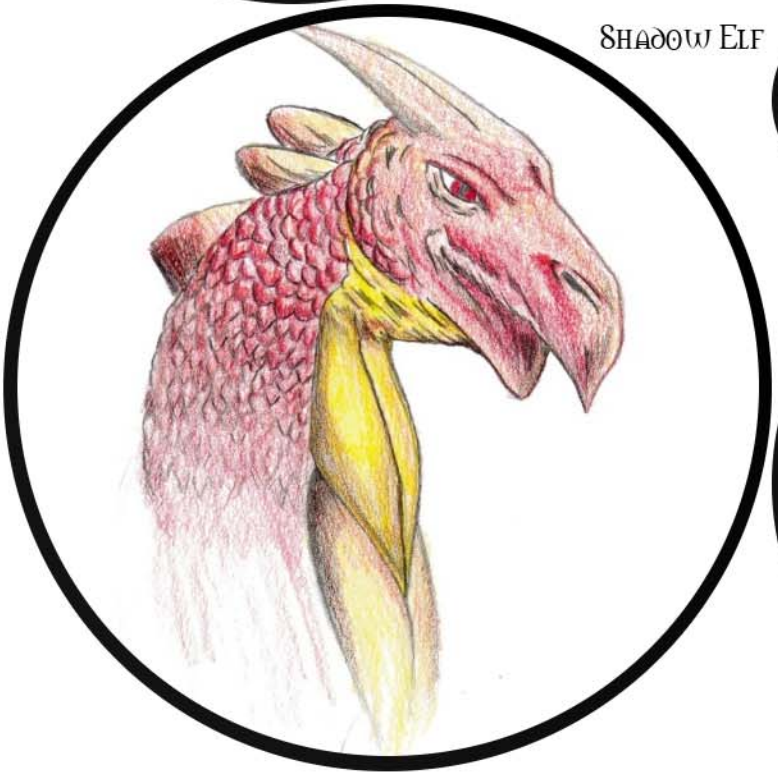




Shadow Elf

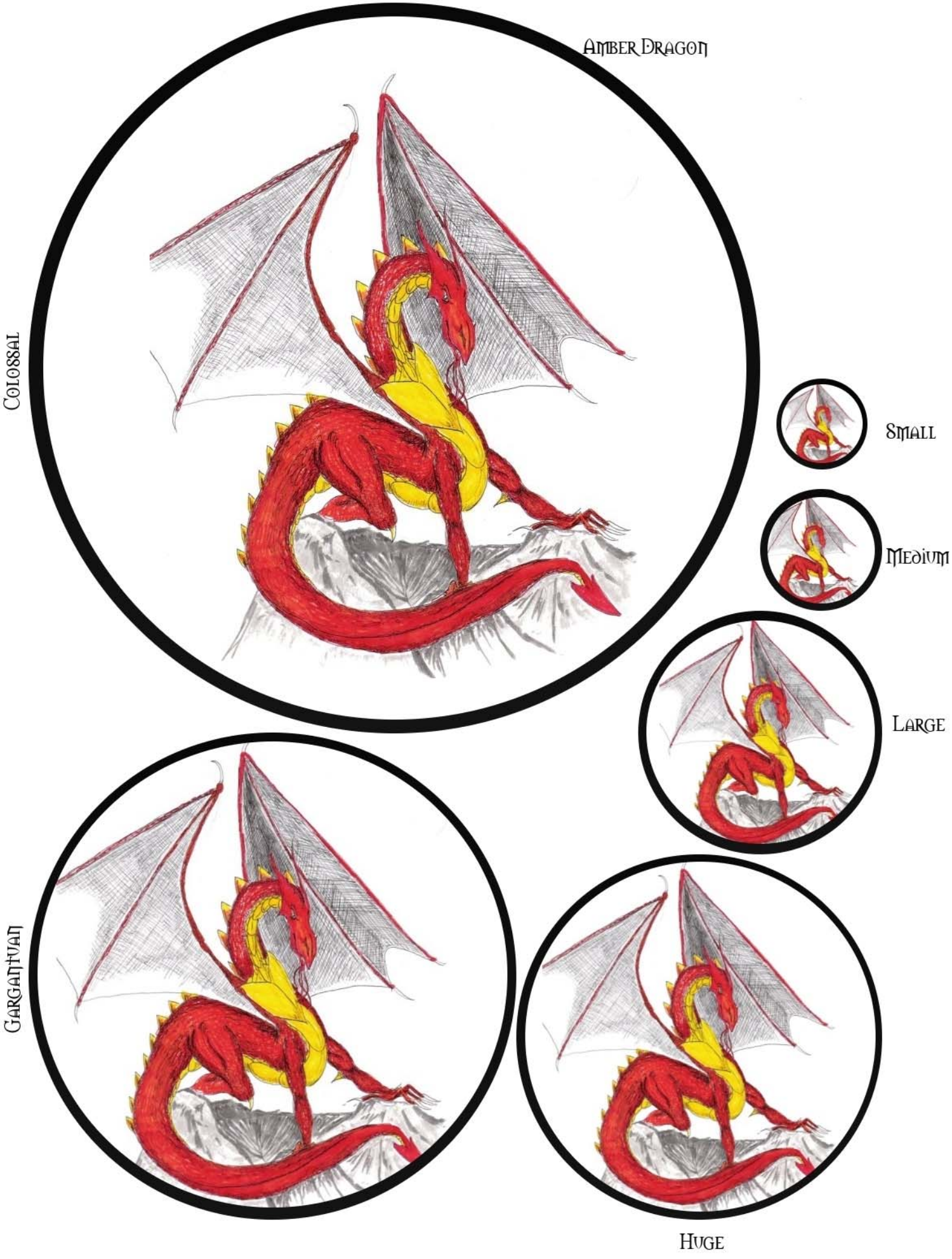


Red Drake



Plant Elemental




Amber Dragon
Colossal
Small
Medium
Large
Gargantuan
Huge


Archer Dragon
Colossal
Small
Medium
Large
Gargantuan
Huge

Artic-fire Dragon



Colossal



Small



Medium



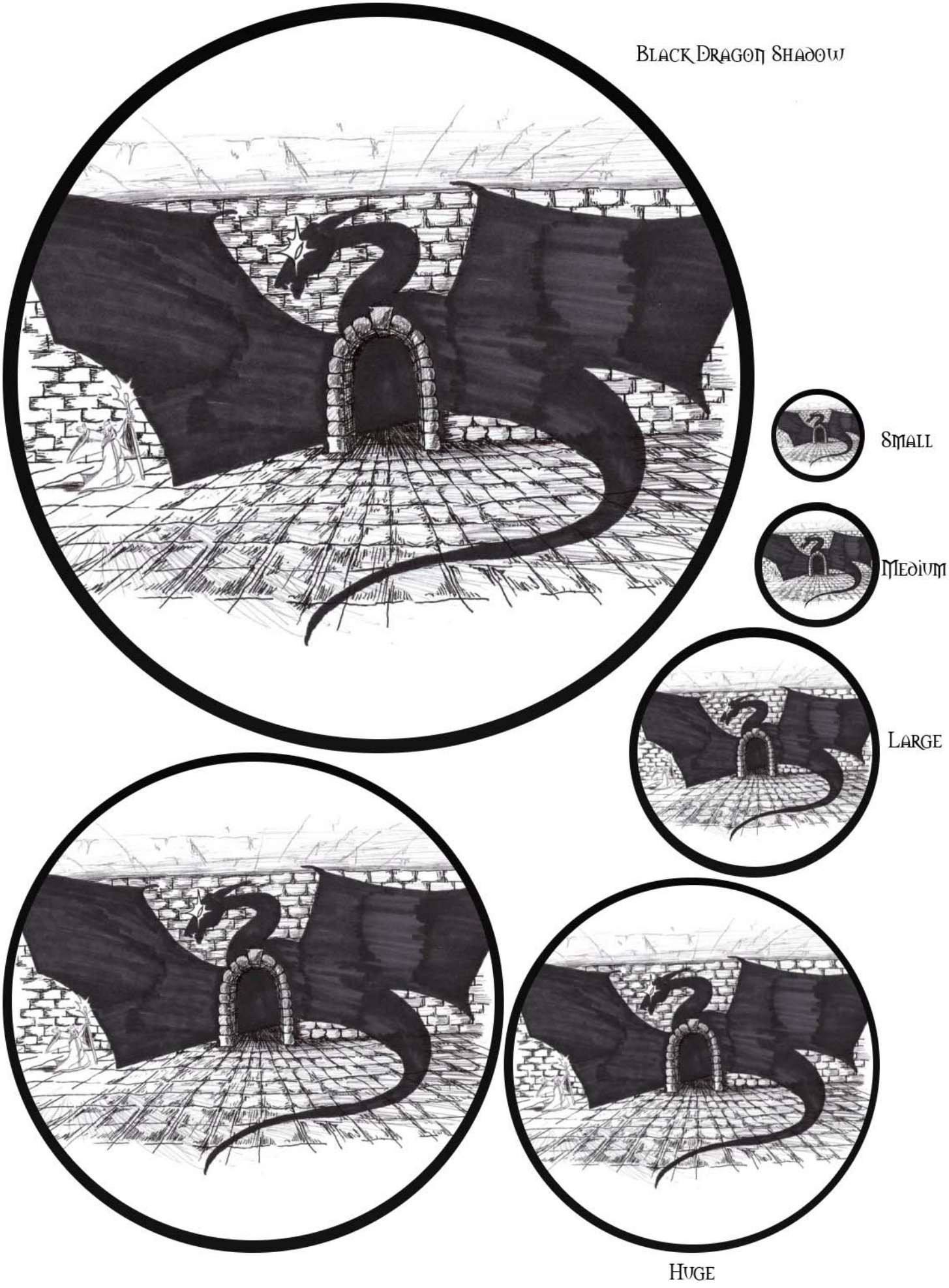
Large



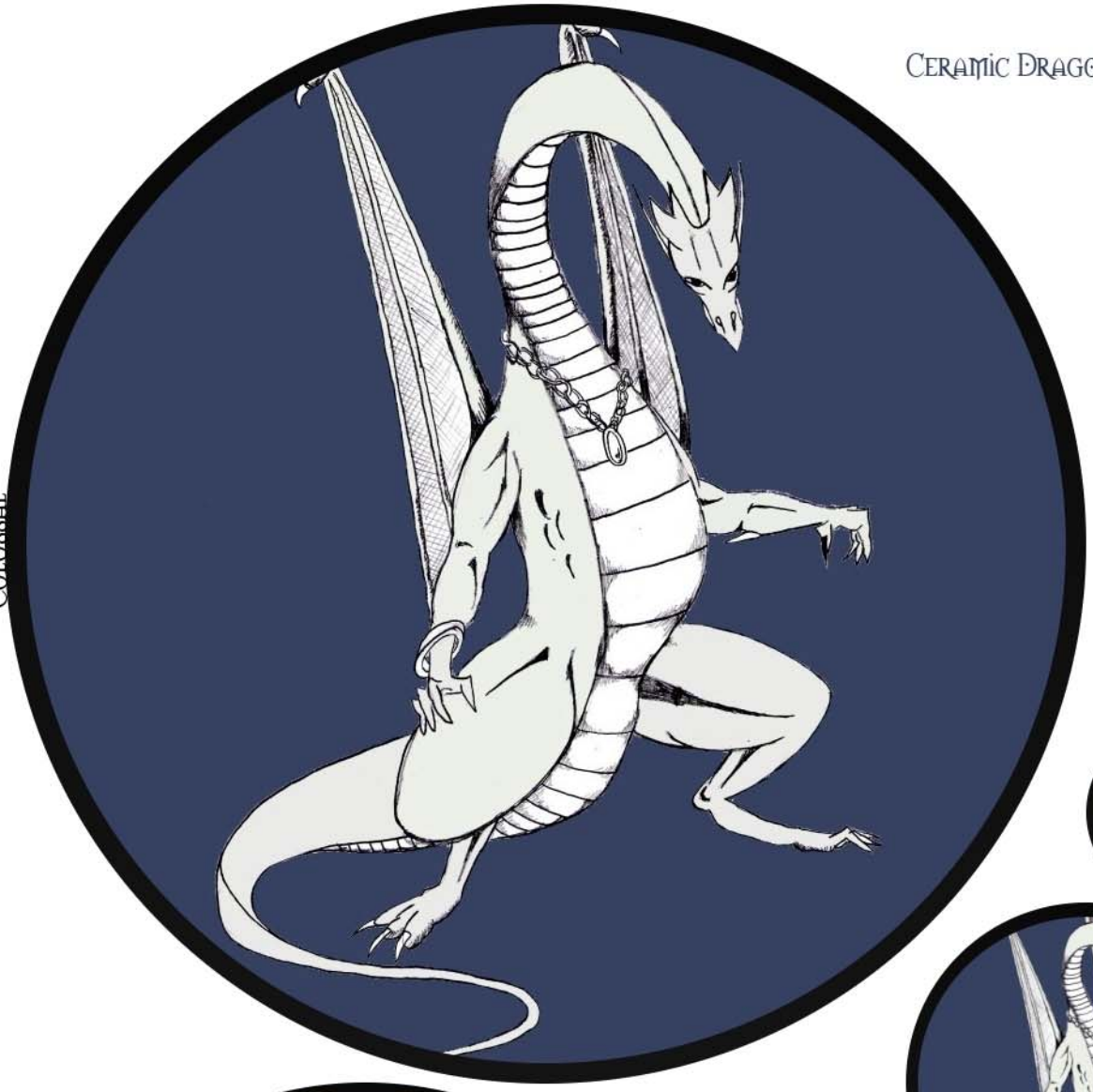
Gargantuan



Huge


Black Dragon Shadow
Colossal
Small
Medium
Large
Gargantuan
Huge

Ceramic Dragon



Colossal



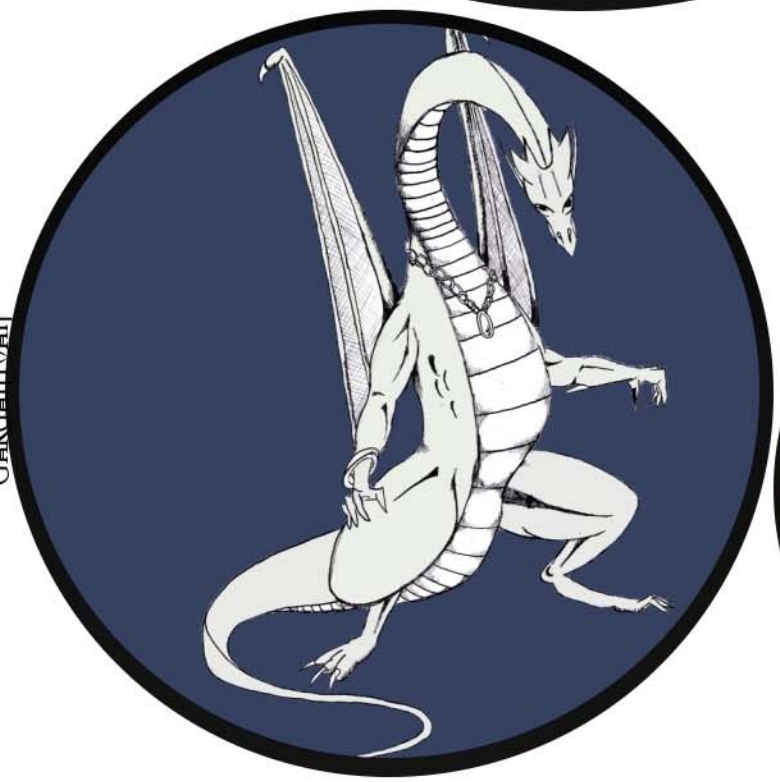
Small



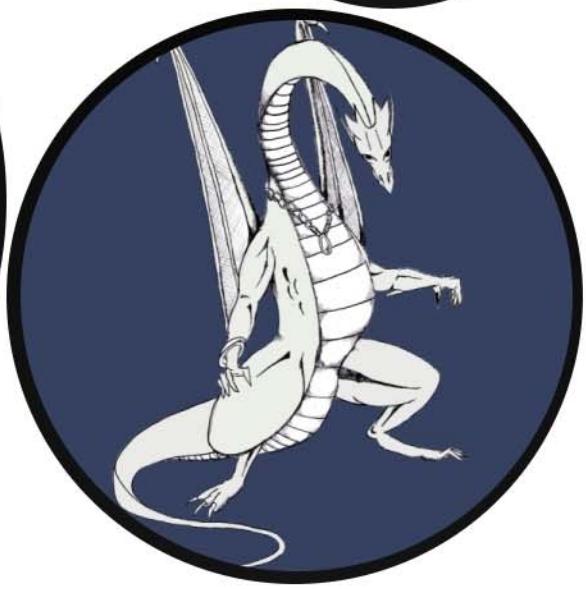
Medium



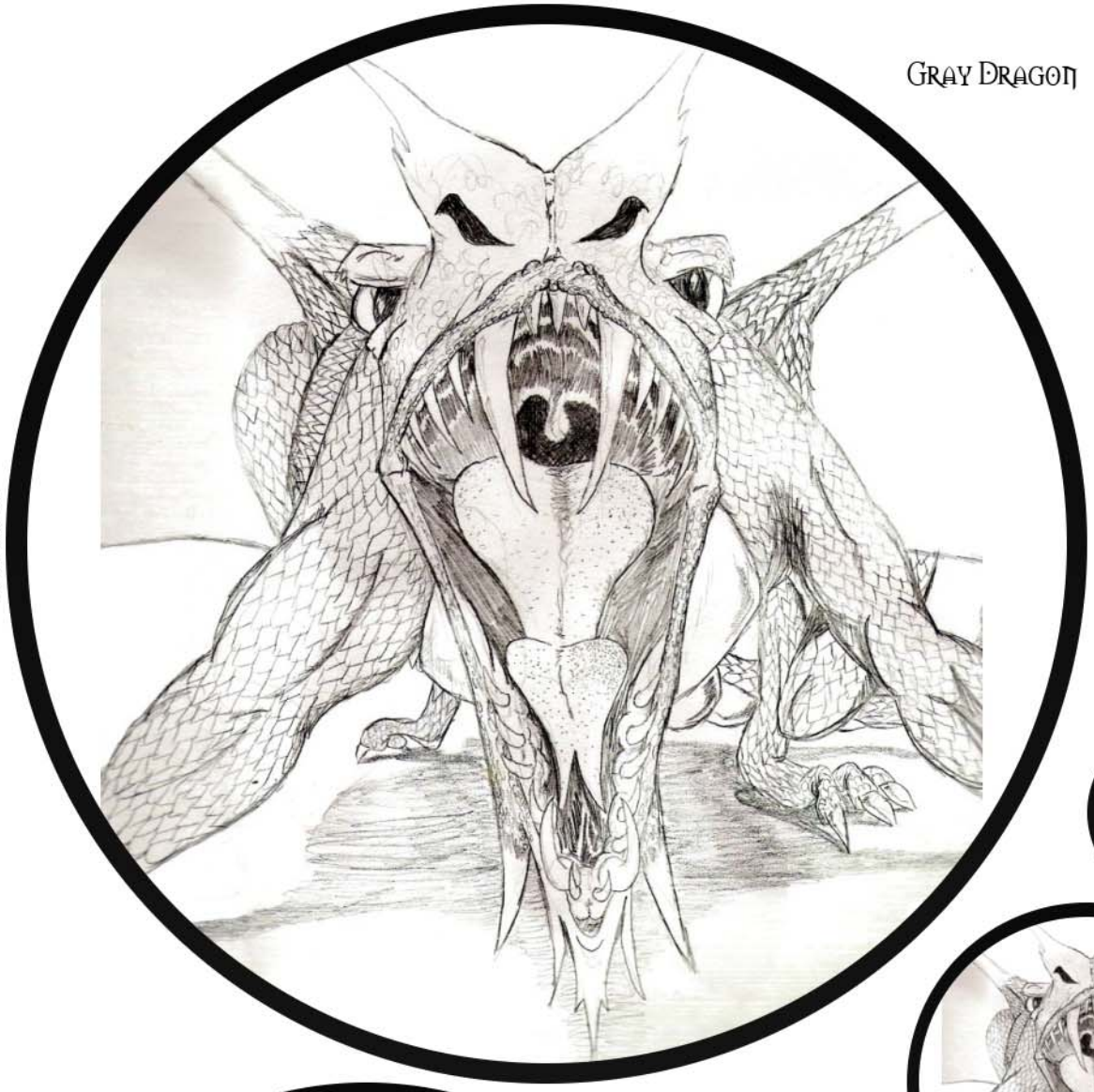
Large



Gargantuan



Huge


Gray Dragon
Colossal


Small


Medium


Large


Gargantuan


Huge


Lancor Dragon
Colossal
Small
Medium
Large
Gargantuan
Huge

Orange Dragon



Colossal



Small



Medium



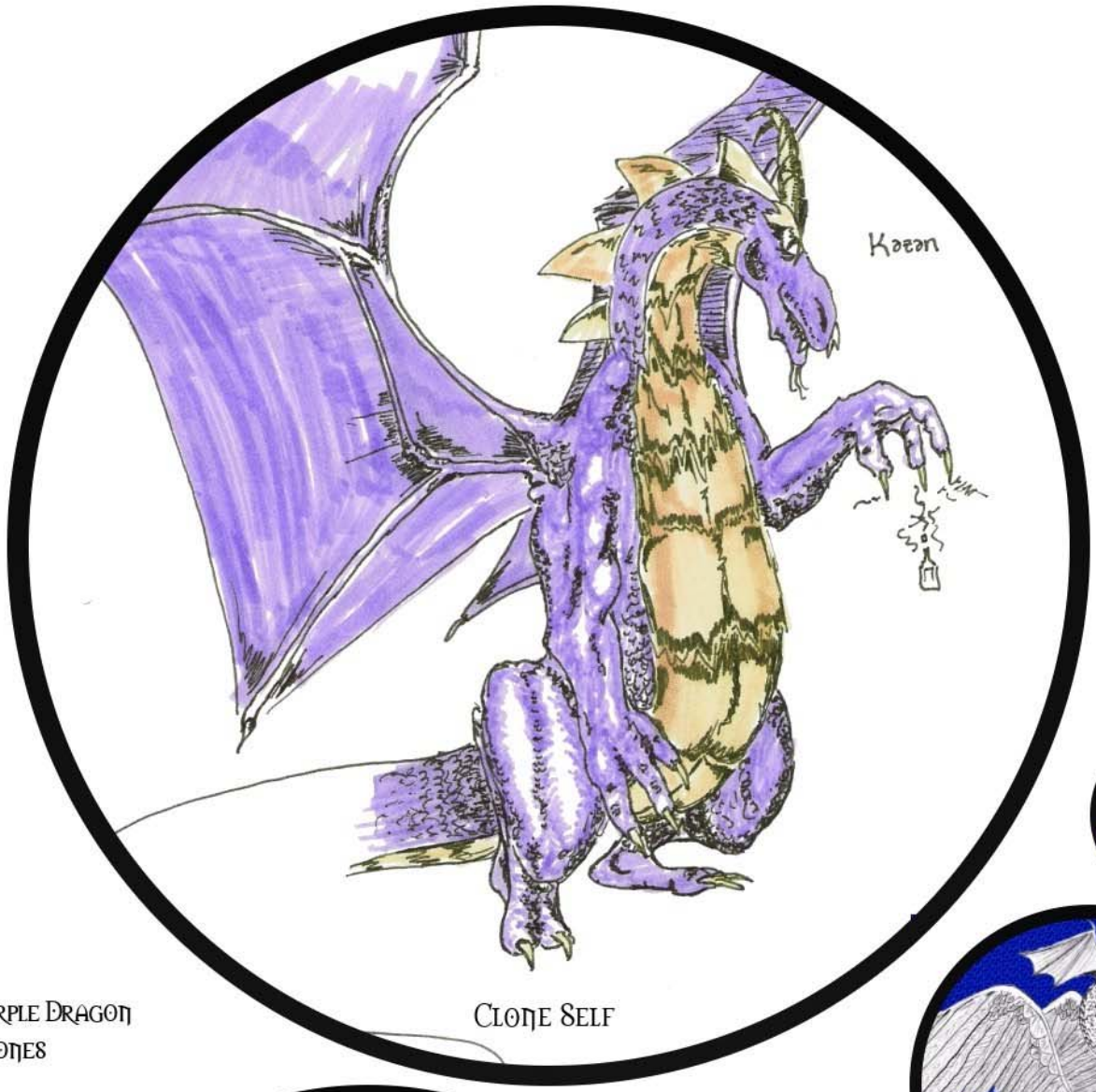
Large



Gargantuan



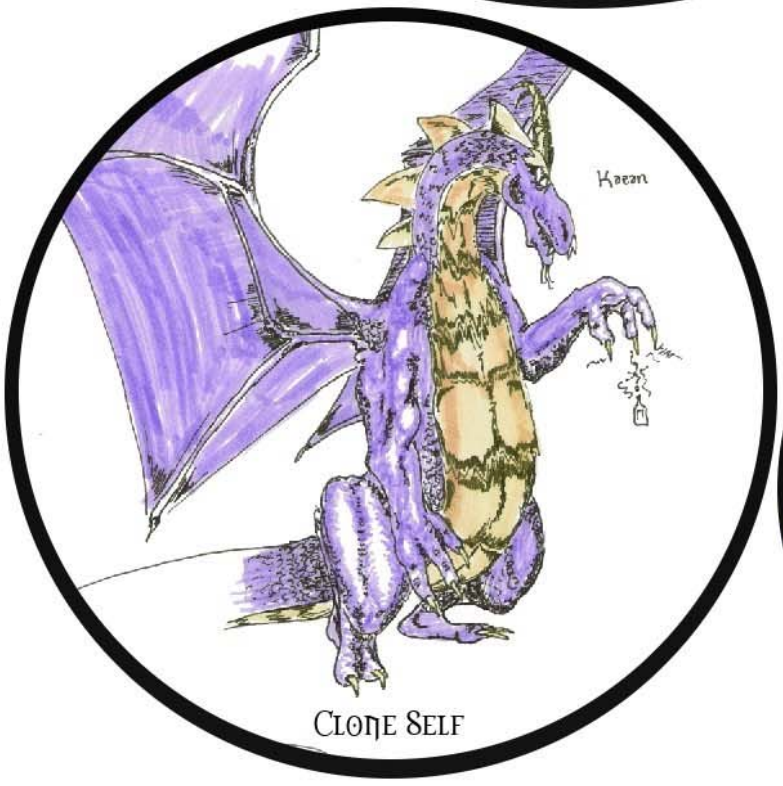
Huge



Colossal

Clone Self

Purple Dragon Clones



Gargantuan

Clone Self

Paper Dragon



Tiny/ Diminutive



Small



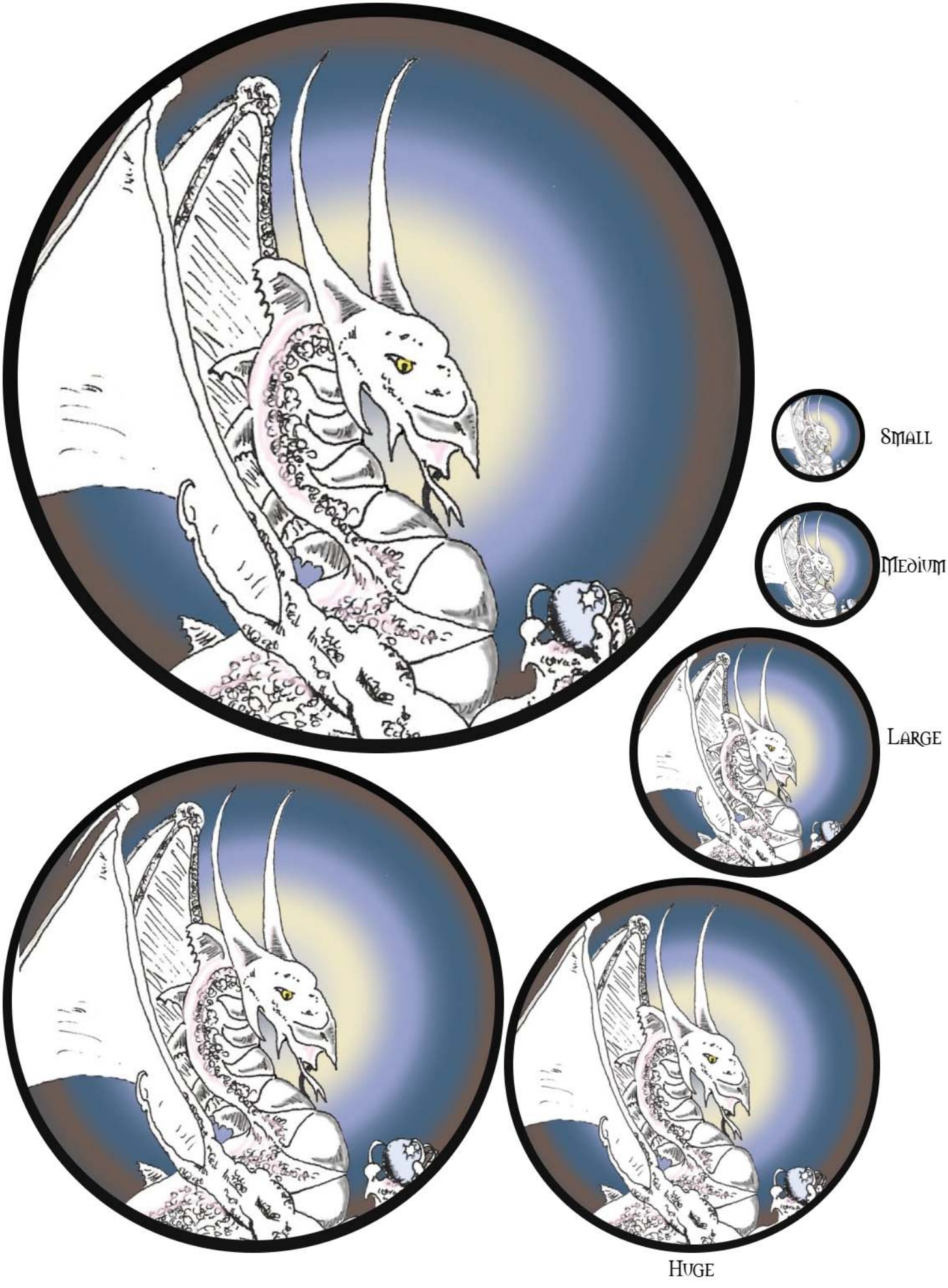
Medium



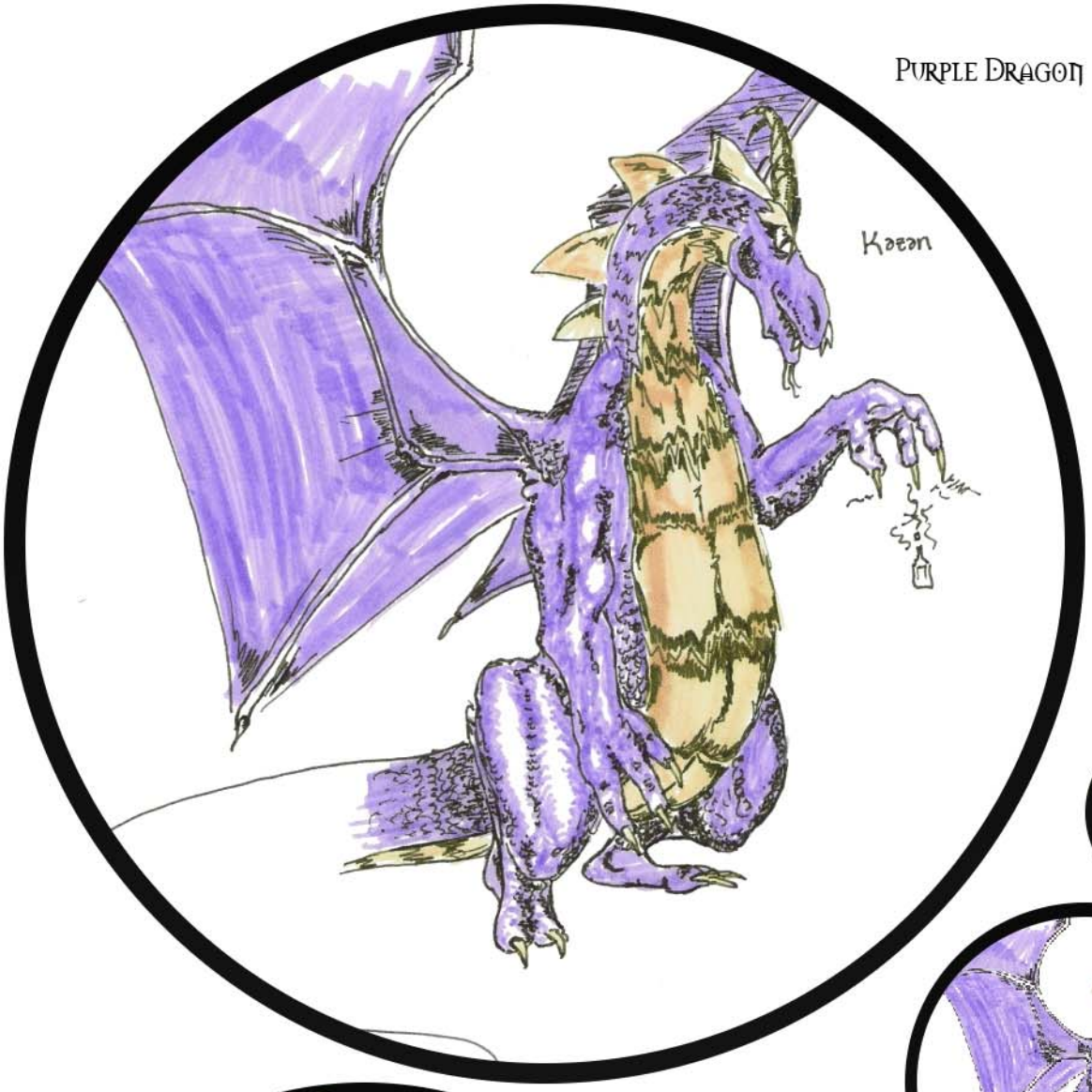
Large



Huge


Colossal
Small
Medium
Large
Gargantuan
Huge

Purple Dragon



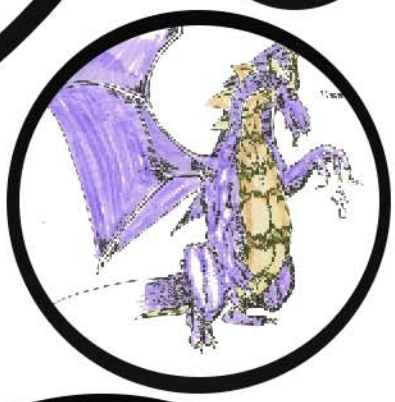
Colossal



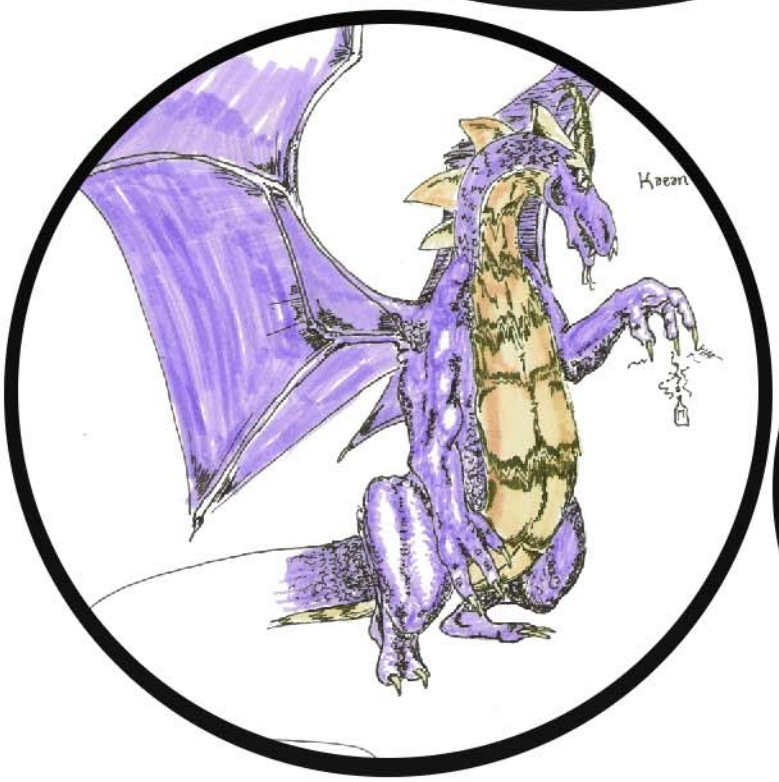
Small



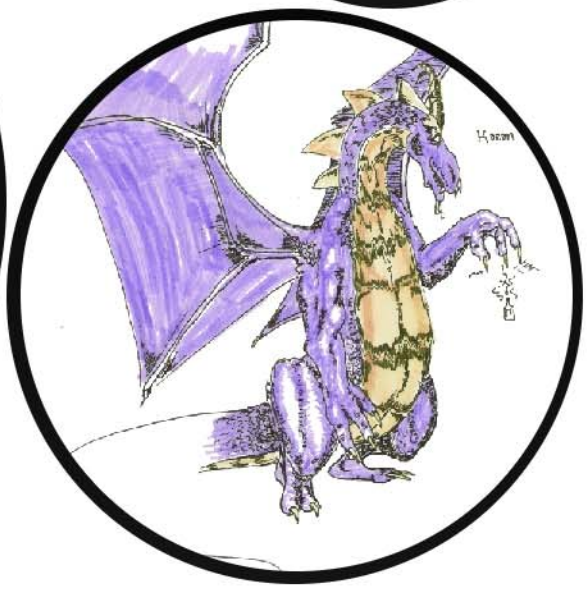
Medium



Large



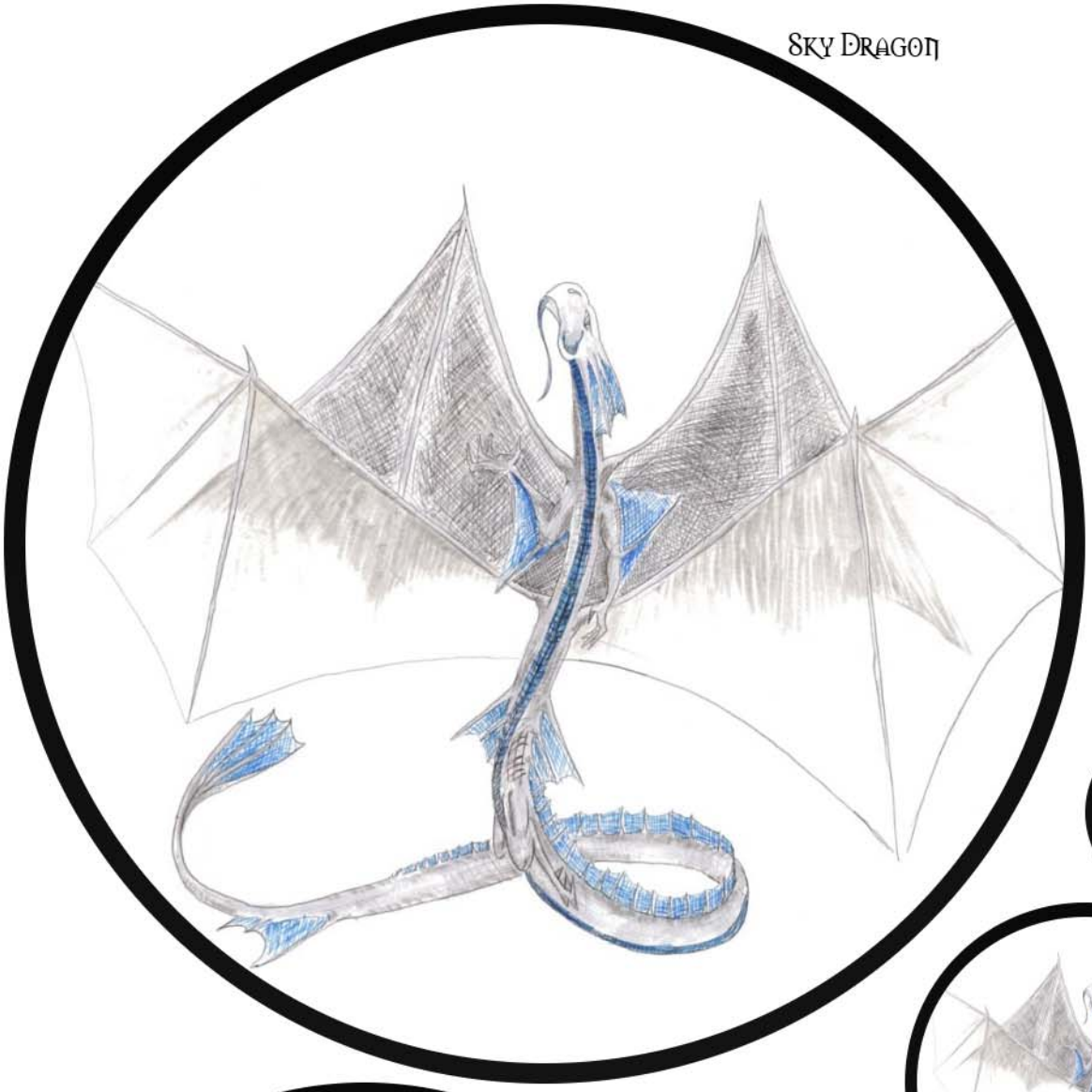
Gargantuan



Huge

Sky Dragon

Colossal

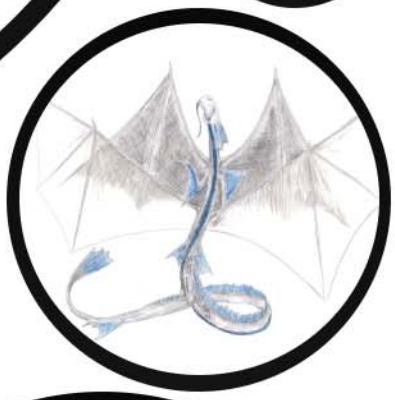




Small

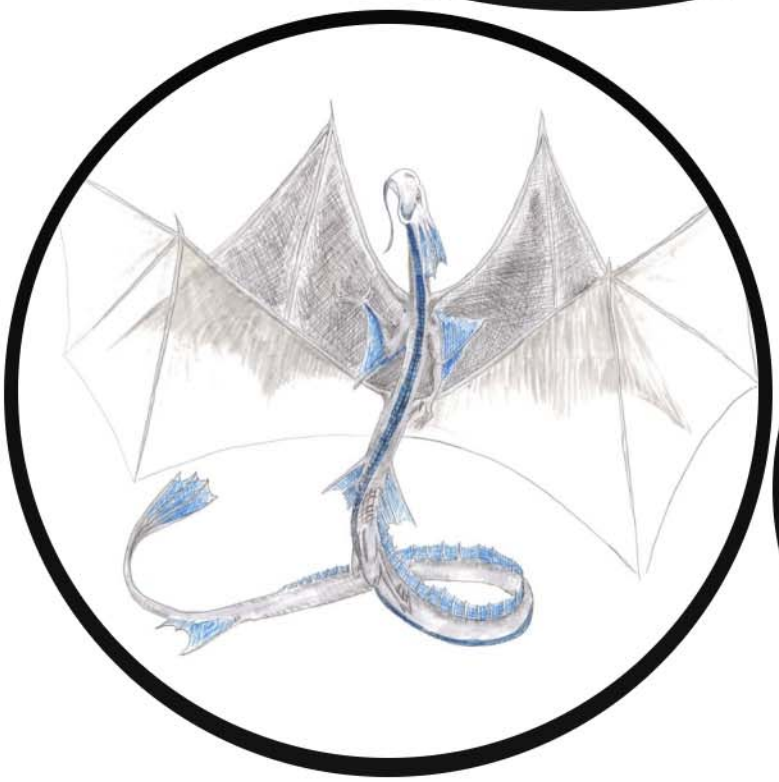


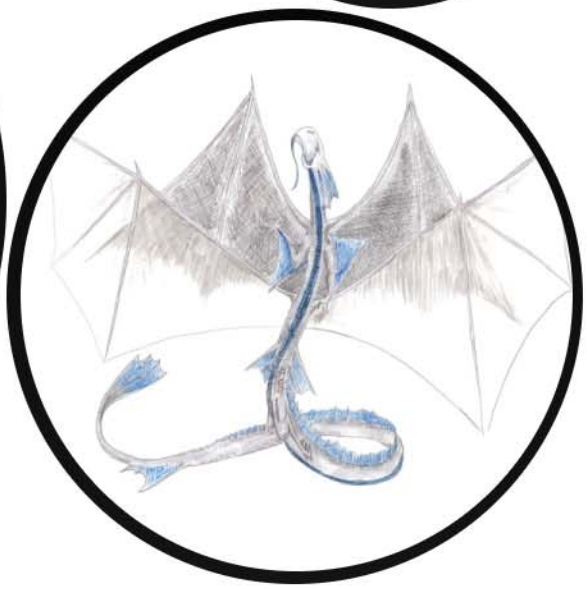
Medium



Large

Gargantuan

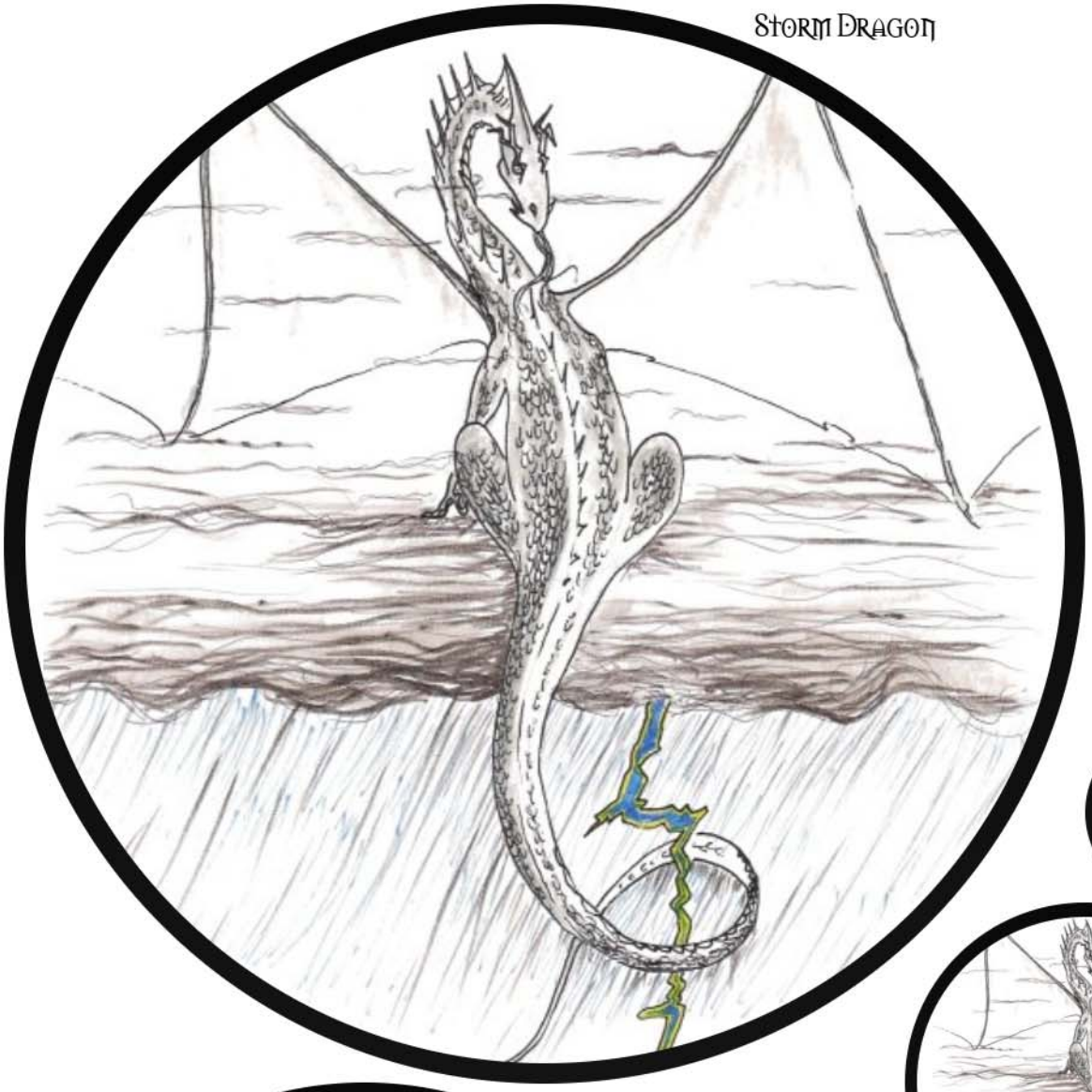




Huge

Storm Dragon

Colossal





Small



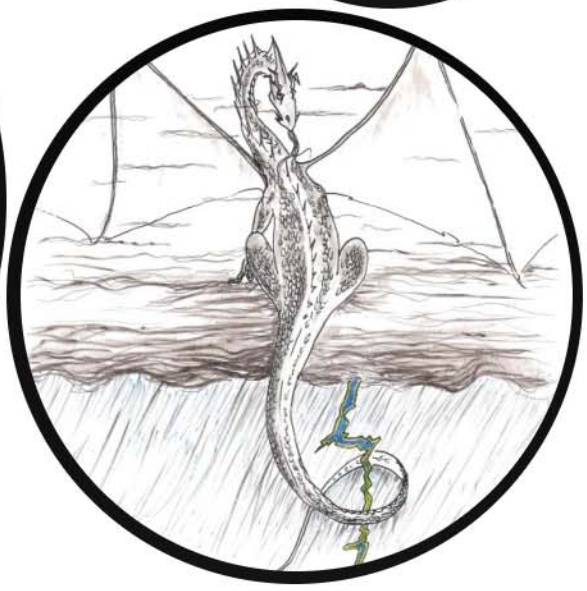
Medium



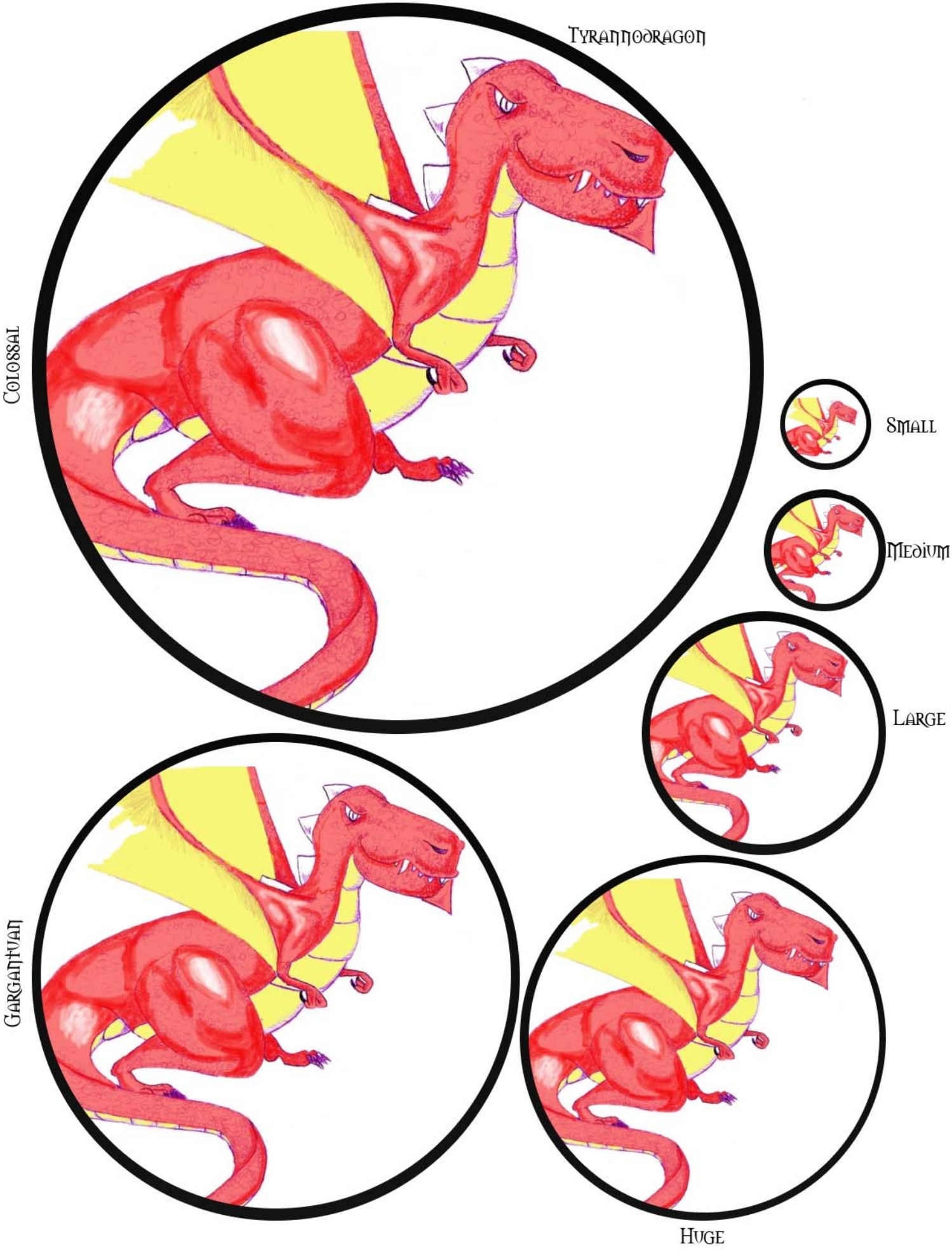
Large

Gargantuan

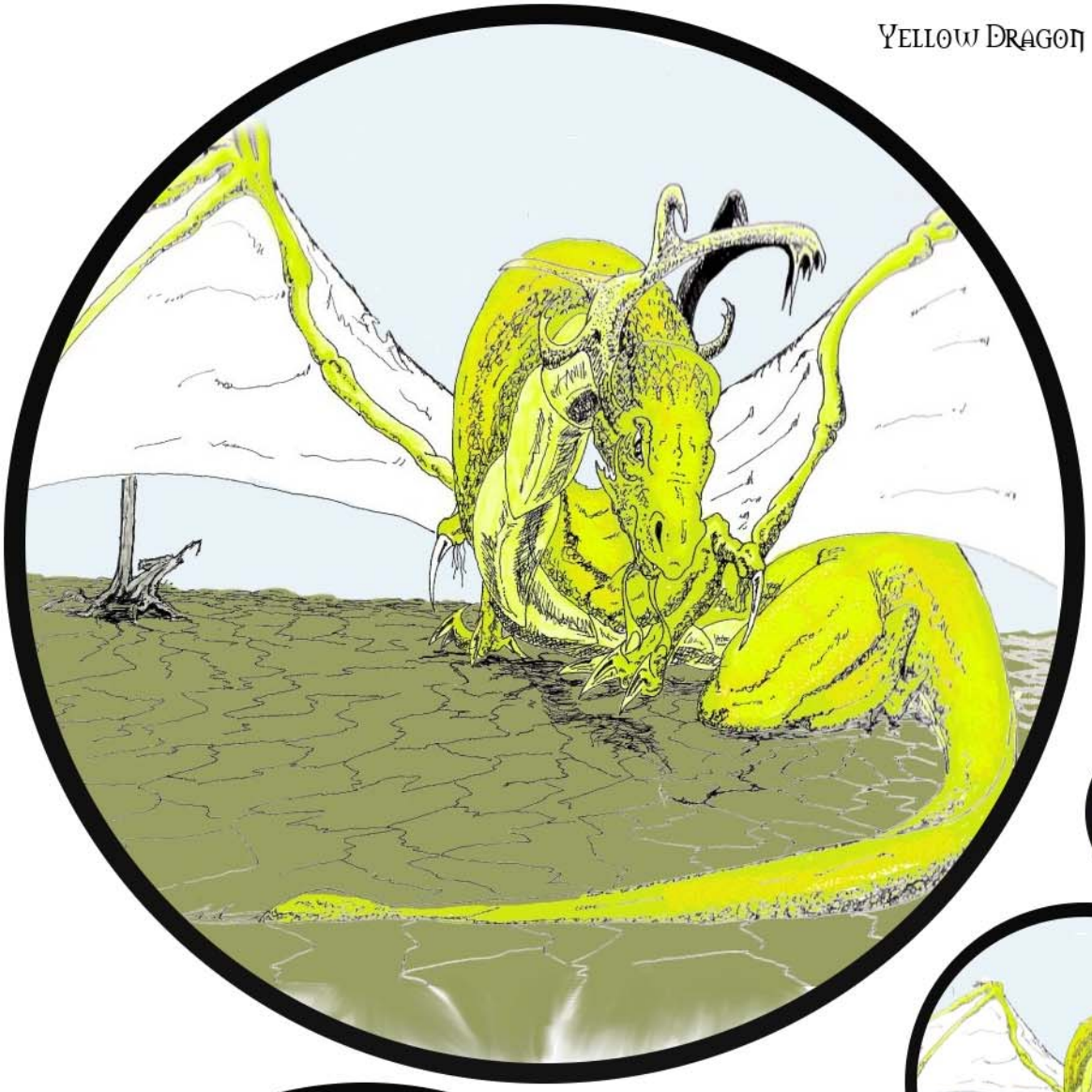




Huge


Tyrannodragon
Colossal
Small
Medium
Large
Gargantuan
Huge

Yellow Dragon



Colossal



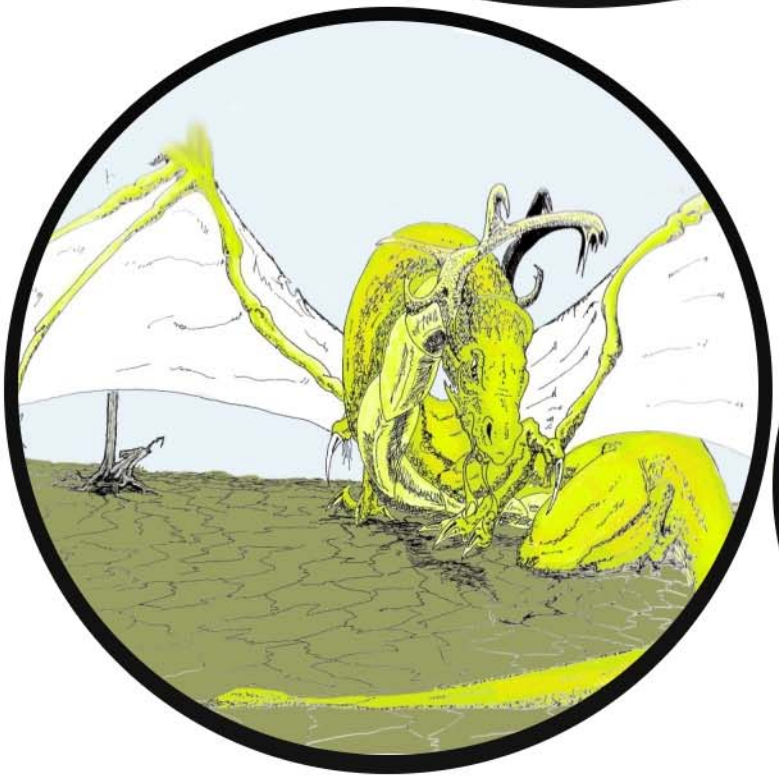
Small



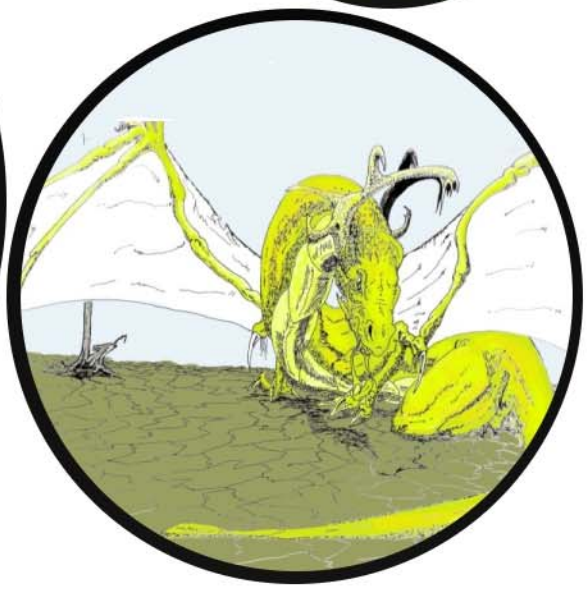
Medium



Large

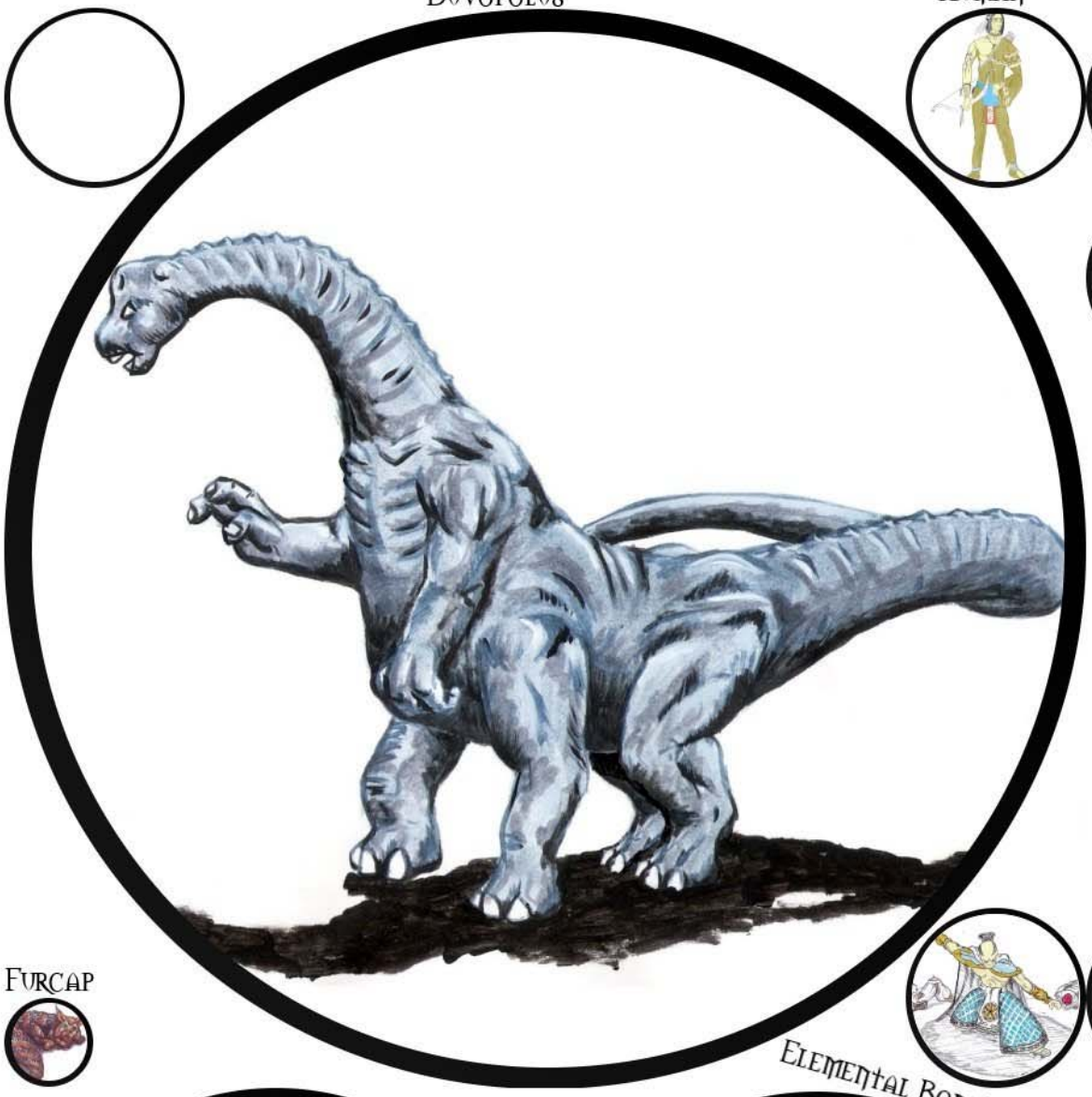


Gargantuan



Huge

Duvopolus



Apache Human

Aegyptian Human





Hauk



Dark Halfling



Ghan Human

Furcap

Elemental Bonfire Lord





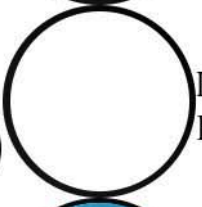
Aztec Human

Elemental Earthquake Lord





Guaz De



Demiguad Elf



Surf Elf



Eye Salamander



Falconi



Fauxfolk



Flame-ingo



Garagator



Ghargoyle



Technological Golem

Elemental Riptide Lord



Elemental Tornado Lord





Dhoric Human (Centurion)



Dhoric Human (Spatzi)

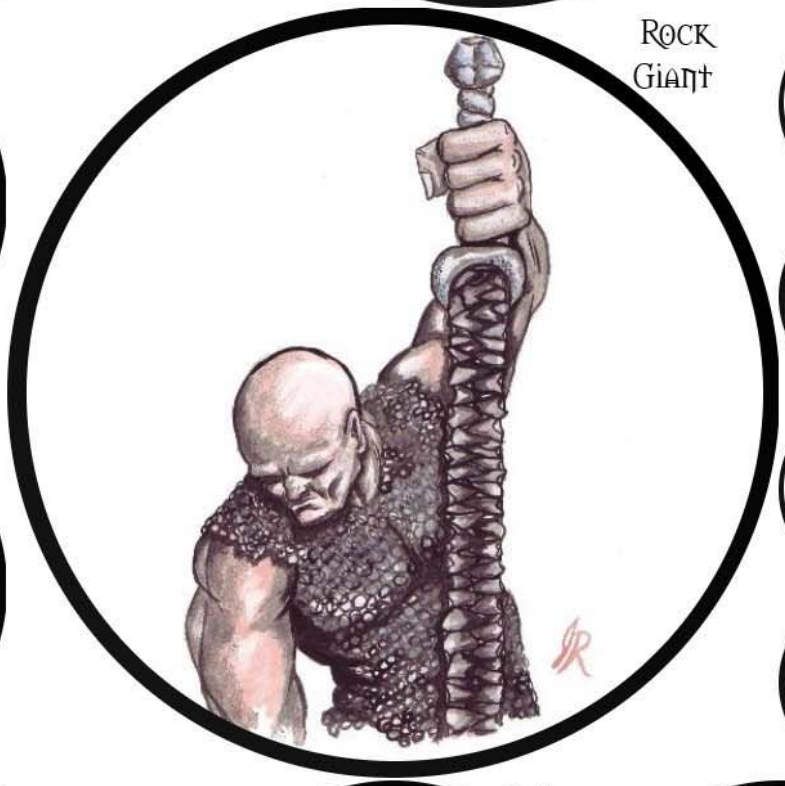


Dhoric Human (Augustus)



Dhoric Human

Rock Giant



Fistor





Skierian Human

Forok





Randese Human



Ubunti Human

Glitchen





Goblin Boar

Shadow Giant





Javana



Hermaphrodite



Karrock



Keeper

Goane Dova



Golden Unicorn



Gorgona



Goss



Blue Goss



Elder Goss



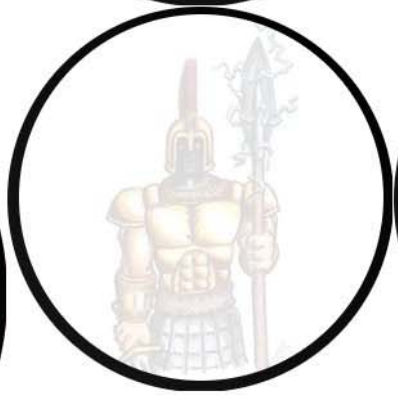


Gripper Guadwarrior



Humslayer





Spirit Guadwarrior

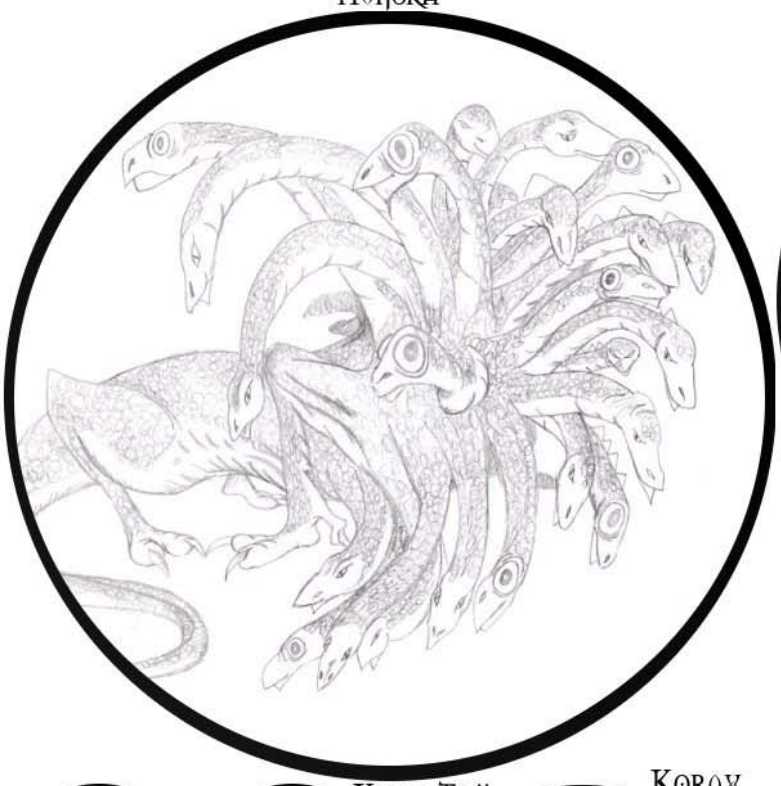
Moaner Guadwarrior





Ironclad Falcon

Hydra



Id Beast



Infernus Mantis



Khao Toji



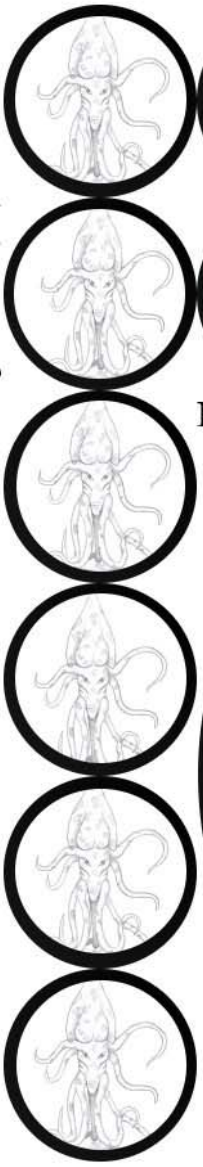
Korax





Ket-tet-kneck

K'less Tau (x6)





Great Tau



Ironclad Falcon



Jungo

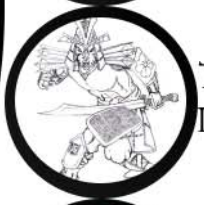

Iron eagle

Cyberlich


Massmorpher


Metal Black Panther


Werebadger Hybrid

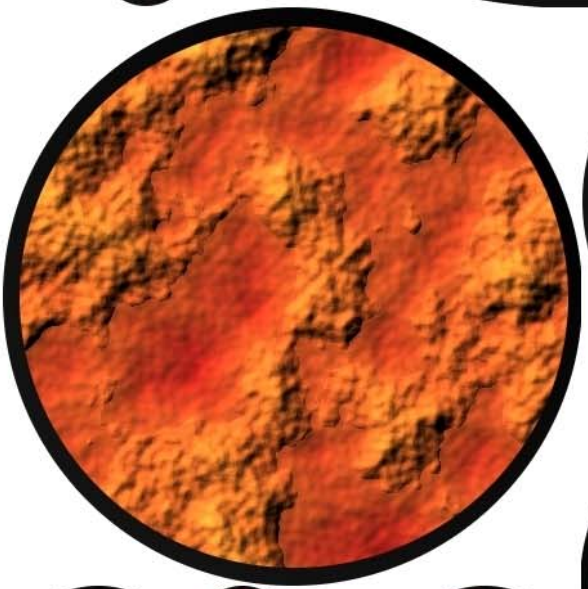

Tiger Lycan


Living Dead

WereRaven Hybrid

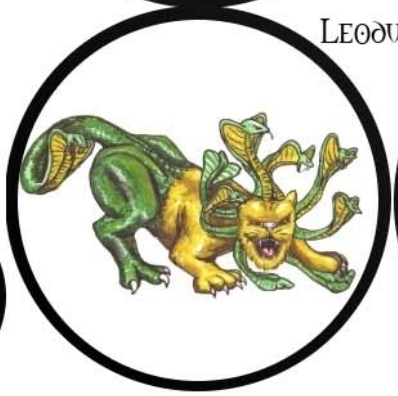

Werespider Hybrid

WereThrush Hybrid


Lava Blob


WereHorse Hybrid


Wereowl Hybrid

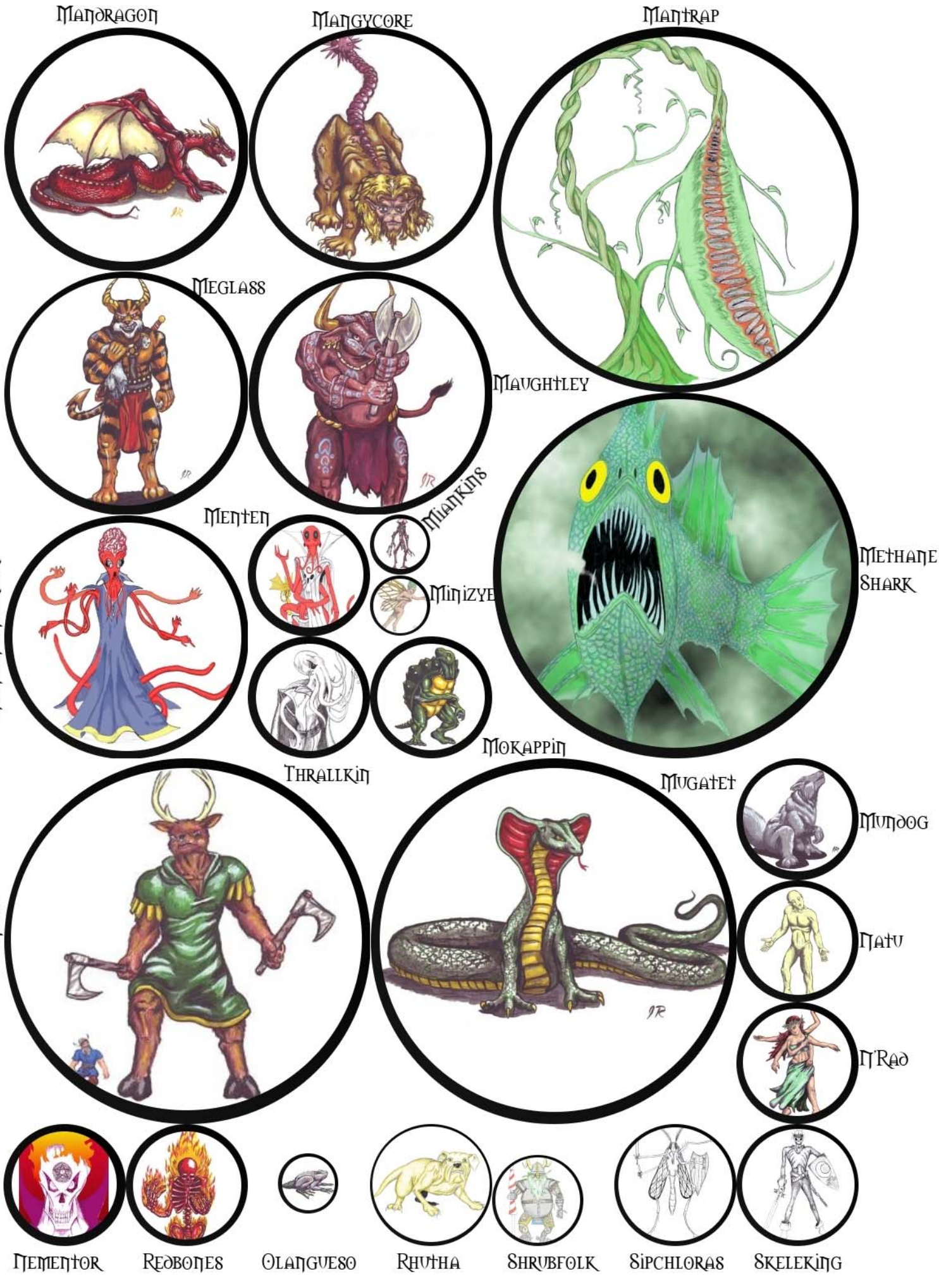

Leodusa

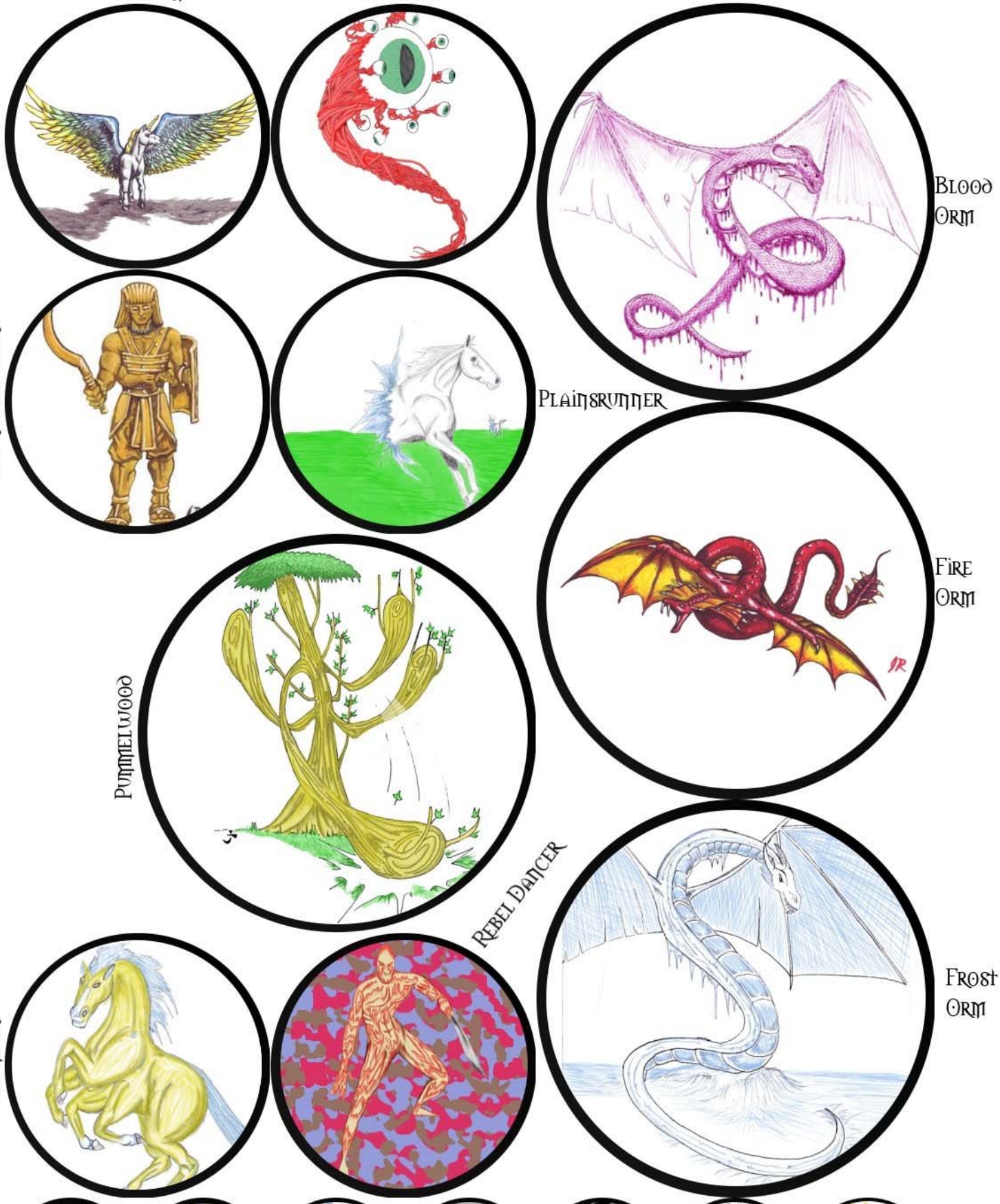

WereEagle Hybrid


Mageborn

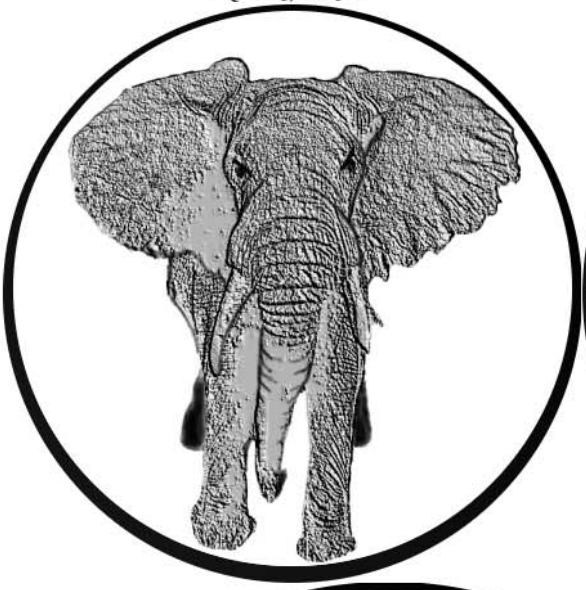

Magic Monkey


Makalk Mereka

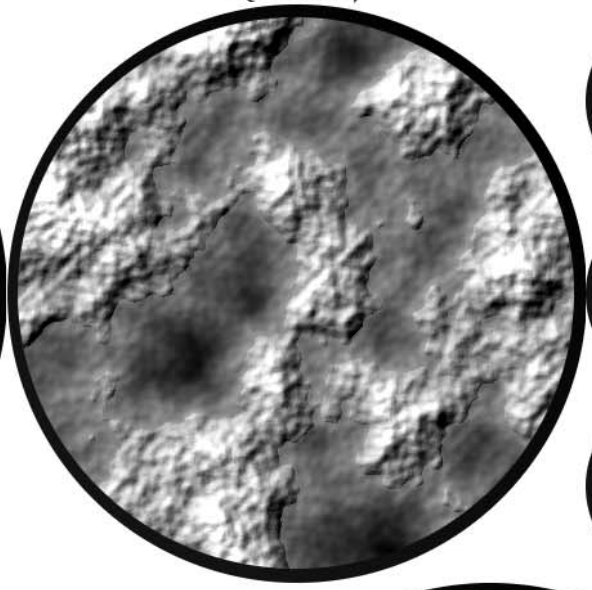

Mandragon
Mangycore
Mantrap
Meglass
Maughtley
Menten
Miankins
Menten Enforcer
Minizye
Methane Shark
Thrallkin
Mokappin
Mugatet
Mixie
Mundog
Natu
N'Rad
Nementor
Redbones
Olangueso
Rhutha
Shrubfolk
Sipchloras
Skeleking


Pegicorn
Occulus
Blood Orm
Pharaoh's Guard
Plainsrunner
Fire Orm
Pummelwood
Rebel Dancer
Slipnaer
Frost Orm
Space Spore Spawn
Dryad Sslavin
Crystal Warriorkin
Bone Warriorkin
Black Warriorkin
Bearded Warriorkin
Taurii

Rockmorph



Rubbulion







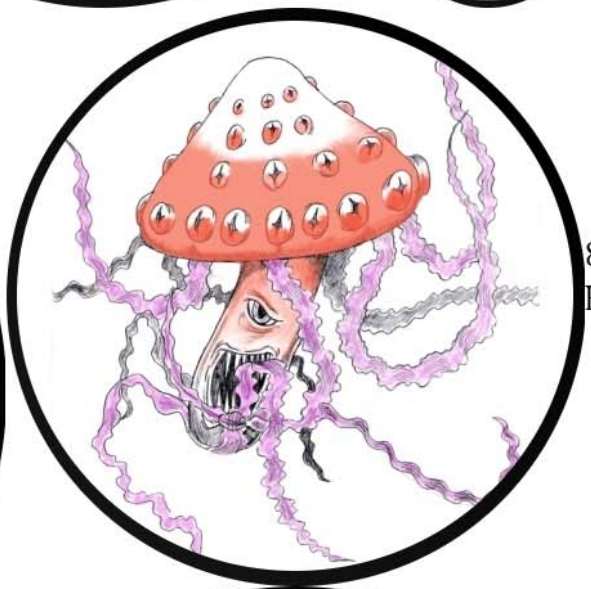
Zamadon



Wood Warriorkin

Siege Knight





Shriek Horror

Gold Warriorkin





Skulleon

Stormbringer





Leather Warriorkin



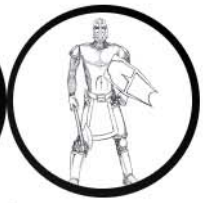
Long-eared Warriorkin



Quilted Warriorkin



Steel Warriorkin



Tin Warriorkin

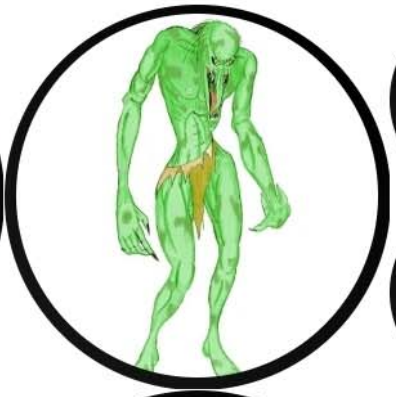
Mud Troll



High Troll



Feral Troll





Common Troll



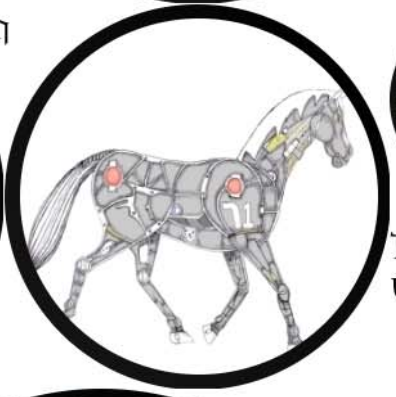
Immortal Warlock

Night Troll



Roarin





Techno Warhorse



Wavewoulf

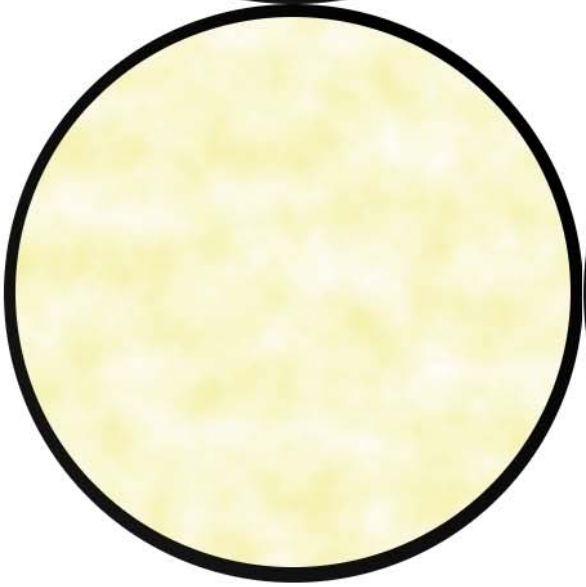
Tamani

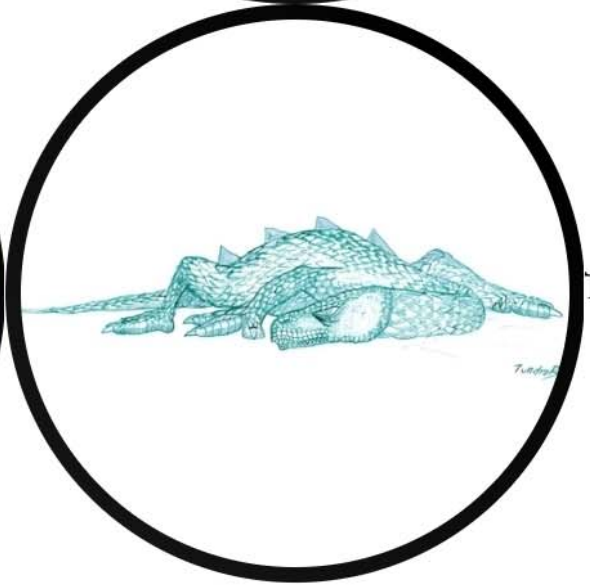




Tyranosphere

Tether Ooze





Tundrabeast

Uglama



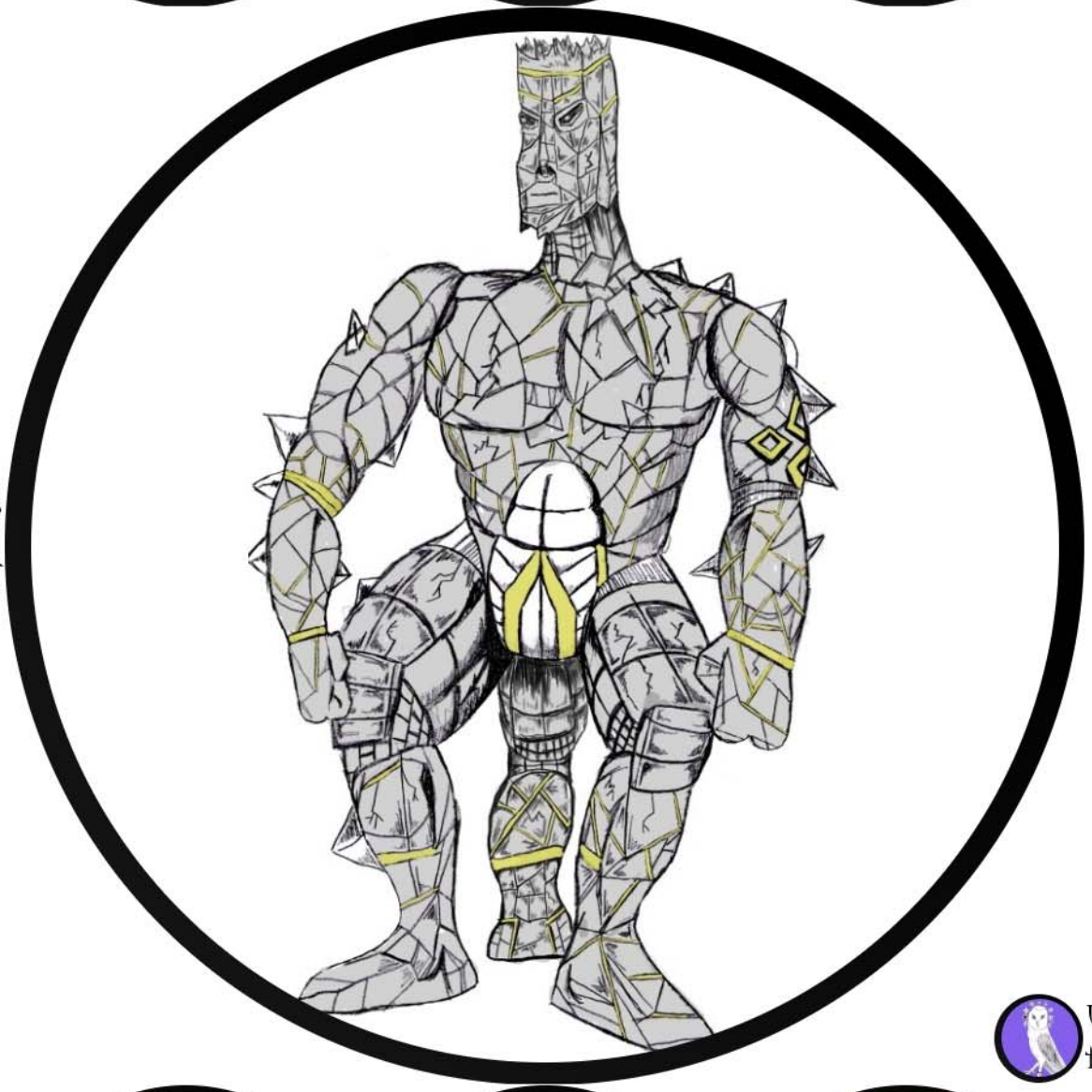
Uniteras



Adamantine Warriorkin

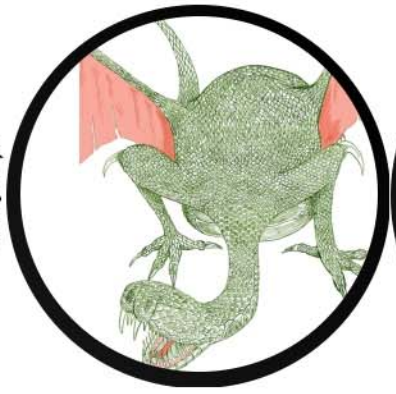


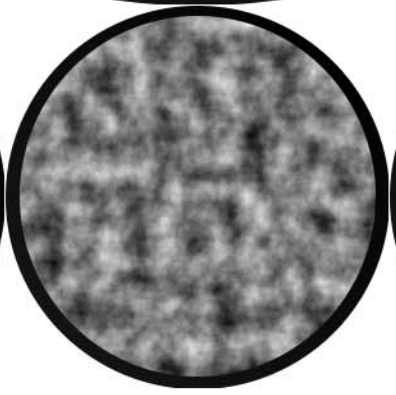
Unitera



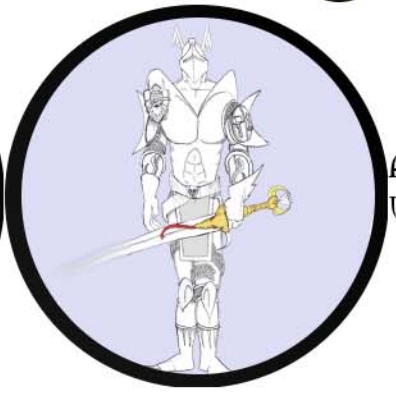
Watcher in the Woods

Vergung



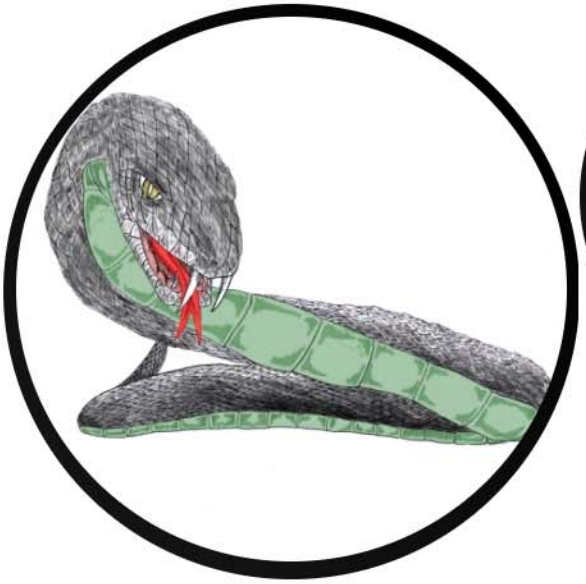


Void Ooze



Adamantine Warriorkin

Viperlisk



Zootholinic





Wargog



Dark Halfling Don



Dark Halfling Don Cohort



Dark Halfling Watcher

Dark Halfling Hitman

Dark Halfling Lieutenant x2







Dark Halfling Watcher Cohort







Dark Halfling Executioner

Dark Halfling Extortionists x4







Dark Halflings x40





































Dhoric Human Augustus

Dhoric Human Standard Bearer

Dhoric War Chariot

Dhoric Human Spatzi

Dhoric Human Green Cloak Commander

Dhoric Squad Commanders (x3)

Dhoric Human Foot Soldiers (x30)

Questions & Answers

Q) What does the word Malfearous mean?
A) Malevolent + fearsome. Malevolent (adj.) = wishing evil towards others. Thus this is a book of evil and fear-inspiring creatures.

Q) Why haven't you used the new stat block?
A) There are two reasons for this answer. The first is the fact that this book has been under development for quite some time and it would have been another delay of up to six months or more to update the stat block to the newest version. Second, I myself am fond of the older stat block, and not ready to change just yet. That said, some aspects of the new stat block were incorporated into the advanced monster samples.

Q) Why does the Acidion only have a "low-level" sample?
A) The acidion's inability to use gear severely limits its use as either a player character or an NPC as a challenging opponent at higher levels. While there is nothing to prevent the acidion from reaching high levels, the CR system doesn't work correctly for acidions at higher levels and the lack of gear can really hamper it from being an effective threat – something as simple as a *Protection from Acid* spell or item makes it practically harmless.

Q) Is there a way to give Acidions equipment?
A) It is feasible that items with an innate *acid resistance 10* (or an innate hardness of 10 or more) and *ghost touch* properties *might* be usable by Acidions. Such items would cost at least an additional 1,000 - 44,000 gp (the latter price if acid resistance is needed) beyond its normal cost. This is a DM's call whether it would work or not.

Q) Shouldn't the Bachantail have Improved Grab?
A) No, it makes a normal grapple attempt (and invokes an attack of opportunity) when attempting to catch prey and swallow them. The advantage of the grapple attempt instead of Improved Grab is that a normal grapple attempt is a touch attack.

Q) What's the difference between a dragon, a drake, an orm and a wyrm?
A) By the standards of Amberos creature cataloging, they are all dragons, but a true dragon has six limbs (2 wings, 2 forelegs, 2 rear legs), a drake has four limbs (2 wings that double as forelegs, 2 rear legs) an orm has two limbs (2 wings) and a wyrm has no limbs. Wyrms will be found in Bestiary Nefarious – creatures of the East.

Q) The Dread Cat, Menten and Occulus seem very reminiscent of creatures in the Core books. Why would I want to use them in my campaign?
A) Because of copyright restrictions, certain creatures didn't come over from the core rules into the SRD. Unfortunately, part of Amberos's past, some significant occurrences and derivative monsters are tied to these creatures, so versions somewhat dissimilar, yet familiar had to be developed to take their place. At the same time, I tried to make sure that these replacements could stand on their own two feet. If you prefer to use the creatures presented in the Core books, it should present no problem, though the Menten will be receiving some additions to their society and such in the next couple of bestiaries.

Q) Shouldn't Occulus be spelled Oculus or Ocular?
A) The spelling is a deliberate mix of ocular and occult.

Q) Does the Methane Shark get a saving throw against its exploding methane cloud? What about swallowed creatures?
A) Yes, the methane shark does receive a save. Only if it fails the saving throw will any swallowed creature have to make a save against the exploding methane cloud.

Q) Does a Rebel Dancer suffer attacks of opportunity from its own dancing (as per the *Irresistible Dance* spell)?
A) No, however a Rebel Dancer can provoke attacks of opportunity from its own movement, as per the normal rules. However, its ability to Spring Attack and Tumble should prevent it from being the target of most attacks of opportunity due to its own movement.

Q) Isn't *Redfire Death* a bit powerful considering the epic spell *Animus Blast*?
A) The redbones created by *Redfire Death* will be at least 9 CRs below the caster's level. Though it's a neat effect to kill opponents and create undead out of them, the created undead will be little more than a speed bump to opponents at 13th+ level. Note that the undead created with *Animus Blast* can vary, but *Redfire Death* always produces the same exact creature.

Q) How many Space Spores are in a Space Spore Swarm?

A) 10,000 Space Spores make up a single swarm, though 4 hit points of damage from an area-effect attack will destroy them all. What is really important however is how many spores infect an individual from the Space Spore's Infect attack. When the swarm is inhaled, most of the swarm coalesces into several small nodes (up to 13).

Q) Can allies cast spells on my Warriorkin?

A) For most spells, the answer is No, as the warriorkin cannot turn off their magic immunity. If spell resistance affects a spell, the spell will automatically fail to affect the warriorkin. Those spells that ignore spell resistance or don't have a spell resistance entry can affect a warriorkin – whether cast by an ally or opponent.

Q) Shouldn't the Leather Warriorkin have a notation under it's Speed heading that it can't run?

A) No, unlike other Warriorkin, the Leather Warriorkin *can* run – it is this ability that sets it apart from the other warriorkin.

Q) What's with the technological creatures and thingies in this book? Is Amberos some kind of post-apocalyptic world where magic is really science in disguise?

A) No, Amberos had magic long before advanced technology came to the continent. Technology came to Amberos via the Algalue (dragonfolk), whom many believe to be from another dimension that had no magic and was ruled by high technology. In fact, at the height of the Technological Age, magic was often used to power or augment technological items. The Ancient Ones (gods of the pantheons such as Norse, Greek, Egyptian and the like) were awakened from their sleep and destroyed as much advanced technology as they could find – though they obviously didn't get it all before being lulled back to sleep. Afterward, the gods of Amberos changed the laws of the universe to prevent technology from reaching such a height again and reawakening the Ancient Ones. The items and creatures are remnants of that age, but this is no "after the bomb" sort of scenario where monsters appeared because of freaky radiological mutations or such. These technobeasties are included to give the game master something different to run characters against; if they don't fit your campaign, by all means, don't feel compelled to use them or allow them.

.

Q) Where do I find information on the Scientist class?

A) At this time, the scientist class is under development and will be included in the Amberos Play Guide. Essentially, scientists use natural principles to perform magic-like effects, though it is not really magic. As the old saying goes, "the science of any advanced enough culture will seem like magic to a much less advanced society." Their appearance is extremely rare due to the fact that the more powerful scientists are hunted down and slain before they can become powerful enough to cause another cataclysm like the Technological War. Most scientists that are encountered will be cyberliches, who have managed to survive from the end of the Technological age. If you do not have access to the scientist class, you can treat them as wizards who specialize in the creation of "magic" items.

Q) Where can I find more information about the Amberos Campaign?

A) There are two books in development at this time. The first is an Amberos Campaign Guide, which details the terrain, countries and people of the world of Amberos. This guide contains setting material and background, with no game rule information. The second book is an Amberos Play Guide, which contains 3.5 edition rules for play in the campaign setting. The Amberos Campaign Guide is available now, for a limited time as a free download. The Amberos Play Guide will be available in a short time. Keep checking back for the release date.

Q) What if I don't want to use Amberos – can I still use the monsters in here?

A) Certainly! This book was designed primarily to make these creatures usable in any campaign. We just wanted to make sure those people who do use Amberos get an added benefit of knowing where these creatures can be found and why they are there. We hope we've provided enough plot and adventure hooks in each that you'll find many reasons to include these beasties in your own campaign.

Errata

The following mistakes have been found and corrected since the first printing of this manual.

p. 24, Amazon Mankiller
The Amazon Mankiller's skills were incorrect; they have been corrected.

p. 51, Baetle
changed the paragraph on acid spittle

p. 139 (Add) Purchasing Dragonhide

Dragonhide is treated as masterwork armor for calculating base cost. There is an additional cost associated with the armor based on the age category of the dragon, as shown below. (updated 8/21/2007). A table has been added showing the cost of dragonhide armor, based on the age of the dragon.

p. 181 Drakes

As dragons, drakes receive several abilities based on the dragon type. These traits have been added to each entry (Added: darkvision 60 ft., dragon traits, low-light vision). Minor realphabetizing of special abilities.

p.419-420 Werespider advanced samples

The werespider skulker did no have evasion and uncanny dodge listed in the stat block under Special Qualities (all forms).

The werespider arachlord did not have evasion, improved uncanny dodge and uncanny dodge listed in the stat block under Special qualities (all forms).

P500-502 Skelekings

As undead, skelekings cannot have regeneration. This has been changed to fast healing

Various Pages

Creatures with a movement rate faster or slower than 30 feet have a –6/+4 modifier to Jump per 10 feet of movement rate difference. All creatures with the Jump skill have had their jump total (now) correctly modified.

Dreadful Nightmares

28 HD LE Gargantuan Fiendish Half-Gold/Red Dragon (Fire)**; hp** 406
S43 D10 C27 I22 W21 Ch22**; Fort** +24, **Ref** +16, **Will** +21

Init: +0 **Speed:** 40 ft., Fly 200 ft. (Clumsy)
AC: 47 (-4 size, +47 natural, +5 *amulet of natural armor +5*) touch 6, flat 47
BAB/Grapple: +40/+68
Full Attack: Bite +40 melee (4d6+16), 2 claws +38 melee (2d6+8), 2 Wing Buffet +38 melee (2d8+8), Tail slap +38 melee (4d6+8), Crush +38 melee (4d6+8), tail sweep +38 melee (2d6+8)
Spec Att: Cone of Fire, Fire breath, Spells
Special Qual: Blindsense 60 ft., DR 15/magic, Dragon traits, Frightful Presence, Immune to fire, Keen Senses, Low-light Vision, Resistance to Fire & Cold 10, Spell-like Abilities, SR 33, Vulnerability to cold
Skills: Appraise +37, Bluff +37, Concentration +39, Diplomacy +39,Gather Information +23, Hide +3, Intimidate +39, Jump +20, Knowledge (Geography) +37, Knowledge (Local) +37, Listen +36, Spot +36
Feats: Awesome Blow, Breathe Spell, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Power Critical (Bite)[E], Psionic Hole, Snatch
CR: 24
Gear: *Amulet of Natural Armor +5* (50,000 gp), *Pearl of Power, 5th-Level Spell* (25,000 gp), *Ring of Fiendish Command (Hell)* (200,000 gp); *Rod of Absorption* (50,000 gp), *Vibrant Purple Prism Ioun stone* (36,000 gp).
Total: 361,000 gp (320,000 gp)

Cone of Fire: Dreadful Nightmares can breath a 30 ft. cone of fire for 6d8 fire damage. A successful Reflex DC 32 save halves the damage. This ability can be used 3x/day.

Fire Breath: Dreadful Nightmares can breath a 120 ft. cone of fire for 16d10 damage. A successful Reflex DC 32 save halves the damage. Dreadful Nightmares can breathe once every 1d4+1 rounds.

Frightful Presence: 240 ft. radius; DC 29.

Spell-like Abilities: Dreadful Nightmares can use the following abilities. *Locate Object* – 8x/day, *Suggestion (DC 20)* –3x/day. Caster level 11.

Spells Known

(6/8/8/7/7/5; Caster Level 11; Spell DC 16+spell level)

0: *Acid Splash, Arcane Mark, Daze, Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Touch of Fatigue*
1st: *Chill Touch, Magic Missile, Obscuring Mist, Ray of Enfeeblement, Reduce Person*
2nd: *Blindness/Deafness, Alter Self, Invisibility, Summon Swarm, Touch of Idiocy*
3rd: *Displacement, Lightning Bolt, Magic Circle against Good, Slow*
4th: *Animate Dead, Bestow Curse, Enervation*
5th: *Contact Other Plane, Dominate Person*

History: During the vast First Dragon War that plagued the continent of Amberos, humans and dragons fought in a war for humanity's very survival. Only the ever-creative efforts of humans and their ability to build items much more powerful than themselves would ultimately hold off the dragon's assault, until the dragons tired of war and sought peace with man.

During one part of the war, several young dragon hatchlings were captured by a victorious General Romulus Bicard and brought home as the spoils of war. The general had grown tired of battling under a king he felt inferior to his own skill and prowess, and in secret, the general hired a powerful transmuter to age and mould the dragons to his will. The five hatchlings the general hid from his king were given the name Transistor (an artic-fire dragon), Snare (a gold dragon), Laue Dracos (named by the wizard, a lancor dragon), Sasha (a red dragon) and Blitzen (a blue dragon). The wizard, using his foul spellcraft, fused the body of Snare and Sasha into a single dragon as part of the plot to create an ultimate dragon. The combined dragon - which called itself Nightmare, quickly became the most intelligent and cruel of the four remaining dragons.

One night, Blitzen managed to overpower the guards, and in a desperate flight, made his way to safety. The other dragons attempted to follow, but the wizard was able to catch and restrain the others before they escaped. Both the general and the wizard's wrath were fierce, and the agonies they lay on the dragons for the escape attempt were great.

As Nightmare curled in the dark corner of his prison, his mind cried out for help - and he was answered, by none other than The Dark One himself. In return for the dragon's soul upon his death, The Dark One promised the dragon power over his enemies. Nightmare accepted the bargain - and became Dreadful Nightmare, the half-gold, half-red fiendish dragon. As part of his bargain, he was bodily dragged to the Nine Hells and tortured until he reached old age, at which time - where no time had passed on the Prime - he was returned to wreck his vengeance on the general and his wizard.

Dreadful Nightmare put the palace of the general and its occupants to the torch. The general did not escape him in death, nor did the wizard; the corpse of the general serves Dreadful Nightmares as a skeleking, while the wizard was incinerated. (However, Dreadful Nightmares is not aware the wizard had cloned both himself and the general, whom are now lords of the distant Kingdom of Vall Vega).

The dragon freed his companions and made servants of them to spread his will into the land beyond the smoldering ruins of the castle. Those who failed a tribute of blood and gold became undead fodder to guard the ruins of the smitten castle. Those poor humans who sought to flee were mercilessly hunted down and butchered - then made a public spectacle to warn all others of the futility of escape of the dragon's wrath.

Though the dragon war ended, the blasted lands of Dreadful Nightmare and his draconic cohorts still

remain. Paladins, champions and heroes have disappeared into the blasted lands of the dragons, never to be seen again, and often to find themselves guardians of that which they sought to destroy.

And Dreadful Nightmares still broods within the ruins, knowing all-too full well the endless years of suffering that await him in the bowels of the land of hate.

Description: Dreadful nightmares is a terrifying spectacle. Black as night, his scales have been charred by hellfire that even red dragons are not immune to. Spiked protrusions jut out from most of his body, and he bears a multitude of scars that twist his hide from his tortures in hell. His eyes are sunken sockets that burn with the red fires of hell, and as he prepares to breath his deadly fire the very air around him noticeably warms to uncomfortable temperatures. His bat-like wings are covered with hair where they are not torn, and his long, spike-laden tail ends in a double-pronged fork, like the sharp tongue of an adder. His massive horns curl like that of a ram, and those who look too closely swear they can see human faces carved into the surface, screaming to escape. Dreadful nightmare's claws are long and flow from ivory color at the base to a vivid green at the tip, and drip continuously with his ichorous blood. Lastly, his unsettling aura of fear is enhanced by the mute screams of terror of all those he has ever slain, and the cries of the fallen still echo from his stomach and maw as if even now they were trying to escape.

Tactics: Despite his terrifying visage, Dreadful Nightmares prefers to talk to opponents, mostly to size them up, before attacking. He is ruthless and demanding, always seeking the lion's share of any agreement he might possibly enter into, and manipulating it to his favor and the utter destruction of his opponent whenever possible. He has utter contempt for humanoids, and even sees other dragons as beneath him - needing his protection to prosper and survive.

When attacking, Dreadful Nightmares mixes melee attacks with ranged combat. He will generally move in for several rounds to strike in melee, then distance himself to pepper foes and weaken them, returning to combat once he feels he has sufficiently weakened his foes. One would think that with the knowledge of what awaits him upon death, that Dreadful Nightmares would fear to put himself at mortal risk. However, that is not the case - instead, his hatred and fear of the life that awaits him in Hell drives him to be cruel, unforgiving and merciless in combat. Any who engage him are doomed to face him to the bitter end.

Ring of Fiendish Command: A *ring of fiendish command* appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying a fiend of the appropriate type or exposure to an unhallowed material of the appropriate evil plane), but each has certain other powers as well as the following common properties.

There are three types of ring – the Hell-ring, which is tied to Hell and affect devils, the Abysmal loop, which is tied to the Abyss and affects demons and the Furnace-ring, which is tied to Gehenna and affects daemons.

Fiends of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the fiend (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

• *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
• *Burning hands* (unlimited use)
• *Darkvision* (twice per day)
• *Summon Swarm* (twice per day)
• *Fire Shield* (once per day)
• *Planar Ally* (once per week, from aligned plane only)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

Breathe Spell
As you breath your breath weapon, you likewise dowse your opponent with magic.
Prerequisite: Breath weapon
Benefit: When you breath your breath weapon, you can also mix in a spell of your choice that has a range other than self or 0. If the victim fails to save against your breath weapon, they are likewise affected by the spell. A breathed spell takes up a slot 4 levels higher than normal.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (B)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission.

Beasts most malevolent and cruel. Allies benevolant and true.

This book is filled with over 250 new creatures, illustrated and with advanced samples for many entries. All manner of creature types and levels are presented for quick use, including counters for each of the creatures contained herein.

Look inside, and be afraid - and amazed!

