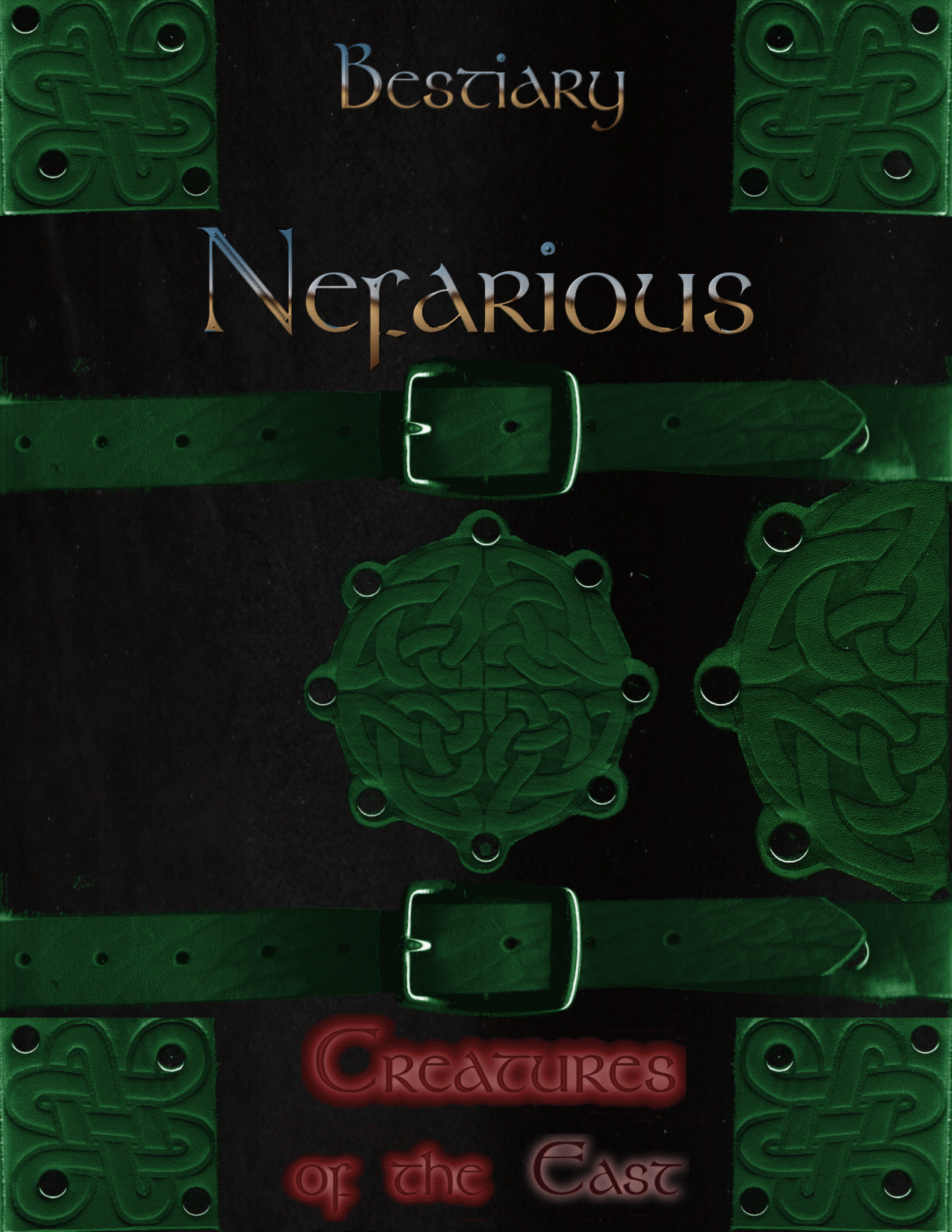




Bestiary

Neparious

CREATURES
of the East

BESTIARY NEFARIOUS

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Special Thanks

To all my players over the many years for being the guinea pigs for the creatures within. 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!

Bestiary Nefarious

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Introduction

This book almost got left behind.

About a year ago, in 2007, I finished my first monster book for the D&D – Bestiary Malfeasious. I was very proud of it for it was the cumulation of nearly 20 years of playing and designing for the game. Halfway into the project, I realized I wouldn't be able to fit all the creatures into a single volume, so I split it in two, with the intention of taking about another year to finish the latter half.

Unfortunately, the unexpected hit – the announcement of 4th edition. I started to scramble to finish the book before the new edition would appear, knowing few people would be interested in a book for the old edition once the new was out.

Time was against me. The first book was selling slow, so I didn't have an art budget. I finished correcting the text and started some playtesting (which didn't get finished), but wading through making over 200 new pieces of art by myself with my not-so-great talent - it was just too much. Another project – my attempt to salvage 4E for my own home game, also put this project on the back burner. Too long of a delay, I'm afraid.

Rather than let it moulder away, I've decided to give this book away for free, incomplete as it is. So please, enjoy this.

If you do enjoy this, go to drivethrustuff.com and give my first book, Bestiary Malfeasious a shot. It's pretty cheap and has a lot of extras – pictures, printable counters and the like – that I just couldn't get to in this book.

Maybe, one day, I'll see a new edition of this book printed one day for a new edition of D&D.

But never for 4th edition.

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<http://amberos.wikispaces.com/>

Monsters by Type

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

Aberration: Acephos, Baku-Shaksta, Balii Naga (Naga), Builder Flesh Engine (Flesh Engine), Carpetbagger Flesh Engine (Flesh Engine), Chosen One Ister-Suul (Ister-Suul), Earth Lumberer, Ister-Suul, Haneru Naga (Naga), High Ister-Suul (Ister-Suul), Low Ister-Suul (Ister-Suul), Memorizer Flesh Engine (Flesh Engine), Mockery, Paddler, Sweeper Flesh Engine (Flesh Engine), Serpenti, Sesenti, Suuma Naga (Naga), True Aspii (Aspii), Tumor, Warrior Flesh Engine (Flesh Engine), Xuchard

(Air): Envy Childe, Jakken, Imperial Dragon (Dragon), Methane Shark, Pazuzi Demon (Demon), Persi Bull, Radiant Hawk, Ramudi, Shrieken, Somat, Titankite

Animal: Apolii, Beastland Dog (Beastland Animal), Bloodmole, Cobra Newt, Cobracon, Dire Hamster, Dire Rabbit, Dire Turtle, Fauna Tree, Ichneumon, Javelin Snake, Murderwort Bird Swarm, Spider Serpent, Tialang Viper (Snake), Vampire Rat, Yale

(Amphibious): Cobra Newt

(Aquatic): Baquada, Capricornus, Kraken-Li, Manti, Melusinae, Pesci, Sesenti, Shaakasti, Singing Maiden, Zaramian, Zithius

(Augmented): Black Drake Yyaunn (Yyaunn)

(Augmented Animal): Bear Avenclaar (Avenclaar), Beastland Dog (Beastland Animal), Bloodhound, Cobra Avenclaar (Avenclaar), Eagle Avenclaar (Avenclaar), Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Wolf Avenclaar (Avenclaar)

Augmented Magical Beast: Ankhbearer (Chuut-I)

(Augmented Vermin): Godsteel Beetle (Beetle, Adamantine), Hellwolf Beetle (Beetle, Wolf)

(Avian): Haraka

(Chaos): Azura Demon (Demon), Bedlam, Demon Flower, Demon Knight, Demon Steed, Koskie, Mockery, Nippon, Pazuzi Demon (Demon), Phaergrinn, Ridulya, Rose Demon (Demon), Vanadar Demon (Demon), Xunlard

Construct: Argosi, Briar Golem (Golem), Colossus, Engine of Hunger, Fellroot Golem (Golem), Gold Golem (Golem), Holly Golem (Golem), Pharaoh's Guard, Rope Golem (Golem), Tar Golem (Golem), Turtlesell Golem (Golem), Wax Golem (Golem), Zadoc

(Demon): Azura Demon (Demon), Pazuzi Demon (Demon), Perri, Ridulya, Rose Demon (Demon), Vanadar Demon (Demon)

(Devil): Hell Reaper, Hellchilde

Dragon: Aspii Wyrms, Black Drake Yyaunn (Yyaunn), Crypt Wyrms, Geth, Imperial Dragon (Dragon), Nippon Dragon (Dragon), Melusinae [Dragon Form], Nemnick, Randese Dragon (Dragon), Shrieken, Skierian Dragon (Dragon), Vegan Dragon (Dragon), Western Dragon (Dragon)

(Dwarf): Araby, Dwelf

(Earth): Ankhbearer (Chuut-I), Aspii Wyrms, Balii Naga (Naga), Chuut-I, Crypt Wyrms, Earth Lumberer, Geth, Haneru Naga (Naga), Nemnick, Quintarran, Randese Dragon (Dragon), Somat, Suuma Naga (Earth), Thunder Tortoise, Vegan Dragon (Dragon), Xunlard

Elemental: Envy Childe, Fire Dragon, Kafurii, Radiant Hawk, Somat

(Elf): Dwelf, Elogre, Orev

(Equine): Horesse

(Evil): Accursed, Akasta (Sinister), Annikan, Azura Demon (Demon), Barrash (Sinister), Corrupted Soul Half-Orc Monk (Corrupted Soul), Demon Flower, Demon Knight, Demon Steed, Dreamslayer, Haraka, Hell Reaper, Hellwolf Beetle (Beetle, Wolf), Kali-Born, Koskie, Magdaga (Sinister), Nippon, Pazuzi Demon (Demon), Phaergrinn, Ptasha, Ridulya, Rose Demon (Demon), Shadaar (Sinister), Shafra-Loa, Thoqandra (Sinister), Vanadar Demon (Demon), Velundria (Sinister), Walundria (Sinister)

(Extraplanar): Auraling, Annikan, Azura Demon (Demon), Bedlam, Camille, Capricornus, Demon Flower, Demon Knight, Demon Steed, Dreamslayer, Godsteel Beetle (Beetle, Adamantine), Hapi, Hath, Jakken, Kafurii, Kali-Born, Koskie, Kren'an'thor, Nissus, Pazuzi Demon (Demon), Radiant Hawk, Ridulya, Rose Demon (Demon), Tormentor, Tumor, Vanadar Demon (Demon)

Fey: Auraling, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Fettered, Fish Maiden (Maiden of Nature), Mir'jalla, Wodosen

(Fire): Firebird, Fire Dragon, Geth, Igana, Kafurii, Koskie, Nissus, Radiant Hawk, Somat, Western Dragon (Dragon)

Giant: Eeylene, Perri, Quintarran, Tamani, Xunlard

(Gnome): Gnomling

(Goblinoid): Elogre, Forest Runner, Geshara, Orev, Xlexi

(Good): Godsteel Beetle (Beetle, Adamantine), Hapi Midwife (Hapi), Shafra-Li

(Halfling): Gnomling

(Human): Baquada, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Corrupted Soul Half-Orc Monk (Corrupted Soul), Fish Maiden (Maiden of Nature), Hellchilde

Humanoid: Araby, Baquada, Bastuu-I, Blooded Aspii (Aspii), Constrictor Weresnake (Lycanthrope), Corrupted Soul Half-Orc Monk (Corrupted Soul), Dwelf, Elogre, Fowler, Geshara, Gnomling, Haraka, Hellchilde, Horesse, Mamaluke, Melusinae, Orev, Po-Pei, Raatori, Viper Weresnake (Lycanthrope), Werebee (Lycanthrope), Werelion (Lycanthrope), Wereoctopus (Lycanthrope), Wereshark (Lycanthrope), Xlexi, Zaramian

(Incorporeal): Ekimma, Lamentor, Tether Ooze, Vaporshroud

(Insane): Common Ister-Suul (Ister-Suul), High Ister-Suul (Ister-Suul), Ister-Suul Chosen One (Ister-Suul), Ister-Suul Lord of Nightmares (Ister-Suul)

(Lawful): Hell Reaper, Unassuming

Magical Beast: Aspidocoleon, Bloodhound, Capricornus, Chuut-I, Death Dancer, Firebird, Fluttercat, Flying Snake, Forest Runner, Hapi, Hurrene, Igana, Jaqai, Kraken-Li, Lull,

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Manti, Manticora, Peridoom, Persi Bull, Pesci, Ramudi, Singing Maiden, Tigerwaule, Thunder Tortoise, Titankite, White Elephant (Elephant, White), Xanthus, Zithius

Monstrous Humanoid: Accursed, Antfolk (Insectoid), Aspii Degenerate, Aspii Slave Minotaur (Aspii Slave), Beetlefolk (Insectoid), Camille, Flyfolk (Insectoid), Mantisfolk (Insectoid), Quuran, Shaakasti, Turtis, Turkon, Vengal, Zuan De

(Native): Akasta (Sinister), Ankhbearer (Chuut-I), Annikan, Barrash (Sinister), Hellwolf Beetle (Beetle, Wolf), Magdaga (Sinister), Phaergrinn, Shadaar (Sinister), Shafra-Li, Shafra-Loa, Thoqandra (Sinister), Velundria (Sinister), Walundria (Sinister)

Ooze: Doppelganger Ooze, Nissus, Vegerot, Zerendiz

(Orc): Corrupted Soul Half-Orc Monk (Corrupted Soul)

Outsider: Akasta (Sinister), Ankhbearer (Chuut-I), Annikan, Azura Demon (Demon), Barrash (Sinister), Bear Avenclaar (Avenclaar), Bedlam, Cobra Avenclaar (Avenclaar), Demon Knight, Demon Steed, Dreamslayer, Eagle Avenclaar (Avenclaar), Godsteel Beetle (Beetle, Adamantine), Hath, Hell Reaper, Hellwolf Beetle (Beetle, Wolf), Ister-Suul Lord of Nightmares (Ister-Suul), Jakken, Kali-Born, Koskie, Kren'an'thor, Leperskin, Lion Avenclaar (Avenclaar), Magdaga (Sinister), Mouse Avenclaar (Avenclaar), Nippon, Pazuzi Demon (Demon), Phaergrinn, Ptasha, Qadi, Ridulya, Rose Demon (Demon), Shadaar (Sinister), Shafra-Li, Shafra-Loa, Thoqandra (Sinister), Tormentor, Unassuming, Vanadar Demon (Demon), Velundria (Sinister), Walundria (Sinister), Wolf Avenclaar (Avenclaar)

Plant: Birch Tree Warrior (Tree Warrior), Bloodrose, Cactus Folk, Cedar Tree Warrior (Tree Warrior), Cherry Tree Warrior (Tree Warrior), Corpsekiller, Creepwood, Death Blossom, Demon Flower, Drakeroor, Elm Tree Warrior (Tree Warrior), Murderwort, Razorthorn Assassin, Slashleaf, Stoneroot, Tanglethorn Bush, Tick Bush, Tree Strider, Whispling

(Reptilian): Aspii Degenerate, Aspii Slave Minotaur (Aspii Slave), Aspii Wyrms, Blooded Aspii (Aspii), Cobracon, Dire Turtle, Flying Snake, Igana, Serpenti, Tialang Viper (Snake), Tormentor, True Aspii (Aspii)

(Shapechanger): Baquada, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Black Drake Yyaunn (Yyaunn), Constrictor Weresnake (Lycanthrope), Doppelganger Ooze, Fish Maiden (Maiden of Nature), Horesse, Jakken, Kren'an'thor, Melusinae, Raatori, Viper Weresnake (Lycanthrope), Werebee (Lycanthrope), Werelion (Lycanthrope), Wereoctopus (Lycanthrope), Wereshark (Lycanthrope)

(Shadow): Baku-Shaksta, Kren'an'thor, Zerendiz

(Sinister): Akasta (Sinister), Barrash (Sinister), Magdaga (Sinister), Shadaar (Sinister), Thoqandra (Sinister), Velundria (Sinister), Walundria (Sinister)

(Swarm): Immature Spharon Swarm (Beetle, Spharon)

Undead: Animus, Avangi, Cavern Crawler, Drakkenwyrms, Dwarven Remnant Defender (Remnant Defender), Ekimma, Elvin Remnant Defender (Remnant Defender), Gore Wrench,

Hopping Gnasher, Lamentor, Urqi, Spharon Mummy (Beetle, Spharon), Vaporshroud, Xercean

Vermin: Adamantine Beetle (Beetle), Antfolk (Insectoid), Beetlefolk (Insectoid), Bloodseeker Beetle (Beetle), Burrow Worm, Flyfolk (Insectoid), Goldspinner Beetle (Beetle), Headhunter Beetle (Beetle), Immature Spharon Swarm (Beetle, Spharon), Lepidilla (Insectoid, Mothfolk) Mantisfolk (Insectoid), Monstrous Tick (Tick, Monstrous), Phomicus Beetle (Beetle), Rhudee, Skurrier, Spharon (Beetle), Wolf Beetle (Beetle)

(Water): Aspidocoleon, Nippon Dragon (Dragon), Skierian Dragon (Dragon), Somat

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 (s) gain spellcasting levels by adding favored classes.

Arcane Spellcasting Creatures: Auraling^s, Balii Naga, Dwelf^{*s}, Eeylene, Elm Tree Warrior, Elvin Remnant Defender, Elogre^s, Hellchilde^s, High Ister-Suul (Ister-Suul), Imperial Dragon (Dragon), Jaqai, Koskie, Mothfolk (Insectoid)^{*s}, Nippon Dragon (Dragon), Ptasha, Randese Dragon (Dragon), Roachfolk (Insectoid)^s, Sesenti Devourer, Shaakasti^s, Shrieken, Skierian Dragon (Dragon), True Aspii (Aspii), Vegan Dragon (Dragon), Western Dragon (Dragon)

Divine Spellcasting Creatures: Ankhbearer (Chuut-I)^{*}, Antfolk (Insectoid)^s, Bastuu-I^s, Cactus Folk^{*s}, Demon Knight^{*}, Eagle Avenclaar (Avenclaar), Eeylene, Elogre^{*}, Firebird, Gnomling^s, Hapi Midwife (Hapi), Hath, Horesse^s, Imperial Dragon (Dragon), Ister-Suul Chosen One, Ister-Suul Lord of Nightmares, Mantisfolk (Insectoid)^s, Yyaunn Black Dragon

Psionic Creatures: Memorizer Flesh Engine, Raatori, Shafra-li^s, Shafra-loa^s

Technological Creatures:

The following is a list of the templates found in this book.

Templates: Accursed, Animus, Aspii Slave, Beastland Animal, Corrupted Soul, Diseased, Lycanthrope, Maiden of Nature, Yyaunn

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

Animal Companion: Apolii, Bear Avenclaar (Avenclaar), Cobra Avenclaar (Avenclaar), Cobracon, Dire Hamster (Dire Animal), Eagle Avenclaar (Avenclaar), Fauna Plant, Giant Hamster (Dire Animal, Hamster), Ichneumon, Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Wolf Avenclaar (Avenclaar)

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Characters: Accursed, Annikan, Antfolk (Insectoid), Araby, Auraling, Beefolk (Insectoid), Baquada, Bastuu-I, Beetlefolk (Insectoid), Blooded Aspii (Aspii), Cactus Folk, Chosen One Ister-Suul, Common Ister-Suul (Ister-Suul), Corrupted Soul, Dwelf, Elogre, Flyfolk (Insectoid), Fowler, Geshara, Gnomling, Haraka, Hath, Hellchilde, High Ister-Suul (Ister-Suul), Horesse, Ister-Suul Chosen One (Ister-Suul), Low Ister-Suul (Ister-Suul), Mamaluke, Mantisfolk (Insectoid), Mothfolk (Insectoid), Orev, Perii, Po-pe, Roachfolk (Insectoid), Shaakasti, True Aspii (Aspii), Turkon, Vengal, Waspfolk (Insectoid), Xlexi, Zaramian, Zuan De

Cohorts: Aspii Degenerate (Aspii), Aspii Minotaur (Aspii Slave), Bear Avenclaar (Avenclaar), Beastland Dog (Beastland Animal), Capricornus, Cobra Avenclaar (Avenclaar), Eagle Avenclaar (Avenclaar), Envy Childe, Fettered, Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Wolf Avenclaar (Avenclaar)

Constructible: Argosi, Briar Golem (Golem), Builder Flesh Engine (Flesh Engine), Carpetbagger Flesh Engine (Flesh Engine), Colossus, Engine of Hunger, Fellroot Golem (Golem), Flesh Engine Dreadnought (Flesh Engine, Warrior), Gold Golem (Golem), Holly Golem (Golem), Memorizer Flesh Engine (Flesh Engine), Rope Golem (Golem), Sweeper Flesh Engine (Flesh Engine), Turtlesell Golem (Golem), Warrior Flesh Engine (Flesh Engine)

Familiars: Bloodhound, Camille, Cobra Newt, Fettered, Fluttercat

Pets: Bloodhound, Dire Turtle (Dire Animal), Fluttercat, Giant Hamster (Dire Hamster), Goldspinner Beetle (Beetle), Hellwolf Beetle (Beetle, Wolf), Ichneumon, Wolf Beetle (Beetle),

Mounts: Carpetbagger Flesh Engine (Flesh Engine), Dire Rabbit (Dire Animal), Dire Turtle (Dire Animal), Manti,

Summonables: Azura Demon, Bear Avenclaar (Avenclaar), Baku-Shaksta*, Camille, Capricornus, Cobra Avenclaar (Avenclaar), Eagle Avenclaar (Avenclaar), Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Pazuzi Demon, Qadi, Wolf Avenclaar (Avenclaar),

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 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.

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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.

Beetlespike: Made from the scything limbs of giant insects, a beetlespike has a quarterstaff-like pole which ends in perpendicularly pointing scything blades, giving the whole an "S"-like appearance. While it can be used to slash, it is primarily used to pierce opponents with the spike-like ends. A beetlespike is considered a martial double weapon for beetlefolk, and an exotic double weapon for all other races.

Cost: 30 gp; **Dam:** 1d6/1d6; **Crit:** x3; **Range Inc:** -; **Wt:** 4 lbs.; **Type:** Piercing & Slashing

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 Iannhanex 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

Paddleblade: A weapon of annikan design, the paddleblade looks like quarterstaff with an axblade that projects from each end parallel to the staff, often adorned with the image of a lotus flower. Annikan treat it as a double martial weapon, all other races treat it as a exotic double weapon.

Cost: 75 gp; **Dam:** 1d6/1d6; **Crit:** x3; **Wt:** 5 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.

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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 1/2 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 1 1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

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

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.

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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, adamantite, 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 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 + 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.

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

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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

Ro = Rogue Special Ability 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

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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.

Natural Spellcaster

Your innate toughness makes you a stronger spellcaster

Prerequisite: Ability to cast 2nd level spells

Benefit: You may add up to 4 caster levels to your highest level spellcasting class. This does not increase your spells per day or spells known in the class, only your caster level. Your spellcasting level cannot exceed your character level (class levels + HD + LA).

Special: You may take this feat more than once. Each additional time you take it, you may add 4 caster levels to the next highest level spellcasting class you possess.

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.

Swim-by Attack

You can attack while swimming past an opponent

Prerequisite: Swim speed.

Benefit: When swimming, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a swim-by attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

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.

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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

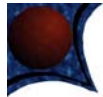
This gives a brief insight into why a member of this species might take up a life of adventurer. Following is a list of information required to build the race into a player character. The section ends with information on the gods worshipped by the race and domains allowed for worshippers of that god. 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/add'l HD) 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



Bestiary Nefarious

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Accursed

Accursed are humanoids that have transformed by a malevolent curse, usually one tied to an area or structure. The malignant evil of the area wroughts a slow change over the individual, slowly swinging them towards evil behavior and granting them foul abilities even at their body undergoes malevolent changes.

Accursed is a template that can be applied to any humanoid or giant. This is referred to as the base creature.

Type: The accursed type changes to monstrous humanoid and gains the evil subtype.

Hit Dice: The accursed gains 6d8 hit dice. These are considered racial hit dice.

Initiative: Same as base creature, modified by ability score changes.

Speed: The accursed gains a pair of bat-like wings that allow flight at a rate of 70 feet (poor).

Armor Class: The accursed gains a +4 bonus to Natural armor.

BAB/Grapple: The accursed gains a +4 bonus to Base Attack. Grapple is recalculated based on the new Base attack and ability modifiers

Attacks: The accursed gains a natural attack routine of two claws and a bite. The bite is considered a secondary attack routine. The base damage for the claws and bite is based on size, as shown on the table below. Accursed retain any weapon attacks they had prior to their transformation.

Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8

Space/Reach: Same as base creature.

Special Att: The accursed gains two of the following attack forms listed below.

Body Spikes (Ex): The accursed body is covered in sharp, bony spikes. It is treated as if wearing armor spikes, and is considered proficient in their use.

Cursed Claws (Su): The claws of the accursed spread its own curse to victims. Victims struck by the claw attacks of the accursed must make a Will save (DC 10 + ½ racial HD + Con modifier) or be transformed into an accursed. Transformation takes 1d3+1 hours, in which the victim is considered fatigued as he is wracked by the growing pain of the curse. The transformation can be reversed with *Dispel Evil*, *Remove Curse* (requiring a level check vs. the accursed HD/levels), *Wish* or *Miracle* spell. Once the transformation finishes, only a *Wish* or *Miracle* can reverse it.

Desecration (Sp): As a full-round action, the accursed can reproduce the effects of a *desecration* spell with a caster level equal to its level/HD.

Draining Bite (Sp): The bite of the accursed drains the strength of a foe. With a successful bite, the accursed causes 1d6 Strength damage. Lost strength can be recovered at the rate of 1 point per day of rest.

Extended Reach (Ex): The accursed arms lengthen considerably, doubling its reach.

Fear Aura (Su): The accursed radiates an aura of dread out to 15 feet. Those in the area of effect with Hit Dice or levels less than or equal to the accursed racial hit dice must make a Will save (DC 10 + ½ accursed racial HD + Chr modifier) or be shaken. This is a mind-affecting ability.

Mad Scream (Su): As a standard action, the accursed can unleash a sonic scream that damages and causes confusion. The sonic scream affects a 15 foot cone, dealing 3d6 sonic damage (Fort DC 10 + ½ racial HD + Con modifier for half damage). Those who fail a Will save (DC 10 + ½ racial HD + Con modifier) are *confused* for 2d4 rounds, as per the spell. A victim who succeeds the saving throw against the scream cannot be confused by further mad screams for the remainder of the day, but still suffers sonic damage.

Poison (Ex): The accursed grows a sinewy tail tipped with a stinger. The accursed can attack with tail as a secondary attack and the tail deals 1d3 + ½ Str modifier + poison. Poison: Type: Injected; Fort DC 10 + ½ racial HD + Con modifier. Init: 1d6 Con; Sec: 1d6 Con.

Shapechanger (Su): The accursed gains the shapechanger subtype. As a move action, the accursed can change into another creature or mimic another person of its choice. This acts in all regards like a *polymorph* with a caster level equal to the level/HD of the accursed.

Spellcaster (Sp): The accursed must already have the ability to cast spontaneously. It does not suffer a penalty to Charisma, but instead gains a +4 bonus to Charisma and a -2 penalty to Strength. The accursed increases its spellcaster level by 6 for the purposes of determining spells known and spells per day.

Summon (Su): The accursed can attempt to summon demons from the abyss once per day, with a 50% chance of success. The accursed can summon up to 2HD of demons per level or HD it has. Any single summoned demon cannot have HD greater than the summoner's HD/level. The summoned demons remain for 1 hour, and cannot perform any summons of their own.

Special Qual: The accursed gains darkvision 60 feet. If it already has darkvision, the range is doubled. An accursed also gains Fire resistance 20, Acid resistance 10 and Regeneration equal to their constitution modifier. An accursed cannot regenerate fire or acid damage it takes.

Saves: Same as base creature, modified by augmented ability scores and additional hit dice (Fort +2, Reflex +2, Will +2)



Bestiary Nefarious



Abilities: The accursed gains a +4 bonus to Strength and Constitution and a +2 bonus to Dexterity. An accursed suffers a –4 penalty to Intelligence and a –2 penalty to Charisma.

Skills: Same as base creature's. An accursed gains bonus skill points for its hit dice equal to $(2 + \text{Int modifier}) \times 6$ (minimum 6). An accursed racial skills are Bluff, Hide, Intimidate, Listen, Move Silently, and Spot.

Feats: Same as the base creature's, plus an additional 2 racial feats of the accursed choice. Any feat prerequisites must be met normally

Environment: Any

Organization: Solitary or Pack (2-5)

CR: As base creature +4

Treasure: As base creature

Alignment: Usually chaotic evil

Advancement: By character class

Level Adj: +2

Accursed Human Rogue

Medium Monstrous Humanoid (Evil, Augmented Human) Rogue 1

Hit Dice: 6d8 + 1d6 + 21 (51 hp)
Initiative: +7
Speed: 30 feet (6 squares), fly 70 feet (poor)
Armor Class: 19 (+3 dexterity, +2 leather armor, +4 natural armor) touch 13, flat 16
BAB/Grapple: +4/+7
Attack: Short sword +8 melee (1d6+3;19-20/x2) or claw +7 melee (1d4+3)
Full Attack: Short sword +8 melee (1d6+3;19-20/x2) or 2 claws +7 melee (1d4+3), bite +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 6 in + 2d4 inches (5 ft. 11 in.)
Weight: 125 lbs + 5d4 x 5 lbs. (187 lbs.)
Special Att: Mad scream, summon
Special Qual: Darkvision 60 ft., fire resistance 20, acid resistance 10, regeneration 3, sneak attack +1d6, trapfinding
Saves: Fort +4, Reflex +7, Will +3
Abilities: S16 D17 C17 I10 W10 Ch6
Skills: Bluff +2, Craft (Trapmaking) +4, Disable Device +7, Disguise +2, Hide +18, Listen +7, Move Silently +18, Search +4, Spot +4
Feats: Improved Initiative^B, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy^B, Weapon Finesse^B, Weapon Focus (short sword)
Environment: Any
Organization: Solitary or Troupe (2-5)
CR: 5
Treasure: Standard
Alignment: Chaotic Evil
Advancement: By character class
Level Adj: +2

This humanoid crouched before you has wrapped most of its flesh in heavy garb. However, a pair of bat-like wings protrudes from its back, and in its clawed hands it holds a short sword. The creature murmurs in a soul-numbing language and its slitted red eyes stare out from behind the mask of cloth with utter contempt for you.

The accursed rogue is a fiendish slayer of men, even before its foul transformation. It is interested in little more than killing and robbing foes. The accursed rogue can usually be found in populated areas, hiding in shadows or alleyways where its demonic appearance can be disguised or hidden. The accursed rogue shuns companionship, preferring to slit the throat of those it encounters instead of parleying with them.

An accursed rogue can speak Common and abysmal.

Combat

Preferring to strike from ambush, the accursed rogue loves killing opponents before they even get a glimpse of their slayer. It prefers hit and run tactics, striking from the shadows and quickly moving away before opponents can launch a counterattack. The accursed rogue tends to use its mad scream against fighters, hoping their weak wills will crumble under the sonic assault and they become dangerous to their own allies.

Mad Scream (Su): As a standard action, the accursed rogue can unleash a sonic scream that damages and causes confusion. The sonic scream affects a 15 foot cone, dealing 3d6 sonic damage, Fort DC 16 for half. Those who also fail a Will save DC 16 are *confused* for 2d4 rounds, as per the spell. A victim who succeeds the saving throw against the scream cannot be confused by further mad screams for the remainder of the day, but still suffers sonic damage.

Regeneration (Ex): Fire and acid deal normal damage to a accursed human rogue. An accursed human rogue can regrow a limb after a minute's time, but cannot reattach severed limbs.

Summon (Su): The accursed can attempt to summon demons from the abyss once per day, with a 50% chance of success. The accursed rogue can summon up to 14 HD of demons. The summoned demons remain for 1 hour, and cannot perform any summons of their own.



Bestiary Nefarious

Accursed Human Murderer

6HD Accursed human Rogue 4 (Evil, Augmented Human);

hp: 71 hp

S16 D18 C17 I10 W10 Ch6; **Fort** +5, **Ref** +9, **Will** +4

Init: +8 **Move:** 30 ft., fly 70 ft. (poor)

AC: 22 (+4 Dex, +4 natural, +4 *leather armor* +2), touch 13, flat 18

BAB/Grapple: +7/+9

Full Attack: +1 *Shortsword* +13/+8 melee (1d6+4;19-20/x2) or
2 claws +11 melee (1d4+3), bite +6 melee (1d6+1) or
composite shortbow (+3 Str) w/ +1 *arrow* +12/+7 ranged (1d6+4;x3)

Special Att: Mad scream, summon

Special Qual: Darkvision 60 ft., evasion, fire resistance 20, acid resistance 10, regeneration 3, sneak attack +2d6, trapfinding, trap sense +1, uncanny dodge

Skills: Bluff +5, Craft (Trapmaking) +7, Disable Device +10, Disguise +5, Hide +21, Listen +7, Move Silently +21, Search +7, Spot +7

Feats: Improved Initiative^B, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy^B, Weapon Finesse^B, Weapon Focus (short sword)

CR: 8

Gear: +1 *shortsword* (2,310 gp), composite shortbow (+3 Str) (600 gp), *arrow* +1 (x4) (345 gp), *leather armor* +2 (4,160 gp), *cloak of resistance* +1 (1,000 gp), *potion of invisibility* (300 gp), *potion of cure moderate wounds* (300 gp), *potion of spider climb* (300 gp)

Total: 9,315 gp (9,400 gp)

Evasion (Ex): If an accursed human rogue 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): An accursed human rogue 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): An accursed human rogue retains his Dexterity bonus to AC (if any) even if he is caught flat or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Accursed Human Slayer

6HD Accursed human Rogue 4/Ranger 4 (Evil, Augmented Human); **hp:** 131 hp

S16 D19 C17 I10 W10 Ch6; **Fort** +11, **Ref** +15, **Will** +7

Init: +8 **Move:** 30 ft., fly 70 ft. (poor)

AC: 23 (+4 Dex, +4 natural, +5 *leather armor* +3), touch 13, flat 19

BAB/Grapple: +11/+13

Full Attack: +2 *Shortsword* +18/+13 melee (1d6+5;19-20/x2) or
2 claws +14 melee (1d4+3), bite +12 melee (1d6+1) or
+1 *composite shortbow* (+3 Str) +16/+11/+6 ranged (1d6+4;x3)

Special Att: Favored enemy, mad scream, summon

Special Qual: Combat style (two weapons), darkvision 60 ft., evasion, fire resistance 20, acid resistance 10, regeneration 3, sneak attack +2d6, trapfinding, trap sense +1, uncanny dodge, wild empathy

Skills: Bluff +5, Craft (Trapmaking) +11, Disable Device +10, Disguise +5, Hide +25, Listen +7, Move Silently +30, Search +11, Spot +11, Survival +4

Feats: Combat Reflexes^R, Endurance^R, Improved Initiative^B, Multiattack, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy^B, Track^R, Two-Weapon Fighting^R, Weapon Finesse^B, Weapon Focus (short sword)

CR: 12

Gear: +2 *shortsword* (8,310 gp), +1 *composite shortbow* (+3 Str) (2,600 gp), *leather armor* +3 (9,160 gp), *cloak of protection* +3 (9,000 gp), *boots of elvinkind* (2,500 gp), *potion of haste* (750 gp), *potion of cure serious wounds* (750 gp)

Total: 33,070 gp (35,000 gp)

* The accursed human slayer took a feat instead of an animal companion

Evasion (Ex): If an accursed human slayer 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.

Favored Enemy (Ex): The accursed human slayer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Humanoids (human). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Trap Sense (Ex): An accursed human slayer 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): An accursed human slayer retains his Dexterity bonus to AC (if any) even if he is caught flat or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Wild Empathy (Ex): Check 1d20+2; Influence animals

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Accursed Human Serial Killer

6HD Accursed human Rogue 4/Ranger 4/Assassin 4 (Evil, Augmented Human); **hp:** 157 hp

S16 D20 C17 I14 W10 Ch6; **Fort** +13, **Ref** +21, **Will** +7

Init: +9 **Move:** 30 ft., fly 70 ft. (poor)

AC: 28 (+5 Dex, +4 natural, +7 *leather armor* +5, +1 *dusty rose ioun stone*, +1 *ring of protection* +1), touch 17, flat 23

BAB/Grapple: +14/+16

Full Attack: Primary +3 *keen short sword* +21/+16/+11 melee (1d6+3;19-20/x2), off-hand short sword +18/+13 melee (1d6+1;19-20/x2) or 2 claws +19 melee (1d4+3), bite +17 melee (1d6+1) +1 *composite shortbow* (+3 Str) +20/+15/+10 ranged (1d6+4;x3)

Special Att: death attack, favored enemy, mad scream, spells, summon

Special Qual: Combat style (two weapons), darkvision 60 ft., evasion, fire resistance 20, improved uncanny dodge, acid resistance 10, regeneration 3, sneak attack +4d6, trapfinding, trap sense +1, uncanny dodge, wild empathy, +2 save vs. poison

Skills: Bluff +9, Craft (Trapmaking) +13, Disable Device +12, Disguise +5, Hide +30, Listen +7, Move Silently +30, Search +11, Spot +17, Survival +4

Feats: Combat Reflexes^R, Endurance^R, Greater Two-Weapon Fighting, Improved Initiative^B, Iron Will, Multiattack, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy^B, Track^R, Two-Weapon Defense, Two-Weapon Fighting^R, Weapon Finesse^B, Weapon Focus (short sword)

CR: 16

Gear: +3 *keen shortsword* (32,310 gp), +1 *composite shortbow* (+3 Str) (2,600 gp), *leather armor* +5 (25,160 gp), *headband of intellect* +4 (16,000 gp), *cloak of resistance* +4 (16,000 gp), *dusty rose prism ioun stone* [+1 AC] (5,000 gp), *ring of protection* +1 (2,000 gp), *potion of cure serious wounds* (750 gp)

Total: 99,820 gp (100,000 gp)

* The accursed human slayer took a feat instead of an animal companion

Death Attack: If an accursed human serial killer studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

Evasion (Ex): If an accursed human serial killer 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.

Favored Enemy (Ex): The accursed human serial killer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Humanoids (human). Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Improved Uncanny Dodge (Ex): A accursed human serial killer 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).

Trap Sense (Ex): An accursed human serial killer 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): An accursed human serial killer retains his Dexterity bonus to AC (if any) even if he is caught flat or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

Wild Empathy (Ex): Check 1d20+2; Influence animals

Typical Spell List

(4/2;Caster Level 4;Spell DC 12 + Spell Level)

1st: *Feather Fall*, *Ghost sound*, *Jump*, *True Strike*

2nd: *Alter Self*, *Invisibility*, *Spider Climb*

Acephos

Medium Aberration

Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 20 ft. (4 squares) in hide armor; base speed 30 ft.
Armor Class: 16 (+1 Dex, +2 natural, +3 hide armor), touch 11, flat 15
BAB/Grapple: +2/+7
Attack: Bite +7 melee (1d8+5)
Full Attack: Bite +7 melee (1d8+5) and 2 slam +2 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 2d4 inches (5 ft. 5 in.)
Weight: 200 lbs + 2d10 x 10 lbs. (310 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., resistance to energy
Saves: Fort +3, Ref +2, Will +3
Abilities: S21 D12 C15 I10 W11 Ch 8
Skills: Balance -2, Climb +2, Escape Artist -2, Hide -2, Intimidate +2, Jump +2, Listen 0, Move Silently -2, Sleight of Hand -2, Spot +3, Survival +6, Swim -1, Tumble -2
Feats: Run, Track
Environment: Cold or Temperate mountains or underground
Organization: Solitary, Pack (2-5), or Swarm (5-20)
CR: 3
Treasure: 50% coins, 25% items
Alignment: Usually chaotic evil
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adj: +2

This leathery-looking humanoid has a face that is seated directly into its chest. It has a huge maw filled with yellow teeth, and it waves its fists as it lets out an awful screech.

Acephos are vicious predatory beasts that despise outsiders. They are willing to attack any non-acephos that enter their area, and breed with frightening speed. While acephos are capable of using tools and simple melee weapons, they do not manufacture their own items other than the crude hide armor they wear. They can generally be found wandering the badlands, looking for something to kill and eat - very little else seems to interest them.

Combat

Normally, an acephos enters combat by charging a foe, slamming it with its fist or clubbing them with an improvised weapon. They will often attempt to grapple an opponent, and will often bite a held victim mercilessly. An acephos will rarely chase foes if it has a kill available to it.

Unfortunately, acephos don't take prisoners and generally consume any being they kill - items and all.

Resistance to Energy (Ex): Acephos ignore 15 points of fire or cold damage from any attack directed against them.



Acephos on Amōeros

Acephos infest the mountain ranges of the Skienlands and Randu, where tribes of the creatures prey on communities within the raiding bands reach.

Animus

In a living body, there are two forces that combine to grant life to the body. The most well-known is the soul, which houses the personality, intelligence and mental prowess of the body. The other portion is the animus – a feral force that grants the ability to control the body in all things – whether they are creatures with souls or not.

Normally, upon the death of an individual, the animus likewise departs the body, and is spent, unable to obtain the energy to pass on to another realm of existence. However, in rare cases, the animus force may be exceptionally strong, and usually passes on to the Beastlands. In even rarer cases, the feral force refuses to leave the corpse of its host body, and takes control of the corpse. Drawing on the positive energy plane, these animus “undead” become like wild animals, bent on the destruction of anything living.

Animus is a template that can be added to any aberration, animal, giant, humanoid, magical beast, or monstrous humanoid.

Type: The creature’s type changes to undead

Hit Dice: hit dice increases to d12’s, double base creature’s racial hit dice (hit dice from character levels are lost)

Initiative: As base creature’s.

Speed: as base creature (speed bonuses from character class levels are lost)

Armor Class: The creature gains +2 natural armor. Any bonuses to AC due to character class levels is lost.

BAB/Grapple: $\frac{3}{4}$ hit dice, as Undead.

Attack: The creature gains a bite attack and claw attacks if it has the appropriate limbs. Damage for the attacks is based on size, as shown below.

Size	Bite	Claw
Fine	1	1
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	1d10	1d8
Gargantuan	2d6	1d10
Colossal	2d8	2d6

Space/Reach: As base creature.

Special Att: The bite of the animus contains a foul plague that not only kills the victim, but also allows the animus to consume the victim’s soul.

Plague: Bite (Injury; DC 10 + $\frac{1}{2}$ HD + Chr mod; Incub: 1 day; Init: 1d3 Con; Sec: 1d3 Con) A victim slain by the disease has their soul consumed, preventing them from being raised or resurrected short of a Wish or Miracle spell.

The animus loses any special attacks based from character levels.

Special Qual: The creature gains the following special qualities:

DR (Ex): An animus has DR based on its size as follows:

Size	DR
Fine	-
Diminutive	1/-
Tiny	2/-
Small	3/-
Medium	5/-
Large	7/-
Huge	10/-
Gargantuan	12/-
Colossal	15/-

Turn resistance 4 (Su): The animus’s connection to the positive material plane makes them more difficult to turn. Animuses are treated as having 4 more HD than normal when attempts are made to turn or befriend them.

Undead traits (Ex): As undead, Animus gain the following traits and abilities.

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

—Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature’s Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

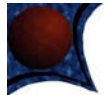
—Uses its Charisma modifier for Concentration checks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

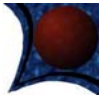
—Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

—Undead do not breathe, eat, or sleep.

Saves: As base creature, modified for HD increase



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Abilities: An animus gains a +4 bonus to Strength and Charisma. The animus has no Constitution score and its intelligence drops to 1. An animus's wisdom score is unaffected.

Skills: An animus retains the skill points it had in life, but cannot use any Intelligence-based skills.

Feats: As base creature, modified by hit dice. The creature loses access to any feat gained from character levels or class.

Environment: Any

Organization: Solitary

CR: As base creature, modified as follows: 1-4 HD (+1 CR); 5-8 HD (+2 CR); 9+ HD (+3 CR)

Treasure: None

Alignment: Always neutral

Level Adj: -

Díre Ape Anímus

Large Undead

Hit Dice: 10d12+3 (68 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat 15
BAB/Grapple: +5/+17
Attack: Claw +12 melee (1d6+8)
Full Attack: 2 claws +12 melee (1d6+8) and bite +7 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Height: 8 ft. 6 in. + 1d12 inches (9 ft.)
Weight: 700 + 5d4 X 30 lbs. (1,075 lbs.)
Special Att: Plague, rend 2d6+9
Special Qual: DR 7/-, low-light vision, scent, turn resistance 4, undead traits
Saves: Fort +3, Ref +5, Will +8
Abilities: S26 D15 C-- I1 W12 Ch11
Skills: Climb +14, Listen +5, Move Silently +4, Spot +6
Feats: Alertness, Toughness
Environment: Any land
Organization: Solitary
CR: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adj: -

This enormous shaggy ape's skin is distended and gray. However, an unholy light glimmers in the creature's eye, and a bloody foam covers its gaping maw.

An animus dire ape is the remains of a strong-willed dire ape still driven by its animal instincts. Despite its rotting carcass, the dire ape is inhumanly strong and aggressive. It seeks to vent its rage on any living thing or object that it finds, rending it to pieces.

Combat

An animus dire ape is a simple beast - it charges the opponent and attempts to maul them with tooth and claw. It is fearless and will not back down from a fight.

Plague (Su): Bite (Injury; DC 15; Incub: 1 day; Init: 1d3 Con; Sec: 1d3 Con) A victim slain by the disease has their soul consumed, preventing them from being raised or resurrected short of a Wish or Miracle spell.

Rend (Ex): An animus dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Annikan

Medium Outsider (Evil, Native)

Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
AC: 16 (+1 Dex, +3 natural, +2 leather), touch 11, flat 15
BAB/Grapple: +2/+4
Attack: Claw +4 melee (1d4 +2) or paddleblade +4 melee (1d6+3;x3)
Full Attack: 2 Claw +4 melee (1d4 +2), bite -1 melee (1d6 +1) or paddleblade +2/+2 melee (1d6 +2;x3 / 1d6+1;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 6 in. + 2d8 in. (6 ft. 1 in.)
Weight: 100 lbs + 6d6 X 5 lbs. (205 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., low-light vision, scent, spell resistance 10
Saves: Fort +4, Ref +4, Will +4
Abilities: S14 D12 C13 I11 W13 Ch9
Skills: Balance +6, Climb +7, Intimidate +4, Jump +7, Listen +6, Spot +6, Survival +6, Tumble +6
Feats: Track^B, Two-Weapon Fighting
Environment: Any land
Organization: Solitary, Brood (2-5), Cadre (5-20 + 0-1 Alpha), Tribe (5-12 Cadres + 0-12 hell hounds + 1 Jackal King) or Pestilence (1-3 Tribes + 1 Son of Anubis)
CR: 1
Treasure: Standard
Alignment: Always neutral evil
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: -

This thin, tall humanoid is covered in short black fur and has the head of sharp-nosed and sharp-eared jackal. It has golden colored eyes that glare at you with malice and it holds in its hand a double-ended paddle-shaped axe.

Annikan are a race of bloodthirsty humanoids that are the material spawn of an ancient god of death. Created for war, they were abandoned when they were separated from their god during one of his ancient wars. Since that time, the Annikan have gathered and developed their own militaristic society.

Annikan speak Common and Infernal.

Combat

Annikan generally fight in packs, supporting one another to take down a single foe. At the same time, each Annikan is competing against its companions for the greatest glory of kills and combat prowess. Annikan have been known to use superior tactics as well as massed charges against

enemies. Perhaps their one greatest weakness is their dislike of subterfuge; they prefer to fight openly and gloriously, and despise resorting to dirty tricks, ambushing or other dishonorable tactics to defeat a foe.

Society

Annikan live in small walled communities in cadres associated with predatory animals. The cadres each perform a social function and job within the society when not at war. Though they are competitive to prove they are the best, the cadres seek to work together for the benefit of the community overall.

All Annikan are trained for combat in their cadre, which they join upon reaching puberty. Such young Annikan are inducted into a cadre of similar-aged male and female Annikan, and will remain with the cadre for life.

A typical cadre consists of 20 members, half male and half female - who are expected to mate to produce the next generation of cadre. This number is subject to change according to the number of Annikan in the population, but rarely does it exceed 20. Losses to the cadre are not normally replaced, and it is Common when a cadre is reduced to a single individual for the lone member to go mad and/or commit ritual suicide.

Annikan are semi-monogamous; they mate only within their cadre and tend to prefer a single mate within the cadre, though there is no binding contract with the mate. Annikan females produce a litter of 2-4 months some eight months after conceiving. The young remain with the parent's cadre until puberty, at which time they are placed in a pool of young Annikan and divide up into new cadres. Brothers and sisters are rarely placed within the same cadre; loyalty is to the tribe, not by blood relations.

Annikan on Amberos

Annikan dwell eastern Llannhanex, on the border between Llannhanex and Lanster. During the elvin golden age, the Llannhanex worshippers of Anubis created the Annikan from sacred jackals and used them to fight in the wars against the rebel Liannhanex. After the ancient ones were put to sleep and the war between the Llanns and the Lianns waned, the Annikan left the Llann to found their own society. Though some tribes of Annikan still will work with the Llanns, they are mercenary at best and have been known to turn on their lords for the sheer enjoyment of slaughtering them.

Annikan Characters

Cadres have been known to send one or more of their members out into the wider world to act as scouts and troublemakers, stirring up turmoil where they can to later involve their cadre in some resulting war. In rare cases, an Annikan may be banished from his cadre for some crime against his cadre (such as murder) or tribe.

All Annikan have the following abilities.

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- **Medium size**
- **Base Movement rate 40 feet.**
- **Darkvision 60 feet.** An Annikan can see in natural darkness out to a range of 60 feet. Darkvision is black-and-white only.
- **Low-light Vision.** An Annikan can see twice as far as a human in dim or twilight conditions.
- **Monstrous Humanoid type**
- **2d8 racial HD.** To this total, the Annikan adds twice his Constitution modifier (minimum 1 hp/HD).
- **+3 natural armor**
- **Str +4, Dex +2, Con +2, Wis +2, Cha -2.** Annikan are strong, lithe and hardy. They have keen senses, but tend to rely on a group rather than look to themselves.
- **Track as a bonus racial feat**
- **(8 + Int modifier) x 5 skill points.** An Annikan's racial skills are Balance, Climb, Craft (Any), Handle Animal, Intimidate, Jump, Listen, Profession (Any), Spot, Survival, Swim and Tumble.
- **Fort +3, Reflex +3, Will +3.**
- **Natural Attack.** An annikan gains two claw attacks that deal 1d4 + Str modifier damage, and a bite attack that deals 1d6 + ½ Str modifier damage. The bite attacks are primary.
- **Scent**
- **Spell Resistance 11 + Class level + Chr modifier.**
- **Automatic Languages:** Common, Infernal. **Bonus Languages:** Abyssal, Dwarven, Elvin, and Goblinoid.
- **Favored Class:** Fighter
- **Level Adjustment:** +3

Annikan worship Anubis of the Egyptian pantheon of the Ancient Ones. A priest of Anubis can choose two of the three domains of Chaos, Death and Evil.

Paddleblade: A weapon of annikan design, the paddleblade looks like quarterstaff with an axeblade that projects from each end parallel to the staff. Often the blade is adorned with the image of a lotus flower. Annikan treat it as a double martial weapon, all other races treat it as an exotic double weapon.
Cost: 75 gp; **Dam:** 1d6/1d6; **Crit:** x3; **Wt:** 5 lbs., **Type:** Slashing

Annikan Alpha

2HD annikan Ftr 5;hp: 57

S19 D15 C16 I10 W14 Ch7; **Fort +10, Ref +6, Will +6**

Init: +2 **Move:** 40 ft.

AC: 19 (+2 Dex, +3 natural, +4 mw chain shirt), touch 12, flat 16

BAB/Grapple: +7/+11

Full Attack: 2 claws +11 melee (1d4+4), bite +6 melee (1d6+2) or
 +1 *Paddleblade* +11/+11 melee (1d6+7;x3 / 1d6+5;x3)

Special Att: -

Special Qual: Darkvision 60 ft., low-light vision, scent, spell resistance 1

Skills: Balance +5, Climb +6, Hide +3, Intimidate +4, Jump +6, Listen +7, Spot +9, Survival +7, Tumble +5

Feats: Combat Reflexes, Dodge, Track^B, Two-weapon Defense^F, Two-weapon fighting, Weapon Focus (paddleblade)^F, Weapon Specialization (paddleblade)^F

CR: 6

Gear: +1 *Paddleblade* (4,750 gp), mw chain shirt (250 gp), *potion of cure moderate wounds* (300 gp)

Total: 5,300 (5,600 gp)

Annikan Jackal King

2HD annikan Ftr 10;hp: 57

S21 D15 C16 I10 W14 Ch9; **Fort +13, Ref +8, Will +8**

Init: +2 **Move:** 40 ft.

AC: 19 (+2 Dex, +3 natural, +4 chain shirt), touch 12, flat 16

BAB/Grapple: +12/+16

Full Attack: 2 claws +16 melee (1d4+5), bite +12 melee (1d6+2) or
 +1 *Paddleblade* +18/+13/+8 / +18 melee (1d6+8;19-20/x3 / 1d6+5;19-20/x3)
 +1 *composite longbow* (+5 Str) +15/+10/+5 ranged (1d8+6;x3)

Special Att: -

Special Qual: Darkvision 60 ft., low-light vision, scent, spell resistance 1

Skills: Balance +5, Climb +6, Hide +6, Intimidate +5, Jump +6, Knowledge (Religion) +2, Listen +7, Spot +9, Survival +7, Tumble +5

Feats: Cleave^F, Combat Reflexes, Dodge, Greater Weapon Focus (paddleblade)^B, Improved Critical (paddleblade)^B, Track^B, Two-weapon Defense^F, Two-weapon fighting, Weapon Focus (paddleblade)^F, Weapon Specialization (paddleblade)^F

CR: 11

Gear: +1 *paddleblade* (4,750 gp), +1 *composite longbow* (+5 Str) (2,800 gp), *chain shirt* +3 (9,400 gp), *gauntlets of ogre power* (4,000 gp)

Total: 20,950 gp (21,000 gp)

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Annikan Jackal Lord

2HD annikan Ftr 10/Bgd 5;hp: 57

S19 D15 C16 I10 W14 Ch14;Fort +19, Ref +11, Will +11

Init: +2 Move: 40 ft.

AC: 27 (+2 Dex, +3 natural, +3 *amulet of natural armor* +3, +9 *chain shirt* +5), touch 12, flat 25

BAB/Grapple: +17/+21

Full Attack: 2 claws +21 melee (1d4+4), bite +16 melee (1d6+2) or
+1 *flaming Paddleblade* +23/+18/+13 / +17
melee (1d6+6 +1d6 fire;19-20/x3 / 1d6+4
+1d6 fire;19-20/x3) or
Lance +21/+16/+11 melee (1d8+4;x3)

Special Att: Smite good 2x/day, spells, sneak attack +1d6

Special Qual: Aura of evil, command undead, dark blessing darkvision 60 ft., detect good, low-light vision, poison use, scent, spell resistance 1

Skills: Balance +5, Climb +6, Hide +6, Intimidate +11, Jump +6, Knowledge (Religion) +2, Listen +7, Ride +7, Spot +9, Survival +7, Tumble +5

Feats: Cleave^F, Combat Reflexes, Dodge, Greater Weapon Focus (paddleblade)^B, Improved Critical (paddleblade)^B, Mounted Combat, Track^B, Two-weapon Defense^F, Two-weapon fighting, Weapon Focus (paddleblade)^F, Weapon Specialization (paddleblade)^F

CR: 16

Gear: +1 *flaming paddleblade* (16,750 gp), *chain shirt* +5 (25,000 gp), *amulet of natural armor* +3 (18,000 gp), *cloak of charisma* +4 (16,000 gp), *potion of cure serious wounds* (750 gp)

Total: 76,500 gp (77,000 gp)

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

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

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

Dark Blessing (Su): A blackguard applies his Charisma modifier of +2 as a bonus on all saving throws.

Smite Good (Su): Twice a day, a Jackal Lord may attempt to smite good with one normal melee attack. He adds his +2 to his attack roll and deals 5 extra points of damage. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Aura of Despair (Su): A Jackal Lord radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): 5x/day; Turn Check +2; HD 2d6+5.

Typical Spell List

(2/2/0; CL 5; Spell DC 12 + Spell level)

1st: *Corrupt Weapon, Inflict Light Wounds*

2nd: *Bull's Strength, Darkness*

Advanced Hell hound mount: CR 7; LA +3 (cohort); Large outsider (evil, extraplanar, fire lawful); HD 9d8+18; hp 58; Init +5; Spd 40 ft.; AC 17 (-1 size, +1 Dex, +7 natural), touch 10, flat 16; Base Atk +4; Grp +9; Atk Bite +14 melee (2d6+5 plus 1d6 fire); Full Atk (same); Space/Reach 5 ft./5 ft.; SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL (Always) LE; SV Fort +9, Ref +6, Will +6; Str 21, Dex 11, Con 17, Int 6, Wis 10, Cha 6.

Languages: Hell hounds do not speak but understand Infernal.

Skills and Feats: Hide +12, Jump +16, Listen +7, Move Silently +12, Spot +7, Survival +12; Ability Focus (Breath Weapon), Improved Initiative, Run, Track^B, Weapon Focus (Bite). **B** = Bonus Feat. (Hell hounds have a +5 racial bonus on Hide and Move Silently checks. They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.)

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 19 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Fiendish Servant Bat: CR -; LA —; Diminutive animal; HD 6d8; hp 27; Init +2; Spd 5 ft., fly 40 ft. (good); AC 21 (+4 size, +2 Dex, +5 natural), touch 16, flat 19; Base Atk +4; Grp -13; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ blindsense 20 ft., blood bond, empathic link, improved evasion, low-light vision, share saving throws, share spells, speak with blackguard; AL (Always) N; SV Fort +14, Ref +9, Will +9; Str 4, Dex 15, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness. (A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.)

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw

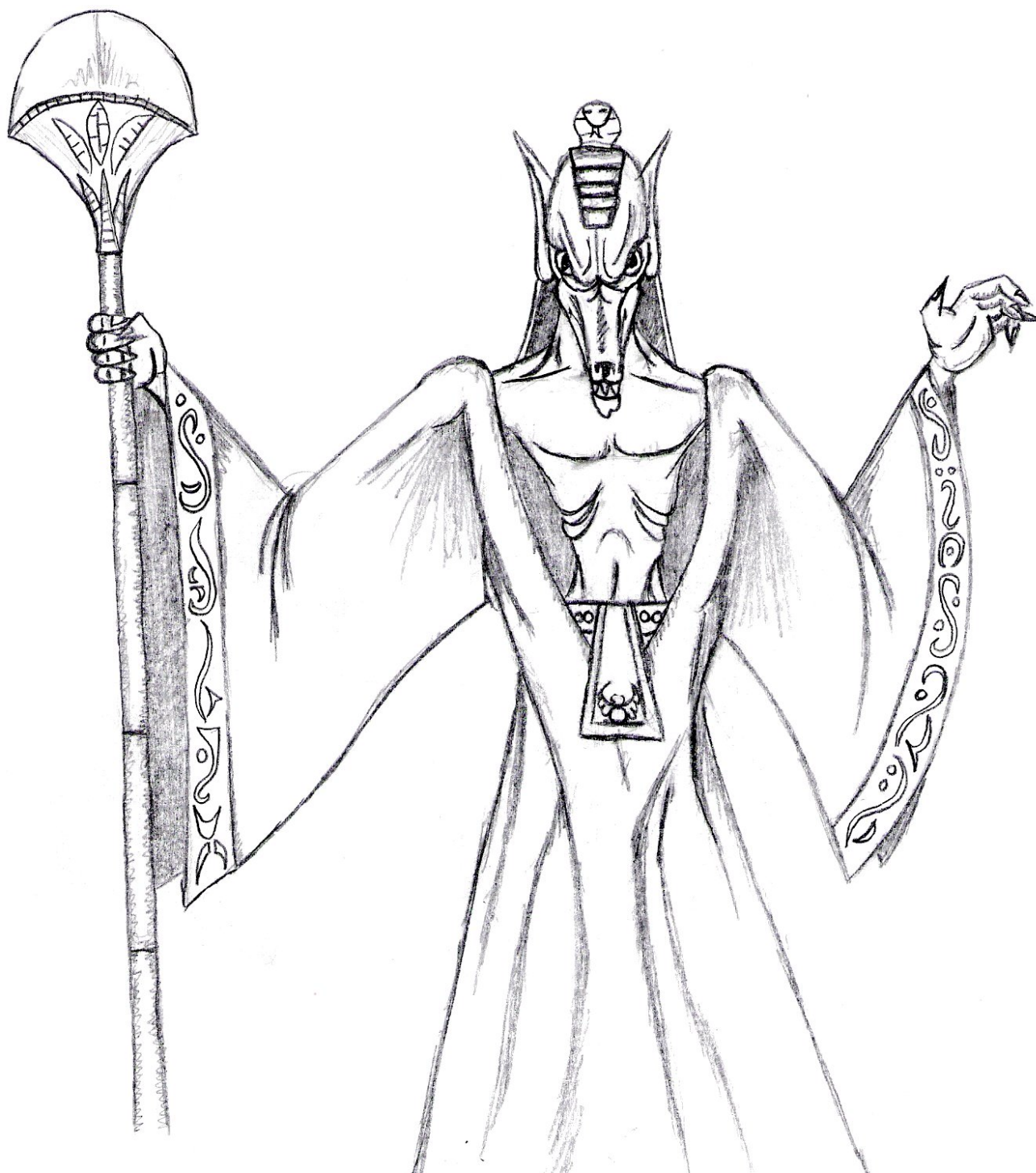
Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells

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even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a Common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.



Apolii

Medium Animal

Hit Dice: 4d8+12 (30 hp)
Initiative: +4
Speed: 40 ft. (8 squares), climb 30 ft. (6 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat 16
BAB/Grapple: +3/+7
Attack: Bite +7 melee (1d6 +4)
Full Attack: Bite +7 melee (1d6 +4) and 2 claw +2 melee (1d4 +2)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight: 200 + 2d4 x 20 lbs (300 lbs.)
Special Att: Blood frenzy, improved grab, rend
Special Qual: Low-light vision
Saves: Fort +7, Ref +8, Will +1
Abilities: S19 D19 C17 I2 W11 Ch8
Skills: Balance +8, Climb +12, Intimidate +2, Jump +6, Listen +2, Spot +2, Tumble +6
Feats: Acrobatic, Alertness
Environment: Warm forests
Organization: Solitary, Family (2-5), or Pod (5-20)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: +3 (Animal Companion only)

This black ape-like creature has a blossom of crimson fur that runs from the tips of its fingers up to its elbows. It hoots at you in a somewhat unfriendly manner, waving its massive arms and baring its large canines. It follows you with cat-like yellow eyes, and it moves with amazing grace.

The apolii are ape-like creatures that are often found on tropical islands. They live in small family groups, eating insects or other small creatures - they are carnivorous, and will refuse to eat fruits or vegetables. Apolii will generally use threatening gestures and body language to attempt to scare away creatures that come within their territory. They are much more likely to flee attackers if they can outdistance their opponents by climbing and swinging through trees, but if one or more of their number comes under attack, the family will generally fight viciously to save their brethren.

Apolii cannot speak or understand language, but can be taught a wide variety of tricks. Trained Apolii can learn four times the number of tricks that other animals are capable of learning.

Combat

Apolii generally will only attack prey of size smaller willingly, and only attack larger prey if forced. Attacking Apolii prefer to charge opponents and grapple, using their tremendous strength to rip their opponents apart. When reduced to half hit points or less, most Apolii attempt to disengage from combat and escape - preferably by climbing

into trees and fleeing at full speed once out of reach of an enemy. However, if forced into a corner with no avenue of escape, Apolii have been known to go into blood frenzy, striking to take out their opponent before they go down themselves.

Blood Frenzy (Ex): An apolii reduced to ¼ normal hit points (7 hp) or less goes into a berserk fury. The apolii gains a +4 bonus to strength and constitution, but suffers a -2 penalty to AC (as per a barbarian's rage ability). Furthermore, the apolii is not disabled or knocked unconscious at 0 or negative hit points, but can continue fighting until reduced to -10 hit points, at which time it drops dead. The blood frenzy lasts for 7 rounds or until the apolii is reduced to -10 or less hit points.

Improved Grab (Ex): If an apolii 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. Apolii can only use this ability against medium-sized or smaller creatures.

Rend (Ex): If an apolii hits the same opponent with both claw attacks in the same round, or has successfully grappled an opponent, it may deal rending damage to target. The rend deals 2d4+3 damage.

Skills: An apolii gains a +8 racial bonus to climb checks. It can choose to take 10 on a climb check even if rushed or in combat.

Apolii on Amōeros

Apolii can be found on the islands of the western coast of Amberos, such as Arocnek. However, they are most well known for dwelling in the Forna Sea and the islands beyond the east of Amberos. There are fables of an Apolii city - made of gold and ivory - hidden on a misty isle somewhere deep in the Forna sea, protected by a bank of fog and a host of whirlpools.

Araby

Medium Humanoid (Dwarf)

Hit Dice: 1d8+3 (8 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 Dex, +3 studded leather armor, +1 buckler), touch 11, flat 14
BAB/Grapple: 0/+2
Attack: Scimitar +2 melee (1d6 +2)
Full Attack: Scimitar +2 melee (1d6 +2)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. 9 in. + 2d4 in. (4 ft. 2 in.)
Weight: 130 lbs + 2d6 x 5 lbs (165 lbs.)
Special Att: -
Special Qual: Araby qualities, low-light vision
Saves: Fort +4, Ref +1, Will -1
Abilities: S12 D11 C15 I10 W9 Ch6
Skills: Appraise +4, Balance -2, Climb -1, Craft (Weaponsmith) +4, Escape Artist -2, Hide -2, Jump -1, Listen -1, Move Silently -2, Sleight of Hand -2, Spot 0, Swim -5, Tumble +2
Feats: Dodge
Environment: Warm deserts
Organization: Solitary, Company (2-5), Family (5-20 +0-2 Dervish), Tribe (20-40 + 1-6 Dervish +0-3 mountain lions + 0-1 Sahid), Kalab (40-60 +2-12 Dervish + 1-6 mountain lions + 0-1 dire tiger + 1-2 Sahid + 0-1 Saluke), or Nation (60+ plus 5-20 Dervish + 5-20 mountain lion + 0-4 dire tigers + 1-4 Sahid + 1 Saluke)
CR: ½
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By Character Class
Level Adj: +0

This darkly-tanned, squat humanoid is dressed in loose fitting cloth and wielding a rune-covered scimitar. Its weather-worn face sports a short, black beard and his head is covered with a gemstone-adorned turban.

Araby are offshoots of dwarves who dwell in desert areas, usually in rocky badlands. There they live in small communities that mine the surrounding area for treasures and engage in trade with other races.

Araby speak Common and Terran. They have darkvision out to 60 feet.

The plural form of the name is Arabics.

Combat

Arabics tend to fight in packs, surrounding and baiting opponents. It is not unknown among arabics to ride camels or horses into combat, and to use ranged weapons.

Arabics often let themselves be driven by greed, and will often attack individuals of other races simply to rob them.

The araby presented above had base ability scores of 12, 11, 13, 10, 9 and 8 respectively.

Araby qualities (Ex): Arabics gain the following special abilities.

- **+2 bonus to Tumble checks.** Arabics are known for their flexibility and graceful movements.
- **+2 bonus to Appraise checks.** Arabics have a nose for business and prize themselves on knowing the value of items they encounter
- **+2 bonus to Fortitude saves against poison.** Arabics have an unnatural toughness to resist poisons.
- **+2 bonus to Fortitude saves against fire damage.** Arabics have a natural resistance to high temperatures and gain the indicated bonus against fire attacks. Furthermore, arabics do not suffer heat exhaustion damage.
- **Scimitar & shortbow familiarity.** Arabics treat scimitars and shortbows as simple weapons, instead of martial weapons.
- **Stability.** Arabics gain a +4 bonus against bull rush or trip attacks.

Araby Society

Arabics primarily dwell on the surface in deep desert areas, in communities dominated by female matriarchs. Unlike dwarves, Arabics are a race that prefers to be above ground, only spending its time in the mines when their work shift requires it. While the males generally perform the physical labor tasks, the females run the home and have the final say in all business matters.

Most Arabic groups are organized into Kalabs, a group of two to three tribes that have been united by marriage. These extended families watch over each other and work together for the betterment of all its members. A Kalab generally has one or more mine holdings, using the precious metals they mine to craft items with which to trade with other Kalabs or outsiders. At the same time, many Kalabs are not above raiding other societies to make a quick profit or to destroy opposition to their trade monopolies. It is rare for Kalabs to attack other Kalabs, but it has been known to happen.

Arabics on Amöeros

Dwellers of the wastes of far Randu, the Arabics were mercenary dwarves who fought alongside and lived with Ghan's people after they parted ways with the Kingdom of Malovak. The harsh life in the badlands of Randu forced them to change many of their customs and habits, though many of the tribes have turned to mining the harsh lands in which they now dwell, supplementing their needs with raids or forays into more hospitable areas.

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Araby as Characters

Many Araby characters are nomads or outcasts from their society. Thrust into a position where they must strike out for themselves, they become a desert flame that consumes all in their way.

Araby characters gain the following abilities:

- **Low-light vision.** Araby can see up to 120 feet in dim or twilight conditions.
- **Base Movement rate 20 feet.** Araby have shorter legs than most medium-sized creatures and thus move somewhat slower than most medium-sized creatures.
- **+2 Con, -2 Chr**
- **+2 bonus to Tumble checks.** Arabics are known for their flexibility and graceful movements. Likewise, Tumble is treated as a class skill for them, regardless of the actual class they advance in.
- **+2 bonus to Appraise checks.** Arabics have a nose for business and prize themselves on knowing the value of items they encounter.
- **+2 bonus to Fortitude saves against poison.** Arabics have an unnatural toughness to resist poisons.
- **+2 bonus to Fortitude saves against fire damage.** Arabics have a natural resistance to high temperatures and gain the indicated bonus against fire attacks. Furthermore, arabics do not suffer heat exhaustion damage.
- **Scimitar & shortbow familiarity.** Arabics treat scimitars and shortbows as simple weapons, instead of martial weapons.
- **Stability.** Arabics gain a +4 bonus against bull rush or trip attacks.
- **Favored Class:** Fighter
- **Level Adj:** +0

Arabics worship Deor, the Miner. A priest of Deor can choose two of the three domains of Earth, Knowledge or Law.

Araby Dervish

Araby Ftr 5;hp: 42 hp

S16 D13 C16 I10 W12 Ch6; **Fort +7, Ref +2, Will +2**

Init: +1 **Move:** 20 ft.

AC: 18 (+1 Dex, +6 *breastplate* +1, +1 mw buckler), touch 11, flat 17

BAB/Grapple: +5/+3

Full Attack: +1 *scimitar* +10 melee (1d6+6;18-20/x2) or Composite shortbow (+3 Str) +6 ranged (1d6+3;x3)

Special Att: -

Special Qual: Araby qualities, low-light vision

Skills: Appraise +2, Balance -2, Climb +0, Escape Artist -2, Jump +0, Listen +1, Ride +8, Spot +1, Tumble +5

Feats: Dodge, Mobility^F, Spring Attack, Weapon Focus (Scimitar)^F, Weapon Specialization (Scimitar)^F

CR: 5

Gear: +1 *scimitar* (2,315 gp), composite shortbow (+3 Str) (225 gp), *breastplate* +1 (1,350 gp), mw buckler (165 gp), *potion of cure light wounds* (50 gp)

Total: 4,105 gp (4,300 gp)

Araby Sahib

Araby Ftr 10;hp: 85 hp

S19 D13 C16 I10 W12 Ch6; **Fort +10, Ref +6, Will +6**

Init: +1 **Move:** 20 ft.

AC: 20 (+1 Dex, +7 *breastplate* +2, +2 *buckler* +1), touch 11, flat 19

BAB/Grapple: +10/+3

Full Attack: +1 *scimitar* +16/+11 melee (1d6+7;15-20/x2) or +1 *Composite shortbow* (+4 Str) +12/+7 ranged (1d6+5;x3)

Special Att: -

Special Qual: Araby qualities, low-light vision

Skills: Appraise +2, Balance -2, Climb +0, Escape Artist -2, Jump +5, Listen +1, Ride +8, Spot +1, Tumble +10

Feats: Dodge, Improved Critical (Scimitar)^F, Improved Shield Bash^F, Iron Will, Lightning Reflexes, Mobility^F, Spring Attack, Weapon Focus (Scimitar)^F, Weapon Specialization (Scimitar)^F, Whirlwind Attack^F

CR: 10

Gear: +1 *scimitar* (2,315 gp), +1 *composite shortbow* (+4 Str) (2,600 gp), *breastplate* +2 (4,350 gp), *buckler* +1 (1,165 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp), *potion of heroism* (750 gp)

Total: 15,180 gp (16,000 gp)

Bestiary Nefarious

Araby Saluke

Araby Ftr 15;hp: 127 hp

S22 D13 C16 I10 W12 Ch6;Fort +12, Ref +8, Will +8

Init: +1 Move: 20 ft.

AC: 23 (+1 Dex, +9 *breastplate* +4, +3 *buckler* +2), touch 11, flat 22

BAB/Grapple: +15/+20

Full Attack: +3 *scimitar* +20/+15/+10 melee (1d6+10;15-20/x2) or
+1 *Composite shortbow* (+6 Str)
+22/+17/+12 ranged (1d6+7;x3)
(rapid shot) +1 *Composite shortbow* (+6 Str) +20/+20/+15/+10 ranged (1d6+7;x3)

Special Att: -

Special Qual: Araby qualities, low-light vision

Skills: Appraise +2, Balance -2, Climb +5, Escape Artist -2, Jump +5, Listen +1, Ride +8, Spot +1, Tumble +15

Feats: Dodge, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar), Improved Critical (Scimitar)^F, Improved Shield Bash^F, Iron Will, Lightning Reflexes, Mobility^F, Point Blank Shot^F, Rapid Shot^F, Spring Attack, Weapon Focus (Scimitar)^F, Weapon Specialization (Scimitar)^F, Whirlwind Attack^F

CR: 15

Gear: +3 *scimitar* (18,315 gp), +1 *composite shortbow* (+6 Str) (2,750 gp), *breastplate* +4 (16,350 gp), *buckler* +2 (4,165 gp), *belt of giant strength* +4 (16,000 gp), *potion of cure serious wounds* (750 gp)

Total: 58,330 gp (59,000 gp)



Argosí

Large Construct

Hit Dice:	10d10+30 (85 hp)
Initiative:	+4
Speed:	30 ft. (6 squares) (can't run)
Armor Class:	23 (-1 size, +14 natural), touch 9, flat 23
BAB/Grapple:	+7/+18
Attack:	Spear +14 melee (2d6+10;x3)
Full Attack:	Spear +14/+8 melee (2d6+10;x3)
Space/Reach:	10 ft./10 ft.
Height:	12 ft.
Weight:	3,000 lbs.
Special Att:	-
Special Qual:	Construct traits, darkvision 60 ft., low-light vision, morale boost, fast healing 3, sea legs, ship merge
Saves:	Fort +3, Ref +3, Will +5
Abilities:	S25 D10 C- I10 W14 Ch15
Skills:	Hide -4, Knowledge (Geography) +7, Listen +4, Profession (Sailor) +13, Spot +4, Use Rope +8
Feats:	Alertness, Improved Initiative, Improved Sunder, Power Attack ^B , Weapon Focus (Shortspear)
Environment:	Any aquatic
Organization:	Solitary
CR:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adj:	-

This female, painted wooden figure creaks slightly as it hefts its spear. It towers above the height of a man, and despite being made of solid wood, the tresses of its clothes move as if they were made of cloth.

The Argosi is an animated ship's figurehead. It is created to protect and fight for the ship it is bonded to. They are popular among seamen, and feared by pirates. An Argosi speaks the language of its creator, and often has a silken voice that always seems to have words of comfort for its crew.

Besides being inspiring, Argosi are usually bound to the ship they were created for, and can take control of the ship if boarded, damaged or if the crew is otherwise incapacitated.

Argosi speak the language of their creator.

Combat

Argosi will enter combat to defend their vessel from hostile boarders or sea monsters, striking with spear and fist as it attempts to rally the crew. While an argosi's prime concern is the safety of the ship, it will also go to great lengths to protect the captain of the ship, and will fight as the captain directs.

Morale Boost (Su): The presence of an argosi radiates a constant aura that raises the morale of friendly crewmembers

in a 30 ft. radius as per the *Bless* spell, with a casting level of 10th. The argosi also causes dissonance among enemies of the ship, affecting enemies in the same area of effect as if under the effect of a *Doom* spell (caster level 10, spell DC: 14).

Fast Healing (Ex): An argosi heals 3 hit points per round except from fire or acid attacks.

Sea Legs (Ex): An Argosi is never affected by the motion of the ship it is on. It does not suffer penalties to attack, armor class or skill checks due to the ship's motion.

Ship Merge (Su): An argosi is bonded to a single ship, and cannot willingly leave the deck of the ship it is bonded to. However, the ship can assume (or subsume) the position of figurehead on the ship. When it does so, the ship it is merged with gains the construct's regeneration ability and can be piloted by the argosi as if it had a full crew. Further, the argosi can animate the ship for 10 minutes once a day while merged, as if using the *Animate Object* spell. The casting level for this ability is 10th, but affects the entire ship (ignore the normal size/area limitations for the spell). If the ship the argosi is merged with is destroyed, the argosi is destroyed as well.

Creating an Argosi

An argosi's body is whittled from a single block of wood (usually ash), weighing at least 3,000 lbs. The wood must be of exceptional quality, and costs 300 gp. Assembling the body requires a DC 17 Craft (sculpting) check or DC 17 Craft (Woodworking) check.

CL 12th; Craft Construct, *animate object* or *transformation*, *contact other plane* or *divination*, *geas/quest*, caster must be at least 12th level; Price 37,000 gp; Cost 19,000 gp + 1,500 XP.

Argosi on Amōeros

The creation of argosi is a high art among the shipbuilders of Saltbrine, who have experimented with stone versions for their granite ships. Some shipbuilders in Shovnov Coast and Millos have also learned the craft of creating argosi, and there are ancient argosi found in the fleet of ships from the FarrenLands, though shipbuilders in that land seem to have lost the skill to create new argosi.

Argosi have also been commissioned for vessels from other nations in the west, and the secrets have apparently been learned in places such as Randu and Ran Da Khan.

Aspidoceleon

Gargantuan Magical Beast (Water)

Hit Dice: 40d10+403 (623 hp)
Initiative: +0
Speed: swim 20 ft. (4 squares)
Armor Class: 24 (-4 size, +18 natural), touch 6, flat 24
BAB/Grapple: +40/+64
Attack: Bite +49 melee (2d8+12;19-20/x2)
Full Attack: Bite +49 melee (2d8+12;19-20/x2), tail +43 melee (2d6+6)
Space/Reach: 20 ft./25 ft.
Length: 55 ft. + 1d10 ft. (60 ft.)
Weight: 64,000 lbs + 3d4 x 2,000 lbs (79,000 lbs/39.5 tons)
Special Att: Breath weapon, constrict, improved grab, swallow whole
Special Qual: DR 5/-, darkvision 60 ft., fast healing 5, lasting breath, low-light vision
Saves: Fort +34, Ref +22, Will +14
Abilities: S35 D10 C31 I6 W13 Ch12
Skills: Hide -12, Listen +23, Spot +23, Swim +20
Feats: Awesome Blow, Alertness, Blind Fighting, Cleave, Devastating Critical (Bite)^E, Great Cleave, Great Fortitude, Improved Critical (Bite), Improved Sunder, Overwhelming Critical^E, Perfect Health^E, Penetrate Damage Reduction (Magic)^E, Power Attack, Weapon Focus (Bite)
Environment: Temperate, Warm aquatic
Organization: Solitary
CR: 18
Treasure: None
Alignment: Always neutral
Advancement: 41-80 HD (Gargantuan); 81-120 HD (Colossal)
Level Adj: -

The water bursts aside as serpentine neck erupts from the water. The long neck ends in a reptilian head spouting steam, and the whole is connected to a turtle-like body the size of an island. Massive flippers slowly tread water on each side of the turtle shell, and a long, snake-like tail coils and twists behind the creature.

Aspidoceleon are sea monsters that have a habit of preying on ships and other large aquatic life. Sailors tend to simply refer to them as "sea serpents". Wrapped in an armored shell, they are predators of the high seas, though they rarely attack small targets.

Combat

Aspidoceleon usually lurk under the surface of the water moving slowly until they spot a target of opportunity - usually something the size of a small whale or larger. The beast then rushes at the target and attempts to grapple. Once it is grappling with its enemy, it uses its constriction and bite to

slowly crush and bleed its enemy. If possible, they will drag their foe into the depths to drown, if it is an air breather or ship.

Breath Weapon (Su): An aspidoceleon can breath a gout of super-heated acid out to a distance of 60 feet that fills a 20 foot radius area. Those caught in the area of effect suffer 10d6 acid damage and 10d6 fire damage (Reflex DC 30 for half). The aspidoceleon can breath every 1d4+1 rounds.

Constrict (Ex): An aspidoceleon can deal 2d6+9 bludgeoning damage after making a successful grapple check with its tail.

Improved Grab (Ex): If an aspidoceleon hits a huge or smaller opponent with a tail or bite attack with a melee weapon, 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.

Lasting Breath (Ex): An aspidoceleon can hold its breath for 1 hour per point of constitution before suffering the effects of drowning.

Swallow Whole (Ex): If an aspidoceleon begins its turn with large-sized 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, while the aspidoceleon 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 60 points of damage to the AC 19 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 mouth, where it may be bitten or swallowed again.

Fast Healing (Ex): An aspidoceleon regains hit points at an exceptionally fast rate, regaining 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.

Skills: An aspidoceleon has a +8 racial bonus to swim checks, and can take 10 even when rushed or in combat.

Aspidoceleon on Amberos

These creatures are a terror of the southern and western seas of Amberos. Though they are thankfully rare, there are numerous accounts of vessels dragged to the watery depths of the ocean by this creature.

Aspii

Aspii are a race of degenerate snake folk created from a close association with the reptile god of snakes. While their association with snakes gives them a virtual immortality in that they do not die of old age, they are horribly twisted toward evil in both frame and mind.

Aspii are all the more dangerous for their alchemical knowledge, which they use to force others to become like them, and which they use to taint the form of other living things to their will.

Oddly, aspii and menten are bitter enemies, each pursuing their ultimate goal of domination and transformation of all things into a form best suited to their own shape. The hatred is so great that several aspii septs are dedicated to nothing less than rooting out the location of menten enclave and then overwhelming and destroying such bastions.

All aspii have the following characteristics

Scent (Ex): Aspii can “smell” the air with their forked tongues and can easily find that which their sight overlooks.

Darkvision: All aspii have the ability to see with their slitted eyes in utter darkness – even magical darkness - as if it were daylight. Though the range varies by species, this ability is tied to the shape of their eyes. If they use magic or other means to alter the shape of their eyes, they lose this natural darkvision.

The aspii have their own language called Aspii. It is a hissing language accompanied with rhythmic body motions. The written version is based on a heavily modified Draconic.

Aspii on Āmōeros

Aspii are the creation of Aspus, lord of scales. Most true aspii were once Aharati humans who were lured to the snake god by its twisted promises of immortality during the horrible rampage of Guaradrell.

Blooded Aspī

Medium Humanoid (Reptilian)

Hit Dice: 1d8+1 (5 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 19 (+1 Dex, +3 natural, +4 chain shirt, +1 light steel shield), touch 11, flat 18
BAB/Grapple: 0/+1
Attack: Bite +1 melee (1d4 + poison) or Rapier +1 melee (1d6+1;18-20/x2)
Full Attack: Rapier +1 melee (1d6+1;18-20/x2), or Bite +1 melee (1d4 + poison) and 2 claws –4 melee (1d3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 3d4 inches (5 ft. 7 in.)
Weight: 125 lbs. + 2d6 x 10 lbs. (195 lbs.)
Special Att: Poison
Special Qual: Darkvision 60 ft., low-light vision, scent
Saves: Fort +1, Ref +1, Will +0
Abilities: S13 D13 C12 I10 W11 Ch8
Skills: Balance -2, Climb -2, Disguise +3, Escape Artist -2, Hide -2, Jump -2, Listen 0, Move Silently -2, Sleight of Hand -2, Spot +4, Swim -13, Tumble -2
Feats: Improved Initiative
Environment: Warm plains or forests
Organization: Solitary, Crew (2-5 +0-1 Servant + 0-1 Aspī Slave), Nest (5-20 +0-3 Servant + 0-1 Snakeskin + 0-2 True Aspī + 0-4 Aspī Slave), or Band (20-40 +3 Servant + 0-1 Snakeskin + 1-6 True Aspī + 0-6 Aspī Degenerates + 0-4 Huge Constrictor Snakes + 2-12 Aspī Slave)
CR: 1
Treasure: Standard
Alignment: Usually Neutral Evil
Advancement: By Character Class
Level Adj: +2

This cloaked humanoid figure pulls back its hood to reveal a face covered in scales and large slitted red eyes that stare malevolently at you. A forked tongue flickers between the sharp fangs of its maw.

Blooded aspī are the offspring of true aspī and humanoids who either willingly join aspī culture or are forced into it. Blooded aspī are used as expendable warriors by the true aspī, but are slightly higher on the social scale than pure humanoid slaves.

Blooded aspī speak Aspī and Common.

Comōac

Blooded aspī will often attempt to lure their opponents into a false sense of comfort before springing to attack. If given a chance they will attempt to infiltrate or ambush foes, but once engaged will generally rush to the

attack, hoping to demoralize victims before slaying them. Aspī are generally ordered to bring victims back alive as slave stock for the true aspī, but generally despise doing so and will gleefully kill as many as they can get away with. If presented with surrendering foes, however, they will generally begrudgingly take prisoners.

Poison (Ex): The bite of a blooded aspī delivers a paralyzing poison (Fort DC 11, Init: Paralyze 1d4 rounds, Secondary: Paralyze 2d4 rounds). Blooded Aspī generally use the bite to take prisoners without inflicting grievous harm to the victim. The save DC for the poison is constitution-based.



Blooded Aspī on Amōeros

Blooded aspī are the alchemical creations of the true aspī, and are often sent against communities to raid such providences for more stock to create even more blooded aspī.

Most aspī can be found in the region near Lost Vale eastward through Misake. Small enclaves of blooded aspī (under the direction of true aspī) have been encountered in the Yaz forest, and tales speak of the aspī being seen near the Twilight Forest.

Blooded Aspī as Characters

Blooded aspī are often sent on quests away from their community. Some turn from their original goals in search of adventure and enemies to kill.

A blooded aspī gains the following abilities.

- **Medium Size**
- **Base Movement 30 feet**

Bestiary Nefarious

- **Reptilian subtype**
- **Low-light vision and Darkvision 60 ft.** A blooded aspui can see in dim or twilight conditions twice as far as a human, and can see in total darkness out to 60 ft.
- **+3 Natural armor**
- **+2 Str, +2 Dex, +2 Con, -2 Chr.** A blooded aspui is quick, strong and healthy. However, blooded aspui rarely make good leaders and are bred as a slave race.
- **Natural attacks.** A blooded aspui can attack with a bite and two claws. The bite deals 1d4 + Str modifier + poison. The claws deal 1d3 + ½ Str modifier. The claws are considered secondary attacks.
- **Poison Bite.** The bite of a blooded aspui is poisonous. (Fort DC 10 + Con modifier, Init: Paralyze 1d4 rounds, Secondary: Paralyze 2d4 rounds)
- **Scent**
- **Automatic Languages:** Auran, Common. **Bonus Languages:** Elf, Dwarf, Giant, Goblinoid.
- **Favored Class:** Rogue
- **Level Adjustment:** +2

Aspui blooded worship Aspus, the snake god. A priest of Aspus can select two of the three domains of Animal (Reptiles only), Evil and Trickery.

Bestiary Nefarious

Aspii Blooded Servant

Aspii Blooded Rog 4/Clr 1;hp: 28

S16 D16 C14 I10 W15 Ch6; **Fort** +5, **Ref** +7, **Will** +5

Init: +7 **Move:** 30 ft.

AC: 20 (+3 Dex, +3 Natural, +4 *studded leather* +1), touch 13, flat 17

BAB/Grapple: +3/+6

Full Attack: +1 *rapier* +7 melee (1d6+4;18-20/x2) or Bite +6 melee (1d4+3 + poison), 2 claws +1 melee (1d3+1)

Special Att: Poison, sneak attack +2d6

Special Qual: Aura, Darkvision 60 ft., evasion, low-light vision, scent, trap sense +1, trapfinding, turn undead, uncanny dodge

Skills: Bluff +6, Diplomacy +5, Disable Device +7, Disguise +9, Hide +10, Intimidate +5, Listen +2, Move Silently +10, Open Locks +10, Spot +2

Feats: Improved Initiative, Skill Focus (Disguise)

CR: 6

Gear: +1 *rapier* (2,320 gp), *studded leather* +1 (1,175 gp), composite shortbow (+3 Str) (300 gp), *elixir of sneaking* (300 gp), *potion of cure light wounds* (50 gp)

Total: 4,145 gp (4,300 gp)

Evasion (Ex): If an aspii blooded servant 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): An aspii blooded servant 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: 3x/day; Turning Check -2; Turn Damage: 2d6-1

Uncanny Dodge (Ex): An aspii blooded servant retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(3/3;Caster Level 1;Spell DC 12 + Spell Level; Domains: Evil, Trickery)

0: *Guidance*, *Virtue*

1st: *Command*, *Disguise Self*^P, *Doom*

D: Domain spell

Aspii Blooded Snakeskin

Aspii Blooded Rog 7/Clr 3;hp: 58

S16 D19 C14 I10 W15 Ch6;**Fort** +3, **Ref** +4, **Will** +3

Init: +7 **Move:** 30 ft.

AC: 22 (+4 Dex, +3 Natural, +5 *studded leather* +2), touch 14, flat 18

BAB/Grapple: +7/+10

Full Attack: +2 *rapier* +13/+8 melee (1d6+5;18-20/x2) or Bite +10 melee (1d4+3 + poison), 2 claws +5 melee (1d3+1)

Special Att: Poison, sneak attack +4d6

Special Qual: Aura, Darkvision 60 ft., evasion, low-light vision, scent, trap sense +2, trapfinding, turn undead, uncanny dodge

Skills: Bluff +11, Diplomacy +10, Disable Device +10, Disguise +12, Hide +13, Intimidate +8, Listen +2, Move Silently +13, Open Locks +12, Spot +2

Feats: Combat Reflexes, Improved Initiative, Skill Focus (Disguise), Weapon Focus (Rapier)

CR: 11

Gear: +2 *rapier* (8,320 gp), *studded leather* +2 (4,175 gp), composite shortbow (+3 Str) (300 gp), *periapt of wisdom* +2 (4,000 gp), *gloves of dexterity* +2 (4,000 gp)

Total: 20,795 gp (21,000 gp)

Evasion (Ex): If an aspii blooded servant 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): An aspii blooded servant gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Turn Undead: 3x/day; Turning Check -2; Turn Damage: 2d6-1

Uncanny Dodge (Ex): An aspii blooded servant retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(4/4/2;Caster Level 3;Spell DC 12 + Spell Level; Domains: Evil, Trickery)

0: *Guidance*, *Mending*, *Resistance*, *Virtue*

1st: *Bless*, *Command*, *Disguise Self*^P, *Doom*

2nd: *Invisibility*^P, *Resist Energy*

D: Domain spell

Bestiary Nefarious

Aspii Blooded Viper

Aspii Blooded Rog 7/Clr 8;hp: 58

S16 D20 C14 I10 W17 Ch8;Fort +10, Ref +12, Will +11

Init: +9 Move: 30 ft.

AC: 23 (+5 Dex, +3 Natural, +5 *studded leather* +2), touch 15, flat 18

BAB/Grapple: +11/+14

Full Attack: +2 *rapier* +17/+12/+7 melee (1d6+5;18-20/x2) or
Bite +14 melee (1d4+3 + poison), 2 claws
+9 melee (1d3+1)

Special Att: Poison, sneak attack +4d6

Special Qual: Aura, darkvision 60 ft., evasion, low-light vision, scent, trap sense +2, trapfinding, turn undead, uncanny dodge

Skills: Bluff +17, Diplomacy +11, Disable Device +10, Disguise +13, Hide +13, Intimidate +9, Listen +2, Move Silently +13, Open Locks +12, Spot +2

Feats: Augment Summoning, Combat Reflexes, Improved Initiative, Spell Focus (Conjuration), Skill Focus (Disguise), Weapon Focus (Rapier)

CR: 16

Gear: +3 *rapier* (18,320 gp), *studded leather* +5 (25,175 gp), +2 *composite shortbow* (+3 Str) (8,600 gp), *periapt of wisdom* +4 (16,000 gp), *gloves of dexterity* +2 (4,000 gp), *cloak of charisma* +2 (4,000 gp)

Total: 76,095 gp (77,000 gp)

Evasion (Ex): If an aspii blooded servant 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): An aspii blooded servant gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Turn Undead: 3x/day; Turning Check -2; Turn Damage: 2d6-1

Uncanny Dodge (Ex): An aspii blooded servant retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Typical Spell List

(6/6/5/5/3;Caster Level 8;Spell DC 13 + Spell Level;

Domains: Evil, Trickery)

0: *Create Water, Detect Poison, Guidance, Mending, Resistance, Virtue*

1st: *Bless, Command, Deathwatch, Disguise Self^D, Divine Favor, Doom*

2nd: *Aid (x2), Bull's Strength, Invisibility^D, Resist Energy*

3rd: *Contagion, Dispel Magic, Nondetection^D, Summon Monster III (x2)*

4th: *Divine Power, Freedom of Movement, Unholy Blight^{DE}*

D: Domain spell

E: Evil Spell, +1 caster level

Aspii Degenerate

Small Monstrous Humanoid (Reptilian)

Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 size, +1 Dex, +3 natural), touch 12, flat 14
BAB/Grapple: +2/-3
Attack: Bite +2 melee (1d3-1 + poison)
Full Attack: Bite +2 melee (1d3-1 + poison), claw -3 melee (1d2-1) and tail -3 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. 3 in. + 2d4 in. (3 ft. 8 in.)
Weight: 30 lbs + 2d4 x 3 lbs. (45 lbs.)
Special Att: Poison
Special Qual: Darkvision 60 ft., low-light vision, scent
Saves: Fort +1, Ref +4, Will +4
Abilities: S9 D13 C12 I6 W13 Ch5
Skills: Balance +9, Climb +9, Hide +11, Listen +5, Move Silently +3, Spot +5, Survival +6, Swim +7
Feats: Stealthy
Environment: Warm plains or forests
Organization: Solitary, Brood (2-5), or Nest (5-20)
CR: 2
Treasure: None
Alignment: Always neutral evil
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adj: +2 (cohort)

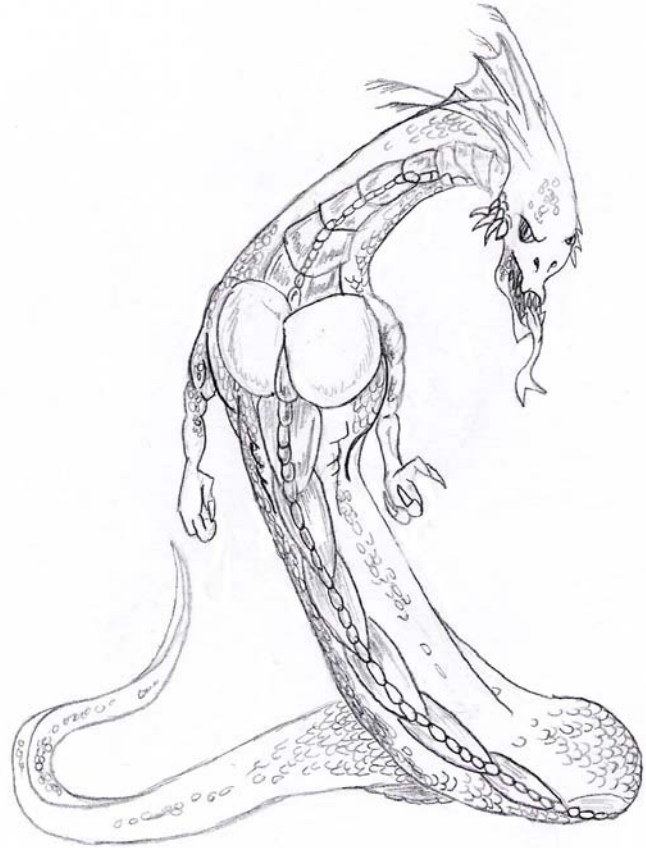
This creature looks like a green, legless lizard the size of a child. It has an atrophied pair of forelimbs that it flails about as it slithers forward. As it moves its head sways from side to side as the yellow eyes glance about and its forked tongue flickers to taste the air.

Degenerates are hunting beasts the Aspii use to track prey and kill it. Despite their small size, degenerates can be quite deadly and must be specially trained by blooded aspii rangers to prevent them from turning on other aspii. Surprisingly, degenerates are hatched from true aspii eggs; the parent simply needs to will to create an egg that will spawn a degenerate "child". true aspii have little to no emotional attachment to degenerates; they are simply tools to be used in the eyes of the true and blooded aspii.

In extremely rare cases, degenerates have been known to live in the wild and develop their own blood-thirsty communities. There are fanciful tales of degenerate aspii communities that have learned to build their own dwellings and use tools, but to date, no such habitation has been found by aspii or other races.

Degenerates are relentless hunters, and will dog their prey until called off or slain. Degenerates can be trained by other aspii and can be purchased for about 500 gp each. They can be taken as animal cohorts by aspii druids and aspii rangers, despite the creatures being humanoids.

Degenerates cannot speak, but understand aspii.



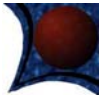
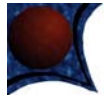
Combat

Degenerates are bloodthirsty trackers and despite their small size, will viciously attack prey much larger than themselves. Worse of all, degenerates often hunt in packs, and will swarm single prey to quickly bring it down before moving on to attack another.

Because of their great intelligence (for an animal-like creature), degenerates have shown a great amount of cunning. They learn quickly from their mistakes, can often escape confinement, and have been known to employ their surroundings to injure their opponents. Though degenerate aspii do not use tools, they can manipulate door handles, activate in-place traps and even solve problems of how to reach prey that has otherwise cut itself off from approach.

Poison (Ex): An degenerate aspii's bite inflicts a paralytic poison that slows the victim down and makes them easy prey to be captured or overwhelmed by aspii swarms. (DC 12 Fort. Init: 1d3 dexterity, Sec: 1d4 dexterity).

Skills: Aspii degenerates have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. An aspii degenerate can always choose to take 10 on a Climb check, even if rushed or threatened. Aspii degenerates use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. An aspii degenerate has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. Aspii degenerates can choose to take 10 on a Swim check, even if



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distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Aspii Degenerates on Amōeros

Wherever Aspii can found, their tiny hunters are not far behind. Aspii Degenerates can be found stalking the area in and around Lost Vale, eastwards toward Misake. Aspii have also long lived in the Yaz forest, and there are tales of the creatures being found near the Twilight Forest in Simera.

Aspii Slave

True Aspii have the ability to transform other humanoid creatures into subservient serpentine creatures under the control of the Aspii.

Aspii Slave is a template that can be applied to any humanoid, giant or monstrous humanoid creature that failed its secondary saving throw against the True Aspii's venom attack.

Type: An aspii slave's type does not change, but it gains the Reptilian subtype

Hit Dice: An Aspii Slave's hit dice doubles

Initiative: Unmodified

Speed: An Aspii Slave's movement rate is unmodified

Armor Class: The Aspii Slave gains a scaly covering that increases the base creature's Natural Armor class by +2

Attack: An Aspii Slave loses all ability to fight with ranged weapons, but retains the ability to attack with manufactured melee weapons any natural attack routines and gains a bite and claw attack routine if it did not have one. The bite attack is poisonous. The damage dealt by the attack is based on size, as shown below.

Space/Reach: Unchanged from the base creature

Special Att: The Aspii slave retains any extraordinary or supernatural special attacks, but loses the ability to cast spells or use spell-like abilities. The bite of an Aspii slave is venomous, though other Aspii are immune to the venom.

Poison Bite (Ex): Injected, Fort DC: $10 + \frac{1}{2} \text{ HD} + \text{Con Modifier}$; Init: 1d3 Con; Sec: 1d6 Con

Special Qual: The Aspii slave gains the Scent ability and darkvision 60 feet. Aspii slaves are also mentally enslaved to the Aspii by the venom that courses through their veins.

Enslaved (Ex): Aspii slaves are the mental slaves of the Aspii race. A True Aspii or a Blooded Aspii can control them with a successful Handle Animal check. If giving opposing orders by Aspii, the Aspii with the higher roll directs the slave.

Saves: The Aspii slave has a base Will save of +0, despite its hit dice or levels.

Abilities: An Aspii slave gains a +4 bonus to Strength and Constitution Scores. Its intelligence is reduced to a 3 and its Charisma suffers a -8 penalty, to a minimum of 1.

Skills: An Aspii Slave gains no additional skill points, despite the increase in hit dice.

Feats: The Aspii Slave gains the Toughness and Diehard feat for free. Any feats they gain for the increased hit dice are always melee combat feats.

CR: Equal to $\frac{3}{4}$ of the new hit dice with the following adjustment: +1 (1-3 HD), +2 (4-6 HD), +4 (7+ HD)

Treasure: None

Alignment: Always neutral evil

Level Adj: +2 (cohort)

Aspii Slave Minotaur

Large Monstrous Humanoid (Reptilian)

Hit Dice: 12d8+24 (78 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (–1 size, +7 natural), touch 9, flat — (see text)
BAB/Grapple: +6/+14
Attack: Greataxe +17 melee (3d6+9;x3) or gore +12 melee (1d8+3) or claw +17 melee (1d6+6) or bite +15 melee (1d8+3 + poison)
Full Attack: Greataxe +17/+12/+7 melee (3d6+9;x3), gore +12 melee (1d8+3) or 2 claws +17 melee (1d6+6) and bite +15 melee (1d8+3 + poison)
Space/Reach: 10 ft./10 ft.
Height: 6 ft. 6 in. +2d6 in (7 ft. 1 in.)
Weight: 600 lbs. + 2d10 x 10 lbs. (710 lbs.)
Special Att: Powerful charge 4d6+12
Special Qual: Darkvision 60 ft., natural cunning, scent
Saves: Fort +10, Ref +8, Will +8
Abilities: S23 D10 C19 I3 W10 Ch 1
Skills: Intimidate +0, Listen +7, Search +0, Spot +7
Feats: Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Track
Environment: Underground
Organization: Solitary, pair, or gang (3–4)
CR: 11
Treasure: Standard
Alignment: Usually chaotic Evil
Advancement: By character class
Level Adj: +3 (cohort)

The horrid creature before you has a powerfully built body covered in fur and scales with the head of a great horned snake. In its muscled arms it wields a dangerous-looking great axe. With a mighty hiss, it lowers its head and charges forward.

The Aspii slave minotaur is an impressive tool to send against opponents to send them scattering. The creature has little use beyond combat, and aspii rarely treat these minions in a respectful manner that they live beyond a few battles.

Combat

Aspii slave minotaurs are practically mindless, they will charge into as directed by their aspii herder, or lacking an aspii to control them, attack any living creature that it comes into contact with. Aspii slave minotaurs do not flee from combat willingly, and are as unwilling to disengage a foe even when directed to do so by an aspii minder (opposing Handle Animal checks with a Will Save).

Poison Bite (Ex): Injected, Fort DC 20; Init: 1d3 Con; Sec: 1d6 Con

Powerful Charge (Ex): An aspii slave minotaur typically begins a battle by charging at an opponent, lowering its head

to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +1 attack bonus that deals 4d6+9 points of damage. The aspii slave minotaur may perform a Bull Rush as part of the powerful charge.

Natural Cunning (Ex): Although aspii slave 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.

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

Enslaved (Ex): Aspii slave minotaurs are the mental slaves of the Aspii race. A True Aspii or a Blooded Aspii can control them with a successful Handle Animal check. If giving opposing orders by Aspii, the Aspii with the higher roll directs the slave.

Aspii Slaves on Ambros

Aspii often turn powerful humanoids into aspii slaves to give their blooded warriors heavy hitting power for raids or wars against other nations. Aspii slaves are never far from their aspii masters – they are normally encountered in or near Lost Vale and eastward through Misake. Aspii also inhabit the Yaz forest and there are rumors and legends of them being found near the Twilight Forest in Simera.

True Aspîi

Large Aberration (Reptilian)

Hit Dice:	7d8 +21 (52 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	22 (-1 Size,+2 Dex, +6 Natural, +5 Breastplate) touch 11, flat 20
BAB/Grapple:	+4/+11
Attack:	Bite +8 melee (1d8+4 + poison) or Greatsword +7 melee (3d6+6;19-20/x2) or Composite Longbow (+4 Str) +5 ranged (2d6+4;x3)
Full Attack:	Bite +8 melee (1d8+4 + poison), 2 claws +5 melee (1d6+2) or Greatsword +7 melee (3d6+6;19-20/x2) or Composite Longbow (+4 Str) +5 ranged (2d6+4;x3)
Space/Reach:	10 ft./10 ft.
Length:	15 ft. + 2d4 ft. (20 ft.)
Weight:	1,000 lbs. + 2d6 x 50 lbs. (1,350 lbs)
Special Att:	Poison, Hypnotic Gaze, Spells
Special Qual:	Darkvision 60 ft., DR 5/slashing, low-light vision, fast healing 4, natural caster
Saves:	Fort +5, Reflex +4, Will +6
Abilities:	S19 D15 C17 I16 W13 Ch15
Skills:	Climb +8, Balance +6, Bluff +12, Climb +14, Concentration +13, Hide +2, Listen +10, Spellcraft +13, Spot +5, Swim -2
Feats:	Multiattack, Power Attack, Weapon Focus (Bite)
Environment:	Warm forest or plains
Organization:	Solitary (1), Hunt (2-5), Cult (5-20 Aspîi Blooded + 0-1 Aspîi Blooded Viper + 0-6 Aspîi Degenerates + 1-3 True Aspîi + 0-1 Aspîi Demagogue), Slaughter (6-20), Tribe (21-50 True Aspîi + 15-200 Blooded Aspîi + 2-12 Aspîi Degenerates + 0-4 Huge Constrictor Snakes +0-1 Aspîi wyrms)
CR:	7
Treasure:	Standard
Alignment:	Always Chaotic Evil
Advancement:	Large (8-12 HD), Huge (13-14 HD) or By Character Class
Level Adj:	+6

This monstrous, glimmering green serpent has a humanoid upper body, with ropy, scaled arms that end in the head of snakes. It has the head of a great cobra, and a two-handed sword and bow are sheathed on its back. Its chest and arms are covered with what at first appear to be tattoos, but which you quickly realize are simply colorful and intricate decorated scales.

Sometimes mistakenly referred to as ophidians, the aspîi are a race of snake-men bent on reshaping the world to their twisted, reptilian view. According to the Aspîi themselves, they were created to replace and rule over all

sentient beings. Thus, they often use their sorcerous powers to convert captured subjects into spawn that more resembles themselves – a process that has already produced two “slave” races that are capable of reproducing normally – Aspîi Wyrms and Aspîi Degenerates. Unfortunately, most blooded Aspîi must be produced through mating of True Aspîi and humanoids, but the Aspîi one day hope to be able to cease the practice in favor of only true aspîi existing.

Aspîi speak Common and Aspîi and can communicate with any snake (as per the *speak with animals* ability) at will. Aspîi often know the languages of humanoids who live around them – often Dwarven, Elvin, Gnomish, Orcish or Goblinoid.

Combat

True aspîi are terrifying opponents, able to wield weapons with skill as well as be able to fight with sorcerous power. Aspîi are unafraid to fight other races, whom they generally see as inferior; even in defeat they rarely admit they were bested by superior foes. Aspîi fight with all the cunning and skill available to them, often in concert with other aspîi spawn such as blooded, degenerates or even astride aspîi wyrms. The true aspîi will often collect trophies, such as eyes, ears, teeth or fingers from opponents as proof of their prowess, and in most cases will prefer to take as many prisoners as they can to convert to slave or experimental fodder.

Aspîi are known to have their own variant of the Shadowdancer and Arcane Archer prestige class that is feared among other races.

Fast Healing (Ex): Aspîi can heal 4 hit points of damage a 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.

Hypnotic Gaze (Su): A true aspîi who gazes into the eyes of an opponent can induce a paralytic state in the victim that renders them susceptible to suggestion. Those who meet the gaze of a true aspîi must make a Will save (DC15) or stand helpless for 2d4 round. The save DC is Charisma based. While so helpless, the aspîi can attempt to utter a suggestion to the victim as a full-round action (as per the *Suggestion* spell, caster level 7th). If the victim is attacked or harmed while helpless, the trance is shattered, though any suggestions remain in place.

Natural Caster: A true aspîi does not suffer arcane spell failure when wearing armor or employing shields.

Poison (Ex): The bite of a true aspîi – by its cobra head and not its snake-headed hands – delivers a toxin that transforms the victim in an Aspîi slave, if it does not kill them. True Aspîi also can coat an arrow tip or their melee weapon as a move-equivalent action. True Aspîi poison (Injected; DC 16; Init: 1d3 Con; Sec: Transformation). A victim who fails the saving throw for the secondary effects is transformed into an Aspîi Slave (see Aspîi Slave Template).

Spells (Sp): A True Aspîi can cast spells as if they were 7th level sorcerers. Aspîi prefer illusion and enchantment spells. If a True Aspîi gains sorcerer levels, they act as if they were 7

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levels higher for the purposes of determining spells known and spells per day.

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

True Aspii Society

True aspii prefer to live in thickly obscured wilderness areas, such as in jungles or within the tree line areas of mountains. They scorn underground dwellings, but if forced, have been known to call such places home.

True aspii usually gather in tribes, each tribe associated with a particular snake, which it reverse above all else, and of which a single huge specimen lives with the tribe. Some of the oldest tribes are blessed with a semi-divine offspring of Aspus himself, known as a true aspii demagogue. Demagogues are ruthless and ever-hungry, demanding constant tribute of living victims to sate their never-ending hunger.

In these clans, the aspii involve themselves in degenerate rites and often raid nearby settlement for stock for their vile sacrifices or experiments.

In areas where other races have not been terrorized or tricked into accepting the presence of an aspii tribe, the aspii secretly establish cults using aspii blooded to subvert the nearby settlement.

True aspii are at direct odds with menten, and to a lesser extent, the Ister-Suul. True aspii will seek to kill menten on sight, and will work to thwart Ister-Suul wherever they encounter them.

Typical Spell List

(6/7/7/4; Caster Level 7; Spell DC 12 + Spell Level)

0: *Acid Splash, Daze, Flare, Ghost Sound, Mage Hand, Read Magic, Touch of Fatigue*

1st: *Grease, Hypnotism, Obscuring Mist, Shocking Grasp, True Strike*

2nd: *Flaming Sphere, Invisibility, See Invisibility*

3rd: *Deep Slumber, Sleet Storm*

True Aspii on Amōcros

True Aspii are a serpentine people created by Aspus, the snake god. Sometimes mistakenly called ophidians, Aspii are unrelated to ophidians and other snake-men races; they are, in fact the equivalent of native outsiders created by the snake god himself.

Based mostly around Lost Vale, it is thought these creatures may be guardians to several of the ancient Genesis

Pits hidden in the area. Aspii have also been encountered in the Yaz forest in the Skienlands, and tales also place them near the Twilight Forest in Simera.

True Aspii as Characters

Aspii rarely involve themselves directly with lesser races, though on rare occasions an aspii might reject its tribe to dwell and travel among the other races, for a time.

True aspii have the following abilities

- **Large Size.** –1 penalty to AC and attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks. Lifting and carrying limits double those of Medium characters.
- **Aberration type**
- **Reptilian subtype**
- **Base speed 30 ft.**
- **Darkvision 60 feet.**
- **Low-light vision**
- **+6 natural armor**
- **7d8 Hit Dice.** To this total, the true aspii adds seven times its Constitution modifier (minimum 1 hp/HD)
- **BAB +4**
- **10 ft. space/10 ft. reach**
- **Str +8, Dex +4, Con +6, Int +6, Wis +2, Cha +4.** True aspii are strong, lithe and hardy. They are highly intelligent and self-confident, often looking down at other races. Their snake-like senses grant them better perception than most races.
- **Fort +2, Reflex +2, Will +5**
- **(2 + Int modifier) x 10 skill points.** A true aspii's racial skills are Balance, Bluff, Climb, Concentration, Escape Artist, Knowledge (Arcana), Listen, Spellcraft, Spot, Survival, Swim
- **Racial Feats:** A true aspii has three feats.
- **Natural Attacks.** A true aspii has a bite attack that deals 2d6 + Str modifier + poison damage and two claw attacks that deal 1d6 + ½ Str modifier damage. The bite is the primary attack.

- **Fast Healing (Ex):** Aspii can heal 4 hit points of damage a 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.

- **Hypnotic Gaze (Su):** A true aspii who gazes into the eyes of an opponent can induce a paralytic state in the victim that renders them susceptible to suggestion. Those who meet the gaze of a true aspii must make a Will save (DC 13 + Cha modifier) or stand helpless for 2d4 round. While so helpless, the aspii can attempt to utter a suggestion to the victim as a full-round action (as per the *Suggestion* spell, caster level 7th). If the victim is attacked or harmed while helpless, the trance is shattered, though any suggestions remain in place.

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- **Natural Caster:** A true aspii does not suffer arcane spell failure when wearing armor or employing shields.
- **Poison (Ex):** The bite of a true aspii – by it's cobra head and not its snake-headed hands – delivers a toxin that transforms the victim in an Aspii slave, if it does not kill them. True Aspii also can coat an arrow tip or their melee weapon as a move-equivalent action. True Aspii poison (Injected; DC 16; Init: 1d3 Con; Sec: Transformation). A victim who fails the saving throw for the secondary effects is transformed into an Aspii Slave (see Aspii Slave Template).
- **Spells (Sp):** A true aspii can cast spells as if they were 7th level sorcerers. Aspii prefer illusion and enchantment spells. If a true aspii gains sorcerer levels, they act as if they were 7 levels higher for the purposes of determining spells known and spells per day.
- **Skills:** True aspii have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A true aspii can always choose to take 10 on a Climb check, even if rushed or threatened. True aspii use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A true aspii 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.
- **Automatic Languages:** Common, Aspii **Bonus Languages:** Draconic, Dwarven, Elvin, Giant, Gnomish, Infernal and Goblinoid.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +6

True aspii worship Aspus, the snake god. A priest of Aspus can choose two of the three domains of Animal (Reptilian only), Evil and Trickery.

True Aspii Demagogue

14HD Huge True Aspii Clr 8;hp: 209

S31 D10 C20 I18 W17 Ch20;Fort +19, Ref +14, Will +23

Init: +1 Move: 30 ft.

AC: 29 (-2 Size, +9 natural, +12 *invulnerable moderate fortification full plate* +4), touch 8, flat 29

BAB/Grapple: +10/+24

Full Attack: +4 *Greatsword of speed* +22/+17 melee (4d6+13;17-20/x2) or
Bite +19 melee (2d6+6 + poison), 2 claws (1d8+3) or
Composite longbow (+10 Str) +8 ranged (3d6+10;x3)

Special Att: Poison, hypnotic gaze, spells

Special Qual: Darkvision 60 ft., DR 5/slashing, DR 5/magic, low-light vision, fast healing 7, natural caster, turn undead

Skills: Balance +3, Bluff +22, Climb +30, Concentration +22, Listen +15, Spellcraft +21, Spot +16, Survival +20, Swim -2

Feats: Ability Focus (Poison), Cleave, Combat Expertise, Improved Critical (Greatsword), Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (Bite)

CR: 20

Gear: +4 *Greatsword of speed* (98,350 gp), *invulnerable moderate fortification full plate* +4 (101,650 gp), *cloak of protection* +4 (16,000 gp), *periapt of wisdom* +2 (4,000 gp)

Total: 220,000 gp (220,000 gp)

Hypnotic Gaze (Su): Will save DC 22

Poison (Ex): Injected; Fort DC 24; Init: 1d3 Con; Sec: Transformation. A victim who fails the saving throw for the secondary effects is transformed into an Aspii Slave (see Aspii Slave Template).

Spells: An aspii demagogue can cast spells as a 14th level Sorcerer.

Turn Undead: 8x/day; Turn Check: 1d20+5; Turn Damage: 2d6+13

Typical Cleric Spell List

(6/6/5/5/2;Caster Level 8;Spell DC 13 + Spell Level; Domain: Animal and Trickery)

0: *Detect Poison, Guidance, Inflict Minor Wounds, Mending, Resistance, Virtue*

1st: *Command, Deathwatch, Divine Favor, Doom, Entropic Shield, Protection from Good*^{DE}

2nd: *Aid, Death Knell, Hold Animal*^D, *Hold Person, Silence*

3rd: *Blindness/Deafness, Contagion, Dominate Animal*^D, *Invisibility Purge, Protection from Energy*

4th: *Divine Power, Unholy Blight*^{DE}

D: Domain spell

E: Evil spell; +1 caster level

Typical Sorcerer Spell List

(6/8/7/7/7/5/3;Caster Level 14;Spell DC 15 + Spell Level)

0: *Acid Splash, Daze, Detect Magic, Disrupt Undead, Flare, Mage Hand, Read Magic, Resistance, Touch of Fatigue*

1st: *Cause Fear, Grease, Magic Missile, Ray of Enfeeblement, True Strike*

2nd: *Darkness, Hideous Laughter, Invisibility, See Invisibility, Touch of Idiocy*

3rd: *Deep Slumber, Displacement, Heroism, Slow*

4th: *Bestow Curse, Enervation, Mass Reduce Person, Phantasmal Killer*

5th: *Dominate Person, Feeblemind, Interposing Hand*

6th: *Greater Dispel Magic, Summon Monster VI*

7th: *Greater Teleport*

Aspii Wyrms

Huge Dragon (Earth, Reptilian)

Hit Dice: 19d12+152 (275 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 15 ft. (3 squares)
Armor Class: 18 (-2 size, +10 natural), touch 8, flat 18
BAB/Grapple: +19/+37
Attack: Bite +27 melee (3d6+15 + poison)
Full Attack: Bite +27 melee (3d6+15 + poison)
Space/Reach: 15 ft./15 ft.
Length: 20 ft. + 2d8 ft. (29 ft.)
Weight: 18,000 lbs. + 2d8 x 750 lbs. (24,750 lbs./12 tons)
Special Att: Breath weapon, constrict, improved grab, poison
Special Qual: Darkvision 60 ft., dragon traits, DR 5/magic, fast healing 5, low-light vision, scent
Saves: Fort +19, Ref +13, Will +13
Abilities: S30 D10 C27 I3 W15 Ch13
Skills: Balance +8, Climb +29, Hide -4, Listen +17, Spot +16, Swim +29
Feats: Blind Fighting, Cleave, Die Hard, Endurance^B, Great Cleave, Lightning Reflexes, Power Attack, Track
Environment: Any land
Organization: Solitary, or Family (2-5)
CR: 15
Treasure: None
Alignment: Always neutral evil
Advancement: 20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj: -

This enormous snake-like creature is covered in hard plates that look like slabs of rock. Sharp protrusions and horns cover the length of the entire creature, and its head has a distinctive draconic appearance with a frill of horns and a maw filled with dagger-like teeth.

Created with the foulest aspii magic, aspii wyrms are spawned from corrupted dragon eggs to become guardians and engines of destruction for the aspii's needs. Regardless of the dragon type from which an aspii wyrm is spawned, they all possess much the same abilities and temperament - strong, evil and covetous.

Aspii do not speak a language, but older specimens can generally understand at least one language, usually Auran or Common.

Comðax

Aspii wyrms are engines of destruction - they slither towards their enemy, snapping and crushing those unfortunate to get in the way, and breath their caustic breath to burn down barriers or slay fleeing prey. Aspii wyrms will pursue any fleeing prey, but prey that lies down sometimes can fool them and pretend to be dead - such a maneuver requires a bluff check, but will assure the victim they are attacked last.

However, once an aspii wyrm has dealt with all of its moving opponents, it will turn to devour the carcasses of remaining prey - so the pretender needs to escape as quickly as possible.

Breath Weapon (Su): An aspii wyrm can spit a gout of acid in a stream 60 feet long and 5 feet wide. Those caught in the area of effect suffer 19d4 acid damage (Reflex DC 25 for half).

Constrict (Ex): On a successful grapple check with a grappled enemy, an aspii wyrm inflicts an additional 3d6+15 points of damage.

Fast Healing (Ex): An Aspii Wyrms heals 5 hit points a round from damage it takes. 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.

Improved Grab (Ex): If an aspii wyrm hits an opponent with its bite, it may start a grapple without suffering an attack of opportunity.

Poison (Ex): The bite of an aspii wyrm delivers a deadly poison (Injected, DC 27 Fort; Pri: 1d8 Con, Sec: 2d4 Con).

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

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Aspii Wyrms on Amberos

Aspii wyrms are unusually rare on Amberos. Dragons take great affront to the corruption of their race, and will hunt down and destroy Aspii wyrms – and those responsible for their creation or even the rumor of their creation. Aspii wyrms can, however, be found wherever Aspii congregate in

large numbers – usually around Lost Vale eastward through Misake, in the Yaz forest in the Skienlands and, if the rumors are true, near the Twilight Forest in Simera.



Auraling

Small Fey (Extraplanar)

Hit Dice: 2d6+2 (9 hp)
Initiative: +2
Speed: 50 ft. (10 squares), fly 100 ft. (good)
Armor Class: 19 (+1 size, +2 Dex, +2 natural, +4 chain shirt), touch 13, flat 17
BAB/Grapple: +1/-3
Attack: Rapier +2 melee (1d4;18-20/x2)
Full Attack: Rapier +2 melee (1d4;18-20/x2)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. + 2d4 in. (3 ft. 5 in.)
Weight: 20 lbs. + 2d4 x 2 lbs. (30 lbs.)
Special Att: -
Special Qual: Fast healing 1, low-light vision
Saves: Fort +1, Ref +5, Will +3
Abilities: S11 D15 C12 I11 W11 Ch13
Skills: Balance 0, Climb -2, Escape Artist 0, Handle Animal +6, Heal +5, Hide +4, Jump +3, Listen +9, Move Silently 0, Perform +6, Search +2, Spot +9, Swim -4, Tumble +6
Feats: Alertness
Environment: Aurora
Organization: Solitary, Brace, Company (2-5 + 0-1 hero), Squad (5-20 + 0-3 Heroes + 0-1 Champion) or Crusade (5-20 + 1-4 Heroes + 1-2 Champions + 0-1 Cavalier)
CR: 1/3
Treasure: Standard
Alignment: Always neutral good
Advancement: By Character Class
Level Adj: +3

The golden-haired creature before you has impossibly large, pointed ears and huge almond-shaped eyes. Its arms are thin and gangly, and its lower body seems to be that of a spotted pony. It wears a rapier and lute strapped to its back, and its upper torso is covered in a gleaming chain mail shirt.

Auralings are spirits of Aurora, the dreamlands. They are "perfect" elves, untainted by evil, curious by nature and frolicsome at all times. They are generally adventurous and astute, wanting to know and learn all that can be learned. Auralings rarely travel to the Mortal Realm, but may sometimes be encountered in the wild. They dislike civilized areas and unwholesome folk, and will often quite brashly seek out and hunt down evil - even if victory over said evil is most assuredly beyond their skill.

Auralings speak fey and elvin.

Combat

Auralings enjoy a good duel, and if cornered by "big folk", will often challenge said members to a quick duel. When confronting evil, Auralings use all of their frolicsome tricks to taunt, cajole and avoid their attackers blow while delivering painful cuts and scratches with their own attacks.



Fast Healing (Ex): Auralings regain 1 hit point per minute. 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: An auraling gains a +4 bonus to Tumble checks and gains a +2 racial bonus on Listen, Search and Spot checks. An auraling who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Auralings on Amberos

Auralings are only encountered in Aurora or the Even Cordum, and never willingly found on Amberos proper. However, during the height of the Elvin golden age, the auralings did venture to the Evanthium Coridium, though none would ever dare willingly venture beyond the safe haven of the elvin homelands nowadays. However, there are always rumors and legends of auralings held captive by evil beings as servants or slaves on Amberos. There are also legends of auralings trapped in the dream of some eternal sleeper, or auralings who visit Amberosians in their dreams, occasionally

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pulled into the waking world when such a dreamer is startled awake.

Auraling as Characters

Auralings on Amberos are likely there by accident and seeking a return home to Aurora. In extremely rare cases, an auraling may have “hitch-hiked” a dream to Amberos, seeking adventure and/or to explore.

Auralings have the following abilities.

- **Small size.** As a Small creature, an auraling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but uses smaller weapons than humans use, and lifting and carrying limits are three-quarters of those of a Medium character.
- **Fey type**
- **Extraplanar subtype**
- **Low-light vision.** An auraling can see twice as far as a human in dim or twilight conditions.
- **Base land speed 50 feet, fly 100 feet (good)**
- **Racial Hit Dice:** An auraling begins with two levels of fey, which provide 2d6 Hit Dice, a base attack bonus of +1 and base saving throw bonuses of Fort +0, Reflex +3, Will +3
- **Dex +4, Con +2, Cha +2.** Auralings do not suffer the weakness of regular elves and are quite lithe and hardy. They also have powerful and magnetic personalities.
- **Fast Healing 1.** An auraling heals 1 hit point per minute.
- **Racial Skills:** An auraling fey levels give it skill points equal to 5 x (6 + Int modifier). Its class skills are Craft, Handle Animal, Heal, Hide, Jump, Listen, Perform, Profession, Spot, and Tumble.
- **Skills:** An auraling gains a +4 bonus to Tumble checks and gains a +2 racial bonus on Listen, Search and Spot checks. An auraling who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.
- **Weapon and Armor Proficiency:** An auraling is automatically proficient in simple weapons, long sword, rapier, shortsword, all bows, light armor and shields.
- **Automatic Languages:** Fey, elvin. **Bonus Languages:** Common, Draconic, Dwarven, Goblinoid, Auran.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +3

Auralings do not worship gods and tend to scoff at those who do. Auraling clerics are unheard of, though they do produce druids from time to time.

Auraling Hero

2HD auraling sor 5/rgr 1 ;hp: 31

S14 D16 C12 I13 W8 Ch18;Fort +5, Ref +10, Will +7

Init: +3 **Move:** 40 ft., fly 100 ft. (good)

AC: 21 (+1 size, +3 Dex, +5 mw (caster's) chain shirt +1, +2 buckler +1), touch 14, flat 18

BAB/Grapple: +4/+2

Full Attack: +1 rapier +9 melee (1d4+3;18-20/x2) or Shortbow +8 ranged (1d4;x3) or Wand of magic missiles* (CL 5) (3x 1d4+1)

Special Att: Spells

Special Qual: Fast healing 1, favored enemy, low-light vision, wild empathy

Skills: Concentration +6, Heal +4, Handle Animal +9, Hide +13, Jump +9, Knowledge (Arcana) +2, Knowledge (Nature) +2, Listen +8, Move Silently +2, Ride +4, Spot +8, Search +4, Spellcraft +6, Survival +3, Tumble +12

Feats: Alertness, Armor Casting, Spell Focus (Enchantment), Track^R

CR: 7

Gear: +1 rapier (2,315 gp), composite shortbow (+2 Str) (225 gp), mw(caster's) chain shirt +1 (1,250 gp), buckler +1 (1,165 gp), cloak of resistance +1 (1,000 gp), potion of cure moderate wounds (300 gp), wand of magic missile* (CL 5; 10 charges) (750 gp)

Total: 6,975 gp(7,200 gp)

* replace with *magic bolt* in Amberos campaign

Favored Enemy (Ex): The auraling hero gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check 1d20+5; Influence animals

Typical Sorcerer Spell List

(6/7/5;Caster Level 5;Spell DC 14 + Spell level)

0: (6) Daze*, Detect Magic, Disrupt Undead, Mage Hand, Prestidigitation, Ray of Frost

1st: (4) Enlarge Person, Charm Person*, Color Spray, Hypnotism*

2nd: (2) Touch of Idiocy*, Web

* Enchantment Spell; DC +1

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Auraling Champion

2HD auraling sor 10/rgr 2 ;hp: 49

S14 D16 C12 I13 W8 Ch19; **Fort** +8, **Ref** +13, **Will** +10

Init: +3 **Move:** 40 ft., fly 100 ft. (good)

AC: 25 (+1 size, +3 Dex, +7 mw (caster's) chain shirt +3, +3 buckler +2, +1 ring of protection +1) touch 15, flat 22

BAB/Grapple: +8/+6

Full Attack: +2 rapier +12/+7 melee (1d4+4;18-20/x2) or
+1 composite shortbow (+2 Str) +12/+7 ranged (1d4+3;x3)
(rapid shot) +1 composite shortbow (+2 Str) +10/+10/+5 ranged (1d4+3;x3)
Wand of fireballs (CL 10) (20 ft. radius spread; 10d6; Reflex DC 14 half)

Special Att: Spells

Special Qual: Combat style, fast healing 1, favored enemy, low-light vision, wild empathy

Skills: Concentration +11, Heal +4, Handle Animal +10, Hide +14, Jump +9, Knowledge (Arcana) +7, Knowledge (Nature) +3, Listen +9, Move Silently +3, Ride +4, Spot +9, Search +4, Spellcraft +11, Survival +4, Tumble +12

Feats: Alertness, Armor Casting, Greater Spell Focus (Enchantment), Heighten Spell, Rapid Shot^R, Spell Focus (Enchantment), Track^R

CR: 13

Gear: +2 rapier (8,315 gp), +1 composite shortbow (+2 Str) (2, 225 gp), mw(caster's) chain shirt +3 (9,250 gp), buckler +2 (4,165 gp), ring of protection +1 (2,000 gp), cloak of charisma +2 (4,000 gp), potion of cure moderate wounds (300 gp), wand of polymorph (CL 7; 5 charges) (2,100 gp), wand of lightning bolt (CL 10; 5 charges) (2,200 gp), potion of cure serious wounds (300 gp)

Total: 34,855 gp (35,000 gp)

Favored Enemy (Ex): The auraling champion gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check: 1d20+5; Influence animals

Typical Sorcerer Spell List

(6/7/7/7/6/3; Caster Level 10; Spell DC 14 + Spell level)

0: Dancing Lights, Daze*, Detect Magic, Disrupt Undead, Flare, Mage Hand, Message, Prestidigitation, Ray of Frost

1st: Enlarge Person, Charm Person*, Color Spray, Hypnotism*, True Strike

2nd: Acid Arrow, Invisibility, Touch of Idiocy*, Web

3rd: Haste, Heroism*, Summon Monster III

4th: Confusion*, Lesser Geas*

5th: Hold Monster*

* Enchantment Spell; DC +2

Auraling Cavalier

2HD auraling sor 12/rgr 2/eld 6;hp: 76

S14 D16 C12 I13 W8 Ch25; **Fort** +13, **Ref** +15, **Will** +12

Init: +3 **Move:** 40 ft., fly 100 ft. (good)

AC: 25 (+1 size, +3 Dex, +7 mw (caster's) chain shirt +3, +3 buckler +2, +1 ring of protection +1) touch 15, flat 22

BAB/Grapple: +14/+12

Full Attack: +1 brilliant energy lance +17/+12/+7 touch (1d6+2;x3) or
+2 rapier +12/+7 melee (1d4+4;18-20/x2) or
+1 composite shortbow (+2 Str) +12/+7 ranged (1d4+3;x3)
(rapid shot) +1 composite shortbow (+2 Str) +10/+10/+5 ranged (1d4+3;x3)
Wand of fireballs (CL 10) (20 ft. radius spread; 10d6; Reflex DC 14 half)

Special Att: Spells

Special Qual: Combat style, fast healing 1, favored enemy, low-light vision, wild empathy

Skills: Concentration +17, Heal +4, Handle Animal +11, Hide +14, Jump +9, Knowledge (Arcana) +13, Knowledge (Nature) +3, Listen +9, Move Silently +3, Ride +4, Spot +9, Search +4, Spellcraft +17, Survival +4, Tumble +12

Feats: Alertness, Armor Casting, Greater Spell Focus (Enchantment), Heighten Spell, Mounted Archery, Mounted Combat^K, Rapid Shot^R, Ride-by Attack, Spell Focus (Enchantment), Track^R

CR: 21

Gear: +2 rapier (8,315 gp), +1 brilliant energy lance (50,310 gp), +3 composite shortbow (+2 Str) (18, 225 gp), mw(caster's) chain shirt +5 (25,250 gp), arrow deflection buckler +5 (49,165 gp), ring of protection +4 (32,000 gp), cloak of charisma +6 (36,000 gp), wand of polymorph (CL 7; 5 charges) (2,100 gp), wand of lightning bolt (CL 10; 5 charges) (2,200 gp), Celestial Charger Mount (7,000 gp)

Total: 230,565 gp (240,000 gp)

Favored Enemy (Ex): The auraling cavalier gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check 1d20+9; Influence animals

Typical Sorcerer Spell List

(6/8/7/7/7/7/4; Caster Level 15; Spell DC 14 + Spell level)

0: Dancing Lights, Daze*, Detect Magic, Disrupt Undead, Flare, Mage Hand, Message, Prestidigitation, Ray of Frost

1st: Enlarge Person, Charm Person*, Color Spray, Hypnotism*, True Strike

2nd: Acid Arrow, Blur, Invisibility, Touch of Idiocy*, Web

3rd: Fireball, Haste, Heroism*, Slow, Summon Monster III

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4th: *Dimensional Anchor, Confusion*, Fire Shield, Lesser Geas**

5th: *Baleful Polymorph, Feeblemind*, Hold Monster*, Teleport*

6th: *Chain Lightning, Mass Suggestion**

7th: *Mass Hold Person*, Prismatic Spray*

* Enchantment Spell; DC +2

Celestial Charger (Unicorn) Mount: CR 13; LA +8 (cohort); Large magical beast; HD 8d10+7d8+75; hp 155; Init +4; Spd 60 ft.; AC 24 (–1 size, +3 Dex, +6 natural, +5 bracers of armor +5), touch 13, flat 20; Base Atk +13; Grp +24; Atk Horn +22 melee (1d8+10); Full Atk Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3); Space/Reach 10 ft./5 ft.; SA Magic strike, turn undead 13/day, smite evil, spells; SQ DR 10/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, *magic circle against evil*, resistance to acid 10, cold 10, and electricity 10, spell-like abilities, scent, SR 20 wild empathy; AL (Always) CG; SV Fort +16, Ref +12, Will +15; Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22.

Languages: Common and Sylvan.

Skills and Feats: Concentration +11, Knowledge (Nature) +9, Knowledge (Religion) +8, Listen +15, Move Silently +12, Spellcraft +5, Spot +15, Survival +15 (+18 above ground)*; Alertness, Combat Casting, Extra Turning, Improved Turning, Run, Skill Focus (Survival). (Celestial chargers have a +4 racial bonus on Move Silently checks. Celestial chargers have a +3 competence bonus on Survival checks within the boundaries of their forest.)

Magic Strike (Su): A celestial charger's attacks are treated as magic weapons for overcoming damage reduction.

Spell-Like Abilities: Celestial chargers can use *detect evil* at will as a free action. Once per day a celestial charger can use *greater teleport* to move anywhere within its home. It cannot *teleport* beyond the forest boundaries or back from outside. A celestial charger 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 *neutralize poison* (DC 20, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A celestial charger cannot suppress this ability.

Smite Evil (Su): Once per day a celestial charger can make a normal melee attack to deal 15 points of extra damage against an evil foe.

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

Typical Cleric Spell List

(6/7/6/5/4; CL 8; Spell DC 18+ Spell level; Domain: Animal and Good)

0: *Detect magic, detect poison (x2), light, virtue (x2)*

1st: *Bless (x2), calm animals^D, obscuring mist, remove fear, sanctuary, shield of faith*

2nd: *Aid (x2)^D, animal messenger, lesser restoration, remove paralysis, shield other*

3rd: *Prayer, protection from energy, remove curse, searing light (x2)*

4th: *Air walk, divine power, holy smite^D, restoration*

D = Domain spell

Avangi

Medium Undead

Hit Dice:	7d12 (45 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +10 natural), touch 14, flat 20
BAB/Grapple:	+3/+8
Attack:	Claw +9 melee (1d6 +5) or weapon +9 melee (varies)
Full Attack:	2 Claw +9 melee (1d6 +5) or weapon +9 melee (varies)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 5 in. + 2d6 in. (6 ft.)
Weight:	150 lbs. + 1d4x25 lbs. (200 lbs)
Special Att:	Withering gaze
Special Qual:	Darkvision 60 ft., turn resistance 4, undead traits
Saves:	Fort +2, Ref +6, Will +5
Abilities:	S21 D19 C -- I11 W10 Ch15
Skills:	Climb +10, Escape Artist +9, Intimidate +7, Listen +5, Search +5, Spot +5, Survival +10
Feats:	Improved Initiative, Track, Weapon Focus (Claws)
Environment:	Any land
Organization:	Solitary
CR:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Medium); 15-21 HD (Large)
Level Adj:	-

This pale corpse moves with unnatural grace as its burning yellow eyes seem to scan the area in search of someone or something. Its sharp teeth are set in angry grimace and long black nails extend from its enlarged talon-like hands.

The avangi is the corporeal remains of an individual that has come back to wreck vengeance on those it feels wronged it in life and lead to its death. The avangi looks much like it did in life, except paler and thinner, as if consumed by some unknown hunger. The wounds that ended its life seem stitched back together, leaving the creature nearly unmarred, despite the condition of the original body. Avangi are tireless and near faultless trackers; few can hide from an Avangi for long. Once an avangi has finished its mission, it collapses into a heap, and rots into nothingness within a minute. Avangi can speak the native or primary language they knew in life (only one), and can understand all the languages they knew when living.

Combat

Avangi normally only lash out those they have returned to wreck vengeance on. They will attack those who get in their way or attack them first, usually ignoring the latter once they are out of the avangi's way. Some avangi have been known to warn others to stay out of their way, while those



who had an evil bend in life may happily rampage through whoever or whatever wanders into their path.

Withering gaze (Su): Those within 30 feet of the Avangi who are viewing the creature must make a Fort DC 15 save or lose 1d4 Constitution permanently. The Avangi gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score, no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Avangi In Amberos

Strangely, according to most legends, avangi are granted their undead existence by Zzadasa, the Judge, as a boon to wreck vengeance on their slayers. Priests of Zzadasa violently oppose this legend stating that undeath is against the laws of nature and is thus completely out of character for Zzadasa. These priests claim that avangi are instead testament to the fact that though the undead god Teeth has been imprisoned, he still has the power to raise the dead – in this case, the avangi – for his own dark purposes.

Avangi can be found anywhere on Amberos, though they tend to show up more often in heavily populated areas such as cities more so than in rural or areas of wilderness.

Avenclaar, General

For millennium, the wars in the lower planes have raged across the multiverse, and many have been the time the wars have spilled into other planes. When many centuries ago the great wars spilled into the Beastlands, the powers and plane themselves fought back, creating the avenclaar to defend the plane from these sinister attacks. Now, even though the threat of the wars and feuds of the lower planes dare not reach into the Beastlands, many of the avenclaar now travel to other planes to hunt down and destroy fiends on the Mortal Realm.

It is thought by many scholars that these wars continue, in part, due to the tainted “animals” of the lower planes – many scholars think these monstrosities of evil may have once been Beastlands petitioners taken to the Beastlands by fiendish beings where they were tortured and turned into the evils they are now. In that regard, the avenclaar continue the fight to protect those animals on the prime from similar fates – and it is thought the avenclaar have even ventured before to fiendish planes to rescue prominent petitioners from the Beastlands.

The avenclaar do not have the ability to plane shift by themselves, and rely on the powers of the Beastlands or various druidic groups to summon them to the different areas where they are needed.

Avenclaar usually work alone or in groups consisting of the same “species”. In very rare cases, avenclaar of different types may unite together to bring down a particularly despicable foe or organization. Such alliances rarely last beyond the completion of the task at hand, but most avenclaar come away from such alliances with feelings of camaraderie and friendship, making such an alliance between its former associates more likely in the future.

All avenclaar share several special traits – the first of which is the fact that at one time, each avenclaar was a normal

animal dwelling on the Beastlands. At some point, one of the few deities that dwell in the Beastlands – or in some cases the Beastlands itself – augmented and transformed the creature into an avenclaar, granting it sentience and giving it a purpose. This augmentation means that the avenclaar’s true form is that of an animal, and it can assume its old shape with little effort (though it retains its augmented intelligence and some of its augmented abilities).

Secondly, despite coming from a rather neutral-orientated plane, all avenclaar have a mission to hunt down and destroy evil wherever they find it. While a rare few avenclaar have become so caught up in their mission that they are actually evil themselves, the majority of avenclaar are of good alignment.

Oddly, avenclaar do not have the grand lifespan of other celestial or infernal beings; they generally exist no longer than a human’s lifespan at most. While they do not age in a manner that causes them to decline physically, when their term runs its course they die, are reborn to the Beastlands and perhaps a new creature is elevated to avenclaar status.

Since avenclaar are in fact actually animals, Druids or Rangers can take them as animal companions able to contact the Beastlands via spell or travel. However, avenclaar are independent, sentient creatures and will generally demand more respect and require more interaction than that of a normal animal companion.

There are six basic avenclaar detailed here; the variety of wildlife in the Beastlands and temperament of the planar powers has produced other avenclaar types, but they are generally short-lived and created for specific purposes.

On Amberos, most avenclaar can be found in the Lands of Sarve, Kennestone or in the Wild Waste. The avenclaar are also known to fight an unending battle against the Demon Jungle, and have been spotted around the Shafra hills in the Skienlands. Avenclaar have also been encountered in Aurora and other various outer planes. Oddly, the



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avenclaar have never been seen in the Astral, Ethereal or Elemental planes, though it is assumed they have the means to travel to such planes if they wish.

Avenclaar and Oruids

Avenclaar can be summoned with a Summon Nature's Ally spell, and can also be taken as an animal companion. The table below shows which Avenclaar can be summoned with which spell and when they can be taken as animal companions.

	<i>Nature's Ally</i>	<i>Companion Required Level</i>	<i>Adjustment</i>
Bear	8 th	13	-12
Cobra	5 th	7	-6
Eagle	6 th	7	-6
Lion	7 th	10	-9
Mouse	6 th	7	-6
Wolf	6 th	7	-6

<i>Avenclaar</i>	<i>Summon</i>	<i>Animal</i>	<i>Advancement</i>

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Bear Avenclaar

	Avenclaar, Bear (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	20 ft. (4 squares) in breastplate; base speed 30 ft., Fly 70 feet (Average)
Armor Class:	22 (+1 Dex, +6 natural, +5 breastplate), touch 11, flat 21
BAB/Grapple:	+8/+15
Attack:	Greataxe +16 melee (1d12+12;x3)
Full Attack:	Greataxe +16/+11 melee (1d12+12;x3), Bite +11 melee (1d8+8)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	125 lbs. + 5d4 x 5 lbs. (187 lbs.)
Special Att:	Rage
Special Qual:	Alternate form, DR 10/cold iron, darkvision 60 ft., outsider traits
Saves:	Fort +10, Ref +7, Will +7
Abilities:	S27 D13 C19 I10 W12 Ch15
Skills:	Balance -3, Climb +15, Diplomacy +13, Escape Artist -3, Handle Animal +13, Hide -3, Jump +4, Knowledge (nature) +11, Listen +12, Move Silently -3, Sense Motive +12, Sleight of Hand -3, Spot +12, Survival +12, Swim +6
Feats:	Cleave, Endurance ^B , Great Cleave, Power Attack, Run ^B , Track ^B
Environment:	Beastlands
Organization:	Solitary, Hunt (2-5), or War party (5-20)
CR:	9
Treasure:	None
Alignment:	Always chaotic good
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adj:	+5 (cohort)

This shaggy humanoid has dark skin and a bear-like face. Its body bulges with muscles and a pair of white feathered wings sprout from its back. In its pudgy hands it holds an engraved greataxe that seems to be covered with odd runes.

Bear avenclaars are manifestations of the might of animals. They are strong, stubborn and ready to fight. They are rarely idle, and once they spot some evil, they are quick to move to amend it - usually through strength of arms. Bear Avenclaars speak celestial and Common.

Comðax

Bear avenclaars wade into battle with little heed to their own safety. They are quick to anger and generally react violently to any evil or threat they encounter. If backed into a corner they will assume their bear form and grapple an opponent, relying on their great strength to crush their foes

	Avenclaar, Bear (Bear Form) Large Outsider (Augmented animal)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat 15
BAB/Grapple:	+8/+18
Attack:	Bite +15 melee (1d8+8)
Full Attack:	Bite +15 melee (1d8+8), 2 claws +9 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Height:	8 ft. 6 in. +2d6 in. (9 ft. 1 in.)
Weight:	1,400 lbs. + 2d4 x 100 lbs. (1,900 lbs.)
Special Att:	Rage, Rend
Special Qual:	Alternate form, DR 10/cold iron, darkvision 60 ft., outsider traits
Saves:	Fort +10, Ref +7, Will +7
Abilities:	S27 D13 C19 I10 W12 Ch15
Skills:	Climb +19, Diplomacy +13, Handle Animal +13, Knowledge (nature) +11, Listen +12, Sense Motive +12, Spot +12, Survival +12, Swim +12
Feats:	Cleave, Endurance ^B , Great Cleave, Power Attack, Run ^B , Track ^B
Environment:	Beastlands
Organization:	Solitary, Hunt (2-5), or War party (5-20)
CR:	9
Treasure:	None
Alignment:	Always chaotic good
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adj:	+5 (cohort)

and their DR to protect them from harm. Bear avenclaars rarely grant mercy or back down from a fight, even if losing.

Rage (Ex): Once per day, as per the barbarian ability of the same name, an Avenclaar bear can rage, gaining a +4 bonus to Strength and Constitution, a +2 bonus to will saves and suffering a -2 penalty to AC. An Avenclaar bear's rage lasts for 9 rounds.

Rend (Ex): If the bear avenclaar hits the same opponent with both its claw attacks in a single round, it may deal an additional 2d6 +14 points of rending damage.

Alternate Form (Su): A bear avenclaar's natural form is that of a ferocious brown bear. At will, it can assume a humanoid form. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Skills: A bear avenclaar has a +4 racial bonus on swim checks.

Cobra Avenclaar

	Avenclaar Cobra (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 90 ft. (good)
Armor Class:	22 (+7 Dex, +5 natural), touch 17, flat 15
BAB/Grapple:	+4/+5
Attack:	Rapier +11 melee (1d6+1; 18-20/x2)
Full Attack:	Rapier +11 melee (1d6+1; 18-20/x2) or bite +5 melee (1d4-2 + poison)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 5 in. + 2d4 in. (5 ft. 10 in.)
Weight:	110 lbs. + 3d6 x 5 lbs. (160 lbs.)
Special Att:	-
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits
Saves:	Fort +7, Ref +11, Will +5
Abilities:	S12, D25, C17, I11, W13, Ch15
Skills:	Balance +9, Escape Artist +9, Handle Animal +10, Hide +15, Jump +3, Knowledge (nature) +8, Listen +5, Spot +5, Survival +9, Swim +9*, Tumble +17
Feats:	Acrobatic, Agile, Weapon Finesse ^B
Environment:	Beastlands
Organization:	Solitary, Hunt (2-5), or Gathering (5-20)
CR:	5
Treasure:	None
Alignment:	Always lawful good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

This sleek humanoid's skin has a green tinge to it, and the face is somewhat reptilian in appearance. In its hand it holds a slim rapier, which it wields with confident grace. From the humanoid's back sprout a pair of multi-colored feathered wings.

The avenclaar cobra is the manifestation of nature's speed and grace. An avenclaar cobra strikes silently and swiftly, slipping into areas unseen and slipping out just as easily. It is not uncommon to see Avenclaar cobra using unusual and fanciful weapons in their war against the fiends. Avenclaar cobras speak Abyssal, Infernal and Common.

Combat

Avenclaar cobras prefer to strike from an unseen position or from a distance. If presented with heavy resistance, they will attempt to slip away, drawing out individuals to attack and destroy them one at a time. Wherever possible, avenclaar cobras prefer surgical strikes - slipping past guardians or other obstacles and removing individual threats before slipping away unseen. If forced to fight, or against the foe they have chosen to face, avenclaar will use whatever

	Avenclaar Cobra (Animal Form) Small Outsider (Augmented animal)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	23 (+1 size, +7 Dex, +5 natural), touch 18, flat 16
BAB/Grapple:	+4/+2
Attack:	Bite +12 melee (1d4-2 + poison)
Full Attack:	Bite +12 melee (1d4-2 + poison)
Space/Reach:	5 ft./5 ft.
Height:	3 ft. + 3d4 in. (3 ft. 7 in.)
Weight:	10 lbs. + 2d8 x 2 lbs. (28 lbs.)
Special Att:	-
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits, scent
Saves:	Fort +7, Ref +11, Will +5
Abilities:	S6, D25, C17, I11, W13, Ch15
Skills:	Balance +13, Climb +11, Escape Artist +9, Handle Animal +10, Hide +23, Jump +3, Knowledge (nature) +8, Listen +9, Spot +9, Survival +9, Swim +6*, Tumble +17
Feats:	Acrobatic, Agile, Weapon Finesse ^B
Environment:	Beastlands
Organization:	Solitary, Hunt (2-5), or Gathering (5-20)
CR:	5
Treasure:	None
Alignment:	Always lawful good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

abilities at their disposal to disarm, trip, impair or otherwise render their victim incapable of striking back effectively.

Alternate Form (Su): A cobra avenclaar's natural form is that of a hooded cobra. At will, it can take a humanoid shape. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Poison (Ex): In its cobra form, an avenclaar's bite injects a neurotoxin into victims it bites (Injected, DC 15 Fort; Init: 1d3 Con; Sec: 1d6 Con).

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

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Eagle Avenclaar

	Avenclaar Eagle (Humanoid Form)
	Medium Outsider
Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 100 ft. (average)
Armor Class:	19 (+2 Dex, +3 natural, +4 chain shirt), touch 12, flat 17
BAB/Grapple:	+4/+6
Attack:	Two-bladed sword +4 melee (1d6+2;18-20/x2)
Full Attack:	Two-bladed sword +4/+4/-1 melee (1d6+2 / 1d6+2;18-20/x2) and bite +6 melee
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	120 lbs. + 3d6 x 5 lbs. (170 lbs.)
Special Att:	Spells
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits
Saves:	Fort +6, Ref +6, Will +11
Abilities:	S15 D15 C15 I11 W25 Ch15
Skills:	Balance 0, Climb 0, Concentration +9, Diplomacy +9, Escape Artist 0, Handle Animal +9, Hide 0, Jump 0, Knowledge (nature) +7, Listen +10, Move Silently 0, Search +7, Sense Motive +14, Sleight of Hand 0, Spot +11, Survival +14, Swim -2, Tumble 0
Feats:	Improved Initiative, Two-weapon fighting, Weapon Finesse ^B
Environment:	Beastlands
Organization:	Solitary, Hunt (2-5), or Flight (5-20)
CR:	5
Treasure:	None
Alignment:	Always lawful good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

This slim humanoid has a mottled skin tone and a hawkish face. Its long fingers are twisted about a fanciful two-bladed sword and a pair of golden feathered wings sprouts from its back.

Eagle avenclaar are a manifestation of nature's insight. Eagle avenclaar are wise and quick to notice danger. They also have an intimate connection back to the Beastlands, allowing them to cast a small list of divine spells, channeled from their home plane.

An eagle avenclaar speaks Celestial, Elvin and Common.

Comðac

Eagle avenclaar are careful to only enter fights that they feel they can win. They will use their skills and spells to full effect to destroy their enemy or improve their chance of success in their endeavors. If faced with overwhelming opposition, or if the fight goes badly, avenclaar eagles have

	Avenclaar Eagle (Eagle Form)
	Small Outsider
	4d8+8 (26 hp)
	+2
	10 ft. (2 squares), fly 100 ft. (good)
	16 (+1 size, +2 Dex, +3 natural), touch 13, flat 13
	+4/+0
	Talons +6 melee (1d4)
	2 talons +6 melee (1d4) and bite -2 melee (1d4)
	2 ½ ft./ 0 ft.
	34 + 1d4 in. (3 ft.)
	9 lbs. + 1d4 lbs. (11 lbs.)
	-
	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits
	Fort +6, Ref +6, Will +11
	S10 D15 C15 I11 W25 Ch15
	Concentration +9, Diplomacy +9, Handle Animal +9, Knowledge (nature) +7, Hide +10, Search +7, Sense Motive +14, Spot +19, Survival +14
	Improved Initiative, Two-weapon fighting, Weapon Finesse ^B
	Beastlands
	Solitary, Hunt (2-5), or Flight (5-20)
	5
	None
	Always lawful good
	5-8 HD (Medium); 9-12 HD (Large)
	+3 (cohort)

been known to retreat to fight another day, though they have never been known to surrender.

Alternate Form (Su): An eagle's avenclaar natural form is that of a bald eagle. At will, it can assume a humanoid form as a move-equivalent action. Its weapon and armor merge with its natural form in animal form. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Spells (Sp): An avenclaar in humanoid form can cast spells as if it were a 4th level cleric, with the domains of Animal and Good. Spell saves are DC 17 + spell level. While in animal form, it cannot cast spells, but can use its domain powers.

Skills: Eagle avenclaar have a +8 racial bonus on Spot checks in eagle form.

Typical Cleric Spell List

(5/6/5; CL 4; Spell DC 17 + Spell Level; Domains: Animal, Good)



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0: *Guidance, Light, Mending, Resistance, Virtue*

1st: *Calm Animals^D, Command, Divine Favor, Magic Weapon, Obscuring Mist, Sanctuary*

2nd: *Aid^{DG}, Align Weapon, Lesser Restoration, Owl's Wisdom, Resist energy*

D: Domain Spell

G: Good spell, +1 caster level



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Líon Avenclaar

	Avenclaar Lion (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	5d8+15 (37 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 65 ft. (average) in scale mail armor; base speed 40 ft. fly 75 ft.
Armor Class:	23 (+3 Dex, +4 natural, +4 scale mail armor, +2 heavy wooden shield), touch 13, flat 20
BAB/Grapple:	+5/+11
Attack:	Bastard sword +11 melee (1d10+6;19-20/x2)
Full Attack:	Bastard sword +11 melee (1d10+6;19-20/x2) and bite +6 melee (1d6+3) or composite longbow (+6 Str) +8 ranged (1d8+6;x3)
Space/Reach:	5 ft./5 ft.
Height/Length:	5 ft. 6 in. + 2d6 in. (6 ft. 1 in.)
Weight:	130 lbs. + 5d4 x 5 lbs. (192 lbs.)
Special Att:	Fear aura, spells
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits, SR 17
Saves:	Fort +7, Ref +7, Will +5
Abilities:	S23 D19 C17 I11 W13 Ch25
Skills:	Balance -3, Bluff +17, Climb 0, Diplomacy +17, Escape Artist -3, Handle Animal +15, Hide -3, Intimidate +17, Jump 0, Knowledge (nature) +8, Listen +5, Move Silently -3, Sense Motive +11, Sleight of Hand -3, Spot +5, Swim -14, Tumble -3
Feats:	Alertness ^B , Run ^B , Negotiator, Persuasive
Environment:	Beastlands
Organization:	Solitary, Pride (2-5), or Hunt (5-20)
CR:	6
Treasure:	None
Alignment:	Always chaotic good
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adj:	+5 (cohort)

The hardy humanoid before you has a golden tinge to its preponderance of body hair, and has a cat-like face that is framed by a well-trimmed beard and long, golden locks of hair. From the being's back sprout a pair of golden, feathered wings.

The Avenclaar lion is a personification of the forces of nature. They are proud and charismatic creatures who seek to enlighten others to the plights of the "helpless". Of all the Avenclaar, the Avenclaar lion is the most likely to aid non-animal creatures, though they often will ask for favors from those they assist at a later date. The Avenclaar lion speaks Celestial, Infernal, Elvin, Dwarven, Common and Goblinoid.

Comðac

Avenclaar lions are both fierce fighters and powerful spellcasters. They prefer to attack with elemental-based magic first to soften their target, then strike with ranged attacks until

	Avenclaar Lion (Lion Form) Large Outsider (Augmented animal)
Hit Dice:	5d8+15 (37 hp)
Initiative:	+3
Speed:	40 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat 13
BAB/Grapple:	+4/+14
Attack:	Claw +10 melee (1d4+6)
Full Attack:	2 claws +10 melee (1d4+6), bite +5 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Height/Length:	9 ft. + 2d6 in. (9 ft. 6 in.)
Weight:	185 lbs. + 4d6 x 10 lbs. (325 lbs.)
Special Att:	Pounce, improved grab, rake 1d4 +3
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits, SR 17, scent
Saves:	Fort +7, Ref +7, Will +5
Abilities:	S23 D19 C17 I11 W13 Ch25
Skills:	Balance +8, Bluff +17, Diplomacy +17, Handle Animal +15, Hide +4*, Knowledge (Nature) +8, Intimidate +17, Listen +7, Move Silently +9, Sense Motive +11, Spot +7
Feats:	Alertness ^B , Run ^B , Negotiator, Persuasive
Environment:	Beastlands
Organization:	Solitary, Pride (2-5), or Hunt (5-20)
CR:	6
Treasure:	None
Alignment:	Always chaotic good
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adj:	+5 (cohort)

the enemy has been weakened, moving in to strike with melee attacks to finish opponents off.

Alternate Form (Su): The Avenclaar Lion's natural form is that of a lion. At will, it can assume a humanoid form. Its weapons and armor merge with its body when it changes from humanoid to animal form. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Fear Aura (Su): The use of this ability is a free action. Those within 30 feet of the Avenclaar Lion when it attacks must make a Will save (DC 19) or act as if under the effects of a fear spell (cast at 5th level ability). An opponent can be subjected to the fear aura only once per combat.

Improved Grab (Ex): To use this ability, an Avenclaar lion in lion form 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.



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Pounce (Ex): If an Avenclaar lion in lion form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +10 melee, damage 1d4+2.

Spells (Sp): An Avenclaar Lion can cast spells as a 5th level sorcerer. If it gains levels in the sorcerer class, it is treated as being 5 levels higher for purposes of caster level, determining spells known and spells per day. Avenclaar Lions never attract familiars.

Skills: An Avenclaar Lion gains a +4 racial bonus to Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus increases to +12.

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Mouse Avenclaar

	Avenclaar Mouse (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+9
Speed:	30 ft. (6 squares), fly 120 ft. (average)
Armor Class:	20 (+5 Dex, +2 natural, +3 studded leather armor), touch 15, flat 15
BAB/Grapple:	+4/+4
Attack:	Short sword +4 melee (1d6;19-20/x2)
Full Attack:	Short sword +4 melee (1d6;19-20/x2) or sling +9 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 9 in. + 2d4 in. (5 ft. 2 in.)
Weight:	90 lbs. + 2d6 x 5 lbs. (125 lbs.)
Special Att:	-
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits, spell immunity
Saves:	Fort +5, Ref +9, Will +5
Abilities:	S11 D21 C13 I25 W13 Ch15
Skills:	Balance +4, Bluff +9, Climb -1, Decipher Script +7, Disable Device +14, Disguise +9, Escape Artist +11, Gather Information +9, Handle Animal +9, Hide +6, Jump -1, Knowledge (nature) +14, Listen +9, Move Silently +21, Search +14, Sense Motive +8, Sleight of Hand +4, Spellcraft +14, Spot +4, Survival +8, Swim -2, Tumble +4, Use Magic Device +9
Feats:	Dodge, Improved Initiative, Stealthy ^B
Environment:	Beastlands
Organization:	Solitary, Squad (2-5), or Nest (5-20)
CR:	5
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

This lithe humanoid appears to be slightly hunched and has a mouse-like face and overly large ears. She wears pitch black studded leather armor, and wields a short sword with incredible deftness.

The Avenclaar mouse is the epitome of worldly knowledge. They are quick in both speed and wit, and are the problem-solvers of the Avenclaar. Though generally quiet, in a mixed group of Avenclaar, it is usually the Avenclaar mouse who plans all of the group's activities and does the background work of collecting information on their foe.

Avenclaar mice speak every known language that has a written form.

Combat

Avenclaar mice choose their combats very carefully, and use the terrain and their abilities to their full potential to bring down foes. They generally use direct combat only as a

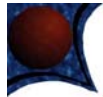
	Avenclaar Mouse (Mouse Form) Diminutive Outsider (Augmented animal)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+9
Speed:	10 ft. (6 squares)
Armor Class:	21 (+4 size, +5 Dex, +2 natural), touch 19, flat 16
BAB/Grapple:	+4/-9
Attack:	Bite +3 melee (1d2-5)
Full Attack:	Bite +3 melee (1d2-5)
Space/Reach:	1 ft./0 ft.
Height:	3 in.
Weight:	1/10 lb.
Special Att:	-
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60 ft., outsider traits, spell immunity
Saves:	S1 D21 C13 I25 W13 Ch15
Abilities:	Decipher Script +7, Disable Device +14, Disguise +19, Escape Artist +11, Gather Information +9, Handle Animal +9, Hide +22, Knowledge (nature) +14, Listen +9, Move Silently +21, Search +14, Sense Motive +8, Spellcraft +14, Survival +8, Tumble +4, Use Magic Device +9
Feats:	Dodge, Improved Initiative, Stealthy ^B
Environment:	Beastlands
Organization:	Solitary, Squad (2-5), or Nest (5-20)
CR:	5
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

last resort, and prefer to use traps or other ensnarement to whittle away or incapacitate foes. Avenclaar mice are the most likely among the Avenclaar to use tools and gizmos, and some have even taken to crafting their own items for their personal use.

Alternate Form (Su): An Avenclaar mouse's natural form is that of a small gray mouse. At will, they can assume humanoid form. When changing into mouse form, all of their weapons, gear and armor become part of their mouse form. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Spell Immunity (Ex): Avenclaar mice avoid the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome, and only applies to spells of 3rd level or less. Spells that do not allow spell resistance are not affected by spell immunity.

Skills: An avenclaar mouse gains a +8 bonus to move silently and a +4 bonus to listen checks.



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Wolf Avenclaar

	Avenclaar Wolf (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	4d8+28 (46 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 50 ft. (average) in banded mail armor; base speed 30 ft. fly 60 ft.
Armor Class:	22 (+1 Dex, +4 natural, +6 banded mail armor, +1 light wooden shield), touch 11, flat 21
BAB/Grapple:	+4/+5
Attack:	Flail +5 melee (1d8+1)
Full Attack:	Flail +5 melee (1d8+1) and bite +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Height/Length:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	125 + 3d6 x 5 lbs. (175 lbs.)
Special Att:	-
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60ft., outsider traits, scent
Saves:	Fort +11, Ref +5, Will +5
Abilities:	S13 D15 C25 I13 W13 Ch15
Skills:	Balance -6, Climb -2, Diplomacy +10, Escape Artist -6, Handle Animal +10, Hide -6, Jump +2, Knowledge (nature) +9, Listen +5, Move Silently -6, Sense Motive +9, Sleight of Hand -6, Spot +5, Survival +9, Swim -9, Tumble -6
Feats:	Combat Expertise, Improved Trip, Track ^B , Weapon Focus (Bite) ^B
Environment:	Beastlands
Organization:	Solitary, Chase (2-5), or Pack (5-20)
CR:	5
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

This well-built humanoid has a thin wolfish grin spread across its face and piercing blue eyes. He has wild gray hair with bushy white sideburns and sports a slick black goatee. His ears are slightly elongated, and his large hands firmly grasp a flail in one hand and a wooden shield in the other.

Avenclaar Wolves are the personification of the living tenaciousness of the wild. They are hale and hardy creatures and implacable foes who rarely tire easily. They are also to a fault curious, and great socializers. Among the Avenclaar, it is the Avenclaar Wolf who is most likely to be found wandering a civilized area. They are also one of the few Avenclaar types who prefer to operate in numbers rather than alone.

Avenclaar wolves can speak Infernal, Abyssal and Common.

	Avenclaar Wolf (Humanoid Form) Medium Outsider (Augmented animal)
Hit Dice:	4d8+28 (46 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	15 (+2 Dex, +4 natural), touch 11, flat 14
BAB/Grapple:	+4/+5
Attack:	Bite +5 melee (1d6+1)
Full Attack:	Bite +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Height/Length:	4 ft. + 2d6 in. (4 ft. 7 in.)
Weight:	40 + 1d12 x 5 lbs. (70 lbs.)
Special Att:	Trip
Special Qual:	Alternate form, DR 5/cold iron, darkvision 60ft., outsider traits, scent
Saves:	Fort +11, Ref +5, Will +5
Abilities:	S13 D15 C25 I13 W13 Ch15
Skills:	Climb +5, Diplomacy +10, Handle Animal +10, Knowledge (nature) +9, Listen +5, Sense Motive +9, Sense Motive +9, Spot +5, Survival +9, Swim +6
Feats:	Combat Expertise, Improved Trip, Track ^B , Weapon Focus (Bite) ^B
Environment:	Beastlands
Organization:	Solitary, Chase (2-5), or Pack (5-20)
CR:	5
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	+3 (cohort)

Combat

A lone Avenclaar wolf fights with cunning, often using hit and run tactics to lure opponents to their doom. When fighting as a group, Avenclaar fight especially well, maneuvering to help flank opponents and aid companions in the battle wherever possible.

Alternate Form (Su): An Avenclaar's wolf natural form is that of a wolf. At will, it can assume a humanoid form. When transforming to animal shape, the Avenclaar's gear, weapons and armor become part of its animal shape. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Baku-Shaksta

Small Aberration (Shadow)

Hit Dice: 4d8 (18 hp)
Initiative: +5
Speed: 15 ft. (3 squares), fly 60 ft. (good)
Armor Class: 19 (+1 size, +5 Dex, +3 natural), touch 16, flat 14
BAB/Grapple: +3/-1
Attack: Claw +9 melee (1d3)
Full Attack: 2 Claws +9 melee (1d3)
Space/Reach: 5 ft./0 ft.
Length: 3 ft. + 1d6 in. (3 ft. 3 in.)
Weight: 10 lbs. + 1d4 lbs. (12 lbs.)
Special Att: Ability damage
Special Qual: Blindsight, darkvision 60 ft., fast healing 3, spell resistance 14, spells-like abilities
Saves: Fort +1, Ref +6, Will +4
Abilities: S10 D21 C11 I13 W11 Ch16
Skills: Hide +16, Listen +3, Move Silently +9, Spot +7
Feats: Hover, Weapon Finesse
Environment: Plane of Shadow
Organization: Solitary
CR: 3
Treasure: 50% coins, double goods, standard magic (wondrous items only)
Alignment: Always neutral evil
Advancement: 5-8 HD (Small); 9-12 HD (Medium)
Level Adj: -

This tawny creature has an elongated body that has bright orange fur. A fox-like tail dangles behind it and its wings seem to be made of shadow, though they end in brightly colored feather tips. The creature has a miniature elephantine head and its long, powerful legs end in sharp scything claws.

The baku-shaksta is thought to be the larval form of the evil race of maleafants. Sages believe that maleafants lay eggs in the Plane of Shadow, which quickly hatch as these malevolent hunters.

The baku-shaksta uses its bright colors and spell-like abilities to hunt for prey on the realm of shadow. Unlike many creatures native to this realm, the baku-shaksta is brightly colored and adorned to attract prey to it, which it then uses its vicious abilities to kill and devour. The creature is capable of muting its colors to grey, but usually only does so when attempting to ambush prey. When attacking or using its hypnotic pattern ability, baku-shaksta prefer to use their full colors to dazzle and frighten prey.

Upon reaching its maximum advancement range, it is believed that baku-shaksta create an inky black color pool that leads to a pocket dimension. There, in the pocket dimension the baku-shaksta undergoes a transformation into a maleafant. When the transformation completes, the Maleafant tears out of

the pocket dimension, forming a temporary rip into the outer planes and its final home.

Baku-Shaksta cannot speak but generally understand Common and Shadow.

Comðac

Baku-shaksta use their spell-like abilities to lure prey to them, and then attack from ambush. They often use their dancing lights ability to attract prey to a location, then strike from behind. In other cases, they may swoop in on prey, unleash their hypnotic pattern and then attempt to feed on prey one at a time.

Baku-shaksta are exceptionally cunning and intelligent, and will seek to separate groups before striking at individuals, often using their magical abilities in an attempt to lead off members of a group for easy attacking. It has been known to lead victims into treacherous areas or even into the path of other predators to whittle down numbers before striking at a juicy target.

Ability Damage (Su): The claw attacks of a baku-shaksta deal 1d2 points of Dexterity ability damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Blindsight (Ex): Baku-shaksta have the ability to “feel” their surroundings, as if their sense of touch were extended into the surrounding area. This has an effect radius of 30 feet, but only works in twilight or pure darkness. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Fast Healing (Ex): A Baku-shaksta heals 3 hit points per round in areas of torchlight or greater light. 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.

Spells-like Abilities (Sp): A Baku-shaksta can use the following abilities as if a 3rd level sorcerer. *Dancing Lights* – at will, *Darkness* – 3x/day, *Flare* – at will, *Hold Person* – 3x/day, *Hypnotic Pattern* – 1x/day, *Light* – at will. The spell DCs are 13 + spell level.

Baku-Shaksta on Æmðeros

Occasionally, a summons directed at the Plane of Shadow will inadvertently bring a baku-shaksta to the vicinity, along with the creature that was to be summoned originally. Such an occurrence is thought only to happen when the baku-shaksta was in the midst of hunting the summoned creature, though exactly how the baku-shaksta arrives at the mortal plane is not understood. Unfortunately for the caster, the baku-shaksta is not under the control of the caster, and is not dismissed if the original summoning spell is ended or the summoned creature otherwise dispatched.

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Baquada

	Medium Humanoid (Human, Shapechanger)
	Humanoid Form
Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (+1 Dex, +3 natural, +3 studded leather armor, +1 light wooden shield), touch 11, flat 17
BAB/Grapple:	+0/+0
Attack:	Scimitar +0 melee (1d6;18-20/x2)
Full Attack:	Scimitar +0 melee (1d6;18-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	125 lbs. + 3d6 x 5 lbs. (175 lbs.)
Special Att:	-
Special Qual:	Alternate form
Saves:	Fort +0, Ref +1, Will +0
Abilities:	S11 D13 C11 I10 W10 Ch10
Skills:	Balance -1, Climb -2, Escape Artist -1, Hide -1, Jump -2, Knowledge (local) +4, Listen 0, Move Silently -1, Sleight of Hand -1, Spot 0, Swim +6, Tumble -1
Feats:	Skill Focus (Escape Artist)
Environment:	Warm aquatic
Organization:	Solitary, Crew (2-5), Pod (5-20), or School (20-40)
CR:	¼
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By Character Class
Level Adj:	+0

The portion of this humanoid that rises above the water appears to be human, but the part below is obviously that of a fish - by the looks of it, a very large salmon.

Baquada are a race of humanoid beings, thought to once have been humans who lived in coastal dwellings, who were cursed by the god of the sea. When a Baquada touches salt water, the submerged portion becomes that of a fish. To ensure the curse works as the god intended, all Baquada are drawn to the sea, and prefer to spend a majority of their time in the water. Those who do not seek the sea quickly become insane and murderous - driven to reach the sea and immerse themselves. These cursed beings prefer a life of fishing and living at the edge of the sea. Baquada make poor pirates, as they will often jump ship to relish swimming in the ocean.

Generally speaking, baquada are both drawn to, and fear the sea. They have an instinctive fear of deep waters and the deprivations of the sea god who has cursed them, but they cannot stand to be out of sight of the ocean's edge

Baquada speak Common.

Medium Animal (Aquatic, Shapechanger)

Fish Form

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Swim	60 ft. (12 squares)
Armor Class:	14 (+1 Dex,+3 natural), touch 11, flat 13
BAB/Grapple:	+0/+0
Attack:	nil
Full Attack:	nil
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d6 in. (5 ft. 11 in.)
Weight:	125 lbs. + 3d6 x 5 lbs. (175 lbs.)
Special Att:	-
Special Qual:	Alternate form
Saves:	Fort +0, Ref +1, Will +0
Abilities:	S11 D13 C11 I10 W10 Ch10
Skills:	Escape Artist +4, Knowledge (local) +4, Swim +8
Feats:	Skill Focus (Escape Artist)
Environment:	Warm aquatic
Organization:	Solitary, Crew (2-5), Pod (5-20), or School (20-40)
CR:	¼
Treasure:	None
Alignment:	Always neutral
Advancement:	By Character Class
Level Adj:	+0

Comðac

Baquada, in their fish form, are practically unable to fight. Even on land, they are poor fighters and rarely advance in combat-orientated classes; they do tend to make devout priests however, but never of a sea god, who will not accept them as priests.

Alternate Form (Su): A baquada's natural form is humanoid. When submerged in salt water, they take on the shape of a large salmon. The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise. All of the baquada's gear and armor become part of the new shape.

Skills: A baquada gains a +8 racial bonus to swim checks. It may choose to take 10 on swim checks, even when rushed or in combat.

Baquada Society

It is not unknown for baquada to live among human communities, keeping their true nature secret from the rest of the populace as they ply their trade as sailors or fishermen.

There are also a few communities that are entirely composed of baquada, and though they tend to follow the organization and structure of nearby communities, they tend to

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be shunned for their odd ways and the curse that has befallen them. Few of these all-baquada communities manage to keep their curse a secret, but smaller villages have been known to keep the true nature of their curse quiet in the hopes of not scaring off trade and visitors to their communities.

Most baquada live following human customs, plying trade as fishermen, or in rare occasions, sailors. All baquada are drawn to the sea, and often set aside at least an hour of time each day in which they may “bathe” – immersing themselves in seawater either directly in the ocean or within a tub or other container filled with seawater drawn fresh that day from the ocean.

Children borne to baquada carry the curse of their parents; if either mother or father is baquada, the child is assured to carry the curse of their kind. Mothers of baquada young often keep a pitcher of seawater in which to bathe their child and keep his skin moist as he grows; children often play at the foot of the ocean and it is not unknown for the draw of the sea to be so great that those children who are not monitored dive into the sea, sometimes to not be seen for years or ever again.

Baquada on Am̄eros

Baquada are only found in Am̄eros in Randu and Ran Da Khan, in areas around the Forna Sea. Most trace their ancestry back to forbearers who dwelled in the outlying areas of the Randese capital of Zaramē Kull, the capital which now lies at the bottom of the sea. When that capital sank, M'kree Malka, the shark god, offered to save its inhabitants. While many accepted, the ancestors of the baquada instead spurned the shark god's offer and Malka uttered a curse upon them to become fish – and prey to his sharks. Luckily, those who would be the baquada had managed to make it to land before Malka finished his curse and Belli, the Lord of Nature, heard Malka's curse and was able to keep it from affecting the baquada while they were on land.

Baquada as Characters

Baquada prefer to remain close to the edge of the sea, too fearful to stray into open waters, but still drawn to the powerful waters. Some baquada conquer their fear of the sea god who have cursed them, and travel the waters in search of adventure – or perhaps an end to their curse.

Baquada have the following abilities.

- **Medium size**
- **Shapechanger subtype**
- **Aquatic subtype (in fish form)**
- **Base Land speed 30 ft., Swim 60 ft.**
- **Normal vision.**
- **+2 Dex.** Baquada tend to have quick reactions.
- **+3 natural armor.** Even in human form, a baquada's skin is covered in flesh-colored scales.
- **Alternate Form (Su):** A baquada's natural form is humanoid. When submerged in salt water, they take on the shape of a large salmon. The creature is

effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise. All of the baquada's gear and armor become part of the new shape.

- **Human Blood.** A baquada is considered to be human when determining the effects of spells, magical items or other special abilities. They can utilize equipment or qualify for prestige classes that have a human requirement.
- **Skills:** A baquada gains a +8 racial bonus to swim checks. It may choose to take 10 on swim checks, even when rushed or in combat.
- **Automatic Languages:** Common **Bonus Languages:** Aquan, Draconic, Dwarven, Elvin, Giant, Gnomish, Goblinoid, Trade.
- **Favored Class:** Rogue
- **Level Adjustment:** -

Baquada tend to spurn the gods, for no god has removed their curse. They refuse to worship gods of the sea, for the god that has cursed them will have nothing to do with them. Baquada druids are not unknown, and some baquada living in Randese lands have been known to worship Visha, the Battle Maiden. Priests of Visha may choose two of the three domains of Strength, War or Good.



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Baquada Mariner

Baquada Rog 5;hp: 22

S12 D18 C13 I14 W10 Ch8;Fort +2, Ref +8, Will +1

Init: +4 **Move:** 30 ft; 60 ft. in fish form

AC: 20 (+4 Dex, +3 natural, +3 *leather* +1) touch 14, flat 16

BAB/Grapple: +3/+4

Full Attack: +1 *rapier* +8 melee (1d6+2;18-20/x2)

Special Att: Sneak attack +3d6

Special Qual: Alternate form, evasion, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +6, Climb +9, Craft (Trapmaking) +10, Gather Information +6, Knowledge (Local) +10, Listen +0, Profession (Sailor) +8, Search +10, Spot +8, Swim +6, Tumble +12, Use Rope +12

Feats: Improved Initiative, Weapon Finesse

CR: 5

Gear: +1 *rapier* (2,320 gp), *leather* +1 (1,160 gp), *potion of cure light wounds* (50 gp), *potion of barkskin* (300 gp)

Total: 3,830 gp (4,300 gp)

Evasion (Ex): If a baquada mariner 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 baquada mariner 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 baquada mariner can react to danger before her senses would normally allow her to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Baquada Corsair

Baquada Rog 5/Rng 5;hp: 50

S12 D20 C13 I14 W10 Ch8;Fort +7, Ref +14, Will +5

Init: +5 **Move:** 30 ft; 60 ft. in fish form

AC: 22 (+5 Dex, +3 natural, +4 *leather* +2) touch 15, flat 17

BAB/Grapple: +8/+9

Full Attack: +1 *rapier* +14/+9 melee (1d6+2;18-20/x2)
+1 *composite longbow* (Str +1) +14/+9 ranged (1d8+2;x3)
(rapid shot) +1 *composite longbow* (Str +1) +12/+12/+7 ranged (1d8+2;x3)

Special Att: Sneak attack +3d6

Special Qual: Alternate form, combat style (archery), evasion, favored enemy, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +6, Climb +14, Craft (Trapmaking) +15, Gather Information +6, Knowledge (Geography) +7, Knowledge (Local) +10, Listen +5, Profession (Sailor) +13, Search +15, Spot +13, Survival +5, Swim +6, Tumble +13, Use Rope +13

Feats: Combat Expertise, Endurance^R, Improved Initiative, Iron Will, Track^R, Weapon Finesse, Weapon Focus (Composite Longbow)^{R*}

CR: 10

Gear: +1 *rapier* (2,320 gp), +1 *composite longbow* (+1 Str) (2,500 gp), *leather* +2 (4,160 gp), *gloves of dexterity* +2 (4,000 gp), *cloak of resistance* +1 (1,000 gp), *potion of cure serious wounds* (750 gp), *potion of barkskin* (300 gp)

Total: 15,030 gp (16,000 gp)

* The baquada corsair took a Fighter feat instead of an animal companion.

Evasion (Ex): If a baquada corsair 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.

Favored Enemy (Ex): A baquada corsair gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against Aquatic Humanoids and a +4 bonus on weapon damage rolls against such creatures. The baquada corsair gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against Outsiders (water) and a +2 bonus on weapon damage rolls against such creatures.

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

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Baquada Pirate Lord

Baquada Rog 7/Rng 8;hp: 50

S12 D22 C13 I14 W11 Ch8;Fort +10, Ref +18, Will +5

Init: +6 **Move:** 30 ft; 60 ft. in fish form

AC: 25 (+6 Dex, +3 natural, +6 *leather* +4) touch 16, flat 19

BAB/Grapple: +13/+14

Full Attack: +1 *rapier* +20/+15/+10 melee (1d6+2;15-20/x2)
+3 *composite longbow* (Str +1)
+22/+17/+12 ranged (1d8+2;x3)
(rapid shot) +2 *composite longbow* (Str +1)
+20/+20/+15/+10 ranged (1d8+2;x3)

Special Att: Sneak attack +4d6

Special Qual: Alternate form, combat style (archery), evasion, favored enemy, trap sense +2, trapfinding, uncanny dodge

Skills: Bluff +8, Climb +19, Craft (Trapmaking) +20, Gather Information +8, Knowledge (Geography) +10, Knowledge (Local) +12, Listen +8, Profession (Sailor) +18, Search +20, Spot +18, Survival +8, Swim +6, Tumble +15, Use Rope +15

Feats: Combat Expertise, Endurance^R, Improved Disarm, Improved Initiative, Iron Will, Improved Critical (Rapier)^{R*}, Manyshot^R, Track^R, Weapon Finesse, Weapon Focus (Composite Longbow)^{R*}

CR: 15

Gear: +1 *rapier* (2,320 gp), +3 *composite longbow* (+1 Str) (18,500 gp), *leather* +4 (16,160 gp), *gloves of dexterity* +4 (16,000 gp), *cloak of resistance* +1 (1,000 gp), *potion of cure serious wounds* (750 gp), *potion of barkskin* (300 gp)

Total: 55,030 gp (59,000 gp)

* The baquada corsair took two Fighter feats instead of an animal companion.

Evasion (Ex): If a baquada corsair 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.

Favored Enemy (Ex): A baquada pirate lord gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against Aquatic Humanoids and a +4 bonus on weapon damage rolls against such creatures. The baquada corsair gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against Outsiders (water) and a +2 bonus on weapon damage rolls against such creatures.

Trap Sense (Ex): A baquada pirate lord 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 baquada pirate lord can react to danger before her senses would normally allow her to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Wild Empathy (Ex): Check 1d20+7; Influence animals

Typical Ranger Spell List

(1/0;Caster Level 4;Spell DC 10 + Spell Level)

1st: *Longstrider*

Bastuu-I

Medium Humanoid

Hit Dice: 1d8+1 (5 hp)
Initiative: +2
Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat 11
BAB/Grapple: 0/+1
Attack: Claw +1 melee (1d4+1)
Full Attack: 2 Claws +1 melee (1d4+1) and bite -4 melee (1d6)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 2in. + 2d6 in. (5 ft. 9 in.)
Weight: 100 lbs. + 2d8 x 5 lbs. (145 lbs.)
Special Att: Pounce, rake
Special Qual: Evasion, Low-light vision
Saves: Fort +1, Ref +2, Will +1
Abilities: S13 D15 C12 I11 W13 Ch13
Skills: Climb +9, Hide +10*, Listen +3, Move Silently +10, Spot +3
Feats: Stealthy
Environment: Warm deserts, hills
Organization: Solitary, Family (2-5), or Pride (5-20)
CR: ½
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adj: +3

This fur-covered humanoid has a cat-like face and wears a tight-fitting leather outfit that is as supple as the creature who wears it.

Bastuu-I are descendants of cats that were augmented into humanoid form. They have a fondness for associating with humans, and in certain cultures are highly respected - almost on par with the messengers of the gods.

Bastuu-I speak Common.

Combat

Bastuu-I prefer to fight with their natural weapons and shun the use of armor. They will often "tag" their opponent with a swipe of a claw and dart away. When faced with a clearly superior opponent, most Bastuu-I run away, or will resort to using missile weapons - preferring bows or slings.

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): The Bastuu-I gains extra natural attacks when it grapples its foe. While grappling, the Bastuu-I 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. The Bastuu-I must begin its turn grappling to use its rake, it can't begin a grapple and rake in the same turn.

Evasion (Ex): When a Bastuu-I is subjected to an attack that allows a Reflex saving throw, on a successful save the Bastuu-I takes no damage.

Skills: A Bastuu-I gains a +2 bonus to Spot, Listen, Move Silently and Hide checks. In high grass, the Hide check bonus increases to +12.

Bastuu-I Society

As they are descended from true cats, and generally learned their culture from the humans who elevated them, Bastuu-I have a very familiar culture, with a few cattish twists. Males tend to be slightly more aggressive and seem to prefer military or manual labor jobs, while females tend to be more social and prefer jobs revolving around household chores and raising children. Bastuu-I females are responsible for the education of children, while the males are responsible for teaching the children how to work and fight.

While many cat fetish traits still exist in Bastuu-I culture, both males and females are treated generally with the same respect and are allowed to achieve the same degree of success in social circles, though females tend to be selected for more administrative duties, while males are more likely to be involved with a community's defense.

Bastuu-I on Amōeros

Created by Bast herself, and then later copied by Shame, the Bastuu-I are generally found in Llannhanex and Iannhanex. The groups have developed into two distinct castes - those who trace their ancestry back to their creation by Bast (normally found in Llannhanex), and those who trace their lineage back to Shame (usually dwelling in Iannhanex). Both factions war against each other with great ferocity and have great animosity towards each other.

Bastuu-I as Characters

Bastuu-I are adventurous and curious, and prone to trouble. Finding adventurers among Bastuu-I is not difficult at all.

Bastuu-I characters gain the following abilities.

- **Base Movement Rate 40 feet. Climb base rate of 20 feet.**
- **Low light vision.** Bastuu-I can see in twilight or dim conditions as far as a normal human can see in bright light.
- **+2 Str, +4 Dex, +2 Con, +2 Wis, +2 Chr.** Bastuu-I are strong and hardy as well as exceptionally swift. Bastuu-I tend to be more in tune to their surroundings and make easygoing friends.
- **+1 Natural Armor**
- **Evasion:** When a Bastuu-I is subjected to an attack that allows a Reflex saving throw, on a successful save the Bastuu-I takes no damage.
- **+2 bonus to Spot, Listen, Move Silently and Hide rolls.** In high grass, a Bastuu-I's Hide bonus raises to +12.

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- **Natural Attacks.** A Bastuu-I can attack unarmed with two claws and a bite attack. The claws deal 1d4 + Strength modifier, while the bite deals 1d6 + ½ Strength modifier.
- **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):** The Bastuu-I gains extra natural attacks when it grapples its foe. While grappling, the Bastuu-I 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. The Bastuu-I must begin its turn grappling to use its rake, it can't begin a grapple and rake in the same turn.
- **Favored Class:** Cleric
- **Level Adj:** +3

Bastuu-I clerics generally worship Bast or Shame. Those worshipping Bast may choose two of the three domains of Protection, Luck or Trickery. Those worshipping Shame may choose two of the three domains of Good, Trickery or Travel.

Bastuu-I Feline Matron

Bastuu-I Clr 5;hp: 37

S10 D17 C16 I10 W18 Ch14;Fort +7, Ref +4, Will +8

Init: +3 **Move:** 40 ft., climb 20 ft.

AC: 17 (+3 Dex, +1 natural, +3 *leather armor* +1), touch 11, flat 14

BAB/Grapple: +3/+3

Full Attack: 2 claws +3 melee (1d4) and bite –2 melee (1d6) or
+1 *longspear* +4 melee (1d8+1;x3) or
Shortbow +6 ranged (1d6;x3)

Special Att: Pounce, rake, spells, turn undead

Special Qual: Evasion

Skills: Concentration +11, Hide +7, Knowledge (Religion) +8, Listen +6, Move Silently +7, Spot +6

Feats: Dodge, Stealthy

CR: 5

Gear: +1 *longspear* (2,305 gp), shortbow (30 gp), *leather armor* +1 (1,160 gp), *potion of cure light wounds* (50 gp), *elixir of truth* (500 gp)

Total: 4,045 gp (4,300 gp)

Good Fortune (Ex): 1x/day, reroll one roll

Turn Undead (Su): 5x/day; Turn check 1d20+2; Turn damage 2d6+7

Typical Cleric Spell List

(5/5/4/3; CL 5; Spell DC 14 + Spell Level; Domains: Luck, Trickery)

0: *Guidance, Light, Mending, Purify Food and Drink*

1st: *Cause Fear, Disguise Self^D, Divine Favor, Sanctuary, Shield of Faith*

2nd: *Aid^D, Augury, Bull's Strength, Lesser Restoration*

3rd: *Bestow Curse, Invisibility Purge, Protection from Energy^D*

D: Domain Spell

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Bastuu-I Priestess

Bastuu-I Clr 10;hp: 75

S10 D17 C16 I10 W21 Ch14;Fort +10, Ref +6, Will +12

Init: +3 **Move:** 40 ft., climb 20 ft.

AC: 18 (+3 Dex, +1 natural, +4 *leather armor* +2), touch 11, flat 15

BAB/Grapple: +7/+7

Full Attack: 2 claws +7 melee (1d4) and bite +2 melee (1d6) or
+1 *longspear* +8/+3 melee (1d8+1;x3) or
mw *Shortbow* +11/+6 ranged (1d6;x3)

Special Att: Pounce, rake, spells, turn undead

Special Qual: Evasion

Skills: Concentration +16, Hide +12, Knowledge (Religion) +8, Listen +7, Move Silently +7, Spot +7

Feats: Dodge, Mobility, Spring Attack, Stealthy

CR: 10

Gear: +1 *longspear* (2,305 gp), mw *shortbow* (330 gp), *leather armor* +2 (4,160 gp), *periapt of wisdom* +2 (4,000 gp), *wand of cure critical wounds* (10 charges) (4,200 gp), *elixir of truth* (500 gp), jade dust (250 gp) [false vision]

Total: 15,745 gp (16,000 gp)

Good Fortune (Ex): 1x/day, reroll one roll

Turn Undead (Su): 5x/day; Turn check 1d20+2; Turn damage 2d6+7

Typical Cleric Spell List

(5/7/6/5/5/4; CL 10; Spell DC 15 + Spell Level; Domains: Luck, Trickery)

0: *Guidance, Light, Mending, Purify Food and Drink*

1st: *Cause Fear, Comprehend Languages, Disguise Self^D, Divine Favor, Doom, Sanctuary, Shield of Faith*

2nd: *Aid^D, Augury, Bull's Strength, Hold Person, Lesser Restoration, Silence*

3rd: *Bestow Curse, Blindness/Deafness, Dispel Magic, Invisibility Purge, Protection from Energy^D*

4th: *Divine Power, Freedom of Movement^D, Greater Magic Weapon, Poison*

5th: *False Vision^D, Greater Command, Righteous Might, Slay Living*

D: Domain Spell

Bastuu-I Princess

Bastuu-I Clr 15;hp: 112

S10 D17 C16 I10 W24 Ch14;Fort +12, Ref +8, Will +16

Init: +3 **Move:** 40 ft., climb 20 ft.

AC: 18 (+3 Dex, +1 natural, +4 *leather armor* +2), touch 11, flat 15

BAB/Grapple: +11/+11

Full Attack: 2 claws +11 melee (1d4) and bite +6 melee (1d6) or
+1 *longspear* +12/+7/+2 melee (1d8+1;x3) or
Shortbow +2 +16/+11/+6 ranged (1d6+2;x3)

Special Att: Pounce, rake, spells, turn undead

Special Qual: Evasion

Skills: Concentration +21, Hide +17, Knowledge (Religion) +8, Listen +9, Move Silently +7, Spot +9

Feats: Dodge, Mobility, Point Blank Shot, Shot on the Run, Spring Attack, Stealthy

CR: 15

Gear: +1 *longspear* (2,305 gp), +2 *shortbow* (8,330 gp), *leather armor* +5 (25,160 gp), *periapt of wisdom* +4 (16,000 gp), *wand of cure critical wounds* (10 charges) (4,200 gp), *elixir of truth* (500 gp), *anathema holy symbol* (500 gp) [destruction]

Total: 56,995 gp (59,000 gp)

Good Fortune (Ex): 1x/day, reroll one roll

Turn Undead (Su): 5x/day; Turn check 1d20+2; Turn damage 2d6+7

Typical Cleric Spell List

(6/8/8/6/6/5/4/3; CL 15; Spell DC 15 + Spell Level; Domains: Luck, Trickery)

0: *Guidance, Light, Mending, Purify Food and Drink, Resistance, Virtue*

1st: *Bless, Cause Fear, Comprehend Languages, Disguise Self^D, Divine Favor, Doom, Sanctuary, Shield of Faith*

2nd: *Aid^D, Augury, Bull's Strength, Calm Emotions, Enthrall, Hold Person, Lesser Restoration, Silence*

3rd: *Bestow Curse, Blindness/Deafness, Dispel Magic, Invisibility Purge, Prayer, Protection from Energy^D, Searing Light*

4th: *Air Walk, Death Ward, Divine Power, Freedom of Movement^D, Greater Magic Weapon, Poison*

5th: *Break Enchantment^D, Greater Command, Plane Shift, Righteous Might, Slay Living (x2)*

6th: *Animate Objects, Blade Barrier, Heal, Harm, Mislead^D*

7th: *Destruction, Regenerate, Repulsion, Screen^D*

8th: *Fire Storm, Polymorph Any Object^D, Greater Spell Immunity,*

D: Domain Spell

Beastlands animal

A Beastlands animal is a normal animal that has been touched with the magical energies of the Beastlands outer plane. When infused with the raw magic of nature, these creatures become much more powerful than a standard version of the animal.

Some creatures affected by the Beastlands template were animal companions to druids before they were released from service – either from the death of the druid, or completion of the animal’s “tour of duty”. Even once released, they retained their augmented abilities.

Beastlands template can be applied to any Animal.

Template Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Special	CR Adj
1 st upgrade	+0	+0	+0	Spell Resistance	+1
2 nd upgrade	+2	+2	+1	Evasion	+2
3 rd upgrade	+4	+4	+2	Devotion	+3
4 th upgrade	+6	+6	+3	Multiattack	+4
5 th upgrade	+8	+8	+4		+5
6 th upgrade	+10	+10	+5	Improved evasion	+6
7 th upgrade	+12	+12	+6		+7

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion’s base attack and base save bonuses. A Beastlands Animal’s base attack bonus is equal to $\frac{3}{4}$ its Hit Dice. A Beastlands Animal has good Fortitude and Reflex saves. A Beastlands Animal does not gain additional skill points with an increase in hit dice, but does gain additional feats for bonus HD as normal for advancing a monster’s Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the Beastlands Animal’s existing natural armor bonus.

Str/Dex Adj.: Add this value to the Beastlands Animal’s Strength and Dexterity scores.

Type: The creature’s type is unchanged, but it gains the Augmented Animal subtype

Hit Dice: See table

Initiative: Recalculate based on changes to ability scores

Speed: Unchanged from base creature

Armor Class: See table

BAB/Grapple: Advance according to hit dice

Attack: Recalculate attack bonus based on changes to hit dice and ability scores

Full Attack: Recalculate attack bonus based on changes to hit dice and ability scores

Space/Reach: No change from base creature

Special Att: See table

Special Qual: See table

Spell Resistance (Su): A Beastlands animal gains spell resistance equal $10 + \frac{1}{2}$ its Hit Dice + Chr modifier. This ability also resists a druid or ranger’s attempt to make the creature an animal companion.

Evasion (Ex): If a Beastlands Animal 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): A Beastlands Animal gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: A Beastlands Animal gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the

animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a Beastlands animal takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Saves: Advanced by hit dice increase

Abilities: See table

Skills: No change from base creature.

Feats: As determined by hit dice advancement

Environment: Any land

Organization: Solitary or Pack (1 + 2d8 normal animals)

CR: See table

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: +3 (cohort)

Bestiary Nefarious

Beastlands Dog

4th upgrade Template

Medium Animal (Augmented Animal)

Hit Dice: 7d8+14 (45 hp)
Initiative: +4
Speed: 40 ft. (8 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat 16
BAB/Grapple: +5/+8
Attack: Bite +8 melee (1d4+3)
Full Attack: Bite +8/+3 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Att: -
Special Qual: Low-light vision, scent
Saves: Fort +7, Ref +9, Will +3
Abilities: S16 D19 C15 I2 W12 Ch6
Skills: Jump +6, Listen +8, Spot +8, Survival +1*
Feats: Alertness, Improved Bull Rush, Power Attack, Track^B
Environment: Any land
Organization: Solitary
CR: 6
Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Medium); 15-21 HD (Large)

Level Adjustment: +3 (cohort)

This muscular dog has a glimmer of intelligence in its eye, and looks much stronger and quicker than any other such animal you've seen.

It is easy to pick out a Beastlands dog among other dogs, for the latter will cede to the Beastlands dog's will, and the Beastlands dog appears to a near-perfect specimen of the largest size. Beastlands dogs cannot speak, but generally understand Common.

Combat

A Beastlands dog is generally fearless and skilled in attacking alone, often leaping on prey to knock it down and then grapple with it. They are still skilled in hunting in packs with regular dogs, and will generally lead any such packs they are encountered with.

Skills: Beastlands dogs have a +4 racial bonus on jump checks. Beastlands dogs have a +4 racial bonus on Survival checks when tracking by scent.

Beetle, General

Beetles are insectile vermin that range in size from fine to colossal in size. They are all, however, in some way deadly and or dangerous to other creatures.

As vermin, all monstrous beetles have the following abilities:

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Bestiary Nefarious

Adamantine Beetle

Medium Vermin

Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 20 ft. in adamantine, 30 ft. (6 squares) base, burrow 10 ft. (2 squares)
AC: 24 (+5 natural, +9 armor), touch 10, flat 24
BAB/Grapple: +3/+6
Attack: Bite +7 melee (1d3 + sunder)
Full Attack: Bite +7 melee (1d3 + sunder)
Space/Reach: 5 ft./5 ft.
Length: 4 ft. + 2d8 in. (4 ft. 9 in.)
Weight: 200 + 2d8 x 10 lbs. (290 lbs.)
Special Att: Sunder
Special Qual: DR 5/-, darkvision 60 ft., spell resistance 15
Saves: Fort +10, Ref +1, Will +1
Abilities: S16 D10 C19 I0 W11 Ch6
Skills: Climb +11, Listen +4, Spot +4
Feats: Die Hard, Great Fortitude, Track
Environment: Cold or Temperate land
Organization: Solitary, Gang (2-5), or Nest (5-20)
CR: 4
Treasure: Special
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

This black-backed beetle has long, slicing mandible and powerful legs. It makes an odd clinking sound as it moves about, watching you with glowing red eyes.

The adamantine is a reclusive, hard-to-kill pest that is both a bane and a boon to adventurers. The creatures are attracted to adamantine, and constantly burrow in search of the material. The creature's digestive system allows it to "consume" the metal, absorb the impurities and regurgitate the metal in a liquid form. It then applies the refined metal to its carapace, making it virtually impervious to attack once it hardens. However, if the beetle can be killed, knowledgeable blacksmiths can remove the adamantine covering from the beetle to reforge into other items.

A typical adamantine beetle carries enough adamantine on its shell to make a breastplate, two shields, four light weapons, two one-handed weapons or one two-handed of adamantine, assuming the items are made for a medium sized creature.

Combat

Adamantine beetles are aggressive when facing others, and tend to rely on their general imperviousness to attacks to rout foes. Adamantine beetles usually strike to sunder a foe's equipment, showing itself to be superior, if not killing the foe outright.

Sunder (Ex): As part of an attack or full-attack action, an adamantine beetle may make a sunder attack, without provoking an attack of opportunity, as part of its normal attack (meaning it deals normal damage to the victim in addition to the sunder damage). Because the adamantine beetle's mandibles are lined with adamantine, it may ignore any hardness when attempting to damage an item.

Adamantine Beetles on Amöeros

Most of these beetles are found in Nyrr Ryann, near the Wyvern sea, where most adamantine can likewise be found. They are a vicious nuisance, mostly to miners.

Bestiary Nefarious

Godsteel Beetle

Medium Outsider (Augmented Vermin, Extraplanar, Good)

Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 20 ft. in adamantine, 30 ft. (6 squares) base, burrow 10 ft. (2 squares)
AC: 25 (+6 natural, +9 armor), touch 10, flat 25
BAB/Grapple: +5/+6
Attack: Bite +7 melee (1d3 + sunder)
Full Attack: Bite +7 melee (1d3 + sunder)
Space/Reach: 5 ft./5 ft.
Length: 5 ft. + 2d6 in. (5 ft. 7 in.)
Weight: 150 lbs. + 2d6 x 15 lbs. (255 lbs.)
Special Att: Adamantine strike, magic strike, sunder
Special Qual: Armor of the gods, DR 5/–, DR 5/magic, darkvision 60 ft., magic resistant, shield of the gods, spell-like abilities, spell resistance 23, vermin traits
Saves: Fort +12, Ref +5, Will +6
Abilities: S20 D12 C23 I2 W15 Ch10
Skills: Climb +11, Listen +4, Spot +4
Feats: Die Hard, Great Fortitude, Track
Environment: Any land or Seven Heavens
Organization: Solitary, Gang (2-5), or Nest (5-20)
CR: 5
Treasure: Special
Alignment: Always neutral good
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: –

This silver-backed beetle has long, slicing mandible and powerful legs. It makes an odd clinking sound as it moves about, watching you with glowing yellow eyes.

The godsteel beetle is a variant form of an adamantine beetle bred by the celestial beings of the upper planes. Like the adamantine beetle, the creature covers itself in a metal that it consumes – in this case godsteel, similar in aspect to adamantine except for its silvery sheen and certain additional magical properties. The creature's digestive system allows it to "consume" the metal, absorb the impurities and regurgitate the metal in a liquid form. It then applies the refined metal to its carapace, making it virtually impervious to attack once it hardens. The godsteel beetle is sent to the Mortal Realm to aid warriors in the cause of good – often ending up in the hands of paladins or clerics in need of the special abilities the adamantine beetle provides.

The godsteel beetle cannot speak, but understands Common and Celestial.

Combat

Godsteel beetles are able to defend themselves if attacked, but that is not their primary use. Instead, they often present themselves to warriors of good alignment as a oddly-shaped shield. Once taken up as a shield, the godsteel beetle uses its natural abilities to aid its wielder in battle.

Adamantine, Magic Strike (Ex, Su): A godsteel beetle's attacks are treated as adamantine and magic for the purposes of overcoming damage reduction.

Armor of the Gods (Su) A godsteel beetle is able to act as a suit of *spiked adamantine full plate* +1 to creatures for beings one size smaller than themselves (normally, this is size Small). It also grants its wearer Spell Resistance 12. While acting as armor, the godsteel beetle cannot attack, but can use its spell-like abilities to benefit its wearer.

While in armor form, a godsteel beetle only takes damage from area effect attacks or sunder attacks directed at the armor (treat as having Hardness 20 and 42 hit points for the purposes of sundering). This overrides the normal rule that armor cannot be the target of a sunder attack.

Magic Resistance (Su): A godsteel beetle has a +10 bonus to its Spell Resistance.

Sunder (Ex): As part of an attack or full-attack action, an adamantine beetle may make a sunder attack, without provoking an attack of opportunity, as part of its normal attack (meaning it deals normal damage to the victim in addition to the sunder damage). Because the adamantine beetle's mandibles are lined with adamantine, it may ignore any hardness when attempting to damage an item.

Shield of the Gods (Su): A godsteel beetle is able to act as a *spiked adamantine heavy metal shield* +1 for creatures of the same size as themselves (normally, this is size Medium) or as a *spiked adamantine buckler* +1 for creatures one size larger than themselves (normally, this is size Large). It also grants the wielder Spell Resistance 12. While acting as a shield, the godsteel beetle cannot attack, but can use its spell-like abilities to benefit its wearer.

When in shield form, a godsteel beetle only takes damage from area effect attacks or sunder attacks directed at the shield (treat as having Hardness 20 and 42 hit points for the purposes of sundering).

Spell-like Abilities (Sp): A godsteel beetle can use the following abilities, as listed. The godsteel beetle does not need to make concentration checks while being used as a shield or armor. When used while worn, these spell-like abilities are treated as emanating from the wearer/wielder.

Protection from evil – 3x/day, *Bless* – 1x/day, *Aid* – 1x/day, *Detect Evil* – 1x/day, *Cure Light Wounds* – 1x/day, *Neutralize Poison* – 1x/day. Caster Level 5, Spell DC 10 + Spell level, where applicable.

Godsteel Beetles on Amōkros

Godsteel beetles are not encountered on Amōkros itself by accident; these creatures have always been purposely sent to assist some creature of good in its battle against evil.

In the Seven Heavens, these beetles are found only in the ring of Mecuria, where they wander about consuming godsteel until they are gathered by celestial beings for a mission on the Mortal Realm.

Bestiary Nefarious

Bloodseeker Beetle

Medium Vermin

Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 25 ft. (5 squares)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat 15
BAB/Grapple: +1/+3
Attack: Bite +3 melee (1d6+2)
Full Attack: Bite +3 melee (1d6+2) and 2 claws -2 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Length: 4 ft. + 2d6 in. (4 ft. 7 in.)
Weight: 25 lbs. + 2d6 x 5 lbs. (60 lbs.)
Special Att: Pounce
Special Qual: Darkvision 60 ft., scent, tremorsense 60 ft.
Saves: Fort +4, Ref +3, Will -1
Abilities: S15 D16 C13 I0 W8 Ch5
Skills: Climb +10, Jump +10, Listen -1, Spot +4, Survival +4*
Feats: Track
Environment: Temperate or warm plains, hills, & mountains
Organization: Solitary, Brood (2-5), or Pride (5-20)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: +2 (cohort)

This green-colored beetle is reminiscent of a praying mantis, with a slightly wider body and beetle-like head. It is the size of a large dog, and has a pair of large scythe-like front legs that are covered with jagged serrations and end in a golden color.

The bloodseeker beetle is a giant pest that feeds on warm-blooded creatures such as mammals and birds. It hunts by sensing movement and by tracking the smell of blood. Some barbaric communities have found ways to "train" the creatures to act like bloodhounds, and will lead them into battle against opposing forces. Bloodseeker eggs can be sold for 50 gp each, whilst a trained bloodseeker can cost upwards of 5,000 gp. Training and commanding a bloodseeker adds +5 to the DC, as they are mindless creatures. They can only be taught 2 tricks.

Combat

Bloodseeker beetles, if unhindered by their trainer, will use their pounce ability to overtake foes, and then shred their victim with their scythe-like claws. Bloodseekers only seem to fear fire, and even then will seek a way around such sources to attack prey. Once engaged, they will not relent, and often even "domesticated" bloodseekers have to be beaten off their victim by minders who don't want said victim killed.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack.

Skills (Ex): A bloodseeker beetle gains a +20 racial skill bonus to Survival when tracking wounded prey. It also gains a +8 bonus to climb and jump skills.

Bloodseeker Beetles on Amberos

Bloodseekers tend to be found in the plains of the Southern Kingdom eastward through the Jsarath fjords. It was the Nauwflouwd who first learned to train bloodseekers, though Jsarath barbarians and the Aharati of the Southern Kingdom area primarily use them now.

Bestiary Nefarious

Goldspinner Beetle

Tiny Vermin

Hit Dice: 1/2d8 (2 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 50 ft. (good)
AC: 18 (+2 size, +2 Dex, +4 natural), touch 14, flat 16
BAB/Grapple: 0/-9
Attack: Bite +4 melee (1d3-1)
Full Attack: Bite +4 melee (1d3-1)
Space/Reach: 2½ ft./0 ft.
Length: 2 ft. + 1d6 in. (2 ft. 3 in.)
Weight: 5 lbs + 1d6 lbs. (8 lbs.)
Special Att: Transformation
Special Qual: Darkvision 60 ft., vermin traits
Saves: Fort +2, Ref +2, Will +0
Abilities: S8 D15 C11 I-- W10 Ch6
Skills: Climb +2, Jump +2, Listen 0, Spot 0, Swim 0
Feats: Weapon Finesse^B
Environment: Warm forests, marshes
Organization: Solitary, or Cluster (2-5)
CR: 1/4
Treasure: None
Alignment: Always neutral
Advancement: 1.5-1 HD (Tiny); 2-1.5 HD (Small)
Level Adj: -

This two-foot long beetle has a glistening hide the color of gold, with small turquoise blue spots over its thorax. It has a large pair of wicked mandibles, and you can hear its wings buzz underneath its shell.

The goldspinner beetle is prized for its ability to transform organic material to gold. Unfortunately, they are difficult to keep in captivity (Handle Animal DC 20 weekly to keep alive) and the amount of gold they produce is actually rather small (1d4 gp/week normally).

Combat

When threatened, a goldspinner beetle opens its hard shell and beats its wings, creating a loud buzzing noise. If this does not ward off attackers, the beetle usually attempts to fly away. If backed into a corner, it will snap at foes with its mandibles, attempting to seek a way out of combat. Luckily, goldspinner beetles prefer to eat vegetation, and will not attack individuals for food, though it might be aggressive if wounded or caught.

Transformation (Su): Goldspinner beetles can consume vegetable matter and regurgitate the material as a gold thread to line its nest. If left alone for a week or more, the goldspinner can create enough golden thread to be sold for 1d4 gp. In a pinch, goldspinner beetles can produce 1d2 cp of golden thread per hour.

Goldspinner Beetles on Amberos

The first recorded encounter with a goldspinner beetle came at the end of the Dark Age, in the lands of what is now known as the FarrenLands. The nobility of the area, several of whom took in the beetles and managed to keep them

alive in captivity, kept the beetle's existence secret. During the Age of Swordfall, a couple of the beetles were given as gifts to Emperor Nannon and some of the more prominent Barons. From there, the beetles slowly spread through most of the western continent. Eventually, Randese warriors seized a cache of the beetles and they were brought back to Randu. While most of the beetles in the east were lost when Zaramé Kull sank into the sea, they still can be found in areas such as the Skienlands and among a few nobles in Ran Da Khan. The majority of the beetles that lived in Western Amberos mysteriously died during the recent economic upheaval, and there are only 2 surviving beetles in captivity in the west – one owned by Emperor Romulus Bicard III of Vall Vega and the other by Gran Matriarch Delesia Vorsum of the Silkna Kingdom. In both cases, protective magic is attributed to the beetle's survival of the economic upheaval.

Bestiary Nefarious

Headhunter Beetle

Tiny Vermin

Hit Dice:	2d8+8 (17 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), as host body when embedded
Armor Class:	19 (+2 size, +4 Dex, +3 natural), touch 16, flat 15
BAB/Grapple:	+1/-6
Attack:	Bite +4 melee (1d3+1; 18-20/x2)
Full Attack:	Bite +4 melee (1d3+1; 18-20/x2)
Space/Reach:	2-1/2 ft./0 ft.
Length:	2 ft. + 1d4 in. (2ft. 2 in.)
Weight:	2d6 lbs. (7 lbs.)
Special Att:	Behead, paralysis
Special Qual:	Embed, darkvision 60 ft., vermin traits
Saves:	Fort +7, Ref +4, Will +1
Abilities:	S13 D19 C19 I-- W13 Ch15
Skills:	Hide +17, Listen +1, Move Silently +9, Spot +1
Feats:	Power Attack
Environment:	Warm land
Organization:	Solitary, or Cluster (2-5)
CR:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adj:	-

This ugly, huge-eyed beetle has an exoskeleton the color of dark mud and seems to glisten with slime or mucus. Its huge mandibles click and snap as it scuttles about.

The headhunter beetle is a terrifying vermin that devours flesh. It is most feared because its primary attack method is to behead a victim, crawl into the chest cavity and use the cadaver to seek out more prey.

Combat

Headhunter beetles quickly rush a target, attempting to overpower and kill a foe before it has a chance to resist. A headhunter beetle attack is usually directed at the throat of its target where it attempts to behead the victim as quickly as possible with its massive slicing mandibles. If a headhunter beetle cannot quickly dispatch a foe it will often scurry to a safe hiding place and attempt to ambush the victim at its next convenience. The creature is rather single-minded, and will rarely break off an attack to seek out other prey.

Behead (Ex): If a headhunter beetle scores a critical or is able to deliver a coup de grace to an opponent that is paralyzed or otherwise helpless, the headhunter automatically beheads an opponent of medium-size or smaller.

Paralysis (Ex): The bite of a headhunter beetle is a special enzyme that renders the victim immobile if they fail a Fort save (DC 15). Note that it is not considered a poison. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. 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.

Embed (Ex): A headhunter beetle that has beheaded an opponent may, as a full-round action that provokes an attack of opportunity, clear out the chest cavity of a medium-sized victim and hide itself in the cavity. Thus hidden, the headhunter beetle stitches the head of the victim back on and can control the body to give it the rudimentary appearance it is alive. The thus hidden headhunter beetle can attempt to use this disguise to hunt for other prey, though it cannot talk nor can it access the memories or abilities of the victim. When hiding in a cadaver, the headhunter beetle gains a +8 bonus to disguise so long as it is not required to speak or attempt to use one of the victim's abilities. This bonus degrades by -2 per day, until after the 4th day the body has rotted too much for the headhunter beetle to use effectively.

Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Headhunter Beetles on Amberos

These vicious creatures seem to be only found in the Demon Jungle on Amberos and in certain areas of Lanster. They are hunted and destroyed whenever encountered to keep their numbers from spreading.

Bestiary Nefarious

Wolf Beetle

Medium Vermin

Hit Dice: 4d8+4 (22 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
AC: 17 (+3 Dex, +4 natural), touch 13, flat 14
BAB/Grapple: +3/+5
Attack: Saber-claw +5 melee (1d6+2;19-20/x2)
Full Attack: 2 saber-claws +5 melee (1d6+2;19-20/x2), bite +0 melee (1d4+1 + poison)
Space/Reach: 5 ft./5 ft.
Length: 5 ft. + 2d8 in. (5 ft. 9 in.)
Weight: 75 lbs. + 2d6 x 5 lbs. (110 lbs.)
Special Att: Improved trip, poison
Special Qual: Darkvision 60 ft., tremorsense 30 ft.
Saves: Fort +7, Ref +4, Will +3
Abilities: S15 D17 C13 I-- W15 Ch11
Skills: Climb +6, Jump +5, Listen +2, Spot +2, Survival +9
Feats: Great Fortitude, Track
Environment: Temperate, Warm land
Organization: Solitary, Team (2-5), or Pack (5-20)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: -

This gray beetle is covered with a fine layer of hair with a white streak down its back. The beetle's head is shaped like a wedge, and its two forward legs end in a blade-like joint.

Wolf beetles are so named as they tend to hunt in packs to bring down prey. They are aggressive and will often charge foes much larger than themselves, chopping them to ribbons and moving on to another opponent before sitting down to feast on the mass of carcasses they have created.

Combat

Wolf beetles attack by rushing an opponent, and attempting to drag them down where they can be slashed to ribbons. There is little the beetles fear, and even when badly injured rarely will back down from a fight. They have been known to jump ravines, run through flames and wade through rivers to reach foes. However, the beetle's innate tremorsense gives the creatures an unusual gift to sense structurally unsound areas, and they will not pursue foes into such areas. Also worth noting is that the beetles tremorsense makes them able to detect the presence of creatures such as bulette, thoqua and other burrowing creatures, which the wolf beetles will often track and hunt.

Improved Trip (Ex): If the wolf beetle hits with one of its attacks, it may attempt a trip attack without suffering an attack of opportunity. If the wolf beetle fails to trip the opponent, it does not suffer a counter trip attack.

Poison (Ex): The bite of a wolf beetle injects a paralytic poison into the victim. (Injected, Fort DC13; Init: 1d4 Str; Sec: paralysis). The paralysis lasts for 2d4 rounds.

Training a Wolf Beetle

Despite being mindless, wolf beetles can be trained as hunting or guard beasts. Training a wolf beetle requires a successful Handle Animal DC 30 check and 6 weeks. Wolf beetles will turn on anyone other than their master, so they cannot be purchased already trained. An untrained wolf beetle can be purchased for about 2,000 gp.

Wolf Beetles on Amberos

Wolf beetles can be found across Amberos, with larger numbers in Klinn, Simera, Kennestone and Ulanst. The creatures are actually thought to have come from Gwieze's shadow empire, and it is believed that wolf beetles have a huge spawning ground somewhere in the Golens.

Bestiary Nefarious

Hellwolf Beetle

Large Outsider (Augmented Vermin, Evil, Native)

Hit Dice: 9d8+27 (67 hp)
Initiative: +2
Speed: 50 ft. (10 squares), fly 50 ft. (average) (10 squares)
AC: 20 (-1 size, +4 Dex, +7 natural), touch 13, flat 16
BAB/Grapple: +9/+21
Attack: Saber-claw +16 melee (1d8+6;17-20/x2)
Full Attack: 2 saber-claws +16 melee (1d8+6;17-20/x2), bite +11 melee (1d6+3 + poison)
Space/Reach: 10 ft./5 ft.
Length: 9 ft. + 2d8 in. (9 ft. 9 in.)
Weight: 200 lbs. + 4d8 x 5 lbs. (290 lbs.)
Special Att: Breath weapon, improved trip, magic strike, poison, smite good
Special Qual: Darkvision 60 ft., DR 5/magic, immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell-like abilities, SR 16, tremorsense 30 ft.
Saves: Fort +11, Ref +8, Will +8
Abilities: S27 D19 C19 I4 W15 Ch13
Skills: Climb +20, Jump +20, Listen +14, Spot +14, Survival +14
Feats: Ability Focus (Poison), Great Fortitude, Improved Critical (Saber-claw), Track
Environment: Hot Forest
Organization: Solitary, Team (1-3), Cult (1 + 2-12 wolf beetles) or Pack (2-5 + 0-12 wolf beetles)
CR: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 11-15 HD (Large)
Level Adj: -

This black beetle is covered with a fine layer of hair with a red streak down its back. The beetle's head is shaped like a barbed-edge arrowhead, and its two forward legs end in a crimson blade-like joint.

Hellwolf beetles are the diabolical creations of devils whom have experimented upon and bred these creatures as hunters for their own dark desires. Unlike most other hellish creations, hellwolf beetles are bound to the Mortal Realm, where they act as hunters and troubleshooters for hellish purposes.

Hellwolf beetles have a supernatural mental link to the devils of Hell. They can receive commands to track down prey or perform tasks from their hellish masters despite the vast distances between the Mortal Realm and Hell. A hellwolf beetle can only send limited information back to the devils of hell – their general location, condition and progress in their mission.

Hellwolf beetles speak a guttural version of Infernal.

Combat

Hellwolf beetles attack by rushing an opponent, and attempting to drag them down where they can be slashed to ribbons. There is little the beetles fear, and even when badly

injured rarely will back down from a fight. They have been known to jump ravines, run through flames and wade through rivers to reach foes. However, the beetle's innate tremorsense gives the creatures an unusual gift to sense structurally unsound areas, and they will not pursue foes into such areas. Also worth noting is that the beetles tremorsense makes them able to detect the presence of creatures such as bulette, thoqua and other burrowing creatures, which the wolf beetles will often track and hunt.

Improved Trip (Ex): If the wolf beetle hits with one of its attacks, it may attempt a trip attack without suffering an attack of opportunity. If the wolf beetle fails to trip the opponent, it does not suffer a counter trip attack.

Poison (Ex): The bite of a wolf beetle injects a paralytic poison into the victim. (Injected, Fort DC 20; Init: 1d4 Str; Sec: paralysis). The paralysis lasts for 2d4 rounds.

Smite Good (Su): Once per day the hellwolf beetle can make a normal melee attack to deal an extra 9 points of damage.

Spell-like Abilities (Sp): A hellwolf beetle can use the following spell-like abilities as indicated below.

Darkness – 3x/day, *Desecrate* – 1x/day, *Unholy Blight* (DC 15) – 1x/day, *Poison* (DC 15) – 3x/day, *Contagion* (DC 14) – 1x/day

Training a Hellwolf Beetle

Those with infernal alliances or bends can train a hellwolf beetles as hunting or guard beasts. Because hellwolf beetles are intelligent, they must agree to the training for it to be successful. Training a hellwolf beetle requires a successful Handle Animal DC 20 check and 6 weeks. Hellwolf beetles will refuse to follow the directions of those not aligned with hellish powers, and will report all such attempts to control them to their hellish lords.

Wolf Beetles on Amberos

Hellwolf beetles are usually only found deep in the Golens or the Yaz forest of the Skienlands, where they hunt with packs of wolf beetles to strip hapless communities of all life. Some sages believe that the lingering remains of the shadow empire spawned these beasts, while others have postulated they are creations of the Dark One. Some have even postulated the wild theory that dragons may somehow have been involved in the creation of hellwolf beetles, as an experiment from the First Dragon War.

Bestiary Nefarious

Phomicus Beetle

Fine Vermin

Hit Dice: 1/8d8 (1 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 50 ft. (perfect) (10 squares)

Armor Class: 23 (+8 size, +4 Dex, +1 natural), touch 22, Flat 19

BAB/Grapple: 0/-21

Attack: Bite +3 melee (1d2-5)

Full Attack: Bite +3 melee (1d2-5)

Space/Reach: ½ ft./0 ft.

Length: 3 in.

Weight: ¼ lbs.

Special Att: Enervation ray

Special Qual: Darkvision 60 ft., spell-like abilities, tremorsense 5 ft.

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

Abilities: S1 D19 C11 I-- W10 Ch15

Skills: Climb -2, Hide +22, Jump -2, Listen +0, Move Silently +6, Spot +0

Feats: Stealthy, Weapon Finesse^B

Environment: Warm deserts, mountains, underground

Organization: Solitary, Brood (2-5), or Swarm (5-20)

CR: ½

Treasure: None

Alignment: Always neutral

Advancement: ¼ - ½ HD (Fine); ½ - 1 HD (Diminutive)

Level Adj: -

This black beetle is slightly shorter than a human hand and appears to have a human-like face with glossy black eyes.

The phomicus beetle is a plague creature often thought to have been created as a punishment to desert-dwelling folk. It robs the life energy of its victims, turning them into undead monstrosities that haunt the barren wastes.

beetles can still be found and seem to thrive in areas such as Llannhanex, Llannhanex and points eastward.

Comðac

A lone phomicus beetle will attempt to pounce lone or weak prey unaware and sate itself on blood from the victim. Against stronger or more numerous foes, it uses its enervation ray to attempt to strike undead targets, turning them against their former fellows and feeding on whatever remains are left.

Enervation Ray (Sp): As a standard action, a phomicus beetle can emit a black ray of negative energy 30 feet long. The ray strikes as a ranged touch attack and inflicts 1 negative level on the victim if they fail a DC 10 Fort save. For each additional 2 Phomicus beetles assisting in the attack, the saving throw DC increases by 1.

Spells-like Abilities (Sp): A phomicus beetle can use the following abilities at will: *Resistance*, *Daze* or *Touch of Fatigue*. The Phomicus beetle uses these abilities as a 1st level caster, with a base DC of 10.

Phomicus Beetle on Amðeros

According to legend, the phomicus beetle is the creation of Lepornunse, god of disease, made for the god of undeath, Teeth. Though Teeth has been destroyed, these

Bestiary Nefarious

Spharon

Diminutive Vermin

Hit Dice: 1/8d8 (2 hp)
Initiative: +5
Speed: 10 ft. (1 square), fly 30 feet (6 squares),(good)
Armor Class: 18 (+4 size, +1 Dex, +3 natural), touch 15, flat 17
BAB/Grapple: +0/-17
Attack: Bite +3 melee (1)
Full Attack: Bite +3 melee (1)
Space/Reach: ½ ft. / 0 ft.
Length: 3 in.
Weight: 1/10 lb.
Special Att: Create spawn, Latch, Slay
Special Qual: Darkvision 60 ft., Scent
Saves: Fort +2, Ref +1, Will -1
Abilities: S1 D13 C11 I0 W8 Ch6
Skills: Jump -1, Listen +3, Spot +3
Feats: Improved Initiative
Environment: Warm desert
Organization: Solitary, Brood (2-5), Nest (5-20), Herd (20-40), or Horde (40-60)
CR: 3
Treasure: None
Alignment: Always neutral evil
Advancement: ¼ - 3/4 HD (Diminutive); 1 - 2 HD (Tiny)

The insect appears to be a large beetle, perhaps three inches long. It has a sky blue shell with gold colored legs and antennae. Its maw consists of a large pair of razor-sharp mandible whose tips are blood-red in color.

Also known as the Blue Death Scarab, these tiny creatures can be exceptionally deadly for their size. They are feared as they reproduce in large numbers and not only cause the death of their victim, but also cause the desiccated host corpse to animate and infect others.

A spharon looks like a 3-inch long scarab with a glistening sky blue exoskeleton. Their legs are gold colored, as are their antennae. They have large, razor-sharp mandibles whose tips end in a blood-red color.

Combat

A spharon attacks by leaping for the chest of its foe, where it attempts to firmly attach itself. It has razor-sharp pincers for teeth that can tear easily through steel and bone, where it attempts to break through to and seize and infest the victim's heart.

Vermin Qualities: Vermin are immune to mind influencing effects.

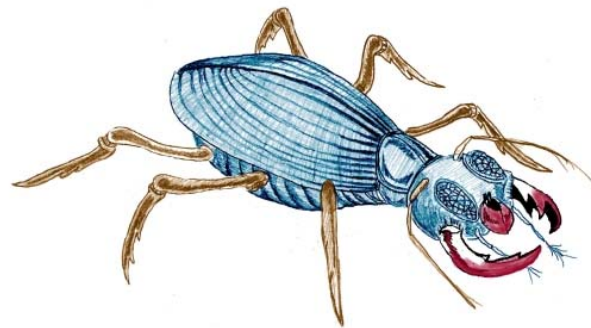
Create Spawn (Su): If a spharon successfully latches onto a victim, it may inject eggs into the victim to spawn more spharons as a free action. The victim must make a Fort save DC 14 or be infested with the eggs (Spharon Infestation disease; Infection: injury; DC 14; Incubation: 1 day; Damage: 1d3 Con). Once the victim is reduced to 0 Con or less, the former host dies and becomes a Spharon Mummy, controlled by negative energy fed to it by the attached spharon.

Latch (Ex): If a spharon strikes with its bite, it may start a free grapple. If the spharon is successful, it has attached itself to the victim's chest and cannot be removed unless the spharon dies without likely killing the victim. If an attempt to remove the spharon while it still lives is made, the victim must make a Fort save DC 23 or die. A spharon may not use the latch ability on creatures without circulatory systems (constructs, undead, plants, oozes, etc.).

Slay (Ex): A spharon that has successfully latched onto a victim may attempt to kill the victim by destroying its heart. This is a full-attack action for the spharon and is treated as a coup de grace attack. If the victim is slain, the spharon may use its create spawn ability with automatic success.

Spharon on Amōeros

Spharons live at the edge of the Blue Desert of Llannhanex, and seem to be immune to the effects of the blue sands of that deadly realm. They are yet another reason to avoid the deadly Blue Desert.



Bestiary Nefarious

Spharon, Immature Swarm

Diminutive Vermin (Swarm)

Hit Dice: 12d8+12 (66 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 10 ft. (1 square), fly 30 feet (6 squares)(good)
Armor Class: 18 (+4 size, +1 Dex, +3 natural), touch 15, flat 17
BAB/Grapple: +0/–
Attack: Swarm (5d6)
Full Attack: Swarm (5d6)
Space/Reach: ½ ft./ 0 ft.
Special Att: Infest
Saves: Fort +9, Ref +4, Will +3
Abilities: S1 D13 C11 I0 W8 Ch6
Skills: Jump -1, Listen +3, Spot +3
Feats: Improved Initiative
Environment: Warm desert
Organization: Solitary, Brood (2-5), Nest (5-20), Herd (20-40), or Horde (40-60)
CR: 9
Treasure: None
Alignment: Always neutral evil
Advancement: –

You hear the drum of hundreds of armored insect legs before you see the horde. It is a blue carpet of three-inch long beetles moving along like an unstoppable wave, their feet drumming on the ground and their gnashing mandibles seeking to rip and tear anything that comes in their grasp.

An immature spharon swarm appears similar to a scarab beetle swarm. It is composed of thousands of three inch-long turquoise beetles with golden legs and blood-red mandibles.

Combat

An immature spharon swarm is voracious, devouring any creature of flesh it encounters as it relentlessly rushes forward. The swarm will divert itself from its current path to run down a creature, otherwise it will continue in a straight line until it encounters an impassible obstacle or detects a living being within 120 feet.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from

spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of non-lethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its non-lethal damage.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save DC 17 negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Infest (Ex): Once per round, as a free action, any one being in melee combat with the immature spharon swarm is subject to a +3 melee attack from the swarm. A struck victim must make a Fort save (DC 14) or be infested with the immature spharons (Spharon Infestation disease; Infection: injury; DC 14; Incubation: 1 day; Damage: 1d3 Con). Once a victim is reduced to 0 Con or less, 1d20 mature spharons erupt from the corpse. The former host then becomes a Spharon Mummy.

Vermin Qualities: Vermin are immune to mind influencing effects.

Immature Spharon Swarms on Amóceros

Luckily, spharon swarms have only been encountered on the edge of the Blue Desert in Llannhanex.

Bestiary Nefarious

Spharon Mummy

Medium-sized Undead

Hit Dice: 3d12 (19 hp)
Initiative: +0
Speed: 20 feet (4 squares)
Armor Class: 16 (+6 natural), touch 10, flat 16
Attack: Claw +5 melee (1d4+4)
Full Attack: 2 claws +5 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Height: 4 ft. 10 in. + 2d10 in. (5 ft. 9 in.)
Weight: 60 lbs + 2d6 x 5 lbs. (95 lbs.)
Special Att: Infest
Special Qual: Fire vulnerability
Saves: Fort +1, Ref +1, Will +2
Abilities: S18 D11 C0 I0 W8 Ch1
Skills: Hide +4
Feats: Cleave, Power Attack
Environment: Temperate desert
Organization: Solitary, or Bunch (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

The corpse shambles forward, looking so much as if dried in the sun until its skin was tight against the bone. Its clothes are in tatters, and you can see what appears to be a blue beetle lain flat against a gash to the creature's chest. Occasionally, the taut flesh of the corpse wiggles or moves, as if something alive were moving beneath the desiccated flesh. It raises its arms towards you, revealing hands that end in bony talons where the skin has split away to reveal the white bone beneath.

A spharon mummy is a desiccated corpse with a large, fist-sized blue scarab (a spharon) attached firmly in the center of its chest. The skin of the creature crawls with the life underneath it, and often small, blue scarab-like beetles can be seen crawling in and out of the creature's orifices or any wounds. The creature's fingers have become iron-hard talons backed by the sharp bone underneath the thin layer of skin.

Combat

A spharon mummy is a mindless creature driven only with the desire to inflict pain on others and spread its infestation to others. It generally attacks by mauling victims with its claws.

Infest (Ex): Once per round, as a free action, any one being in melee combat with the spharon mummy is subject to a +3 melee touch attack by the immature spharons in the creature's system. A struck victim must make a Fort save (DC 14) or be infested with the immature spharons (Spharon Infestation disease; Infection: injury; DC 14; Incubation: 1 day; Damage: 1d3 Con). Once a victim is reduced to 0 Con or less, 1d20 mature spharons erupt from the corpse. The former host then becomes a Spharon Mummy.

Fire Vulnerability (Ex): A spharon mummy suffers double damage from fire attacks unless it makes its saving throw.

Release Swarm (Ex): When a spharon mummy receives enough damage to normally reduce it to below 0 hit points, on its action the body is destroyed as it releases an Immature Spharon Swarm that erupts from the host body. It takes the entire round for the immature spharon swarm to form, and the swarm can act normally on the following round. The CR of the spharon mummy does not include the forming of the swarm.

Immature Spharons on Amöeros

Spawned from spharon attacks, mummy spharons are rarely encountered far from the Blue Desert in Llannhanex. Unfortunately, an assassin in Llannhanex took to using the spharons to slay a usurper of the throne without realizing what would occur when the spharon mature. Luckily, the pharaoh's sorcerer recognized the danger, and the mummy was put into *temporal stasis*, though its location remains unknown.

Bedlam

Medium Outsider (Chaos, Extraplanar)

Hit Dice:	8d8+8 (44 hp)
Initiative:	+3 (+3 Dex)
Speed:	40 ft. (8 squares), fly 40 ft. (good)
Armor Class:	23 (+3 Dex, +10 natural), touch 13, flat 20
BAB/Grapple:	+8/+8
Attack:	Bite +8 melee (1d6)
Full Attack:	Bite +8 melee (1d6), 3 claws +3 melee (1d4) and spiked tail +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 1d6 in (5 ft. 3 in)
Weight:	75 lbs. + 2d10x5 lbs. (130 lbs.)
Special Att:	Chaotic song, death cackle, withering glare
Special Qual:	Darkvision 60 ft., fast healing 4, outsider traits, vulnerability to fire
Saves:	Fort +7, Ref +9, Will +6
Abilities:	S11 D17 C13 I6 W11 Ch15
Skills:	Balance +8, Bluff +13, Climb +5, Jump +8, Listen 0, Profession +11, Sleight of Hand +14, Spot 0, Tumble +11, Use Magic Device +13
Feats:	Acrobatic ^b , Die Hard ^b , Dodge, Mobility, Spring Attack
Environment:	Pandemonium
Organization:	Solitary, Choir (2-5), or Asylum (5-20)
CR:	9
Treasure:	Standard
Alignment:	Always chaotic neutral (evil tendencies)
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adj:	-

As bone white as a skull, this capering, elf-like humanoid moves towards you with an apish gait, sporting a malicious grin carved into its face. Its piercing eyes glowing like red coals, and its cat-like whiskers twitch with anticipation, as does its long, spiked hairless tail. Its voice seems punctuated with the howling of a mad wind, and it speaks in an eerie sing-song tone as it pronounces your doom, before erupting into a coughing laugh.

Worshippers of an unknown god, driven insane and sent to Pandemonium for some unknown punishment, these former elves have become cruel pranksters tormenting any creature unlucky enough to cross their path. While they are natives of the Pandemonium, they can often be found on the Mortal Realm, wandering dark, semi-enclosed areas ranging from primeval forests to the back alleys of dark city streets. While most bedlams are encountered on the move, some set themselves up in an abandoned or out-of-the-way building as fortune tellers or false prophets, luring folks to them to hand out false and dire prophesies, often seeming to revel in the reaction they inspire in their victims.

Bedlams speak elvin, infernal and celestial. They often talk in nonsense rhymes or whisper out false prophesies, constantly switching between the languages they know.

Combat

Bedlams caper and prance about a victim, tumbling, somersaulting and kicking and scratching as they go. They will bite, scratch and smack opponents with their tail, constantly moving from opponent to opponent as they do so. If badly injured, they will suddenly stop, turn and fix their dire gaze on the opponent who has dealt them the most damage, and concentrate their withering glare on the victim until the glare slays them. It will then return to its normal capering motion, most likely leaving the combat at this point, if it is able.

Chaotic Song (Su): As a standard action that does not provoke an attack of opportunity, a Bedlam can spout a nonsensical song that has one of three effects on those within 30 feet. The Bedlam can choose to cause its spell to act like a *Charm Person* spell, a *Dominare Person* spell or act as a *Confusion* spell. All victims suffer the same effects and receive a Will saving throw (DC 12 + spell level) to resist the effects. The effects are calculated as if cast by an 8th level sorcerer. This power is charisma based.

Death Cackle (Ex): Bedlam are carriers for the disease, Cackle Fever (inhaled; Fort DC 16; Incubation: 1 day; Dam: 1d6 Wis) and may spread it to anyone who melees or grapples of them. As a standard action, a Bedlam can purposely cough on a single foe within 5 feet, who must make their Fort save to avoid contracting Cackle Fever. Bedlams are immune to the effects of Cackle fever.

Withering Glare (Su): As a full-attack action, the Bedlam can direct its gaze as a ranged touch attack (+11 to hit) to cause an individual within 30 feet to suffer 6d6 points of damage as their body seems to wither before the Bedlam's gaze. A successful Fort save (DC 16) reduces this to 1d8 damage. This effect works even if the victim does not meet the Bedlam's gaze. The Bedlam must be able to see the target to use this attack.

Fast Healing (Ex): A Bedlam 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. A Bedlam cannot reattach severed body parts, though such parts can continue to act for an additional 1d4+1 rounds on their own.

Vulnerability to Fire (Ex): Bedlams are particularly vulnerable to fire, and can easily catch ablaze if exposed to flame. They take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Bedlams on Am̄eros

According to legend, bedlams are the remnants of family members of those elves who became priests to Jhalah. The story surrounding bedlam states that Jhalah tricked the family members to pass to Hades to see off the new elvin priests of Jhalah – with Jhalah intending to devour the souls of these kin. However, learning the truth of Jhalah's plot, one of the elvin priests intercepted the family members and turned them away. Most returned safely to Am̄eros, but some became lost in the halls of Pandemonium, becoming the bedlam.

Bestiary Nefarious

Bloodhound

Medium Magical Beast (Augmented animal)

Hit Dice: 3d10+12 (28 hp)
Initiative: +4 (+4 Dex)
Speed: 60 ft. (12 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat 13
BAB/Grapple: +3/+8
Attack: Bite +8 melee (1d6+5)
Full Attack: Bite +8 melee (1d6+5) and 2 claws +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Length: 4 ft. + 1d8 in. (4 ft. 4 in.)
Weight: 80 + 2d4 x 5 lbs. (105 lbs.)
Special Att: Blood drain
Special Qual: Darkvision 60 ft., devotion, fast healing 2, low-light vision, spells-like abilities
Saves: Fort +7, Ref +7, Will +3
Abilities: S21 D19 C19 I13 W15 Ch16
Skills: Hide +7, Jump +8, Listen +5, Move Silently +7, Spot +5, Survival +5
Feats: Dodge, Run, Track^b
Environment: Any land
Organization: Solitary, Pair (1 vampire and 1 bloodhound) Gang (2-5), or Nest (1 vampire and 1-3 bloodhounds and 5-20 wolves)
CR: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adj: +3 (vampire cohort only)

This wolf-like creature sports a crimson coat of fur with a black muzzle and white tail tip. Its front paws end in almost human-like hands that sport iron-hard black nails, and there is a feral glimpse of intelligence in the creature's eyes.

The Bloodhound is a domesticated dog that has been magically augmented by a special vampiric ritual. The augmentation turns the dog into ferocious and cunning hunter, as well as daytime guardian and companion to the vampire.

A bloodhound's front limbs are capable of manipulating tools and grasping weapons, but the creatures are unable to walk upright. Generally they will use their hands to set up traps, carry items from one place to another or for other manipulative tasks - rarely, if ever to wield weapons. Bloodhounds are loyal unto death to the vampire that creates it, and as long as well-treated by the vampire, will live as long as its creator. It is not unknown among vampires who lose bloodhound companions to strive to find a way to bring them back to life or bring them back in undeath to continue to serve in some capacity.

Bloodhounds can speak the language of their master, though they are loathe to speak to any other being.

Combat

Bloodhounds are cunning hunters, and often attack from ambush. It is not uncommon for them to lead victims into traps or attempt to lure opponents into positions where the bloodhound has the advantage. They sometimes work in

concert with regular wolves or wargs (with permission from their master), or may fight alongside their vampiric master.

Blood Drain (Ex): If a bloodhound successfully bites an opponent, it may begin a grapple. If the bloodhound successfully grapples an opponent, it may drain 1d4 Con from its victim per round.

Devotion (Su): Bloodhounds are devoted to their vampiric master and cannot be charmed or dominated. Likewise they are immune to attempts by druids or rangers to befriend or beguile them.

Fast Healing (Ex): A bloodhound regains 2 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-like Abilities (Sp): A bloodhound may use the following spell-like abilities once per day, at 3rd level ability: *cause fear, detect good, ghost sound, invisibility.*

Creating A Bloodhound

Vampires are the only creatures who can create a bloodhound, and can do so only on domesticated dogs they have raised themselves. When the dog is still young, the vampire concocts a potion made of his own blood (Craft: Alchemy DC 17) and feeds it to the dog. If the dog makes a successful Fort DC 17 save, it survives the process and becomes a bloodhound. Failure means the dog dies an agonizing death and the remains crumble to ashes.

To maintain its status as a bloodhound, the vampire must feed the dog regularly (at least once a week) giving up 5 hit points to maintain the supernatural link. If the vampire fails to provide sustenance, the bloodhound suffers 5 hit points of damage per week until it dies or is fed 5 hit points/week missed.

Bloodhounds may be taken as an improved familiar at 5th level.

Bloodhounds on Amberos

Vactorstein keeps the process to create these monstrous beasts a tightly guarded secret. Many Vactorstein nobles have these beasts as pets, either as gifts from the royal family or created in-house by the family who owns them.

Bestiary Nefarious

Bloodrose

Tiny Plant

Hit Dice: ½d8 (2 hp)
Initiative: +0
Speed: 5 ft. (1 square)
Armor Class: 13 (+2 size, +1 natural), touch 12, flat 13
BAB/Grapple: 0/-13
Attack: Bite -3 melee (1d3-5 + blood drain)
Full Attack: Bite -3 melee (1d3-5 + blood drain)
Space/Reach: 2½ ft./0 ft.
Diameter: 18 in. + 2d6 in. (2 ft. 1 in.)
Weight: 3 lbs. + 1d4 lbs. (5 lbs.)
Special Att: Attach, Blood drain, Charm scent
Special Qual: fast healing 2, low-light vision, plant traits
Saves: Fort +2, Ref +0, Will +1
Abilities: S1 D11 C10 I1 W12 Ch15
Skills: Hide +8, Listen +3, Spot +3
Feats: Alertness
Environment: Temperate, Warm deserts, plains, forests
Organization: Solitary, or Pack (5-20)
CR: ½
Treasure: None
Alignment: Always neutral
Advancement: 1-4 HD (Tiny); 5-8 HD (Small)
Level Adj: -

This small plant has a black-petaled flower and smells similar to a rose. It likewise has the thorns and wide, green leaves of a rose.

A bloodrose is a vicious plant that uses its beauty to attract and drain the blood of victims. They are sometimes laced in gardens by creatures such as vampires, some of whom later cultivate the blood the bloodrose has drained from victims as a delicacy.

Combat

Bloodrose attempt to hypnotize victims to move near them, then twist about their opponent and drain out the victim's blood through its thorns. As it feeds, the rose of the creature usually remains transfixed on the victim.

Attach (Ex): If a bloodrose hits with its bite attack, it attaches itself to the victim and can automatically begin draining blood. The bloodrose is considered grappling while attached.

Blood Drain (Ex): A bloodrose that has attached itself can drain 1d4 Constitution per round from a victim. This is temporary ability damage.

Charm Scent (Su): A bloodrose excretes a powerful scent that charms victims who smell it (Will DC12 negates). The scent causes the victim to move to the bloodrose and leave itself open to its bite attack. The bloodrose's bite attack does not break the charm effect. The charm scent has a range of 30 feet and otherwise acts a *Charm Monster* spell. Caster level 1.

Fast Healing (Ex): A bloodrose regains 2 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.

Bloodroses on Amberos

Bloodroses have been on Amberos since the Dark Age, and it is thought they may have been created by the Dark One or one of his minions as a torture device, since all encounters with the plant during that time were "domesticated" versions. Since the Dark Age the bloodrose only seems to bloom in Randu and other lands of the east. It is thought that the secret to their creation is held by Titanicus, and has been passed on to certain followers and nobles of Randese blood.

Bloodmole

Diminutive Animal

Hit Dice: ½d8+ 1 (3 hp)
Initiative: +0
Speed: 5 ft. (1 square)
Armor Class: 14 (+4 size), touch 14, flat 14
BAB/Grapple: 0/-12 (+8 when burrowing)
Attack: Claw +4 melee (1)
Full Attack: 2 Claw +4 melee (1)
Space/Reach: 1 ft./0 ft.
Length: 3 in.
Weight: 1/10 lbs.
Special Att: Burrow, madness
Special Qual: Low-light vision, resistance to energy (all) 5, SR 12
Saves: Fort +3, Ref +2, Will +0
Abilities: S11 D10 C13 I1 W10 Ch15
Skills: Escape Artist +2, Hide +14, Listen +1, Spot 0
Feats: Augmented Ability (Madness)
Environment: Any land
Organization: Solitary, or Brood (2-5)
CR: ½
Treasure: None
Alignment: Always neutral
Advancement: 1 - 2 HD (Diminutive); 2 - 4 HD (Tiny)
Level Adj: -

This hairless creature could fit in the palm of a hand. It has no eyes, a dark red nose and a pair of powerfully built front legs, but no back legs.

The bloodmole is a dangerous little beast that burrows into the blood system of a victim, driving the victim into a maddening bloodlust before it kills the victim. The little beast is never sated, and as soon as it is finished with one victim, it will quickly strike out to seek its next meal.

Combat

Bloodmoles inch their way towards victims and then attempt to burrow into the flesh of their victim. Outside of a host, their undulating motion looks extremely humorous, but once within a few feet of a victim it will surge forward and burrow into flesh. Once into a victim, it generally appears as a quick moving bulge that rampages up and down the victim's body, sending the victim into the throes of madness.

Burrow (Ex): If a blood mole hits with its claw attacks, it deals normal damage and digs into the target's flesh. From that point on, the blood mole is considered to be grappling the target, though it does so from inside the victim's body, automatically dealing claw damage to the victim each round as it moves about inside the victim's system. Attempting to remove the bloodmole requires an opposed grapple check against the bloodmole (to squeeze it out of the body) or a successful slashing attack against the victim (using the victim's AC without Dex modifiers or the bloodmoles AC, whichever is higher). In the latter case, the victim suffers the damage of the slashing attack, but if successful, the bloodmole is cut out. Either method deals an additional 1d6 damage to the victim as the bloodmole is removed.

Madness (Su): A bloodmole that has entered a victim's body causes excruciating pain and upsets the metabolic balance of the victim, driving them into a mindless frenzy if they fail a Fort save DC 15. A frenzied victim acts as if affected by a barbarian's rage ability, and attacks the nearest living being with wild abandon – regardless if they are friend or foe.

Bloodmoles on Amöeros

Bloodmoles can be found just about anywhere on Amöeros, though they are generally an easily controlled pest. Their numbers seem larger near mountainous or hilly regions, but they are not confined to any one spot on the continent.

There are rumors that the Savage Companions use bloodmoles for assassinations of well-protected targets.

Burrow Worm

Huge Vermin

Hit Dice: 9d8+27 (67 hp)
Initiative: +3
Speed: 20 ft. (4 squares), burrow 30 ft. (6 squares)
Armor Class: 22 (-2 size, +3 Dex, +11 natural), touch 11, flat 19
BAB/Grapple: +6/+18
Attack: Bite +8 melee (3d6 +4;x3)
Full Attack: Bite +8 melee (2d6 +4;x3)
Space/Reach: 15 ft./10 ft.
Length: 16 ft. + 2d4 ft. (21 ft.)
Weight: 8,000 lbs + 2d10 x 50 lbs. (8,550 lbs./4 tons)
Special Att: Improved grab, swallow whole
Special Qual: Tremorsense 240 ft.
Saves: Fort +9, Ref +6, Will +4
Abilities: S19 D17 C17 I0 W13 Ch5
Skills: Climb +12, Escape Artist +11, Hide -5, Listen +9, Spot +1
Feats: Dodge, Mobility, Power Attack, Run, Spring Attack^B
Environment: Any land
Organization: Solitary, or Nest (2-5)
CR: 8
Treasure: None
Alignment: Always neutral
Advancement: 10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adj: -

This earth-colored creature is covered in hard plates that look like sharp-edged boulders. It has a wide, flat head with multiple rows of mandible-like teeth and does not appear to have eyes. Its underbelly is lined with hundreds of tiny, waving feet.

The burrow worm is an underground predator that hunts other subterranean burrowing creatures - such as bulettes. It has also been known to hunt surface creatures when times are lean, and a few have become the bane of underdark realms. Despite its name, a burrow worm is actually an insect-like creature, not a worm.

Combat

Burrow worms attack by quickly burrowing towards its intended target and attacking with its mandible-laden jaws. If the target is much larger than itself it uses its mobility to attack and run away from its opponent before it can be counter-attacked. Against smaller targets, it will attempt to swallow the victim whole.

Improved Grab (Ex): If a burrow worm hits a large sized or smaller opponent with its 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. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. 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.

Swallow Whole (Ex): If a burrow worm 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 can swallow prey up to large size, and the opponent takes bite damage. A swallowed victim takes 2d4 crushing damage and 1d6 acid damage per round in the creature's gizzard. 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 inflicting 14 points of damage, or it can just try to escape the grapple. The Armor Class of the interior is AC 15. 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 burrow worm can hold 1 Large, 2 medium-sized, 4 small, 8 tiny, 16 diminutive or 32 fine creatures in its gullet.

Burrow Worms on Amberos

Burrow worms can be found almost anywhere on Amberos. They actually are encountered more often in the underdark, where their burrowing activity leads them into underground enclaves filled with many potential meals.

Cactus Folk

Medium Plant

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 studded leather), touch 10, flat 13
BAB/Grapple:	+0/+0
Attack:	Scimitar +0 melee (1d6;18-20/x2)
Full Attack:	2 Scimitars +0 melee (1d6;18-20/x2)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight:	90 + 4d6 x 5 lbs. (160 lbs.)
Special Att:	Thorns
Special Qual:	Heat tolerance, low-light vision, plant traits
Saves:	Fort +3, Ref +0, Will +0
Abilities:	S10 D11 C12 I10 W10 Ch9
Skills:	Knowledge (nature) +4, Listen 0, Spot 0, Survival +4
Feats:	Endurance
Environment:	Any land
Organization:	Solitary, Stand (2-5), Grove (5-20), Band (20-40), Horde (40-60), or Tribe (60+)
CR:	½
Treasure:	25% coins, Normal items, No art objects
Alignment:	Usually Chaotic Neutral
Advancement:	By Character Class
Level Adj:	+1

This tall humanoid has little hair and a greenish skin with dimpled vertical lines running down its body. At regular intervals on its exposed body needle-like thorns stand out from the skin in the dimpled lines.

It is unknown if cactus folk were spawned from spells cast by ancient druids that rose them into intelligent beings or if they came about by some other fashion; the cactus folk are reluctant to talk about their origins to outsiders, and have an unusual disdain for druids.

Cactus folk speak Common. They often learn the language of other desert-dwelling creatures.

Combat

Cactus folk prefer both ranged attacks and two-weapon fighting with double scimitars. They tend to prefer fighting as loners, and it is rare for them to work in concert with other beings - even their own kind. Commonly, a cactus folk chooses his opponent(s) and fights that opponent exclusively, ignoring whatever foe his allies may be fighting. This does not mean that cactus folk are driven to concentrate on a single foe to the exclusion of all else - it is not uncommon for them to switch to take on a more dangerous foe, for example - but they rarely give up an opponent to aid an ally in battle, and tend to expect the same. Above all else, a cactus folk prides himself on being able to hold his own.

Some cactus folk who have taken up monkish pursuits have prefer to use grappling attacks, lancing their victims on their bodily spines.

Heat Tolerance (Ex): Cactus folk are unaffected by high temperatures. They are immune to nonlethal damage from high heat and heatstroke effects.

Thorns (Ex): Anyone grappling a cactus folk must make a Reflex save (DC 15) or suffer 1d4 damage.

Society

All cactus folk expect themselves and others of their kind to be able to hold their own. They see dependence on another being for food, shelter, protection or any other need as an unthinkable act of, at best laziness, and at worst slavery of the worst sort. This doesn't mean that a cactus folk won't help someone in need - but only if the person in need directly asks the cactus folk. It is not an insult to ask another for help - cactus folk understand that some things just cannot be done alone and recognizing one's limitations takes a bit of wisdom. However, cactus folk frown on those who ask for things they could clearly accomplish themselves, even if it meant the being had to learn how to perform the task first. Perhaps because of this outlook, cactus folk do not usually gather into large groups, and prefer a nomadic life. Cactus folk do not marry nor do they enter into dependant relationships - whether mere friendships or in matters of love.

Cactus folk reproduce by an unusual form of germination - during the summer months cactus folk may spontaneously flower and if exposed to the pollen of another cactus folk may produce a small bud after 2-4 weeks. This bud is generally removed once "ripe" at the 6 week mark and is the size of a small onion. It is then planted in the ground in a dry area. Within a week or two a small, squat cactus grows from the spot, while the taproot grows in the shape of a cactus folk (in a fetal position). After three years a fully grown cactus folk will emerge from the spot and is free to start his or her wanderings.

Cactus Folk on Amōeros

Despite the large deserts around Llannhanex and Liannhanex, there are few cacti that grow in the region, and Cactus folk are sparse inhabitants of those lands. There are much larger concentrations of Cactus Folk in the lands of northern Randu and a clan or two in Ran Da Khan, but they are virtually non-existent elsewhere.

Cactus Folk Characters

Wandering on their own, it is quite possible for cactus folk to find themselves caught up in adventures, though few seek to become a hero of any sort.

Cactus folk gain the following abilities.

- **Base Movement Rate 30 feet.**
- **Low-light vision.** Cactus folk can see twice as far as a human in twilight or dim light.
- **Plant Type.**
 - o Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
 - o Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
 - o Not subject to critical hits.
 - o Plants breathe and eat, but do not sleep.

Bestiary Nefarious

- **+2 Con, -2 Chr.** Cactus folk are hardy beings, but tend to be cool or aloof around others, as well as have a poor natural talent for magic.
- **Heat Tolerance (Ex):** Cactus folk are unaffected by high temperatures. They are immune to nonlethal damage from high heat and heatstroke effects.
- **Thorns (Ex):** Anyone grappling a cactus folk must make a Reflex save (DC 15) or suffer 1d4 damage.
- **Favored Class:** Ranger
- **Level Adjustment:** +1

Cactus folk worship nature and believe in reincarnation. Cactus folk tend to be druids, not clerics.

Cactus Folk Explorer

Cactus Folk Rgr 5;hp: 32

S14 D16 C15 I10 W12 Ch6;Fort +6, Ref +7, Will +2

Init: +3 **Move:** 30 ft.

AC: 18 (+3 Dex, +5 *chain shirt* +1), touch 13, flat 15

BAB/Grapple: +5/+7

Full Attack: primary +1 *rapier* +10 melee (1d6+3;18-20/x2), off-hand mw *shortsword* +7 melee (1d6+1;19-20/x2) or Hurlled thorns +8 ranged (1d4+2)

Special Att: Thorns

Special Qual: Combat style (two-weapon), favored enemy, heat tolerance, plant traits

Skills: Craft (Any one) +8, Heal +9, Knowledge (Nature) +8, Listen +1, Profession (Any one) +9, Spot +9, Survival +9

Feats: Endurance^R, Hurl Thorns^R, Weapon Finesse, Weapon Focus (Rapier), Track^R, Two-weapon Fighting^R

CR: 5

Gear: +1 *rapier* (2,320 gp), mw *shortsword* (310 gp), *chain shirt* +1 (1,250 gp), *potion of cure moderate wounds* (300 gp)

Total: 4,180 gp (4,300 gp)

The Cactus Folk Explorer took a feat at 4th level instead of an animal companion

Favored Enemy (Ex): The cactus folk explorer gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against magical beasts and a +4 bonus on weapon damage rolls against such creatures. The cactus folk explorer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against vermin and a +2 bonus on weapon damage rolls against such creatures.

Typical Ranger Spell List

(1; CL 2; Spell DC 11 + Spell Level)

1st: *Charm Animal*

Bestiary Nefarious

Cactus Folk Protector

Cactus Folk Rgr 10;hp: 65

S14 D19 C15 I10 W12 Ch6;Fort +10, Ref +11, Will +5

Init: +4 Move: 30 ft.

AC: 20 (+4 Dex, +6 chain shirt +2), touch 14, flat 16

BAB/Grapple: +10/+12

Full Attack: primary +1 rapier +14/+9 melee (1d6+3;15-20/x2), off-hand +1 shortsword +13/+8 melee (1d6+2;19-20/x2) or Hurlled thorns +13/+8 ranged (1d4+2)

Special Att: Thorns

Special Qual: Combat style (two-weapon), evasion, favored enemy, heat tolerance, plant traits, swift tracker, woodland stride

Skills: Craft (Any one) +13, Heal +14, Knowledge (Nature) +13, Listen +1, Profession (Any one) +14, Spot +14, Survival +14

Feats: Endurance^R, Hurl Thorns^R, Improved Critical (Rapier), Improved Two-Weapon Fighting^R, Weapon Finesse, Weapon Focus (Rapier), Track^R, Two-weapon Defense^R, Two-weapon Fighting^R

CR: 10

Gear: +1 rapier (2,320 gp), +1 shortsword (2,310 gp), chain shirt +2 (4,250 gp), gloves of dexterity (4,000 gp), cloak of resistance +1 (1,000 gp), potion of cure moderate wounds (300 gp)

Total: 14,180 gp (16,000 gp)

The Cactus Folk Explorer took a feat at 4th and 6th level instead of an animal companion

Evasion (Ex): If a cactus folk protector 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 (Ex): The cactus folk protector gains a +6 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against magical beasts and a +6 bonus on weapon damage rolls against such creatures. The cactus folk explorer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against vermin or undead and a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check 1d20+8; Influence animals

Woodland Stride (Ex): A cactus folk protector 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 cactus folk protector 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.

Typical Ranger Spell List

(2/1; CL 5; Spell DC 11 + Spell Level)

1st: Charm Animal, Magic Fang

2nd: Protection from Energy

Cactus Folk Lord

Cactus Folk Rgr 15;hp: 97

S14 D22 C15 I10 W12 Ch6;Fort +13, Ref +17, Will +8

Init: +4 Move: 30 ft.

AC: 24 (+6 Dex, +8 mithral chain shirt +4), touch 16, flat 18

BAB/Grapple: +15/+17

Full Attack: primary +1 rapier +20/+15/10 melee (1d6+3;15-20/x2), off-hand +1 shortsword +17/+12 melee (1d6+2;19-20/x2) or Hurlled thorns +18/+13 ranged (1d4+2)

Special Att: Thorns

Special Qual: Camouflage, combat style (two-weapon), evasion, favored enemy, heat tolerance, plant traits, swift tracker, woodland stride

Skills: Craft (Any one) +18, Heal +19, Hide +6, Knowledge (Nature) +18, Listen +6, Profession (Any one) +19, Spot +14, Survival +19

Feats: Dodge, Endurance^R, Hurl Thorns^R, Improved Critical (Rapier), Improved Two-Weapon Fighting^R, Mobility^R, Spring Attack, Weapon Finesse, Weapon Focus (Rapier), Track^R, Two-weapon Defense^R, Two-weapon Fighting^R

CR: 15

Gear: +2 rapier (8,320 gp), +2 shortsword (8,310 gp), chain shirt +4 (17,250 gp), gloves of dexterity +4 (16,000 gp), cloak of resistance +2 (4,000 gp), potion of cure serious wounds (750 gp)

Total: 54,630 gp (59,000 gp)

The Cactus Folk Explorer took a feat at 4th, 6th and 12th level instead of an animal companion

Camouflage (Ex): A cactus folk lord can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Evasion (Ex): If a cactus folk protector 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 (Ex): The cactus folk protector gains a +6 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against magical beasts and a +6 bonus on weapon damage rolls against such creatures. The cactus folk explorer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against vermin or undead and a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check 1d20+13; Influence animals

Woodland Stride (Ex): A cactus folk protector 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 cactus folk protector 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.



Bestiary Nefarious



Typical Ranger Spell List

(2/1; CL 5; Spell DC 11 + Spell Level)

1st: *Charm Animal, Magic Fang*

2nd: *Protection from Energy*

Barbed Attack

Your unarmed attack deals extra piercing damage.

Prerequisites: Cactus folk, BAB 1+

Benefit: As part of an unarmed attack, you may deal an extra 1d4 piercing damage with each attack.

Hurl Thorns

You have trained to be able to hurl your bodily thorns.

Prerequisite: Cactus folk, BAB 4+

Benefit: As a standard action or as part of a full-attack action, you can hurl a number of thorns from your body at opponents as a ranged attack. The range increment is 10 feet, and you deal 1d4 + Str modifier points of piercing damage on a successful hit.

Bestiary Nefarious

Camille

Tiny Monstrous Humanoid (Extraplanar)

Hit Dice: 1/8d8+2 (3 hp)
Initiative: +4
Speed: 20 ft. (4 squares)
Armor Class: 16 (+2 size, +4 Dex), touch 16, flat 12
BAB/Grapple: 0/-12
Attack: Bite -9 melee* (1)
Full Attack: Bite -9 melee* (1)
Space/Reach: 2½ ft./0 ft.
Height: 8 in. + 1d4 in. (10 in.)
Weight: 1d4 lbs. (2 lbs.)
Special Att: -
Special Qual: Blink, darkvision 60ft.
Saves: Fort +2, Ref +6, Will +3
Abilities: S3 D19 C15 I10 W13 Ch15
Skills: Diplomacy +9, Hide +12, Listen +1, Sense Motive +8, Spot +1
Feats: Negotiator
Environment: Any land
Organization: Solitary, Run-on (2-5), or Babble (5-20)
CR: ¼
Treasure: ½ Standard
Alignment: Always neutral
Advancement: ½ - 1 HD (Tiny); 2 HD (Small)
Level Adj: +0 (cohort)

* A camille's bite is considered a secondary attack

This tiny blob of dark brown fur has two pink, hairless arms with three fingers, a similar pair of legs and two eyes that look like small rocks of a color similar to its furry body. It has a tiny, trumpet-like mouth and it jabbars and hoots constantly as it gesticulates wildly.

A camille is a bizarre humanoid creature that is very sociable and willing to please. They are quite gregarious with other races, and attempt to make many friends by offering presents or other tribute. Camille detest flagrantly evil creatures, and they will hiss and mumble curses in their presence. They are not aggressive at all towards such creatures, and will quickly scatter if threatened.

Camilles can be taken as familiars by good or neutral wizards, and sometimes will allow themselves to be taken on as pets. They will not serve evil beings. A camille taken as a familiar grants its owner a +3 bonus to Diplomacy checks.

Also, all camille know the magic formula that can summon their kind to the presence of a caster to aid the summoner. Camille will only reveal this spell to those who have proven themselves to be friendly to the camille. Since they cannot speak any language, they will scribe the magical formula in the ground or other area. It requires a successful DC 21 Decipher Script skill check or use *Read Magic* to understand the formula. The formula only works for the caster it is inscribed to, and cannot be used by other spellcasters.

Camille speak their own language, which consists of high-pitched toots, whistles and baby-like babbling. They can understand Common and learn other languages, but their peculiar mouth structure prevents them from being able to speak any other language than their own.

Combat

Camille generally flee from combat, howling in fear. If backed into a corner, they will stick their tubular mouths on an opponent and leave a sucker-like welt on the opponent's flesh.

Blink (Su): As per the spell, caster level 5. Usable once per day.

Camille as Familiars

Non-evil wizards or sorcerers can take a camille as an improved familiar at 3rd level. The master of a camille familiar gains an additional known spell each time they gain a level. The spell can be of any level that the caster can cast.

Camille on Amöeros

The origin of these creatures is unknown, but they seem to have been natives of the Crystalmire mountains. During the time of Ghan the Ghan mage Huor had one as a familiar, and it appears several clans migrated to the east and can be found in the mountains of Randu.

Summon Camille

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft/2 levels)

Area of Effect: One or more Camille

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, one camille per caster level (max 10) appears at the desired location and acts as the caster directs. Summoned camille will not fight, though they can be used to distract opponents. If a camille dies due to actions or the task asked of the caster, the camille immediately stops their activities, gather to collect the dead camille body and disappear. The spell can then never be used again until the caster atones for the camille's death.

This spell cannot be taught to others and can only be gained directly from a Camille. It cannot be chosen as a bonus spell when gaining a level.

Bestiary Nefarious

Capricornus

Medium Magical Beast (Aquatic, Extraplanar)

Hit Dice: 3d10+15 (31 hp)
Initiative: +3 (+3 Dex)
Speed: 10 ft. (2 squares), swim 50 ft. (10 squares)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat 15
BAB/Grapple: +3/+7
Attack: Gore +7 melee (1d6+4) or Bite +7 melee (1d4+4 + ability drain)
Full Attack: Gore +7 melee (1d6+4) or Bite +7 melee (1d4+4 + ability drain) and 2 hooves +2 melee (1d4+2 + confusion)
Space/Reach: 5 ft./5 ft.
Length: 6 ft. 6 in. + 2d8 in. (7 ft. 3 in.)
Weight: 550 lbs. + 5d6 x 7 lbs (669 lbs.)
Special Att: Ability drain, confusion
Special Qual: Low-light vision, fast healing 2
Saves: Fort +7, Ref +6, Will +2
Abilities: S19 D17 C19 I11 W13 Ch11
Skills: Balance +5, Escape Artist +5, Hide +3, Jump +7, Listen +1, Sense Motive +4, Spot +4, Swim +4
Feats: Agile, Toughness
Environment: Any aquatic
Organization: Solitary, Family (2-5), or Pod (5-20)
CR: 3
Treasure: None
Alignment: Always neutral good
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adj: +3 (Aquatic cohort only)

This odd creature sports the upper torso of a white goat with golden, crooked horns and the lower body of a sparkling blue fish. Its goat-like forelegs end in golden hooves and it sports a white beard that seems to be made of seaweed.

The capricornus is a creature from the elemental plane of water, often found visiting and frolicking in prime material oceans. They are playful and generally good-natured, though pods of the creatures have been known to take issue with evil sea creatures or pirate ships.

Capricornus are too intelligent to be forced to take a rider, but they will allow friendly beings to ride them like mounts for short periods of time. Sometimes, they will wade to shore and allow a being to ride astride their back, and take the individual on a wild ride to test the being's mettle and skill. Those found lacking in either usually wake up after the ride half-drowned on the beach, with the capricornus nowhere in sight. Those who pass the test are returned to land, and often given gifts of gold and silver for their endurance.

Capricornus speak Aquan, merfolk and Common.

Combat

Capricornus fight by charging their enemy and attempting to gore them. Once in melee, they strike with hooves and horns and only flee if met with superior force. Such fleeing is often only to go and round up allies to help, though.

Ability Drain (Su): The bite of a capricornus deals 1d2 points of permanent Wisdom drain if the victim fails a Fort DC 11 save.

Confusion (Sp): If a capricornus strikes an opponent with a hoof, they must make an immediate Fort DC 15 save or fall under the effects of a *Confusion* spell with a caster level of 3. A victim can only be subjugated to one such attack per day.

Fast Healing (Ex): A capricornus regains 2 hit points per round while in contact with water. 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.

Summoning a Capricornus

A capricornus can be summoned by the spell *Monster Summoning IV* by those who know the proper ritual (Knowledge (The Planes) DC 14 and Spellcraft DC 15).

Capricornus on Amberos

The nobility of Nydonna's Sea Kingdom have handed down through the ages rituals by which they can summon capricornus to their aid, and more than a few Nydonna nobles keep the creatures as a sort of mount.

Cavern Crawler

Huge Undead

Hit Dice: 4d12 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares), climb 15 ft. (3 squares)
Armor Class: 16 (-2 size, +8 natural), touch 8, flat 16
BAB/Grapple: +2/+17
Attack: Bite +7 melee (2d6+7)
Full Attack: Bite +7 melee (2d6+7)
Space/Reach: 15 ft./10 ft.
Length: 25 ft. + 1d8 ft. (29 ft.)
Weight: 120 lbs. + 1d10 x 5 lbs. (145 lbs.)
Special Att: Poison
Special Qual: Blindsight 60 ft., DR 5/bludgeoning, darkvision 60 ft., turn resistance 4, undead traits
Saves: Fort +1, Ref +1, Will +4
Abilities: S25 D11 C- I- W10 Ch15
Skills: Climb +15, Hide +0, Listen +0, Spot +4
Feats: -
Environment: Any land
Organization: Solitary, Cluster (2-5), or Nest (5-20)
CR: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)
Level Adj: -

A shambling mass of legs stands before you, held together by a gray-rock hard exoskeleton that stretches nearly five men's length. One end of the beast sports an insectile head with deadly mandibles dripping with a greenish ichors.

A cavern crawler is a peculiar undead creature that resembles the animated exoskeleton of a gigantic centipede. What makes the creature so deadly is that its bite transforms its victims into zombies under its control.

A cavern crawler is not intelligent beyond its ability to hunt food, and will not communicate with other living or dead creatures.

Combat

Cavern crawlers generally take advantage of their climb ability to struck from an unseen or awkward to reach position. They are wily enough to attack unarmored targets first, attempting to quickly bolster its ranks with undead minions. The cavern crawler has little fear of death, and has been known to fight on despite overwhelming odds, attempting to take out as many enemies as possible before succumbing to its prey.

Poison (Su): The bite of a cavern crawler injects the victim with a deadly poison that transforms the victim into a zombie under the cavern crawler's control if the save is failed (injury; DC 15; Init: 1d4 Con; Sec: Transformation)

Skills: Cavern crawlers have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

Cavern Crawlers on Amberos

While original found in the Domes of the Dead in the west and thought to have been a byproduct of the magic that killed the first necromancer, Black Marentail, cavern crawlers have begun to appear in the deserted wastes of Randu and other areas in the east. There are clues pointing to their appearance being the subtle workings of Lepornunse, god of disease, but for what reason, none can fathom.

Bestiary Nefarious

Chuut-I

Large Magical Beast (Earth)

Hit Dice: 4d10+8 (30 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares), swim 20 ft. (4 squares)
Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat 14
BAB/Grapple: +4/+12
Attack: Bite +7 melee (1d8+4)
Full Attack: Bite +7 melee (1d8+4), 2 claw +5 melee (1d6+2) and tail +5 melee (1d8+6)
Space/Reach: 10 ft./10 ft.
Height: 9 ft. + 2d4 in. (9 ft. 5 in.)
Weight: 450 lbs. + 2d10 x 10 lbs. (560 lbs.)
Special Att: -
Special Qual: Alternate form, DR 5/magic +1, darkvision 60 ft., fast healing 3, low-light vision
Saves: Fort +6, Ref +5, Will +2
Abilities: S19 D13 C14 I11 W13 Ch12
Skills: Disguise +3*, Forgery +2, Hide +4, Listen +1, Spot +4
Feats: Deceitful, Die Hard, Endurance^B, Multiattack
Environment: Warm aquatic, deserts, plains, or marshes
Organization: Solitary, or Brood (2-5)
CR: 3
Treasure: Standard
Alignment: Often neutral good
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adj: -

The gray statue suddenly seems to spring to life, revealing a gorilla-shaped creature covered in reptilian scales with an alligator-like head.

The Chuut-I is a temple guardian often encountered in desert lands. Their primary ability is being able to transform their entire body to stone, and revert back at any time. Chuut-I are generally found in stone form as if they were statues. Only if their statue form or the temple they reside in comes under attack does the Chuut-I take humanoid form and attack.

Because of their known prowess and tendency to protect temples, many temples in such lands mix in regular stone statues with any present Chuut-I to throw off temple thieves and enemies.

Chuut-I can speak celestial and Common. They are generally also fluent in whatever local tongues the priests and visitors use in the area.

Comðac

The quickest way to engage a Chuut-I in combat is to besmirch a god - either through statements or by attempted desecration of a temple the Chuut-I is defending. Chuut-I are extremely unforgiving of the latter offense, and will fight to the death against desecrators, whereas they may only beat a blasphemer into submission. Chuut-I will often rush an opponent and strike with a whirlwind of claw, fang and tail slaps. Some Chuut-I prefer to fight with weapons - usually exotic ones at that.

Some Chuut-I have taken up the holy ways of the Paladin as a temple's defender. Such Chuut-I rarely use steeds, but have been known to employ giant eblis or crocodile steeds if they do.

Alternate Form (Su): A Chuut-I's natural form is that of an hunched humanoid that resembles an alligator. At will, it transforms itself into a solid stone statue. When in stone form, it retains its current hit points and DR, but is unable to move. A Chuut-I is aware of its surroundings in statue form, and will generally change back into beast form if it is threatened.

Skills: A chuut-I gains a +10 bonus to disguise when in stone shape.

Society

Chuut-I are devoutly religious, and take guarding temples to the gods very seriously. They generally spend most of their time in stone form in a defensive position within whatever temple they are guarding. Only on certain holy days or during certain periods of the night do their kind normally take humanoid form. At these times their kind congregate, perform their own holy rituals and/or seek mates or relationships.

Chuut-I are trained very early in life to take up the mantle of temple guardian, and there are very few that do not take up permanent residence in some sort of temple. Even wandering Chuut-I usually seek out roadside temples to pay homage to the gods, and there have been bands of Chuut-I who have been known to travel far and wide to gather materials and coin to build temples in areas with too few skilled workers or the money to support a temple in their town.

Chuut-I on Amðeros

Most Chuut-I can be found in Llannhanex and worship the Ancient gods, much as do the Llannians themselves.

Bestiary Nefarious

Ankhhbearer

Huge Outsider (Augmented Magical Beast, Earth, Native)

Hit Dice: 9d10+6d10+90 (172 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft. (6 squares), swim 20 ft. (4 squares), fly 60 ft (12 squares) (good)

Armor Class: 29 (-2 size, +1 Dex, +9 natural, +11 *mithral half-plate* +4), touch 9, flat 28

BAB/Grapple: +9/+25

Attack: Bite +15 melee (2d6+10;19-20/x2)

Full Attack: Bite +15 melee (2d6+10;19-20/x2), 2 claw +13 melee (1d8+5) and tail +14 melee (2d6+15)

Space/Reach: 15 ft./15 ft.

Height: 28 ft. + 1d4 ft. (30 ft.)

Weight: 3,000 lbs + 1d8 x 250 lbs. (4,000 lbs.)

Special Att: Daylight, magic strike, smite 2x/day, smite evil, turn undead

Special Qual: Alternate form, aura of good, divine grace, DR 5/magic +2, darkvision 60 ft., detect evil, divine health, fast healing 4, immune to disease, lay on hands, low-light vision, remove disease 1x/week, resist acid 10, cold 10, electricity 10, spell-like abilities, SR 24

Saves: Fort +19, Ref +12, Will +10

Abilities: S31 D13 C22 I13 W17 Ch18

Skills: Diplomacy +14, Disguise +16*, Forgery +16, Heal +9, Hide +13, Intimidate +6, Knowledge (The Planes) +5, Knowledge (Religion) +11, Listen +7, Sense Motive +7, Spot +15

Feats: Deceitful, Die Hard, Endurance^B, Extra Turning, Heighten Turning, Improved Critical (Bite)^P, Multiattack, Weapon Focus (Tail)

Environment: Warm aquatic, deserts, plains, or marshes

Organization: Solitary, or Brood (2-5)

CR: 15

Treasure: *mithral half-plate* +4 (25,900 gp)

Alignment: Often neutral good

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

Level Adj: -

The Ankhhbearer took a feat instead of a special mount

The gray silver-armored figure thunders forward, a golden radiance emanating from the gorilla-shaped creature which bears an alligator-like head. From its back spread black-tipped angelic wings, encased in the same silvery armor as the rest of the creature.

While most Chuut-I remain hidden in a temple as a sort of guardian, the Ankhhbearer often sallies forth from its home temple to crush an evil that has been brought to its attentions.

When not engaged in a quest against evil, Chuut-I are usually the centerpiece of a temple – a living conduit to a god. They accept offerings and greet pilgrims to their temple, and in cases where the temple lacks a priest of stature, may even give regular sermons to the populace.

Chuut-I can speak celestial and Common. They are generally also fluent in whatever local tongues the priests and visitors use in the area.

Combat

An Ankhhbearer sees itself as the living wrath of a god. They will not back down from a conflict, and will do their utmost to destroy any fiend or heretic that they encounter. They will never willingly harm an innocent being, but will not allow themselves to be blackmailed to save such an individual.

An Ankhhbearer never gives quarter to an enemy nor accepts the surrender of a known evil foe.

Alternate Form (Su): An Ankhhbearer natural form is that of an hunched humanoid that resembles an alligator. At will, it transforms itself into a solid stone statue. When in stone form, it retains its current hit points and DR, but is unable to move. A Chuut-I is aware of its surroundings in statue form, and will generally change back into beast form if it is threatened.

Aura of Courage (Su): An Ankhhbearer is immune to fear (magical or otherwise). Each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects.

Daylight (Su): A Ankhhbearer can use the *daylight* spell at will at 9th level ability.

Detect Evil (Sp): At will, an Ankhhbearer can use *detect evil*, as the spell.

Divine Grace (Su): An Ankhhbearer gains a bonus equal to her Charisma bonus on all saving throws (already added in).

Divine Health (Ex): An Ankhhbearer is immune to all diseases, including supernatural and magical diseases.

Lay on Hands (Su): An Ankhhbearer can heal 24 hit points of damage per day by touch. It may choose to divide her healing among multiple recipients, and it doesn't have to use it all at once. Using lay on hands is a standard action.

Smite (Su): Once per day, an Ankhhbearer can make a melee attack to deal +9 damage against an evil foe.

Smite Evil (Su): Twice per day, an Ankhhbearer may attempt to smite evil with one normal melee attack. It adds +4 to the attack roll and deals 6 extra points of damage.

Spell-like Abilities (Sp): An Ankhhbearer can use the following abilities as listed. Caster level 9.

Protection from Evil – 3x/day, *Bless* – 1x/day, *Aid* – 1x/day, *Detect Evil* – 1x/day, *Cure Serious Wounds* – 1x/day, *Neutralize Poison* – 1x/day, *Holy Smite* (DC – 1x/day, *Remove Disease* – 1x/day, *Dispel Evil* – 1x/day.

Turn Undead (Su): 11x/day; Turn Check 1d20+4; Turn Damage 2d6+9

Skills: An Ankhhbearer gains a +10 bonus to disguise when in stone shape.

Typical Paladin Spell List

(2; CL 3; Spell DC 14)

1st: *Lesser Restoration*

Ankhhbearer on Amberos

Only one known Ankhhbearer is known to exist on Amberos, in the temple of Horus in Llanhanex. Only once in the past 100 years or so has this unnamed Chuut-I left its temple – in its last venture, it sallied forth to defend the temple



Bestiary Nefarious

against attack from Randu. Though it was badly injured in the fight, it single-handedly destroyed the opposing Randese. According to legend, all Chuut-I are said to spawn from this individual, and the Chuut-I have gone to great lengths to protect it and ensure its survival.



Cobra Newt

Tiny Animal (Amphibious)

Hit Dice: ½d8+1 (2 hp)
Initiative: +2 (+2 Dex)
Speed: 15 ft. (3 squares), swim 15 ft. (3 squares)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat 13
BAB/Grapple: 0/-12
Attack: Bite -2 melee (1d3-4 + poison)
Full Attack: Bite -2 melee (1d3-4 + poison)
Space/Reach: 2½ ft./0 ft.
Length: 1 ft. + 1d4 in. (1ft. 2 in.)
Weight: 2 lbs + 1d4 lbs. (4 lbs.)
Special Att: Poison
Special Qual: Low-light vision, water dependency
Saves: Fort +3, Ref +4, Will +1
Abilities: S2 D14 C12 I2 W12 Ch9
Skills: Hide +10, Listen +5, Spot +5, Swim +10
Feats: Alertness
Environment: Any land
Organization: Solitary, Cluster (2-5), or Nest (5-20)
CR: ½
Treasure: None
Alignment: Always neutral
Advancement: 1 - 2 HD (Tiny); 3-5 HD (Small)
Level Adj: +0 (Animal Companion; Familiar)

This foot long amphibian is mostly black with red speckling. It has a cobra-like hood and small needle-like fangs.

Cobra newts are peculiar creatures that dwell in swamplands and other marshy areas. They have a poisonous venom, but their skin is highly prized in the creation of poultices to heal wounds and fight off infections.

Combat

Cobra newts are not aggressive creatures, and usually only attack if threatened or if their territory is invaded. A cobra newt is a simple attacker; it normally warns its opponent by rearing up on its hind legs and puffing wide its hood and hissing; if this fails to deter an attacker, it charges prey and bites, hoping to drive the opponent off.

Poison (Ex): The bite of a cobra newt injects a toxin that attacks the nervous system. Type: injected; Fort save DC 11; Init: 1d4 Dex; Sec: 1d8 Con and 1d4 Wis. A victim who makes both secondary saves successfully regains 1 point of lost Dex.

Water Dependency (Ex): If a cobra newt is not kept damp, it suffers 1d4 points of Constitution damage per hour until it able to moisten its skin. A cobra newt can freely breathe while underwater or on land.

Skills: A cobra newt gains a +8 bonus to swim checks and can use its Dexterity modifier instead of its Strength when swimming. A cobra newt can take 10 when swimming, even when distracted or under duress.

Cobra Newts As Familiars

Certain swamp-dwelling spellcasters have been known to make the cobra newt a familiar. A cobra newt grants its owner a +3 bonus to Swim checks.

Cobra Newts on Amberos

While cobra newts can be found in just about any swamp on Amberos, they are the favorite food of black dragons and black drakes of the Golens. Also, it seems that Savage Avenger's assassins, who work from the Golens, often employ the newt's poison on their weapons.

Bestiary Nefarious

Cobracon

Huge Animal (Reptilian)

Hit Dice: 4d10+20 (40 hp)
Initiative: (-2 size, +2 Dex)
Speed: 40 feet (8 squares), fly 100 ft. (20 squares) (Poor)
AC: 13 (-2 size, +2 Dex, +3 natural), touch 10, flat 11
BAB/Grapple: +4/+18
Attack: Bite +10 melee (2d6+9 + poison)
Full Attack: Bite +10 melee (2d6+9 + poison)
Space/Reach: 10 ft./10 ft.
Length: 16 ft. + 1d4 ft. (18 ft.)
Weight: 350 lbs. + 2d10 x 15 lbs. (515 lbs.)
Special Att: Improved Grab, Poison, Poison Spittle, Constrict
Special Qual: Scent
Saves: Fort +9, Ref +6, Will +4
Abilities: S26 D14 C20 I2 W14 Ch6
Skills: Balance +10, Climb +18, Listen +10, Spot +10
Feats: -
Climate: Temperate and Warm land
Organization: Solitary
CR: 5
Treasure: None
Alignment: Always Neutral
Advancement: Huge (5-15 HD)
Level Adj: +3 (Animal Companion)

Before you is a huge, emerald green snake, coiled and ready to strike. It has a pair of bat-like wings that protrude from the body just behind the head, and it flaps them silently at it hisses at you with deadly menace.

The cobracon, or flying cobra, is a huge green serpent with bat-like wings. They are sometimes mistaken as coatyl by the uninformed, but are neither intelligent nor gifted with magical abilities.

Comðac

The cobracon is an aggressive predator, preferring to swoop down on foes at least two sizes smaller than it and use its acid spittle to paralyze or blind its foes. Once a foe is injured, the cobracon will land to devour the meal. If attacked, the serpent is quick to use its venomous bite to defend itself, and rarely will disengage from a chosen target.

Constrict(Ex): A cobracon deals 2d6+12 damage with a successful grapple check against opponents of up to Huge size.

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

Poison(Ex): Bite, fortitude save (DC 15); initial and secondary damage 1d6 temporary Dexterity.

Poison Spittle(Ex): As a ranged touch attack, the cobracon can spit its venom at a foe to cause blindness. The victim must make a DC 14 Fortitude save or be blinded for 2d6 minutes.

Cobracons on Amðeros

These deadly reptiles seem to frequent the desert areas of Llannhanex and Iiannhanex. Encounters with the beasts have spread to Lanster, Simera and Ulanst, but the druids of Kennestone seem to have been able to somehow prevent these creatures from spreading into Kennestone.

Bestiary Nefarious

Colossus

Colossal Construct

Hit Dice: 60d10+83 (413 hp)
Initiative: +4
Speed: 50 ft. (10 squares) (can't run)
Armor Class: 22 (-8 size, +20 natural), touch 2, flat 22
BAB/Grapple: +45/+80
Attack: Slam +57 melee (2d8+19)
Full Attack: 2 slams +57 melee (2d8+19)
Space/Reach: 30 ft./30 ft.
Height: 60 feet
Weight: 250,000 lbs. (125 tons)
Special Att: Breath weapon
Special Qual: Construct traits, DR 20/epic +8, darkvision 60 ft., low-light vision, epic spell immunity
Saves: Fort +22, Ref +22, Will +22
Abilities: S49 D11 C- I - W10 Ch1
Skills: -
Feats: -
Environment: Any land
Organization: Solitary
CR: 26
Treasure: None
Alignment: Always neutral
Advancement: 61-180 HD (Colossal)
Level Adj: -

This towering statue made of metal creaks and groans at its joints as it swiftly comes to life, taking a defensive combat stance. Its eyes glitter like fire and its arms are covered in arcane tattoos that glow like fire.

A colossus is a towering statue made of some sort of metal - usually bronze or steel, that has been magically enchanted to come to life if the area it protects is threatened. Few wizards or kingdoms have the funds to fabricate or enchant these behemoths, and as such they are very rare, and usually only protect the most sacred of sites or largest of communities. A colossus cannot speak, but can utter a battle cry that sounds like a roaring furnace.

Colossus are capable of understanding the language of their creator and the language of any people it has been designed to protect.

Combat

Colossi are titanic fighters, and while mindless, fight with the cunning of a skilled warrior. A colossus might not be inventive in its attacks, but will do its best to cause the greatest harm to its foes by whatever means available to it. Most colossus are armed with two weapons and will prefer to wade into combat utilizing these massive weapons. If engaged with a foe that is attacking from outside their proscribed defensive area, they are not adverse to locating and using titanic ranged weapons (such as trees or boulders) to pummel such foes; wise creators often arm their colossuses with ranged weapons for such occurrences. Colossus reserve using their breath weapon against multiple foes or targets that will easily burn. They generally will refrain from using their breath weapon in areas that will harm their proscribed area to protect.

Breath Weapon (Su): Once per minute, a colossus can breathe a 120 ft. cone of molten lead that deals 10d6 fire damage. A Reflex DC 40 save halves the damage. Those who fail the initial save take an additional 10d6 fire damage for 5 rounds (Fort DC 40 for half damage). A save can be made each round. Cooling or otherwise freezing the molten lead ceases the additional damage.

Epic Spell Immunity (Ex): A colossus is immune to spells of 1st to 9th level, even if they ignore spell resistance. A colossus is immune to epic spells as if it had unbeatable spell resistance. However, if it is hit with a *chill metal* spell with a caster level of at least 20th level, the colossus is slowed and unable to use its breath weapon until the spell expires.

Creating a Colossus

The cost to create the colossus's body requires 250,000 lbs of metal treated with special oils and mixed with rare alloys costing no less than 2,500,000 gp in materials. It requires a DC 25 Craft (Armorsmith) or DC 25 Craft (Weaponsmith) to fashion the body correctly.

Caster Level: 20th; Requirements: Craft Construct, *animate object*, *greater magic weapon*, *geas/quest*, *heat metal*, *miracle*, caster must be 20th level; Price -, Cost 1,047,600 gp + 74,000 XP.

Colossus on Amðeros

The Randese discovered the secret to creating Colossi and used them to protect the mighty Answan Suwat that bridged upper and lower Randu. The mightiest of Colossi - known as Katala Rumi (Maker of Peace) - was crafted to defend Zaramé Kull. Just prior to the city being destroyed, the great colossi was possessed by the essence of Titanicus, and stalked away from the city, never to be seen again.

Corpseslayer

Huge Plant

Hit Dice:	10d8+30 (75 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	17 (-2 size, +2 Dex, +7 natural), touch 10, flat 15
BAB/Grapple:	+7/+24
Attack:	Slam +15 melee (1d8+9) or boulder +9 ranged (2d8+13)
Full Attack:	4 Slams +15 melee (1d8+9), bite +9 melee (2d6+4) or boulder +9 ranged (2d8+13)
Space/Reach:	15 ft./20 ft.
Height:	20 ft. + 2d6 ft. (27 ft.)
Weight:	1,000 lbs. + 2d10 x 75 lbs. (1,825 lbs.)
Special Att:	Breath weapon, entangling vines
Special Qual:	Control tree, low-light vision, plant traits, regeneration 6, resistance to fire 20, spell resistance 20
Saves:	Fort +10, Ref +5, Will +5
Abilities:	S28 D15 C17 I10 W15 Ch16
Skills:	Climb +16, Hide -6, Jump +9, Listen +8, Spot +15
Feats:	Cleave, Great Cleave, Power Attack, Weapon Focus(Slam)
Environment:	Any land
Organization:	Solitary
CR:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adj:	-

The monstrous trunk of a tree stands before you, wrapped in green vines and flailing four monstrous branches. A scowling face seems carved into the face of the tree trunk, and its eyes glow with a hellish light.

Corpseslayers are sentient plant creatures that seek out other prey to kill. They seem to have a hatred of druids and other humanoids that despoil or have wrought control over plant life. They also have a great hatred for Treants, and will usually attack them on sight.

Corpseslayers speak Treant.

Comðac

A corpseslayer is an engine of destruction that initially attempt to foil any attempt of escape by unleashing its entangle vines and then closing to melee. They have been known to uproot boulders to use as ranged weapons, but they are careful not to harm plant life - if they can help it.

Breath Weapon (Su): As a standard action, a corpseslayer can breath a cloud of noxious gas out to a range of 30 feet that covers a 20 foot area. Those in the area of effect suffer 5d6 damage (Fort save DC 18 for half). A corpseslayer can breath once per minute.

Entangling Vines (Su): In place of a slam attack, a corpseslayer can extend the vines from its body out to a range

of 20 feet to cover a 15 foot area with vines. Those caught in the area of effect must make a Reflex save (DC 18) or be pinned. It takes a successful Str check (DC 24) to break free of the vines. Those who make the can only move at ½ normal rate and must make a Strength check each round to avoid being pinned.

Animate Trees (Sp): A corpseslayer can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the corpseslayer that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 10). Animated trees have a vulnerability to fire.

Regeneration (Ex): Acid and cold deal normal damage to a corpseslayer. A regenerating corpseslayer can regrow lost portions of their bodies and can reattach severed limbs in one minute. Severed parts that are not reattached wither and die normally.

Corpseslayers on Amðeros

Ages ago, when the Kennestone forest was overrun by Druidus and his kin, the treants of the woods suffered greatly at the hands of the great druid. Several treants turned in desperation to the dark powers of the underworld and struck a bargain in return for powers with which to battle the druids.

However, the remaining treants of the Kennestone forest banded with Druidus against the corpseslayers, and they were driven from the woods into hiding wherever they could seek refuge; some eventually settled in the chaotic and ever-changing lands of the Hold of Severn. In the end, the corpseslayers did succeed in saving treants; after the battle with the corpseslayers, the druids and the treants made peace, and the treants place among the ancient woods was restored.

Corrupted Soul

A corrupted soul is one who has not only turned over to a willfully evil life, but whom has been aided in their pursuit of evil by fiendish or abysmal powers. The evil in their very soul becomes like a cancer, eating at the flesh and mind of the victim, eventually transforming it into something not of this world.

A corrupted soul is a template that can be applied to any giant, humanoid, monstrous humanoid, aberration or magical beast with an intelligence of 3+, and is of evil alignment.

Type: The creature gains the Evil subtype

Hit Dice: The creature gains an additional 2 Hit dice

Attack: The creature gains a natural attack routine with teeth and claws, if it does not already have such. The bite and claw attack depends on size

Special Attacks: The creature gains one of the following special attacks, as chosen from below:

Arcane Casting: The creature gains the ability to cast arcane spells as if a sorcerer at a level equal to ½ it's Hit Dice/levels. Spell DC's are Charisma-based.

Poison bite: Fort save DC is ½ Hit Dice/levels + Con modifier. Initial damage is 1d6 Con, Secondary damage is 1d6 Con.

Touch of Rot: The claw or slam attacks of the creature infect the victim with mummy rot.

Lashing Tongue: The creature's tongue is unusually long, and barbed. The creature gains a ranged touch attack with a range of 15 feet. The attack deals damage based on the creature's size. It does not gain its strength modifier to the damage roll.

Grappling Tail: The creature gains a tail attack that allows them to use Improved Grab against creatures one size smaller than themselves.

Infernal Devotion: The creature gains the ability to cast divine spells as if a cleric at a level equal to ½ it's Hit Dice/level. Spell DC's are Wisdom based.

Enhanced Spellcasting: If the creature has spellcasting ability, it gains a +2 spellcasting level bonus. This affects the number of spells per day it can cast and the caster level as if it were 2 levels higher.

Secrets of the Fiends: The creature can take the shape of a demon or devil of the same Hit Dice or less as the creature, as if using the *shapechange* spell. The form the creature can take is chosen when the template is applied and cannot be changed. The change lasts for up to 1 minute a day.

Word of Blasphemy: As a standard action, the creature can utter foul, necromantically powerful words that deal physical damage to living creatures within 30 feet who hear the creature's speech. The utterance deals 2d6 damage (Fort DC 10 + ½ creature's hit dice/levels + Chr modifier for half).

Special Qualities: The creature gains two of the following special qualities, as chosen from below:

Gaze of the Pit: The creature gains darkvision to 120 feet and can even see through magical darkness.

Wings of the Bat: The creature gains a pair of bat-like wings and a fly speed of 50 (poor).

Shield Against the Eye: The creature can use *invisibility* at will.

Infernal Flame: At will, the creature's body can erupt in flames. Those within 5 feet of the creature take 1d6 points of fire damage (DC 10 + ½ HD/level + Con mod Reflex save for half damage). Those grappling, struck or held by the creature take 2d6 points of fire damage per round (DC 10 + ½ HD + Con mod Reflex save for half damage).

Flesh of the Corrupt: The creature can alter its shape as per the *alter self* spell.

Twisted Soul: The creature limbs become like rubber; it gains a +8 bonus to Escape Artist skill checks and can use the equivalent of the *Freedom of Movement* spell as if cast at a level equal to its Hit dice/level.

Unholy Resilience: The creature gains DR 5/good. This special quality can be taken twice, granting DR 10/good.

CR: +1

Level Adjustment: +2

Bestiary Nefarious

Corrupted Soul Half-orc Monk

Medium Humanoid (Evil, Human, Orc)

Monk 6

HD: 2d8 + 6d8+8 (44 hp)
Init: +5 (+1 Dex, +4 Improved Initiative)
Speed: 50 feet (10 squares)
AC: 15 (+1 Dex, +4 Monk) Touch 15, Flat 14
BAB/Grapple: +6/+9
Attack: Unarmed strike +10 melee (1d8+3 + 2d6 fire)
Full Attack: Unarmed strike +10/+5 melee (1d8+3 + 2d6 fire) or flurry of blows +9/+9/+4 (1d8+3 + 2d6 fire)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 6 in. + 2d10 in. (6 ft. 5 in)
Weight: 145 lbs. + 3d8 x 5 lbs. (210 lbs.)
Special Att: Lashing tongue
Special Qual: Darkvision 60 ft., evasion, infernal flame, ki strike (magic), purity of body, shield against the eye, still mind, slow fall 30 ft.
Saves: Fort +6, Ref +6, Will +8
Abilities: S16 D13 C12 I8 W16 Ch6
Skills: Escape Artist +10, Jump +21, Listen +3, Spot +3, Tumble +10
Feats: Deflect Arrows^M, Improved Initiative, Improved Trip^M, Improved Unarmed Strike^M, Power Attack, Stunning Fist^M, Weapon Focus (Unarmed strike)
Environment: Any land
Organization: Solitary
CR: 7
Treasure: Standard
Alignment: Always lawful evil
Advancement: By Character Level
Level Adj: +

This dark-skinned near human has orcish features and is dressed in monk robes. Its skin glows with a hellish light and it sports a long, purplish spiked tongue the length of a whip.

Corrupted soul monks are creatures that have become perverted in their quest to of enlightenment. They have consorted with fiendish entities and become thoroughly corrupt in mind and body.

A corrupted soul monk speaks Common and orcish.

Combat

A corrupted soul monk approaches enemies invisibly and attempts to trip and beat a foe to a pulp. If facing a singular opponent, they will erupt into flame and harass their opponent until they win or are slain. If facing numerous opponents, the corrupted soul monk will use its natural ability to become invisible to sow confusion and continue to ambush its prey.

Evasion (Ex): If a corrupted soul monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a corrupted soul monk is wearing

light armor or no armor. A helpless corrupted soul monk does not gain the benefit of evasion.

Infernal Flame (Su): At will, the corrupted soul monk's body can erupt in flames. Those within 5 feet of the creature take 1d6 points of fire damage (DC 15 Reflex save for half damage). Those grappling or held by the corrupted soul monk take 2d6 points of fire damage per round (DC 15 Reflex save for half damage).

Ki Strike (Su): A corrupted soul monk'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. *Ki* strike improves with the character's monk level.

Lashing Tongue (Ex): The corrupted soul monk's tongue is unusually long and barbed. The corrupted soul monk gains a +7 ranged touch attack with a range of 15 feet. The attack deals 1d6 damage. The corrupted soul monk does not gain its strength modifier to the damage roll.

Shield Against the Eye (Su): The creature can use *invisibility* at will.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow his descent. When using this ability, he takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex): A corrupted soul monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Purity of Body (Ex): A corrupted soul monk gains immunity to all diseases except for supernatural and magical diseases.

Corrupted Souls on Amōeros

Most corrupted souls are aligned with Ziga, the goddess of corruption and temptation. However, some corrupted souls can be found working with the Dark One or Gwieze.

Corrupted soul monks in particular tend to be elite engines of destruction goaded by Ziga to counter the Brotherhood of Glory. Ziga has fostered the creation of several half-orc corrupted soul monasteries in the Dark Valley just for this purpose.

Bestiary Nefarious

Corrupted Soul Hand of Doom

2HD half-orc Mnk 12;hp: 65

S16 D14 C12 I8 W21 Ch6; **Fort** +9, **Ref** +10, **Will** +13

Init: +6 **Move:** 70 ft.

AC: 24 (+2 Dex, +5 Wis, +2 monk, +4 *bracers of armor* +4, +1 *ring of protection* +1), touch 19, flat 22

BAB/Grapple: +9/+11

Full Attack: Unarmed strike +12/+7 melee (2d6+3 +2d6 fire;19-20/x2) or Flurry of blows +12/+12/+12/+7 melee (2d6+3 +2d6 fire;19-20/x2)

Special Att: Lashing tongue

Special Qual: Abundant step, darkvision 60 ft., diamond body, evasion, improved evasion, infernal flame, ki strike (lawful, magic), purity of body, shield against the eye, still mind, slow fall 60 ft., wholeness of body

Skills: Escape Artist +16, Jump +35, Listen +5, Spot +5, Tumble +14

Feats: Combat Reflexes, Deflect Arrows^M, Improved Initiative, Improved Trip^M, Improved Critical (Unarmed Strike), Improved Sunder, Improved Unarmed Strike^M, Power Attack, Stunning Fist^M, Weapon Focus (Unarmed strike)

CR: 13

Gear: *Bracers of armor* +4 (16,000 gp), *periapt of Wisdom* +4 (16,000 gp), *ring of protection* +1 (2,000 gp), *potion of cure serious wounds* (750 gp)

Total: 34,750 gp (35,000 gp)

Abundant Step (Su): A corrupted soul hand of doom can slip magically between spaces, as if using the spell *dimension door*, once per day. Caster level 6.

Diamond Body (Su): A corrupted soul hand of doom gains immunity to poisons of all kinds.

Evasion (Ex): If a corrupted soul hand of doom 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 corrupted soul monk does not gain the benefit of evasion.

Improved Evasion (Ex): A corrupted soul hand of doom'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 saves. A helpless monk does not gain the benefit of improved evasion.

Infernal Flame (Su): At will, the corrupted soul hand of doom's body can erupt in flames. Those within 5 feet of the creature take 1d6 points of fire damage (DC 15 Reflex save for half damage). Those grappling or held by the corrupted soul monk take 2d6 points of fire damage per round (DC 15 Reflex save for half damage).

Ki Strike (Su): A corrupted soul hand of doom's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic and lawful weapons for the purpose of dealing damage to creatures with DR. *Ki* strike improves with the character's monk level.

Lashing Tongue (Ex): The corrupted soul hand of doom's tongue is unusually long and barbed. The corrupted soul monk gains a +11 ranged touch attack with a range of 15 feet.

The attack deals 1d6 damage. The corrupted soul monk does not gain its strength modifier to the damage roll.

Shield Against the Eye (Su): The creature can use *invisibility* at will.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow his descent. When using this ability, he takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex): A corrupted soul hand of doom gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Purity of Body (Ex): A corrupted soul monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A corrupted soul hand of doom can heal 24 hit points of damage each day, and he can spread this healing out among several uses.

Bestiary Nefarious

Corrupted Soul Master Harvester

2HD half-orc Mnk 15/Asn 3;hp: 72

S22 D14 C10 I16 W23 Ch6; **Fort** +11, **Ref** +14, **Will** +16

Init: +6 **Move:** 80 ft.

AC: 26 (+2 Dex, +6 Wis, +3 monk, +4 *bracers of armor* +4, +1 *ring of protection* +1), touch 22, flat 24

BAB/Grapple: +14/+20

Full Attack: Unarmed strike +20/+15/+10 melee (2d6+6 + 2d6 fire) or
Flurry of blows +20/+20/+20/+15/+10
melee (2d6+3 + 2d6 fire)

Special Att: Death attack, lashing tongue, quivering palm, sneak attack +2d6

Special Qual: Abundant step, darkvision 60 ft., diamond body, diamond soul, evasion, improved evasion, infernal flame, ki strike (lawful, magic), poison use, purity of body, shield against the eye, still mind, slow fall 70 ft., wholeness of body, +1 save vs. poison, uncanny dodge

Skills: Disguise +2, Escape Artist +12, Hide +13, Jump +36, Listen +5, Move Silently +10, Spot +23, Tumble +9

Feats: Ability Focus (Death Attack), Ability Focus (Quivering Palm), Combat Reflexes, Deflect Arrows^M, Improved Initiative, Improved Trip^M, Improved Critical (Unarmed Strike), Improved Sunder, Improved Unarmed Strike^M, Power Attack, Stunning Fist^M, Weapon Focus (Unarmed strike)

CR: 19

Gear: *Bracers of armor* +8 (64,000 gp), *periapt of Wisdom* +4 (16,000 gp), *headband of intellect* +6 (36,000 gp), *belt of giant strength* +6 (36,000 gp), *ring of protection* +1 (2,000 gp), *boots of speed* (12,000 gp), *potion of cure serious wounds* (750 gp)

Total: 166,750 gp (170,000 gp)

Abundant Step (Su): A corrupted soul hand of doom can slip magically between spaces, as if using the spell *dimension door*, once per day. Caster level 7.

Death Attack (Ex): Study victim for 3 rounds to make melee attack (Fort save DC 18) or die.

Diamond Body (Su): A corrupted soul hand of doom gains immunity to poisons of all kinds.

Diamond Soul (Ex): A corrupted soul master harvester gains spell resistance 25.

Evasion (Ex): If a corrupted soul hand of doom 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 corrupted soul monk does not gain the benefit of evasion.

Improved Evasion (Ex): A corrupted soul hand of doom'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 saves. A helpless monk does not gain the benefit of improved evasion.

Infernal Flame (Su): At will, the corrupted soul hand of doom's body can erupt in flames. Those within 5 feet of the creature take 1d6 points of fire damage (DC 20 Reflex save for half damage). Those grappling, struck or held by the

corrupted soul monk take 2d6 points of fire damage per round (DC 20 Reflex save for half damage).

Ki Strike (Su): A corrupted soul hand of doom's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as magic and lawful weapons for the purpose of dealing damage to creatures with DR. *Ki* strike improves with the character's monk level.

Lashing Tongue (Ex): The corrupted soul hand of doom's tongue is unusually long and barbed. The corrupted soul monk gains a +13 ranged touch attack with a range of 15 feet. The attack deals 1d6 damage. The corrupted soul monk does not gain its strength modifier to the damage roll.

Quivering Palm (Su): A corrupted soul master harvester 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 she 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 her 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 24), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Shield Against the Eye (Su): The creature can use *invisibility* at will.

Slow Fall (Ex): A monk within arm's reach of a wall can use it to slow his descent. When using this ability, he takes damage as if the fall were 70 feet shorter than it actually is.

Still Mind (Ex): A corrupted soul hand of doom gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Purity of Body (Ex): A corrupted soul monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): A corrupted soul hand of doom can heal 30 hit points of damage each day, and he can spread this healing out among several uses.

Crypt Wurm

Huge Dragon (Earth)

Hit Dice: 19d12+95 (218 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), burrow 10 ft. (2 squares)
Armor Class: 22 (-2 size, +2 Dex, +12 natural), touch 10, flat 20
BAB/Grapple: +19/+32
Attack: Bite +23 melee (2d6+5 + 1d8 acid)
Full Attack: Bite +23 melee (2d6+5 +1d8 acid), 2 claws +20 melee (1d8+2) and tail +20 melee (2d6+2)
Space/Reach: 15-ft./10 ft.
Length: 16 ft. + 4d4 ft. (26 ft.)
Weight: 800 lbs + 4d4 x 25 lbs. (1,050 lbs.)
Special Att: Breath weapon, constrict, fear aura, improved grab
Special Qual: DR 15/cold iron and magic, darkvision 60 ft., dragon traits, low-light vision, SR 22, spells-like abilities
Saves: Fort +16, Ref +13, Will +16
Abilities: S21 D15 C21 I13 W16 Ch17
Skills: Appraise +12, Diplomacy +13, Escape Artist +13, Gather Information +13, Hide -6, Intimidate +14, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +11, Listen +24, Search +22, Spot +24, Survival +14
Feats: Cleave, Improved Critical, Iron Will, Multiattack, Power Attack, Track, Weapon Focus (Bite)
Environment: Any underground
Organization: Solitary, or Pair
CR: 18
Treasure: None
Alignment: Always neutral evil
Advancement: 20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj: -

This long, ever-coiling creature is reminiscent of a snake, though it's body seems to be flattened. A pair of clawed arms project from near the creature's head, and the last third of the tail is covered with sharp ridges of upward turned scales, almost like that of a spiked whip. The head is skull-like and covered with bony, horn-like protrusions. It has slitted yellow eyes and a caustic green fluid leaks from its fang-filled maw.

The Crypt Wurm is a draconic aberration, thought to be some sort of corrupted form of black dragon. Unlike true dragons, crypt wyrms do not grow more massive or powerful with age; they grow to a singular size and simply live for ages on end.

Crypt wyrms are both greedy and corrupt, delighting in despoiling tombs where they collect treasure and animate the dead to their foul pleasures. It is not uncommon for a crypt wurm to use the crypt as a breeding ground to attract other prey to kill an animate, or to set its undead out to collect more victims.

Crypt wyrms speak infernal, draconic, Common and elvin.

Comðac

Crypt wyrms often prefer to allow their undead minions to fight for them, hanging back and collecting the treasure of the dead. If pressed into combat, a crypt wurm uses every advantage it can, attempting to use its massive size and bulk to keep opponents off-balance. It is not unknown for crypt wyrms to break off from combats they feel are going bad to hide and later engage a foe from a better position of strength.

Breath Weapon (Su): A crypt wurm breathes a line of acid 60 feet long that deals 8d4 acid damage (Reflex save 24 for half).

Constrict (Ex): A crypt wurm can crush an opponent, dealing 2d6+7 bludgeoning damage, after making a successful grapple check. This damage is in addition to damage dealt by the tail attack.

Fear Aura (Su): Creatures within 60 feet of a crypt wurm can be affected by the aura of dread that emanates from the creature. Those who fail a DC 22 Will save are panicked by the creature's presence for 1d4 + 4 rounds.

Improved Grab (Ex): If a crypt wurm strikes a medium-sized opponent or smaller with its tail, 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.

Spells-like Abilities (Sp): A crypt dragon can use the following abilities at 19th level caster ability as if a sorcerer. The DC for any of these abilities are 13 + spell level.

Darkness – At will, *Animate Dead* – 5x/day, *Vampiric Touch* – 3x/day, *Circle of Death* – 1x/day, *Create Greater Undead* – 1x/day.

A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Immunity to magic sleep effects and paralysis effects.

Crypt Wyrms on Æmðeros

Draconic legend speaks that crypt wyrms formed from the maggots that ate at the flesh of Guaradrell, the first of dragons. Since that time they have infested the hidden places of the world, devouring the dead wherever they can. True dragons, who will attempt to destroy them on sight, abhor them.

Death Blossom

Tiny Plant

Hit Dice: 1/8d8+1 (2 hp)
Initiative: -3 (-3 Dex)
Speed: 15 ft. (3 squares)
Armor Class: 9 (+2 size, -3 Dex), touch 9, flat 9
BAB/Grapple: 0/-8
Attack: Death Ray +4 ranged touch (level drain)
Full Attack: Death Ray +4 ranged touch (level drain)
Space/Reach: 2½-ft./0 ft.
Height: 14 in. + 1d4 in. (2 ft. 4 in.)
Weight: 1 lb.
Special Att: Death ray
Special Qual: Low-light vision, plant traits
Saves: Fort +3, Ref +0, Will -4
Abilities: S0 D10 C12 I1 W2 Ch5
Skills: Hide +5*, Listen -4, Spot +1
Feats: Ability Focus
Environment: Temperate forests
Organization: Solitary, or Cluster (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: ½-2 HD (Tiny); 2-4 HD (Small)
Level Adj: -

This small violent and black flower seems harmless until an ebon ray erupts outwards from the petals

The death blossom is a tiny, yet terrifying plant. Seemingly innocuous at first sight, the small plant can emit a deadly ray of energy with the intent of slaying foes. The plant then slowly moves over to the deceased body and slowly consumes.

Combat

A death blossom's only attack is its life-draining energy ray. It cannot otherwise attack or defend itself, and if threatened will use the ray as often as it must until destroyed or prey leaves it alone.

Death Ray (Su): As a standard action, a death blossom can unleash an ebony ray of negative energy as a ranged touch attack with +2 to hit out to a range of 15 feet. Those struck by the ray suffer a negative level and the death blossom gains 5 temporary hit points. These temporary hit points remain for 10 minutes.

Skills: A death blossom hiding in natural surroundings gains a +10 bonus to hide checks.

Death Blossoms on Ambaros

Products of the Demon Jungle, these flowers have slowly been spreading west, despite all attempts to eradicate them. Llannhanex has been at constant war to destroy any of these flowers it finds, and the Druids of Kennestone have been fervently researching magical wards that will keep the plants from spreading to the Kennestone forest or beyond.

Death Dancer

Small Magical Beast

Hit Dice: 2d10+2 (13 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares)
Armor Class: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat 12
BAB/Grapple: +2/-5
Attack: Bite +0 melee (1d4-3 + poison)
Full Attack: Bite +0 melee (1d4-3 + poison)
Space/Reach: 5-ft./5 ft.
Height: 3 ft. + 2d4 in. (3 ft. 5 in.)
Weight: 35 lbs + 1d4 x 10 lbs. (45 lbs.)
Special Att: Hypnotic dance, poison, sudden leap
Special Qual: Darkvision 60ft., low-light vision
Saves: Fort +4, Ref +4, Will +1
Abilities: S5 D13 C13 I2 W13 Ch13
Skills: Climb +5, Hide +5, Jump +1, Listen +5, Spot +5
Feats: Alertness
Environment: Any land
Organization: Solitary, or Troupe (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adj: -

This sinuous snake is about three feet long. It's multicolored scales glint in the light, and its large eyes gleam yellow.

Death dancers are deadly vipers that can use their multicolored scales to hypnotize victims before attacking. They are aggressive creatures, and their poison is capable of bringing down prey much larger than they are.

Combat

Death dancers always attempt to hypnotize prey before beginning an attack. If they fail to hypnotize an opponent, they will often slink off in search of easier prey. When attacking, a death dancer usually leaps at its opponent.

Hypnotic Dance (Su): As a move-equivalent action, a death dancer can rise up and begin swaying, creating an effect equal to that of a *hypnotic pattern*. The spell DC is 12. Caster level 2. The effect lasts until the death dancer ceases “dancing” plus an additional 1d4+1 rounds.

Poison (Ex): The bite of death dancer contains a deadly toxin. Type: Injected; Fort save DC 12; Init: 1d6 Con; Sec: 1d10 Con.

Sudden Leap (Ex): A death dancer can make a special charge attack where it leaps at the prey. A sudden leap is handled like a charge, but the death dancer does not need to move 10 feet to perform the sudden leap. The death dancer does not need to make a jump check to perform the sudden leap, but can use its jump skill to clear obstacles that might be in the way.

Skills: A death dancer has a +4 bonus to climb skill checks and jump checks. It may use its dexterity instead of its strength when making climb checks.

Death Dancers on Amberos

Native to Lanster and often found around the Demon Jungle, Death dancers have spread over the centuries to be found nearly anywhere on Amberos, including the Glacier of Seasons. The reason for this spread is blamed on the goblinoids of the Golgoloth Empire, who for a time had a fascination with these creatures as pets.

Demon, General

Demons are a race of creatures native to the abyss. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

The Demons of Amberos predate even the appearance of Ziga, but after her fall and slide towards evil, she took up residence in the Abyss, where she has been gathering the forces of many demons.

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.

Bestiary Nefarious

Azura Demon

Medium Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice: 10d8+70 (115 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft. (8 squares), fly 100 ft. (good)

Armor Class: 40 (+4 Dex, +19 natural, +6 *chain shirt* +2, +1 mwk buckler), touch 14, flat 36

BAB/Grapple: +10/+16

Attack: Bite +16 melee (1d6+6) or +2 *flaming scimitar* +18 melee (1d6+8;15-20/x2)

Full Attack: Bite +16 melee (1d6+6), 2 claws +11 melee (1d4+3), 2 hooves +11 melee (1d4+3 + 1d6 fire), tail +11 melee (1d6+2 + 1d6 fire)
or +2 *flaming scimitar* +18/+13 melee (1d6+8 + 1d6 fire;15-20/x2), bite +11 melee (1d6+6), 2 hooves +11 melee (1d4+3 + 1d6 fire), tail +11 melee (1d6+2 + 1d6 fire)
or +2 *flaming burst composite shortbow* (+6 Str) +14/+9 ranged (1d6+8;x3)

Space/Reach: 5-ft./5 ft.

Height: 6 ft. + 2d4 in. (6 ft. 5 in.)

Weight: 160 lbs. + 2d8 x 5 lbs. (205 lbs.)

Special Att: Ability damage, breath weapon, frightful presence

Special Qual: Demon traits, DR 10/holy, darkvision 60 ft., outsider traits, regeneration 3, spell resistance 22, spell-like abilities

Saves: Fort +14, Ref +11, Will +10

Abilities: S22 D23 C25 I19 W17 Ch19

Skills: Appraise +10, Balance +1, Bluff +18, Climb +3, Craft +11, Diplomacy +27, Disguise +17, Escape Artist +8, Forgery +11, Hide +14, Intimidate +18, Jump +3, Knowledge (Arcana) +11, Knowledge (the planes) +17, Listen +10, Move Silently +1, Sense Motive +18, Sleight of Hand +7, Spellcraft +17, Spot +9, Swim -4, Tumble +14, Use Magic Device +10

Feats: Combat Expertise, Dodge, Improved Critical (scimitar), Negotiator

Environment: Abyss

Organization: Solitary, or Brace

CR: 11

Treasure: *chain mail* +2, +2 *flaming scimitar*, +2 *flaming burst longbow*, Standard coins

Alignment: Always chaotic evil

Advancement: 11-20 HD (Medium); 21-30 HD (Large)

Level Adj: -

The humanoid before you glows with a fiery red outline. It has a golden plumage, like a hawk, with feathers that seem to be inscribed with glowing arcane letters. Upon its forehead is a crown of gold, and its face has a bird's beak and almond-shaped eyes that are dark as coals. The creature's long, thin arms and legs end in bird's talons, but the creature speaks in a golden, lilting voice.

Azuras are the winged harbingers of the Abyss. They fill a role much like the angels of the upper planes, but with a darker purpose - to bring the evils of the abyss upon the Mortal Realm. Azuras often appear before other beings to deliver messages of darkness or doom, or to tempt mortals into evil acts. They often introduce themselves as "Angels of Doom", and will often attempt to misguide mortals into believing they are from the celestial realms.

If they are rebuked or attacked, Azuras usually strike with deadly skill at those who attempt to make sport of them.

Azuras speak celestial, abyssal and Common. They generally know at least three other languages, and will often make pronouncements in such languages to confound (at least initially) those they meet with.

Combat

An enraged Azuras is a whirlwind of attacks; some Azuras prefer to smite their foe quickly with weapons, while others prefer to slowly pick an opponent apart with claw attacks. Azuras always fight intelligently, and though it may hold back its full fury of abilities against an opponent, always fights to win - and kill its foe. Azuras will often employ their superior mobility and flight to harry opponents, rushing forward to strike in melee, then pulling back to pepper a foe with a rain of arrows.

Ability Damage (Su): The claw attacks of an Azura permanently drain 1 point of Wisdom on a successful strike.

Breath Weapon (Su): As a standard action, an Azura can breath a 15 ft. cone of shimmering heat that charms those who fail a Will save DC 19. Those who make the save suffer 2d8 fire damage. The charm effect acts like a *charm person* spell cast at 10th level ability.

Frightful Presence (Ex): When a Azura begins combat, its aura turns dark and its features twist into a predatory visage. Opponents within 30 ft. who witness the action may become frightened or shaken for 5d6 rounds. This ability affects only opponents with fewer than 10 Hit Dice or levels. An affected opponent can resist the effects with a successful Will save (DC 19). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Regeneration (Ex): An azura takes normal damage from holy or cold iron attacks. Azuras can regrow lost portions of their bodies and can reattach severed limbs or body parts by holding such limbs to the stump for one full round. Severed parts that are not reattached wither and die normally.

Spell-like abilities: At will: *Alter Self*, *Hold Person* (DC 17), *Rage* (DC 17). Caster level 10th. The saves are charisma-based.

Skills: Azuras gain a +8 racial bonus to Diplomacy, Bluff and Intimidate skill checks.

Summoning an Azuras

An azura can be summoned with a *Summon Monster VII* spell as a Chaotic and Evil spell.

Azuras on Amberos

An azura encountered on Amberos has usually been summoned by a cleric to punish an individual or community.



Bestiary Nefarious

When left to their own devices, azuras foment wars against celestial creatures, tempting them out of the celestial realms into ambushes in the lower planes.



Bestiary Nefarious

Pazuzí Demon

Large Outsider (Air, Chaos, Demon, Evil, Extraplanar)

Hit Dice: 6d8+18 (45 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (good)
Armor Class: 21 (-1 size, +4 Dex, +8 natural), touch 13, flat 17
BAB/Grapple: +6/+14
Attack: Bite +9 melee (1d8+4)
Full Attack: Bite +9 melee (1d8+4) and 4 claw +7 melee (1d6+2)
Space/Reach: 10-ft./10 ft.
Height: 9 ft. + 1d4 ft. (11 ft.)
Weight: 100 lbs. + 1d10 x 10 lbs. (150 lbs.)
Special Att: Shriill scream, summon
Special Qual: DR 5/holy, darkvision 60 ft., demon traits, low-light vision, outsider traits, spell resistance 18
Saves: Fort +8, Ref +9, Will +6
Abilities: S19 D19 C17 I15 W13 Ch16
Skills: Bluff +13, Climb +9, Craft +12, Diplomacy +8, Disable Device +7, Escape Artist +9, Hide 0, Intimidate +8, Jump +9, Knowledge (nature) +7, Knowledge (the planes) +7, Listen +8, Search +7, Sense Motive +11, Spot +8, Tumble +9
Feats: Alertness, Flyby Attack, Multiattack
Environment: Abyss
Organization: Solitary, Crew (2-5), or Nest (5-20)
CR: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

The creature in the air before you looks like a giant crow, with six furiously beating black wings and six taloned limbs that seem as if they could be used as arms or legs as the creature chose. A tuft of red hair tops the creature's head, ending in a sharp point that trails away from the creature's face. It watches you with large, yellow-pupil eyes and squawks horribly with its tooth-filled maw.

Pazuzi, or air demons, inhabit many of the aerial realms of the abyss. They are murderous creatures who enjoy snatching up wingless petitioners of the abyssal realms and dropping them from great heights - or other such torments. Pazuzi are often found in packs, and generally the larger the pack, the crueller the Pazuzi become.

Pazuzi speak their own language, Pazuzi, abyssal and Common.

Combat

Pazuzi generally swoop down to rake foes with their claws, and in numbers, may attempt to pick up foes and drop them from great heights onto rocks or other dangerous terrain. They rarely remain near opponents long enough for the opponent to counterattack. However, lone Pazuzi, while

certainly willing to torment foes, are generally cowards, and will flee to heal and seek easier prey if badly injured.

Shriill Scream (Su): As a standard action, a pazuzi can utter a piercing shriek that deals 2d6 sonic damage in a 20 ft. spread. A successful Fort save (DC 16) halves the damage.

Summon (Sp): A pazuzi can summon 1d4 other pazuzi with a 50% chance of success, at 6th level ability. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour.

Summoning A Pazuzi

A pazuzi demon can be summoned with a *Summon Monster VII* spell as an Air, Chaos and Evil spell.

Pazuzi Demons on Amberos

It is extremely uncommon to encounter a non-summoned pazuzi demon on Amberos; they seem to be a popular summons in the Skienlands to defend against the Black Fleet of Randu.

There are legends, however, of a band of pazuzi demons who hold a court in the mountains of Smanvalla or the Kingdom of Vall Vega. According to legend, they will hear the supplications of mortals, and descend from their mountaintop to inflict vengeance on mortals who have "wronged" the supplicant.

Bestiary Nefarious

Rose Demon

Tiny Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice: 3d8+6 (19 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 21 (+2 size, +2 Dex, +7 natural), touch 14, flat 19
BAB/Grapple: +3/-6
Attack: Military fork +2 melee (1d4-1 + poison)
Full Attack: Military fork +2 melee (1d4-1 + poison), 3 claws +0 melee (1d2-1 + poison)
Space/Reach: 2½-ft./0 ft.
Height: 1 ft. + 1d6 in. (1 ft. 3 in.)
Weight: 5 lbs + 2d8 lbs. (14 lbs.)
Special Att: Poison
Special Qual: DR 5/silver, darkvision 60 ft., outsider traits, regeneration 3, spell resistance 18
Saves: Fort +5, Ref +5, Will +7
Abilities: S9 D15 C15 I17 W14 Ch25
Skills: Bluff +15, Climb +5, Craft (Weave) +9, Diplomacy +13, Hide +10, Intimidate +15, Knowledge (nature) +9, Listen +8, Perform (dance) +13, Sense Motive +8, Spot +8
Feats: Iron Will, Multiweapon Fighting^B, Persuasive
Environment: Abyss
Organization: Solitary
CR: 7
Treasure: Double standard
Alignment: Always Chaotic Evil
Advancement: 4-6 HD (Tiny); 7-9 HD (Small)
Level Adj: -

This cat-sized humanoid is crimson red with skin that seems to be covered in rose petals. It sports four three-clawed arms that appear to be double-jointed and sports what appears to be a miniature pitchfork. Its strange face appears to be made of a layer of black thorns, and its eyes are yellow orbs with cat-like slits. A thin, ropey tail protrudes behind it, ending in a spade-like barb.

Rose demons are among the smallest, but quite deadly abominations from the Abyss. Unlike many demons, Rose demons have a fondness for beauty, and go to extreme measures to preserve it for their own pleasure. The easiest way to get on a rose demon's bad side is ruin something of beauty - such as picking a flower from its garden. Rose demons are often found frolicking in gardens of roses or other beautiful, but dangerous plants. They are capricious creatures, easily amused and often engaging in vicious (if not deadly) practical jokes against those who intrude in their realms.

Rose demons are one of the few demon types not engaged in the massive battles between demons and devils in the lower planes. Instead, they are more often found on the Mortal Realm or in realms with much wildlife or plant life where they may enjoy "beauty".

Rose demons speak celestial, infernal, abyssal, draconic, druidic and Common.

Combat

Rose demons usually remain out of direct combat, instead rigging vicious traps to unleash on opponents or the unwary. However, if disturbed, a rose demon is a capable creature that fights with claw and its magical military fork. They gain a perverse sort of glee in transforming their victims into artwork or other items of beauty instead of killing them. To this end, they have concocted several rare strains of poison to transform victims into items of beauty, and will use it on their claws or weapon against foes.

Some Rose demons have extremely bizarre tastes, and have been known to keep victims tied up with wicker to torment at their leisure. An often-encountered scenario is a victim tied to chairs at never-ending tea parties, where the rose demon can starve victims and torture them by spilling "hot tea" on the victims until they eventually waste away or perish.

Poison (Su): A Rose demon can generate one of several natural poisons that coat its claws and can be used to envenom their weapons. Rose demons can also "dip" their claws into liquids to transform the liquid into venom (up to 1 gallon of liquid). The poisons that can be generated are as follows.

Transformation – Injury/Ingested; Fort DC 16; Init: 1d2 Con; Sec: Transform as per *Baleful Transformation* (usually into a thorny flower or bee). Caster level 3rd.

Transfiguration – Injury/Ingested; Fort DC 16; Init: 1d2 Wis; Sec: Transform as per *Flesh to Stone*. Caster level 3rd.

Liquidification – Injury/Ingested; Fort DC 16; Init: 1d2 Int; Sec: Transform victim's flesh to water (loses all natural armor bonus, cannot carry/wear items, gains 50% miss chance on attacks vs. victim) and victim is reduced to a lifeless puddle of water 1d6+2 rounds later.

Aerification – Injury/Ingested; Fort DC 16; Init: 1d2 Chr; Sec: Transform victim's flesh to mist (loses all natural armor bonus, cannot carry/wear items, gains 50% miss chance on attacks vs. victim) and victim is dispersed and dead 1d6+2 rounds later.

Regeneration (Ex): A rose demon treats all damage except silver or good weapons as nonlethal damage. It heals 3 points of damage per round.

Rose Demons on Amöeros

According to legend, there are a number of rose demons to be found in the Demon Jungle, tending a garden of deadly, man-eating plants. At the heart of this fabled garden is an orchard of devilblooms (See Bestiary Malfearous) that holds the souls of notable demonic sages – eating the fruit of said plants is said to imbibe the devourer with hidden and forbidden knowledge.

Bestiary Nefarious

Vanadar Demon

Large Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice: 12d8+36 (90 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat 17

BAB/Grapple: +12/+22

Attack: Tail +17 melee (1d6+6) or two composite longbows (+6 Str) +14 ranged (2d6+6;x3) or two +2 *Keen longswords* +17 melee (2d6+8;19-20/x2)

Full Attack: Tail +17 melee (1d6+6), two +2 *Keen Longswords* +17 melee (1d10+8;19-20/x2), two +1 *Shortsword of Wounding* +17 melee (1d8+4;19-20/x2) or two composite longbows (+6 Str) +14 ranged (2d6+6;x3)

Space/Reach: 10-ft./10 ft.

Height: 12 ft. + 2d12 in. (13 ft. 1 in.)

Weight: 200 lbs. + 4d6 x 25 lbs. (550 lbs.)

Special Att: Constrict, improved grab, summon

Special Qual: DR 10/good, darkvision 60 ft., outsider traits, demon traits, regeneration 5, SR 24, spell-like abilities

Saves: Fort +11, Ref +11, Will +11

Abilities: S23 D17 C17 I15 W16 Ch16

Skills: Appraise +7, Balance +8, Bluff +13, Climb +16, Craft +12, Diplomacy +13, Hide -1, Intimidate +8, Jump +16, Knowledge (nobility) +7, Listen +8, Move Silently +13, Ride +13, Search +12, Sense Motive +13, Spot +13, Survival +13, Swim +11, Tumble +13

Feats: Combat Expertise, Dodge^B, Mobility, Multiweapon fighting^B, Point Blank Shot^B, Precise Shot, Spring Attack, Whirlwind Attack

Environment: Abyss

Organization: Solitary, or Brood (2-5)

CR: 15

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Level Adj: -

This creature appears to consist of two humanoid-like upper torsos connected to a single sinuous snake-like tail. Each humanoid torso bears a longsword and shortsword, and wields two longbows.

The Vanadar is a male counterpart to the Maralith and is used in the armies of an abyss as an elite trooper capable of holding itself alone in battle. Vanadar are bred for war, and have little time for other pursuits. They are expert tacticians as well as combatants, though they are loathe to share their experience with others even of their own kind. A Vanadar speaks Abyssal and Common.

Combat

Vanadar will approach enemies, firing their longbows to wear the enemy down before engaging in melee. Once engaged, they rarely, if ever will back out the fight. Vanadar are cunning, and will use their abilities to the best of their ability. They are gifted with an innate ability to cast buff spells, and usually one humanoid torso will cast its spells while the other engages in melee or attacks.

Constrict (Ex): The Vanadar can deal 2d6+6 crushing damage each round when it has successfully grappled an opponent with its tail.

Improved Grab (Ex): If a Vanadar hit a medium-sized or smaller opponent with its tail 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 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 Vanadar 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.

Summon (Sp): A Vanadar can summon a maralith with a 50% chance of success or summon 1d4+1 dretch at will. This is treated as a 7th level summoning spell.

Regeneration (Ex): A Vanadar takes normal damage from acid and cold attacks. It heals 5 points of damage a round. Vanadar grow new limbs at an astonishing rate (1 minute) if severed. They can reattach severed limbs as a move action by holding the limb to the stump.

Spells-like Abilities (Sp): The following can be used 3x/day: *Bull's Strength*, *Cat's Grace*, *Ray of Enfeeblement* (DC 12), *True Strike*

The following can be used 2x/day: *Protection from Energy*, *Heroism*, *Rage*

The following can be used 1x/day: *Stoneskin*, *True Seeing*, *Waves of Fatigue* (DC 18)

Spells are cast at 12th level ability. Save DCs are charisma-based.

Vanadar Demons on Amöeros

Vanadars rarely are found on the Mortal Realm, and instead are held as breeding stock and commanders in the wars of the Abyss.

Demon Flower

Diminutive Plant (Chaos, Evil, Extraplanar)

Hit Dice: 1/8d8 (1 hp)
Initiative: +2 (+2 Dex)
Speed: 15 ft. (3 squares), fly 30 ft. (good)
Armor Class: 17 (+4 size, +2 Dex, +1 natural), touch 16, flat 15
BAB/Grapple: 0/-17
Attack: Bite -1 melee (1d2-5)
Full Attack: Bite -1 melee (1d2-5) and 2 claw -6 melee (1d2-5) and tail -6 melee (1d2-5)
Space/Reach: 1 ft./0 ft.
Diameter: 1 ft.
Weight: 3 lbs.
Special Att: Maddening fragrance
Special Qual: demon traits, low-light vision, plant traits
Saves: Fort +2, Ref +2, Will +1
Abilities: S1 D15 C10 I11 W13 Ch14
Skills: Balance +4, Climb 0, Disguise +7*, Escape Artist +4, Hide +14*, Listen +1, Spot +1
Feats: Agile
Environment: Any land
Organization: Solitary, Brood (2-5), or Nest (5-20)
CR: 1/4
Treasure: None
Alignment: Always chaotic evil
Advancement: 1/8 - 1 HD (Diminutive); 2 HD (Tiny)
Level Adj: -

This small thorny plant has two long tendrils that end in clawed hands and a flower in which is set a horrific, tiny humanoid face.

Demon flowers are sentient plants of the Abyss whose purpose is nothing more than to spark fights between demons. Sometimes, as a cruel joke, demons transport the flowers to the Mortal Realm to spread the little plant's mayhem. Demon flowers are capable of disguising themselves as regular flowers to attract prey. They smell of buttercups from a slight distance, but a close sniff reveals that they have a tangy spoiled meat aroma mixed into their buttercup smell. Demon flowers speak their own language, which sounds similar to the chirps of birds and insects.

Combat

Demon flowers only fight in self-defense by lashing at foes with their thorny tendrils. They prefer to drug their victims with their supernatural pollen and cause the victims to fight, watching from nearby. Demon flowers have been known to organize themselves into large armies of flowers to attack villages and subject them to their magical pollen attack, and loot & pillage the town as its inhabitants fight each other.

Maddening Fragrance (Su): As a standard action, a demon flower can exude a smell that drives creatures in a 20 ft. spread into a maddening rage. A Will DC 10 save negates the effect. Those who fail the save immediately fly into a berserk rage, attacking any nearby living creature for 1d6+2 rounds. A demon flower can attempt to affect creatures that fail the saving throw, but cannot affect those who succeed the save for another day.

Skills: A demon flower gains a +10 bonus to Hide and Disguise checks when among other flowers.

Demon Flowers on Amöcros

Most demon flowers can be found either in the area surrounding the Demon Jungle or cultivated by torturers in the Skienlands. They can sometimes be found in other lands, such as Riddlekill, but their appearance is very rare and random at best.

Demon Knight

Medium Outsider (Chaos, Evil, Extraplanar)

Hit Dice: 6d8+9d10+1d10+22 (104 hp)
Initiative: +0
Speed: 20 ft. (4 squares) in *Demon armor*, 30 ft. (6 squares) base, fly 50 ft. (average)
Armor Class: 27 (+4 natural, +11 *Demon armor*, +2 masterwork steel shield), touch 10, flat 27
BAB/Grapple: +16/+19
Attack: +1 *Unholy longsword* +20 melee (1d8+4 + 2d6 vs. good; 19-20/x2) or Bite +19 melee (1d6+3)
Full Attack: +1 *Unholy longsword* +20/+15/+10 melee (1d8+4 + 2d6 vs. good; 19-20/x2) or bite +19 melee (1d6+3), 2 claws +16 melee (1d4+1 + poison), tail +16 melee (1d6+1)
Space/Reach: 5-ft./5 ft.
Height: 6 ft. + 1d6 in. (6 ft. 3 in.)
Weight: 150 + 2d6 x 5 lbs. (185 lbs)
Special Att: Poison, sneak attack +1d6
Special Qual: Character levels, DR 10/holy and silver, darkvision 60 ft., demon traits, outsider traits, SR 25, summon Demon Steed
Saves: Fort +17, Ref +10, Will +11
Abilities: S16 D10 C15 I10 W12 Ch17
Skills: Disguise +13, Forgery +2, Intimidate +17, Knowledge (religion) +18, Knowledge (the planes) +6, Listen +7, Move Silently -5, Ride +6, Sense Motive +7, Spot +7
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Deceitful, Improved Sunder, Lightning Reflexes, Multiattack Power Attack, Shield Proficiency, Simple Weapon Proficiency, Stealthy
Environment: Abyss
Organization: Solitary or pair (one Demon Knight + one Demon steed mount)
CR: 17
Treasure: +1 *Unholy Longsword*, *Demon Armor*, Standard coins
Alignment: Always chaotic evil
Advancement: 7-18 HD (Medium) or By Character Level
Level Adj: -

This tall, gaunt figure is dressed in red-tinted plate mail armor that hides its features behind a demonic mask. It carries a wicked-looking longsword and bears a skull-shaped shield in its off hand. A palatable aura of evil hangs over the being, creating dread just in its mere appearance.

A demon knight is a blackguard who, after his death, has become a demonic force to be reckoned with. Armed with his former abilities now enhanced by its demonic stature, the demon knight continues to spread his evil in even more despicable ways than before.

Demon knights are rarely encountered in their normal forms, and take a twisted delight in infiltrating normal society

to cause grief and pain wherever it can without revealing its true infernal nature.

Demon knights speak Abyssal, Celestial and Common.

Combat

A demon knight prefers to whittle away opponents by using cleave to destroy its opponents arms and armor before dealing a killing blow to its victim. Where possible, demon knights like to envenom their weapons with strength-draining poisons to slowly weaken foes as they fight.

Character Levels (Ex): A demon knight has 9 levels of ex-paladin and 1 level of Blackguard. This grants the following abilities.

- **Weapon and Armor Proficiency:** Demon knights are proficient with all simple and martial weapons, with all types of armor, and with shields.
- **Aura of Evil (Ex):** The power of a demon knight's aura of evil (see the *detect evil* spell) is equal to 10.
- **Detect Good (Sp):** At will, a demon knight can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.
- **Fiendish Summoning:** Once per day, the demon knight can use a *summon monster I* spell to call forth an evil creature. Caster level 2.
- **Lay on Hands (Su):** Once per day, the demon knight can cure himself or his fiendish servant of 30 hit points. This ability is charisma and level based.
- **Poison Use:** demon knights are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.
- **Dark Blessing (Su):** A demon knight applies his Charisma modifier (if positive) as a bonus on all saving throws.
- **Smite good 3/day (Su):** Three times per day, the demon knight adds +3 to his attack and deals an extra 10 points of damage to good creatures.
- **Spells:** A blackguard has the ability to cast a small number of divine spells. The blackguard's spell list appears below.

Spells memorized: 1st: *Cause Fear*

Poison (Ex): A demon knight's claws are coated with a strength-draining poison (Injury; DC 15; Init: 2d4 Str; Sec: 1d8 Str)

Summon Demon Steed (Su): Once per day, a demon knight can summon from the nether realms its personal demon steed. The Demon Steed thus summoned remains for one hour of service to the demon knight, then returns to its dark realms. If the Demon Steed is slain on the Mortal Realm, it cannot be summoned again for 3 days.

Typical Blackguard Spell List

(1; CL 1; DC 13 + Spell level)

1st: *Cause Fear*

Demon Knights on Amöcros

Following the destruction of Machiavelli during the Dark Age, many of the paladins of the White Council that had been loyal to Machiavelli continued his wicked crusade to



Bestiary Nefarious

destroy the “traitorous” white lords. Each eventually fell to evil and allied themselves with the fiendish lords of the Skyland Hold before their death. Their belligerence in Hell after their death cast them down through the realm of torture and into the Abyss, where Ziga brought them into the fold of her demonic servants.



Demon Steed

Large Outsider (Chaos, Evil, Extraplanar)

Hit Dice: 6d8+18 (45 hp)
Initiative: +2 (+2 Dex)
Speed: 50 ft. (10 squares), fly 100 ft. (average)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat 12
BAB/Grapple: +6/+14
Attack: Bite +9 melee (1d8 +4)
Full Attack: Bite +9 melee (1d8+4) and 2 hooves +4 melee (1d4+2)
Space/Reach: 10-ft./10 ft.
Length: 8 ft. + 2d8 in. (8 ft. 9 in.)
Weight: 400 lbs. + 2d10 x 25 lbs. (675 lbs.)
Special Att: Poison, powerful charge, trample
Special Qual: DR 10/good, darkvision 60 ft., demon traits, outsider traits, SR 14
Saves: Fort +8, Ref +7, Will +6
Abilities: S19 D15 C17 I10 W13 Ch12
Skills: Balance +10, Hide +2, Intimidate +9, Jump +12, Listen +7, Move Silently +6, Sense Motive +9, Spot +7, Swim +12, Use Magic Device +9
Feats: Alertness, Endurance, Run
Environment: Abyss
Organization: Solitary
CR: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This red-skinned horse has hooves that continuously burn with green flame. Its black eyes seem as dark as the pits of the abyss, and its tail and mane seem crafted of wisps of individual flames.

Demon steeds are special creatures reserved in the pits of the Abyss for their demon knight riders. In much the same way a celestial warhorse appears at the summons of a paladin, a demon knight can be assured his abyssal steed appears to meet his needs.

Demon steeds are exceptionally intelligent and cruel. They can fight with full independence of the rider, and can be just as deadly opponent as their master, though they unflinchingly defer to their knight in all matters.

Demon steeds speak abyssal.

Combat

Demon steeds maneuver themselves to cut opponents off and kill them individually. They will generally charge into combat, using their flame-wreathed hooves to batter and kill as many as their can. Their poison bite is deadly, and demon steeds greatly enjoy inflicting its pain on opponents.

Poison (Ex): The bite of a demon steed injects a mind-destroying poison into its victim (Injury; DC 16; init: 1d2 Int; Sec: 3d6 Int).

Powerful Charge (Ex): When a Demon steed makes a charge (or its master orders it to charge), its attack deals an extra 1d8

damage in addition to the normal benefits and hazards of a charge.

Trample (Ex): As a full-round action, a demon steed can move up to twice its speed and literally run over any opponents of medium size or smaller. The creature merely has to move over the opponents in its path. A trample attack deals 1d8 + 6 bludgeoning damage. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 17) to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Demon Steeds on Amöeros

Cultivated from the most depraved xanthus, Ziga captured and bound former xanthus flesh eating horses to the service of her newly created demon knights as powerful steeds for the demon knight's use. Since their initial creation, some of the demon steeds have reproduced, creating extra steeds that are sometimes sent to the mortal plane to a potential "applicant" for demon knight status.



Bestiary Nefarious

Dire Animal

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



Bestiary Nefarious

Dire Hamster

Medium Animal

Hit Dice: 4d8+8 (26 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
AC: 15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple: +3/+5
Attack: Bite +5 melee (1d6 +2)
Full Attack: Bite +5 melee (1d6 +2)
Space/Reach: 5-ft./5 ft.
Length: 5 ft. + 2d6 in. (5 ft. 7 in.)
Weight: 150 + 2d6 x 10 lbs. (225 lbs.)
Special Att: -
Special Qual: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +2
Abilities: S14 D15 C14 I1 W12 Ch4
Skills: Climb +10, Escape Artist +10, Listen +6, Perform (Dance) +2, Spot +6, Swim +2
Feats: Alertness, Run
Environment: Any land
Organization: Solitary
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: - (Animal Companion)

This pony-sized mouse-like creature has golden fur, prominent cheeks and an almost non-existent tail.

Dire hamsters are huge, foul-tempered versions of giant hamsters. They tend to be carnivorous, dining on small-sized humanoids or other creatures. Many dire hamsters are scavengers, eating creatures that are already dying or dead.

Agitated dire hamsters have been known hop in place, a phenomena known as the “hamster dance of doom”. Some trainers have been known to “train” dire hamsters to dance for public spectacles.

Combat

Dire hamsters are poor combatants overall, but if backed into a corner, they can be quite ferocious. Their teeth are extremely dangerous, and they have the ability to chew through even stone with their sharp teeth.

Dire Hamsters usually attack creatures only smaller than they are and that appear to be weak or injured. If faced with a determine opponent, most dire hamsters will depart to seek easier prey.

Skills: Dire hamsters have a +8 racial bonus on Climb checks and Escape Artist checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Training a Dire Hamster

Dire hamsters can be raised to follow the commands of a trainer, usually for riding or trained as a combat companion. Training a dire hamster for combat takes 6 weeks and a DC 20 Handle Animal check. Training a dire hamster for riding (by a small-sized rider) takes three weeks and a DC 15 Handle Animal check. A trained combat dire hamster sells

for about 500 gp, while a riding dire hamster sells for about 250 gp.

Dire Hamsters on Amöeros

Originally bred as pets by gnomes in Linn, dire hamsters became popular among Randese nobles. However, somewhere along the line, these harmless pets were taught to feed on human flesh and gained their dangerous demeanor. To this day, some Randese nobles keep these feral beasts to sacrifice criminals or undesirable foes to the beasts.

Variants

Giant hamsters have the same exact stats as a dire hamster, save they only have +1 natural armor, their bite attack deals only 1d3 damage and have a much fairer demeanor. They are popular among gnome communities. They are CR 2.

Bestiary Nefarious

Díre Rabbít

Huge Animal

Hit Dice: 8d8+32 (68 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft. (10 squares)
Armor Class: 12 (-2 size, +2 Dex, +2 natural), touch 10, flat 10
BAB/Grapple: +6/+19
Attack: Kick +9 melee (1d6 +5)
Full Attack: Kick +9 melee (1d6 +5)
Space/Reach: 15-ft./10 ft.
Length: 18 ft. + 1d4 ft (20 ft.)
Weight: 650 lbs. + 2d6 x 50 lbs. (1,000 lbs.)
Special Att: Trample
Special Qual: Low-light vision, scent
Saves: Fort +10, Ref +10, Will +2
Abilities: S21 D15 C19 I2 W11 Ch6
Skills: Jump +32, Listen +10, Spot +2
Feats: Alertness, Improved Initiative, Lightning Reflexes
Environment: Any plain
Organization: Solitary, Pair, Herd (3-12), Warren (10-25)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adj: -

This enormous hare has several plate-like growths on its flanks and legs as well as from its forehead, like budding antlers. Its eyes are pure red, and its lanky legs end in sharp claws.

A dire rabbit is a strange, yet ferocious dweller of the plains and savannahs. Unlike its normal cousins, dire rabbits are aggressive, and will attack any creatures smaller than themselves that enters their grazing land.

Comðax

Dire rabbits usually rush opponents, attempting to bowl them over with their quick stride and sharp claws. If surrounded, they will use their powerful hind legs to kick at opponents and knock them away.

Trample (Ex): As a full-round action, a dire rabbit can move up to twice its speed and literally run over any opponents of large size or smaller dealing 1d6+7 bludgeoning damage (Reflex DC19 for half damage)

Skills: Dire rabbits gain a +8 racial bonus to Jump checks and Listen checks.

Díre Rabbíts on Ámðeros

During the Dark Age, fiendish experiments were performed on normal rabbits, creating these monstrosities. Originally, they were to be ridden into battle by demonic creatures, but the ride these creatures provided proved to be too unsettling to riders. After the Dark Age, dire rabbits simply slipped into the wilderness and have even drifted into the edges of the wilderness areas of Randu in the east.

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Dire Turtle

Large Animal (Reptilian)

Hit Dice: 4d8+7 (25 hp)
Initiative: +0
Speed: 15 ft., swim 15 ft.
AC: 16 (-1 size, +7 natural), touch 8, flat 16
BAB/Grapple: +3/+9
Attack: Bite +4 melee (1d6+2)
Full Attack: Bite +4 melee (1d6+2)
Space/Reach: 10-ft./5 ft.
Height: 9 ft. + 2d8 in. (9 ft. 9 in.)
Weight: 300 lbs. + 2d10 x 25 lbs. (575 lbs.)
Special Att: Clamp, improved grab
Special Qual: Lowlight vision, plod, scent
Saves: Fort +5, Reflex +1, Will +1
Abilities: S15 D10 C13 I2 W11 Ch4
Skills: Listen +0, Spot +3, Swim +6
Feats: Endurance, Toughness
Environment: Any warm or hot
Organization: Solitary or pair
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: Large (5-10 HD), Huge (11-15 HD)
Level Adj: -

Four squat, stubby legs support this huge green tortoise. Its plated shell is covered with protruding bone spikes, and its mouth consists of a razor-sharp beak.

Dire turtles resemble large tortoises, though they tend to have more colorful designs on their shell as well as their shell being protected by a ring of protruding spikes along their side and often protruding from the plates of their shell.

Like other dire species, dire turtles tend to be aggressive. They will make surprising short rushes at opponents, but rarely chase any creature for long distances.

Combat

Dire turtles are offensive creatures, hissing as they lunge at a foe. They prefer to bite down on a single opponent, using their sharp beak to slowly bleed an opponent out as they depend on their strong shell to protect them against their foe. Because of their relatively slow gait, once engaged a dire turtle rarely stops attacking until its opponent is dead or flees. Luckily for their enemies, the plodding nature of dire turtles makes them unlikely to chase down fleeing foes.

Clamp (Ex): If a dire turtle starts a round in a grapple, it may automatically inflict its bite damage to an opponent.

Improved Grab (Ex): If a dire turtle hits with its bite attack, it may automatically attempt to start a grapple. No to hit roll is required.

Plod (Ex): Dire turtles cannot double move, jog or run. They may still perform charge attacks, but may not perform two successive charge attacks or more

Training a Dire Turtle

Many races have discovered ways to train dire turtles as beasts of burden or as guardians. Training a dire turtle takes 2-4 weeks and a successful DC 20 Handle Animal

check. Trained dire turtles can be purchased for about 250 gp, and are usually trained either for heavy labor or guarding.

Dire Turtles on Amöeros

Most dire turtles can be found in the Skienlands or the desert-like areas of Iannhanex and Llannhanex. Fiendish versions of dire turtles are legendary in the Demon Jungle, and the people of Lanster sometimes hunt these creatures to make unusual armors from their shells.

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Diseased

Diseased is a template that can be added to any living creature. A diseased creature is normal in just about every way, except it is affected by a particular strain of disease, which it might spread to others.

Special Qualities: The creature is infected by one of the diseases listed below. The DM may decide how many times a creature has failed its save against the disease or roll 1d20 and divide the result by two, and then apply the effects of the lost saves.

CR: Disease DC 10-12: +1/2; Disease DC 13+: +1; Creature has lost ¼ ability score to disease: –1; Creature has lost ½ ability score or more to disease: –2

Table: Diseases

Disease	Infection DC	Incubation	Damage
Blinding sickness	Injury 16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled 16	1 day	1d6 Wis
Consumption	Inhaled 11	1d3 days	1d2 Dex, 1d3 Con
Death Vision	Inhaled 15	1d3 days	1d4 Wis
Demon fever	Injury 18	1 day	1d6 Con ²
Devil chills ³	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Frothing Fury	Injury 13	1d3 days	1d3 Wis, 1d2 Con
Limb Rot	Contact 15	1 day	1d2 Con ⁵
Mindfire	Inhaled 12	1 day	1d4 Int
Mummy rot ⁴	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Sleeping death	Injury 12	1d3 days	1d6 Dex ²
Slimy doom	Contact 14	1 day	1d4 Con ²
Wasting Sickness	Contact 15	1d3 days	1d4 Con ² , 1d2 Dex
Zombie Rage	Injury 20	1 day	1d4 Con ²
¹ Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded			
² When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead			
³ The victim must make three successful Fortitude saving throws in a row to recover from devil chills			
⁴ Successful saves do not allow the character to recover. Only magical healing can save the character			
⁵ A character who takes 4 points of Constitution damage must make a DC 15 Fort save or lose a limb			

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”

Consumption: Symptoms include labored breathing and pains in the chest area. Those whom have lost half of their original Constitution or more are prone to cough up blood during strenuous activity (Concentration DC 15 to maintain any focus, such as spellcasting)

Death Vision: Generally only found in intelligent beings (Int 8+). Symptoms include sunken eyes, milky pupils and yellowing nails. The victim often becomes prone to hallucinations and terrible nightmares – many of which are prophetic in nature.

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Frothing Fury: Various animals in the wilderness can spread this disease. The victim’s mouth is covered in a thick, white froth and is prone to aggressive behavior.

Limb Rot: This is the non-magical version of mummy rot. It is caused by poor hygiene and unsanitary conditions.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Sleeping Death: Usually spread by insects. Causes lethargy. A victim drained to 0 Dex or less slips into a coma.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Wasting Sickness: Leperskins spread it. Every day the victim fails the save, they are considered fatigued.

Zombie Rage: Victim’s flesh begins to rot and peel away. When the victim is reduced to 0 Con or less, they not only die, but arise as a zombie 1d4 hours later.

Doppelganger Ooze

Large Ooze (Shapechanger)

Hit Dice: 10d10+60 (115 hp)
Initiative: +0
Speed: 10 ft. (2 squares)
Armor Class: 9 (-1 size), touch 9, flat 9
BAB/Grapple: +7/+16
Attack: Slam +11 melee (1d6+5)
Full Attack: Slam +11 melee (1d6+5)
Space/Reach: 10-ft./5 ft.
Diameter: 10 ft. + 1d6 ft. (13 ft.)
Weight: 200 lbs + 2d4 x 25 lbs. (325 lbs.)
Special Att: -
Special Qual: Ooze traits, read thoughts, shapechange
Saves: Fort +11, Ref +3, Will -2
Abilities: S20 D10 C23 I- W1 Ch1
Skills: Disguise +0*, Hide -2*, Listen -5, Spot -5
Feats: Deceptive, Great Fortitude, Skill Focus (Disguise), Stealthy
Environment: Temperate, Warm land, underground
Organization: Solitary
CR: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adj: -

What at first appeared to be a shapeless pool of gray matter swirls up and solidifies into a copy of you!

It is thought by many sages that doppelganger ooze may have been the protoform of the modern doppelganger. The creature in its normal state appears as a shapeless gray blob, albeit it has a pair of human-like eyes that float in the mass, allowing it to observe its prey.

Doppelganger ooze will generally lie in wait and watch approaching prey for several minutes - or even hours. Once it has observed its prey for a sufficient time - usually at least one minute or more, it will move close to its prey and assume the prey's form. Once it has copied the prey, it will then attempt to assume the prey's role, usually incapacitating, avoiding or killing the original as needed to keep up the facade.

The actions of doppelganger ooze are difficult to predict. While generally the ooze seeks out replace its prey (often in a violent manner), there have been instances where doppelganger oozes have accompanied companions of its prey through adventures, or in rare cases, actually aided the original in fending off an opponent or rendering other such aid. Generally, once doppelganger ooze is "found out", it will attempt to either destroy the offending individual or slink away to find new prey.

As mindless creatures, doppelganger ooze cannot speak or read, but their mind reading ability allows them to sense the thoughts of others so that they attempt to react appropriately.

Combat

Doppelganger ooze will always assume the form of its prey before it attacks. Because the ooze is natural mindless, when it assumes the form of a victim, it also somewhat assumes the personality and outlook of its prey, which greatly affects how the doppelganger ooze approaches combat. For example, if the doppelganger ooze assumes the form of a Lawful good individual, it may attempt to subdue the original, while if it were to assume the form of a Chaotic Evil being, it would like swiftly strike to slay the original.

An ooze possesses the following traits (unless otherwise noted in a creature's entry).

Read Thoughts (Su): A doppelganger ooze can read the surface thoughts of other beings as the spell *detect thoughts*, at 10th level ability.

Shapechange (Ex): A doppelganger ooze can alter the color and consistency of its body to assume the shape of any creature of medium or large size. This effect works in all ways similar to a polymorph spell, except the effect is nonmagical. The doppelganger, as part of its shape change can appear to wear equipment and wield weapons, however these items are actually extensions of the doppelganger ooze's body and cannot be removed nor do they have any special properties.

Skills: When using its shapechange ability, the doppelganger ooze gains a +12 bonus to Disguise. In its natural form, the doppelganger ooze gains a +10 bonus to hide in areas of natural stone.

Doppelganger Ooze on Amëeros

Ancient records place the creation of the first doppelganger oozes during the Dark Ages, where they were used to infiltrate the ranks of the Free Barons and attempt to inspire suspicion and distrust among them. However, this would place doppelganger oozes as being created after doppelgangers, of which there are records of doppelgangers as early as the Elvin Golden Age.

The Silkna Kingdom sometimes uses doppelganger oozes to thwart assassination attempts. Outside of this use, most doppelganger oozes are rogue creatures that can be encountered anywhere on the continent.

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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.

Dragons believe themselves to be either the spawn of the ancient dragon Guaradrell (a claim usually made by the chromatics), born from the first magics unleashed on Amberos (claimed by the metallic dragons) or the shards of the dreams of the Ancient Gods (as claimed by the gemstone dragons). Amberosian dragons do not worship gods, though they generally agree that both Tiamat and Budhamit have managed to obtain god-like powers. Tiamat is ascribed to have stolen her might from the carcass of Guaradrell, while Budhamit was gifted his power by the spirit of the remorseful Guaradrell, allowing Guaradrell's cursed spirit to be put to rest.

Even lone dragons on Amberos are rare, and only the mightiest of dragons looks 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 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.

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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

Bite: Bite attacks deal the listed damage plus the dragon's Strength bonus. The dragon also can use its bite to snatch opponents (see the descriptions of feats below). Bite attacks use the full attack bonus.

Claw: Claw attacks deal the listed damage plus half the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents (see the descriptions of feats below). Claw attacks are at -5 to the attack bonus.

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the listed damage plus half the dragon's Strength bonus (round down) and are at -5 to the attack bonus.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down) and is at -5 to the attack bonus.

Crush: A flying or jumping dragon of at least Huge size can land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more sizes 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 (see Table: Dragon Face and Reach above). Creatures in the affected area must succeed at a Reflex save against a 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 crush damage each round if they don't escape.

A crush attack deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down).

Tail Sweep: A dragon of at least Gargantuan size can sweep with its tail as a standard action. The sweep affects a half circle with a diameter of 30 feet, centered on the dragon's rear. A Colossal dragon's tail sweep has a 40-foot radius. Creatures within the swept area are affected if they are four or more sizes smaller than the dragon. The sweep automatically deals the listed damage plus 1 1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage, against a DC equal to that of the dragon's breath weapon.

Grappling: Dragons do not favor grapple attacks, though their crush attack and Snatch feat (see the descriptions of feats) use normal grapple rules.

If grappled by a creature the same size or larger, a dragon can return the attack with its bite and all four legs (the

rear legs deal claw damage). If snatched or crushed by a larger dragon, a dragon can respond only with grapple attacks to try winning free, or with bite or breath weapon attacks. If grappled by a creature smaller than itself, the dragon can respond with any of its physical attacks other than a tail sweep.

The dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds at 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 the 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 the dragon's mouth and extends in a direction of the dragon's choice, with an area as noted 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 type, listed in the individual entry. Saves against nondamaging breath weapons use the same DC, but the types vary as noted in the variety descriptions.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

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

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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 nonvisual 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 as 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 start with 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. The remaining skill points are generally spent on Bluff, Concentration, Diplomacy, Escape Artist, Knowledge (any), and Scry at a cost of 1 skill point per rank. Dragons cannot purchase skills that are exclusive to a class. Dragons that can cast spells have the Spellcraft skill for free at 1 rank per Hit Die, provided they have an Intelligence bonus of at least +1 (Intelligence score 12+).

Red, copper, gold, and silver dragons have the Jump skill for free at 1 rank per Hit Die.

Feats: All dragons have one feat, plus an additional feat per 4 HD. Dragons favor Alertness, Cleave (claw or tail slap attacks only), Improved Initiative, Power Attack, Sunder, Weapon Focus (claw or bite), and any metamagic feat that is available and useful to sorcerers. Dragons can also choose from the following feats:

Flyby Attack

Hover: When flying, a dragon can halt its forward motion and hover in place, fly straight down, or fly straight up regardless of its maneuverability. While hovering, it can attack with its bite and all four feet (its hind feet deal claw damage) and can make tail slap attacks if normally allowed to do so. If it can make a tail sweep, it can do so while hovering but can make no other attacks. A hovering dragon cannot make wing attacks. It can use its breath weapon instead of making physical attacks. If a dragon hovers close to the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 30 feet x the dragon's age category. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The cloud obscures vision, and creatures caught within are blinded while inside and for 1 round after emerging. Those caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 dragon's HD) to cast a spell.

Quicken Spell-Like Ability: The dragon can use one of its spell-like abilities each round as a free action.

Snatch: A dragon that hits with a claw or bite attack attempts to start a grapple as though it had the improved grab special attack. If the dragon gets a hold with a claw on a creature four or more sizes smaller, it squeezes each round for automatic claw damage. If it gets a hold with its bite on a creature three or more sizes smaller, it automatically deals bite damage each round, or if it does not move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against the dragon's breath weapon. The dragon can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 10 feet, and takes 1d6 points of damage, per age category of the dragon. If the dragon flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Wingover: A flying dragon can change direction quickly once each round. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.

Dragon Overland Movement

Dragons are exceedingly strong flyers and can cover vast distances quickly.

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<i>Flight Speed</i>	<i>100 feet</i>	<i>150 feet</i>	<i>200 feet</i>	<i>250 feet</i>
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 nonlethal damage once every 2 hours instead of every hour.

Dragonhide (variant rules)

Armorsmiths can work with dragon hides to produce masterwork armor or shields for the normal cost. 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.

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, medium and heavy armors grants 2 points of energy resistance per age categories of the dragon, as shown below:

<i>Dragon Type</i>	<i>Resistance</i>
Air	Sonic 2
Earth	Acid 2
Fire	Fire 2
Radiant	Lightning 2
Shadow	Negative 2
Water	Cold 2

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.

<i>Age</i>	<i>Add'l Cost</i>	<i>AC bonus</i>	<i>Resist</i>
Wyrmling	+300 gp	+0	2
Very Young	+600 gp	+0	4
Young	+900 gp	+0	6
Juvenile	+1,200 gp	+0	8
Young Adult	+1,500 gp	+0	10

Adult	+1,800 gp	+0	12
Mature Adult	+2,400 gp	+1	14
Old	+3,000 gp	+2	16
Very Old	+3,600 gp	+3	18
Ancient	+4,200 gp	+4	20
Wyrm	+4,800 gp	+5	22
Great Wyrm	+5,400 gp	+6	24

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Imperial 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:

Treasure: Double Standard

Alignment: Lawful Good

Advancement: Wyrmling 6-8 HD, Very Young 10-11 HD, Young 13-14 HD, Juvenile 16-17 HD, Young Adult 19-21 HD, Adult 23-24 HD, Mature Adult 26-27 HD, Old 29-30 HD, Very Old 32-33 HD, Ancient 35-36 HD, Wyrm 38-39 HD, Great Wyrm 41+ HD.

Imperial dragons have more in common with the oriental dragons of legend than western dragons. They have long, sinuous bodies with wisps of lightning-like fins that act as wings. Their heads are somewhat bulbous and lion-like, and they are masters of the elements. An imperial dragon has five claws on each of its six limbs, and has a magnificent pearl embedded in its forehead. The value and luster of the gem vary, and their worth are features of the dragon's status among its own kind.

It should be noted that rarely an imperial dragon can be found with a black pearl embedded in its forehead. Such dragons are Chaotic Evil creatures, who have been cast out of the celestial dragon's organization.

Imperial dragons have green body, a red dorsal spine and golden colored wisps. They have a copper-colored frill about their neck that looks very similar to a lion's mane. As the dragon ages, the coloration takes on a gem-like sheen until in the advanced ages (Very Old and older) they seem to be carved from jade with a ruby dorsal spine and golden wisps. In

the advanced ages, the copper frill slowly turns a platinum color.

Combat

Imperial dragons rarely fight directly, and often cloak their attacks in storms that disguise their real nature. If taunted or forced by an attacker to descend to the mortal realm, most imperial dragons engage their enemy with tooth and claw, and quite often gather an opponent into their mighty coils and breath on the helpless foe.

Breath Weapon (Su): Imperial dragons breathe a line of lightning 120 feet long and 5 feet wide. Half of the damage from their breath weapon is lightning, the other half is holy damage.

Spell-Like abilities (Sp): Wyrmling – *Water Breathing* at will; Young – *Polymorph* 3x/day; Juvenile – *Call Lightning* 2x/day; Adult – *Minor Globe of Invulnerability* 1x/day; Old – *Wind Wall* 1x/day; Ancient – *Control Weather* 1x/day; Great Wyrm – *Storm of Vengeance* 1x/day.

Skills: Diplomacy, Knowledge (Nobility) and Swim are considered class skills for Imperial dragons.

Imperial Dragons on Amberos

Imperial dragons are protectors of the eastern realms of Amberos, with a large number found in Spi Dak Su, Randu, the Skienlands and the Emerald Empire of distant Aur-Seth.

In ancient days, it was the Imperial dragons who founded the ideals of the draconic federation on Amberos. However, as the First Dragon War approached, many of the western dragons came to spurn the federation and returned to their individualistic or tribal ways. On the other hand, the imperial and Nippon dragons had been working together for so long that these dragons permanently set up their own bureaucracy and government. In the oriental lands of the north (and as far south as Spi Dak Su), the dragons have taken on the mantle of protector of the earth, wind and water.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	M	5d12 + 10 (42 hp)	19 (+5 natural, +4 Dex) touch 14, flat 15	15	19	15	14	15	14
Very Young	L	9d12 + 27 (85 hp)	20 (+8 natural, -1 size, +3 Dex), touch 12, flat 17	21	17	17	16	17	16
Young	L	12d12 + 36 (114 hp)	23 (+11 natural, -1 size, +3 Dex), touch 12, flat 20	25	17	17	16	17	16
Juvenile	L	14d12 + 56 (147 hp)	26 (+14 natural, -1 size, +3 Dex), touch 12, flat 23	29	17	19	18	19	18
Young Adult	H	18d12 + 90 (207 hp)	27 (+17 natural, -2 size, +2 Dex), touch 10, flat 25	31	15	21	18	19	18
Adult	H	22d12 + 110 (253 hp)	30 (+20 natural, -2 size, +2 Dex), touch 10, flat 28	33	15	21	20	21	20
Mature Adult	H	25d12 + 150 (312 hp)	33 (+23 natural, -2 size, +2 Dex), touch 10, flat 31	33	15	23	20	21	20
Old	G	28d12 + 196 (378 hp)	33 (+26 natural, -4 size, +1 Dex), touch 7, flat 32	35	13	25	24	25	24
Very Old	G	31d12 + 248 (449 hp)	36 (+29 natural, -4 size, +1 Dex), touch 7, flat 35	37	13	27	26	27	26
Ancient	G	34d12 + 306 (527 hp)	39 (+32 natural, -4 size, +1 Dex), touch 7, flat 38	39	13	29	28	29	28
Wyrmling	G	37d12 + 370 (610 hp)	42 (+35 natural, -4 size, +1 Dex), touch 7, flat 41	41	13	31	30	31	30
Great Wyrmling	C	40d12 + 400 (660 hp)	40 (+38 natural, -8 size, +1 Dex), touch 3, flat 39	45	11	31	32	33	32

<i>Age</i>	<i>BAB / Grapple</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>
Wyrmling	+5/+7	+7	+6	+4	+6	2d12 (16)	--	--
Very Young	+9/+18	+13	+9	+6	+9	4d12 (19)	--	--
Young	+12/+23	+18	+11	+8	+11	6d12 (21)	--	--
Juvenile	+14/+27	+22	+13	+9	+13	8d12 (23)	--	--
Young Adult	+18/+36	+26	+16	+11	+15	10d12 (25)	23	24
Adult	+20/+39	+29	+17	+12	+17	12d12 (27)	25	26
Mature Adult	+24/+43	+33	+20	+14	+19	14d12 (29)	27	28
Old	+26/+52	+36	+22	+15	+22	16d12 (32)	30	31
Very Old	+30/+55	+39	+25	+17	+25	18d12 (35)	33	34
Ancient	+32/+58	+42	+27	+18	+27	20d12 (38)	36	37
Wyrmling	+36/+63	+47	+30	+20	+30	22d12 (40)	38	39
Great Wyrmling	+38/+71	+47	+31	+21	+32	24d12 (42)	40	41

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	40 feet (8 squares), fly 150 ft. (poor)	<i>Water breathing</i>	--	3
Very Young	40 feet (8 squares), fly 150 ft. (poor)		1st	5
Young	40 feet (8 squares), fly 150 ft. (poor)	<i>Polymorph Self</i>	3rd	8
Juvenile	40 feet (8 squares), fly 150 ft. (poor)	<i>Call Lightning</i>	5th	11
Young Adult	40 feet (8 squares), fly 150 ft. (poor)	DR 5/magic +1	7th	14
Adult	40 feet (8 squares), fly 150 ft. (poor)	<i>Minor Globe of Invulnerability</i>	9th	15
Mature Adult	40 feet (8 squares), fly 150 ft. (poor)	DR 10/magic +2	12th	19
Old	40 feet (8 squares), fly 200 ft. (clumsy)	<i>Wind wall</i>	15th	22
Very Old	40 feet (8 squares), fly 200 ft. (clumsy)	DR 15/+3	17th	23
Ancient	40 feet (8 squares), fly 200 ft. (clumsy)	<i>Control Weather</i>	19th	25
Wyrmling	40 feet (8 squares), fly 200 ft. (clumsy)	DR 20/+4	21st	27
Great Wyrmling	40 feet (8 squares), fly 200 ft. (clumsy)	<i>Storm of Vengeance</i>	23rd	29

Can also cast cleric spells and those from the Law, Protection and Weather domains as arcane spells

Bestiary Nefarious

Nippon 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:

Treasure: Double Standard

Alignment: Lawful Neutral

Advancement: Wyrmling 4 HD; Young 8 HD; Juvenile 10 HD; Young Adult 12 HD; Adult 14 HD; Mature Adult 16 HD; Old 18 HD; Very Old 20 HD; Ancient 22 HD; Wyrm 24 HD; Great Wyrm 26+ HD

Like imperial dragons, Nippon dragons have more in common with the oriental dragons than western dragons. They have long, sinuous bodies with wisps of lightning-like fins that act as wings. Their heads are somewhat bulbous and lion-like, and they are masters of the elements. A Nippon dragon can be easily distinguished from an imperial dragon by the fact that it has three claws instead of five, and does not have a pearl embedded in its forehead.

Among some Nippon dragons, individuals can be found whom only have stubs of their wing fins and cannot fly. These dragons are Chaotic and usually evil, and have been cast out of the celestial draconic bureaucracy for evil actions or lack of ability.

Nippon dragons tend towards blue and bluish-green colorations, with younger dragons coloration matching the sea and becoming bluer until at Old age they become a sapphire blue. At even older stages, white, cloud-like streaks begin to

mottle the dragon's hide until at Great Wyrm status they are nearly pure white.

Combat

Imperial dragons rarely fight directly, and often cloak their attacks in storms that disguise their real nature. If taunted or forced by an attacker to descend to the mortal realm, most imperial dragons engage their enemy with tooth and claw, and quite often gather an opponent into their mighty coils and breath on the helpless foe.

Breath Weapon (Su): Nippon dragons breath a line of steam 120 feet long and 5 feet wide. Half of the damage from their breath weapon is fire, the other half is lawful damage.

Spell-Like abilities (Sp): Wyrmling – *Water Breathing* at will, Very Young – *Monster Summoning I* (aquatic only) 3x/day, Juvenile – *Monster Summoning II* (aquatic only) 3x/day, Adult – *Polymorph* 3x/day, *Monster Summoning III* (aquatic only) 3x/day, Old – *Monster Summoning IV* (aquatic only) 3x/day, Very Old – *Monster Summoning V* (aquatic only) 3x/day, Ancient – *Monster Summoning VI* (aquatic only) 3x/day, Wyrm – *Monster Summoning VII* (aquatic only) 3x/day, Great Wyrm – *Monster Summoning VIII* (aquatic only) 3x/day, *Control Weather* at will

Skills: Diplomacy, Spellcraft and Swim are considered class skills for Nippon Dragons.

Nippon Dragons on Amöeros

The Nippon dragons are natives of Spi Dak Su and the Emerald Empire of distant Aur-Seth. In the bureaucracy created by the Imperial dragons, Nippon dragons are the “Common” laborers tasked with enforcing the Celestial Bureaucracy. They often work in concert with Belli and Vermnia to ensure that “nature” is working correctly.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	S	3d12+3 (22 hp)	14 (+1 size, +3 natural) touch 11, flat 14	10	10	12	10	13	10
Very Young	M	5d12+5 (37 hp)	14 (+4 natural) touch 10, flat 14	12	10	13	11	14	12
Young	M	7d12+14 (59 hp)	15 (+5 natural) touch 10, flat 15	14	10	14	12	15	14
Juvenile	L	9d12+18 (76 hp)	15 (-1 size, +6 natural) touch 9, flat 15	16	10	15	13	16	16
Young Adult	L	11d12+33 (104 hp)	16 (-1 size, +7 natural) touch 9, flat 16	18	10	16	14	17	18
Adult	L	13d12+39 (123 hp)	18 (-1 size, +9 natural) touch 9, flat 18	20	10	17	16	18	20
Mature Adult	H	15d12+60 (157 hp)	19 (-2 size, +11 natural) touch 8, flat 19	22	10	19	18	19	22
Old	H	17d12+85 (195 hp)	21 (-2 size, +13 natural) touch 8, flat 21	24	10	21	20	20	24
Very Old	H	19d12+114 (237 hp)	23 (-2 size, +15 natural) touch 8, flat 23	26	10	23	22	22	26
Ancient	G	21d12+147 (283 hp)	22 (-4 size, +16 natural) touch 6, flat 22	28	10	25	24	24	28
Wurm	G	23d12+184 (333 hp)	24 (-4 size, +18 natural) touch 6, flat 24	30	10	27	26	26	30
Great Wurm	G	25d12+225 (387 hp)	26 (-4 size, +20 natural) touch 6, flat 26	32	10	29	28	28	32

<i>Age</i>	<i>BAB / Grapple</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>
Wyrmling	+3/+0	+4	+4	+3	+4	1d10 (DC 12)	--	--
Very Young	+5/+6	+6	+5	+4	+6	2d10 (DC 13)	--	13
Young	+7/+9	+9	+7	+5	+7	4d10 (DC 15)	--	15
Juvenile	+9/+16	+11	+8	+6	+9	5d10 (DC 16)	--	17
Young Adult	+11/+19	+14	+10	+7	+10	7d10 (DC 18)	19	19
Adult	+13/+22	+17	+11	+8	+12	8d10 (DC 19)	21	21
Mature Adult	+15/+29	+19	+13	+9	+13	10d10 (DC 21)	23	23
Old	+17/+32	+22	+15	+10	+15	11d10 (DC 23)	25	25
Very Old	+19/+35	+25	+17	+11	+17	13d10 (DC 25)	27	27
Ancient	+21/+42	+26	+19	+12	+19	14d10 (DC 27)	29	29
Wurm	+23/+45	+29	+21	+13	+21	16d10 (DC 29)	31	31
Great Wurm	+25/+48	+32	+23	+14	+23	17d10	33	33

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	20 ft (4 squares), fly 50 ft (good) (10 squares)	<i>Water Breathing</i>	--	2
Very Young	30 ft (4 squares), fly 70 ft. (good) (14 squares)	<i>Monster Summoning I</i>	1 st	4
Young	30 ft (4 squares), fly 70 ft. (good) (14 squares)		2 nd	5
Juvenile	30 ft (4 squares), fly 90 ft. (good) (18 squares)	<i>Monster Summoning II</i>	3 rd	6
Young Adult	30 ft (4 squares), fly 90 ft. (good) (18 squares)	DR 5/magic +1	5 th	7
Adult	30 ft (4 squares), fly 90 ft. (good) (18 squares)	<i>Polymorph, Monster Summoning III</i>	7 th	9
Mature Adult	40 ft (4 squares), fly 90 ft. (good) (18 squares)		9 th	10
Old	40 ft (4 squares), fly 90 ft. (good) (18 squares)	DR 10/magic +2, <i>Monster Summoning IV</i>	12 th	13
Very Old	40 ft (4 squares), fly 90 ft. (good) (18 squares)	<i>Monster Summoning V</i>	15 th	16
Ancient	40 ft (4 squares), fly 90 ft. (good) (18 squares)	<i>Monster Summoning VI</i>	17 th	19
Wurm	40 ft (4 squares), fly 90 ft. (good) (18 squares)	DR 15/magic +3, <i>Monster Summoning VII</i>	19 th	21
Great Wurm	40 ft (4 squares), fly 90 ft. (good) (18 squares)	<i>Control Weather, Monster Summoning VIII</i>	21 st	23

Bestiary Nefarious

Randese 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:

Treasure: Double Standard

Alignment: Neutral Evil

Advancement: Very young 4 HD; Juvenile 7 HD; Adult 10 HD; Old 13 HD; Ancient 16 HD; Great Wyrm 19+ HD

Randese dragon wyrmlings tend towards a dark earthy color with black claws and muzzle. As the dragon ages, they take on a red sheen, until by the time they reach Wyrm stage they look as if they have been dipped in blood. Randese dragons have long, slim bodies, with many bony protrusions at the joints and a ring of horn-like barbs about the frill of the neck.

Combat

Randese dragons are cruel in combat and prefer to make the agony of their opponent last as long as possible. They are fond of poisoning opponents and backing off from

combat, giving time for the poison to take effect before returning to fight.

If faced with a challenging foe however, the dragon will strike with awesome and deadly force, attempting to eliminate the threat as quickly as possible. Once in control of the combat, they are much likely to slow the pace of the attack to make the survivors linger before their death.

Breath Weapon (Su): Randese dragons spit a black caustic bile in a line 90 feet long and 5 feet wide. Not only does the bile deal acid damage, it also is a contact poison.

Poison Claws (Su): A Randese dragon's claws drip with a deadly supernatural contact poison. Those struck by the claws are also subject to being poisoned. Type: contact; Fort DC ½ HD + Con modifier; Init: 1d6 Con, Sec: 1d6 Con

Spell-Like abilities (Sp): Young – *Poison* 1x/day, Adult – *True Seeing* 1x/day, Very Old – *Nightmare* 1x/day, Great Wyrm – *Blasphemy* 1x/day.

Skills: Climb, Hide and Intimidate are considered class skills for Randese Dragons

Randese Dragons on Amberos

Randese dragons are thought to be the direct spawn of Guaradrell, the greatest of dragons on Amberos. Like their supposed forbearer, they are cruel and greedy, laying waste to the surrounding lands in their quest for treasure and wealth.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	S	2d12 (13 hp)	12 (+1 size, +1 natural) touch 11, flat 12	8	10	10	11	13	10
Very Young	M	3d12 (19 hp)	12 (+2 natural) touch 10, flat 12	9	10	11	12	15	11
Young	M	5d12+5 (37 hp)	13 (+3 natural) touch 10, flat 13	10	10	12	13	17	12
Juvenile	M	6d12+12 (51 hp)	15 (+5 natural) touch 10, flat 15	12	10	14	14	19	14
Young Adult	L	8d12+24 (76 hp)	16 (-1 size, +7 natural) touch 9, flat 16	14	10	16	15	21	16
Adult	L	9d12+36 (94 hp)	18 (-1 size, +9 natural) touch 9, flat 18	16	10	18	16	23	18
Mature Adult	L	11d12+55 (126 hp)	20 (-1 size, +11 natural) touch 9, flat 20	18	10	20	17	25	20
Old	H	12d12+72 (150 hp)	21 (-2 size, +13 natural) touch 8, flat 21	20	10	22	18	27	22
Very Old	H	14d12+91 (182 hp)	23 (-2 size, +15 natural) touch 8, flat 23	22	10	24	19	29	24
Ancient	G	15d12+120 (217 hp)	23 (-4 size, +17 natural) touch 6, flat 23	24	10	26	20	31	26
Wyrmling	G	17d12+153 (263 hp)	25 (-4 size, +19 natural) touch 6, flat 25	26	10	28	21	33	28
Great Wyrmling	C	18d12+180 (297 hp)	23 (-8 size, +21 natural) touch 2, flat 23	28	10	30	22	35	30

<i>Age</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	+2	+3	+3	+4	2d4 (11)	--	--	--	2
Very Young	+2	+3	+3	+5	3d4 (11)	--	--	--	2
Young	+5	+5	+4	+7	4d4 (13)	--	--	--	3
Juvenile	+7	+7	+5	+9	6d4 (15)	--	--	--	3
Young Adult	+9	+9	+6	+11	8d4 (17)	17	17	--	5
Adult	+11	+10	+6	+12	10d4 (18)	18	18	1 st	6
Mature Adult	+14	+12	+7	+14	12d4 (20)	20	20	3 rd	7
Old	+15	+14	+8	+16	14d4 (22)	22	22	5 th	8
Very Old	+18	+16	+9	+18	16d4 (24)	24	24	7 th	10
Ancient	+18	+17	+9	+19	18d4 (25)	25	25	9 th	11
Wyrmling	+21	+19	+10	+21	20d4 (27)	27	27	11 th	12
Great Wyrmling	+19	+21	+11	+23	22d4 (29)	29	29	13 th	14

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>
Wyrmling	40 ft. (8 squares), fly 80 ft. (good)	Poison claws
Very Young	40 ft. (8 squares), fly 80 ft. (good)	
Young	40 ft. (8 squares), fly 80 ft. (good)	Poison
Juvenile	40 ft. (8 squares), fly 80 ft. (good)	DR 5/magic +1
Young Adult	40 ft. (8 squares), fly 100 ft. (average)	
Adult	40 ft. (8 squares), fly 100 ft. (average)	True seeing
Mature Adult	40 ft. (8 squares), fly 100 ft. (average)	DR 10/magic +2
Old	40 ft. (8 squares), fly 100 ft. (average)	
Very Old	40 ft. (8 squares), fly 150 ft. (average)	Nightmare
Ancient	40 ft. (8 squares), fly 150 ft. (average)	DR 15/magic +3
Wyrmling	40 ft. (8 squares), fly 150 ft. (average)	
Great Wyrmling	40 ft. (8 squares), fly 200 ft. (average)	Blasphemy

Bestiary Nefarious

Skierian 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:

Treasure: Double Standard

Alignment: Chaotic Neutral

Advancement: Wyrmling 5-6 HD; Very Young 8-9 HD, Young 11-12 HD; Juvenile 14-15 HD; Young Adult 17-18 HD; Adult 20 HD; Mature Adult 22-23 HD; Old 25-26 HD; Very old 28-29 HD; Ancient 31-32 HD; Wyrms 34 HD; Great Wyrms 36+ HD

Skierian dragons can be cunning, but tend towards an evil alignment. Their coloration allows them to blend into the junglescapes of the Skienlands, and they often take residence in ancient ruins that dot the land.

Skierian dragons tend towards greens, being a grassy green at younger stages and taking on a gem-like sheen as they age, until in the old stages their very skins seems to be made of emeralds.

Combat

Skierian dragons prefer to strike from ambush and with overwhelming force. They care little about attempting to minimize damage to potential treasure, and have been known to abscond with interesting individuals to interrogate them before becoming bored with such individuals and devouring them. They rarely, if ever, ransom any being they take prisoner.

Breath Weapon (Su): The Skierian Dragon breathes a cloud of green vapors that not only deals damage, but infects the victim with a rotting disease.

Spell-Like abilities (Sp): Adult – *Charm Person* 3x/day, Old – *Hallucinatory Terrain* 1x/day; Ancient – *Dominate Monster* 1x/day; Great Wyrms – *Control Weather* 1x/day.

Skills: Appraise, Hide and Sense Motive are considered class skills for Skierian dragons.

Skierian Dragons on Amöeros

Skierian dragons are offshoots of Nippon and Randese dragons, a breed that developed before the Nippon moved north to start the celestial bureaucracy.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	S	4d12+4 (30 hp)	14 (+1 size, +3 natural), touch 11, flat 14	10	19	13	10	11	10
Very Young	M	7d12+14 (59 hp)	16 (+6 natural), touch 10, flat 16	12	18	15	11	13	10
Young	M	10d12+20 (85 hp)	19 (+9 natural), touch 10, flat 19	14	17	15	12	15	12
Juvenile	M	13d12+39 (123 hp)	22 (+12 natural), touch 10, flat 22	16	16	17	13	17	12
Young Adult	L	16d12+64 (168 hp)	24 (-1 size, +15 natural), touch 9, flat 24	18	15	19	14	19	14
Adult	L	19d12+95 (218 hp)	27 (-1 size, +18 natural), touch 9, flat 27	21	14	21	15	21	14
Mature Adult	L	21d12+105 (241 hp)	30 (-1 size, +21 natural), touch 9, flat 30	24	13	21	16	23	16
Old	H	24d12+144 (300 hp)	32 (-2 size, +24 natural), touch 8, flat 32	27	12	23	17	25	16
Very Old	H	27d12+162 (337 hp)	35 (-2 size, +27 natural), touch 8, flat 35	30	11	23	18	27	18
Ancient	H	30d12+210 (405 hp)	38 (-2 size, +30 natural), touch 8, flat 38	33	10	25	19	29	20
Wyrmling	G	33d12+264 (478 hp)	39 (-4 size, +33 natural), touch 6, flat 39	36	9	27	20	31	22
Great Wyrmling	G	35d12+280 (507 hp)	42 (-4 size, +36 natural), touch 6, flat 42	39	8	27	22	33	24

<i>Age</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	+4	+5	+8	+4	2d6 (13)	--	--	--	2
Very Young	+8	+7	+9	+6	4d6 (15)	--	--	--	4
Young	+12	+9	+10	+9	6d6 (17)	--	--	--	5
Juvenile	+16	+11	+11	+11	8d6 (19)	--	--	1 st	7
Young Adult	+20	+14	+12	+14	10d6 (22)		20	3 rd	8
Adult	+24	+16	+13	+16	12d6 (24)		21	5 th	9
Mature Adult	+28	+18	+14	+19	14d6 (25)		23	7 th	10
Old	+32	+20	+15	+21	16d6 (28)		25	9 th	12
Very Old	+37	+22	+16	+24	18d6 (29)		27	11 th	14
Ancient	+41	+24	+17	+26	20d6 (33)		30	13 th	16
Wyrmling	+46	+27	+18	+29	22d6 (34)		32	15 th	18
Great Wyrmling	+49	+28	+19	+31	24d6 (35)		34	17 th	21

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>
Wyrmling	50 ft., fly 100 ft. (average)	Immune to disease
Very Young	50 ft., fly 150 ft. (average)	
Young	50 ft., fly 150 ft. (average)	
Juvenile	50 ft., fly 150 ft. (average)	Immunity to acid
Young Adult	50 ft., fly 150 ft. (average)	DR 5/magic +1
Adult	50 ft., fly 150 ft. (average)	<i>Charm Person</i>
Mature Adult	50 ft., fly 150 ft. (average)	DR 10/magic +2
Old	50 ft., fly 150 ft. (average)	<i>Hallucinatory Terrain</i>
Very Old	40 ft., fly 200 ft. (poor)	DR 15/magic +3
Ancient	40 ft., fly 200 ft. (poor)	<i>Dominate Monster</i>
Wyrmling	40 ft., fly 200 ft. (poor)	DR 20/magic +5
Great Wyrmling	40 ft., fly 200 ft. (clumsy)	<i>Control Weather</i>

Bestiary Nefarious

Vegan 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, wurm, or great wurm: solitary, pair, family (1-2 adult+ and 2-5 offspring) or tribe (1 ancient+, 2-15 adult+ and 0-30 offspring)

Challenge Ratings:

Treasure: Double Standard

Alignment: Chaotic Neutral

Advancement: Wyrmling 3 HD; Very Young 5 HD; Young 7 HD; Juvenile 9 HD; Young Adult 11 HD; Adult 13 HD; Mature Adult 15 HD; Old 17 HD; Very Old 19 HD; Ancient 21 HD; Wurm 23 HD; Great Wurm 25+ HD

Vegan dragons are generally poisonous to the surrounding land, and usually seek little more than to increase their hoards of treasure by raiding the local countryside. Some dragons have been known to terrorize villages for generations, forcing the nearby settlement to give it food, gold or even captives as the whim strikes it.

As their nickname implies, Vegan dragons tend to be a muddy or earthy brown in color, darkening as the dragon ages.

Combat

Vegan dragons generally breathe first and then rush directly into melee. They prefer to fight on the ground, and have been known to squeeze into tight areas to pursue prey or lose larger attackers.

If badly injured, they will often move out of melee range and attack with breath and fly-by attacks. Vegan dragons rarely use combat spells, including bluff spells, and tend to use any spells they have learned for utility purposes, such as managing their lair or detecting/keeping out intruders.

Breath Weapon (Su): The Vegan dragon breathes a cloud of acidic vapors that deals acid damage.

Spell-Like abilities (Sp): Young Adult – *Suggestion* 3x/day; Ancient – *Locate Object* 2x/day

Skills: Climb, Escape Artist and Jump are considered class skills for Vegan dragons.

Vegan Dragons on Amöeros

Sometimes referred to as brown dragons, these beasts are thought to be offspring of the great dragon Guaradrell that moved into areas of the western continent. They seem to be more common within the Crystalmires, but have been spotted in Misake and along the western coast.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	S	2d12+2 (15 hp)	12 (+1 size, +1 natural) touch 11, flat 12	10	10	12	6	11	10
Very Young	M	4d12+8 (44 hp)	13 (+3 natural) touch 10, flat 13	12	10	14	6	13	10
Young	M	6d12+18 (57 hp)	15 (+5 natural) touch 10, flat 15	14	10	16	7	15	12
Juvenile	L	8d12+32 (84 hp)	16 (-1 size, +7 natural) touch 9, flat 16	16	10	18	7	17	12
Young Adult	L	10d12+50 (115 hp)	18 (-1 size, +9 natural) touch 9, flat 18	18	10	20	8	19	14
Adult	L	12d12+72 (150 hp)	20 (-1 size, +11 natural) touch 9, flat 20	20	10	22	8	20	16
Mature Adult	H	14d12+98 (189 hp)	21 (-2 size, +13 natural) touch 8, flat 21	22	10	24	9	21	18
Old	H	16d12+128 (232 hp)	23 (-2 size, +15 natural) touch 8, flat 23	24	10	26	9	22	20
Very Old	H	18d12+162 (279 hp)	25 (-2 size, +17 natural) touch 8, flat 25	26	10	28	10	23	22
Ancient	H	20d12+200 (330 hp)	27 (-2 size, +19 natural) touch 8, flat 27	28	10	30	11	24	24
Wyrmling	G	22d12+242 (385 hp)	27 (-4 size, +21 natural) touch 6, flat 27	30	10	32	12	25	26
Great Wyrmling	G	24d12+288 (444 hp)	29 (-4 size, +23 natural) touch 6, flat 29	32	10	34	13	26	28

<i>Age</i>	<i>BAB / Grapple</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	+2/-1	+3	+4	+3	+3	1d8 (12)	--	--	--	2
Very Young	+4/+5	+5	+6	+4	+5	2d8 (14)	--	--	--	3
Young	+6/+8	+8	+8	+5	+7	3d8 (16)	--	--	--	3
Juvenile	+8/+15	+10	+10	+6	+9	4d8 (18)	--	--	--	4
Young Adult	+10/+18	+13	+12	+7	+11	5d8 (20)	17	--	--	5
Adult	+12/+21	+16	+14	+8	+13	6d8 (22)	19	19	--	6
Mature Adult	+14/+28	+18	+16	+9	+14	8d8 (24)	21	21	--	7
Old	+16/+31	+21	+18	+10	+16	10d8 (26)	23	23	--	8
Very Old	+18/+34	+24	+20	+11	+17	12d8 (28)	25	25	--	10
Ancient	+20/+36	+27	+22	+12	+19	14d8 (30)	27	27	1 st	11
Wyrmling	+22/+44	+28	+24	+13	+20	16d8 (32)	29	29	3 rd	12
Great Wyrmling	+24/+47	+31	+26	+14	+22	18d8 (34)	31	31	5 th	15

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>
Wyrmling	40 ft. (8 squares), fly 100 ft. (good)	Immune to Acid
Very Young	40 ft. (8 squares), fly 150 ft. (average)	
Young	40 ft. (8 squares), fly 150 ft. (average)	
Juvenile	40 ft. (8 squares), fly 150 ft. (average)	
Young Adult	40 ft. (8 squares), fly 150 ft. (average)	<i>Suggestion</i>
Adult	40 ft. (8 squares), fly 150 ft. (average)	Immune to Fire, DR 5/magic +1
Mature Adult	40 ft. (8 squares), fly 200 ft. (poor)	
Old	40 ft. (8 squares), fly 200 ft. (poor)	DR 10/magic +2
Very Old	40 ft. (8 squares), fly 200 ft. (poor)	Immune to Cold
Ancient	40 ft. (8 squares), fly 200 ft. (poor)	<i>Locate Object</i>
Wyrmling	40 ft. (8 squares), fly 200 ft. (poor)	DR 15/magic +3
Great Wyrmling	40 ft. (8 squares), fly 200 ft. (poor)	Immune to Lightning

Bestiary Nefarious

Western 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:

Treasure: Double Standard

Alignment: Chaotic Neutral

Advancement: Young Adult 6 HD; Adult 8 HD; Mature Adult 10 HD; Mature Adult 11 HD; Old 12 HD; Very Old 14 HD; Ancient 16 HD; Wyrmling 18 HD; Great Wyrmling 20+ HD

Western dragons are feral offshoots of the chromatic dragons. They are barely intelligent as compared to true dragons. Western dragons normally reside in mountainous areas, and will often fly down to lower elevations to attack and raze the countryside in search of food.

Western dragons can have wildly varying colorations, but tend towards greens, browns and gray colors.

Combat

Western dragons will usually swoop down from the sky to attack with a razing breath, landing to strike with claws and bite, burning everything as quickly as it can.

Breath Weapon (Su): The Western dragon breathes a cone of fire.

Skills: Climb, Bluff, Jump are considered class skills for western dragons.

Western Dragons on Amöeros

The centuries of dragons living in isolation and mixed breeding eventually spawned these beasts, who inhabit the areas around the Crystalmire mountains, reaching as far south as the Southern Kingdom and extending north through the Silkna Kingdom and east into the Golens. Western dragons are either ignored or scorned by true dragons, and no Western Dragon has ever been allowed beyond the walls of Kill Kathon into the Dark Lands.

Bestiary Nefarious

<i>Age</i>	<i>Size</i>	<i>Hit Dice (hp)</i>	<i>AC</i>	<i>Str</i>	<i>Dex</i>	<i>Con</i>	<i>Int</i>	<i>Wis</i>	<i>Cha</i>
Wyrmling	S	1d12 (6 hp)	12 (+1 size, +1 natural) touch 11, flat 12	8	10	10	3	10	8
Very Young	S	2d12 (13 hp)	14 (+1 size, +3 natural) touch 11, flat 14	10	10	11	3	11	9
Young	M	3d12+3 (22 hp)	15 (+5 natural) touch 10, flat 15	11	10	12	4	12	10
Juvenile	M	4d12+4 (30 hp)	17 (+7 natural) touch 10, flat 17	12	10	13	4	14	11
Young Adult	M	5d12+10 (42 hp)	19 (+9 natural) touch 10, flat 19	13	10	14	5	16	12
Adult	L	7d12+21 (66 hp)	20 (-1 size, +11 natural) touch 9, flat 20	14	10	16	5	18	14
Mature Adult	L	9d12+36 (94 hp)	22 (-1 size, +13 natural) touch 9, flat 22	16	10	18	6	20	16
Old	L	11d12+55 (126 hp)	24 (-1 size, +15 natural) touch 9, flat 24	18	10	20	6	22	18
Very Old	H	13d12+78 (162 hp)	25 (-2 size, +17 natural) touch 8, flat 25	20	10	22	7	24	20
Ancient	H	15d12+105 (202 hp)	27 (-2 size, +19 natural) touch 8, flat 27	22	10	24	7	26	22
Wyrmling	H	17d12+136 (246 hp)	29 (-2 size, +21 natural) touch 8, flat 29	24	10	26	8	28	24
Great Wyrmling	G	19d12+171 (294 hp)	29 (-4 size, +23 natural) touch 6, flat 29	26	10	28	9	30	26

<i>Age</i>	<i>BAB / Grapple</i>	<i>Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Breath Weapon (DC)</i>	<i>Fear DC</i>	<i>SR</i>	<i>Caster Level</i>	<i>CR</i>
Wyrmling	+1/-3	+1	+2	+2	+2	2d4 (10)	--	--	--	1
Very Young	+2/-1	+3	+3	+3	+3	3d4 (11)	--	--	--	2
Young	+3/+3	+3	+4	+3	+4	4d4 (12)	--	--	--	2
Juvenile	+4/+5	+5	+5	+4	+6	5d4 (13)	--	--	--	3
Young Adult	+6/+6	+6	+6	+4	+7	6d4 (14)	--	--	--	3
Adult	+7/+13	+8	+8	+5	+9	7d4 (16)	15	--	--	4
Mature Adult	+9/+16	+11	+10	+6	+11	8d4 (18)	17	--	--	5
Old	+11/+19	+14	+12	+7	+13	9d4 (20)	19	19	--	6
Very Old	+13/+22	+16	+14	+8	+15	10d4 (22)	21	21	--	7
Ancient	+15/+29	+19	+16	+9	+17	11d4 (24)	23	23	--	8
Wyrmling	+17/+32	+22	+18	+10	+19	12d4 (26)	25	25	--	10
Great Wyrmling	+19/+39	+23	+20	+11	+21	13d4 (28)	27	27	--	12

<i>Age</i>	<i>Speed</i>	<i>Special Abilities</i>
Wyrmling	45 ft. (9 squares), fly 70 ft. (good)	
Very Young	40 ft. (8 squares), fly 90 ft. (good)	
Young	40 ft. (8 squares), fly 90 ft. (good)	
Juvenile	40 ft. (8 squares), fly 90 ft. (good)	
Young Adult	40 ft. (8 squares), fly 90 ft. (good)	DR 5/magic +1
Adult	40 ft. (8 squares), fly 120 ft. (good)	
Mature Adult	40 ft. (8 squares), fly 120 ft. (good)	DR 10/magic +2
Old	40 ft. (8 squares), fly 120 ft. (good)	
Very Old	40 ft. (8 squares), fly 150 ft. (average)	DR 15/magic +3
Ancient	40 ft. (8 squares), fly 150 ft. (average)	
Wyrmling	40 ft. (8 squares), fly 150 ft. (average)	DR 20/magic +5
Great Wyrmling	40 ft. (8 squares), fly 200 ft. (poor)	DR 25/epic +6

Drakkenwyrms

Huge Undead	
Hit Dice:	22d12 (143 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft. (8 squares)
Armor Class:	35 (-2 size, +1 Dex, +26 natural), touch 9, flat 34
BAB/Grapple:	+11/+32
Attack:	Bite +23 melee (2d6+13)
Full Attack:	Bite +23 melee (2d6+13) and 2 claw +17 melee (1d8+6) and tail +17 melee (2d6+6)
Space/Reach:	15-ft./10 ft.
Length:	15 ft. + 1d6 ft. (18 ft.)
Weight:	1,000 lbs. + 1d10 x 75 lbs. (1,375 lbs)
Special Att:	Ability drain, breath weapon, swallow whole
Special Qual:	Blindsense, DR 10/magic +3, darkvision 60 ft., resistance to energy, 20 spells-like abilities, turn resistance +4, undead traits
Saves:	Fort +7, Ref +8, Will +13
Abilities:	S37 D13 C-- I6 W10 Ch17
Skills:	Hide +8, Listen +12, Move Silently +11, Spot +13
Feats:	Cleave, Improved Critical, Improved Initiative, Improved Sunder, Improved Trip, Power Attack, Track, Weapon Focus (Bite)
Environment:	Any land
Organization:	Solitary
CR:	21
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	23-44 HD (Huge); 45-66 HD (Gargantuan)
Level Adj:	-

A slinking pile of dried, bone-white dragon bones silently glides towards you, its eyes glowing with a hellish red glow. Black vapor seeps from the dragon's jaws and nostrils, disappearing into the aether around it.

It is unknown exactly what force brings the drakkenwyrms to life, but the result is a terrifying dragon revenant. Some adventurer tales speak of a freshly slain dragon's bones sliding from the corpse to form a drakkenwyrms before astonished adventurer's very eyes, whereas other tales speak of a drakkenwyrms forming years after the dragon's death.

Regardless of when or how they are formed, it is clear that a drakkenwyrms only results following the death of an adult-sized dragon or larger. Despite the original dragon's alignment or color, the drakkenwyrms is hateful of all life and possess abilities not normally seen in most dragons, including an unusual breath weapon.

Drakkenwyrms lose the draconic ability to fly and most of their spell-using abilities, but retain a remote shred of their former intelligence and personality - enough it seems, to recognize those who slew it so long ago, but not enough to seek such individuals out.

Most drakkenwyrms have no treasure, as these creatures do not lair in one area, roaming and causing destruction wherever they go. Additionally, since drakkenwyrms are made from the corpses of slain dragons, few drakkenwyrms have access to their original treasure hoard, which was often looted at their death.

Drakkenwyrms can understand and speak a limited form of draconic - usually to issue threats and curses to their enemy.

Combat

A drakkenwyrms normally enters combat by rushing forth and breathing on its foes before engaging with tooth and claw. It uses its necromantic abilities to the best effect, attempting to devour poor souls to fuel its foul abilities. Luckily, drakkenwyrms rarely use tactics and are unknown to set traps or otherwise prepare against attacks. They will generally fight to the death, unafraid of their own destruction.

Ability Drain (Su): The claws, tail and bite of a drakkenwyrms steal away 1d4 Con per hit (Fort DC 19). If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). In return, the drakkenwyrms gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Breath Weapon (Su): A drakkenwyrms can spew a necromantic line of blue-black energy that deals 12d10 negative energy to those caught in it. A Reflex DC 22 halves the damage taken.

Swallow Whole (Ex): If a drakkenwyrms begins its turn with a medium-sized or smaller 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 and 2d6 negative energy damage from the necromantic energy in its gullet. 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 weapon by dealing 10 points of damage, or it can just try to escape the grapple. The body gullet of a drakkenwyrms is AC 37. 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 drakkenwyrms's gullet can hold one medium-sized, two small, four tiny, eight diminutive or sixteen fine creatures.

Resistance to Energy (Ex): Based on the original species of dragon the drakkenwyrms comes from, it gains a 20 point resistance to whatever energy type it was originally immune to. The drakkenwyrms loses its former immunity in the passage to undeath.

Spells-like Abilities (Sp): While the drakkenwyrms loses any spell-casting abilities in its passage into undeath, it retains any spell-like abilities that it possessed as a dragon. Furthermore, it gains the following abilities: *Cause fear* - at will, *Contagion* - 1x/day, *Bestow Curse* - 1x/day, *Blight* - 1x/day, *Ray of Enfeeblement* - 3x/day. These abilities



Bestiary Nefarious

function at 11th level ability and have a save DC 13 + spell level, where applicable.



Dreamslayer

Medium Outsider (Evil, Extraplanar)

Hit Dice: 4d8+16 (34 hp)

Initiative: +4 (+4 Dex)

Speed: 50 ft. (10 squares)

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat 13

BAB/Grapple: +4/+8

Attack: Scimitar +8 melee (1d6+4;18-20/x2)

Full Attack: Scimitar +8/+3 melee (1d6+4;18-20/x2)

Space/Reach: 5-ft./5 ft.

Height: 5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)

Weight: 25 + 1d4 x 10 lbs. (45 lbs.)

Special Att: Fear aura

Special Qual: Darkvision 60ft., fast healing 3, outsider traits, resistance to energy, spells-like abilities

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

Abilities: S19 D19 C19 I19 W19 Ch19

Skills: Balance +13, Bluff +11, Climb +11, Disguise +11, Escape Artist +13, Hide +11, Intimidate +11, Jump +13, Listen +11, Sense Motive +11, Spot +11, Tumble +13

Feats: Acrobatic, Agile

Environment: Any land

Organization: Solitary

CR: 5

Treasure: Standard

Alignment: Always neutral

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

Level Adj: -

A stringy, black-skinned creature stands before you, wisps of smoke seeming to vaporize off its very skin. Its yellow eyes gleam with a mirror-like quality and its overly large hands hold a bloodstained scimitar at the ready.

Dreamslayers are unusual creatures from the nightmare realms of the dreamlands. They are the unconscious desire of one person to kill another made flesh, and travel deep from the dreaming lands to the prime to seek out their target and kill them.

Dreamslayers always have a specific target in mind, and will relentlessly travel to the location of its target and a strike to kill its hated foe. Some dreamslayers will target specific individuals while others may target a group or even a large organization.

Dreamslayers speak the language of its "creator", and will often announce themselves before launching into an attack. Though few dreamslayers will announce the name of their "creator", many will often speak at length of the "crimes" their victim has committed - offenses, in reality, committed or believed to have been committed to its "creator".

Combat

Dreamslayers prefer to approach their targets in such a way to lower the victim's defenses. However, a

dreamslayer almost always announces itself to its target; only against a truly superior foe will a dreamslayer strike entirely by surprise. If bested, dreamslayers will often slink back and hide, coming forth later to destroy their hated foe. The body of a slain dreamslayer vanishes, but any gear or items belonging to it are left behind; sometimes these items may actually belong to its "creator".

Fear Aura (Su): The use of this ability is a free action. The aura affects those in a 30-foot radius who fail a DC 16 Will save, and causes the victim to become paralyzed with fear for 1d4+1 rounds. A victim who makes the saving throw cannot be affected for another day.

Fast Healing (Ex): A dreamslayer 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. Unless otherwise stated, it does not allow lost body parts to be reattached.

Resistance to Energy (Ex): A dreamslayer has acid, cold, fire, and electricity resistance 5.

Spells-like Abilities (Sp): A dreamslayer can use the following spell-like abilities: Disguise Self – 3x/day, Silent Image – 3x/day, Blur 1x/day, Invisibility 1x/day, Locate Creature 1x/day. All abilities are at 4th level ability and have a DC 16 + spell level.

Summon Dreamslayer

Conjuration (Calling) [Evil]

Level: Asn 2, Brd 3, Blk 2,Clr 3, Sor/Wiz 3

Components: V, S, F, XP

Casting Time: 8 hours

Range: Special

Target: Special

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

When this spell is cast, the caster falls into a deep sleep for eight hours and dreams of an enemy. Upon completion of the spell, a dreamslayer is brought into being which travels from the nightmare realm to the location of the victim. The victim may be an individual, a group or an organization. The dreamslayer immediately begins to stalk the victim, and will seek to destroy the victim before the spell duration expires. Once on the mortal plane, the dreamslayer is bound by its normal mode of movement to find and destroy its targets.

If slain, the spell instantly ends and the victim loses 50 XP from the death of the dreamslayer.

Focus: A small effigy of the victim the spell is directed against.

Dwelf

Medium Humanoid (Dwarf, Elf)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 17 (+2 Dex, +4 chain shirt, +1 light wooden shield), touch 12, flat 15
BAB/Grapple: 0/+2
Attack: Longsword +2 melee (1d8+2;19-20/x2)
Full Attack: Longsword +2 melee (1d8+2;19-20/x2) or shortbow +2 ranged (1d6;x3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 2d4 in. (5 ft. 5 in.)
Weight: 100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att: -
Special Qual: Dwelf abilities, low-light vision
Saves: Fort +1, Ref +2, Will -1
Abilities: S14 D15 C13 I10 W8 Ch12*
Skills: Appraise +2, Balance -1, Climb -1, Escape Artist -1, Hide -1, Jump -1, Listen +1, Move Silently -1, Search +2, Sleight of Hand -1, Spot +1, Swim -8, Tumble -1
Feats: Dodge
Environment: Any land
Organization: Solitary, Family (2-5), Colony (5-20), Band (20-40), Clan (40-60), or Tribe (60+)
CR: 1
Treasure: None
Alignment: Usually neutral good
Advancement: By Character class
Level Adj: +0

This short humanoid sports long ears and a flaxen white beard. Its thin body seems to be made of corded muscle and there is a grim countenance on its face. In its hand it bears a longsword of modest quality and a shortbow is strapped to its back. In its off-hand it bears a shield marked with what appears to be some sort of clan symbol and it is dressed in a chain shirt over which a colored tabard has been placed.

Dwelves are the ancient offspring of elves and dwarves. In the centuries since their birth, dwelves have become their own race, somewhat at odds with both their elvin and dwarven heritage. Dwelves have a strong good streak, though they sometimes can find themselves at odds with laws and traditions. They are neither as highly organized as dwarves or as carefree as elves. Dwelves often involve themselves in the matters of the folk around them, and will always seek to champion the cause of good in such matters. Dwelves speak elvin and dwarven, as well as Common. They dislike learning the languages of goblinoids other than a few curse words in such languages.

Combat

Dwelves fight in groups, often splitting their forces between groups of melee combatants and archery support.

Dwelf abilities (Ex): A dwelf has the following abilities:

- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- +1 racial bonus on saving throws against poison.
- +1 racial bonus on saving throws against spells and spell-like effects (but not on enchantment spells).
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +2 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, it loses its dodge bonus, too.
- +1 racial bonus on Appraise checks that are related to stone or metal items.
- +1 racial bonus on Craft checks that are related to stone or metal.
- +1 racial bonus on Listen, Search, and Spot checks.
- **Low-Light Vision:** A dwelf can see twice as far as a human in starlight, moonlight, torchlight, or poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Stability:** A dwelf 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).
- **Dwarf/Elvin Blood:** For all effects related to race, a dwelf is considered an elf and a dwarf.

Dwelf Society

Dwelves form themselves into their own communities, often in the wilderness near forests. They generally despise underground dwellings or dwellings high in the trees, preferring to live at ground level where possible. Dwelf communities often consist of small, walled towns that are led by a small group of peers - elders who have been elected for life by other dwelves. Though the number of peers and their gender may vary from community to community, generally it is thought that five peers - three male and two female - is the most auspicious. Young dwelves grow up performing community chores and learning a craft. Usually a day each week is set aside in the community for the young to come together and play, with the elders watching on or gambling on the outcome. Dwelf communities strive to be self-sufficient, but will often be good, though unobtrusive, neighbors to surrounding settlements. It can almost be assured if a neighboring community comes under attack that a dwelf community will quickly mobilize to help in whatever fashion it is capable of. Despite their ancestry, dwelves have cool relations with elves and dwarves. Dwelves are often referred to as "children" by these other two races, and while dwelves will rarely admit it, they often seek out ways to either rebel

Bestiary Nefarious

against, or gain the adulation of elvin or dwarven communities.

Dwelves on Amöeros

Considered to be the ill-fated result of attempts by the Dur-Wundar Empire to solidify relations with the elves of the Evanthium Coridium during the Elvin Golden Age, Dwelves have come to be shunned by both pure elves and dwarves in the centuries that have followed the “fall” of both empires.

Cast out of both societies, Dwelves made their communities in the plains and wilderness far from the Ymin forest and the Crystalmire Mountains of the Dur-Wundar. Most dwelf societies now can be found in the areas of the Misake Barbarians, Misake, and Vilalance. There is also a large community in Llinn, and individual dwelves can be found across portions of Amberos.

Surprisingly, despite their somewhat Common ancestry, dwelves and gnomes tend to dislike one another on a primal level. Dwelves feel that they are superior to the “manufactured” gnomes, while gnomes tend to view dwelves as misbegotten half-breeds.

Dwelves as Characters

Many dwelves cannot passively sit by and watch the evils of the world unfold. Such dwelves often become actively involved in seeking out evil and destroying it.

Dwelf characters gain the following abilities:

- **Base Movement 30 feet.**
- **Low-Light Vision:** A dwelf can see twice as far as a human in starlight, moonlight, torchlight, of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.**
- **+1 racial bonus on saving throws against poison.**
- **+1 racial bonus on saving throws against spells and spell-like effects (but not enchantment effects).**
- **+1 racial bonus on attack rolls against orcs and goblinoids.**
- **+2 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, it loses its dodge bonus, too.
- **+1 racial bonus on Appraise checks that are related to stone or metal items.**
- **+1 racial bonus on Craft checks that are related to stone or metal.**
- **+1 racial bonus on Listen, Search, and Spot checks.**
- **Stability:** A dwelf 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).

- **Dwarven/Elvin Blood:** For all effects related to race, a dwelf is considered an elf and a dwarf.
- **Favored Class:** Bard
- **Level Adj:** +0

Dwelves worship Deor, The Miner. A cleric of Deor can choose two of the three domains of Law, Good or Earth.

Bestiary Nefarious

Dwelf Minstrel

Dwelf Brd 5;hp: 17

S12 D13 C10 I14 W8 Ch16; **Fort** +1, **Ref** +5, **Will** +3

Init: +1 **Move:** 30 ft.

AC: 16 (+1 Dex, +5 *chain shirt* +1), touch 11, flat 15

BAB/Grapple: +3/+4

Full Attack: +1 *longsword* +6 melee (1d8+2;19-20/x2)

Special Att: –

Special Qual: Bardic knowledge, bardic music, dwelf traits, low-light vision, spells

Skills: Appraise +2*, Craft (Any) +2*, Concentration +8, Diplomacy +11, Perform (Percussion Instruments) +15, Knowledge (Arcana) +10, Knowledge (Local) +10, Listen +0, Search +3, Sense Motive +7, Spellcraft +10, Spot +0, Use Magical Device +11

Feats: Skill Focus (Perform), Weapon Focus (Longsword)

CR: 5

Gear: +1 *longsword* (2,315 gp), *chain shirt* +1 (1,250 gp), *potion of cure moderate wounds* (300 gp), mw drums (100 gp)

Total: 3,965 gp (4,300 gp)

Bardic Knowledge (Ex): +12

Bardic Music (Su): 5x/day; Perform Check +15; Can use *Countersong*, *Fascinate*, *Inspire Competence* and *Inspire Courage* +1

Typical Bard Spell List

(3/4/2;CL 5;Spell DC 13 + Spell Level)

0: *Dancing Lights*, *Detect Magic*, *Ghost Sound*, *Lullaby*, *Prestidigitation*, *Summon Instrument*

1st: *Charm Person*, *Expeditious Retreat*, *Lesser Confusion*, *Summon Monster I*

2nd: *Detect Thoughts*, *Hold Person*, *Suggestion*

Dwelf Stone Chanter

Dwelf Brd 10;hp: 35

S12 D13 C10 I14 W8 Ch19; **Fort** +3, **Ref** +8, **Will** +6

Init: +1 **Move:** 30 ft.

AC: 18 (+1 Dex, +7 *chain shirt* +3), touch 11, flat 17

BAB/Grapple: +7/+8

Full Attack: +1 *longsword* +10/+5 melee (1d8+2;19-20/x2)

Special Att: –

Special Qual: Bardic knowledge, bardic music, dwelf traits, low-light vision, spells

Skills: Appraise +2*, Craft (Any) +2*, Concentration +13, Diplomacy +17, Perform (Percussion Instruments) +20, Knowledge (Arcana) +15, Knowledge (Local) +15, Listen +0, Search +3, Sense Motive +12, Spellcraft +15, Spot +0, Use Magical Device +17

Feats: Greater Spell Focus (Enchantment), Spell Focus (Enchantment), Skill Focus (Perform), Weapon Focus (Longsword)

CR: 10

Gear: +1 *longsword* (2,315 gp), *chain shirt* +3 (9,250 gp), *cloak of charisma* +2 (4,000 gp), *potion of cure moderate wounds* (300 gp), mw drums (100 gp)

Total: 15,965 gp (16,000 gp)

Bardic Knowledge (Ex): +7

Bardic Music (Su): 10x/day; Perform Check +20; Can use *Countersong*, *Fascinate*, *Inspire Competence*, *Inspire Courage* +2, *Inspire Greatness* and *Suggestion*.

Typical Bard Spell List

(3/4/4/3/1;CL 10;Spell DC 14 + Spell Level)

0: *Dancing Lights*, *Detect Magic*, *Ghost Sound*, *Lullaby*, *Prestidigitation*, *Summon Instrument*

1st: *Expeditious Retreat*, *Hypnotism**, *Lesser Confusion**, *Summon Monster I*

2nd: *Detect Thoughts*, *Heroism**, *Hold Person**, *Suggestion**

3rd: *Charm Monster**, *Dispel Magic*, *Good Hope**, *Haste*

4th: *Dominate Person**, *Greater Invisibility*

***:** Enchantment spell +2 DC

Bestiary Nefarious

Dwelf Ring of Steel

Dwelf Brd 15;hp: 52

S12 D13 C10 I14 W8 Ch22; **Fort** +5, **Ref** +11, **Will** +9

Init: +1 **Move:** 30 ft.

AC: 18 (+1 Dex, +7 chain shirt +3), touch 11, flat 17

BAB/Grapple: +11/+12

Full Attack: +1 longsword +14/+9/+4 melee
(1d8+2;19-20/x2)

Special Att: –

Special Qual: Bardic knowledge, bardic music, dwelf traits, low-light vision, spells

Skills: Appraise +2*, Craft (Any) +2*, Concentration +18, Diplomacy +23, Perform (Percussion Instruments) +35, Knowledge (Arcana) +19, Knowledge (Local) +19, Listen +0, Search +3, Sense Motive +17, Spellcraft +20, Spot +0, Use Magical Device +23

Feats: Greater Spell Focus (Enchantment), Spell Focus (Enchantment), Skill Focus (Perform), Weapon Focus (Longsword)

CR: 15

Gear: +2 longsword (8,315 gp), chain shirt +4 (16,250 gp), cloak of charisma +4 (16,000 gp), potion of cure serious wounds (750 gp), drums of the master musician +10 (10,600 gp)

Total: 51,905 gp (59,000 gp)

Bardic Knowledge (Ex): +19

Bardic Music (Su): 15x/day; Perform Check +35; Can use Countersong, Fascinate, Inspire Competence, Inspire Courage +3, Inspire Greatness, Inspire Heroics, Song of Freedom and Suggestion.

Typical Bard Spell List

(3/5/4/4/4/3;CL 15;Spell DC 15 + Spell Level)

0: Dancing Lights, Detect Magic, Ghost Sound, Lullaby, Prestidigitation, Summon Instrument

1st: Expeditious Retreat, Hypnotism*, Lesser Confusion*, Summon Monster I

2nd: Detect Thoughts, Heroism*, Hold Person*, Suggestion*

3rd: Charm Monster*, Dispel Magic, Good Hope*, Haste

4th: Break Enchantment, Dominate Person*, Greater Invisibility, Shout

5th: Mind Fog*, Summon Monster V

*: Enchantment spell +2 DC

Musical Instrument of the Master Musician

A musical instrument of the master musician appears as a masterwork version of a musical item, often beset with jewels or other precious metals that make it appear to be worth more than even a mundane masterwork version. When played, the magical tones that emanate from the item grant a +5, +10 or +15 bonus to Perform checks. Likewise, once per day per +5 bonus, the item can produce an effect that duplicates the spell *Hypnotism* (DC 11 for +5, DC 13 for +10, DC 18 for +15).

CL 5th/10th/15th; Craft Wondrous Item, *Summon Instrument*, *Ghost Sound*, *Hypnotic Pattern*, Heighten Spell (for +10 or +15) Caster's level must equal or exceed Perform bonus; Price 2,510 gp (+5), 10,600 gp (+10), 25,600 gp (+15). Creation: 1,255 gp and 100 xp (+5), 5,300 gp and 424 xp (+10), 12,800 gp and 1,024 xp (+15).

Earth Lumberer

Large Aberration (Earth)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft. (4 squares)
Armor Class:	19 (-1 size, +10 natural), touch 9, flat 19
BAB/Grapple:	+6/+16
Attack:	Claw +12 melee (1d10 +6)
Full Attack:	Claw +12 melee (1d10 +6) and bite +9 melee (2d8 +3)
Space/Reach:	10-ft./10 ft.
Height:	7 ft. 6 in. + 2d8 in. (8 ft. 3 in)
Weight:	850 lbs. + 2d10x25 lbs. (1,025 lbs.)
Special Attacks:	Caustic spittle, constrict, fear aura, improved grab
Special Qual:	Darkvision 60 ft., tremorsense 60 ft., vulnerability to sonic
Saves:	Fort +8, Ref +2, Will +7
Abilities:	S22 D11 C19 I8 W13 Ch13
Skills:	Climb +12, Hide +1, Jump +6, Listen +1, Spot +1
Feats:	Great Fortitude, Multiattack, Weapon Focus (Claw)
Environment:	Any underground
Organization:	Solitary, Pair, Brood (2-5), or Pestilence (5-20)
CR:	7
Treasure:	No coins, half items and double gems
Alignment:	Usually neutral
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adj:	-

This creature has stone-gray skin covered with a pattern of bumps that looks like gravel pebbles. Its massive, muscled arms are covered in stony plates and it lumbers along on two stubby legs, the earth trembling slightly with each step. It opens its mouth to hiss, as a green, caustic fluid drips from the huge needle-like teeth that fill its maw.

The earth lumberer is a frightening creature found only in deep subterranean areas. The creature hunts for prey in small packs, burrowing through the earth in search of a meal to appease its unending appetite. Earth lumberers crave flesh, but also are capable of digesting stone and other minerals as part of their diet. They often collect gems or other minerals both to attract mates and to use as lures to attract prey underground. Earth lumberers are especially fond of dwarven flesh, and have been known to descend en masse on dwarven strongholds, carrying away the populace in batches. Earth lumberers speak a guttural form of Terran.

Combat

Earth lumberers, due to their relative slow speed, prefer to strike from ambush. They will often disguise themselves as part of the surrounding rock and wait for prey to come upon them, or will burrow near prey and burst out through a wall as close to an enemy as they can. While not



exceptionally bright, earth lumberers are experts at using their burrowing skill to devise traps that bury, pin or catch prey. They have been known to weaken ceilings or floors ahead of prey to catch, injure or kill, as well as purposely collapsing caverns to escape or destroy attackers.

Caustic Spittle (Su): As a standard action, the earth lumberer can spit a globule of acid at a target as a +6 ranged touch attack. If the acid hits, it deals 3d6 acid damage to the target.

Constrict (Ex): An earth lumberer with this special attack can crush an opponent, dealing 1d10+ 9 bludgeoning damage, after making a successful grapple check in addition to damage dealt by the weapon used to grab.

Fear Aura (Su): Those viewing an attacking earth lumberer must make a Will save DC 15 or be panicked. Those who make the save are still considered shaken. A creature with 12 or more HD is unaffected if it makes the save, and only shaken if it fails the saving throw.

Improved Grab (Ex): If an earth lumberer hits a medium sized or smaller creature 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.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

Vulnerability to Sonic (Ex): Earth lumberers are vulnerable to sonic attacks. An earth lumberer takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

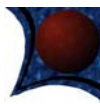
Earth Lumberers on Amöeros

The origin of earth lumberers is unknown, but they have plagued dwarven settlements since the first dwarves settled on Amöeros. They can be found practically



Bestiary Nefarious

anywhere, though they tend to be more numerous in mountainous or hilly areas.



Bestiary Nefarious

Eeylene

Huge Giant

Hit Dice: 11d8+66 (115 hp)
Initiative: +1 (+1 Dex)
Speed: 40 ft. (8 squares)
Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat 14
BAB/Grapple: +8/+25
Attack: Claw +15 melee (1d8+9)
Full Attack: 2 Claw +15 melee (1d8+9) and bite +10 melee (2d6+4)
Space/Reach: 15-ft./15 ft.
Height: 18 ft. + 2d8 in. (18 ft. 9 in.)
Weight: 2,500 lbs. + 2d10 x 75 lbs. (3,325 lbs.)
Special Att: Spells
Special Qual: Low-light vision, spell resistance 21
Saves: Fort +13, Ref +4, Will +5
Abilities: S28 D13 C23 I15 W15 Ch19
Skills: Concentration +13, Craft (Woodworking) +9, Hide -7, Knowledge (Arcana) +16, Listen +9, Spellcraft +16, Spot +9
Feats: Eschew Materials^B, Improved Counterspell, Spell Focus (Divination), Spell Penetration
Environment: Cold mountains, marshes
Organization: Solitary, Family (2-5), or Tribe (5-20) or Soothsayer (1 + 5-20 True giants)
CR: 10
Treasure: standard coins, double magic items
Alignment: Usually neutral evil
Advancement: 12-22 HD (Huge); 23-33 HD (Gargantuan)
Level Adj: -

Massive and hairy, this black-furred giant stares down at you with a single, glowing green eye. Its wide maw is filled with yellowed, tusk-like teeth and its long arms end in fat fingers with knife-like claws. A pair of vestigial wings dangles from the creature's back, and its feet end in black, cloven hooves.

Eeylene are monstrous giants who act as soothsayers and prophets for giant clans in return for humanoid flesh.

Most eeylene are loners among giants of other races, but they do occasionally gather in small families or tribes. An eeylene is a natural sorcerer and bit of a cleric. They use their abilities not only for divination, but often for battle as well.

Eeylene speak Giant exclusively, and dislike learning other languages, including Draconic. Most eeylene refuse to learn the language of their "food" - i.e., Common, dwarven, elvin, goblin and bugbear.

Combat

Eeylene prefer to attack with magical spells, and if forced into melee combat, they will prefer to buff themselves with magic in preference to using weapons. Eeylene are quite proficient with wands and other magical

aids, and rare is the Eeylene that is without a potion or scroll to augment its fearsome magical abilities.

Spells (Sp): An Eeylene can cast spells as a 6th level sorcerer and a 5th level cleric with domains of Death and Evil.

Typical Sorcerer Spell List

(6/7/6/4; CL 6; Spell DC 14 + spell level)

0th: Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Ray of Frost, Resistance, Touch of Fatigue
 1st: Alarm, Obscuring Mist, True Strike, Shocking Grasp
 2nd: Invisibility, Resist Energy
 3rd: Arcane Sight

Typical Cleric Spell List

(5/5/4/2; CL 5; Spell DC 12 + spell level; Domain: Death, Evil)

0th: Cure Minor Wounds, Guidance, Light, Inflict Minor Wounds, Virtue

1st: Bane, Cause Fear^D, Command, Entropic Shield

2nd: Aid, Darkness, Death Knell^D, Bull's Strength

3rd: Animate Dead, Magic Circle Against Good^D

D = domain spell

Eeylene Society

Eeylene are highly superstitious, especially among other giants. They are generally aloof and cool when not around their own kind, and prefer to present a mysterious, somewhat menacing air when around other giants. They always request their own quarters, and will never eat publicly with other giant types.

Among their own kind, Eeylene tend to live in natural caves filled with quasi-mystical carvings. The Eeylene are always led by the eldest and most powerful spellcaster, whether male or female. This Eeylene has absolute control of life or death over the other members of the tribe, and can expel members, force, grant or deny marriages within its tribe and so forth.

Specific gender roles among the Eeylene are typical, but duties often vary widely from tribe to tribe; in some the males may hunt and cook for the tribe while females perform most other household chores and raise children, while in others females may do the hunting while males tend to household and the tribal leader is responsible for raising the children.

However, the Eeylene rarely tolerate members of a tribe who do not conform - beatings and eventual expulsion is the norm for non-conformists.

Eeylene on Amðeros

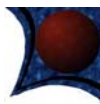
Dwelling mostly in the mountains of the Skienlands and in the mountain range between Simera and Llannhanex, these creatures are greatly feared by travelers using mountain passes in areas near to these creatures' clans.

There are legends of a great Eeylene city in the Golens, and several sages believe that it may in truth be the remains of Gwieze's vast tower - perhaps revealing the



Bestiary Nefarious

Eeylene were created or were servants to the Lord of Shadows in the past.



Bestiary Nefarious

Ekimma

Large Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 15 (-1 size, +3 Dex, +3 deflection), touch 12, flat 12
BAB/Grapple: +2/+6
Attack: Bite +4 melee (1d8)
Full Attack: Bite +4 melee (1d8) and slam -1 melee (1d6)
Space/Reach: 10-ft./10 ft.
Height: 10 ft. + 2d10 in. (10 ft. 11 in.)
Weight: -
Special Att: Ability drain
Special Qual: Darkvision 60 ft., undead traits
Saves: Fort +1, Ref +4, Will +7
Abilities: S-- D17 C-- I10 W13 Ch15
Skills: Bluff +6, Hide +3, Listen +5, Sense Motive +9, Spot +5, Survival +9
Feats: Iron Will, Track
Environment: Any land
Organization: Solitary, or Cluster (2-5)
CR: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: -

A ghostly white shape hovers before you, draped in tattered cloth robes. What features protrude seem to be wrapped in sheets of script-covered cloth, and a bull's head top's the things neck. A pale, blue-white fire gleams in the creature's eyes, and a cold steam seems to erupt from its nostrils.

Ekimma are bizarre undead creatures formed from giants who are not properly laid to rest. In its twisted form, the creature haunts the living, seeking to devour the life from its victims with its icy "breath". Oddly enough, Ekimma avoid contact with giants, and most giants who learn of an ekimma's existence seek out the unburied body to put the Ekimma to rest.

An Ekimma rarely speaks, but can talk in Giant if it so chooses.

Comðac

Ekimma prefer to move about at night, and often haunt non-giant communities near where they lived. They prefer to enter a residence to attack sleeping individuals, but if faced with awakened foes, they slap and bite at their foes, using their cold breath to steal as much life from their victims as they can. If turned, but not destroyed by a cleric Ekimma will usually depart from a community to seek easier prey in a nearby settlement.

Ability Drain (Su): The bite of an Ekimma permanently drains 1 point of Strength from a victim.

Grave Breath (Su): The icy breath that issues from an Ekimma's nostrils has the cold of the grave. Anyone in

melee combat with an Ekimma must make a Fort save (DC 14) or suffer 1d4 temporary Dexterity damage. As a standard action, the Ekimma can exhale, causing this icy breath to fill a 10-foot cube. The Ekimma gains 5 temporary hit points for every victim that fails its save against the attack, regardless of the amount of Dex drained. The gained hit points last for 1 hour. The Ekimma can use this exhalation once every minute.

Ekimma on Amðeros

As titans, giants have the choice to be reincarnated on death or to pass on to an afterlife in Asgard, where Ko Kassa has set aside a realm for them.

Some giants, however, are neither willing to move on or forget their murder. By sheer will, they remain on as Ekimma, striking against their slayers and any other living thing.

Ekimma seem to be most prominent on the Glacier of Seasons, but can be found virtually anywhere in Ambers.

Elephant, White

Huge Magical Beast

Hit Dice: 12d10+48 (114 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 13 (-2 size, +5 natural), touch 8, flat 13
BAB/Grapple: +12/+31
Attack: Gore +21 melee (2d6+11;x3)
Full Attack: Gore +21 melee (2d6+11/x3)
Space/Reach: 15-ft./15 ft.
Length: 20 ft. + 2d4 ft. (25 ft.)
Weight: 7,000 lbs. + 2d4 x 1,000 lbs (12,000 lbs/6 tons)
Special Att: Constrict, improved grab, spells
Special Qual: Darkvision 60ft., low-light vision, protective aura, master of elephants, spell resistance 22
Saves: Fort +12, Ref +8, Will +7
Abilities: S33 D10 C19 I15 W17 Ch15
Skills: Bluff +4, Diplomacy +19, Hide -8, Intimidate +4, Knowledge (history) +10, Listen +13, Sense Motive +20, Spot +12
Feats: Alertness^B, Improved Bull Rush, Negotiator, Persuasive, Power Attack, Track
Environment: Any land
Organization: Solitary
CR: 11
Treasure: No coins, double art objects, standard magic items
Alignment: Usually neutral good
Advancement: 13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj: -

This white elephant towers in size, larger than any regular elephant you've ever seen. It has eyes that shine like the blue sky, and its ivory tusks are absolutely huge. Oddly, its long trunk ends in what appears to be a human hand. The elephant seems to be draped in finery, with an intricately woven blanket-like cloth draped across its back and what appears to a similarly designed cap for its forehead.

White elephants are the powerful and magical leaders of the elephant race. They are sages, magicians and healers that elephant herds often travel many miles to visit as a regular pilgrimage. Highly intelligent, white elephants are loners, and often found near elephant graveyards; this is not chance as many elephants come to seek out the white elephant just before dying, and the white elephants tend to guard the remains of those who have passed on with righteous zeal.

A white elephant can speak Common and the language of elephants. Most white elephants can speak at least two other languages, and seem to prefer Draconic, Elvin or Celestial.

Combat

White elephants usually strike from a distance with their arsenal of spells, rushing to melee only once they have exhausted their spells or if they opponents they face seem resistant to their magics. They often using buffing spells before entering a melee, and generally start a physical engagement by bull rushing their opponent. Once in melee, it will gore most opponents armed opponents, and will attempt to grapple and constrict spellcasters. White elephants fight with all the skill and intelligence available to them, and often have access to a wide variety of allies - including other elephant's herds who will rush to the white elephant's defense.

Constrict (Ex): A white elephant can crush an opponent in its mighty trunk, dealing 2d6+16 bludgeoning damage, after making a successful grapple check. The white elephant deals constriction damage in addition to damage dealt by the goring tusks.

Improved Grab (Ex): If a white elephant hits a larger or smaller opponent with its gore 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. While grappling an opponent, a white elephant cannot cast spells requiring somatic materials.

Master of Elephants (Su): No elephant, summoned, charmed or even a druid's companion will dare to attack a White Elephant. Any charmed or dominated elephant commanded to attack or act against a white elephant automatically resists the control attempt and may automatically take a save to break the mind control.

Spells (Sp): White elephants cast spells as a 12th level cleric, with access to the Good and Strength domain. Most white elephants prefer abjuration, divination and enchantment spells with a few attack spells to deal with intruders.

Protective Aura (Su): White elephants are suffused by a holy protective aura that acts as a constant *Prayer* spell that benefits itself and its allies, as per the spell. The effect is at 12th level ability and does not require the concentration of the white elephant.

White Elephants on Amōeros

According to legend, the largest elephant burial ground is located somewhere in the northern half of Randu. There are also tales of the City of Ivory and Bone, made from the remains of ancient elephants hidden somewhere in the foothills of the mountains of the Skienlands.

Bestiary Nefarious

Elogre

Medium Humanoid (Goblinoid, Elf)

Hit Dice: 2d8+3 (12 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 natural), touch 10, flat 12
BAB/Grapple: +1/+4
Attack: Greatsword +4 melee (2d6+4;19-20/x2) or Javelin +1 ranged (1d6+3)
Full Attack: Greatsword +4 melee (2d6+4;19-20/x2) or Javelin +1 ranged (1d6+3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 2d6 in. (5 ft. 7 in.)
Weight: 75 lbs + 2d6 x 5 lbs. (110 lbs.)
Special Att: -
Special Qual: Low-light vision
Saves: Fort +2, Ref +0, Will +0
Abilities: S16 D10 C11 I9 W10 Ch8
Skills: Climb +3, Listen +3, Spot +2
Feats: Toughness
Environment: Any land
Organization: Solitary, Cluster (2-5), Pack (5-20), Troop (20-40), Horde (40-60), or Tribe (60+)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large) or By Character Class
Level Adj: +2

This tall humanoid has a bestial face and long, slender ears decked with gaudy jewelry. It is powerfully built, though slim, and wears well cared for armor and bears a well-made greatsword, despite its rather barbaric features.

Elogres are the ancient offspring of the elvin and ogre unions. It was a time before the ogres were corrupted to evil, though even in those times ogres were never quite handsome. Most of the ancient marriages were arrangements for power, and ogre bestiality increased over the centuries, the practice of elves marrying with ogres fell out of practice, but not before the elogres became a race unto their own.

Elogres did not fall to the evil ways of their ogre parentage, but do not embrace the casual frolicsome and carefree nature of the elves either. Elogres are generally simple, hardworking beings who exist on the fringe of civilized society, fending off humanoid invasions while not quite fitting into civilized societies of the human and demihuman realms.

Elogres speak Elvin, Goblinoid and Common. They often develop their own slang and dialect due to their isolation.

Combat

Elogres tend to fight in small groups, and prefer to engage in melee combat where possible. Some elogres train

as javilineers to support melee troops, but bowmen (and crossbowmen) among elogres are extremely rare.

Elogre Society

Elogres generally live in tribes consisting of several extended family clans. The clans usually adopt an animal totem, and rivalries between clans are often quite strong, though tribal law generally prevents open warfare from breaking out between the clans.

Elogre females tend to be somewhat more comely than the males, and it is not unusual for an Elogre female to rival an elf in beauty in her younger years. As the female ages however, they often gain more ogre-like features, and the term "Elogre Hag" is a Common term to refer to the haggard changes in their later life. Younger Elogre females often engage themselves in crafts and arts, designed to help attract a male husband. Once married, Elogre females generally take care of domestic chores and children until said children are grown. Oddly, as female Elogre reach menopause age, they tend to become more in-tune with magical aptitude, and elder elogre females are often some sort of spellcaster – shamanistic, sorceress or bard being most common.

Male Elogres are often warriors or craftsmen, and until an Elogre male establishes a family and has children, they generally remain clean-shaven. Only once the elogre has fathered children does he grow a beard to indicate his new status as "elder". Only Elders - male elogres who have fathered children - are allowed to assume tribal leadership roles. Females generally assume shamanistic roles, and while the generally do not directly hold power are often able to influence the elders with the magical power they can unleash or withhold from the tribe. It is worth mentioning that female elogre warriors lead some elogre tribes, however.

Elogre on Amberos

Fostered during the Elvin Golden Age before the fall of the goblinoids, Elogres are rare sights on Amberos these days. Small clans of Elogres can be found outside the Ymin forest of the Evan Cordum, or secreted away in secluded places in north and west Amberos. The largest concentrations can be found in southern Randu, dwelling in oases in the most forbidding and desolate places. Curiously, there are no known elogre clans in the Dark Valley.

Elogre as Characters

Elogres are outcast from civilized society, but it is not rare for individual Elogres to strike out and depart their community to find their own way in the world – at least for a while before they return to their clan and home.

Elogre characters gain the following abilities:

- **Base movement rate 30 feet.**
- **Low-light Vision.** An elogre can see twice as far as a human in low light or twilight conditions.
- **Medium size.**
- **+2 natural armor bonus.**

Bestiary Nefarious

- **2d8 Racial Hit Dice:** An elogre begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- **+6 Strength, -2 Intelligence, -2 Charisma.** Elogres have much of their ogre parent's strength, but likewise suffer their parentage's limited intellect and hideous features.
- **Racial Skills:** An elogre's giant levels give it (2 + Int modifier) x5 skill points, (minimum 5 skill points). Its class skills are Climb, Listen, and Spot.
- **Racial Feats:** An elogre's humanoid levels give it one feat.
- **Weapon and Armor Proficiency:** An elogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- **+2 racial bonus on Listen, Search, and Spot checks.** An elogre who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.
- **Immunity to magical sleep effects.**
- **Automatic Languages:** Common, Elvin, and Giant.
- **Bonus Languages:** Draconic, Dwarven, Orc, Goblin, Sylvan, and Terran.
- **Favored Class:** **Male** - Ranger. **Female** - Sorcerer.
- **Level adjustment:** +2

Elogres do not generally worship gods, but some are priests of Hamma, Lord of the Elves. Clerics of Hamma can choose two of the three domains of Chaos, Good or Protection.

Bestiary Nefarious

Elogre Forester

2HD male Elogre Rng 6; **hp:** 46

S21 D14 C13 I8 W12 Ch6; **Fort** +8, **Ref** +5, **Will** +2

Init: +2 **Move:** 30 ft.

AC: 18 (+2 Dex, +2 natural, +4 chain shirt), touch 12, flat 16

BAB/Grapple: +7/+12

Full Attack: Greatsword +12/+7 melee (2d6+7;19-20/x2) or
+1 *Composite longbow* (+5 Str) +11/+6 ranged (1d8+6;x3)
(Rapid shot) *Composite longbow* (+5 Str) +9/+9/+4 ranged (1d8+6;x3)

Special Att: —

Special Qual: Combat style (archery), elogre traits, favored enemy, spells, wild empathy

Skills: Craft (Trapmaking) +5, Heal +7, Hide +8, Spot +12, Survival +7

Feats: Endurance^R, Far Shot, Multishot^R, Point Blank Shot, Rapid Shot^R, Track^R, Weapon Focus (Longbow)

CR: 7

Gear: +1 *Composite longbow* (+5 Str) (2,900 gp), mw chain shirt (250 gp), *gloves of dexterity* +2 (4,000 gp), *potion of cure light wounds* (50 gp)

Total: 7,200 gp (7,200 gp)

Favored Enemy (Ex): An elogre forester gains a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against magical beasts and a +4 bonus on weapon damage rolls against such creatures.

A elogre forester gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humanoid (gnoll) and a +2 bonus on weapon damage rolls against such creatures.

Wild Empathy (Ex): Check 1d20+4; Influence animals

Typical Ranger Spell List

(2; CL 3; Spell DC 11)

1st: *Magic Fang*, *Pass Without Trace*

Wolf Companion: CR —; LA —; Medium animal; HD 4d8+8; hp 13; Init +2; Spd 50 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat 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 +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +5, Spot +4, Survival +1; Track^B, Weapon Focus (bite).

B=Bonus Feat. (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.

Link (Ex): An elogre forester 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 elogre forester gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the elogre forester'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 elogre forester before the duration expires.

Additionally, the elogre forester may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. An elogre forester and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

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.

Bestiary Nefarious

Elogre Enchantress

2HD female elogre Sor 6;hp: 38
S14 D10 C12 I12 W13 Ch17; **Fort** +5, **Ref** +2, **Will** +5
Init: +4 **Move:** 30 ft.
AC: 17 (+3 natural, +4 *mage armor*), touch 10, flat 17
BAB/Grapple: +3/+5
Full Attack: dagger +5 melee (1d4+2;19-20/x2)
Special Att: –
Special Qual: Elogre traits, spells
Skills: Climb +7, Concentration +7, Knowledge (Arcana) +7, Listen +8, Move Silently +3, Spellcraft +7, Spot +8
Feats: Alertness, Improved Initiative, Greater Spell Focus (Enchantment), Spell Focus (Enchantment)
CR: 7
Gear: *cloak of charisma* +2 (4,000 gp), *amulet of natural armor* +1 (2,000 gp), *wand of mage armor** (10 charges) (150 gp), *wand of lightning bolt* (CL 6) (2 charges) (540 gp), *potion of cure moderate wounds* (300 gp), familiar (100 gp)
Total: 7,090 gp (7,200 gp)
* normally 1 charge used if expecting combat

Typical Sorcerer Spell List

(6/7/6/4;Caster Level 6;Spell DC 13 + Spell level)

0: *Arcane Mark, Dancing Lights, Daze**, *Ghost Sound, Mending, Message, Prestidigitation*

1st: *Charm Person**, *Hypnotism**, *Shocking Grasp, Sleep**

2nd: *Hideous Laughter**, *Touch of Idiocy**, *Shatter*

3rd: *Hold Person**

*: Enchantment spell +2 DC

Cat Familiar: CR –; LA –; Tiny animal; HD 1/2d8 (3 HD); hp 19; Init +2; Spd 30 ft.; AC 17 (+2 size, +2 Dex, +3 natural), touch 14, flat 15; Base Atk +0; Grp –12; Atk Claw +4 melee (1d2–4), Full Attack 2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4); Space/Reach 2–1/2 ft./0 ft.; SA –; SQ low–light vision, scent; AL (Always) N; SV Fort +4, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +11, Hide +14, Jump +10, Listen +6, Move Silently +6, Spot +6; Weapon Finesse. (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.)

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. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can

share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

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): The cat familiar can deliver touch spells for its masters. 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): The cat 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.

Bestiary Nefarious

Elogre Witch

2HD female elogre Sor 12;hp: 65

S14 D10 C12 I12 W13 Ch20; **Fort** +7, **Ref** +4, **Will** +8

Init: +4 **Move:** 30 ft.

AC: 17 (+3 natural, +4 *bracers of armor* +4), touch 10, flat 17

BAB/Grapple: +6/+8

Full Attack: dagger +8/+3 melee (1d4+2;19-20/x2)

Special Att: —

Special Qual: Elogre traits, spells

Skills: Climb +7, Concentration +13, Knowledge (Arcana) +13, Listen +8, Move Silently +3, Spellcraft +16, Spot +8

Feats: Alertness, Improved Initiative, Greater Spell Focus (Enchantment), Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Illusion)

CR: 13

Gear: *cloak of charisma* +4 (16,000 gp), *bracers of armor* +4 (16,000 gp), *amulet of natural armor* +1 (2,000 gp), *potion of cure serious wounds* (750 gp), familiar (100 gp)

Total: 34,850 gp (35,000 gp)

* normally 1 charge used if expecting combat

Typical Sorcerer Spell List

(6/8/7/7/6/3;Caster Level 6;Spell DC 15 + Spell level)

0: *Acid Splash*, *Arcane Mark*, *Dancing Lights*, *Detect Magic*, *Daze*^E, *Ghost Sound*^I, *Mending*, *Message*, *Prestidigitation*

1st: *Animate Rope*, *Burning Hands*, *Disguise Self*^I, *Hypnotism*^E, *Shocking Grasp*,

2nd: *Hideous Laughter*^I, *Resist Energy*, *Summon Swarm*, *Touch of Idiocy*^I, *Shatter*

3rd: *Deep Slumber*^E, *Displacement*^I, *Lightning Bolt*, *Suggestion*^E

4th: *Charm Monster*^E, *Confusion*^E, *Phantasmal Killer*^I

5th: *Hold Monster*^E, *Shadow Evocation*^I

6th: *Mislead*^I

E: Enchantment spell +2 DC

I: Illusion spell +1 DC

Cat Familiar: CR —; LA —; Tiny animal; HD 1/2d8 (6 HD); hp 32; Init +2; Spd 30 ft.; AC 20 (+2 size, +2 Dex, +6 natural), touch 14, flat 18; Base Atk +0; Grp -12; Atk Claw +4 melee (1d2-4), Full Attack 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ low-light vision, scent, SR 17; AL (Always) N; SV Fort +6, Ref +6, Will +9; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +11, Hide +14, Jump +10, Listen +6, Move Silently +6, Spot +6; Weapon Finesse. (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.)

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. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

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.

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Speak with Master (Ex): The cat 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.

Speak with Animals of Its Kind (Ex): The cat familiar can communicate with animals of approximately the same kind as itself (including dire varieties). Such communication is limited by the intelligence of the conversing creatures.

Bestiary Nefarious

Elogre Hag

2HD female elogre Sor 15/Arch 3;hp: 92
 S14 D10 C12 I12 W13 Ch24; **Fort** +8, **Ref** +5, **Will** +9
Init: +4 **Move:** 30 ft.
AC: 22 (+3 natural, +8 *bracers of armor* +8, +1 *amulet of natural armor* +1), touch 10, flat 22
BAB/Grapple: +10/+12
Full Attack: dagger +12/+7 melee (1d4+2;19-20/x2)
Special Att: —
Special Qual: Elogre traits, high arcana, spells
Skills: Climb +7, Concentration +19, Knowledge (Arcana) +19, Listen +8, Move Silently +3, Spellcraft +22, Spot +8
Feats: Alertness, Improved Counterspell, Improved Initiative, Greater Spell Focus (Enchantment), Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Illusion), Spell Focus (Transmutation)
CR: 19
Gear: *cloak of charisma* +6 (36,000 gp), *bracers of armor* +8 (64,000 gp), *amulet of natural armor* +1 (2,000 gp), *staff of necromancy* (50 charges) (65,000 gp), *potion of cure serious wounds* (750 gp), familiar (100 gp)
Total: 167,850 gp (170,000 gp)
 * normally 1 charge used if expecting combat

Typical Sorcerer Spell List

(6/8/7/7/6/7/5/6/5/3;Caster Level 19;Spell DC 17 + Spell level)

- 0: *Acid Splash*, *Arcane Mark*, *Dancing Lights*, *Detect Magic*^E, *Ghost Sound*^I, *Mending*, *Message*, *Prestidigitation*
 1st: *Animate Rope*, *Burning Hands*, *Disguise Self*^I, *Hypnotism*^E, *Shocking Grasp*
 2nd: *Hideous Laughter*^I, *Resist Energy*, *Summon Swarm*, *Touch of Idiocy*^I, *Shatter*
 3rd: *Blink*^T, *Deep Slumber*^E, *Displacement*^I, *Lightning Bolt*
 4th: *Mass Reduce Person*^T, *Polymorph*, *Phantasmal Killer*^I, *Rainbow Pattern*^I
 5th: *Baleful Polymorph*^T, *Hold Monster*^E, *Shadow Evocation*^I, *Telekinesis*^T
 6th: *Mislead*^I, *Disintegrate*^T, *Eyebite*
 7th: *Greater Shadow Conjuration*^I, *Insanity*^E, *Spell Turning*
 8th: *Mass Charm Monster*^E, *Summon Monster VIII*
 9th: *Mass Hold Monster*^E

E: Enchantment spell +2 DC

I: Illusion spell +1 DC

T: Transmutation spell +1 DC

High Arcana: An elogre hag has the following special abilities. Modifications to the stat block for these abilities have already been added.

Arcane Reach (Su): The elogre hag can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack.

Mastery of Counterspelling: When the elogre hag 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.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Cat Familiar: CR —; LA —; Tiny animal; HD 1/2d8 (9 HD); hp 46; Init +2; Spd 30 ft.; AC 23 (+2 size, +2 Dex, +9 natural), touch 14, flat 21; Base Atk +0; Grp —12; Atk Claw +4 melee (1d2–4), Full Attack 2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4); Space/Reach 2–1/2 ft./0 ft.; SA —; SQ low–light vision, scent, SR 17; AL (Always) N; SV Fort +8, Ref +8, Will +12; Str 3, Dex 15, Con 10, Int 14, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +11, Hide +14, Jump +10, Listen +6, Move Silently +6, Spot +6; Weapon Finesse. (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.)

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Speak with Animals of Its Kind (Ex): The cat familiar can communicate with animals of approximately the same kind as itself (including dire varieties). Such communication is limited by the intelligence of the conversing creatures.

Scry on Familiar (Sp): An elogre hag may scry on her familiar (as if casting the *scrying* spell) once per day.

Engine of Hunger

Huge Construct

Hit Dice:	12d10+40 (106 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 50 ft. (clumsy) (can't run)
Armor Class:	23 (-2 size, +15 natural), touch 8, flat 23
BAB/Grapple:	+9/+28
Attack:	Claw +18 melee (1d8+11)
Full Attack:	5 Claw +18 melee (1d8+11) and bite +16 melee (4d6+5)
Space/Reach:	15-ft./10 ft.
Length:	
Weight:	
Special Att:	Improved grab, pounce, swallow whole
Special Qual:	Construct traits, DR 5/-, darkvision 60 ft., flight, low-light vision, resistance to cold, electricity and fire 30, spell immunity
Saves:	Fort +4, Ref +4, Will +4
Abilities:	S33 D10 C- I- W10 Ch1
Skills:	-
Feats:	Cleave, Improved Overrun, Improved Sunder, Multiattack, Power Attack
Environment:	Any land
Organization:	Solitary, or Pack (2-5)
CR:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj:	-

This massive machine of metal resembles an enormous boar, with the head of some sort of leech-like creature. Its hind legs consist of a pair of great iron wheels, and it pulls itself along with powerful scything limbs. A pair of strange orbs extends from either side of the creature's back, which occasionally crackle with electrical energy.

An engine of hunger is a magical construct designed to consume enemies and matter. It can destroy opponents in its path and tear through structures with ease.

Luckily, the creatures are not intelligent, and can easily be avoided by simply getting out of its path. Unfortunately, the creature is capable of flight to reach areas normally inaccessible to it.

Engines of hunger do not speak, but understand the language of its creator.

Combat

Engines of hunger are straightforward in combat. They quickly move towards their directed target it, grab it, and put it into its mouth. It repeats this tactic as needed. An engine will never retreat from its task, even if it is ordered into an area that will destroy it.

Improved Grab (Ex): If an engine of hunger hits a large-sized opponent or smaller with a claw or bite attack, it deals

normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Flight (Su): A pair of metallic orbs extend from the engine's sides that, when charged, allow it to fly. When the orbs are charged, they generate a harmless static charge. This charge causes no damage but causes hair to stand on end and can deliver a minor shock (no damage, but visible bolts of lightning arc from the orbs to the affected character/item) to those within 5 ft. of the engine.

Pounce (Ex): An engine of hunger can make a full attack on a charge.

Swallow Whole (Ex): If an engine of hunger 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 swallowed creature takes 10d6 slashing damage (Reflex save DC 16 for half) from the grinding mechanisms of the engine's gullet. 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 25 points of cutting damage to the AC 25 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 mouth, where it may be bitten or swallowed again.

Resistance to Energy (Ex): An engine of hunger has cold, electrical, fire and sonic resistance 30.

Spell Immunity (Ex): A creature with spell immunity 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 directly affect metal items, and energy spells (those with the fire, ice, acid, or sonic descriptor) affect the engine of hunger normally, though it may apply its energy resistance to such attacks.

Creating an Engine of Hunger

An engine of hunger's body is constructed from 10,000 pounds of pure iron, smelted with rare tinctures and constructed with arcane formulae costing at least 20,000 gp. Assembling the body requires a DC 20 Craft (Armorsmith) check or a DC 20 Craft (Weaponsmith) check.

CL 13; Craft Construct, *Protection from Energy*, *Chain lightning*, *geas/quest*, caster must be at least 13th level; Price 90,000 gp; Cost 55,000 gp + 4,250 XP.

Engines of Hunger on Amöeros

The original engines of hunger are thought to have been created during the Time of Technology, though what prompted their creation is unknown. It appears that Black Marentail found the remains of such an engine and developed his own arcane plans for the creation of these gruesome machines to collect body parts for his necromantic studies. Since his death, the plans for these creations have spread through several secretive magic circles.

Envy Childe

Small Elemental (Air)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	15 ft. (3 squares), fly 50 ft. (perfect)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat 14
BAB/Grapple:	+2/0
Attack:	Claw +5 melee (1d3 +2)
Full Attack:	2 Claw +5 melee (1d3+2) and bite +0 melee (1d4+1)
Space/Reach:	5-ft./5 ft.
Height:	4 ft. 6 in. + 2d4 in. (4 ft. 11 in.)
Weight:	90 lbs. + 2d4 x 3 lbs. (105 lbs.)
Special Att:	Air mastery
Special Qual:	Darkvision 60ft., elemental traits, plane shift, resistance to acid 20, spells-like abilities, telepathy 100 ft.
Saves:	Fort +2, Ref +5, Will +2
Abilities:	S14 D15 C12 I12 W13 Ch13
Skills:	Appraise +1, Craft +1, Diplomacy +1, Escape Artist +2, Hide +6, Listen +7, Move Silently +2, Sense Motive +7, Spellcraft +1, Spot +7, Use Rope +2
Feats:	Combat Casting, Dodge, Improved Initiative ^B
Environment:	Warm deserts, mountains
Organization:	Solitary, or Brood (2-5)
CR:	3
Treasure:	Double standard
Alignment:	Often chaotic neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adj:	+9 (Cohort only)

Standing before you is what appears to be an elvin child, with blue, glowing eyes and wearing Arabic clothing.

An envy childe is essentially a spoiled, immature child of a noble djinni. With its magical ability to *plane shift*, envy children can skip far from home to the Mortal Realm, where they cause no end of mischief.

Envy childe are often wanderers who, on a whim, will join a group when they find an interesting adult to “hang out with”.

Some envy children will present themselves to a mortal family and force them to deal with their wants and desires.

Unfortunately, envy childe are both powerful and capricious. They are, in the end, spoiled brats who want everything their way and want to be entertained in some fashion - often resulting in harm, pain and/or suffering to others. Because they are noble-born, envy childe can use the djinni *wish* ability, however, unlike djinni they can use the *wish* to fulfill their own desires, and rarely will use the ability to benefit another – even if captured or enslaved.

Envy childe speak Auran, Celestial, Common, Ignan and often know either Infernal or Abyssal (primarily for the use of swear words in such language).

Combat

Envy childe rarely fight directly; they may claw and scratch someone who intends to “touch them” or rough them up, but against a determined assault, they usually turn invisible and flee.

However, while they may not directly attack a foe, they certainly are not above using their magical abilities to cause grief for their enemy or to pull pranks on those they don't particularly like.

Air Mastery (Ex): Creatures with the air subtype have a –1 penalty to hit and deal –1 damage to an envy childe.

Plane Shift (Su): As a standard action, an envy childe can *plane shift* as per the spell at 3rd level ability.

Resistance to Acid (Ex): An envy childe can ignore 20 points of acid damage from an attack.

Spells-like Abilities (Sp): At will—*invisibility* (self only); 1/day— *create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 16), *wind walk*. Once per day, an envy childe can assume *gaseous form* (as the spell) for up to 1 hour. Also, once per day, an envy childe can cast *Wish*, for itself or another being (unlike noble djinni, who can only cast it for others). An envy childe does not need to pay the XP cost for *Wish*, but after using the *Wish* ability for themselves can use no other supernatural or spell-like abilities for a full hour. The envy childe must be able to speak the *Wish* to use the ability. Caster level 10th. The save DCs are Charisma-based.

Envy Childe on Amberos

Envy children were more common on Amberos during the Elvin Golden Age, when the sultan of the djinni would make yearly visits to the elvin homeland and bring back tales and trinkets to his children. However, during the Dark Age, the djinni came to see Amberos as a dangerous place, and the number of djinni noble children coming to Amberos almost completely stopped.

Nowadays, envy childe are very rare occurrences, but usually can be found in the eastern portion of Amberos, whose culture seems to draw the attention of the envy childe.

Fauna Tree

Medium Animal

Hit Dice: 4d8+16 (34 hp)
Initiative: -1 (-5 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares)
Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat 8
BAB/Grapple: +3/+7
Attack: Slam +7 melee (1d4+4 + poison)
Full Attack: 2 Slams +7 melee (1d4+4 + poison) and slam +2 melee (1d6+4)
Space/Reach: 5 ft./5 ft., 15 ft. with slam attacks
Special Att: Poison, Blood drain
Special Qual: Low-light vision
Saves: Fort +8, Ref +1, Will +2
Abilities: S19 D1 C19 I2 W13 Ch7
Skills: Listen +1, Spot +8
Feats: Improved Initiative, Lightning Reflexes
Environment: Temperate forests
Organization: Solitary, or Family (2-5)
CR: 4
Treasure: Standard Gems
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: +3 (Animal Companion only)

*A fauna plant can attack up to 8 different targets at once, but may only engage a single foe with no more than 2 slam attacks.

This bizarre tree seems to be covered in soft, gray fur. Long, whip-like vines sprout out of the top, each covered in ivory-like barbs. What appears to a large wolf's head sprouts from the center of the mass of vines, and the whole trunk twists and moves to watch you and your companions.

The fauna tree is a bizarre creature of unknown origin. Though it primarily has many features similar to a plant, it is, in fact, an animal. It is a predatory creature, but unlike many such creatures, it uses its odd shape to lure prey to it, where it uses its barbs to transform prey into plant life that it uses to either attract more prey or to devour.

Combat

A fauna tree lashes at victims with its ropy vines and/or attempts to bite opponents who come too close. The fauna tree can attack up to eight separate opponents, but can only use at most two slam attacks against a single opponent. Each slam attack can inject the fauna tree's bizarre poison, which can quickly turn a victim into a plant.

When a victim becomes overcome by the fauna's poison, it moves to cover the victim with its trunk-like body, where its "root" system can drain the victim's blood at its leisure.

The biggest weakness a fauna tree has is against ranged weaponry or spells, and against such attacks the fauna tree will often attempt to move into deep woods where it is much more difficult to hit.

Poison (Ex): The slam attack of a fauna tree is covered with a greenish sludge similar to green slime that transforms victims into plant matter (injury, DC 16; init: 1 Dex; sec: transformation). The transformation acts as *baleful*

polymorph, turning the victim into a plant of the same approximate size of the victim. The transformation is non-magical and cannot be dispelled or otherwise countered. A *Cure Serious Wounds* or stronger healing spell or *Neutralize poison* will counteract the poison. Either method must be applied before the transformation occurs. Once the transformation occurs, only a *Limited Wish*, *Wish* or *Miracle* spell can undo the transformation.

Fauna Trees on Amberos

Fauna trees are part of the dread curse placed on the Living Forest, and it is in this dangerous wood in which they are encountered.

Fettered

Tiny Fey
Hit Dice: 1d6 (2 hp)
Initiative: +6 (+6 Dex)
Speed: 40 ft. (8 squares)
Armor Class: 19 (+2 size, +6 Dex, +1 natural), touch 18, flat 13
BAB/Grapple: 0/-12
Attack: Claw -2 melee (1d2 -4)
Full Attack: 2 Claw -2 melee (1d2 -4)
Space/Reach: 2-1/2 ft./0 ft.
Height: 1 ft. + 1d8 in. (1 ft. 4 in.)
Weight: 5 lbs. + 1d3 lbs. (6 lbs.)
Special Att: -
Special Qual: Low-light vision, spells-like abilities
Saves: Fort -1, Ref +8, Will +2
Abilities: S3 D23 C8 I11 W10 Ch7*
Skills: Craft (any one) +7, Heal +4, Hide +14, Knowledge (nature) +4, Listen +2, Move Silently +6, Perform (any one) +2, Spot +2, Use Rope +10
Feats: Skill Focus (Craft)
Environment: Any land
Organization: Solitary, Journey (2-5), or Quest (5-20)
CR: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 2 HD (Tiny); 3 HD (Small)
Level Adj: +2 (Cohort or Familiar only)

* A rogue fettered has a Charisma of 13.

This small humanoid seems to be covered in brown bark and sports a pair of leafy antlers from its head. Its eyes are large and childish, and its hands and feet are much larger in proportion to the rest of its body. Yet, despite its odd appearance it cavorts and prances about with surprising speed and grace.

Fettered is a slang term for a nameless race of fey creatures that, over the ages, apparently allowed themselves to become household slaves.

Though it is known that they are born in the forest, fettered quickly and easily allow themselves to become bonded to the family of a domicile, where they perform mundane tasks as commanded. Though fettered do not ask for payment for their services, they often have a surprisingly lucrative stash hidden somewhere near their master's domicile.

In times of great need, the fettered have been known to lead their masters to this hidden cache to help with overwhelming financial burdens. However, when it does give up its cache, the fettered quickly moves on to a new residence, never to be seen by its old owner ever again.

In extremely rare cases, fettered have been encountered in large groups not bound to a residence. These "renegade" fettered can be very dangerous and will often attack lone individuals. In some cases, these bands have been known to take up residences in abandoned buildings or to drive individuals out of residence so the band may keep it for themselves.

Fettered speak their own language that is high-pitched and shrill. They can understand Common and Elvin, though they cannot speak it.

Combat

Fettered are very poor combatants and most will quickly surrender if threatened, and will hide from unfriendly beings if given warning. However, if their domicile is threatened, a fettered will strike with all of its magical talent to prevent any harm from befalling the building and attempt to chase off intruders. Note that fettered care more for the domicile they dwell in than it's occupants; threatening the occupants of a house isn't likely to force a fettered to fight, but threatening to destroy or damage the domicile will bring a fettered forward.

Spells-like Abilities (Sp): Fettered can use the following spell-like abilities as a 6th level caster. The DC for any given spell is DC 8 + spell level. Saves are charisma based. *Fabricate* 1x/day, *Floating Disc* 2x/day, *Glitterdust* – at will, *Mending* – at will, *Minor Creation* 1x/day (wood and stone items are permanent), *Shrink Item* 1x/day, *Sleep* – 2x/day, *Summon Swarm* 1x/day.

Fettered Society

Most fettered are individuals, with little dealings with their own kind. The only exception to this is when a fettered chooses to mate; it is usually in the spring and the fettered will decorate its domicile with flowers, wreaths and otherwise beautify its home. If the fettered gains the attraction of a mate through this display, both the fettered and its mate will retire to a nearby forest or ancient tree for about a week. After this time, both parties go their separate way and a new fettered will emerge from the forest a year later.

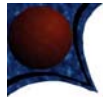
On the other hand, roving bands of large fettered are raucous, boisterous groups that, while hard workers, are just as hard players, singers and drinkers. It is often thought that these groups are the "bad apples" of the race, who thumb their nose at the Common fettered slave-like life style.

Fettered as Servants

A fettered can be acquired as a "manservant" or bound as a familiar. As a familiar, fettered do not provide any special bonus to their master. A fettered slave can be acquired for 75 gp, and will serve for life. Ownership of a fettered can be passed to another being at a cost of at least 50 gp, but must be done so while the original owner lives. If the owner of a fettered is slain – even if later resurrected – the fettered is freed from its servitude, though it may willingly re-enter service with its former master if they are brought back to life.

Fettered on Amberos

Fettered can be found practically everywhere on Amberos where there are nearby woods. It is thought they were created by elvin magic during the Elvin Golden Age, and have spread to serve any race, not only elves.



Bestiary Nefarious



Firebird

Small Magical Beast (Fire)

Hit Dice: 5d10+10 (37 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 70 ft. (good)
Armor Class: 21 (+1 size, +5 Dex, +5 natural), touch 16, flat 16
BAB/Grapple: +5/-1
Attack: Bite +4 melee (1d4-2 + 1d6 fire)
Full Attack: Bite +4 melee (1d4-2 + 1d6 fire), 2 claws -1 melee (1d3-2 + 1d6 fire) and slam -1 melee (1d3-3 + fire)
Space/Reach: 5-ft./5 ft.
Length: 2 ft. + 1d6 in. (2 ft. 3 in.)
Weight: 12 lbs. + 2d4 lbs. (17 lbs.)
Special Att: Fire aura
Special Qual: Darkvision 60 ft., detect evil, detect good, healing tears, low-light vision, spells
Saves: Fort +6, Ref +11, Will +3
Abilities: S7 D21 C15 I17 W15 Ch21
Skills: Diplomacy +13, Hide +9, Listen +10, Sense Motive +10, Spot +10, Use Magic Device +13
Feats: Flyby attack, Hover, Improved Initiative, Lightning Reflexes
Environment: Temperate or Warm deserts and hills
Organization: Solitary, or Crew (2-5)
CR: 4
Treasure: Double Standard
Alignment: Always neutral good
Advancement: 6-10 HD (Small); 11-15 HD (Medium)
Level Adj: -

This small bird looks much like a fire-red peacock, whose feathers seem to blaze as if on fire. It has long, fiery tendrils for tail feathers and its claws seem to be made of polished gold. Its pearly eyes are luminescent and large, with sapphire blue irises. The creature has a regal manner to it, and darts about very quickly, trailing fire wherever it moves.

The firebird is a lesser cousin to the phoenix. They are friends to good creatures and foes of evil. They will often associate or help beings of good deeds, and have been known to hunt down and kill evil creatures and beings.

However, despite its championship of the forces of good, it is not unusual for rich individuals or those of questionable morals to hunt down these birds and capture them. Unfortunately for their captors firebirds do not survive well in captivity, and often will wither away and die if held for extended periods of time.

Firebirds speak Celestial, Common, Elvin and Draconic.

Combat

Firebirds usually swoop down on their foe, raking with talons and burning foes with their fiery wings. They are also apt to rain down spells on their foes, and are not above employing the aid of other beings in their attacks.

Fire Aura (Su): The body of the firebird is wreathed in heat and flames. Anyone contacting the body of a firebird takes 1d6 fire damage (Fort DC 14 for half).

Detect Evil (Sp): This special ability duplicates the effects of a *detect evil* spell. It can be cast at will.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. It can usually be cast at will.

Healing Tears (Su): Firebirds despair when they witness the injury of a good being, and often weep tears when they see such. These tears, if touched or splashed on the wound, act as a Cure Serious Wounds spells, and can cure blindness, neutralize poison or cure disease. This effect is at 10th level ability.

Spells (Sp): A firebird can cast spells as a 10th level cleric with the domains Good and Healing. The DC for spells is 15 + spell level.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Typical Cleric Spell List

(6/6/6/4/4/3; CL 10; Spell DC 15 + Spell Level; Domains: Good, Healing)

0: *Create Water, Cure Minor Wounds, Detect Magic, Guidance, Purify Food and Drink, Virtue*
1st: *Bless, Bless Water, Command, Cure Light Wounds^D, Protection from Evil^G, Sanctuary*
2nd: *Aid^G, Align Weapon, Cure Moderate Wounds^{DH}, Consecrate, Enthrall, Owl's Wisdom*
3rd: *Cure Serious Wounds^{DH}, Dispel Magic, Invisibility Purge, Protection From Energy*
4th: *Cure Critical Wounds^{DH}, Death Ward, Divination, Freedom of Movement*
5th: *Dispel Evil^{DG}, Flame Strike, Raise Dead, Righteous Might*

D: Domain spell

G: Good spell, +1 caster level

H: Healing spell, +1 caster level

Firebirds on Amberos

Firebirds are native to the lands of Riddlekill, though wealthy pet owners have brought the bird to areas such as the Ksiki Colonies, Ksiki Con Corridor, Kirranays and even Simera.

Bestiary Nefarious

Fire Dragon

Huge Elemental (Fire)

Hit Dice: 25d8+125 (237 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 80 ft. (Poor)
Armor Class: 19 (-2 size, +11 natural), touch 8, flat 19
BAB/Grapple: +18/+37
Attack: Bite +28 melee (2d6+11 + 4d6 fire;19-20/x2)
Full Attack: Bite +28 melee (2d6+11 + 4d6 fire;19-20/x2) and 2 slam +22 melee (1d8+5+4d6 fire)
Space/Reach: 15-ft./10 ft.
Length: 20 ft. + 2d4 ft. (25 ft.)
Weight: 4,000 lbs. + 2d6 x 100 lbs. (4,700 lbs.)
Special Att: Breath weapon, fire aura
Special Qual: DR 20/magic +5, darkvision 60 ft., elemental traits, SR 26, spells-like abilities
Saves: Fort +13, Ref +14, Will +9
Abilities: S33 D11 C21 I8 W13 Ch19
Skills: Hide -8, Listen +11, Spot +11, Survival +9
Feats: Blind Fighting, Cleave, Die Hard, Improved Critical (Bite), Improved Sunder, Power Attack, Spell Penetration, Track, Weapon Focus (Bite)
Environment: Warm land
Organization: Solitary
CR: 24
Treasure: Standard
Alignment: Always neutral evil
Advancement: 26-50 HD (Huge); 51-75 HD (Gargantuan)
Level Adj: -

A column of fire swirls before you, taking shape as a huge, reptilian creature whose body smokes and smolders. Fiery wings of blue flame stretch from its side, and its snake-like neck ends in a fire-belching maw filled with white-hot spires of flame that resemble teeth.

The fire dragon is a curious elemental creature from the elemental plane of fire that can often be found on the Prime Material plane. It does not seem to actually be draconic in nature, though it shares many dragon traits, albeit a very limited intelligence. Fire dragons are aggressive, greedy creatures with uncontrollable passions and an appetite for destruction.

A fire dragon can speak Draconic, Ignan and Common.

Combat

Fire dragons generally attack by breathing first, then rushing into melee. They greatly depend on their fire ability to damage opponents, and should they encounter a foe resistant to their attacks will quickly withdraw and seek other prey, sometimes even abandoning their hoard in the

process. However, fire dragons, while not particularly swift thinkers, have long memories, and never forget a foe - and will seek to hunt down and destroy such foes at a later date.

Breath Weapon (Su): A fire dragon can breath a 120 ft. cone of fire once every minute. The fire deals 12d6 fire damage, even to creatures immune to fire damage (Reflex DC 17 for half).

Fire Aura (Su): A fire dragon is wreathed in constant flames. Anyone approaching within 10 feet of a Fire dragon takes 2d6 fire damage. A successful Fort save DC 27 reduces the damage to half. Anything physically contacting a fire dragon takes 4d6 fire damage (including weapons or victims of the fire dragon's attacks). The fire will ignite combustible items and can melt metals if given enough time.

Spells-like Abilities (Sp): A fire dragon can use the following spell-like abilities as noted below as if a 25th level arcane caster. Spell DCs are 14 + spell level, where applicable. All abilities are charisma-based.

Detect magic – at will, *See Invisibility* – 3x/day, *Bull's Strength* – 3x/day, *Dispel Magic* – 3x/day, *Magic Circle Against Good* – 1x/day, *Suggestion* – 1x/day, *Polymorph* – 3x/day, *Wall of Fire* 3x/day, *Incendiary Cloud* 3x/day, *Gate* 1x/week, *Meteor Swarm* 1x/day, *Fire Shield* – 3x/day, *Solid Fog* 1x/day.

Fire Dragons on Amōcros

Fire dragons are usually found naturally hot or volcanic regions. For this reason, they are often spotted in Smanvalla, though they have been seen in areas across Randu in the deep desert or where semi-active or dormant volcanoes can be found.

Flesh Engine, General

Flesh engines are alchemical creations of the mentens, made through a combination of surgery and psionic manipulation. The mentens build flesh engines to tend to their cities and to perform various sundry functions, such as long distance transportation. Only a small number of the various flesh engines are listed here; while such engines usually only occur in areas of large concentrations of mentens are thus rarities, the variety found in menten communities is both chilling and awe-inspiring.

The mentens, ever fearful and hateful of magic have designed their flesh engines to be resistant to magical attack and manipulation. However, mentens prefer to allow the engines to be susceptible to psionic manipulation to allow their own race easy access to repair, command and control the engines.

Flesh Engines on Amberos

The number of menten communities is truly tiny on Amberos, but there is known to be at least one menten city hidden in the deep earth which is attended to by flesh engines. This city, known as F'tangh'Keth'Anor is believed by many sages to be the capital of the menten "empire" and is thought to exist somewhere under the Crystalmire mountains near Misake's border.

Bestiary Nefarious

Flesh Engine, Builder

Huge Aberration

Hit Dice: 15d8+120 (187 hp)
Initiative: -1 (-1 Dex)
Speed: 20 ft. (4 squares, can't run)
AC: 13 (-2 size, -1 Dex, +6 natural), touch 7, flat 13
BAB/Grapple: +11/+30
Attack: Bite +20 melee (2d6+11)
Full Attack: Bite +20 melee (2d6+11) and 4 claw +15 melee (2d8+9)
Space/Reach: 15-ft./10 ft.
Height: 16 ft.
Weight: 6,000 lbs. (3 tons)
Special Att: -
Special Qual: DR 15/psionic +3, darkvision 60 ft., spell immunity
Saves: Fort +13, Ref +4, Will +9
Abilities: S33 D9 C27 I6 W10 Ch1
Skills: Craft +16, Listen 0, Spot 0
Feats: Combat Reflexes, Endurance, Improved Sunder, Power Attack, Skill Focus
Environment: Any underground
Organization: Solitary, Pair, or Cluster (2-5)
CR: 14
Treasure: None
Alignment: Always neutral
Advancement: 16-30 HD (Huge); 31-45 HD (Gargantuan)
Level Adj: -

This behemoth of flesh and muscle stands as tall as a house on six short legs the thickness of a tree. Four long, clawed arms project radially out of the body, each being powerfully built. Perhaps strangest of all is the creature's face - as if the head of a tortured human had been inset into a recess near the top of the mound of flesh. Near the base of the creature is a huge maw nearly the size of a man filled with powerful slashing teeth.

The builder flesh engine is a tool of the Mentens designed to build houses and other large structures. They can often be found plodding through Menten cities repairing or building new structures or tearing down old buildings and digesting the remnants to fuel their enormous bulk. The creatures are nearly mindless, containing the tortured and dominated brain of a former slave controlling the beast. While builder flesh engines are not designed for combat or war, sometimes the Mentens will use them in desperate times as siege engines against other underdark races.

Combat

Flesh engines, when unleashed to fight, wail horribly as they slash at foes with their terrible claws or attempt to bite with the massive felling jaws on their underbody. Once engaged, flesh engines will not flee from combat, and even Mentens find it difficult to gain back control over these beasts.

Spell Immunity (Ex): A Builder flesh engine 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. While unable to be affected by spells, flesh engines are fully vulnerable to psionic abilities, as if they did not have this ability.

Flesh Engine Builders on Amöcros

Flesh engine builders are rare sights even in Menten societies. It often takes 2-3 Menten thrallherders to control a single builder flesh engine, and they are generally reserved for use in building large structures or, in cases of war, to use as mobile siege engines.

Bestiary Nefarious

Flesh Engine, Carpetbagger

Gargantuan Aberration

Hit Dice: 21d8+210 (304 hp)
Initiative: +1 (+1 Dex)
Speed: 50 ft. (10 squares), burrow 20 ft. (4 squares)
Armor Class: 18 (-4 size, +1 Dex, +11 natural), touch 7, flat 17
BAB/Grapple: +15/+36
Attack: Bite +20 melee (2d8 +9)
Full Attack: 3 Bite +20 melee (2d8 +9)
Space/Reach: 20-ft./15 ft.
Length: 28 ft.
Weight: 28,000 lbs. (14 tons)
Special Att: Improved grab, swallow whole
Special Qual: DR 20/psionic +5, darkvision 60ft., spell immunity
Saves: Fort +19, Ref +10, Will +14
Abilities: S28 D13 C31 I6 W10 Ch1
Skills: Climb +21, Listen +6, Spot +6
Feats: Dodge, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Mobility, Run, Spring Attack
Environment: Any underground
Organization: Solitary (1 + 1-16 Menten, or Brood (2-5 + 1-16 Menten each)
CR: 20
Treasure: None
Alignment: Always neutral
Advancement: 22-42 HD (Gargantuan); 43-63 HD (Colossal)
Level Adj: -

This serpent-like tapering mass of flesh is supported by a series of crab-like legs. Between sets of legs are what appear to be large pus-like sores filled with some sort of murky fluid. As it moves along, its massive three jaws scrape the ground ahead, while what looks like a human-sized head gazes forlornly from above the massive jaws.

A flesh engine carpetbagger is a transport made of living flesh. It is designed to carry slaves or menten from one point to another quickly and easily. The creature can cross vast distances for long periods of time at rapid rates, as well as bore through solid rock to reach its goal. Carpetbaggers are under the complete control of the menten who sculpted it, and if left alone, would starve without direction.

Flesh engines cannot speak, but they understand the language of the menten.

Combat

A carpetbagger's only method of attack is to attempt to scoop up victims and hold them in its body cavities until the foe can be dealt with. If under severe attack, it can attempt to disgorge its cargo of mentens, who can then deal with attacks against the creature. If a carpetbagger is en route when it is attacked, the creature will

not stop to deal with opponents, but will instead do its best to push through the encounter and continue moving.

Disgorge (Ex): A carpetbagger may choose to expel up to 6 creatures it has swallowed in a single round as a standard action. This is generally either only done to gain aid against attacks from its "cargo" or to deposit "cargo" at its destination point.

Improved Grab (Ex): If a Carpetbagger hits a large or smaller opponent with a bite 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. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.

Swallow Whole (Ex): If a Carpetbagger 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 if the Carpetbagger chooses to inflict damage (it does not do so "cargo"). 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 15 points of damage to the creature's AC 22 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 carpetbagger can hold 8 large, 16 medium, 32 small or 64 tiny creatures. Creatures swallowed by the Carpetbagger are held in fluid-filled pustules along its sides. The fluid does no harm to those held (actually providing nourishment for long journeys) and those held in the pustules are relatively safe from harm, while still being able to view the world outside.

Spell Immunity (Ex): A Carpetbagger 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. The carpetbagger's spell resistance does not extend to immunity from psionic attack or abilities.

Carpetbagger Flesh Engines on Amóceros

Carpetbaggers are most commonly found being used as a rapid transport device between two distant menten communities. In extremely rare cases, they are used as a sort of personal carrier to deliver menten forces into a combat area in large battles.

Bestiary Nefarious

Flesh Engine, Memorizer

Medium Aberration (Psionic)

Hit Dice: 4d8+8 (26 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
AC: 17 (+2 Dex, +5 natural), touch 12, flat 15
BAB/Grapple: +3/+4
Attack: Slam +4 melee (1d4+1)
Full Attack: Slam +4 melee (1d4+1)
Space/Reach: 5-ft./5 ft.
Height: 6 ft.
Weight: 150 lbs.
Special Att: Attach, Mindream, Steal memory
Special Qual: DR 5/psionic +1, darkvision 60ft., memory storehouse, psychic battery, spell immunity
Saves: Fort +3, Ref +3, Will +5
Abilities: S12 D15 C15 I21 W8 Ch1
Skills: Gather Information -5, Knowledge (Dungeoneering) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (the planes) +12, Listen +6, Search +12, Spot +6
Feats: Dodge, Iron Will
Environment: Any underground
Organization: Solitary, or Cluster (2-5)
CR: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: -

This slime-coated creature appears to be a brain the size of a man, and throbs with its own inner light. A single strand, like that of a massive spinal column minus the bone, hangs down from the odd creature.

The flesh engine memorizer is a collection of nerve and brain cells whose only purpose is to collect and save information - then impart it to menten when they request the information, freeing the menten minds to pursue other knowledge.

Memorizers are sometimes used to augment menten psychic abilities, and other times they are used as crude torture devices against other beings. Some menten have taken to using memorizers to extract information from unwilling prisoners or foes.

Memorizers communicate by signing with their nerve ganglia or connecting with a victim and displaying mental images of what it "says".

Combat

Memorizers are rather feeble in melee combat, and if attacked, generally attempt to flee. However, if it can get close enough to a foe it needs to interrogate or torture, it can use its mind-rearing abilities to cause agonizing pain to its victim, rendering them unconscious. Against such opponents, the ganglia nerve of the memorizer can be used to strangle incapacitated foes.

Attach (Su): If a Memorizer successfully strikes a foe with its slam attack, it may start a grapple for free without provoking an attack of opportunity. If it successfully grapples an opponent, the memorizer automatically continues the grapple without needing to make checks in subsequent rounds, and can freely use its Steal Memory, Memory Storehouse and Psychic Battery abilities against the foe (who still gains a save against the abilities).

Steal Memory (Su): As a full attack action, a memorizer that has successfully grappled an opponent can copy memories from its foe if the victim fails a Will DC 17 save. Each successful attack allows it to steal 5 minutes of detailed memories or a day's worth of general memories.

Memory Storehouse (Su): A memorizer has a vast storage of knowledge, and as a full-attack action while it is grappling an opponent, it can transfer these memories to the target if they fail a Will DC 17 save. The memorizer can transfer 5 minutes of detailed memories or a day's worth of general memories per round.

Mind Ream (Su): As a standard action, a memorizer can attempt to attack the mind of a single individual within 30 feet of itself, filling the victim with a staggering array of images meant to confuse and overwhelm the target. The target must make a Will DC 17 save or be stunned for 1d4+1 rounds and take 1d4 damage. Memorizers sometimes use this attack to prepare to Attach (see above). Creatures immune to mind-influencing attacks are immune to this ability.

Psychic Battery (Su): The memorizer is essentially a gigantic, powerful mind, and it may choose to allow beings it is currently grappling to use its own mental energies to power psionic abilities. When grappling and willing, the memorizer can donate 5 PSP's to a target, once per day. It may donate an additional 1 PSP per round at the cost of 4 hit points of damage to itself. Generally, memorizers only allow other Menten to access this ability.

Spell Immunity (Ex): A memorizer 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. Flesh engine memorizers gain no such immunity to psionic abilities or powers.

Flesh Engine Memorizers on Amöcros

Surprisingly, memorizers are one of the few flesh engines that can be found even in small menten communities. They are sometimes used as communication devices to contact larger menten communities or as distress markers for menten communities that fall to invaders.

Flesh Engine, Sweeper

Huge Aberration

Hit Dice: 12d8+60 (114 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 18 (-2 size, +10 natural), touch 8, flat 18
BAB/Grapple: +9/+22
Attack: Bite +12 melee (2d6+5)
Full Attack: Bite +12 melee (2d6+5), 2 claws +7 melee (1d8+2)
Space/Reach: 15-ft./15 ft.
Length: 12 ft. + 2d4 ft. (17 ft.)
Weight: 4,000 lbs. + 2d8 x 1,000 lbs. (13,000 lbs./6 tons)
Special Att: Consume, Improved Grab, Swallow Whole
Special Qual: DR 15/psionic +3, darkvision 60 ft, spell immunity
Saves: Fort +11, Ref +4, Will +8
Abilities: S21 D10 C21 I6 W10 Ch1
Skills: Listen +2, Spot +2, Survival +8
Feats: Alertness, Great Fortitude, Improved Bull Rush, Power Attack, Track
Environment: Any underground
Organization: Solitary, or Cluster (2-5)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj: -

This mammoth pile of flesh drags itself along on two powerful clawed limbs, leaving a thin trail of slime behind it. It sports a titanic maw nearly as large as its entire body, above which is inset a vaguely humanoid face whose eyes slowly survey the area about it.

The flesh engine sweeper is used in Menten cities as a mobile trash collector. It is omnivorous and will eat anything put into its path - sometimes even other Mentens.

Flesh engines are capable of understanding Menten commands, and are capable of rudimentary thought, but because of their constant hunger rarely venture to speak. Those who have heard it speak instantly realize the creature is in constant pain and fueled by nothing more than its insatiable hunger.

Combat

A sweeper does not attack per se as much as it attempts to consume - anything and everything. If a creature is foolish enough to remain in a sweepers path, the sweeper will have no compunction about devouring it. It is possible to anger and draw the attention of these beasts, but rarely is it wise to do so, for sweepers have excellent tracking ability and will go out of their way to track down those that harm it.

Consume (Ex): As a full-attack action, a Flesh engine Sweeper can bull rush an opponent with intent to swallow the victim in one fell swoop. If the Flesh engine

successfully bull rushes and opponent, it does not push the victim back, but instead immediately may attempt to swallow the victim whole immediately, instead of waiting until next round to swallow the victim (if successful).

Improved Grab (Ex): If a Flesh engine Sweeper 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. When a Sweeper 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 Flesh engine Sweeper begins its turn with an Large-sized 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. Swallowed creatures take 1d8 bludgeoning and 4d6 acid damage per round while 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 dealing 12 hit points of damage to the AC 15 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 mouth, where it may be bitten or swallowed again. A Sweeper's gullet can hold one huge, two large, four medium, eight small, or sixteen tiny creatures.

Spell Immunity (Ex): A flesh engine Sweeper with spell immunity 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. A Sweeper does not gain any such resistance against psionic attacks.

Flesh Engine Sweepers on Amberos

Sweepers are generally only found in the larger menten communities where offal and accumulated trash would be a problem. Generally one sweeper working 24 hours a day is sufficient to keep most menten cities clean but "industrial" flesh-shaper cities may require a cluster of flesh engine sweepers to keep the city from reeking and drawing unwanted scavengers or plagues.

Bestiary Nefarious

Flesh Engine, Warrior

Large Aberration

Hit Dice: 8d8+32 (68 hp)
Initiative: +3 (+3 Dex)
Speed: 40 ft. (8 squares), fly 70 ft. (average), climb 30 ft. (6 squares)
Armor Class: 25 (-1 size, +3 Dex, +13 natural), touch 12, flat 22
BAB/Grapple: +6/+18
Attack: Claw +13 melee (1d6+8)
Full Attack: 4 Claw +13 melee (1d6+8) and bite +8 melee (1d8+4 + ability damage) and gore +8 melee (1d8+4) and sting +8 melee (1d6+4)
Space/Reach: 10-ft./10 ft.
Height: 12 ft.
Weight: 5,000 lbs.
Special Att: Ability damage, powerful charge
Special Qual: DR 10/-, darkvision 60 ft., regeneration 8, magic resistant, scent, SR 22
Saves: Fort +6, Ref +5, Will +7
Abilities: S27 D17 C19 I6 W13 Ch 6
Skills: Hide -1, Listen +6, Spot +7, Survival +1
Feats: Dodge, Mobility, Spring Attack, Track^B
Environment: Any land
Organization: Solitary, or Cluster (2-5)
CR: 7
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)
Level Adj: -

This humanoid beast ripples with muscles that covered in a slimy sheen. Four long arms that end in razor-sharp claws protrude from its side, and distorted head is poised atop the shoulders that sprout a wicked frond of horns. It stands on four powerful, hooved feet, and a pair of bat-like wings sprouts from its back.

The flesh engine warrior is a fearsome creature only fashioned by the mentens in times of dire need - either should their cities fall under siege or should the mentens seek to strike out and wage massive war against the other races of the underdark. Unlike most other flesh engines that can be made of any number of creatures, Warrior flesh engines are made of three specific creatures bound into one body: A troll, a minotaur and a dragon wyrmling. It is that reason alone that these creatures are rarely seen in the first place.

Flesh engine warriors are difficult for menten to directly control, and as such these creatures are often left untended and generally destroyed as soon as their need is no longer required.

Flesh engine warriors can speak on a basic level, and know the menten language and bits of Undercommon. However, they rarely bother to talk as they are often to ready to engage in combat.

Combat

A flesh engine warrior generally rushes its opponent with its powerful charge ability, and then concentrates its attacks on a single foe, attempting to decimate the most dangerous opponent as quickly as possible. Their flying and climbing ability usually allows them to hunt down and overcome foes whom attempt to stay at range, and their spell resistance protects them against most enemy spell attacks. Flesh engine warriors will rarely, if ever retreat, and are not known for taking prisoners - except in cases where they intend to devour said prey at a later time.

Ability Damage (Su): The bite of a flesh engine warrior deals 1d4 temporary Constitution damage if the victim fails a Fort DC 18 save. If the bite scores a critical hit, it deals twice the indicated amount of damage. Ability damage returns at the rate of 1 point per day for each affected ability.

Magic Resistant (Su): A flesh engine warrior gains a +10 bonus to Spell Resistance.

Powerful Charge (Ex): When a flesh engine warrior makes a charge, it deals 2d6+12 damage.

Regeneration (Ex): Fire and acid deal lethal damage to flesh engine warriors. Regenerating warriors can regrow lost portions of their bodies in 1d4+1 minutes and can reattach severed limbs or body parts by holding it to the stump for one round. Severed parts that are not reattached wither and die normally.

Flesh Engine Warriors on Amöcros

It is rare for the menten to create flesh engine warriors; rare is the occasion that they involve themselves in outright war against their enemies, preferring subterfuge and subtly to defeat their foes.

Usually only the largest menten communities create flesh engines, often creating multiple such machines in one fell stroke. Mentens rarely keep a flesh engine beyond the battle they are constructed for, and often assume that the flesh engine will be destroyed or so badly mauled in action that it will not be serviceable afterward.

Bestiary Nefarious

Flesh Engine Dreadnought

Huge Aberration

Hit Dice:	24d8+144 (252 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 ft. (8 squares), fly 70 ft. (average), climb 30 ft. (6 squares)
AC:	39 (-2 size, +2 Dex, +16 natural, +13 <i>mithral full plate</i> +5), touch 10, flat 37 +18/+34
BAB/Grapple:	Claw +29 melee (1d8+12;19-20/x2)
Attack:	4 claws +29 melee (1d8+12;19-20/x2), bite +26 melee (1d8+6 + ability damage), gore +26 melee (1d8+6), sting +26 melee (1d8+4)
Full Attack:	
Space/Reach:	15-ft./15 ft.
Height:	22 ft.
Weight:	16,000 lbs. (8 tons)
Special Att:	Ability damage, breath weapon, magic strike, powerful charge, thunderous plod
Special Qual:	DR 15/-, darkvision 60 ft., fire immunity, magic resistant, regeneration 12, scent, spell-like abilities, SR 30
Saves:	Fort +14, Reflex +10, Will +15
Abilities:	S35 D15 C23 I6 W13 Ch 16
Skills:	Hide -6, Listen +14, Spot +15, Survival +1
Feats:	Awesome Blow, Cleave, Improved Critical (Claw), Improved Overrun, Multiattack, Penetrate Damage Reduction (Adamantine) ^E , Overwhelming Critical (Claw) ^E , Power Attack, Track ^B , Weapon Focus (Claw)
Environment:	Any land
Organization:	Solitary, War Party (1 + 2-20 thrallkin + 4-40 grimlocks +0-1 menten), Armageddon (1 + 2-12 flesh engine warriors + 1 menten)
CR:	19
Treasure:	<i>mithral full plate</i> +5 (35,650 gp)
Alignment:	Always Neutral
Advancement:	None
Level Adj:	–

This armored humanoid beast is covered in shimmering plate engraved with strange, red-glowing sigils. Four long arms that end in razor-sharp claws protrude from its side, and helmeted, distorted head is poised atop the shoulders that sprout a wicked frond of horns. It stands on four powerful, hooved feet, and a pair of bat-like wings sprouts from its back.

The flesh engine dreadnought is the culmination of the menten flesh-shaping skill brought to full bear for war. The epitome of a flesh engine warrior, a flesh engine dreadnought is crafted from the bodies of multiple trolls, minotaurs and the flesh of a wyrm red dragon.

Comðac

A flesh engine dreadnought is pure brutality on the battlefield. After first scouring the field ahead of it with

flame, the flesh engine dreadnought lumbers forward, smashing anything in its path. It does not waver from cleaving a path of destruction in its wake, and leaves no enemy intact – often ripping down foes in twain before moving on to its next target.

Ability Damage (Su): The bite of a flesh engine dreadnought deals 1d4 temporary Constitution damage if the victim fails a Fort DC 28 save. If the bite scores a critical hit, it deals twice the indicated amount of damage. Ability damage returns at the rate of 1 point per day for each affected ability.

Breath Weapon (Su): Once per minute, the flesh engine dreadnought can breath a 80 ft. line of fire that deals 10d6 fire damage (Reflex DC 28 half).

Fire Immunity (Su): Because of its red dragon heritage, a flesh engine dreadnought is immune to fire damage. It does not, however, suffer double damage from cold attacks.

Magic Resistant (Su): A flesh engine dreadnought gains a +10 bonus to Spell Resistance.

Powerful Charge (Ex): When a flesh engine dreadnought makes a charge, it deals 2d8+18 damage. It may combine a powerful charge with an improved overrun attack and thunderous plod.

Regeneration (Ex): Acid deals lethal damage to flesh engine dreadnoughts. Regenerating warriors can regrow lost portions of their bodies in 1d4+1 minutes and can reattach severed limbs or body parts by holding it to the stump for one round. Severed parts that are not reattached wither and die normally.

Spell-like Abilities (Sp): The flesh engine dreadnought can use the following spell-like abilities with a caster level of 24. Saves are Charisma based.

Locate Object – 11x/day, *Suggestion* (DC 16) – 3x/day, *Find the Path* – 1x/day.

Thunderous Plod (Ex): The footfalls of a charging flesh engine dreadnought cause the very ground to shake. Those within 15 feet of the path of a charging flesh engine dreadnought must make a Balance DC 15 check or fall over.

Flesh Engine Dreadnoughts on Amðeros

There are only legends of this creature among the mentens and their enemies; it is so difficult to create that it is more of a threatened armageddon weapon than a fact.

Fluttercat

Tiny Magical Beast

Hit Dice: ½d10 (2 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (good)
Armor Class: 15 (+2 size, +3 Dex), touch 15, flat 12
BAB/Grapple: 0/-12
Attack: Claw +5 melee (1d2-4)
Full Attack: 2 claws +5 melee (1d2-4) and bite +0
 melee (1d3-4)
Space/Reach: 2½-ft./0 ft.
Length: 7 in. + 1d4 in. (9 in.)
Weight: 2 lb. +1d3 lbs. (3 lbs.)
Special Att: -
Special Qual: Low-light vision, scent
Saves: Fort +2, Ref +5, Will +1
Abilities: S2 D16 C10 I2 W12 Ch 7
Skills: Balance +11, Climb +13, Hide +15*,
 Listen +4, Move Silently +7, Spot +3
Feats: Weapon Finesse
Environment: Temperate or Warm desert, plains, forests,
 and hills
Organization: Solitary, Gang (2-5), or Nest (5-20)
CR: ¼
Treasure: None
Alignment: Always neutral
Advancement: 1 HD (Tiny); 2-3 HD (Small)
Level Adj: +2

This Siamese-looking cat sports a pair of butterfly-like wings from its back.

A fluttercat can look like any number of normal varieties of housecat, but sports a pair of wings that sprout from its back. Of the various fluttercats, 75% have bird wings, 20% have butterfly-like wings, and 5% have bat wings.

There are tales of magic-using fluttercats that are the minions of the Egyptian gods, but none have ever been seen to verify the tale.

Combat

Fluttercats prefer to sneak onto prey from above, dropping onto their foe to catch them unawares. Their ability to climb, jump and fly means that most vermin they chase have little chance to escape. Fluttercats have been known to raid bird's nests, but will rarely, if ever, chase prey underground.

Skills: Fluttercats have a +4 racial bonus on Hide and Move Silently checks. Fluttercats have a +8 racial bonus on Balance checks. A fluttercat has a +10 racial bonus to Climb and Jump checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Training A Fluttercat

Since fluttercats were created from housecat stock, they are very easy to train. Training a fluttercat requires a

DC 12 Handle Animal check and 3 weeks of training. Fluttercat kittens can be purchased for 500 gp.

Fluttercat Familiars

Wizards (especially female half-elves) seem to have an affinity for taking fluttercats as familiars. A fluttercat may be taken as a familiar at 1st level. A fluttercat familiar provides its master with a +3 bonus to Move Silently.

Fluttercats on Amberos

The fluttercat is an ancient gift to the Aegyptians, and can be found in large numbers in those societies who revere cats.

Fluttercats are primarily found in Llannhanex, with some breeds imported to Iannhanex. They are not native to any other region, though they are sometimes bought as pets in places such as the Skienlands, Randu, Simera, Ulanst and even the Silkna Kingdom. Nyrr Ryann traders occasionally sell specimens as far west as Millos, but such transactions are rare and costly.

Flying snake

Tiny Magical Beast (Reptilian)

Hit Dice: ¼d10+2 (3 hp)
Initiative: +4 (+4 Dex)
Speed: 15 ft. (3 squares), fly 50 ft. (good)
Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat 13
BAB/Grapple: +0/-12
Attack: Bite +6 melee (1d3-4 + poison)
Full Attack: Bite +6 melee (1d3-4 + poison)
Space/Reach: 2-½ ft./0 ft.
Length: 2 ft. + 2d8 in. (2 ft. 9 in.)
Weight: 2 lbs. + 1d6 lbs. (5 lbs.)
Special Att: Poison
Special Qual: Darkvision 60ft., low-light vision, scent
Saves: Fort +4, Ref +6, Will +1
Abilities: S3 D19 C15 I1 W12 Ch2
Skills: Balance +14, Climb +14, Hide +12, Listen +4, Spot +3
Feats: Weapon Finesse
Environment: Warm deserts
Organization: Solitary, or Brood (2-5)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Tiny); 2-4 HD (Small)
Level Adj: -

This cobra-like snake sports a pair of bat-like wings and flutters effortlessly through the air, twisting and twining on the wind.

The flying snake is a menace to desert areas, usually around oases. They are highly territorial, and will often capriciously seek out prey and bite them to death.

Comòac

Flying snakes are almost constantly on the wing, and will swoop in to strike at victims and continue attacking until the foe ceases to move. They seem to have a disgust of sweet-smelling perfumes and generally will avoid areas of strong-smelling odors unless attacked or otherwise provoked.

Poison (Ex): A flying snake's bite injects a deadly nerve toxin into the victim (injected, DC 12; init: 1d8 Con; sec: 2d6 Con).

Skills: A flying snake gains a +10 racial bonus to climb and balance checks. A flying snake may use its dexterity instead of its strength when climbing.

Flying Snakes on Amòeros

Flying snakes are often reported in the lands of Erakatuo, Iannhanex and Ulanst. They seem to be less common in Llannhanex and eastward through Randu.

Fowler

Medium Humanoid (Avian)

Hit Dice: 1d8 (4 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 80 ft. (average)
Armor Class: 13 (+2 Dex, +1 padded armor), touch 12, flat 11
BAB/Grapple: +1/+0
Attack: Claw +0 melee or longsword +0 melee or shortbow +3 ranged (1d6-1;x3)
Full Attack: 2 Claw +0 melee (1d4-1) or longsword -2 melee (1d8-1;19-20/x2) and short sword -2 melee (1d6-1;19-20/x2), or shortbow +3 ranged (1d6-1;x3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 3 in. + 1d6 in. (5 ft. 6 in.)
Weight: 75 lbs. + 1d6 x 5 lbs. (90 lbs.)
Special Att: -
Special Qual: Impaired dexterity, safe fall
Saves: Fort -2, Ref +3, Will +1
Abilities: S9 D15 C10 I9 W10 Ch8
Skills: Balance +2, Climb -1, Escape Artist +2, Hide +2, Jump +9, Listen +5, Move Silently +2, Spot +9, Swim -3
Feats: Dodge, Hover^B, Two-weapon Fighting^B
Environment: Temperate or Warm hills and mountains
Organization: Solitary, Family (2-5), Patrol (5-20 +0-3 quill), Mob (20-40 + 0-5 quill + 0-3 featherlight), or Horde (40-60 + 1-10 quill + 0-5 featherlight + 0-1 roost lord + 1-3 giant eagles)
CR: 1
Treasure: Standard, double gems
Alignment: Often chaotic neutral
Advancement: By character class
Level Adj: +2

This humanoid has a pair of feathered wings instead of hands and its feet end in sharp talons. It has a bird-like beak, but an otherwise humanoid face, albeit covered in downy, hair-like feathers. The creature seems as adept using its feet as it would a pair of hands.

The fowler is a race of intelligent bird-men who live in the wild upper reaches of the world. They are more comfortable in the air than on the ground, and often feel pity for those creatures unable to fly.

Fowlers are rather tolerant of a great many people and beings, and they are often prized by kingdoms as messengers and heralds - if they can be bothered to care about such affairs as delivering messages or information from one place to another.

Fowlers speak Auran, Elvin and Common. They are often also fluent in Giant, Ignan, Celestial, or Goblinoid.

Combat

Fowlers usually attack from on wing, swooping past opponents to attack with swords or to pepper opponents

with arrows from above. When fully engaged, they generally hover in front of their opponent and attack with both claws or with two weapons. They use their superior maneuverability to keep out of harm's way. Unfortunately, fowlers tend to worry more about their own well-being, and if injured will flee a foe rather than continue an attack.

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

Impaired Dexterity. A fowler's feet function as its hands, and thus it cannot hold items or perform tasks that require the manipulation of an object while on the ground.

Safe Fall. A conscious, unbound fowler can spread its wings to gently float down any distance and negate falling damage. If the fowler chooses, at any point during the fall after 20 feet, it may begin flying.

Skills: A fowler gains a +10 racial bonus to Jump checks and a +4 racial bonus to Spot checks.

Fowler Society

Fowlers tend to live in communal nests built into cliffs or other structures that are inaccessible or difficult to reach by those who cannot fly.

While it is common for a fowler community to have a tribal leader, the position is mostly ceremonial; fowlers dislike being told what they can or cannot do and are as likely to ignore an edict given by a fowler tribal leader as they are to follow it.

On the flip side, fowler family relations are very strong and parents lovingly care for children and are often on good relations even through adulthood. Fowler parents are rarely disciplinarian; they often prefer that children make their own decisions, though they certainly are not above sharing their own wisdom with their children.

Fowlers have an unusual view towards private property; fowlers rarely have strong feelings for a piece of property or for an item, and it is not uncommon for them to simply take things they need or want, only to later discard once the usefulness of the item is gone. Because of this, there seems to be an alarming number of "thieves" who develop in fowler society, though such thefts are rarely capricious in nature.

Fowlers on Amōeros

The origin of fowlers is largely unknown on Amōeros; many sages believe a capricious Ancient One created them during the Elvin Golden Age for reasons unknown.

Large fowler communities can be found in Roonhawk and Hawk lands, and the two countries establishing myths are wrapped in the prophetic ability of an ancient Fowler, named Runespear, whose insight allowed Roonhawk to be established.

Other fowler communities exist in the Crystalmire Mountains and the various chains that spin off from the mountains, though these communities tend to be small and primitive compared to those in Roonhawk and the Hawk Lands.

Bestiary Nefarious

Fowler as Characters

Fowlers are adventurous and curious. It is not unusual for them to strike out on their own to discover what the world has to offer.

Fowler characters have the following abilities.

- **Base Movement Rate 30 feet. A Fowler has a fly rate of 80 feet (Average).**
- **Medium Size**
- **-2 Strength, +2 Dexterity, -2 Constitution.** Fowlers are nimble and lithe, but tend to be physically weak and frail.
- **Natural Attacks.** An unarmed, flying fowler can rake with its two talons for 1d3 + Strength damage. This attack can only be used while flying.
- **Impaired Dexterity.** A fowler's feet function as its hands, and thus it cannot hold items or perform tasks that require the manipulation of an object while on the ground.
- **Racial feat.** A fowler gains the Two-weapon fighting feat and Hover feat as a racial feat.
- **+4 racial bonus to Spot.** Fowlers have sharp eyes and can easily spot what others miss.
- **+10 racial bonus to Jump.** A fowler's wings give it a +10 bonus to any jump checks it makes.
- **Safe Fall.** A conscious, unbound fowler can spread its wings to gently float down any distance and negate falling damage. If the fowler chooses, at any point during the fall after 20 feet, it may begin flying.
- **Favored Class:** Rogue
- **Level Adjustment:** +2

Fowlers worship Vermnia, the Goddess of Storms. A priest of Vermnia may choose two of the three domains of Air, Animals (birds/flying animals only), or Chaos.

Fowler Quill

Fowler Rog 6; **hp:** 21

S10 D18 C11 I14 W10 Ch8; **Fort** +3, **Ref** +10, **Will** +3

Init: +4 **Move:** 30 ft, fly 80 ft. (average)

AC: 18 (+4 Dex, +4 *studded leather* +1) touch 18, flat 14

BAB/Grapple: +4/+4

Full Attack: 2 talons +8 melee (1d3) or

Primary +1 *shortsword* +7 melee (1d6+1;19-20/x2), off-hand mw *shortsword* +7 melee (1d6;19-20/x2) or Mw composite *shortbow* +9 ranged (1d6;x3)

Special Att: Sneak attack +3d6

Special Qual: Evasion, impaired dexterity, safe fall, trap sense +2, trapfinding, uncanny dodge

Skills: Bluff +8, Decipher Script +11, Disable Device +11, Escape Artist +13, Forgery +11, Jump +10, Knowledge (Local) +11, Listen +0, Move Silently +13, Search +11, Sleight of Hand +13, Spot +13

Feats: Combat Reflexes, Hover^B, Two-weapon Fighting^B, Weapon Finesse, Weapon Focus (Shortsword)

CR: 6

Gear: +1 *shortsword* (2,310 gp), mw *shortsword* (310 gp), mw composite *shortbow* (375 gp), +1 *studded leather* (1,175 gp), *cloak of resistance* +1 (1,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 5,480 gp (5,600 gp)

Evasion (Ex): If a fowler quill 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 fowler quill 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 fowler quill retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

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Fowler Featherlight

Fowler Rog 12;hp: 42

S10 D22 C11 I14 W10 Ch8; **Fort** +6, **Ref** +16, **Will** +6

Init: +6 **Move:** 30 ft, fly 80 ft. (average)

AC: 22 (+6 Dex, +6 *studded leather* +3) touch 16, flat 16

BAB/Grapple: +9/+9

Full Attack: 2 talons +15 melee (1d3) or
Primary +1 *shortsword* +15/+10 melee
(1d6+1;19-20/x2), off-hand +1
shortsword +15/+10 melee (1d6+1;19-
20/x2) or
+1 *composite shortbow* +15/+10 ranged
(1d6;x3)

Special Att: Sneak attack +6d6

Special Qual: Evasion, impaired dexterity, improved
uncanny dodge, safe fall, trap sense +4,
trapfinding, uncanny dodge

Skills: Bluff +14, Decipher Script +17, Disable Device
+17, Escape Artist +20, Forgery +17, Jump +10,
Knowledge (Local) +17, Listen +0, Move Silently
+22, Search +17, Sleight of Hand +20, Spot +19

Feats: Combat Expertise, Combat Reflexes, Hover^B,
Improved Feint, Improved Two-Weapon
Fighting^{Ro}, Two-weapon Fighting^B, Weapon
Finesse, Weapon Focus (Shortsword)

CR: 12

Gear: two +1 *shortsword* (4,620 gp), +1 *composite
shortbow* (2,375 gp), +3 *studded leather* (9,175
gp), *cloak of resistance* +2 (4,000 gp), *gloves of
dexterity* +2 (4,000 gp), *potion of cure moderate
wounds* (300 gp)

Total: 24,480 gp (27,000 gp)

Evasion (Ex): If a fowler featherlight 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 fowler featherlight 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 fowler featherlight gains an intuitive
sense that alerts her to danger from traps, giving her 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): A fowler featherlight retains her
Dexterity bonus to AC (if any) even if she is caught flat or
struck by an invisible attacker. However, she still loses her
Dexterity bonus to AC if immobilized.

Fowler Roost Lord

Fowler Rog 18;hp: 63

S10 D27 C11 I14 W10 Ch8; **Fort** +11, **Ref** +24, **Will** +11

Init: +12 **Move:** 30 ft, fly 80 ft. (average)

AC: 28 (+8 Dex, +8 *studded leather* +5, +2 *ring of
protection* +2) touch 20, flat 20

BAB/Grapple: +12/+12

Full Attack: 2 talons +20 melee (1d3) or
Primary +2 *shortsword* +20/+15/+10
melee (1d6+2;19-20/x2), off-hand +2
shortsword +20/+15/+10 melee
(1d6+2;19-20/x2) or
+3 *composite shortbow* +23/+18/+13
ranged (1d6+3;x3)

Special Att: Sneak attack +9d6

Special Qual: Evasion, impaired dexterity, improved
uncanny dodge, opportunist, safe fall,
slippery mind, trap sense +6, trapfinding,
uncanny dodge

Skills: Bluff +20, Decipher Script +23, Disable Device
+23, Escape Artist +26, Forgery +23, Jump +10,
Knowledge (Local) +23, Listen +6, Move Silently
+28, Search +23, Sleight of Hand +26, Spot +19

Feats: Combat Expertise, Combat Reflexes, Greater Two-
Weapon Fighting, Hover^B, Improved Feint,
Improved Initiative, Improved Two-Weapon
Fighting^{Ro}, Two-weapon Fighting^B, Weapon
Finesse, Weapon Focus (Shortsword)

CR: 18

Gear: two +2 *shortsword* (16,620 gp), +3 *composite
shortbow* (18,375 gp), +5 *studded leather* (25,175
gp), *ring of protection* +2 (8,000 gp), *cloak of
resistance* +5 (25,000 gp), *gloves of dexterity* +6
(36,000 gp), *potion of cure moderate wounds* (300
gp)

Total: 129,470 gp (130,000 gp)

Evasion (Ex): If a fowler featherlight 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 fowler featherlight 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 fowler roost lord 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. Even a rogue with the Combat Reflexes feat
can't use the opportunist ability more than once per round.

Slippery Mind (Ex): If a fowler roost lord is affected by an
enchantment spell or effect and fails her saving throw, she
can attempt it again 1 round later at the same DC. She gets
only this one extra chance to succeed on her saving throw.

Trap Sense (Ex): A fowler featherlight gains an intuitive
sense that alerts her to danger from traps, giving her a +4



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bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A fowler featherlight retains her Dexterity bonus to AC (if any) even if she is caught flat or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Forest Runner

Large Magical Beast (Goblinoid)

Hit Dice: 3d10+18 (34 hp)
Initiative: +3 (+3 Dex)
Speed: 50 ft. (10 squares), climb 40 ft. (8 squares)
Armor Class: 19 (-1 size, +3 Dex, +3 natural, +4 chain shirt), touch 12, flat 16
BAB/Grapple: +3/+15
Attack: Claw +10 melee (1d6+8)
Full Attack: 6 Claw +10 melee (1d6+8) and 2 bite +5 melee (1d8+4)
Space/Reach: 10 ft./10 ft., 15 ft. with claws
Height: 9 ft. + 1d4 ft. (11 ft.)
Weight: 450 lbs. + 1d10 x 25 lbs. (575 lbs.)
Special Att: Improved grab, rend
Special Qual: DR 3/-, darkvision 60 ft., fast healing 2, low-light vision, scent, SR 11
Saves: Fort +9, Ref +6, Will +3
Abilities: S27 D17 C23 I6 W15 Ch8
Skills: Balance +1, Climb +16*, Escape Artist +1, Hide -3, Jump +6, Listen +5, Move Silently +1, Sleight of Hand +1, Spot +4, Survival +2, Swim +6, Tumble +1
Feats: Deflect Arrows^B, Light Armor Proficiency^B, Martial Weapon Proficiency^B, Run, Simple Weapon Proficiency^B, Track
Environment: Temperate forests
Organization: Solitary, Brace, or Covey (2-5)
CR: 5
Treasure: Standard
Alignment: Always neutral evil
Advancement: 4-6 HD (Large); 7-9 HD (Huge)
Level Adj: -

This hairless, green-skinned beast sports six powerful arms spaced evenly around its radial body. Two leering heads watch you with bloodshot pupils. Its maw sports a pair of great upward thrusting tusks and is filled with saw-like rows of sharp teeth.

The forest runner is a horrid creature created by the goblinoids for the sole purpose of hunting down elves and killing them. Unfortunately, over the centuries the creature performed its task too well - not only did it kill elves in droves, the creatures developed an appetite for goblinoid flesh - and discovered there were far more of the latter than the former!

A forest runner is always hungry, and willing to attack for a bite to eat. Though it prefers elf flesh above all else, it will settle for whatever meat it can get a hold of.

A forest runner can speak goblinoid and little bit of elvin.

Combat

Forest runners track their prey and generally wait for an opportune moment to strike. A particularly hungry forest runner may act impulsively and strike straight away,

but most forest runners prefer to hunt their prey for some time before striking.

In combat, forest runners are terrifying opponents. They rush to grapple a foe and rend it from limb to limb as quickly as possible.

Forest runners have been known to beat opponents to death with their own limbs or employ clubs or stones, but usually just bite and rend victims until nothing but a grisly mess remains. They are intelligent enough to take the valuables from their victims and are capable of using armor or weapons from their fallen foes. When scavenging armor, the forest runner usually rips openings in it for its additional limbs.

Forest runners are implacable trackers, and seem to enjoy pursuing fleeing prey. They are so drawn to chase they will often leave battered and beaten prey to run down someone or something that attempts to flee the scene.

Fast Healing (Ex): A forest runner heals 2 hit points per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation and does not allow a creature to regrow lost body parts.

Improved Grab (Ex): If a forest runner hits with a claw attack against a large size or smaller opponent, 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.

Rend (Ex): A forest runner that hits a single opponent with two or more claw attacks in the round also rends its victim for an additional 2d6+12 damage. A forest runner can rend up to 3 times a round.

Skills: A Forest runner gains a +10 bonus to climb checks. It may also take 10 when climbing even if rushed or threatened.

Forest Runners on Amöeros

Forest runners, of course, were created by the goblinoids of the Golgoth Empire. However, the creatures quickly ran amok, and those that were not destroyed escaped into the wilderness beyond the reach of their creators.

Forest runners can be encountered practically anywhere except in the great forest of the Evan Cordum. Ancient elvin magics erected even before the Elvin Golden Age strike any forest runner entering the woods dead in mere moments, such is the elves hatred of this beast. Unfortunately, the growth of the elves ancient forest means that some portions of the woods lie outside of this protective boundary by an unknown amount, but forest runners are loathe to find out exactly where the protection starts.

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Dark Runner

Large Magical Beast (Evil, Goblinoid)

Hit Dice: 6d10 + 6d6
Initiative: +8
Speed: 50 ft. (10 squares), climb 40 ft. (8 squares), fly 50 ft (10 squares) (average)
AC: 27 (-1 size, +8 Dex, +4 natural, +6 bracers of armor +6) touch 17, flat 19
BAB/Grapple: +14/+30
Attack: Claw +26 melee (1d6+12)
Full Attack: 6 claws +26 melee (1d6+12) and 2 bites +23 melee (1d8+6)
Space/Reach: 10 ft./10 ft., 15 ft. with claws
Height: 11 ft. + 1d6 ft. (14 ft.)
Weight: 500 lbs. + 1d12 x 25 lbs. (650 lbs.)
Special Att: Improved grab, magic strike, rend, smite good, sneak attack +3d6
Special Qual: Evasion, DR 3/-, DR 5/magic, darkvision 60 ft., fast healing 3, immunity to poison, low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, scent, SR 18, trap sense +2, uncanny dodge
Saves: Fort +15, Reflex +18, Will +7
Abilities: S34 D26 C27 I10 W16 Ch8
Skills: Climb +24, Hide +8, Listen +12, Move Silently +8, Spot +12, Swim +12
Feats: Combat Reflexes, Deflect Arrows^B, Light Armor Proficiency^B, Martial Weapon Proficiency^B, Multiattack, Run, Simple Weapon Proficiency^B, Track, Weapon Focus (Claw)
Environment: Any forest
Organization: Solitary, Covey (1 + 2-5 forest runners)
CR: 15
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7-12 HD (Huge) or by Character Class
Level Adj: -

The dark runner is a demonically infused forest runner, usually a creature of great age and power. They are malicious and ever-hungry dwellers of dark forests. They are greatly feared by all inhabitants of the woods in which they dwell, and are often given a wide berth by those who share the forest with them.

It is not uncommon for a dark runner to “mark” its territory with the bones and skulls of past victims, and they often make a lair for themselves in a forbidding glade or cave within the bounds of their territory.

A dark runner speaks Goblinoid and may know a few words in Common. However, they almost never parley with victims, and never from a visible position.

Combat

Dark runners enjoy shadowing opponents and picking off their foes one by one. They have been known to drop from trees, grapple a foe, and disappear with their victim. They also enjoy running opponents to ground, tracking quarry until it tires or gives up before springing to attack. In rare cases, dark runners might descend from a

tree to maul a foe and then return to hiding, hoping to strike fear and panic in the survivors before picking them off one by one.

Some dark runners that run with forest runners will set themselves up in ambush and have the forest runners drive or draw prey to the ambush spot. Once at the ambush spot, the dark runner springs down from the trees or from a hidden spot prepared in the ground as the forest runners likewise spring to the attack.

Evasion (Ex): If a dark runner 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 dark runner 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.

Magic Strike (Su): A dark runner’s attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A dark runner heals 3 hit points per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation and does not allow a creature to regrow lost body parts.

Improved Grab (Ex): If a dark runner hits with a claw attack against a large size or smaller opponent, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A forest runner that hits a single opponent with two or more claw attacks in the round also rends its victim for an additional 2d6+24 damage. A dark runner can rend up to 3 times a round.

Smite Good (Su): Once per day, a dark runner can make a normal melee attack to deal +6 damage against a good foe.

Spell-Like Abilities (Sp): A dark runner can use the following spell-like abilities with a Caster Level of 6 and the save DC is Charisma-based.

Darkness – 3x/day, *Desecrate* – 1x/day, *Unholy Blight* (DC 13) – 1x/day.

Trap Sense (Ex): A dark runner gains an intuitive sense that alerts it to danger from traps, giving it 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 dark runner retains its Dexterity bonus to AC (if any) even if it is caught flat or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Skills: A Forest runner gains a +10 bonus to climb checks. It may also take 10 when climbing even if rushed or threatened.

Dark Runners on Amöeros

Dark runners are the product of the Skyland Hold’s experiments during the Dark Age to create an “ultimate scout”. After the fall of the Skyland Hold, the creatures instinctively migrated to the east, where now they primarily inhabit the Yaz Forest and the Demon Jungle.

Geshara

Medium Humanoid (Goblinoid)

Hit Dice:	2d8+6 (15 hp)
Initiative:	+1 (+1 Dex)
Speed:	20 ft. (4 squares) in hide armor; base speed 30 ft.
Armor Class:	15 (+1 Dex, +1 natural, +3 hide armor), touch 11, flat 14
BAB/Grapple:	+1/+5
Attack:	Bite +5 melee (1d6 +4)
Full Attack:	Bite +5 melee (1d6 +4) and 2 claw +0 melee (1d4 +2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 9 in. + 2d8 in. (6 ft. 6 in.)
Weight:	200 lbs. + 2d6 x 7 lbs. (242 lbs.)
Special Att:	Rust touch
Special Qual:	Darkvision 120 ft.
Saves:	Fort +6, Ref +1, Will +1
Abilities:	S19 D13 C16 I10 W12 Ch6
Skills:	Balance -2, Climb +1, Escape Artist -2, Hide -2, Intimidate +3, Jump +1, Listen +3, Move Silently -2, Sleight of Hand -2, Spot +4, Swim -2, Tumble -2
Feats:	Improved Sunder, Power Attack
Environment:	Any land
Organization:	Solitary, Hunt (2-5), Accord (5-20), or Drove (20-40)
CR:	3
Treasure:	Standard (no metal items)
Alignment:	Always chaotic evil
Advancement:	By Character Class
Level Adj:	+2

The above Geshara uses the elite ability array. A Geshara normally has a +4 Str, +2 Con and -2 Cha.

A gray-green humanoid stands before you, dressed in the bloody pelt of some misshapen animal. The creature has an overly large head and hands that end in rusty-colored nails.

The Geshara is a bizarre goblinoid creature whose very touch causes metal to rust and crumble. They are hateful and spiteful creatures, and will bully other goblinoid creatures every chance they get. Geshara have an insatiable love of items that their touch cannot destroy, and often raid and pillage in search of items their touch cannot destroy.

Geshara speak goblinoid, gnoll and bugbear. They sometimes learn to speak elvin, dwarven or Common so they can better intimidate foes they regularly raid.

Combat

Geshara generally rush into melee, clawing, scratching and biting. They attempt to quickly destroy an opponent's metal weapons and armor using their sunder attack. Even should they fail to sunder the weapon with their claws, the rusting touch does the work for them. Geshara are skilled at using their sunder attack to destroy worn armor.

Rust Touch (Su): The touch of a Geshara causes metal items to quickly rust and crumble into a red dust. The Geshara need only make a touch attack against the item. If

the item is not worn or carried, the destruction is automatic. If the Geshara touches an item in a person's possession, the owner makes a Fort DC 14 saving throw or the item is destroyed. Against constructs or creatures made of metal or iron, the geshara's rusting touch deals 2d8 damage

Geshara Society

Geshara are a domineering race of bullies, led by the strongest-willed and most cruel individual of a group. Control lasts only as long as the Geshara can exert his will on the group - usually by cracking skulls or making a bloody example of any rebellious members of the group.

Geshara sometimes lair near other humanoids, but never integrate with a tribe of non-Geshara (often much to the relief of the other humanoids). Geshara will only work with other humanoids while it benefits them, and only if they can bully and command the other humanoids. Geshara are poor craftsmen, though they can make some of their own goods. Unable to work or employ metal, most of their items are crude in nature, though they will happily steal non-metal items from other creatures and prize fine workmanship when they can get their hands on it.

Geshara on Amberos

It is thought that the Geshara may have been some sort of attempt by the Golgoth Empire to battle the creations of the ancient Age of Technology, rusting the components of technological items to make them worthless. Geshara can be encountered across Amberos, though many human kingdoms go to great length to destroy any Geshara they encounter as quickly as possible.

Oddly, there are not large numbers of Geshara in the Dark Valley; apparently even the other goblinoid races dislike the rusting ability of the Geshara and dislike associating with them.

Geshara as Characters

Geshara have a knack for being ostracized by their fellows for daring to be different, and the smart ones leave the clan before they are either forced to conform or are slain.

Gesharas on their own still tend to be bullies, but as long as they feel they are in control, they can work with a team.

Gesharas have the following abilities

- **Base land speed 30 feet.**
- **Medium size.**
- **Darkvision 120 feet.** A Geshara can see in pitch darkness out to a range of 120 feet.
- **+4 Str, +2 Con and -2 Cha.** Geshara are strong and robust, but lacking personal charm.
- **2d8 racial hit dice.** The Geshara adds twice its constitution modifier to the total, to a minimum of one hit point per hit die.
- **(2 + Int mod) x5 skill points.** A Geshara's racial skills are Intimidate, Spot and Listen.
- **Base Attack Bonus +1**
- **Fort +3, Reflex +0, Will +0 base saves.**

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- **Natural Attacks.** A Geshara can attack with its bite for 1d6 + Str damage, and its two claws for 1d4 + ½ Str modifier + Rust Touch ability. The claw attacks are secondary attacks.
- **Rust Touch (Su):** The touch of a Geshara causes metal items to quickly rust and crumble into a red dust. The Geshara need only make a touch attack against the item. If the item is not worn or carried, the destruction is automatic. If the Geshara touches an item in a person's possession, the owner makes a Fort DC 11 + Con modifier save or the item is destroyed. Against constructs or creatures made of metal or iron, the Geshara's rusting touch deals 2d8 damage.
- **Iron Curse (Su):** Due to its rust touch ability, a Geshara cannot use items that are made of or contain metal or steel parts.
- **Racial Languages.** Geshara can automatically speak goblinoid, gnoll and bugbear. They may choose additional languages from elvin, dwarven or Common.
- **Favored Class:** Barbarian
- **Level Adjustment:** +2.

Geshara worship Ziga, the queen of corruption. A priest of Ziga can choose two of the three domains of Chaos, Destruction or Evil.

Geshara Bully

2HD Geshara Bar 5;hp: 62

S19 D13 C16 I10 W12 Ch6; **Fort** +8, **Ref**, +3, **Will** +3

Init: +1 **Move:** 40 ft.

AC: 16 (+1 Dex, +5 *hide armor* +1), touch 11, flat 15

BAB/Grapple: +6/+10

Full Attack: +1 *stone hand axe* +9/+4 melee (1d6+5;x2), rust touch +8 touch (Fort DC 14; rust touch) or
Bite +10 melee (1d6+4), 2 claws +5 melee (1d4+2 + Fort DC 14;rust touch)

Special Att: Rust touch

Special Qual: Darkvision 60 ft., fast movement, improved uncanny dodge, iron curse, rage 2x/day, trap sense +1, uncanny dodge

Skills: Intimidate +8, Jump +9, Listen +11, Spot +1, Survival +6

Feats: Improved Sunder, Power Attack, Two-weapon fighting

CR: 6

Gear: +1 *stone hand axe* (2,301 gp), *hide armor* +1 (1,165 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance* +1 (1,000 gp)

Total: 5,216 gp (5,600 gp)

Age (Ex): Twice per day, the geshara bully can gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the geshara bully's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A geshara bully may prematurely end his rage. At the end of the rage, the geshara bully loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter

Uncanny Dodge (Ex): a geshara bully 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 geshara bully already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): a geshara bully 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 geshara bully can no longer be flanked. This defense denies a rogue the ability to sneak attack the geshara bully by flanking him, unless the attacker has at least four more rogue levels than the target has geshara bully levels.

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Geshara Thug

2HD Geshara Bar 10;hp: 62

S22 D13 C16 I10 W12 Ch6; **Fort** +11, **Ref**, +5, **Will** +7

Init: +1 **Move:** 40 ft.

AC: 18 (+1 Dex, +6 *hide armor* +2, +1 *amulet of natural armor* +1), touch 11, flat 17

BAB/Grapple: +11/+17

Full Attack: +2 *stone hand axe* +17/+12/+7 melee (1d6+6;x2), rust touch +15 touch (Fort DC 14; rust touch) or
Bite +17 melee (1d6+5), 2 claws +13 melee (1d4+2 + Fort DC 16;rust touch)

Special Att: Rust touch

Special Qual: Darkvision 60 ft., DR 2/-, fast movement, improved uncanny dodge, iron curse, rage 3x/day, trap sense +3, uncanny dodge

Skills: Intimidate +13, Jump +20, Listen +16, Spot +1, Survival +11

Feats: Ability Focus (Rust Touch), Improved Sunder, Iron Will, Power Attack, Two-weapon fighting

CR: 11

Gear: +2 *stone hand axe* (8,301 gp), *hide armor* +2 (4,165 gp), *amulet of natural armor* +1 (2,000 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance* +1 (1,000 gp)

Total: 20,216 gp (21,000 gp)

Rage (Ex): Thrice per day, the geshara thug can gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the geshara thug's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A geshara thug may prematurely end his rage. At the end of the rage, the geshara thug loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter

Uncanny Dodge (Ex): a geshara thug 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 geshara thug already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): a geshara thug 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 geshara thug can no longer be flanked. This defense denies a rogue the ability to sneak attack the geshara thug by flanking him, unless the attacker has at least four more rogue levels than the target has geshara thug levels.

Geshara Warlord

2HD Geshara Bar 15;hp: 174

S23 D13 C18 I10 W12 Ch6; **Fort** +16, **Ref**, +7, **Will** +9

Init: +1 **Move:** 40 ft.

AC: 22 (+1 Dex, +10 *dragonhide (adult red) breastplate* +5, +1 *ring of protection* +1), touch 11, flat 21

BAB/Grapple: +16/+22

Full Attack: +2 *stone hand axe* +22/+17/+12/+7 melee (1d6+6;x2), rust touch +20 touch (Fort DC 14; rust touch) or
Bite +22 melee (1d6+5), 2 claws +20 melee (1d4+2 + Fort DC 16;rust touch)

Special Att: Rust touch

Special Qual: Darkvision 60 ft., DR 3/-, fast movement, greater rage, improved uncanny dodge, indomitable will, iron curse, rage 4x/day, resistant to fire 18, trap sense +5, uncanny dodge

Skills: Intimidate +18, Jump +25, Listen +21, Spot +1, Survival +16

Feats: Ability Focus (Rust Touch), Improved Sunder, Iron Will, Power Attack, Multiattack, Two-weapon fighting

CR: 16

Gear: +3 *stone hand axe* (18,301 gp), *dragonhide (adult red) breastplate* +5 (25,350 gp), *ring of protection* +1 (2,000 gp), *belt of giant strength* +4 (16,000 gp), *amulet of health* +2 (4,000 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance* +3 (9,000 gp)

Total: 75,216 gp (77,000 gp)

Greater Rage (Ex): Four times per day, the geshara warlord can gain a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the geshara warlord's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A geshara warlord may prematurely end his rage. At the end of the rage, the geshara warlord loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter

Uncanny Dodge (Ex): a geshara warlord 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 geshara warlord already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): a geshara warlord 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 geshara warlord can no longer be flanked. This defense denies a rogue the ability to sneak attack the geshara warlord by flanking him, unless the



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attacker has at least four more rogue levels than the target has geshara warlord levels.

Indomitable Will (Ex): A geshara warlord gains a +4 on Will saves to resist enchantment spells.

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Geth

Large Dragon (Earth, Fire)

Hit Dice: 10d12+40 (105 hp)
Initiative: +4 (0 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), fly 50 ft. (average), burrow 10 ft. (2 squares)
Armor Class: 19 (-1 size, +10 natural), touch 9, flat 19
BAB/Grapple: +10/+21
Attack: Bite +16 melee (1d8 +7)
Full Attack: Bite +16 melee (1d8 +7) and 2 claw +11 melee (1d6 +3) and tail +11 melee (1d8 +3)
Space/Reach: 10-ft./5 ft.
Length: 8 ft. + 3d6 in. (8 ft. 10 in.)
Weight: 700 lbs. + 2d6 x 25 lbs. (875 lbs.)
Special Att: Breath weapon, fear aura, improved grab, swallow whole
Special Qual: Blindsight 30 feet, DR 10/-, darkvision 60 ft., dragon traits, low-light vision, scent, spell resistance 20
Saves: Fort +11, Ref +9, Will +9
Abilities: S25 D10 C19 I10 W15 Ch19
Skills: Climb +20, Hide -4, Knowledge (geography) +13, Listen +17, Sense Motive +15, Spot +17, Survival +15
Feats: Alertness, Improved Initiative, Lightning Reflexes, Power Attack, Track^B
Environment: Any land
Organization: Solitary, or Pair
CR: 9
Treasure: None
Alignment: Always chaotic neutral
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adj: -

This long, snake-like reptilian beast is covered in arrowhead-shaped brown scales. A forked tongue flickers from between its toothy lips, and licks of flame swell from its nostrils. The creature bears an enormous pair of bat-like wings, which it unfurls as it rises up to hiss at you.

Geth are treasure hoarders, dwelling deep in caves and rising to the surface only to plunder and feed. Their appetite for both precious objects and fresh flesh is enormous, and they can lay entire towns low in one orgy of eating and stealing.

Geth speak Draconic, Ignan and Terran.

Combat

Geth often slink towards opponents on the ground, rushing forth in a charge as they close. Geth prefer to attack with claw and tooth, saving their breath weapon against buildings or large groups of foes (usually twenty or more).

Geth dislike fighting in or from on wing, and will generally only use their flight to flee a combat gone bad, or to reach a town or other edifice far away. If attacked while

flying, most Geth will immediately land and continue the fight on the ground.

Breath Weapon (Su): A Geth can breathe a line of fire 60 feet long once every 1d4+1 rounds. The fire deals 5d6 damage, half if a Reflex DC 19 save is successful.

Fear Aura (Su): The use of this ability is a free action. The Geth can cause panic in those of 10 HD or less who fail the Will DC 19 save against its fear. Creatures with 10 or more hit dice who fail the save are merely shaken.

Improved Grab (Ex): If a geth hits a medium-sized or smaller opponent with its 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 Geth 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 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 15 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 geth can hold one medium-sized, two small, four tiny, eight diminutive or sixteen fine creatures in its gullet. A dragon possesses the following traits.

- Immunity to magic sleep effects and paralysis effects.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Geth on Amberos

Geth are thought to be the direct offspring of the ancient dragon Guaradrell. Though they are as intelligent as humans, they are feral by dragon standards, and hated as deformed creatures by true dragons.

Geth are usually found in areas near the Wyvern Sea of the Forna Sea on the east end of Amberos. There are tales, however, of the beasts being encountered in the valleys of the Crystalmire Mountains, and one legendary account of an encounter with a Geth in the Shovnov Coast.

Gnomling

Small Humanoid (Gnome, Halfling)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat 13

BAB/Grapple: +1/-4

Attack: Short sword +3 melee (1d4-1;19-20/x2)

Full Attack: Short sword +3 melee (1d4-1;19-20/x2) or dart +3 ranged (1d2-1)

Space/Reach: 5-ft./5 ft.

Height: 2 ft. + 3d4 in. (2 ft. 7 in.)

Weight: 25 lbs. + 2d4 x 3 lbs. (40 lbs.)

Special Att: -

Special Qual: Gnomling traits, low-light vision

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

Abilities: S9 D13 C12 I9 W10 Ch8

Skills: Balance +1, Climb +0, Craft (Alchemy) +4, Escape Artist +1, Hide +5, Jump -6, Listen +2, Move Silently +2, Spot +0, Swim -1

Feats: Weapon Finesse

Environment: Any land

Organization: Solitary, Gang (2-5), Squad (5-20), or Band (20-40)

CR: 1

Treasure: None

Alignment: Often chaotic good

Advancement: By character class

Level Adj: +0

This small, bearded fellow is quick and agile, dressed in clothes that seem to blend in with his surroundings. He is armed with a short sword and a bandolier of darts.

Gnomlings are a racial mix of gnomes and halflings. For many generations the two races got along well, and intermarriage between the two races was not unheard of. After several such generations of intermixing, the gnomlings emerged as a true race. Gnomlings tend to be jolly, forward folk who have no love of evil or tyrants. They are quick to state their opinion, and quite willing to make the life of the wicked a miserable existence.

Gnomlings speak Common, gnome and halfling. They often also learn the language of dwarves, elves, goblins, kobolds and burrowing mammals.

Comðax

Gnomlings tend to fight in groups, and often strike from ambush. Despite their small size and generally jovial demeanor, they can be cruel combatants, are many are willing to use every advantage to take down foes that are often much bigger than they are. Gnomlings, like their gnomish cousins, often find themselves in conflict with kobolds and goblins, and have developed a myriad number of tactics to deal with these creatures.



The gnomling warrior presented above had the following stats before racial modifiers. Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Gnomling traits (Ex): Gnomlings have the following traits.

- **Base Speed 20 feet.**
- **Small Size.** A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.
- **Str -2.** As small creatures, gnomlings are generally physically weaker than most other species.
- **Low-Light Vision:** A gnomling can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **+1 racial bonus on saving throws against illusions.**

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- **+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, it loses its dodge bonus, too.
- **+2 racial bonus on Listen checks.**
- **+1 racial bonus on Craft (alchemy) checks.**
- **+1 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 morale bonus on saving throws against fear.**

Gnomling Society

Gnomlings usually live in communities between halfling and gnomish communities. It is rare for gnomling communities to not have a true gnome or halfling leader, as they tend to defer to their "father" races in most matters.

Gnomlings usually practice agricultural or craftsman skills, and are rarely miners. They prefer homes and dwellings either in woodland glades and or just under the surface of the earth. It is often difficult for non-gnomlings to find gnomling communities, as they are often so well blended in with their surroundings that in time of danger, they can seem to almost disappear without a trace.

Gnomling males often indulge themselves with manual labor, and it is Common for young males to be apprenticed to a master craftsman or study under their own fathers (in the case of agriculture) to learn a trade.

While females are often found doing household chores, many females are skilled seamstresses, potters or otherwise well trained in an art or craft of some sort.

Both male and female gnomlings have been known to take up the art of war, but generally do not do so lightly. Gnomlings are much more likely to take to fighting to protect their home or community rather than seek treasure and glory, for example.

Gnomlings on Amberos

The goddess Discoff blessed the unions of several gnome and Halfling marriages during the Elvin Golden Age, creating the race of Gnomlings.

Most gnomling communities on Amberos can actually be found in the Hawk Lands and Hawklord, with a smattering in the land of Llinn.

Gnomling as Characters

Generally even more outgoing than their cousins, gnomlings often enter a stage of wanderlust in their earlier years before retiring to their original community, or an adopted community they encounter in later life.

Gnomlings have the following abilities.

- **Base Speed 20 feet.**
- **Small Size.** A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks.
- **Str -2.** As small creatures, gnomlings are generally physically weaker than most other species.

- **Low-Light Vision:** A gnomling can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **+1 racial bonus on saving throws against illusions.**
- **+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, it loses its dodge bonus, too.
- **+2 racial bonus on Listen checks.**
- **+1 racial bonus on Craft (alchemy) checks.**
- **+1 racial bonus on Climb, Jump, and Move Silently checks.**
- **+1 morale bonus on saving throws against fear.**
- **Automatic Languages: Common and Gnome.** Bonus Languages: Draconic, Dwarven, Elvin, Giant, Goblin, and Orc. In addition, a gnomling can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomlings. See the *speak with animals* spell description.
- **Favored Class:** Druid
- **Level Adj:** +0

Gnomlings normally worship Discoff, the Rogue. Clerics of Discoff can choose two of the three domains of Chaos, Good or Trickery. However, gnomlings are rarely clerics of Discoff and instead tend have a bend toward nature, become druids instead of clerics.

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Gnomling Anklebiter

Gnomling Rog 3/Drd 3;hp: 36

S11 D15 C14 I10 W13 Ch8; **Fort** +6, **Ref** +6, **Will** +5

Init: +6 **Move:** 20 ft.

AC: 17 (+1 size, +2 Dex, +3 *leather armor* +1, +1 *amulet of natural armor* +1), touch 13, flat 15

BAB/Grapple: +4/+0

Full Attack: +1 *sickle* +7 melee (1d4+1) or sling +7 ranged (1d3)

Special Att: sneak attack +2d6

Special Qual: evasion, gnomling traits, nature sense, trackless step, trapfinding, trap sense +1, wild empathy, woodland stride

Skills: Climb +6, Concentration +5, Craft (Trapmaking) +6, Diplomacy +2, Disguise +5, Escape Artist +8, Hide +14, Jump +0, Knowledge (Nature) +5, Listen +1, Move Silently +10, Spot +7, Survival +6

Feats: Improved Initiative, Stealthy, Weapon Finesse

CR: 6

Gear: +1 *sickle* (2,306 gp), sling, *leather armor* +1 (1,160 gp), *amulet of natural armor* +1 (2,000 gp)

Total: 5,466 gp (5,600 gp)

Evasion (Ex): If a gnomling anklebiter 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.

Nature Sense (Ex): A gnomling anklebiter gains a +2 bonus on Knowledge (nature) and Survival checks.

Trackless Step (Ex): A gnomling anklebiter leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trap Sense (Ex): A gnomling anklebiter 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 (Ex): Check 1d20+3; Influence animals

Woodland Stride (Ex): A gnomling anklebiter 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 Druid Spell List

(4/3/1; CL 3; Spell DC 12 + Spell Level)

0: *Cure Minor Wounds, Detect Magic, Flare, Resistance*

1st: *Entangle, Longstrider, Produce Flame*

2nd: *Flaming Sphere*

Badger Animal Companion: CR -; LA —; Small animal; HD 3d8+6; hp 19; Init +4; Spd 30 ft., burrow 10 ft.; AC 15 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 12; Base Atk +2; Grp -3; Atk Claw +7 melee (1d2-1); Full Atk 2 claws +7 melee (1d2-1) and bite +2 melee (1d3-1); Space/Reach 5 ft./5 ft.; SA rage; SQ evasion, link, low-light vision, scent, share spells; AL (Always) N; SV Fort +5, Ref +7, Will +2; Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +10, Listen +5, Spot +5; Alertness, Track^B, Weapon Finesse^B. **B** = Bonus Feat. (A badger has a +4 racial bonus on Escape Artist checks.)

Rage (Ex): A badger 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.

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Gnomling Thorn

Gnomling Rog 6/Drd 6;hp: 72

S11 D15 C14 I10 W17 Ch8; **Fort** +9, **Ref** +9, **Will** +10

Init: +6 **Move:** 20 ft.

AC: 17 (+1 size, +2 Dex, +3 *leather armor* +1, +1 *amulet of natural armor* +1), touch 13, flat 15

BAB/Grapple: +8/+4

Full Attack: +1 *sickle* +12/+7 melee (1d4+1) or Mw shortbow +12/+7 ranged (1d4)

Special Att: sneak attack +3d6

Special Qual: evasion, gnomling traits, nature sense, resist nature's lure, trackless step, trapfinding, trap sense +2, uncanny dodge, wild empathy, wild shape 2x/day, woodland stride

Skills: Climb +9, Concentration +8, Craft (Trapmaking) +12, Diplomacy +5, Disguise +5, Escape Artist +11, Hide +20, Jump +3, Knowledge (Nature) +8, Listen +5, Move Silently +13, Spot +11, Survival +11

Feats: Improved Initiative, Natural Spell, Skill Focus (Hide), Stealthy, Weapon Finesse

CR: 12

Gear: +2 *sickle* (8,306 gp), mw shortbow (330 gp), *leather armor* +3 (9,160 gp), *amulet of natural armor* +1 (2,000 gp), *periapt of wisdom* +2 (4,000 gp), *wand of cure serious wounds* (10 charges) (2,250 gp)

Total: 26,046 gp (27,000 gp)

Evasion (Ex): If a gnomling thorn 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.

Nature Sense (Ex): A gnomling thorn gains a +2 bonus on Knowledge (nature) and Survival checks.

Trackless Step (Ex): A gnomling thorn leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trap Sense (Ex): A gnomling thorn 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.

Wild Empathy (Ex): Check 1d20+5; Influence animals

Woodland Stride (Ex): A gnomling thorn 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 Druid Spell List

(5/4/4/3; CL 6; Spell DC 13 + Spell Level)

0: *Cure Minor Wounds*, *Detect Magic*, *Flare*, *Resistance*, *Virtue*

1st: *Entangle*, *Longstrider*, *Obscuring Mist*, *Produce Flame*

2nd: *Barkskin*, *Flaming Sphere*, *Spider Climb*

3rd: *Call Lightning*, *Greater Magic Fang*, *Protection from Energy*

Badger Animal Companion: CR -; LA —; Small animal; HD 5d8+10; hp 32; Init +4; Spd 30 ft., burrow 10 ft.; AC 17 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 12; Base Atk +3; Grp -3; Atk Claw +9 melee (1d2); Full Atk 2 claws +9 melee (1d2) and bite +3 melee (1d3); Space/Reach 5 ft./5 ft.; SA rage; SQ devotion, evasion, link, low-light vision, scent, share spells; AL (Always) N; SV Fort +6, Ref +8, Will +2*; Str 10, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +12, Listen +5, Spot +5; Alertness, Track^B, Weapon Finesse^B, Weapon Focus (Claws). **B** = Bonus Feat. (A badger has a +4 racial bonus on Escape Artist checks.)

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.

Rage (Ex): A badger 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.

Bestiary Nefarious

Gnomling Thicket Warrior

Gnomling Rog 6/Drd 12;hp: 72

S11 D15 C14 I10 W22 Ch8; **Fort** +12, **Ref** +11, **Will** +14

Init: +6 **Move:** 20 ft.

AC: 20 (+1 size, +2 Dex, +6 *wild leather armor* +4, +1 *amulet of natural armor* +1), touch 13, flat 18

BAB/Grapple: +13/+9

Full Attack: +4 *sickle* +20/+15/+10 melee (1d4+4) or +1 *composite shortbow* +17/+12/+7 ranged (1d4+1)

Special Att: sneak attack +3d6

Special Qual: evasion, gnomling traits, nature sense, resist nature's lure, trackless step, trapfinding, trap sense +2, uncanny dodge, venom immunity, wild empathy, wild shape 4x/day (Large, Tiny, Plant), woodland stride

Skills: Climb +9, Concentration +14, Craft (Trapmaking) +12, Diplomacy +13, Disguise +5, Escape Artist +11, Hide +20, Jump +3, Knowledge (Nature) +14, Listen +8, Move Silently +13, Spot +15, Survival +20

Feats: Improved Initiative, Natural Spell, Skill Focus (Hide), Silent Spell, Stealthy, Still Spell, Weapon Finesse

CR: 18

Gear: +4 *sickle* (32,306 gp), +2 *composite shortbow* (8,375 gp), *wild leather armor* +4 (49,160 gp), *amulet of natural armor* +1 (2,000 gp), *periapt of wisdom* +6 (36,000 gp), *wand of cure serious wounds* (9 charges) (2,025 gp), *Spellstaff w/ Summon Nature's Ally VI*, *Liveoak* cast at domicile (6 days remaining), 5 *snares* around domicile

Total: 129,866 gp (130,000 gp)

Evasion (Ex): If a gnomling thicket 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 rogue does not gain the benefit of evasion.

Nature Sense (Ex): A gnomling thicket warrior gains a +2 bonus on Knowledge (nature) and Survival checks.

Trackless Step (Ex): A gnomling thicket warrior leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trap Sense (Ex): A gnomling thicket warrior 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.

Wild Empathy (Ex): Check 1d20+11; Influence animals

Woodland Stride (Ex): A gnomling thicket warrior may move through any sort of undergrowth (such as natural thicket warriors, 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 Druid Spell List

(6/7/6/5/4/4/3; CL 6; Spell DC 13 + Spell Level)

0: *Cure Minor Wounds, Detect Magic, Flare, Guidance, Resistance, Virtue*

1st: *Calm Animals, Charm Animal, Entangle, Goodberry, Longstrider, Produce Flame*

2nd: *Barkskin, Bull's Strength, Fog Cloud, Flaming Sphere, Spider Climb*

3rd: *Greater Magic Fang, Protection from Energy, Meld into Stone, Snare, Wind Wall*

4th: *Dispel Magic, Rusting Grasp, Scrying, Silent Call Lightning*

5th: *Call Lightning Storm, Tree Stride, Silent Flame Strike, Silent Still Call Lightning*

6th: *Antilife Shell, Fire Seeds, Silent Baleful Polymorph*

Badger Animal Companion: CR -; LA —; Small animal; HD 9d8+18; hp 58; Init +4; Spd 30 ft., burrow 10 ft.; AC 25 (+1 size, +5 Dex, +9 natural), touch 16, flat-footed 20; Base Atk +6; Grp +3; Atk Claw +13 melee (1d2+1); Full Atk 2 claws +13 melee (1d2+1) and bite +10 melee (1d3); Space/Reach 5 ft./5 ft.; SA rage; SQ devotion, evasion, link, low-light vision, scent, share spells; AL (Always) N; SV Fort +6, Ref +8, Will +2*; Str 12, Dex 21, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +12, Listen +7, Spot +7; Alertness, Combat Reflexes, Dodge, Multiattack, Track^B, Weapon Finesse^B, Weapon Focus (Claws). **B** = Bonus Feat. (A badger has a +4 racial bonus on Escape Artist checks.)

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.

Rage (Ex): A badger 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.

Golem, General

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Combat

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

A construct possesses the following traits.

- 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, nonlethal 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.

Construction

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate XP from the creator and requires casting any spells on the final day.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more Hit Dice than the typical golem described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the golem's size increases. The XP cost for creating an advanced golem is equal to 1/25 the advanced golem's market price minus the cost of the special materials required.

Briar Golem

Large Construct

Hit Dice: 6d10+30 (63 hp)
Initiative: +0
Speed: 20 ft. (4 squares) (can't run)
AC: 12 (-1 size, +3 natural), touch 9, flat 12
BAB/Grapple: +4/+13
Attack: Thorny slam +8 melee (1d8+5)
Full Attack: 2 Thorny slam +8 melee (1d8+5) and maw +3 melee (2d6+2)
Space/Reach: 10-ft./10 ft.
Height: 9 ft.
Weight: 350 lbs.
Special Att: Constrict, improved grab, swallow
Special Qual: Blindsight, construct traits, DR 10/slashing, darkvision 60 ft., fast healing 4, low-light vision
Saves: Fort +2, Ref +2, Will +2
Abilities: S21 D11 C - I - W10 C1
Skills: -
Feats: -
Environment: Temperate forests
Organization: Solitary, or Brood (2-5)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD
Level Adj: -

This massive, walking form appears to be nothing more than a bramble bush with a slightly humanoid shape and maw-like depression in its massive chest.

Briar golems are created by druids as long-term defenders of the wilderness or sacred areas. They rarely accompany druids on missions or tasks and are generally assigned to protect or patrol a specified area. Briar golems, like most golems, perform their tasks unfailingly, with a simplistic approach to getting the job done. Meaning, usually to attack and destroy intruders or drive them off.

Combat

A Briar golem usually rushes towards a foe, swinging its barbed fists at opponents. Once in melee, it will usually attempt to catch and crush or devour its opponents. Those devoured by a Briar golem can often count themselves lucky if they are not truly foes of the wilderness they have wandered into as Briar golems will often take engulfed opponents back to the druid who made it.

Constrict (Ex): A briar golem can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. It deals constriction damage in addition to damage dealt by the weapon used to grab.

Improved Grab (Ex): If a briar golem hits a medium-sized or smaller creature with its thorny slam or maw, 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. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. 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 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.

Swallow Whole (Ex): If a briar golem 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 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 weapon by dealing 15 points to the AC 11 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 mouth, where it may be bitten or swallowed again.

Fast Healing (Ex): A briar golem regains hit points at an exceptionally fast rate. 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.

Creating a Briar Golem

A briar golem is created from a briar bush that is at least 9 years old. Cultivating the bush properly requires a DC 20 Profession (Gardener) or a DC 20 Craft (Woodworking) skill check.

CL 9; Craft Construct, *Command Plants*, *Spike Growth*, caster must be at least 9th level; Price 14,000 gp; Cost 7,000 gp + 430 XP.

Briar Golems on Amberos

The secret to the creation of briar golems was known even to the ancient elves of the Evanthium Coridium before even the rise of the Elvin Golden Age. Briar golems are Commonly employed by druidic circles to protect sacred groves, tombs and treasure cache, and they can be found in practically any area of Amberos, even in desert areas of the east.

Bestiary Nefarious

Fellroot Golem

Large Construct

Hit Dice: 7d10+30 (68 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares) (can't run)
AC: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat 16
BAB/Grapple: +5/+14
Attack: Slam +9 melee (1d6+5)
Full Attack: 4 Slam +9 melee
Space/Reach: 10-ft./15 ft
Height: 10 ft.
Weight: 400 lbs.
Special Att: Constrict, improved grab
Special Qual: Construct traits, DR 10/magic +2, darkvision 60 ft., low-light vision, spell
Saves: Fort +2, Ref +3, Will +2
Abilities: S20 D12 C- I- W10 Ch1
Skills: -
Feats: -
Environment: Temperate forests
Organization: Solitary
CR: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: -

This collection of branches, tree roots and leaves towers at least seven feet tall. Despite its enormous form, the creature seems to react quickly to your presence, shuffling into a battle-ready pose as four massive tree limbs prepare to strike.

A fellroot golem is a druidic creation designed for combat. Made of broken branches, fallen leaves and the roots of dead trees, they are generally employed by druids against incursions or other large-scale attacks.

Command

A fellroot golem is generally under the command of a druid and will perform as ordered, if simply. If left to fend for themselves, they generally await an enemy to approach, then enwrap a limb about the victim and crush it to death. If a fellroot golem senses it has the advantage, it will sometimes rumble forward to engage the enemy, attempting to catch and squeeze as many victims as it can.

Constrict (Ex): A fellroot golem can crush an opponent for 1d6+7 bludgeoning damage, after making a successful grapple check in addition to damage dealt by the slam attack.

Improved Grab (Ex): If a fellroot golem hits a medium-sized opponent or smaller 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 fellroot golem 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. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). 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.

Creating a Fellroot Golem

A fellroot golem is created from a compost pile in peat bog that is at least 11 years old. Cultivating the compost pile properly requires a DC 20 Profession (Gardener) or a DC 20 Craft (Woodworking) skill check. CL 11; Craft Construct, *Command Plants*, *Commune with Nature* caster must be at least 11th level; Price 20,700 gp; Cost 10,350 gp + 420 XP.

Fellroot Golems on Amberos

Fellroot golems are war engines of the druids, and as such, very few tend to be in existence on Amberos. They were used extensively in the past in the battles between the Evanthium Coridium and the Kennestone druids, though many were destroyed in the battles that were fought between the two factions. However, both sides still retain at least one fellroot golem of the largest size as a sort of "weapon of last resort" should they ever come under massive attack.

Bestiary Nefarious

Gold Golem

Medium Construct

Hit Dice: 9d10+20 (69 hp)
Initiative: -1 (-1 Dex)
Speed: 30 ft. (6 squares) (can't run)
Armor Class: 23 (-1 Dex, +14 natural), touch 9, flat 23
BAB/Grapple: +6/+12
Attack: Slam +12 melee (1d8 +6 + Midas touch)
Full Attack: Slam +12 melee (1d8 +6 + Midas touch)
Space/Reach: 5-ft./5 ft.
Height: 6 ft. 6 in.
Weight: 1,000 lbs.
Special Att: Midas touch
Special Qual: Construct traits, DR 10/-, darkvision 60 ft., low-light vision, resistance to energy, spell immunity
Saves: Fort +3, Ref +2, Will +3
Abilities: S23 D9 C- I- W10 Ch1
Skills: -
Feats: -
Environment: Any Land
Organization: Solitary
CR: 8
Treasure: body worth 7,000 gp
Alignment: Always neutral
Advancement: 10-18 HD (Medium); 19-27 HD (Large)
Level Adj: -

The being before you appears to be a humanoid made of solid gold, dressed with only a white loincloth.

Gold golems are extremely rare for the mere fact they are made of (hollow) gold. The soft but heavy metal, while easily bent, makes the golem extremely hard-hitting.

Gold golems are usually only made by vain wizards or clerics of gods of greed or wealth.

Combat

A gold golem will generally attempt to grapple a living opponent, turning them to gold in the process. Against non-living targets or targets that resist the gold-changing attack, the gold golem attempts to rend the victim apart.

Midas touch (Su): As part of its slam attack, a gold golem can transform living beings into solid gold. The gold golem can ignore natural armor, but not manufactured armor bonuses when attempting to strike the target. Those struck by the gold golem must make a DC 14 Fort save or be transformed into solid gold.

After one hour, any creature turned to gold crumbles to worthless yellow powder. The only way to restore an individual thus destroyed is with *True Resurrection*, *Wish* or *Miracle*.

Spell Immunity (Su): Gold golems automatically pass their spell resistance check against any spell, with the following exceptions. A *Chill Metal* spell will slow a golem for 1d4 rounds.

Creating a Gold Golem

A gold golem is created from 1,000 pounds of refined gold, smelted with rare tinctures and admixtures costing at least 100,000 gp. Assembling the body requires a DC 20 Craft (Jeweler) check or a DC 20 Craft (Armorsmith) check.

CL 12; Craft Construct, *Baleful Polymorph*, *Fabricate*, *Geas/Quest*, caster must be at least 12th level; Price 130,000 gp; Cost 15,000 gp + 780 XP.

Gold Golems on Amōcros

During the years before the Dark Age and before their destruction by the Skyland Hold, gold golems were symbols of status and employed by the White Council of Misake. No known new gold golem has been created since before the Dark Age began, though there are legends that the secret processes to create these golems lay in moldering crypts somewhere under a forgotten city-state in Misake, or perhaps forgotten in a library somewhere in the Principalities of Xatmas.

The only surviving, known functioning gold golem in existence currently resides in the Kingdom of Vall Vega, and is owned by none other than Emperor Romulus Bicard III, who keeps it to transform objects to gold when he needs funds. By unknown means, the items this golem transforms into gold do not crumble or decay.

Bestiary Nefarious

Holly Golem

Small Construct

Hit Dice: 4d10+10 (32 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft. (4 squares) (can't run)
AC: 19 (+1 size, +3 Dex, +5 natural), touch 14, flat 16
BAB/Grapple: +3/0
Attack: Slam +5 melee (1d3+1)
Full Attack: Slam +5 melee (1d3+1)
Space/Reach: 5-ft./5 ft.
Height: 3 ft.
Weight: 15 lbs.
Special Att: Poison
Special Qual: Construct traits, DR5/-, darkvision 60ft., druidic enhancement, low-light vision, spell immunity
Saves: Fort +1, Ref +4, Will +1
Abilities: S13 D17 C- I- W10 Ch1
Skills: -
Feats: -
Environment: Any land
Organization: Solitary
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Small); 9-12 HD (Medium)
Level Adj: -

Standing before you is what appears to be a holly bush, though it moves about on three small legs.

The holly golem is a druidic creation designed as a walking altar. It accompanies druids when they are away from their normal stalking grounds, both defending the druid and augmenting his magical prowess.

Combat

Holly golems rarely engage in direct combat, usually only striking out physically when the druid they accompany is attacked. In all other cases the holly golem will hover near its druidic owner to augment his magic and remain out of the line of fire of enemy attacks.

Poison (Ex): The slam attack of a holly golem smears a contact poison onto victims. Type: Contact; DC 11; Init: 1d2 Con; Sec: 1d2 Dex.

Druidic Enhancement (Su): When within 30 feet of a druid, the druid gains a +1 bonus to caster level and all plant-affecting or plant-based spells are treated as if under the effects of a Maximize spell.

Spell Immunity (Ex): A holly golem 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. However, the holly golem is fully affected by any spells that affect plants, and can be used as the target of a spell that requires vegetation to work (such as *entangle*).

Creating a Holly Golem

A holly golem is created from a holly tree that is at least 5 years old. Cultivating the tree properly requires a

DC 20 Profession (Gardener) or a DC 20 Craft (Woodworking) skill check.
CL 8; Craft Construct, *Command Plant*, *Plant Growth*, *Poison*, caster must be at least 8th level; Price 6,000 gp; Cost 3,000 gp + 540 XP.

Holly Golems on Amðeros

A specialty of the Kennestone druids, the secret to the creation of holly golems was undertaken by Druidus himself, who is said to have three massive holly golems at his disposal. Since the time of Druidus, the secret of the creation of holly golems has been passed down from archdruid hierophant to hierophant, and occasionally the secret has been passed to a druid beloved of the current hierophant. Recently, the high druid of Alusti has been gifted with the knowledge of how to create holly golems, and has dispensing the information to the greater druids of its order.

Elves have divined their own method for creating holly golems, and the rare Halfling druid enclave in Llinn has somehow managed to obtain the formula for the creation of holly golems as well. Neither dwarves nor gnomes however, seem interested in the secret of the creation of holly golems.

Rope Golem

Medium Construct

Hit Dice: 5d10+20 (47 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares) (can't run)
AC: 14 (+1 Dex, +3 natural), touch 11, flat 13
BAB/Grapple: +3/+7
Attack: Slam +7 melee (1d4+4)
Full Attack: Slam +7 melee (1d4+4)
Space/Reach: 5-ft./20 ft.
Height: 6 ft.
Weight: 800 lbs.
Special Att: Choke, entangle, improved grab, many strands
Special Qual: Construct traits, DR5/magic, darkvision 60 ft., low- light vision, spell immunity
Saves: Fort +1, Ref +2, Will +1
Abilities: S19 D12 C- I- W10 Ch1
Skills: -
Feats: -
Environment: Any land
Organization: Solitary
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

A humanoid being stands before you, wrapped from head to toe in coils of rope.

Rope golems are usually designed with the defense of a wizard or priest in mind. They are sometimes created as "avengers", sent to hunt down a foe or group of foes for extermination.

Combat

Rope golems will generally attempt to entwine opponents close to it, then seek to rope and reel in other targets.

Choke (Ex): A rope golem that has successfully grappled an opponent can throttle its prey, dealing an additional 1d6 non-lethal damage in addition to its slam attack damage. Choking an opponent only works on creatures that require breathing. Attempting to hold one's breath does not negate choking damage.

Entangle (Su): As a standard action, a rope golem can cause a myriad of its loose strands to coil outward, entangling and otherwise interfering with an opponent's ability to move or attack. Those within the rope golem's threaten area must make a DC 13 Reflex save or be affected as if caught in an *entangle* spell. A rope golem must give up its move action to maintain the entangle effect.

Improved Grab (Ex): If a rope golem hits a medium-sized or smaller foe, 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 rope golem may choose to hold the victim in the spot it grappled them, or draw the victim towards itself (at up to 15 feet per round).

Many Strands (Ex): If a rope golem has successfully grappled an opponent, it may continue to grapple that foe with no penalty to its grapple roll, and still choose to attack another foe (instead of suffering the normal -20 penalty to grapple). Once it has grappled a foe, the rope golem reorganizes its structure to form a new appendage to attack with, while still retaining any previous appendages that are still grappling foes. If a foe escapes a grapple, the rope golem may absorb the rope strands that held the victim as a free action. A rope golem cannot grapple more than 8 medium-sized opponents at one time.

Spell Immunity (Su): A rope golem is unaffected by spells as if it had unbeatable spell resistance. However, it is affected by the following spells. *Animate rope* deals 1d4 damage per caster level (max 10d4) to a rope golem. *Mend* heals 1d6 damage + caster level when cast on a rope golem.

Creating a Rope Golem

A rope golem is created from 5,000 feet of hemp rope, woven with rare threads and anointed with exotic oils worth 100 gp. Constructing the body of the rope golem requires a DC 20 Craft (Weaving) or DC 20 Use Rope skill check.

CL 7; Craft Construct, *Animate Rope*, *Geas/Quest*, caster must be at least 7th level; Price 9,000 gp; Cost 4,600 gp + 360 XP.

Rope Golems on Amöcross

The Brotherhood of Glory developed rope golems after the Kingdom of Vall Vega banned wax golems from use. The Brotherhood jealously guards the secret to their creation, though occasionally the secrets have fallen into the hands of others across the continent. However such individuals who create rope golems soon receive a visit from a Brotherhood monk, with a message of "join the Brotherhood or die".

Tar Golem

Large Construct

Hit Dice: 7d10+30 (68 hp)
Initiative: -1 (-1 Dex)
Speed: 20 ft. (4 squares) (can't run)
Armor Class: 11 (-1 size, -1 Dex, +3 natural), touch 8, flat 11
BAB/Grapple: +5/+14
Attack: Slam +9 melee (1d3+5)
Full Attack: 3 Slams +9 melee (1d6+5)
Space/Reach: 10-ft./10 ft.
Height: 12 ft.
Weight: 800 lbs.
Special Att: Improved grab
Special Qual: Construct traits, DR10/+1 magic, darkvision 60 ft., low-light vision, spell immunity, tar body
Saves: Fort +2, Ref +1, Will +2
Abilities: S21 D9 C- I- W10 Ch1
Skills: -
Feats: -
Environment: Temperate, warm land
Organization: Solitary
CR: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: -

A massive, oozing black shape stands before you. You can make out three arm-like appendages in the amorphous creature's shape, and two glassy black holes appear to be the creature's eyes, which are set on a pear-shaped head.

The tar golem is primarily a defensive creature, designed to trap victims and bind them. Their horrible appearance and sticky nature rarely makes them worth keeping inside of a structure, and they are often encountered in the wilderness or just outside a structure, though rarely guarding an entranceway. They are a popular golem among those who worship or are associated with the Realm of Madness.

Combat

Tar golems prefer to remain idle, waiting for opponents to draw near before animating to strike. Because they are somewhat amorphous, they will often take on interesting, though incomplete shapes to draw attention to themselves. Once victims are within reach, the creature generally strikes, attempting to capture and draw the victim into its own mass.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite 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. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. 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. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). 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.

Spell Immunity (Ex): A creature with spell immunity 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. However, a tar golem is susceptible to the following spells. An Ice Storm acts as a *Slow* spell, and Fire-based magic cause the tar golem to catch flame if it fails its saving throw. A flame-wreathed tar golem takes 1d4 fire damage/round as does anyone in contact with it. A tar golem will continue to burn until doused or it extinguishes the flame as a full round action that provokes an attack of opportunity.

Tar body (Ex): The body of a tar golem is made of sticky tar. Any time it is struck or grappled, the attacker must make a Reflex save (DC 13) or the weapon or character becomes stuck in the golem's body. Creatures using unarmed attacks or natural attacks are considered to be grappled, in all other cases the victim can release simply release the weapon. Extracting a stuck item or character requires a subsequently successful grapple check, in which the tar golem receives a +8 bonus to its grapple check.

Creating a Tar Golem

A tar golem is created from 800 lbs of tar, mixed with alchemical substances worth 250 gp. Shaping the tar golem's body requires a DC 20 Craft (Sculpture) skill check.

CL 7; Craft Construct, *Black Tentacles*, *Lesser Geas*, *Minor Creation*, caster must be at least 7th level; Price 12,800 gp; Cost 6,600 gp + 66 XP.

Tar Golems on Amberos

Oddly, Barbed March and Randu make the greatest use of these golems, usually created by war-wizards as ambushes to capture enemy scouts or hold important prisoners. The Red Death of Barbed March also employs them to catch criminals or other individuals that they use for their blood-magic experiments.

Turtleshell Golem

Large Construct

Hit Dice: 6d10+30 (63 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares) (can't run)
AC: 26 (-1 size, +3 Dex, +14 natural), touch 12, flat 23
BAB/Grapple: +4/+12
Attack: Slam +7 melee (1d6 +4)
Full Attack: 2 Slam +7 melee (1d6 +4)
Space/Reach: 10-ft./10 ft.
Height: 8 ft.
Weight: 450 lbs.
Special Att: Parry
Special Qual: Construct traits, DR 20/magic +3, darkvision 60 ft., low-light vision, spell immunity, shield wall
Saves: Fort +2, Ref +5, Will +2
Abilities: S19 D17 C- I- W10 Ch1
Skills: -
Feats: Combat Reflexes, Dodge, Improved Initiative
Environment: Any land
Organization: Solitary, or Covey (2-5)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This massive humanoid body seems to be made of large, hexagonal plates of bone or chitin. The very pieces of its body shift and rearrange as it moves, in an almost hypnotic pattern of clattering armored plates.

The turtleshell golem is a creature designed to protect either an individual or a small group from harm. They are purely defensive creatures, but their defensive capabilities are tremendous.

Combat

Turtleshell golems never initiate an attack, but work to the best of their abilities to defend their charge from harm. They have no compunction about putting themselves in harm's way to defend their charge, and will never stray out of arm's reach of any being they are assigned to protect willingly.

Parry (Ex): As a free action, a Turtleshell Golem can give up one of its attack of opportunities (it has 3) to attempt to negate any hit made on either itself or an ally within its threaten area. To successfully negate the attack, the turtleshell golem makes an attack roll as if to hit, with the target number being the opponent's attack roll.

Shield Wall (Ex): A turtleshell golem can rearrange itself to form a protective wall 5 feet wide, 10 feet tall and up to 20 feet long. The "Wall" has hit points equal to the golem's current hit points, and provides cover as if it were a solid structure. The turtleshell golem can move at a rate of 5 feet (1 square) in wall form, and cannot make any attacks or parries.

Spell Immunity (Ex): A turtleshell golem avoids the effects of spells and spell-like abilities that directly affect it as if it had unbeatable spell resistance, except against the following spells. A *mend* spell prevents the turtleshell golem from using its shield wall ability for one round per caster level. *Animate Object* deals 1d6 damage/caster level to a turtleshell golem.

Creating a Turtleshell Golem

A turtleshell golem is created from the shells of large tortoises, which are inscribed with magic symbols. The oils and inks used to treat and inscribe the shells cost 200 gp. Fashioning the body of the turtleshell golem requires a DC 20 Craft (Armorsmith) or a DC 20 (Weaponsmith) skill check.

CL 7; Craft Construct, *Glyph of Warding*, *Spike Stones*, *Summon Nature's Ally III*, caster must be at least 7th level; Price 10,000 gp; Cost 5,600 gp + 1,120 XP.

Turtleshell Golems on Amberos

Turtleshell Golems are the specialties of the Shugenja of the Nippon, and as such can be found in Chiamung, Dishnu and Spi Dak Su on Amberos.

Bestiary Nefarious

Wax Golem

Medium Construct

Hit Dice: 4d10+20 (42 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares) (can't run)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple: +3/+6
Attack: Slam +6 melee (1d4 +3)
Full Attack: 2 Slam +6 melee (1d4 +3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 11 in.
Weight: 200 lbs.
Special Att: Smother
Special Qual: Change shape, construct traits, DR 5/-, darkvision 60ft., fast healing 3, low-light vision, spell immunity
Saves: Fort +1, Ref +5, Will +1
Abilities: S17 D15 C- I - W10 Ch1
Skills: Disguise -5
Feats: Lightning Reflexes, Martial Weapon Proficiency
Environment: Any land
Organization: Solitary, Company (2-5), or Pack (5-20)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: -

Standing before you is a somewhat featureless, smooth-skinned humanoid. As you watch, its features shift and bubble, until the form solidifies into an exact copy of yourself.

Wax golems are creations designed to act as simple spies or assassins. Their shapechanging ability allows them to easily infiltrate areas to get at targets, and they are cheap enough that its creator rarely worries whether the construct can escape after completing its mission.

Combat

Wax golems, though not intelligent, primarily attempt to attack by surprise and/or while opponents are alone. They prefer to assume the shape of their opponent or a person liked and well known to the victim in an attempt to confuse their prey and retard the victim's ability to defend itself against attack properly. They can use their unarmed attacks to strike or use virtually any weapon with relative ease. While able to assume the appearance of wearing armor, they will never actually don clothes or wear armor as such items do not change as they shift shapes.

Smother (Ex): If a wax golem strikes a foe with its slam attack, it can attempt to cover the victim's face with a coating of wax that blinds and smothers the victim. If the victim fails a Fort save (DC 12), the victim is blinded and cannot breathe until the wax is cleared away and suffers 1d6 non-lethal damage per round. However, if the victim is reduced to 0 hit points or less, additional damage is lethal. To clear away the wax requires a full-round action and a Strength check, DC 21. Up to two additional persons can assist in removing the wax.

Change Shape (Su): A wax golem can assume the shape of any medium-sized humanoid or creature, but retains most of its own physical qualities. Changing shape results in the following changes:

- The wax golem retains the type and subtype of its original form. It gains the size of its new form.
- The wax golem loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The wax golem gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The wax golem retains all other special attacks and qualities of its original form.
- The wax golem retains the ability scores of its original form.
- The wax golem retains its hit points and saves.
- The wax golem is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Fast Healing (Ex): A wax golem regains 1 hit point per round except from fire 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. Wax golems can rearrange their structure to regrow lost limbs as a full-round action.

Spell Immunity (Ex): A wax golem avoids the effects of spells and spell-like abilities that directly affect it as if it had unbeatable spell resistance.

Creating a Wax Golem

A wax golem is created from 200 lbs. of wax, treated with rare oils and fats worth 100 gp. Creating the body requires a DC 15 Craft (Sculpting) check or a DC 15 Profession (Candlemaker) check.

CL 6; Craft Construct, *Alter Self*, *False Life*, *Obscure Object*, caster must be at least 6th level; Price 5,800 gp; Cost 3,000 gp + 230 XP.

Wax Golems On Amöeros

A potent assassination tool during the Dark Age, these creatures were used by the Skyland Hold to hunt down enemies and destroy them. However, the secret to their creation was leaked to the Free Barons by a turncoat priest, and the Free Barons used them as decoys against assassination attempts and the fledgling Brotherhood of Glory learned to use them to effect against the Skyland's Hold own officers.

By the time of the Kingdom of Swordfall, the use of wax golems had been banned, and many of the tomes that held the secret to their creation were destroyed. However, it seems that some of the texts survived, primarily in the Skienlands, and occasional wax golems can be found in the employ of eastern agents.

Gore Wrench

Medium Undead

Hit Dice: 2d12 (13 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (average)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat 16
BAB/Grapple: +1/+1
Attack: Claw +1 melee (1d4)
Full Attack: Claw +1 melee (1d4)
Space/Reach: 5-ft./5 ft.
Height: 3 ft. 8 in. + 2d4 in. (4 ft. 1 in.)
Weight: 15 lbs. + 1d4 lbs. (17 lbs.)
Special Att: Frightful presence, retch
Special Qual: DR 5/blunt, darkvision 60 ft., deteriorate, undead traits
Saves: Fort +0, Ref +2, Will +3
Abilities: S11 D15 C- I6 W11 Ch13
Skills: Listen 0, Search +3, Spot +5
Feats: Dodge, Fly-by Attack^b
Environment: Any land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: -

What appears to be a man-sized buzzard stands nearby. Its tattered feathers buzz with flies and its emaciated frame is nearly a skeleton. A foul stench emits from the creature, and its sunken eyes glow with green fire.

The gore wrench is a pathetic undead creature formed when the spiritual remains of a humanoid possess a carrion bird that has devoured part of its flesh. Having throttled the life from the bird, the soul uses the bird's carcass, swelling the bird's size until it is as tall as a man.

The gore wrench is a malevolent and evil creature, who takes its spite out on any living being that it encounters. They are often encountered on fresh battlefields, or in areas where the newly dead have recently been fed on.

A gore wrench sometimes will hunt down those who originally killed its humanoid form, but usually remains near the area it died in, wrecking its vengeance on whomever happens by. The spirit that infects the gore wrench is apparently unable to maintain the state of the body, and over time, gore wrenches simply rot away, until nothing is left. Depending on the strength of the controlling spirit, this process may take anywhere from a few months to several hundreds of years.

Gore wrenches can barely speak the languages it knew in life, usually Common and little else.

Combat

A gore wrench usually will swoop down on its foe from above, clawing and landing nearby. Once on the ground it uses its retching ability to attack foes, continuing to attack until slain or its foe is killed, and the gore wrench consumes their remains.

Deteriorate (Ex): The gore wrench barely clings to unlife, and each day it must make a Will save (DC 10) or it permanently loses 1d4 hit points.

Frightful Presence (Ex): The gore wrench's very presence is unsettling to foes. Those attacked by it must make a Will save (DC 12) or be shaken for 5d6 rounds. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Retch (Su): A gore wrench can spit a bile-like fluid out in a 5-foot wide line 10 feet long. Those caught in the area of effect must make a Reflex save (DC 12) or suffer 2d4 negative energy. If the gore wrench spits this bile on the carcass of a dead being or creature, the corpse will animate as a skeleton 50% of the time. A gore wrench has no control over the created undead, which attacks the closest living thing until slain (possibly even attacking the gore wrench).

Gore Wrenches on Amöeros

While gore wrenches can be found anywhere on Amöeros, they are more common on ancient battlefields or desert areas such as in the wastes of Randu, Iannhanex and Llanhanex. No gore wrenches are found in the Blue Desert, however.

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Hapí

Large Magical Beast (Extraplanar)

Hit Dice: 6d10+24 (57 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat 12
BAB/Grapple: +6/+15
Attack: Gore +10 melee (1d8+5)
Full Attack: Gore +10 melee (1d8+5)
Space/Reach: 10-ft./10 ft.
Height: 8 ft. 6 in. + 2d8 in. (9 ft. 3 in.)
Weight: 400 lbs. + 1d8 x 50 lbs. (500 lbs.)
Special Att: Breath of life, sacrifice, symbol
Special Qual: Darkvision 60 ft., low-light vision, SR 16
Saves: Fort +11, Ref +6, Will +3
Abilities: S21 D12 C19 I15 W13 Ch17
Skills: Heal +15, Hide -3, Knowledge (religion) +11, Listen +6, Spot +5, Survival +12
Feats: Great Fortitude, Self-Sufficient, Skill Focus (Heal)
Environment: Warm deserts, plains
Organization: Solitary, Stand (2-5), or Herd (5-20)
CR: 5
Treasure: Coins 50%, Items and Magic 25%
Alignment: Always chaotic good
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This creature looks like a large Brahma bull, with upward pointed horns and arcane symbols seemingly carved into its hide.

A Hapi is a mystical Aegyptian creature associated with the Egyptian god Hathor and normally resides in. Despite their animal-like appearance, they are healers in service to mankind. Hapis sometimes join herds of cattle, while other times they can be found in their own groups or alone. They generally depend upon the kindness of those they live near for protection and food, and are more than willing to act as doctors or healers for those who care for their needs.

A Hapi can speak Common, but often prefers to act like a normal cow or bull unless its services are needed or it is attacked.

Comḏac

Hapi usually retreat from attacks, but they may become belligerent if their caretakers are threatened or they are mistreated. A Hapi normally attacks by charging and goring its foe. Against more powerful or supernatural foes, it generally prefers to use its symbol ability to ward off danger. In extreme circumstances, if one of its defenders falls, it may use its sacrifice ability to bring the ally back to full health.

Breath of Life (Su): As a full round action, a Hapi may breath on a living creature to heal its wounds. This acts like a Cure Moderate Wounds spell cast at 6th level ability.

Sacrifice (Su): As a full-attack action, a Hapi may choose to sacrifice its own life to save that of another. The recipient

of the sacrifice must be within 30 feet of the Hapi. Using the ability immediately drops the Hapi to -10 hit points, whilst the recipient gains the effects of a *Heal* spell.

Symbol (Su): As a standard action, a Hapi can use *Symbol of Death*, *Symbol of Fear*, *Symbol of Insanity*, *Symbol of Pain*, *Symbol of Sleep*, *Symbol of Stunning* or *Symbol of Weakness*, each once per day at 6th level casting ability. The symbol appears between the horns of the Hapi, moving with the creature until triggered.

Hapi on Amḏeros

Hapi can be found in Llannhanex and Iiannhanex as well has having been imported into Simera and Randu. Nobles of the Skienlands have, over the ages, kept Hapi to ward off assassins and/or kept them as statues of good health.

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Hapi Midwife

Large Magical Beast (Extraplanar, Good)

Hit Dice: 6d10 + 11d8 + 102 (184 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares), fly 60 ft. (12 squares) (good)
Armor Class: 20 (-1 size, +2 Dex, +4 natural, +5 mithral breastplate), touch 11, flat 18
BAB/Grapple: +14/+25
Attack: Gore +20 melee (1d8+7)
Full Attack: Gore +20 melee (1d8+7)
Space/Reach: 10-ft./10 ft.
Height: 8 ft. 6 in. + 2d8 in. (9 ft. 3 in.)
Weight: 400 lbs. + 1d8 x 25 lbs. (500 lbs.)
Special Att: Breath of life, magic strike, sacrifice, symbol
Special Qual: Darkvision 60 ft., DR 10/magic +3, immune to disease, low-light vision, resistance to acid 10, cold 10, electricity 10, spells, SR 29, spell-like abilities, turn undead, +4 save vs. poison
Saves: Fort +11, Ref +6, Will +3
Abilities: S25 D14 C23 I17 W19 Ch21
Skills: Diplomacy +25, Heal +29, Hide -3, Knowledge (religion) +23, Listen +6, Spot +5, Survival +12
Feats: Augment Summoning, Endurance, Diehard, Great Fortitude, Natural Spell^B, Self-Sufficient, Skill Focus (Heal), Spell Focus (Conjuration)
Environment: Warm deserts, plains
Organization: Solitary, Stand (2-5), or Herd (5-20)
CR: 18
Treasure: mithral breastplate (4,200 gp), Coins 50%, Items and Magic 25%
Alignment: Always chaotic good
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This creature looks like a large golden Brahma bull with its torso wreathed in a shimmering silver breastplate. It has upward pointed horns and arcane symbols seemingly carved into its hide. From its back project a pair of white-feathered wings with golden tips.

The Hapi midwife is a rare form of the Hapi. They coordinate the efforts of individual Hapi, and take on those cases in which women are threatened with implacable evil.

While the Hapi midwife makes a terrible combatant, the Hapi has skills and powers that are much more subtle in warding off evil than direct combat. In cases where the Hapi's skills are insufficient to drive away an evil creature, they will instead spirit away those they intend to protect, taking them to a safer location to live out the remainder of their days.

Hapi midwives can speak Common and Celestial. They are much more talkative than regular

Hapi, and have been known to engage in deep conversations with those they have come to assist.

Combat

Hapi midwives are ill suited for combat, and prefer to disable or drive away opponent than face them in combat. If a Hapi midwife is unable to best a foe, they are not above using their *lesser planar ally* spell or *summon monster IX* ability to summon assistance. When using *lesser planar ally*, the Hapi midwives have such good relations with creatures of the celestial planes that it does not need to pay for the services it receives.

Breath of Life (Su): As a full round action, a Hapi may breath on a living creature to heal its wounds. This acts like a *Cure Critical Wounds* spell cast at 17th level ability.

Magic Strike (Su): A Hapi midwife's attacks are treated as magical attacks for the purpose of overcoming damage reduction.

Sacrifice (Su): As a full-attack action, a Hapi midwife may choose to sacrifice its own life to save that of another. The recipient of the sacrifice must be within 30 feet of the Hapi midwife. Using the ability immediately drops the Hapi midwife to 0 hit points, whilst the recipient gain the effects of a *Heal* spell.

Spells: A Hapi midwife can cast spells as a 11th level cleric with the domains of healing and protection. They favor protective spells and spells that disable or dissuade attack against themselves or their charges.

Spell-like Abilities (Sp): A Hapi midwife can use the following spell-like abilities, at 17th level ability.

Protection from evil – 3x/day, *Bless* – 1x/day, *Aid* – 1x/day, *Detect Evil* – 1x/day, *Cure Serious Wounds* – 1x/day, *Neutralize Poison* – 1x/day, *Holy Smite* – 1x/day, *Remove Disease* – 1x/day, *Dispel Evil* – 1x/day, *Holy Word* – 1x/day, *Holy Aura* – 3x/day, *Hallow* – 1x/day, *Mass Charm Monster* – 1x/day, *Summon Monster IX* (celestials only) – 1x/day

Symbol (Su): As a standard action, a Hapi midwife can use *Symbol of Death*, *Symbol of Fear*, *Symbol of Insanity*, *Symbol of Pain*, *Symbol of Sleep*, *Symbol of Stunning* or *Symbol of Weakness*, each once per day at 17th level casting ability. The symbol appears between the horns of the Hapi, moving with the creature until triggered.

Turn Undead (Su): 8x/day; Turn Check 1d20+5; Turn Damage 2d6+16

Typical Cleric Spell List

(6/7/6/6/5/4/3; CL 11; Spell DC 14 + Spell Level; Domain: Healing, Protection)

0: *Create Water*, *Detect Magic*, *Guidance*, *Mending*, *Purify Food and Drink*, *Virtue*

1st: *Bless*, *Command*, *Comprehend Languages*, *Detect Evil*, *Doom*, *Remove Fear*, *Sanctuary*^D

2nd: *Augury*, *Consecrate*, *Bull's Strength*, *Gentle Repose*, *Hold Person*, *Shield Other*^D

3rd: *Bestow Curse*, *Blindness/Deafness*, *Daylight*, *Helping Hand*, *Protection from Energy*^D, *Remove Curse*

4th: *Death Ward*, *Discern Lies*, *Lesser Planar Ally*, *Neutralize Poison*, *Spell Immunity*^D



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5th: *Commune, Greater Command, Hallow, Spell Resistance^D*

6th: *Raise Dead, Heal^D, Heroes' Feast*

Hapi Midwives on Amberos

There is believed to be only three Hapi midwives in existence – one bound to Hathor, another to Isis and the third bound to Shame. They are very rarely seen, and only one account exists of them appearing on Amberos – in the recorded account, a Hapi midwife appeared to a soon-to-be wife of the Pharaoh of Iiannhanex, training the young lady to become a queen and eventually thwarting a Skienland rakshasa maharaja's attempt to possess the queen's first child.

Haraka

Medium Humanoid (Avian, Evil)

Hit Dice: 3d8+6 (19 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), fly 60 ft. (average)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat 15
BAB/Grapple: +2/+3
Attack: Bite +3 melee (1d6+1)
Full Attack: Bite +3 melee (1d6+1) and 2 claw -2 melee (1d4)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)
Weight: 60 lbs. + 1d8 x 10 lbs. (100 lbs.)
Special Att: Smite good
Special Qual: Low-light vision, spell resistance 13, spell-like abilities
Saves: Fort +3, Ref +4, Will +2
Abilities: S13 D17 C15 I13 W12 Ch14
Skills: Bluff +8, Disguise +4, Forgery +3, Knowledge (the planes) +7, Listen +4, Spot +4
Feats: Deceitful, Flyby Attack
Environment: Any land
Organization: Solitary, Covey (2-5), or Nest (5-20)
CR: 3
Treasure: None
Alignment: Always neutral evil
Advancement: By Character Class
Level Adj: +5

The facade of a beautiful humanoid falls away to reveal a demonic body covered in orange and red feathers with a bird-like head and arms that appear to double as wings. Its large eyes are slitted like that of a serpent, and cruel barbs and horns jut from the creature's joints.

Haraka are the foul offspring of vrocks and evil humans. They are selfishly evil and hateful of good things. They often wrap themselves in illusions to lull the suspicions of victims, dropping the disguise mere moments before attacking.

Unfortunately, haraka crave the flesh of humanoids, and will seek out prey to devour at their leisure.

Haraka can speak Common and Infernal.

Comðax

Most Haraka prefer to use their illusions to disguise their true nature until moments before they attack. They also prefer to attack lone or unsuspecting opponents. They are often unarmed so that they may appear harmless in their disguised form. However, Haraka are adept with all simple and martial weapons, though they disdain using armor. If facing superior opponents, Haraka often will fly out of harm's reach and assault their victims with missile weapons or flee entirely to seek easier prey.

Smite Good (Su): Once per day, a Haraka can deal extra damage to a creature of good alignment or with the good descriptor. The Haraka can deal +3 points of damage.

Spells-like Abilities (Sp): A Haraka can cast the following spells at will. *Dancing Lights*, *Disguise Self*, *Detect Good*. Caster level 3rd.

Society

Haraka generally tend to gather in communities made of their own kind. They openly welcome strangers to their dwelling, whilst making preparations to devour visitors.

Few Haraka have the skills to make their own tools or the drive to maintain businesses or work at other professions; their life revolves around getting their next meal, and they will not make what they feel they can steal or cheat others out of. Haraka prefer to make targets of humanoids who themselves are not Haraka, but they are not above stealing from or murdering their own kind for their own benefit.

Haraka can breed among themselves or with humanoid captives, and females generally generate 2-5 eggs after copulation. Harakas rarely stay together after mating, and abusive relationships are not unknown among the Haraka.

Occasionally, Haraka will be sent forth from a community to seek out prey to draw to the village for community consumption or enslavement. Slaves rarely last long however, and usually end up in the dinner pot after other meals become scarce.

Haraka

Haraka are infrequently encountered in the Skienlands, and there are tales of the evil beings in Ran Da Khan and Randu.

Haraka as Characters

As stated above, sometimes Haraka are sent out from their communities to find prey. In some cases, these Haraka may be gone for quite some time or fail to return to their community, having found a better or more meaningful existence.

Haraka characters have the following abilities.

- **Base land speed 30 feet. Fly speed 60 feet (average)**
- **Medium size.**
- **Low-light vision.** A Haraka can see twice as far as a human in dim or twilight conditions.
- **Evil subtype.** A Haraka character cannot choose a good alignment, though it may be neutral.
- **Low-light Vision.** A Haraka can see twice as far as a human in low light or twilight conditions.
- **3d8 racial hit dice.**
- **Base Fort +1, Reflex +1, Will +1.**
- **(2 + Int mod) x 2 skill points.** A Haraka's racial skills are Bluff, Disguise, Forgery, Knowledge (the Planes), Listen and Spot.
- **+5 natural armor.**
- **+2 Str, +6 Dex, +4 Con, +2 Int, +2 Wis, +4 Chr.** A Haraka's fiendish origins make it stronger, quicker and harder than most races. They are also

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generally smarter, more cunning and more charismatic than their prey.

- **Natural Attack.** A haraka has a bite attack that deals 1d6 + Str modifier damage and two claw attacks that deal 1d4 + ½ Str modifier damage. The bite attack is primary.
- **Smite Good.** A non-good Haraka character can smite good, dealing +3 points of damage once per day. The Haraka deals an additional +1 damage per class level it obtains.
- **Spell-like Abilities.** A Haraka can cast the following spells at will if it has a Charisma of 11 or better. *Dancing Lights*, *Disguise Self*, *Detect Good*. Caster level is 3 + spellcasting level.
- **Strictly Carnivorous.** Haraka will only eat meat, and prefer the flesh of intelligent creatures. If the character wishes to eat anything other than meat, they must succeed a DC 15 Will save to do so. The DC for this save increases by +1 for each day the Haraka has not eaten fresh flesh.
- **Favored Class:** Rogue
- **Level Adjustment:** +5

Generally speaking, the Haraka refute worshipping any deity. However, some Haraka have taken to worshipping Gwieze, the Lord of Shadows. Priests of Gwieze may choose two of the three domains from Chaos, Evil or Trickery.

Haraka Rebuker

3HD Haraka Rog 5 (Avian, Evil);hp: 55

S12 D25 C17 I16 W14 Ch12;Fort +5, Ref +12, Will +4

Init: +7 Move: 30 ft., fly 60 ft. (average)

AC: 24 (+7 Dex, +5 natural armor, +1 *amulet of natural armor* +1, +1 *ring of protection* +1), touch 17, flat 17

BAB/Grapple: +5/+6

Full Attack: Bite +12 melee (1d6+1), 2 claws +7 melee (1d4)

Special Att: Smite good, sneak attack +3d6

Special Qual: Evasion, low-light vision, spell-like abilities, strictly carnivorous, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +12, Diplomacy +6, Disguise +14, Forgery +11, Gather Information +6, Hide +12, Knowledge (The Planes) +9, Listen +7, Move Silently +12, Sleight of Hand +12, Spot +13, Tumble +12, Use Magic Device +6

Feats: Deceitful, Flyby Attack, Weapon Finesse

CR: 8

Gear: *Amulet of natural armor* +1 (2,000 gp), *ring of protection* +1 (2,000 gp), *gloves of dexterity* +2 (4,000 gp), *potion of magic fang* (50 gp), *potion of cure moderate wounds* (300 gp)

Total: 8,350 gp (9,400 gp)

Evasion (Ex): If a haraka rebuker 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 haraka rebuker 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 haraka rebuker 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.

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Haraka Scion

3HD Haraka Rog 8/Asn 2 (Avian, Evil);**hp:** 55
 S12 D27 C17 I16 W14 Ch12;**Fort** +6, **Ref** +18, **Will** +6
Init: +8 **Move:** 30 ft., fly 60 ft. (average)
AC: 25 (+8 Dex, +5 natural armor, +1 *monks belt*, +1 *ring of protection* +1), touch 18, flat 17

BAB/Grapple: +9/+10

Full Attack: Bite +17 melee (1d6+1), unarmed strike +12/+7 melee (1d8), claw +12 melee (1d4)

Special Att: Death attack, smite good, sneak attack +5d6

Special Qual: Evasion, low-light vision, poison use, spell-like abilities, strictly carnivorous, trap sense +1, trapfinding, uncanny dodge, +1 save vs. poison

Skills: Bluff +15, Diplomacy +9, Disguise +17, Forgery +11, Gather Information +9, Hide +16, Knowledge (The Planes) +9, Listen +10, Move Silently +16, Sleight of Hand +14, Spot +18, Tumble +14, Use Magic Device +11

Feats: Combat Expertise, Combat Reflexes, Deceitful, Flyby Attack, Weapon Finesse

CR: 13

Gear: *Amulet of mighty fists* +1 (6,000 gp), *monk's belt* (13,000 gp), *ring of protection* +1 (2,000 gp), *gloves of dexterity* +2 (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 25,300 gp (35,000 gp)

Evasion (Ex): If a haraka rebuker 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 haraka rebuker 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 haraka rebuker 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.

Death Attack: Study victim for 3 rounds and make a melee attack to paralyze or kill opponent. If the victim of such an attack fails a Fortitude save DC 15 against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

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

Typical Assassin Spell List

(2; CL 2; Spell DC 13 + Spell Level)

1st: *Ghost Sound*, *Obscuring Mist*, *True Strike*

Haraka Deathwing

3HD half-fiend Haraka Rog 8/Asn 7 (Avian, Evil, Native);**hp:** 138

S16 D36 C19 I23 W14 Ch14;**Fort** +12, **Ref** +28, **Will** +12

Init: +13 **Move:** 30 ft., fly 60 ft. (average)

AC: 36 (+13 Dex, +6 natural armor, +7 *bracers of armor* +7), touch 23, flat 23

BAB/Grapple: +13/+14

Full Attack: Bite +26 melee (1d6+1), 2 claws +21 melee (1d4) or

Wand of inflict serious wounds +26 touch (3d8+13;DC 20 Will half/Use Magic Device DC 20 to activate)

Special Att: Death attack, magic strike, smite good 2x/day, sneak attack +7d6

Special Qual: Darkvision 60 ft., DR 5/magic +1, evasion, immunity to poison, improved uncanny dodge, low-light vision, poison use, resistance to acid 10, cold 10, electricity 10, and fire 10, spell-like abilities, SR 13, strictly carnivorous, trap sense +1, trapfinding, uncanny dodge, +3 save vs. poison

Skills: Bluff +21, Craft (Trapmaking) +16, Diplomacy +10, Disable Device +16, Disguise +18, Forgery +13, Gather Information +14, Hide +26, Knowledge (The Planes) +14, Listen +16, Move Silently +29, Open Lock +20, Search +15, Sleight of Hand +20, Spot +23, Tumble +27, Use Magic Device +20

Feats: Combat Expertise, Combat Reflexes, Deceitful, Flyby Attack, Improved Feint, Iron Will, Weapon Finesse

CR: 19

Gear: *bracers of armor* +7 (49,000 gp), *gloves of dexterity* +6 (36,000 gp), *headband of intellect* +6 (36,000 gp), *amulet of proof against detection and location* (35,000 gp), *cloak of resistance* +3 (9,000 gp), *wand of inflict critical wounds* (10 charges) (4,200 gp), *potion of cure moderate wounds* (300 gp)

Total: 169,500 gp (170,000 gp)

Evasion (Ex): If a haraka deathwing 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.

Magic Strike (Su): A haraka deathwing's natural attacks are treated as magic for the purposes of bypassing damage reduction.

Spell-like Abilities (Sp): A haraka deathwing can use the following spell-like abilities.

Darkness – 3x/day, *Desecrate* – 1x/day, *Dancing Lights* – 1x/day, *Disguise Self* – 1x/day, *Detect Good* – 1x/day.

Trap Sense (Ex): A haraka deathwing 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.

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Uncanny Dodge (Ex): A haraka deathwing 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.

Death Attack: Study victim for 3 rounds and make a melee attack to paralyze or kill opponent. If the victim of such an attack fails a Fortitude save DC 23 against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

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

Note: A haraka deathwing generally uses Improved Feint + the *wand of inflict serious wounds* + smite good + sneak attack to deliver its Death Attack (3d8+7d6+31 damage).

Typical Assassin Spell List

(5/5/3/1;Caster Level 7;Spell DC 16 + Spell Level)

1st: *Ghost Sound* x2, *Obscuring Mist*, *Sleep*, *True Strike*

2nd: *Alter Self*, *Darkness*, *Invisibility* x2, *Spider Climb*

3rd: *Deep Slumber*, *Deeper Darkness*, *Magic Circle Against Good*

4th: *Dimension Door*, *Freedom of Movement*, *Locate Creature*

Hath

Large Outsider (Extraplanar)

Hit Dice: 10d8+40 (85 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 80 ft. (average) (16 squares)
Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat 17
BAB/Grapple: +10/+19
Attack: Slam +14 melee (1d6+5)
Full Attack: Slam +14 melee (1d6+5)
Space/Reach: 10-ft./10 ft.
Height: 11 ft. + 2d6 in. (11 ft. 7 in.)
Weight: 450 lbs. + 2d8 x 25 lbs. (675 lbs.)
Special Att: Mother's Touch
Special Qual: Darkvision 60 ft., outsider traits, lesser magic resistant, resistance to energy, SR 24, spell-like abilities
Saves: Fort +11, Ref +9, Will +10
Abilities: S21 D15 C19 I15 W17 Ch19
Skills: Diplomacy +17, Handle Animal +17, Heal +19, Hide -2, Knowledge (Nature) +15, Knowledge (Religion) +15, Listen +11, Profession (Herbalist) +16, Sense Motive +16, Spot +11, Survival +16
Feats: Alertness, Brew potion, Combat Reflexes, Skill Focus (Heal)
Environment: Warm deserts, hills
Organization: Solitary, or Cluster (2-5)
CR: 11
Treasure: Standard Coins and item, Double gems
Alignment: Always neutral
Advancement: By Class Level
Level Adj: +8

This two-legged bovine-headed humanoid is dressed in white garments. Its hands end in elegant, thin fingers and a golden ankh is emblazoned on its forehead.

Hath are the handmaidens of gods of fertility and midwives. The Hath travel the lands healing the sick and assisting the birth of children, whether those of men or beast.

With a touch, Hath have the ability to impart fertility or to steal it away, and thus in many ways have the power of life and death for those who wish to bear an heir to their lineage.

Hath generally prefer to remain somewhat distant from civilization, though they can often be found on the outskirts of heavily populated areas, or in remote hermitages in the deep desert. They tend to be nomadic, traveling to wherever they are needed.

Hath speak Common, Aegyptian, Celestial and Infernal. They have been known to visit babies singing praises in Celestial or to castigate evil kings or other abusers of women in Infernal.

Combat

Hath need only touch their opponent to inflict their wrath, and usually a single touch is enough to leave most mortals in writhing pain. Against other outsiders, Hath defend themselves with their spells and awesome touch attacks, but will rarely instigate a fight, and will often seek to escape unless defending pregnant female or child.

Lesser Magic Resistant (Su): A Hath gains a +5 bonus to its Spell Resistance.

Mother's Touch (Ex): As a standard action, a Hath may use a touch attack to impart or remove fertility from any living creature. If imparting fertility, the subject will become automatically impregnate/become pregnant if engaged in sexual activity in the next 24 hours. If removing fertility, the victim suffers wracking pains as their ability to reproduce is stripped away. The victim suffers 10d6 non-lethal damage, is stunned for 5d4 rounds and is unable to reproduce until the effect is negated with a successful *Remove Curse* cast by a 11th+ level caster, *Wish* or *Miracle* spell. The victim of this attack gains a Fortitude save DC 19 to avoid its effects. A Hath can only affect an individual once a day, regardless whether the touch is effective or not.

Resistance to Energy (Ex): A Hath can ignore 10 points of fire, cold or electrical damage per attack.

Spells-like Abilities (Sp): A Hath can use the following abilities as indicated at 10th level divine casting ability. The DC to resist any of it's spells is 14 + spell level.

Cure Light Wounds – at will, *Cure Moderate Wounds* – 5x/day, *Cure Serious Wounds* – 3x/day, *Cure Critical Wounds* – 2x/day, *Heal* – 1x/day, *Flame Blade* – 3x/day, *Holy Sword* – 1x/day, *Imprisonment* (DC 23) – 1x/week, *Plane Shift* – 1x/week, *Symbol of Insanity* (DC 22) – 1x/day, *Symbol of Pain* (DC 19) – 1x/day, *Symbol of Weakness* (DC 21) – 1x/day.

Hath on Amöeros

Hath are sacred in Llannhanex, and can be encountered in Iiannhanex as well, though in the latter areas they are not considered sacred beings. Hath also exist in the Skienlands, and there are tales of Hath being encountered in the lands of Randu.

Hath as Characters

Hath are bound in service to the upper planes. While they can often be encountered on a quest in the service of good, they are not free to pursue their own agendas. They have been known however, to join a host of other heroes to assist them in the completion of a quest that benefits the upper planes.

Hath characters have the following abilities.

- **Large Size.** A hath suffers a –1 penalty to AC and to hit rolls. It has a –4 penalty to Hide checks but gains a +4 bonus to grapple checks. A hath's carrying capacity is double that of a medium creature.
- **Outsider Type, extraplanar subtype**
- **Base move 30 ft., fly 80 ft. (average)**

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- **Darkvision 60 ft.** A hath can see in total darkness out to a range of 60 ft. Darkvision is black and white only.
- **+8 natural armor**
- **Str +10, Dex +4, Con +8, Int +4, Wis +6, Cha +8.** Hath have sturdy frames and are naturally contemplative, inoffensive creatures whom are not easily swayed from their duties or opinions.
- **10 ft. space / 10 ft. reach.**
- **10d8 racial hit dice.** The hath adds 10x its Constitution modifier to this total (min 1 hp/HD). The hath also gains a +10 BAB and Fort +7, Reflex +7 and Will +7 base saves.
- **(8 + Int mod) x 13 skill points.** A hath's racial skills are Craft (Any), Diplomacy, Handle Animal, Heal, Knowledge (Any), Listen, Profession (Any), Sense Motive, Spot and Survival.
- **4 racial feats.**
- **Natural Attacks.** A hath can make a slam attack dealing 1d6 + Str modifier damage.
- **Lesser Magic Resistant (Su):** A Hath gains a +5 bonus to its Spell Resistance.
- **Mother's Touch (Ex):** As a standard action, a Hath may use a touch attack to impart or remove fertility from any living creature. If imparting fertility, the subject will become automatically impregnate/become pregnant if engaged in sexual activity in the next 24 hours. If removing fertility, the victim suffers wracking pains as their ability to reproduce is stripped away. The victim suffers 10d6 non-lethal damage, is stunned for 5d4 rounds and is unable to reproduce until the effect is negated with a successful *Remove Curse* cast by a 11th+ level caster, *Wish* or *Miracle* spell. The victim of this attack gains a Fortitude save (DC 15 + Cha modifier) to avoid its effects. A Hath can only affect an individual once a day, regardless whether the touch is effective or not.
- **Resistance to Energy (Ex):** A Hath can ignore 10 points of fire, cold or electrical damage per attack.
- **Spells-like Abilities (Sp):** A Hath can use the following abilities as indicated at 10th level divine casting ability. The DC to resist any of it's spells is 10 + Cha modifier + spell level.
Cure Light Wounds – at will, *Cure Moderate Wounds* – 5x/day, *Cure Serious Wounds* 3x/day, *Cure Critical Wounds* 2x/day, *Heal* 1x/day, *Flame Blade* 3x/day, *Holy Sword* 1x/day, *Imprisonment* 1x/week, *Plane Shift* 1x/week, *Symbol of Insanity* 1x/day, *Symbol of Pain* 1x/day, *Symbol of Weakness* 1x/day.
- **Spell Resistance.** A hath has Spell Resistance of 15 + Cha modifier + 5 + Class levels.
- **Automatic Languages:** Common, Aegyptian, Celestial and Infernal. **Bonus Languages:** Elvin, Dwarven, Giant, Gnomish, Goblinoid and Undercommon.

- **Favored Class:** Cleric. A hath who takes levels of cleric memorizes and casts spells as if 10 levels higher than normal.

- **Level Adjustment:** +7

While the original hath are the creations of Hathor, they serve all the gods of good. Each hath is in the particular service of a single god of good, and is usually a cleric of said deity. A hath cleric choose two of the three domains of Good, Healing and Protection despite the domains of the deity it worships.

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Hath Crusader

10HD hath Clr 8;hp: 171

S22 D14 C21 I12 W29 Ch22;Fort +18, Ref +11, Will +22

Init: +0 Move: 30 ft., fly 80 ft.

AC: 35 (-1 size, +2 Dex, +8 natural, +13 mithral full plate +5, +3 absorbing shield) touch 11, flat 33

BAB/Grapple: +16/+26

Full Attack: +4 morningstar +25/+20/+15/+10 melee (2d6+10)

Special Att: Mother's Touch

Special Qual: Darkvision 60 ft., outsider traits, lesser magic resistant, resistance to energy, SR 34, spells, spell-like abilities, turn undead

Skills: Concentration +13, Diplomacy +27, Handle Animal +19, Heal +25, Hide -2, Knowledge (Religion) +22, Listen +24, Profession (Herbalist) +14, Sense Motive +22, Spot +24, Survival +22

Feats: Alertness, Augment Summoning, Brew potion, Power Attack, Improved Sunder, Skill Focus (Heal), Spell Focus (Conjuration)

CR: 19

Gear: +4 morningstar (32,308 gp), mithral full plate +5 (35,650 gp), absorbing shield (50,170 gp), periapt of Wisdom +6 (36,000 gp), staff of healing (25 charges) (13,875 gp), reliquary (500 gp) [Holy Aura]

Total: 168,943 gp (170,000 gp)

Mother's Touch (Su): DC 21

Spells-like Abilities (Sp): A hath crusader can use the following abilities as indicated at 10th level divine casting ability. The DC to resist any of it's spells is 19 + spell level. Cure Light Wounds – at will, Cure Moderate Wounds – 5x/day, Cure Serious Wounds – 3x/day, Cure Critical Wounds – 2x/day, Heal – 1x/day, Flame Blade – 3x/day, Holy Sword – 1x/day, Imprisonment (DC 28) – 1x/week, Plane Shift – 1x/week, Symbol of Insanity (DC 27) – 1x/day, Symbol of Pain (DC 24) – 1x/day, Symbol of Weakness (DC 26) – 1x/day.

Turn Undead (Su): 9x/day; Turn Check 1d20+6; Turn Damage 2d6+14

Typical Cleric Spell List

(6/9/8/8/7/6/5/5/4; CL 18; Spell DC 19 + Spell level;

Domains: Healing, Protection)

0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Light, Purify Food and Drink

1st: Bless, Comprehend Languages, Deathwatch, Detect Evil, Divine Favor, Hide from Undead, Protection From Evil, Remove Fear, Sanctuary^D, Shield of Faith

2nd: Aid, Align Weapon, Enthrall, Hold Person, Make Whole, Resist Energy, Shield Other^D, Status

3rd: Daylight, Dispel Magic, Invisibility Purge, Locate Object, Meld into Stone, Protection from Energy^D, Searing Light, Speak with Dead

4th: Dimensional Anchor, Discern Lies, Divine Power, Imbue with Spell Ability, Neutralize Poison, Restoration, Sending, Spell Immunity^D

5th: Commune, Dispel Evil, Disrupting Weapon, Greater Command, Mark of Justice, Slay Living, Spell Resistance^D

6th: Animate Objects, Banishment, Blade Barrier, Mass Bull's Strength, Heal x2^D

7th: Ethereal Jaunt, Holy Word, Regenerate, Repulsion^D, Summon Monster VII

8th: Fire Storm, Greater Spell Immunity, Holy Aura, Mind Blank^D, Summon Monster VIII

9th: Mass Heal^D, Summon Monster IX, True Resurrection

Hell Reaper

Medium Outsider (Devil, Evil, Lawful)

Hit Dice: 10d8+70 (115 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class: 24 (+2 Dex, +12 natural), touch 12, flat 22
BAB/Grapple: +10/+14
Attack: +3 *flaming burst scythe* +14 melee (1d6+9;19-20/x4)
Full Attack: +3 *flaming burst scythe* +14/+9/+4 melee or tail +14 melee (1d6+9; 19-20/x4)
Space/Reach: 5-ft./5 ft.
Height: 6 ft. + 1d12 in. (6 ft. 6 in.)
Weight: 100 lbs. + 2d4 x 25 lbs. (225 lbs.)
Special Att: Breath weapon, fearsome ray, hell's debt, poison
Special Qual: DR 10/good, darkvision 60 ft., outsider traits, resistance to energy, spell immunity
Saves: Fort +14, Ref +9, Will +8
Abilities: S19 D15 C25 I15 W13 Ch16
Skills: Craft +15, Disguise +16, Gather Information +16, Hide +15, Intimidate +16, Listen +7, Move Silently +15, Ride +15, Search +9, Spot +14, Use Magic Device +16
Feats: Dodge, Improved Critical, Mobility, Spring Attack
Environment: Hell or Any land
Organization: Solitary
CR: 11
Treasure: +3 *flaming burst scythe*, normal coins and gems
Alignment: Always lawful evil
Advancement: 11-20 HD (Medium); 21-30 HD (Large)
Level Adj: -

The protruding skin of this red-cloaked fiend is covered in bony protrusions. A pair of bat-like wings erupts from its back and its face is cloaked in shadow. Within the dark hood can be seen the glowing red eyes of the creature. In its hands it hold a blackened scythe.

Hell reapers are devils sent from hell to collect on the soul debts of the living. They are sent to locate and murder a specific target. They can ruthlessly track their target, and will not give up until slain - once they are set on an being not even other devils can call them off.

Hell reapers speak Common and infernal. They are known to announce their presence in infernal when they reach their target and prepare to attack.

Comðac

Hell reapers will use whatever means to get as close to their target undetected before striking. Once engaged, they will not willingly flee or change targets until the one they have been dispensed to slay has been dealt with. Hell reapers do not care - and actually enjoy - to strike down bystanders, but will be careful when engaging opponents by seeking to strike when they will be most likely

to succeed. It is not uncommon for them to wait to strike when the opponent is otherwise engaged, unarmed, asleep or otherwise unable to properly defend himself or herself.

Unless a hell reaper is slain in hell proper, the scythe it wields disappears upon the creature's destruction. If a hell reaper's weapon should be stolen or otherwise taken, the hell reaper will turn its attentions to retrieving the weapon before resuming its mission.

Breath Weapon (Su): A hell reaper can breath a cone of flame 30 feet long. Those in the area of effect take 6d6 fire damage (Reflex save DC 22 for half). The hell reaper can breath once per minute.

Fearsome Ray (Su): As a standard action, the hell reaper may make a ranged touch attack with a range of 60 feet. Anyone struck by the ray ages 2d10 years and is panicked if they fail a Will saving throw (DC 18). The hell reaper may only use its fearsome ray ability on a foe once a day.

Hell's Debt (Su): As a standard action, a hell reaper can deliver a coupe de grace to a helpless or unconscious opponent with its scythe. If the attack succeeds, the victim's instantly dies and their soul is sent directly to hell. Furthermore, attempts to raise or resurrect the dead individual automatically fail unless preceded by a *Wish* or *Miracle* spell to undo the Hell's Debt effect.

Poison (Ex): The tail of a hell reaper injects a deadly poison that paralyzes victims (Inject; Fort DC 22; Init: paralyzed 1d4 rounds, Sec: none)

Resistance to Energy (Ex): A hell reaper is immune to fire damage and has acid and electrical resistance 15.

Spell Immunity (Ex): A hell reaper 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. Hell reapers do not gain immunity to spells with the good descriptor.

Hell Reapers on Amðeros

The Dark One is known for making contracts with mortals in return for power. These contracts usually have a 5 to 10 year limit on them, where after the contractor's soul is to be collected and taken to Hell. The Dark One uses Hell Reapers to collect the souls of those whom contract is expired.

Hellchilde

Medium Humanoid (devil, human)

Sorcerer 1

Hit Dice: 1d4 (2 hp)

Initiative: +1

Speed: 30 ft.

AC: 11 (+1 Dex), touch 11, flat 10

BAB/Grapple: +0/-1

Attack: Dagger –1 melee (1d4-1;19-20/x2)

Full Attack: Dagger –1 melee (1d4-1;19-20/x2)

Face/Reach: 5 ft./5 ft.

Height: 5 ft. + 3 in. + 2d6 in. (5 ft. 10 in.)

Weight: 120 lbs. +2d6 x 7 lbs. (169 lbs.)

Special Att: Spells

Special Qual: Light sensativity, low-light vision, spell-like abilities, transformation

Saves: Fort +0, Reflex +1, Will +2

Abilities: S8 D13 C10 I14 W10 Ch17

Skills: Bluff +9, Concentration +4, Hide +3, Knowledge (Arcana) +6, Spellcraft +6
Spell Focus (Enchantment)

Feats:

Environment: Any

Organization: Solitary, Troupe (2-5), Gathering (5-12), Bidding (5-20 + 1 Arcanum)

CR: 1

Treasure: Standard

Alignment: Usually Nuetral (Evil tendencies)

Advancement: By Character Class

Level Adj: +0

Hellchilde are humans descended from powerful individuals whose ancestors made pacts with powerful – and often evil outsiders. Part of the pact of power that the Hellchilde have made leaves them outwardly albino, but hides within them a terrible transformation when they unleash their powerful abilities.

Hellchilde tend to be reclusive loners, only truly comfortable around their own kind. They tend to be drawn to power and the benefits of wealth and they often are morally neutered or corrupt.

Hellchilde, like mageborn (see Bestiary Malfearous), have a natural knack for spellcasting, though it is more broad than mageborn skill. However, when a Hellchilde casts a spell, their body undergoes a terrifying transformation – their skin turns a flaming red, their eyes become yellow with black snake-like slits, horns protrude from their forehead, a reptilian tail sprouts from their back and their feet become cloven hooved. While the transformation usually only lasts a brief time, it can be quite startling to those who have never encountered a Hellchilde before.

Though this demonic appearance is universal to the Hellchilde and only manifests itself when the Hellchilde cast spells, they ancient pacts that Hellchilde draw on them is not limited to demonic bonds; Hellchilde have also bonded themselves to fey, genie and even draconic pacts that they draw their unusual abilities from.

Despite their outward appearance and the dealings of their ancestors, the majority of the Hellchilde are not evil,

though they do tends towards questionable behavior and ethics.

Hellchilde speak Trade or Common, depending on their place of origin. Most Hellchilde can speak an additional two languages, and often prefer Abyssmal, Aquan, Auran, Celestial (rarely – either for Bluffing purposes or among those seeking “atonement”), Draconic, Ignan, Infernal or Terran, depending on their percieved source of magical power.



Combac

Hellchilde often enter combat only as a last resort, when bargaining or beguiling opponents has failed. They prefer to strike from positions of power and will often leave a battlefield they do not feel they control, and will often flee or surrender to a superior foe. Given the chance, most Hellchilde will seek turn the tables on anyone who bests them, and are not above pursuing a percieved enemy for years before striking.

The Hellchilde presented above had Str 8, Dex 13, Con 12, Int 14, Wis 10 and Cha 15 before racial adjustments.

Light Sensativity: When a Hellchilde is exposed suddenly to light, or is in areas of bright light (such as a *Sunlight* spell), they must make a DC 15 Fort save or be dazzled for a round. Thereafter, they suffer a –1 penalty to hit rolls and sight-based skill checks in bright light (no save).

Spell-like abilities: A Hellchilde can use the following spell-like abilities once per day. *Arcane Mark*, *Shadows*, and *Dancing Lights*.

Transformation: When a Hellchilde casts a spell, their appearance changes to a terrifying demonic shape (as described above). This transformation lasts for 1 round per level of the spell cast (For example, a *phantasmal killer* spell, a 4th level spell, would transform the Hellchilde for 4 rounds). While transformed, the Hellchilde gains several benefits. They gain a +2 bonus to Will saves, +1 Caster Level and two natural claw attacks that deal 1d4+Str modifier.

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Typical Sorcerer Spell List

(5/4; CL 1; DC 13 + Spell Level)

0: *Detect Magic, Flare, Message, Prestidigitation*

1st: *Charm Person**, *Magic Missile*

* Enchantment Spell; +1 DC

Hellchilde Society

Hellchilde are often found dwelling in human society, using their innate knack for magic to better their social position. They tend to naturally veer towards leadership or dominating positions, often treading on those who get in their way.

When in the company of their own, Hellchilde tend to form into conclaves and secret societies consisting of only their kind. A good many of these organizations are neither scheming nor laden with hidden intrigue – they tend to be merely a conduit for developing relationships with other Hellchilde who share similar interests and abilities – a place where one may relax and “be themselves.” Outsiders, however, often tend to attribute sinister motives to Hellchilde societies, not all without merit.

Most Hellchilde are flippant towards religion, and may go out of their way to interfere, tear down or otherwise oppose religious institutions. This often stems from their pacts of power, and a feeling of being outside the natural order – that in many cases, religion is a lie of slavery, where the pacts of power Hellchilde are bound to are freedom from such slavery. The afterlife for most Hellchilde is seen as a “road trip” where they may travel the planes of existence as they will, rather than be bound as slaves to some god’s whim after death.

Hellchilde On Amberos

Since the Dark Age, noble families of the realm once known as Al-Baqua have had dealings with genies, demons and devils to cement their power. Their ancient dealings have forever marked their descendants as the Hellchilde. The descendants of these families have the innate ability to tap into the magical pacts that their forefathers forged with these outsiders.

Likewise, family members of the Mytears family and its associates of the lands of Riddlekill have manifested several Hellchilde bloodlines, apparently due to their ancient connection to the otherworldly forces behind the Skyland Hold. Unlike the Hellchilde of the Skienlands, those with association to the Mytears family have fiendish connections only, and tend towards both Lawful and Evil outlooks.

Hellchilde As Characters

While reluctant to willingly leave the lap of luxury, there are many Hellchilde who seek the adventuring life to buy into a life of luxury or whom are forced out of their lifestyle to seek a new life. Rarely, a Hellchilde may come to enjoy the wanderings of adventure life and become a sort of wandering thrillseeker.

All Hellchilde have the following racial abilities.

- **-2 Constitution, +2 Charisma.**

- **Medium:** As Medium creatures, Hellchilde have no special bonuses or penalties due to their size.
- **Hellchilde base speed is 30 feet.**
- **Low-Light Vision:** A Hellchilde can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Spell-like abilities:** A Hellchilde can use the following spell-like abilities once per day if they have a Charisma of 10 or better. *Arcane Mark, Shadows, and Dancing Lights.*
- **Human Blood.** For all effects related to race, a Hellchilde is considered a human.
- **+2 racial bonus on Bluff and Hide checks.**
- **Transformation:** When a Hellchilde casts a spell, their appearance changes to a terrifying demonic shape (as described above). This transformation lasts for 1 round per level of the spell cast (For example, a *phantasmal killer* spell, a 4th level spell, would transform the Hellchilde for 4 rounds). While transformed, the Hellchilde gains several benefits. They gain a +2 bonus to Will saves, +1 Caster Level and two natural claw attacks that deal 1d4+Str modifier. At 5th level, when transformed, the Hellchilde gains a +1 natural armor bonus. This natural armor bonus increases by +1 for every 4 levels thereafter. Thus a Hellchilde has a natural armor bonus of +1 at 5th-8th level, +2 at 9th-12th level, +3 at 13th-16th level, +4 at 17th+ level.

The use of supernatural or spell-like abilities does not cause the Hellchilde to transform.

- **Light Sensativity:** When a Hellchilde is exposed suddenly to light, or is in areas of bright light (such as a *Sunlight* spell), they must make a DC 15 Fort save or be dazzled for a round. Thereafter, they suffer a –1 penalty to hit rolls and sight-based skill checks in bright light (no save).
- **Automatic Languages:** Trade (or Common) and Infernal. **Bonus Languages:** Abyssmal, Aquan, Auren, Draconic, Dwarven, Elvin, Ignan, Terran, Giant, Gnomish, or Goblinoid.
- **Favored Class:** Sorcerer. A multiclass Hellchilde’s sorcerer class does not count when determining whether she makes an experience point penalty for multiclassing.

Hellchilde usually scorn worship of any sort, though there are a few Hellchilde who have devoted themselves to a diety. They have no favored diety.

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Hellchilde Silver Tongue

Hellchilde Soc 6;hp: 15

S8 D13 C10 I14 W10 Ch18;Fort +2, Ref +3, Will +5

Init: +1 **Move:** 30 ft.

AC: (+1 Dex,), touch 11, flat

BAB/Grapple: +3/+2

Full Attack: Dagger +4 melee (1d4-1;19-20/x2 or 2 claws +4 melee (1d4-1)

Special Att: Spells

Special Qual: Light sensitivity, Low-light vision, spell-like abilities, transformation

Skills: Bluff +15, Concentration +9, Hide +3, Knowledge (Arcana) +11, Spellcraft +11

Feats: Improved Initiative, Spell Focus (Enchantment), Weapon Finesse

CR: 6

Gear: *Bracers of armor* +2 (4,000 gp), *wand of charm person (heightened 3rd)* (CL 6, 5 charges) (1,350 gp), *potion of cure light wounds* x2 (100 gp)

Total: 5,450 gp (5,600 gp)

Typical Sorcerer Spell List

(6/7/6/4; CL 6 [7 when transformed];DC 14 + Spell level)

0: *Daze**, *Detect Magic*, *Ghost Sound*, *Message*, *Prestidigitation*, *Resistance*, *Touch of Fatigue*

1st: *Cause Fear*, *Charm Person**, *Magic Missile*, *Ray of Enfeeblement*

2nd: *Invisibility*, *Touch of Idiocy**

3rd: *Suggestion**

* Enchantment spell, +1 DC

Shadows

Evocation [Darkness]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area of Effect: 20-foot radius

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes the light in the selected area to dim, granting anyone within its confines a +5 bonus to Hide skill checks.

This spell does not work in an area of total darkness.

Shadows counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of sackcloth.

Hopping Gnasher

Medium Undead

Hit Dice: 4d12 (26 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
Armor Class: 13 (-1 Dex, +4 natural), touch 9, flat 13
BAB/Grapple: +2/+6
Attack: Bite +6 melee (1d6+4)
Full Attack: Bite +6 melee (1d6+4) and 2 claws +1 melee (1d4+2)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 9 in.
Weight: 100 lbs.
Special Att: Blood drain, energy drain
Special Qual: DR 5/-, darkvision 60 ft., SR 14, undead traits, vampire vulnerabilities
Saves: Fort +1, Ref +0, Will +8
Abilities: S19 D9 C0 I6 W14 Ch14
Skills: Listen +2, Spot +9
Feats: Improved Initiative, Iron Will
Environment: Any 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: -

The humanoid before you is dressed in rotting funeral finery. Its skin has a greenish tinge, and its hands end in black, iron hard nails. Most of its body seems rigid, except its lower arms and head, and it moves towards you with a hopping motion, baring its fangs as it approaches

Hopping gnashers are a lesser form of vampire. In many ways, they are considered “failed” vampires. Their body is semi-rigid from rigor mortis, though they retain the ability to attack with their claws and bite, and can move about by hopping to and fro. They barely have the semblance of intelligence, and their only thoughts are to catch victims and feed from them.

Hopping gnashers do not speak anything but garbled words from that they knew in life. At best, it is gibberish, and they seem incapable or unwilling to listening to others speech.

Combat

Hopping gnashers can be cunning, attacking victims from above, from secret or sometimes even “playing dead” to get an opponent in range. Once they have engaged, they will not flee, and have been know to pursue foes great distances, though they are unable to accurately track victims once they are out of sight.

Blood Drain (Ex): A hopping gnasher can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On

each such successful attack, the hopping gnasher gains 5 temporary hit points.

Energy Drain (Su): Living creatures hit by a hopping gnasher’s claw attack gain a negative level. For each negative level bestowed, the hopping gnasher gains 5 temporary hit points. A hopping gnasher can use its energy drain ability once per round (thus, only one of its claw attacks will drain a level in a given round).

Vampire Vulnerabilities (Ex): Hopping Gnashers have a number of weaknesses.

Hopping gnashers cannot tolerate the strong odor of garlic and will not enter an area laced with it.

Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don’t harm the hopping gnasher — they merely keep it at bay. A recoiling hopping gnasher must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a hopping gnasher at bay takes a standard action.

Hopping gnashers are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Hopping Gnashers on Amëros

Oddly, hopping gnashers only seem to spring up in Spi Dak Su, the Skienlands and Chiamung. Why these “vampires” only appear in these oriental lands is unknown, but thought that it may have something to do with Skierian and Nippon physiology.

Horesse

Medium Humanoid (Equine, Shapechanger)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares) in hide armor; base speed 40 ft.
Armor Class:	14 (+1 Dex, +3 hide armor), touch 11, flat 13
BAB/Grapple:	+2/+4
Attack:	Longspear +4 melee (1d8+3;x3) or longbow +3 ranged (1d8)
Full Attack:	Longspear +4 melee (1d8+3;x3) or longbow +3 ranged (1d8)
Space/Reach:	5-ft./5 ft. (10 ft. with longspear)
Height:	(human) 5 ft. 6 in. + 2d4 in. (5 ft. 11 in.) (horse) 8 ft. + 2d8 in (8 ft. 9 in.)
Weight:	(human) 150 lbs. + 2d4 x 5 lbs. (175 lbs.) (horse) 600 lbs. + 2d10 x 50 lbs. (1,150 lbs.)
Special Att:	-
Special Qual:	Alternate form, low-light vision, magic hide, scent
Saves:	Fort +3, Ref +2, Will +1
Abilities:	S15 D13 C14 I10 W11 Ch10
Skills:	Balance -2, Climb -1, Escape Artist -2, Handle Animal +6, Hide -2, Jump -1, Listen +3, Move Silently -2, Sleight of Hand -2, Spot +3, Swim -4, Tumble -2
Feats:	Alertness ^B , Run, Two-Weapon Fighting
Environment:	Any land
Organization:	Solitary, Team (2-5), Pack (5-12 horesse + 1-6 horses + 0-1 horesse trickster), or Herd (20-40 horesse + 5-20 horses + 1-5 horesse trickster + 0-1 horesse windwalker + 0-1 horesse skyprancer + 0-6 werehorses)
CR:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adj:	+2

This horse-headed humanoid is dressed in a colorful hide armor and wields a longsword and short sword. Across its back is a longbow.

Horesse are an ancient race of humanoids who have the ability to transform themselves into wild horses. They are nomadic in nature, and tend to scorn civilized areas. Despite their neutral alignment, they are often thieves or marauders, stealing anything they feel are of value that they need. However, their theft and banditry is not wanton; they only seek out those items they need that they cannot easily make for themselves - weapons, sometimes food in lean times and very rarely, items of great value the tribe feels it can wrest from the "civilized" folks, usually for ransom back to its owners or to a higher bidder.

Horesse speak Common, Sylvan and speak to horses as per the spell *speak with animal*.

Combat

Horesse are skilled fighters with two weapons. They prefer hit and run tactics and generally like to annoy an enemy so that they act foolish. Horesse prefer to strike en masse, and scoff at the idea of honorable combat or fighting one-on-one. They prefer a motto of "whatever is required to win."

Horesse will also generally flee or avoid combats that will go against them; one of the best tactics to avoid a horesse attack is to show them you outnumber the horesse by at least two to one odds or better.

Alternate Form (Su): A horesse in possession of its hide armor is capable of assuming the shape of a horse as a full-round action. This acts as a *polymorph* spell into a Heavy War Horse and lasts for 1 hour at a time.

Other creatures can actually use the hide of a horesse to perform the same transformation into a horse. To use the hide, the user must either be a horesse, a druid or ranger of 5th level or higher or a spellcaster with access to *alter self*, *polymorph* or *shape change*. The actual transformation to warhorse does not use a spell slot or wild shape use.

Magic Hide (Su): A horesse's hide armor is a supernatural part of its body. Regardless of class, it is automatically proficient with the armor and the armor does not prevent it from using any class abilities or feats that it would normally be denied to it because it is wearing medium armor. If the hide is lost, stolen or destroyed, a horesse must spend a month regrowing a replacement. A horesse's hide armor can be enchanted at normal cost and must be "upgraded" to masterwork (by paying 300 gp) before it may be enchanted.

Society

Horesse are egalitarian, and a tribe of the horesse will be either male or female. The tribal leader remains unmarried; once the tribal leader mates and produces children, they must step down to allow a new leader to take their place.

Horesse often travel with herds of wild horses across the plains, and sometimes use these herds to covertly hunt other herd animals - despite the horesse's appearance, they are omnivores, and often enjoy the meat of wild game as much as a meal of berries, fruits or other vegetables. In very rare cases, evil herds of horesse have been known to eat other humanoid races.

Horesse are full of tricks even among their own kind, and a successful horesse is generally very cunning and highly respected by others, often referred to as a "trickster".

Outsiders dealing with Horesse must be careful; anything the horesse can gain through trickery or advantageous dealings is considered fair play for them. Though they generally take being outsmarted in stride, a particularly vicious outcome that harms or otherwise disgraces a horesse is likely to be redressed with a knife in the back - possibly inflicted by the entire tribe.

Horesse on Amóeros

Horesse clans dot the scrub plains of Randu, Ran Da Khan and Simera. Individual horesse can sometimes be

Bestiary Nefarious

found in across eastern Amberos, ranging from Simera, Nyrr Ryann and Dark Valley eastward.

Of late, some of the commanders of the Knights of the South have been attempting to influence certain Horesse tribes to join the ranks of the Knights. The knights have set aside space for a Horesse battle group, but so far the Horesse seem uninterested in the rigid codes of honor of the knights.

Horesse as Characters

Horesse feel most comfortable in a herd, but there are a few whom are either exiled from their tribe or choose to strike out on their own. Horesse characters have the following traits.

- **Base speed 40 feet.**
- **Medium size**
- **Low-light vision.** Horesse can see in dim or twilight conditions twice as far as a human.
- **3d8 racial Hit Dice.** The Horesse adds 3x its constitution modifier to these racial hit dice, with a minimum of one hit point per hit die. This also grants the Horesse two feats, a BAB of +2 and base saves of Fort +1, Reflex +1 and Will +1.
- **+4 Str, +2 Dex, +4 Con.** Horesse are strong and healthy, and generally quicker than other races.
- **(2 + Int modifier) x 6 skill points.** A Horesse's racial skills are Handle Animal, Listen, Spot and Survival.
- **Alertness racial feat.**
- **Alternate Form (Su):** A horesse in possession of its hide armor is capable of assuming the shape of a horse as a full-round action. This acts as a *polymorph* spell into a Heavy War Horse and lasts for 1 hour at a time.
- **Magic Hide (Su):** A horesse's hide armor is a supernatural part of its body. Regardless of class, it is automatically proficient with the armor and the armor does not prevent it from using any class abilities or feats that it would normally be denied to it because it is wearing medium armor. If the hide is lost, stolen or destroyed, a horesse must spend a month regrowing a replacement. A horesse's hide armor can be enchanted at normal cost and must be "upgraded" to masterwork (by paying 300 gp) before it may be enchanted.
- **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.

- **Racial Languages:** Common, Sylvan and Equine (as per *speak with animals*). **Bonus Languages:** Auran, Goblinoid, and Gnoll.
- **Favored Class:** Ranger
- **Level Adjustment:** +2.

Horesse worship Lorius, the Lord of the wind. A horesse priest can choose two of the domains from Air, Healing or Travel.

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Horsesse Trickster

3HD horsesse Rgr 5 (shapechanger); **hp:** 60
S21 D16 C16 I10 W13 Ch8; Fort +8, Ref +8, Will +3
Init: +3 **Move:** 40 ft.
AC: 17 (+3 Dex, +4 *hide armor* +1), touch 13, flat 14
BAB/Grapple: +7/+12
Full Attack: primary +1 *shortspear* +12/+7 melee (1d6+6), offhand mw dagger +11 melee (1d4+2) or Composite longbow (+5 Str) +10/+5 ranged (1d8+5)
Special Att: -
Special Qual: Alternate form, favored enemy, low-light vision, magic hide, scent, wild empathy
Skills: Climb +8, Diplomacy -1, Handle Animal +10, Heal +6, Jump +12, Listen +3, Spot +8, Survival +12
Feats: Alertness^B, Dodge, Endurance^R, Mobility, Track^R, Two-weapon Fighting^R, Weapon Focus (shortspear)
CR: 7
Gear: *shortspear* +1 (2,301 gp), mw dagger (302 gp), composite longbow (Str +5) (600 gp), *hide armor* +1 (1,150 gp), *gray bag of tricks* (900 gp), *efficient quiver* (1,800 gp), x2 *potion of cure light wounds* (100 gp)
Total: 7,153 gp (7,200 gp)
Favored Enemy (Ex): The horsesse trickster gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +4 bonus on damage rolls when using these skills against Monstrous humanoids. The horsesse trickster gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on damage rolls when using these skills against Humanoids (goblinoid).
Wild Empathy (Ex): Check 1d20+4; Influence animals

Typical Ranger Spell List

(1; CL 2; Spell DC 12)

1st: *Longstrider*

Light Horse Animal Companion: CR -; LA -; Large animal; HD 3d8+6; hp 19; Init +1; Spd 60 ft.; AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk Hoof (as secondary attack) -2 melee (1d4+1); Full Atk 2 hooves (as secondary attack) -2 melee (1d4+1); Space/Reach 10 ft./5 ft.; SA -; SQ link, low-light vision, scent, share spells; AL (Always) N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Horsesse Windwalker

3HD horsesse Rgr 10 (shapechanger); **hp:** 97
S24 D16 C16 I10 W13 Ch8; Fort +11, Ref +11, Will +5
Init: +3 **Move:** 40 ft.
AC: 19 (+3 Dex, +6 *hide armor* +3), touch 13, flat 16
BAB/Grapple: +12/+19
Full Attack: primary +2 *shortspear* +20/+15/+10 melee (1d6+9), offhand +1 *dagger* +19/+14 melee (1d4+4) or Composite longbow (+7 Str) +15/+10/+5 ranged (1d8+7)
Special Att: -
Special Qual: Alternate form, evasion, favored enemy, low-light vision, magic hide, scent, swift tracker, wild empathy, woodland stride
Skills: Climb +15, Diplomacy -1, Handle Animal +15, Heal +6, Jump +14, Knowledge (Nature) +5, Listen +8, Spot +13, Survival +17
Feats: Alertness^B, Dodge, Endurance^R, Improved Two-Weapon Fighting^R, Mobility, Track^R, Two-weapon Fighting^R, Weapon Focus (shortspear)
CR: 12
Gear: +2 *shortspear* (8,301 gp), +1 *dagger* (2,302 gp), composite longbow (Str +6) (800 gp), *hide armor* +3 (9,150 gp), *gauntlets of ogre power* (4,000 gp), *efficient quiver* (1,800 gp), *potion of cure moderate wounds* (300 gp)
Total: 26,653 gp (27,000 gp)
Favored Enemy (Ex): The horsesse windwalker gains a +6 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +6 bonus on damage rolls when using these skills against Monstrous humanoids. The horsesse windwalker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on damage rolls when using these skills against Humanoids (goblinoid) or Undead.
Wild Empathy (Ex): Check 1d20+9; Influence animals

Woodland Stride (Ex): A horsesse windwalker may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): A horsesse windwalker 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): If a horsesse windwalker 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 horsesse windwalker does not gain the benefit of evasion.

Typical Ranger Spell List
(2/1; CL 5; Spell DC 11 + Spell Level)
1st: *Longstrider*, *Resist Energy*

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2nd: *Barkskin*

Light Horse Animal Companion: CR -; LA —; Large animal; HD 5d8+10; hp 19; Init +2; Spd 60 ft.; AC 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +3; Grp +9; 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, link, low-light vision, scent, share spells; AL (Always) N; SV Fort +6, Ref +6, Will +2; Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5; 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.

Horesse Skyprancer

3HD horesse Rgr 15 (shapechanger) ;hp: 135

S28 D16 C16 I10 W14 Ch8; **Fort** +15, **Ref** +15, **Will** +10

Init: +3 **Move:** 40 ft.

AC: 19 (+3 Dex, +6 *hide armor* +3), touch 13, flat 16

BAB/Grapple: +17/+25

Full Attack: primary +3 *shortspear* +28/+23/+18/+13 melee (1d6+12), offhand +2 *dagger* +27/+22/+17 melee (1d4+6) or Composite longbow (+9 Str) +20/+15/+20/+15 ranged (1d8+9)

Special Att: -

Special Qual: Alternate form, camouflage, evasion, favored enemy, low-light vision, magic hide, scent, swift tracker, wild empathy, woodland stride

Skills: Climb +17, Diplomacy –1, Handle Animal +20, Heal +11, Hide +8, Jump +16, Knowledge (Geography) +5, Knowledge (Nature) +5, Listen +14, Spot +14, Survival +23

Feats: Alertness^B, Dodge, Endurance^R, Greater Two-Weapon Fighting^R, Improved Two-Weapon Fighting^R, Mobility, Power Attack, Track^R, Two-weapon Fighting^R, Weapon Focus (shortspear)

CR: 17

Gear: +3 *shortspear* (18,301 gp), +2 *dagger* (8,302 gp), composite longbow (Str +6) (800 gp), *shadow hide armor* +5 (28,900 gp), *belt of giant strength* +6 (36,000 gp), *efficient quiver* (1,800 gp), *cloak of resistance* +2 (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 98,853 gp (100,000 gp)

Favored Enemy (Ex): The horesse skyprancer gains a +8 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +8 bonus on damage rolls when using these skills against Monstrous humanoids. The horesse skyprancer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on damage rolls when using these skills against Humanoids (goblinoid), Humanoids (Gnoll) or Undead.

Wild Empathy (Ex): Check 1d20+14; Influence animals

Woodland Stride (Ex): A horesse skyprancer may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): A horesse skyprancer 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): If a horesse skyprancer 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 horesse skyprancer does not gain the benefit of evasion.

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Typical Ranger Spell List

(3/2/1/1; CL 7; Spell DC 12 + Spell Level)

1st: *Animal Messenger, Longstrider, Pass Without Trace*

2nd: *Barkskin, Protection from Energy*

3rd: *Tree Shape*

4th: *Summon Nature's Ally IV*

Light Horse Animal Companion: CR -; LA —; Large animal; HD 7d8+14; hp 45; Init +2; Spd 60 ft.; AC 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; Base Atk +5; Grp +12; Atk Hoof (as secondary attack) +5 melee (1d4+1); Full Atk 2 hooves (as secondary attack) +5 melee (1d4+1); Space/Reach 10 ft./5 ft.; SA —; SQ devotion, evasion, link, low-light vision, scent, share spells; AL (Always) N; SV Fort +7, Ref +7, Will +3; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +6; Endurance, Run, Weapon Focus (Hoof).

Carrying Capacity: A light load for a light horse is up to 228 pounds; a medium load, 229–459 pounds; and a heavy load, 460–690 pounds. A light horse can drag 3,450 pounds.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

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Hurrene

Medium Magical Beast

Hit Dice: 2d10+2 (13 hp)
Initiative: +2 (+2 Dex)
Speed: 15 ft. (3 squares), fly 70 ft. (average)
Armor Class: 16 (+2 Dex, +2 natural, +2 insight*), touch 14, flat 12
BAB/Grapple: +2/+2
Attack: Bite +4 melee (1d4)
Full Attack: Bite +4 melee (1d4)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 2d6 in. (5 ft. 7 in.)
Weight: 30 lbs. + 1d8 lbs. (34 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., foresight, low-light vision, magic resistant, prophesy, SR 22, telepathy
Saves: Fort +4, Ref +7*, Will +1
Abilities: S10 D14 C13 I17 W13 Ch11
Skills: Knowledge (History) +11, Knowledge (Nobility and Royalty) +8, Listen +8, Spellcraft +11, Spot +8
Feats: Alertness, Weapon Finesse^B
Environment: Any land
Organization: Solitary, Cluster (2-5), or Nest (5-20)
CR: 2
Treasure: Standard
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: -

* +2 Insight bonus for *Foresight* ability already calculated in.

This man-sized bird is long-legged with a nearly equally long neck and slim, orange beak. It has bright green eyes, and instead of squawking like a bird, speaks in a well-learned voice.

Hurrene are both prophets and philosophers, dishing out information on ancient events and providing insightful prophesies for the near future.

Hurrenes can often be found at various temples, cared for by the clergy residing there, trading information about the future or the past in return for food and shelter by the residents.

Hurrene speak Common, Auran, Infernal, Celestial and Terran. They enjoy learning new languages, and with their long life spans, often learn at least two to three additional languages besides the ones listed above.

Combat

Hurrene avoid combat at all costs, and will almost universally fly away from a combat, uttering curses to opponents as they do.

Foresight (Su): A hurrene always acts as if under the influence of a foresight spell at 18th level ability. A hurrene may touch a single individual to bestow *Foresight* to another individual (as if the creature touched had cast it on themselves), but the Hurrene loses the *Foresight* bonuses for itself while the effect remains active on another creature.

A hurrene will never bestow *Foresight* on an individual more often than once per week.

Prophesy (Su): Hurrene have the uncanny ability to see a limited distance into the future. As a full-round action, a hurrene can send its mind tumbling into the future, attempting to discern what the future brings. The ability allows the hurrene to make broad comments about the future, usually the likely turn of events for up to the next six months. For each additional round the hurrene looks forward in time, it can see an additional six months, but it risks the chance of going insane and must make a DC 10 Will save (+1 to DC for each 6 months past the first six months) or its Intelligence is reduced to 2 permanently and it loses all of its supernatural abilities, becoming a mere animal.

Note that the hurrene is unable to predict the future with 100% accuracy – it is only able to see the most likely outcome for the next six months.

Magic Resistant (Su): A hurrene has a +10 bonus to Spell Resistance.

Telepathy (Su): All hurrene communicate telepathically with any other creature within a 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.

Skills: A hurrene gains a +8 racial bonus to Knowledge (History) and Spellcraft

HURRENE ON Llanannhanex

Hurrene are often kept at temples in Llanannhanex attended by a myriad of priests. In Llanannhanex, it is punishable by death to kill a Hurrene – even in self-defense. Llanannhanex is also home to several nests of Hurrene, but they are usually allowed to live separate from human influence. The Llanannhanex likewise frown on the killing of a Hurrene, but are not as extreme in handing down punishment for killing a Hurrene. Hurrene can also be found in smaller numbers in the Skienlands, Lanster and Erakatuo. There is at least one nest of Hurrene that has been exported to Simera, which is kept under lock and key in a temple in the northeast section of the land. However, the exact location of these Hurrene is kept a state secret.

Ichneumon

Tiny Animal

Hit Dice: 1d8+1 (5 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat 13
BAB/Grapple: 0/-11
Attack: Bite +6 melee (1d3-3)
Full Attack: Bite +6 melee (1d3-3)
Space/Reach: 2½-ft./0 ft.
Length: 9 in. + 1d4 in. (11 in.)
Weight: 1d4 lbs. (2 lbs.)
Special Att: Foe of reptiles, Harmless consume
Special Qual: Low-light vision, poison immunity
Saves: Fort +3, Ref +6, Will +1
Abilities: S5 D19 C13 I2 W13 Ch10
Skills: Hide +12, Listen +1, Spot +5
Feats: Improved Initiative, Weapon Finesse^B
Environment: Any land
Organization: Solitary, or Gang (2-5)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 2-4 HD (Tiny); 5-6 HD (Small)
Level Adj: +0 (animal companion)

This small, shrew-like creature is covered in gray fur, with black tufts of hair decorating its tail.

Ichneumon are mongoose-like creatures often found in desert areas, though they are capable of living in any clime. They have an undying hatred of reptiles, and will hunt down and kill snakes, crocodiles and any other reptilian creature they encounter, even when such creatures are much larger than they are.

Combat

Ichneumon rely on their speed to strike at enemies quickly. They have been known to leap down the throats of large reptiles and kill them from the inside. They are tenacious, and will not flee battle once engaged; they always fight to the death.

Foe of Reptiles (Ex): An Ichneumon gains a +2 bonus to Listen, Spot and Survival checks when using these skills against creatures with the Reptilian subtype. Likewise, the Ichneumon gains a +2 bonus on damage rolls against Reptilian creatures.

Harmless consume (Ex): When facing a medium-sized Reptilian creature or larger opponent, as a full attack that provokes an Attack of Opportunity, the Ichneumon can attempt to leap down the victim's throat to kill it from the inside. If the attack is successful, the Ichneumon takes no damage from being swallowed or being inside the victim and can instead use its bite attack to tear the opponent apart from the inside. Unless otherwise stated, the interior AC of foes is equal to 10 + ½ the natural armor value. Dexterity and size modifiers are not calculated in the AC.

If the attacker chooses to bite the Ichneumon as its Attack of Opportunity, the Ichneumon's attack automatically succeeds, though it may suffer bite damage from the opponent's attack, if the bite attack is successful.

Poison Immunity (Ex): Ichneumon are immune to all natural poisons. Supernatural poisons or the Poison spell can still harm them.

Training an Ichneumon

Ichneumon can be trained as pets or hunters, a trained Ichneumon can be purchased for 75 gp, and can be trained with two weeks of training (DC 17 Handle Animal check).

Ichneumon on Amberos

Ichneumon are sacred in both Llannhanex and Liannhanex, and are sometimes captured and kept as exotic pets by nobles or the priesthood in those two lands. Ichneumon are also found in Simera, Erakatuo and the Skienlands, though in some cases they are seen as pests (especially in the Skienlands) and may be hunted for their pelts.

Bestiary Nefarious

Igana

Large Magical Beast (Fire, Reptilian)

Hit Dice: 2d10+12 (23 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat 16
BAB/Grapple: +2/+10
Attack: Bite +5 melee (1d8+4)
Full Attack: Bite +5 melee (1d8+4)
Space/Reach: 10-ft./10 ft.
Length: 10 ft. + 1d4 ft. (12 ft.)
Weight: 150 lbs + 2d4 x10 lbs (200 lbs)
Special Att: Breath weapon, fire trail
Special Qual: Darkvision 60 ft., low-light vision, scent
Saves: Fort +9, Ref +5, Will +0
Abilities: S19 D15 C23 I8 W11 Ch6
Skills: Jump +4, Listen +2, Spot +3
Feats: Run
Environment: Any warm or hot land
Organization: Solitary, or Brood (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Large); 5-6 HD (Huge)
Level Adj: -

This huge, emerald-colored lizard has blazing orange spines down its back. Smoke belches from its large mouth, and as it darts about, a trail of fire seems to follow its wake.

Igana are thought to be magical crossbreeds of fire salamanders and iguanas. Though they are only found on the Mortal Realm, they can cause considerable damage to livestock and property, and are often chased away from civilized areas.

Igana can be sultry, and in some cases downright cunning. They have been known to attack settlements after dark or to dig pits or other traps across commonly used trails to capture or trap travelers.

Igana cannot speak, but they do seem to understand Common and Ignan.

Combat

Igana will usually attempt to run circles around their opponents, trapping them in a circlet of flame. They then rush into the "trap" they have created and breath on opponents. They can be skittish and easily frightened off by superior forces or displays of cold magic.

Breath Weapon (Su): An Igana can breath a line of fire 30 feet long that deals 3d8 damage to any creature caught in the area. A successful DC 17 Reflex save reduces the damage to half. An Igana can breathe fire once every minute.

Fire Trail (Su): When an Igana moves, it leaves behind it a trail of fire 10 feet wide and 5 feet tall. The burning flames remain for 3 rounds, and those attempting to pass through them or caught in the flames suffer 1d6 damage (Reflex DC 15 for half damage). The flames will ignite combustible materials.

Igana on Amberos

Igana tend to be found in badlands between Simera and Erakatuo, as well as at the foothill of the Lapis Mountains. The Assassins of Khoplis sometimes trap and train these creatures to use against enemy property.

Insectoid, General

Insectoids are a collection of humanoids whom have strong similarities to various vermin creatures. Whether these creatures evolved, were created by the gods or are the result of magical experimentation is unknown. They can generally be found in temperate and warm climates, though they seem to be more numerous in warm climates. They are almost unheard of in arctic climes.

All insectoids have the Vermin subtype, which grants them the following abilities.

- Immune to mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects)
- Affected by spells or magic items that affect vermin. Rangers who have taken vermin as favored enemies gain their bonuses against creatures with the vermin subtype as well.

Insectoids on Amöeros

While extremely rare, most insectoids can be found in the lands of Simera, Iiannhanex and Llanhanex. There are legions of antfolk living in the Yaz jungle in the Skienlands, and at least one clan of mantisfolk has migrated to Chiamung where they have integrated themselves into the human society there. There are many tales of insectoids in the Wild Wastes, but many scholars think these may instead be sightings of an unusual form of fey animalfolk.

Flyfolk are the rarest of all insectoids, as it is often assumed they are in league with Lepornunse, the god of disease, or confused with sipchloras, humanoids transformed into mosquito-like creatures under the control of Lepornunse, and as such are feared and hunted when encountered.

Beetlefolk can be found roaming in small groups east of the Crystalmire Mountains, and have on many occasions run afoul of Nyrr Ryann trade houses. In almost all cases, the beetlefolk have suffered most from these heated encounters.

Insect Animal Companions

Druid and Ranger insectoids can take vermin as animal companions instead of animals from the normal list of creatures available. A list of vermin companions is listed below.

1st Level or Higher

Bloodseeker Beetle
Giant Worker Ant
Giant Fire Beetle
Goldspinner Beetle
Medium Monstrous Centipede
Medium Monstrous Spider
Small Monstrous Scorpion
Small Monstrous Tick
Spider Swarm

4th Level or Higher (Level –3)

Giant Soldier Ant
Giant Bee
Giant Bombardier Beetle
Large Monstrous Centipede
Large Monstrous Scorpion
Large Monstrous Spider
Medium Monstrous Tick

7th Level or Higher (Level –6)

Adamantine Beetle
Centipede Swarm
Giant Stag Beetle
Giant Praying Mantis
Giant Wasp
Headhunter Beetle
Huge Monstrous Spider
Huge Monstrous Tick
Locust Swarm
Wolf Beetle

10th Level or Higher (Level –9)

Gargantuan Monstrous Centipede
Huge Monstrous Scorpion

13th Level or Higher (Level –12)

Colossal Monstrous Centipede
Gargantuan Monstrous Scorpion
Gargantuan Monstrous Spider
Gargantuan Monstrous Tick

16th Level or Higher (Level –15)

Colossal Monstrous Scorpion
Colossal Monstrous Spider
Colossal Monstrous Tick

Bestiary Nefarious

Antfolk (Forthemia)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares) in breastplate; base speed 30 ft
AC: 21 (+2 Dex, +3 natural, +5 breastplate, +1 light wooden shield), touch 11, flat 19
BAB/Grapple: +1/+3
Attack: Shortsword +4 melee (1d6 +3)
Full Attack: Primary shortsword +2 melee (1d6+3), 2 offhand shortswords +2 melee (1d6+1) and bite -1 melee (1d4+1 +1d4 acid)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 6 in. + 2d8 in. (6 ft. 3 in.)
Weight: 140 lbs. + 2d8 x 5 lbs (185 lbs.)
Special Att: Formic acid
Special Qual: Darkvision 60 ft., scent
Saves: Fort +1, Ref +3, Will +2
Abilities: S17 D14 C13 I9 W10 Ch6
Skills: Listen +0, Spot +2, Swim -7
Feats: Multiweapon Fighting
Environment: Temperate or Warm plains and forests
Organization: Solitary, Brood (2-5 + 0-1 soldier), Nest (5-60 +1-20 soldiers + 0-1 general + 0-1 queen) or Colony (60+ antfolk + 12+ soldiers + 1-3 generals + 2-20 nobles + 1 queen)
CR: 1
Treasure: ½ coins, Normal items and magic
Alignment: Usually Lawful neutral
Advancement: By Character Class
Level Adj: +3 (+4 with wings)

This erect humanoid has an insectile head complete with mandibles and long feeler antennae. In three of its four arms it wields a short sword, with the fourth arm holding a wooden shield. It is covered in a black exoskeleton, though it wears a chitinous breastplate to further protect itself.

Antfolk, or the Forthemia as they call themselves, are among the quickest learning of the insectoid races. They are communal creatures who live and fight in swarms, and they have a militaristic bend that often drives their race to conquer and build.

While it is quite possible to trade and negotiate with antfolk, these creatures have a disposition to seek to subjugate their surroundings, which usually end up in war between the antfolk and their neighbors.

Antfolk speak Common and have their own language that consists of clicks and pheromone releases that other races cannot produce without magical or psionic aid.

Combat

Antfolk prefer to attack en masse, though they generally have excellent skill as working as a coordinated team and have been known to set traps and ambushes against an enemy foe. Individually, an antfolk fights to the best of its ability with little or no regard for its own life - the

goal of the group and its eventual victory is more important than its own life. There are many tales of ant warriors engaging and grappling opponents for antfolk fire sorcerers to set ablaze, which while destroying the foe, also sacrifices the life of the antfolk as well.

The antfolk warrior described above had the following ability scores before racial modifiers. Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8.

Formic Acid (Ex): An antfolk's bite is laced with acid that deals 1d4 points of acid damage.

Antfolk Society

Antfolk have little sense of self, and tend to act in the interests of the larger group. While this can make antfolk society seem hard-hearted at time, it is designed to ensure that the community lives on beyond the life of any one individual - that it will be around for the long term.

Antfolk males and females are treated as general equals - fighting and working side by side at nearly every stage of life. At different periods during the year, groups of females lay eggs, which are quickly fertilized by able males. The resulting hatchlings are cared for and fed by communal "nurses", who are surprisingly always female. An antfolk has no association or knowledge of who its parents are, and is put to work as soon as it is able - usually within two months of birth.

From that point on, the young antfolk is treated as any other member of the society, and will remain part of the work force until it dies or becomes too old and is more of a burden to the workforce than an aid. At this age, the more knowledgeable (and some antfolk say selfish) leave the warren and travel into the wilds to die. Other individuals commit themselves to being disassembled and their parts used for various work projects (or as food) around the warren.

Despite the generally equalitarian setting in which antfolk live, there is a special "noble" tier elevated from the populace. The noble tier can always be found near the queen of the colony, and attend to her protection and needs, even as the lesser antfolk tend to the nobles needs. Unlike the common antfolk, noble antfolk breed only among their own kind and offspring are kept with their parents until they mature, though they are still tended to by common antfolk nurses.

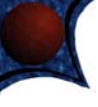
There are some colonies in which the antfolk nobles are debutantes, with no real purpose in the nest. They usually only occur in those nests that are relatively safe from outside threats and they tend to put a burden on the nests that often causes the collapse of the entire colony.

Antfolk as Characters

Because of their communal drive, most antfolk characters have either been separated from their colony or have become too old to be considered part of the viable workforce, and left before they could be destroyed.

Antfolk characters have the following abilities

- **Base movement rate 30 feet. Queen and noble antfolk can also fly at a rate of 60 feet (average).**
- **Darkvision 60 ft.**



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- **Monstrous humanoid type.**
- **Vermine subtype.** This ability grants immunity to mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). However, the antfolk is affected by spells or magic items that affect vermin.
- **+4 Str, +2 Dex, +2 Con, -2 Chr.** Antfolk characters are exceedingly strong and generally quicker and more dexterous than other races. However, their lack of individualism often makes them introverted.
- **+3 Natural Armor.**
- **Natural bite attack.** An antfolk has a natural bite attack that 1d4 + ½ Strength bonus damage. It is considered a secondary attack and suffers a –5 penalty to hit.
- **Formic Acid.** An antfolk's bite is laced with acid that deals 1d4 points of acid damage.
- **Four armed.** An antfolk has two pairs of arms, and may use them with equal skill, to wield weapons, shields even wield two sets of missile weapons. It is possible for an antfolk to use a pair of arms to attack with and cast spells simultaneously, but it must make a Concentration check while doing so and cannot cast defensively. Antfolk qualify for the multiweapon feat.
- **Scent.**
- **Favored Class:** Fighter, Ranger (Noble) or Druid (Queen).
- **Level Adjustment:** +3 (+4 with wings)

Antfolk worship the queen of their colony as a living goddess. Antfolk do not normally produce clerics, and usually only the queen or nobles are allowed to invoke druidic powers. Among antfolk, rangers are often considered to fill the priestly role.

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Antfolk Soldier

Antfolk Ftr 6;hp: 51

S22 D15 C16 I10 W12 Ch6;Fort +7, Ref +3, Will +3

Init: +1 Move: 20 ft.

AC: 21 (+2 Dex, +3 natural, +6 *chain mail* +1), touch 12, flat 19

BAB/Grapple: +6/+12

Full Attack: Primary +1 *longsword* +12/+7 melee (1d8+6;19-20/x2), 3 offhand *shortswords* +10 melee (1d6+1;19-20/x2)
Or two *shortbows* +6/+1 ranged (1d6;x3)

Special Att: Formic acid

Special Qual: Darkvision 60 ft., scent

Skills: Climb +11, Jump +11, Listen +3, Spot +3

Feats: Alertness, Blind-fight, Combat Reflexes^F, Multiweapon Fighting, Two-weapon Defense^F, Weapon Focus (*Longsword*)^F, Weapon Specialization (*Longsword*)^F

CR: 7

Gear: +1 *longsword* (2,315 gp), dagger (x3) (6 gp), *shortbows* (x2) (70 gp), *chain mail* +1 (350 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 7,041 gp (7,200 gp)

Antfolk General

Antfolk Ranger 12;hp: 78

S18 D20 C14 I10 W13 Ch6;Fort +10, Ref +13, Will +5

Init: +5 Move: 30 ft., fly 60 ft. (average)

AC: 21 (+5 Dex, +3 natural, +3 *bracers of armor* +3), touch 15, flat 16

BAB/Grapple: +12/+16

Full Attack: +2 *composite longbow* (Str +4) +18/+13+8 ranged (1d8+6;x3) and +2 *composite longbow* (Str +4) +18 ranged (rapid shot) +2 *composite longbow* (Str +4) (x2) +18/+18/+13/+8 ranged (1d8+6;x3)
or +2 *composite longbow* (Str +4) +18/+13+8 ranged (1d8+6;x3) and offhand *longsword* +16 melee (1d8+4;19-20/x2)

Special Att: formic acid

Special Qual: evasion, favored enemy, swift tracker, wild empathy, woodland stride

Skills: Diplomacy -2, Handle Animal +15, Jump +15, Knowledge (Geography) +15, Listen +15, Ride +15, Survival +15

Feats: Dodge, Endurance^R, Improved Precise Shot^R, Mobility, Mounted Combat, Multishot^R, Point Blank Shot, Rapid Shot^R, Shot on the Run, Track^R

CR: 13

Gear: +2 *composite longbow* (Str +4) (x2) (17,200 gp), mw *longsword* (315 gp), *bracers of armor* +3 (9,000 gp), *gloves of dexterity* +2 (4,000 gp), *elemental gem (Earth)* (2,250 gp)

Total: 32,765 gp (35,000 gp)

Evasion (Ex): If an antfolk general 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.

Swift Tracker (Ex): An antfolk general 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): Check 1d20+10; Influence animals and vermin

Typical Ranger Spell List

(2/1/1;Caster Level 6;Spell DC 11 + Spell Level)

1st: *Entangle*, *Magic Fang*

2nd: *Protection from Energy**

3rd: *Summon Nature's Ally III**

* An antfolk general usually summons a Thooqua to ride into battle, casting *protection from energy (fire)* to prevent being harmed

Ant, giant, soldier: CR -; LA —; Medium vermin; HD 4d8+4; hp 22; Init +0; Spd 50 ft., climb 20 ft.; AC 17 (+7 natural), touch 10, flat-footed 17; Base Atk +3; Grp +5; Atk Bite +5 melee (2d4+3); Full Atk (same); Space/Reach 5 ft./5 ft.; SA acid sting, improved grab; SQ evasion, link, scent, share spells, vermin traits (darkvision 60', mindless); AL (Always) N; SV Fort +5, Ref +1, Will +2; Str 15, Dex 11, Con 13, Int —, Wis 13, Cha 11.

Skills and Feats: Climb +10; Track^B B = Bonus Feat. (Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.)

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Mindless: No Intelligence, immunity to mind-affecting (charms, compulsions, phantasms, patterns, morale) effects.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

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Antfolk Matriarch

Antfolk Drd 18 (Vermin); **hp:** 117

S12 D12 C14 I14 W25 Ch17; **Fort** +13, **Ref** +7, **Will** +18

Init: +2 **Move:** 30 ft., fly 60 ft.

AC: 23 (+1 Dex, +3 natural, +9 *dragonhide (green adult) wild breastplate* +3), touch 11, flat 22

BAB/Grapple: +13/+14

Full Attack: primary club +12/+7/+2 melee (1d6+1), 3x offhand club +12/+7/+2 melee (1d6) or 2x sling +12 ranged (1d4+1)

Special Att: -

Special Qual: A thousand faces, nature sense, resist nature's lure, resist acid 12, scent, spells, timeless body, trackless step, venom immunity, vermin traits, wild empathy, wild shape 6/day (Large, Tiny, Plant, Huge), elemental 2/day woodland stride

Skills: Concentration +21, Diplomacy +27, Knowledge (Nature) +21, Listen +13, Spellcraft +21, Spot +14, Survival +24

Feats: Augment Summoning, Leadership, Multi-weapon Fighting, Natural Spell, Skill Focus (Diplomacy), Spell Focus (Conjuration), Spell Penetration

CR: 19

Gear: +2 *club* (8,300 gp), mw *club* (x3) (300 gp), *dragonhide (green adult) wild breastplate* +3 (40,600 gp), *periapt of Wisdom* +6 (36,000 gp), *cloak of Charisma* +6 (36,000 gp), *staff of swarming insects* (50 charges) (24,750 gp), *wand of cure critical wounds* (10 charges) (4, 200 gp), *rod of extend metamagic* (11,000 gp), 2x *pearl of power* (2nd) (8,000 gp)

Total: 169,750 gp (170,000 gp)

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): Check 1d20+21; Influence animals and vermin

Woodland Stride (Ex): An antfolk Matriarch 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 antfolk Matriarch 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 antfolk Matriarch gains a +4 bonus on saving throws against the spell-like abilities of fey three times per day.

Venom Immunity (Ex): An antfolk Matriarch gains immunity to all poisons.

A Thousand Faces (Su): An antfolk Matriarch gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Timeless Body (Ex): An antfolk Matriarch no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred,

however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

Typical Druid Spell List

(6/7/7/7/6/5/5/4/2/1; **CL 18; Spell DC 14+Spell level**)

0: *Cure Minor Wounds, Flare, Guidance, Know Direction, Light, Mending*

1st: *Charm Animal, Cure Light Wounds, Entangle, Faerie Fire, Goodberry, Jump, Longstrider*

2nd: *Barkskin, Chill Metal, Flaming Sphere, Hold Animal, Lesser Restoration, Spider Climb, Tree Shape*

3rd: *Call Lightning, Contagion, Dominate Animal, Greater Magic Fang, Poison, Protection from Energy, Stone Shape*

4th: *Air Walk, Dispel Magic, Flame Strike, Giant Vermin, Rusting Grasp*

5th: *Awaken, Baleful Polymorph, Commune With Nature, Insect Plague, Stoneskin, Wall of Fire*

6th: *Antilife Shell, Fire Seeds, Greater Dispel Magic, Mass Bull's Strength, Move Earth*

7th: *Control Weather, Creeping Doom, Heal, True Seeing*

8th: *Earthquake, Word of Recall*

9th: *Eternal Swarm*

Giant Soldier Ant Companion: CR —; LA —; Medium vermin; HD 12d8+12; hp 66; Init +2; Spd 50 ft., climb 20 ft.; AC 29 (+2 Dex, +17 natural), touch 12, flat-footed 27; Base Atk +9; Grp +13; Atk Bite +13 melee (2d4+6); Full Atk (same); Space/Reach 5 ft./5 ft.; SA acid sting, improved grab; SQ devotion, improved evasion, link, share spells, scent, vermin traits (darkvision 60', mindless); AL (Always) N; SV Fort +9, Ref +5, Will +5; Str 19, Dex 15, Con 13, Int —, Wis 13, Cha 11.

Skills and Feats: Climb +12, Survival +5; Track^B. **B** = Bonus Feat. (Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.)

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+13 attack bonus). A hit with the sting attack deals 1d4+2 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Mindless: No Intelligence, immunity to mind-affecting (charms, compulsions, phantasms, patterns, morale) effects.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Leadership Score: 22; one 15th level cohort (Antfolk Consort), 75 1st level followers (Antfolk Offspring), 7 2nd level followers (Antfolk Princess Heir), 4 3rd level followers (Antfolk Footman), 2 4th level followers (Antfolk Bodyguard), 2 5th level followers (Antfolk Sergeant), 1 6th level follower (Antfolk Noble).

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Antfolk Consort (Ranger 11) CR 12; LA +4; Medium monstrous humanoid (Vermin); HD 11d10+; hp; Init +3; Spd 30 ft, fly 60 ft (ave); AC 20 (+3 Dex, +3 natural +4 chain shirt), touch 13, flat 17; Base Atk +11; Grp +18; Atk Longsword +18 melee (1d8+7;17-20/x2); Full Atk Primary +2 *longsword* +19/+14/+9 melee (1d8+9;17-20/x2), 3 offhand +1 *shortswords* +15 melee (1d6+4;19-20/x2); Space/Reach 5 ft/5 ft.; SA -; SQ evasion, favored enemy, swift tracker, wild empathy, woodland stride; AL N; SV Fort +9, Reflex +10, Will +6; Str 24 Dex 17 Con 15 Int 10 Wis 12 Cha 6

Skills and Feats: Heal +15, Knowledge (Nature) +14, Ride +14, Search +14, Spot +14, Survival +14; Combat Reflexes^R, Diehard^R, Endurance^R, Greater Multiweapon Fighting^R, Improved Critical (Longsword), Improved Multiweapon Fighting^R, Iron Will, Multiweapon Fighting^R, Power Attack, Weapon Focus (Longsword) (R) = The Antfolk Consort took a feat at 4th and 6th level instead of an animal companion

Gear: +2 *longsword* (8,315 gp), +1 *shortsword* (x3) (6,930 gp), *chain shirt* +5 (25,250 gp), *belt of giant strength* +4 (16,000 gp), *potion of cure serious wounds* (750 gp), diamond dust (250 gp) [stoneskin]

Total: 57,495 gp (59,000 gp)

Evasion (Ex):

Favored Enemy (Ex): The ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +4 bonus to weapon damage rolls against elementals. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +2 bonus to weapon damage rolls against outsiders.

Swift Tracker (Ex): Move at normal speed while following tracks at no penalty. May move at twice normal speed and track at -10 penalty.

Wild Empathy (Ex): Check 1d20+9; Influence animals and vermin.

Woodland Stride (Su): Move through undergrowth at normal speed without taking damage or suffering any impairment.

Typical Ranger Spell List

(2/1/0; Caster Level 11; Spell DC 11 + Spell Level)

1st: *Entangle*, *Longstrider*

2nd: *Barkskin*

Antfolk offspring (75): CR 1/2; LA +0; Small monstrous humanoid (Vermin); HD 1d4; hp 2; Init +1; Spd 20 ft.; AC 11 (+1 Dex); Base Atk +0; Grp +1; Atk Claw +1 melee (1d3+1); Full Atk 4 claw +1 melee (1d3+1), bite -1 melee (1d3+1); Space/Reach 2½ ft./5 ft.; SA -; SQ darkvision 60 ft., scent, vermin traits; AL LN; SV Fort +0, Reflex +1, Will -1; Str 13 Dex 12 Con 11 Int 10 Wis 9 Cha 8;

Skills and Feats: Spot +3; Multiattack

Antfolk Princess Heir (Druid 1): CR 1; LA +1; Small monstrous humanoid (Vermin); HD 1d8+1; hp 5; Init +1; Spd 20 ft., fly 40 ft. (average); AC 13 (+1 size, +2 leather armor) touch 11, flat 13; Base Atk +0; Grp -5; Atk Claw +0 melee (1d3-1); Full Atk 4 claws +0 melee (1d3-1), bite -2 melee (1d3-1); Space/Reach 2½ ft. / 5 ft.; SA spells; SQ nature sense, wild empathy; AL LN; SV Fort +3, Reflex +0, Will +4; Str 8 Dex 10 Con 12 Int 14 Wis 15 Cha 13;

Skills and Feats: Concentration +5, Diplomacy +5, Knowledge (Nature) +8, Listen +4, Spellcraft +6, Spot +6, Survival +8; Multiattack

Gear: leather armor (10 gp)

Typical Druid Spell List

(3/2; CL 1; DC 12 + Spell level)

0: *Create Water*, *Cure Minor Wounds*, *Purify Food and Drink*

1st: *Obscuring Mist*

Antfolk Footman: CR 1; LA +3; Medium monstrous humanoid (Vermin); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 18 (+2 Dex, +3 natural +2 leather armor, +1 light wood shield), touch 12, flat 16; Base Atk +0; Grp +3; Atk Claw +3 melee (1d4+3); Full Atk 4 claws +3 melee (1d4+3), bite +1 melee (1d4+1 + 1d4 acid); Space/Reach 5 ft./5 ft.; SA formic acid; SQ darkvision 60 ft., scent; AL LN; SV Fort +1, Ref +3, Will +2; Str 17 Dex 14 Con 13 Int 9 Wis 10 Cha 6;

Skills and Feats: Listen +0, Spot +2, Swim +3; Multiattack

Gear: leather armor (10 gp), light wooden shield (3 gp)

Antfolk Bodyguard (Fighter 1): CR 2; LA +3; Medium monstrous humanoid (Vermin); HD 1d10+3; hp 8; Init +2; Spd 20 ft.; AC 22 (+2 Dex, +3 natural, +5 breastplate, +2 heavy wooden shield) touch 12, flat 20; Base Atk +1; Grp +5; Atk longsword +6 melee (1d8+5;19-20/x2); Full Atk primary longsword +4 melee (1d8+5;19-20/x2), 2 offhand shortswords +3 melee (1d6+2;19-20/x2); Space/Reach; SA formic acid; SQ darkvision 60 ft., scent; AL; SV; Str 19 Dex 15 Con 16 Int 10 Wis 12 Cha 6;

Skills and Feats: Climb -2, Listen +1, Spot +3; Multiweapon fighting, Weapon Focus (Longsword)

Gear: longsword (15 gp), 2 shortswords (20 gp), breastplate (200 gp), heavy wooden shield (7 gp)

Antfolk Sergeant (Fighter 2): CR 3; LA +3; Medium monstrous humanoid (Vermin); HD 2d10+6; hp 17; Init +2; Spd 20 ft.; AC 22 (+2 Dex, +3 natural, +5 breastplate, +2 heavy wooden shield) touch 12, flat 20; Base Atk +1; Grp +5; Atk longsword +6 melee (1d8+5;19-20/x2); Full Atk primary longsword +4 melee (1d8+5;19-20/x2), 2 offhand shortswords +3 melee (1d6+2;19-20/x2); Space/Reach; SA formic acid; SQ darkvision 60 ft., scent; AL; SV; Str 19 Dex 15 Con 16 Int 10 Wis 12 Cha 6;

Skills and Feats: Climb -1, Listen +1, Spot +3; Combat Reflexes, Multiweapon fighting, Weapon Focus (Longsword)

Gear: longsword (15 gp), 2 shortswords (20 gp), mw breastplate (350 gp), *potion of cure light wounds* (50 gp)

Antfolk Noble (Ranger 2): CR 3; LA +4; Medium monstrous humanoid (Vermin); HD 2d8+6; hp 15; Init +2; Spd 30 ft.; AC 19 (+2 Dex, +3 natural, +4 *studded leather* +1) touch 12, flat 17; Base Atk +2; Grp +6; Atk longsword +7 melee (1d8+5;19-20/x2); Full Atk primary longsword +7 melee (1d8+5;19-20/x2), 3 offhand shortswords +4 melee (1d6+2;19-20/x2); Space/Reach; SA formic acid; SQ darkvision 60 ft., favored enemy, scent, wild empathy; AL LN; SV Fort +6, Reflex +5, Will +1; Str 19 Dex 15 Con 16 Int 10 Wis 12 Cha 6;

Skills and Feats: Climb +6, Heal +6, Listen +6, Spot +6, Survival +6; Multiweapon fighting^R, Track^R, Weapon Focus (Longsword)

Gear: mw longsword (315 gp), 3 shortswords (10 gp each), *studded leather* +1 (1,160 gp), *potion of cure moderate wounds* (300 gp)

Bestiary Nefarious

Beefolk (Αποϊδαίι)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 60 ft. (good)
AC: 17 (+2 Dex, +3 natural, +1 padded armor)
touch 12, flat 14
BAB/Grapple: +1/+1
Attack: Spear +1 melee (1d6;x3) or sting +1
melee (1d4 + poison)
Full Attack: Spear +1 melee (1d6;x3), sting -4 melee
(1d4+ poison)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 1 in. + 2d6 in. (5 ft. 8 in.)
Weight: 150 lbs + 2d6 x 5 lbs. (185 lbs.)
Special Att: Poison
Special Qual: Darkvision 60 ft., scent
Saves: Fort +1, Reflex +5, Will +2
Abilities: S10 D14 C12 I11 W13 Ch8
Skills: Listen +5, Spot +5
Feats: Alertness
Environment: Any Warm or Hot
Organization: Solitary, Troupe (2-5), Warband (5-20 +
0-1 hive defender), Colony (20-50 + 0-3
hive defenders + 1 ruler), Hive (50+)
CR: 1
Treasure: Standard
Alignment: Usually Lawful Neutral
Advancement: By Character Class
Level Adj: +1

This insectile humanoid has a yellow-and-black striped body. It stands on four thick black legs. A pair of transparent wings protrudes from its back, occasionally flitting for a second, creating a buzzing sound.

Beefolk, who call themselves the Apoidaii, are a race of noble insectoid humans who live in large communities. While not overtly aggressive, they are highly protective of their kind and species, often moving to war at even the threat of injury to their kind or their homeland.

Beefolk are known to work and trade with other beings, often insectoids, who treat them fairly.

A Beefolk can speak common and their own language, which generally varies from hive to hive.

Combat

Beefolk attack from the air, and prefer to use superior numbers to bring down folks. While they are smart enough to use tactics, they usually base their tactics around bringing large numbers to bear on their opponents. They are unafraid to suffer casualties in combat, so long as they fulfill their goal.

Individual beefolk tend to fight nobly and forthright. They use diving attacks from on wing to strike at foes, landing to melee only as the fight nears its end. They will often take prisoners of those who willingly surrender; beefolk prefer to enslave foes and put them to work than to kill unnecessarily.

Beefolk Society

Beefolk live in hive communities often based among the lofty branches of trees or in the sides of cliffs or caves. Beefolk society is highly structured, and entire lineages of beefolk are proudly bred for particular professions. Some hives even contract out their skilled laborers to colonies so they can begin the process of breeding their own professionals.

Surprisingly, warrior beefolk tend to look down on, though they are generally respected for the work they are required to do. Though they are bred to fight, most beefolk consider them “unskilled” or so poorly skilled that all they could offer was their life in defense of the hive. In fact, it is not uncommon for unhappy or incompetent beefolk to quit their profession and join the warrior ranks. Some seek to end their existence in death, on the battlefield while others simply use joining the warrior ranks as a way to “start over”, proving they are indeed skilled by surviving to breed the next generation of warriors.

While professionally skilled beefolk make up the majority of beefolk society, there is a noble caste consisting of successive generations who have been bred to lead and organize the different activities that are undertaken in the hive. Over this noble caste exists the royal class, consisting of the ruling queen and king (with the queen having superiority) who directs and oversees the overall welfare of the hive. Besides the king and queen, there is a small contingent of royalty that holds no ruling post (nor ever will), but exist for the purposes of breeding stock to prevent inbreeding among royalty. Surprisingly, most of these royal members are dilatants, with no real skills or ambitions.

Each social circle breeds only within its own members. Carpenter beefolk mate only with other carpenter beefolk for example, while the nobles only mate with other noble families. Likewise, the royal members only breed among themselves.

On occasion, when the population of a hive grows to unsustainable numbers, the currently royalty will choose a royal member, assign them a small contingent of nobles and common beefolk and charge them with establishing a nearby colony. The colony will generally remain under the guidance of the main hive, though rarely does the main hive engage in anything more than trade and acceptance of tribute from the colony. Eventually, when the colony grows self-sufficient, they become autonomous. There are cases however, where colonies have remained under the rule of a greater hive and splintered off colonies of their own while still under another’s rule. This is, however, a very rare and unusual circumstance.

One of the quirks of beefolk society is their familiar connection to bees. Beefolk keep regular bees as pets, messengers and personal protection systems. Giant bees are kept in the hive to produce honey for the hive (beefolk are capable of producing honey, but generally feel that doing so is beneath them).

Poison (Ex): A beefolk’s stinger attack injects a paralytic venom into opponents (Injury; Fort DC 11; Init: 1d4 Dex; Sec: 1d6 Dex).

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Beefolk as Characters

Most beefolk characters will be acting under the orders of their home hive; perhaps acting as scouts or on a quest for the main hive. Those who have broken away from the hive of their own free will – or who have been excommunicated – are very rare indeed.

Beefolk have the following abilities

- **Base movement rate 30 ft., fly 60 ft. (good)**
- **Medium size**
- **Darkvision 60 ft.** A beefolk can see in unlit areas out to a range of 60 feet. Darkvision is black-and-white only.
- **Monstrous Humanoid type. Vermin subtype.**
- **+3 natural armor**
- **+4 Dex, +2 Con, +2 Wis, -2 Cha.** Beefolk are nimble and fairly hardy, with a good sense of their surroundings. However, their dependence on a group for support tends to weaken their own self-confidence.
- **Natural Attack.** A beefolk has a natural attack with its tail stinger. The stinger deals 1d4 + ½ Str modifier damage.
- **Poison (Ex):** A beefolk's stinger attack injects a paralytic poison into its enemy. (Injury; Fort DC 10 + ½ class level + Con mod; Init: 1d4 Dex; Sec: 1d6 Dex)
- **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.
- **Favored Class:** Expert or Rogue
- **Level Adjustment:** +2

Beefolk worship Vermnia, the Witch of the Winds. Clerics of Vermnia may choose two of the three domains of Air, Chaos, or Travel.

Bestiary Nefarious

Beefolk Slum Lord

Beefolk Rog 5; **hp:** 22

S13 D18 C12 I16 W14 Ch8; **Fort** +2, **Ref** +8, **Will** +3

Init: +4 **Move:** 30 ft., fly 60 ft. (good)

AC: 18 (+4 Dex, +3 natural, +1 mw padded armor), touch 14, flat 14

BAB/Grapple: +3/+4

Full Attack: dagger +4 melee (1d4+1; 19-20/x2), stinger -1 melee (1d4 + poison)

Special Att: Sneak attack +3d6, sting

Special Qual: Darkvision 60 ft., evasion, scent, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +12, Diplomacy -1, Escape Artist +12, Gather Information +7, Knowledge (Local) +11, Intimidate +1, Listen +10, Profession (Landlord) +10, Open Locks +12, Search +11, Sense Motive +10, Sleight of Hand +6, Spot +10

Feats: Persuasive, Skill Focus (Bluff)

CR: 6

Gear: Dagger (2 gp), mw padded armor (155 gp), *Cloak of Charisma* +2 (4,000 gp), *potion of cure light wounds* (50 gp)

Total: (4,300 gp)

Evasion (Ex): If a beefolk slumlord 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.

Poison (Ex): A beefolk's stinger injects a paralytic poison. (Injury; Fort DC 13; Init: 1d4 Dex; Sec: 1d6 Dex)

Trap Sense (Ex): A beefolk slumlord 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 beefolk slumlord retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized.

Beefolk Hive Defender

Beefolk Ftr 10; **hp:** 65

S15 D18 C13 I10 W12 Ch8; **Fort** +8, **Ref** +7, **Will** +4

Init: +8 **Move:** 30 ft., fly 60 ft. (good)

AC: 23 (+4 Dex, +3 natural, +6 *mithral chain mail* +1), touch 14, flat 19

BAB/Grapple: +10/+12

Full Attack: +1 *returning spear* +14/+9 melee (1d8+6;x3), sting +5 melee (1d4+1 + poison)
or +1 *returning spear* +20 ranged (1d8+6;x3)

Special Att: Poison

Special Qual: Darkvision 60 ft., scent

Skills: Listen +7, Ride +6, Spot +7

Feats: Cleave^F, Combat Reflexes^F, Dodge, Improved Initiative, Mobility, Point Blank Shot^F, Power Attack^F, Shot on the Run, Weapon Focus (Spear)^F, Weapon Specialization (Spear)^F

CR: 11

Gear: *mithral chain mail* +1 (6,150 gp), *returning spear* +1 (8,302 gp), *gloves of dexterity* +2 (4,000 gp), *cloak of protection* +1 (1,000 gp), *potion of cure serious wounds* (750 gp)

Total: 20,202 gp (21,000 gp)

Poison (Ex): A beefolk's stinger injects a paralytic poison. (Injury; Fort DC 16; Init: 1d4 Dex; Sec: 1d6 Dex)

Bestiary Nefarious

Beefolk Ruler

Beefolk Wiz 3/Cle 3/Theurge 9; **hp:** 73

S8 D14 C14 I21 W21 Ch11; **Fort** +7, **Ref** +5, **Will** +12

Init: +2 **Move:** 30 ft., fly 60 ft. (good)

AC: 20 (+2 Dex, +3 natural, +5 *bracers of armor* +5), touch 12, flat 18

BAB/Grapple: +7/+6

Full Attack: Sting +6 melee (1d4-1 + poison)

Special Att: Freedom of movement, poison, turn earth creatures/rebuke air creatures, turn undead

Special Qual: Spells

Skills: Concentration +17, Diplomacy +8, Heal +3, Knowledge (Arcana) +20, Knowledge (History) +8, Knowledge (Nobility) +11, Knowledge (Religion) +20, Sense Motive +16, Spellcraft +23

Feats: Eschew Materials, Greater Spell Focus (Enchantment), Negotiator, Skill Focus (Diplomacy), Skill Focus (Spellcraft), Scribe Scroll^W, Spell Focus (Enchantment)

CR: 16

Gear: *bracers of armor* +5 (25,000 gp), *headband of intellect* +4 (16,000 gp), *periapt of wisdom* +4 (16,000 gp), *extend metamagic rod* (11,000 gp), *pearl of power* (2nd level) (4,000 gp), *elemental gem* (Air) (2,250 gp), silver holy symbol (50 gp), diamond dust (250 gp) [stoneskin]

Total: 74,550 gp (77,000 gp)

Freedom of Movement (Su): 1x/day, as per spell; duration 3 rounds

Poison (Ex): A beefolk's stinger injects a paralytic poison (Injury; Fort DC 19; Init: 1d4 Dex; Sec: 1d6 Dex)

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

Turn Earth Creature/Rebuke Air Creature (Su): 3x/day; Turn check 1d20; Turn damage 2d6+3

Typical Cleric Spell List

(6/8/6/6/5/5/3; CL 12; Spell DC 15 + Spell Level; Domain: Air, Travel)

0: *Create Water, Detect Magic, Guidance, Light, Mending, Virtue*

1st: *Bane**, *Bless**, *Command**, *Comprehend Languages*, *Detect Chaos*, *Obscuring Mist*^D, *Sanctuary*, *Shield of Faith*

2nd: *Aid**, *Augury*, *Bear's Endurance*, *Eagle's Splendor*, *Hold Person**, *Wind Wall*^D

3rd: *Bestow Curse*, *Dispel Magic*, *Gaseous Form*^D, *Invisibility Purge*, *Protection from Energy*, *Searing Light*

4th: *Dimension Door*^D, *Dismissal*, *Divination*, *Giant Vermin*, *Spell Immunity*

5th: *Break Enchantment*, *Greater Command**, *Flame Strike*, *Slay Living*, *Teleport*^D

6th: *Chain Lightning*, *Greater Dispel Magic*, *Word of Recall*

* Enchantment Spell; DC +2

Typical Wizard Spell List

(4/6/5/5/4/4/2; CL 12; Spell DC 15 + Spell Level)

0: *Arcane Mark, Ghost Sound, Resistance, Touch of Fatigue*

1st: *Color Spray, Disguise Self, Grease, Hold Portal, Magic Missile, Silent Image*

2nd: *Blur, Daze Monster**, *Detect Thoughts*, *Glitterdust, Locate Object*

3rd: *Arcane Sight, Deep Slumber**, *Fireball, Nondetection, Stinking Cloud*

4th: *Black Tentacles, Charm Monster**, *Globe of Invulnerability, Stoneskin*

5th: *Feeblemind**, *Hold Monster**, *Mage's Private Sanctum, Mind Fog*

6th: *True Seeing, Mass Suggestion**

* Enchantment spell; DC +2

Bestiary Nefarious

Beetlefolk (Skurabia)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 30 ft. (clumsy), burrow 10 ft. (2 squares)
Armor Class: 17 (+7 natural), touch 10, flat 17
BAB/Grapple: +1/+2
Attack: Longspear +2 melee (1d8+1;x3)
Full Attack: Longspear +2 melee (1d8+1;x3) or bite +2 melee (1d6)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 1 in. + 2d8 in. (5 ft. 10 in.)
Weight: 200 lbs. + 2d10 x 5 lbs. (255 lbs.)
Special Att: Defensive cloud
Special Qual: Darkvision 60 ft.
Saves: Fort +4, Ref +2, Will +2
Abilities: S13 D11 C15 I10 W11 Ch10
Skills: Listen +4, Spot +4
Feats: Great Fortitude
Environment: Temperate or Warm land
Organization: Solitary, Brood (2-5), or Nest (5-20)
CR: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By Character Class
Level Adj: +3

While this insectile humanoid is only as tall as a human, its colored carapace makes it as easily wide as three men. It stands on a pair of stocky legs, and in a pair of powerfully built arms, wields a longspear. A smaller set of arms hangs between the two larger sets. The creature's head seems to be that of a large beetle.

Beetlefolk, or Skurabia as they call themselves, seem to be reminiscent of scarabs, and though tribes tend to be of the same color, there is an almost infinite variety to the color schemes and mottling that can be found on a beetlefolk's carapace.

Beetlefolk are generally thoughtful and peaceful, though they are staunch defenders of their homelands. They often make peaceful contact with surrounding civilizations and often trade with them, creating items of natural beauty in return for needed goods.

Most beetlefolk live in mobile nests that travel well-known routes between civilized areas, much in a manner akin to gypsies. There are, however, some established beetlefolk communities of ancient design, leading many to believe that the beetlefolk may have been more numerous and technologically advanced than they are now.

Beetlefolk speak Common and their own language that consists of clicks and buzzing noises. They often train to learn the language of any civilization they have constant contact with - often elves or dwarves or human subgroups.

Combat

Beetlefolk tend to take defensive positions, forcing opponents to come after them, and rarely initiate a combat.

If they do seek to attack, they will often use their burrowing ability to hide themselves in place the enemy is likely to pass over or by, and rise from the ground in ambush.

Beetlefolk will rarely continue a combat that goes against them, and may well fly out of range of their foes if the combat goes poorly.

Defensive Cloud (Ex): As a standard action, a beetlefolk can produce a 10 foot diameter cloud of a green, musty substance that obscures sight and chokes opponents. Non-beetlefolk caught in the cloud must make a Fort save (DC 12) or be nauseated 1d4+1 rounds by the choking gas. The gas also provides a 20% miss chance to attacks made in or through the gas. A beetlefolk can produce the cloud once per day.

Society

Beetlefolk usually gather in large tribes that slowly travel a defined route between various civilizations. They tend to set up semi-permanent camps at the fringes of a civilization's borders, trade with the locals for a few months, and then move on to the next location after a few months. Some beetlefolk routes can circumnavigated in under a year, while other beetlefolk routes can take up to fifty years to complete a single circuit.

Clans can be either matriarchal or patriarchal, and the eldest and wisest beetle generally makes decisions for the tribe. The tribes themselves tend to consist of one or more extended families, and it is not uncommon for passing beetlefolk tribes to swap members, either through marriage or by choice, upon meeting.

The members of most clans have skill at one or more craft, which they tend to ply and create items for trade to the nearby civilization.

Despite their constant association with other races, beetlefolk are careful to keep themselves segregated and aloof. They rarely join in alliances, and do their best to keep their society closed to outside influence or manipulation.

Beetlefolk as Characters

Because of their constant contact with other races, it is not unheard of for Beetlefolk to leave the clan to seek out adventure and explore different cultures away from their clan. However, once thus "tainted", few beetlefolk adventurers find themselves welcome back in their home clan.

- **Base movement rate 30 feet. Fly speed 30 feet (clumsy).** A beetlefolk in armor cannot fly unless the armor is specially modified at twice normal cost (any magical enhancements are normal cost).
- **Medium size**
- **Monstrous humanoid type**
- **Vermin subtype**
- **Darkvision 60 ft.** Beetlefolk can see in complete darkness out to 60 feet. Darkvision is black-and-white only.
- **+7 natural armor**
- **+2 Str, +4 Con.** Beetlefolk are slightly stronger and much hardier than most other races.

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- **Defensive Cloud (Ex):** As a standard action, a beetlefolk can produce a 10 foot diameter cloud of a green, musty substance that obscures sight and chokes opponents. Non-beetlefolk caught in the cloud must make a Fort save (DC 10 + ½ level + Con mod) or be nauseated 1d4+1 rounds by the choking gas. The gas also provides a 20% miss chance to attacks made in or through the gas. A beetlefolk can produce the cloud once per day.
- **Racial Weapon.** A beetlefolk treats a beetlespike as a martial weapon, instead of an exotic weapon (see below for stats).
- **Racial Languages:** Common, Beetlefolk. **Bonus Languages:** Elvin, Dwarven, gnomish, draconic.
- **Favored Class:** Fighter
- **Level Adjustment:** +3

Beetlefolk tend to worship Jhalah, the Lord of Death. A cleric of Jhalah can choose two of the domains from Death, Destruction or Evil.

Beetlefolk Brawler

Beetlefolk Ftr 5 ;hp: 47

S17 D13 C18 I10 W12 Ch8; **Fort** +8, **Ref** +2, **Will** +4

Init: +1 **Move:** 20 ft.

AC: 26 (+1 Dex, +7 natural, +8 full plate), touch 11, flat 25

BAB/Grapple: +5/+8

Full Attack: +1 *greatsword* +10 melee (2d6+7;19-20/x2)
or heavy crossbow +6 ranged (1d10;19-20/x2)

Special Att: Defensive cloud

Special Qual: Darkvision 60 ft.

Skills: Climb +8, Ride +8

Feats: Combat Reflexes^F, Iron Will, Power Attack, Weapon Focus (*Greatsword*)^F, Weapon Specialization (*Greatsword*)^F

CR: 6

Gear: mw full plate (1,650 gp), +1 *greatsword* (2,350 gp), heavy crossbow (50 gp), 20 bolts (2 gp), *potion of cure serious wounds* (750 gp), *potion of bull's strength* (300 gp)

Total: 5,102 gp (5,200 gp)

Defensive Cloud (Ex): Fort DC16

Beetlefolk Nomad

Beetlefolk Ftr 5/Rng 6 ;hp: 109

S20 D13 C20 I10 W12 Ch8; **Fort** +14, **Ref** +8, **Will** +7

Init: +1 **Move:** 30 ft., fly 30 ft. (clumsy)

AC: 20 (+1 Dex, +7 natural, +2 *bracers of armor* +2), touch 11, flat 20

BAB/Grapple: +11/+16

Full Attack: primary +1 *longsword* +16/+11/+6 melee (1d8+6;19-20/x2), off-hand +1 *shortsword* +15/+10 (1d6+2;19-20/x2) or composite longbow (+5 Str) +12/+7/+2 ranged (1d8+5;x3)

Special Att: Defensive cloud

Special Qual: Darkvision 60 ft., favored enemy, wild empathy

Skills: Climb +14, Handle Animal +5, Ride +14, Survival +7

Feats: Cleave, Combat Reflexes^F, Diehard, Endurance^R, Improved Two-Weapon Fighting^R, Iron Will, Power Attack, Two-Weapon Fighting^R, Weapon Focus (*Longsword*)^F, Weapon Specialization (*Longsword*)^F

CR: 6

Gear: *bracers of armor* +2 (4,000 gp), +1 *longsword* (2,315 gp), +1 *shortsword* (2,310 gp), composite longbow (+5 Str) (600 gp), *gauntlets of ogre power* (4,000 gp), *amulet of natural health* +2 (4,000 gp), *cloak of resistance* +1 (1,000 gp), *wand of barkskin* (10 charges) (900 gp), *gray bag of tricks* (900 gp), *potion of cure moderate wounds* (300 gp)

Total: 20,325 gp (21,000 gp)

Defensive Cloud (Ex): Fort DC19

Favored Enemy (Ex): The ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +4 bonus to weapon damage rolls against humanoids (goblinoids). The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +2 bonus to weapon damage rolls against humanoid (elves).

Wild Empathy (Ex): Check: 1d20+5; Influence animals and vermin

Typical Ranger Spells

(2; CL 3; Spell DC 12)

1st: *Delay Poison*, *Resist Energy*

Giant Fire Beetle companion: CR 1/3; LA —; Small vermin; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Atk +0; Grp —4; Atk Bite +1 melee (2d4); Full Atk (same); Space/Reach 5 ft./5 ft.; SA —; SQ vermin traits (darkvision 60', mindless); AL (Always) N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7.

Skills and Feats: N/A.

Mindless: No Intelligence, immunity to mind-affecting (charms, compulsions, phantasms, patterns, morale) effects.

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Beetlefolk Wanderer

Beetlefolk Ftr 5/Rng 12 ;hp: 166

S24 D13 C20 I10 W13 Ch8; **Fort** +17, **Ref** +11, **Will** +9

Init: +1 **Move:** 30 ft., fly 30 ft. (clumsy)

AC: 20 (+1 Dex, +7 natural, +2 *bracers of armor* +2), touch 11, flat 20

BAB/Grapple: +17/+24

Full Attack: primary +3 *longsword* +26/+21/+16/+10 melee (1d8+12;17-20/x2), off-hand +3 *shortsword* +26/+21/+16 (1d6+6;19-20/x2)
or composite longbow (+7 Str) +18/+13/+8/+3 ranged (1d8+7;x3)

Special Att: Defensive cloud

Special Qual: Darkvision 60 ft., favored enemy, evasion, swift tracker, wild empathy, woodland stride

Skills: Climb +20, Handle Animal +11, Ride +20, Survival +16

Feats: Cleave, Combat Reflexes^F, Diehard, Endurance^R, Greater Two-Weapon Fighting^R, Improved Critical (Longsword)^R, Improved Two-Weapon Fighting^R, Iron Will, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge^R, Two-Weapon Fighting^R, Weapon Focus (Longsword)^F, Weapon Focus (Shortsword)^R, Weapon Specialization (Longsword)^F

CR: 18

Gear: *bracers of armor* +6 (36,000 gp), +3 *longsword* (18,315 gp), +3 *shortsword* (18,310 gp), composite longbow (+7 Str) (800 gp), *belt of giant strength* +4 (16,000 gp), *amulet of natural health* +2 (4,000 gp), *cloak of resistance* +3 (9,000 gp), *wand of barkskin* (10 charges) (900 gp), *figurines of wondrous power (basalt beetles)* (21,000 gp), *rust bag of tricks* (3,000 gp), *potion of cure serious wounds* (750 gp)

Total: 128,075 gp (130,000 gp)

The beetlefolk wanderer took a feat at 4th, 6th and 12th level instead of an animal companion.

Defensive Cloud (Ex): Fort DC19

Evasion (Ex): If a beetlefolk wanderer makes a successful Reflex save against any attack that normally deals half damage on a successful save, he instead takes no damage.

Favored Enemy (Ex): The ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +6 bonus to weapon damage rolls against humanoids (goblinoids). The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and a +2 bonus to weapon damage rolls against humanoid (elves) and humanoid (dwarves).

Swift Tracker (Ex): A beetlefolk wanderer can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): Check: 1d20+11; Influence animals and vermin

Woodland Stride (Ex): A beetlefolk wanderer can move through any sort of undergrowth at his normal speed and without taking damage or suffering any other impairment.

Typical Ranger Spells

(2/1/1; CL 6; Spell DC 11 + Spell Level)

1st: *Longstrider*, *Speak with Animals*

2nd: *Protection From Energy*

3rd: *Neutralize Poison*

Beetlespike: Made from the scything limbs of giant insects, a beetlespike has a quarterstaff-like pole which ends in perpendicularly pointing scything blades, giving the whole an "S"-like appearance. While it can be used to slash, it is primarily used to pierce opponents with the spike-like ends. A beetlespike is considered a martial double weapon for beetlefolk, and an exotic double weapon for all other races.

Combat Stats: Cost: 30 gp; Dmg: 1d6/1d6; Crit: x3; Range: -; Weight: 4 lbs.; Type: P & S

Figurines of Wondrous Power (Basalt Beetles): These figurines come in threes. Each beetle of this trio looks slightly different from the others, and each has a different function:

- **The Scuttling Beetle:** This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The beetle can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

- **The Stalking Beetle:** This statuette becomes an enormous beetle (see Bestiary Malfearous p51) it can be called to life just once per month for up to 12 hours at a time.

- **The Ankheg of Terror:** When called upon with the proper command word, this statuette becomes an ankheg. However, its rider can employ a portion of the back armor or its antennae (the backplate as a +5 *heavy wooden shield*, the antennae as a +3 *whip*). When ridden in an attack against an opponent, the *ankheg of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

Baetle; CR 7; LA +2; Huge Outsider (Evil, Extraplanar); HD 8d8+40; hp 76; Init +0; Spd 45 ft.; AC 21 (-2 size, +13 natural), touch 8, flat 21; BAB +8; Gpr +25; Atk Claw +15 melee (2d8+9); Full Atk 2 claws +15 melee (2d8+9), pincher +10 melee (1d12+4); Space/Reach 15 ft./10 ft., SA Acid spittle, constrict, improved grab, poison gas, rend; SQ Blindsight 120 ft., darkvision 120 ft., immune to poison, acid, fire and cold, outsider traits; SV Fort +11, Ref +6, Will +7; AL always LE; Str 28, Dex 10, Con 20, Int 6, Wis 13, Cha 6



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Skills & Feats: Gather Information +9, Intimidate +9, Spot +12, Listen +12, Search +9, Sense Motive +12; Cleave, Power Attack, Track

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 4d4 damage. Each round, for the next 10 rounds, the struck victim must make a Fort DC 19 save or take an additional 1d4 acid damage. The additional acid damage can be stopped with a successful Heal DC 19 check or immersion in water. The baetle can spit acid once a minute.

Constrict (Ex): 2d8+9

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

Poison Gas (Ex): 15 ft. radius; Inhaled; Fort DC 19; Init: 3d6 Con, Sec: 1d6 Con)

Rend (Ex): If both claws hit, rend for 4d8+13 damage.

Flyfolk (Dípteraíin)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
AC: 14 (+2 Dex, +2 natural), touch 12, flat 12
BAB/Grapple: +1/+1
Attack: Bite +1 melee (1d6) or short sword +1 melee (1d6;19-20/x2)
Full Attack: Bite +1 melee (1d6) or short sword +1 melee (1d6;19-20/x2)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 1d12 in. (5 ft. 6 in)
Weight: 100 lbs. + 1d10 x 5 lbs. (125 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft.
Saves: Fort +1, Ref +4, Will +2
Abilities: S11 D15 C13 I10 W11 Ch8
Skills: Listen +4, Spot +4
Feats: Flyby Attack^B
Environment: Temperate, Warm land
Organization: Solitary, Brood (2-5), Swarm (5-20), or Band (20-40)
CR: 1
Treasure: Standard
Alignment: Usually Chaotic neutral
Advancement: By character class
Level Adj: +2

This humanoid insect sports the head of a fly and is covered in prickly black hairs that seem to rise straight up from its ebony exoskeleton. A pair of large, buzzing wings adorns its back, and it has second pair of smaller hands just beneath a pair of much muscular-looking arms.

Flyfolk, who call themselves the Dípteraíins, are crude scavengers who generally prowl rocky wastes looking for trash and edible food. They tend to categorize other beings as either something to avoid or as food.

Flyfolk are despised by other insectoids, and the flyfolk seem to know this, instinctually avoiding other insectoids.

A Flyfolk can speak Common and their own language which consists of head movements, various arm positioning and wing buzzing.

Combat

Flyfolk generally rely on their flying ability to swoop down against foes and strike with a weapon or attempt to snap at their foes with a bite. They quickly flee superior opponents, but have been known to swarm foes and use sheer numbers to bring down opponents. Flyfolk are usually quite cunning, and they often use terrain and/or natural hazards to their advantage when fighting.

Society

Flyfolk usually congregate in small, semi-nomadic bands, raiding for food and items as they feel they need them. Flyfolk generally treat males and females equally, and

as rule won't produce what they can steal. Larger bands are held together by sheer force of will of a charismatic leader, and tend to quickly break apart once the leader has been killed, humiliated or otherwise incapacitated.

Every spring, the various bands of Flyfolk tend to congregate around well-known breeding grounds to reproduce. Eggs resulting from these short-lived unions are usually deposited in wet areas, and after about twenty days, the various bands leave, sometimes vastly reorganized due to death, new friendships or rivalry that stem from the mating period.

Young usually start hatching after about ten days, and it is not uncommon for the young larva to eat their brethren before they molt into youngling Flyfolk, after about fifteen days. The new young usually form their own bands for protection and friendship, and will depart to create their own tribes once they feel they have enough numbers.

Flyfolk as Characters

It is not unusual for a Flyfolk to strike out on its own, though it usually ends up using or feeding off the skills of others.

Flyfolk have the following abilities.

- **Base movement rate 30 feet. Fly rate 50 feet (average).**
- **Monstrous humanoid type**
- **Vermin subtype**
- **+2 natural armor**
- **+4 Dex, +2 Con, -2 Chr.** Flyfolk are quick and able to withstand many rigors. However, their horrid appearance generally alienates them towards others.
- **Lesser Four-armed:** A Flyfolk has four arms, though two of its arms are of lesser strength. These lesser arms may only be used in combat to wield light weapons, and never adds Strength bonus to damage with its lesser arms. A Flyfolk cannot use the lesser arms to cast a spell while fighting, but may use its stronger arms to cast spells while fighting with the lesser arms. A Flyfolk cannot use the lesser arms to hold or support ranged weapons. However, when the lesser arms are used for detailing or work requiring manual dexterity, they may use 1 ½ their dexterity bonus if they employ the lesser limbs in the task.
- **Racial Bonus Feat:** Flyby attack
- **Racial Languages:** Common, Flyfolk. **Bonus Languages:** Elvin, Dwarven, gnomish, orc, gnoll, bugbear, goblin.
- **Favored Class:** Rogue
- **Level Adjustment:** +2

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Flyfolk Flitter

Flyfolk Rog 5;hp: 27

S13 D20 C14 I14 W10 Ch6;Fort +4, Ref +10, Will +2

Init: +5 Move: 30 ft., fly 50 ft. (ave)

AC: 18 (+2 natural, +5 Dex, +1 *bracers of armor* +1), touch 15, flat 18

BAB/Grapple: +3/+4

Full Attack: primary shortsword +6 melee (1d6+1;19-20/x2), 3 offhand shortswords +6 melee (1d6;19-20/x2)

Or mw composite shortbow (+1 Str) +9 ranged (1d6+1;x3)

Special Att: Sneak attack +3d6

Special Qual: Evasion, trap sense +1, trapfinding, uncanny dodge

Skills: Bluff +6, Disguise +6, Escape Artist +13, Hide +13, Listen +8, Move Silently +13, Search +10, Sense Motive +8, Spot +8, Tumble +13

Feats: Flyby Attack^B, Multiweapon fighting, Weapon Finesse

CR: 6

Gear: 4 mw shortswords (1,240 gp), mw composite shortbow (Str +1) (450 gp), *bracers of armor* +1 (1,000 gp), *cloak of resistance* +1 (1,000 gp), *elixir of sneaking* (250 gp), *potion of cure moderate wounds* (300 gp)

Total: 4,240 gp (5,200 gp)

Evasion (Ex): If a flyfolk flitter makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): At 3rd level, a 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 flyfolk flitter 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.

Flyfolk Carrion Eater

Flyfolk Rog 11;hp: 60

S13 D23 C14 I14 W10 Ch6;Fort +7, Ref +14, Will +5

Init: +10 Move: 30 ft., fly 50 ft. (ave)

AC: 21 (+2 natural, +6 Dex, +3 *bracers of armor* +3), touch 16, flat 21

BAB/Grapple: +8/+9

Full Attack: primary shortsword +12/+7 melee (1d6+1;19-20/x2), 3 offhand shortswords +12 melee (1d6;19-20/x2)

Or mw composite shortbow (+1 Str) +14/+9 ranged (1d6+1;x3)

Special Att: Sneak attack +6d6

Special Qual: Defensive roll, evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge

Skills: Bluff +12, Disguise +12, Escape Artist +20, Hide +20, Listen +14, Move Silently +20, Search +16, Sense Motive +14, Spot +14, Tumble +20

Feats: Combat Reflexes, Flyby Attack^B, Improved Initiative, Multiweapon fighting, Weapon Finesse

CR: 12

Gear: four +1 shortswords (9,240 gp), mw composite shortbow (Str +1) (450 gp), *bracers of armor* +3 (9,000 gp), *cloak of resistance* +2 (4,000 gp), *gloves of dexterity* +2 (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 26,990 gp (27,000 gp)

Evasion (Ex): If a flyfolk carrion eater makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Defensive Roll (Ex): The flyfolk carrion eater 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 flyfolk carrion eater 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.

Improved Uncanny Dodge (Ex): A flyfolk carrion eater can no longer be flanked, unless the attacker has at least four more rogue levels than the target does.

Trap Sense (Ex): A flyfolk carrion eater 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 flyfolk carrion eater 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.

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Flyfolk Deathmaker

Flyfolk Rog 11/asn 6;hp: 60

S13 D29 C14 I14 W10 Ch6;Fort +9, Ref +22, Will +7

Init: +13 **Move:** 30 ft., fly 50 ft. (ave)

AC: 27 (+2 natural, +9 Dex, +6 *bracers of armor* +6), touch 19, flat 18

BAB/Grapple: +12/+13

Full Attack: primary +3 *shortsword* +19/+14/+9 melee (1d6+1;19-20/x2), 3 offhand +1 *shortswords* +17/+12/+7 melee (1d6;19-20/x2)

Or mw composite shortbow (+1 Str) +22/+17/+12 ranged (1d6+1;x3)

Special Att: Death attack, sneak attack +9d6

Special Qual: Defensive roll, evasion, improved uncanny dodge, poison use, trap sense +3, trapfinding, uncanny dodge, +3 vs. poison

Skills: Bluff +12, Disguise +12, Escape Artist +27, Hide +27, Listen +14, Move Silently +27, Search +22, Sense Motive +20, Spot +20, Tumble +27

Feats: Combat Reflexes, Flyby Attack^B, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Multiweapon fighting, Weapon Finesse

CR: 18

Gear: +4 *shortsword* (32,310 gp), three +1 *shortswords* (6,930 gp), mw composite shortbow (Str +1) (450 gp), *bracers of armor* +6 (36,000 gp), *cloak of resistance* +3 (9,000 gp), *gloves of dexterity* +6 (36,000 gp), *potion of cure serious wounds* (750 gp), 4 vials Dragon bile poison (6,000 gp)

Total: 127,440 gp (130,000 gp)

Death Attack: If a flyfolk deathmaker studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (flyfolk deathmaker's choice). While studying the victim, the flyfolk deathmaker can undertake other actions so long as his attention stays focused on the target and the target does not detect the flyfolk deathmaker or recognize the flyfolk deathmaker as an enemy. If the victim of such an attack fails a Fortitude save (DC 18) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the flyfolk deathmaker. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once the flyfolk deathmaker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds

Evasion (Ex): If a flyfolk deathmaker makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Defensive Roll (Ex): The flyfolk deathmaker 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 flyfolk deathmaker 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.

Improved Uncanny Dodge (Ex): A flyfolk deathmaker can no longer be flanked, unless the attacker has at least four more rogue levels than the target does.

Trap Sense (Ex): A flyfolk deathmaker 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 flyfolk deathmaker 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 Assassin Spells

(4/4/1;Caster Level 6;Spell DC 12 + Spell Level)

1st: *Disguise Self*, *Ghost Sound*, *Obscuring Mist*, *True Strike*

2nd: *Darkness*, *Fox's Cunning*, *Invisibility*, *Undetectable Alignment*

3rd: *Deep Slumber*, *False Life*, *Misdirection*

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Mantisfolk (Prophetii)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+2 (6 hp)
Initiative: +2 (+2 Dex)
Speed: 40 ft. (8 squares), fly 40 ft. (clumsy) (8 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat 15
BAB/Grapple: +1/+4
Attack: Scything claw +4 melee (1d6+3;19-20/x2)
Full Attack: 2 scything claws +4 melee (1d6+3;19-20/x2), bite -1 melee (1d4+1)
Space/Reach: 5-ft./5 ft.
Height: 6 ft. + 1d8 in. (6 ft. 4 in.)
Weight: 175 + 2d8 x 7 lbs. (238 lbs.)
Special Att: Pounce, spittle
Special Qual: Darkvision 60 ft., Scent
Saves: Fort +2, Ref +4, Will +2
Abilities: S17 D15 C15 I9 W11 Ch9
Skills: Climb +3, Jump +15, Listen +0, Spot +4, Tumble +4
Feats: Acrobatic
Environment: Temperate or Warm land
Organization: Solitary, Pair (2), Brood (2-5), Nest (5-20), Tribe (20-40 + 1-20 mantisfolk nymphs + 1-4 mantisfolk mother) or Spire (40+ mantisfolk + 2-20 mantisfolk nymphs + 1-3 mantisfolk scything blade + 2-12 mantisfolk mothers)
CR: 1
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adj: +2

* Mantisfolk have a +10 racial bonus to Jump checks

This long creature has an insectile look to it, with four of its massive legs skittering on the floor and the last pair held upward like human arms, with forearms like a bladed sword and ending in sharp claws. Its head is wide and flat, with large mandibles and multi-faceted eyes. Its voice consists of numerous clicks and chatters, some made with the mandibles, other seeming to emanate from the rattling of its carapace.

Mantisfolk, commonly called the Prophetii, have an appearance similar to that of a huge praying mantis. While their forearms are bladelike, they end in human-like hands with six fingers, though each finger ends with a sharp nail.

Mantisfolk prefer wilderness areas with plenty of prey to hunt, and are generally nomadic in nature. They are capable of making their own tools and weapons, but prefer to travel light and bring down prey with their own bare hands.

Mantisfolk speak their own language, and some have learned the Common tongue or the language of another nearby race (often elves, if not the Common tongue).

Combat

Mantis insectoids have a love of combat, and usually will strike by leaping at their opponent, then rending the foe with their claws and bite. Mantis insectoids rarely disengage from combat once locked, even if they are facing superior opponents. However, smart opponents can often avoid combat with using smoke, loud noises or large numbers to frighten off Mantis warriors before they decide to attack.

Mantisfolk have a taste for elf flesh, and have been known to raid elvin communities for food.

Pounce (Ex): When a Mantisfolk makes a charge, it can follow with a full attack.

Spittle (Ex): A mantisfolk can spit a glob of paralytic venom with a range increment of 5 ft. as a ranged touch attack (+3 to hit), affecting one target. (Contact; DC 12; Init: 1 Dex; Sec: Paralyze). The paralyzation lasts for 1d4+1 rounds.

Skills: Mantisfolk have a +10 racial bonus to Jump. They have a +2 bonus to Spot checks.

Mantisfolk Society

Mantisfolk often congregate in family-based clans, and are generally nomadic. Sometimes they will construct tower-like hives, but only if the mantises numbers are too vast for nomadic wandering to support the tribe.

A council of females generally rules clans of Mantisfolk. These females have complete control of the daily lives of its members, especially in the area of who can and cannot breed. Generally speaking, the ruling females restrict breeding to themselves and a select few males; all others are doomed to eventually die without having spawned. The ruling females are also often the ones who spawned all of the current generation of mantisfolk in the clans, and are often referred to as "mother". They are generally pampered by the lesser members and are expected to help spawn the next generation of mantis warriors. When a female matriarch is no longer able to produce young, the other young females often will rise to combat the matriarch in a fight to the death. Eventually, the former matriarch is dragged down and devoured by one of her many contenders, who then take the matriarch's place of power upon the former's death.

Mantisfolk are egg-layers, and generally produce a clutch of 2-12 eggs per female. All mantisfolk start life as hermaphrodites, then go through a phase as being male when reaching adulthood. After a variable amount of time, mantisfolk males eventually molt into females, and remain females for the rest of their life. However, life among the mantisfolk can be difficult, and young are not protected from cannibalism by the elders until after their second year of life - at which time they enter the clan as members and receive a life-name.

Males are expected to hunt for food and patrol the "borders" of their land, and non-ruling females are expected to build, collect materials and tend to the egg nests of the tribe. Individuals who fail or rebel against the mantis way of life are usually slashed and/or tortured, and repeat offenders may be either be devoured by the clan or exiled (if they are

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lucky). Exiled members often commit suicide shortly after being cast out, but those that survive often wander into the territory of other humanoids and become desperate to fit in.

It is very rare that an individual from one clan is ever accepted into another; each clan has its own general mottling to its carapace and gives off different pheromones that is easily detected by other mantisfolk, and differing clans can rarely tolerate the “stench” of an outsider. However, if an outsider mantisfolk can manage to survive approximately a month in a new clan, its pheromone scent usually alters to match its new brethren, making it easier to blend in with its new clan.

Mantisfolk as Characters

Adventuring Mantisfolk are very rare; those that do exist often try extremely hard to fit into the group they attached themselves to.

A Mantisfolk has the following abilities.

- **Base Movement Rate 40 feet, fly 40 feet (clumsy)**
- **Monstrous Humanoid type**
- **Vermin subtype**
- **Medium Size**
- **+5 natural armor bonus.** A Mantis Insectoid is covered with a hard, but flexible, chitinous shell that protects it from damage.
- **+6 Str, +4 Dex, +4 Con, -2 Int, -2 Chr.** Mantisfolk are strong, agile and hardier than most races. However, they tend to have simpler minds and have been bred to be servile in nature.
- **+10 racial bonus to Jump checks.** Mantisfolk have powerful legs capable of covering amazing distances with a single leap.
- **+2 racial bonus to Spot checks.**
- **Natural attacks.** An unarmed Mantis Insectoid can attack with 2 scything claws for 1d6 + Str mod damage. The claws have a critical range of 19-20/x2. They may also bite for 1d4 + ½ Str mod damage. The bite attack is secondary and suffers a -5 penalty to hit with.
- **Pounce (Ex):** When a Mantis Insectoid makes a charge, it can follow with a full attack.
- **Spittle (Ex):** A mantisfolk can spit a glob of paralytic venom out to a distance of 5 feet as a ranged touch attack, affecting one target. (Contact; DC 10 + ½ level + Con mod; Init: 1 Dex; Sec: Paralyze). The paralyzation lasts for 1d4+1 rounds.
- **Racial Languages:** Common, Mantese. **Bonus Languages:** Elvin, Dwarven, Goblin, Orc.
- **Favored Class:** Male: Barbarian, Female: Cleric
- **Level Adjustment:** +2

Mantisfolk worship an idealized version of their kind, that they simply refer to as the Goddess. A mantisfolk cleric can choose two of the three domains of Knowledge, Strength, or Travel.

Mantisfolk Nymph

Mantisfolk Bar 3/Clr 3;hp: 51

S22 D16 C17 I8 W16 Ch6;Fort +9, Ref +5, Will +7

Init: +3 Move: 50 ft., fly 40 ft. (clumsy)

AC: 18 (+3 Dex, +5 natural), touch 13, flat 18

BAB/Grapple: +5/+11

Full Attack: 2 claws +11 melee (1d8+6;19-20/x2), bite +9 melee (1d4+3)

Special Att: Pounce, spittle, turn undead

Special Qual: Rage 1/day, trap sense +1, uncanny dodge

Skills: Climb +6, Concentration +3, Jump +10, Listen +6, Spot +2

Feats: Improved Natural Attack, Multiattack, Weapon Focus (Scything claws)

CR: 7

Gear: Gauntlets of Ogre Power (4,000 gp), Pearl of Power (1st level) (1,000 gp), Cloak of Protection +1 (1,000 gp)

Total: 6,000 gp (7,200 gp)

Rage (Ex): 1x/day gain +4 Str and Con, +2 to Will saves, -2 AC. Lasts for 7 rounds.

Spittle (Ex): A mantisfolk nymph can spit a glob of paralytic venom out to a distance of 5 ft. as a +8 range touch attack, affecting one target. (Contact; Fort DC 16; Init: 1 Dex; Sec: Paralyze). The paralyzation lasts for 1d4+1 rounds.

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

Turn Undead (Su): 1x/day; Turn Check 1d20-2; Turn Damage 2d6+1.

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

Typical Cleric Spells

(4/4/3; CL 3; Spell DC 13 + Spell Level; Domain: Strength, Travel)

0: Cure Minor Wounds, Guidance, Resistance, Virtue

1st: Cause Fear, Doom, Longstrider^D, Shield of Faith

2nd: Aid, Death Knell, Bull's Strength^D

Bestiary Nefarious

Mantisfolk Scything Blade

Mantisfolk Bar 9/Ran 3;hp: 120

S24 D18 C21 I10 W10 Ch6;Fort +12, Ref +10, Will +6

Init: +8 Move: 50 ft., fly 40 ft. (clumsy)

AC: 22 (+4 Dex, +5 natural, +3 *bracers of armor* +3), touch 14, flat 22

BAB/Grapple: +12/+19

Full Attack: 2 claws +19 melee (1d8+7;17-20/x2), bite +17 melee (1d4+3)

Special Att: Pounce, spittle

Special Qual: DR 1/-, favored enemy, improved uncanny dodge, rage 3/day, trap sense +3, uncanny dodge

Skills: Climb +19, Jump +29, Hide +10, Listen +12, Move Silently +10, Spot +3, Survival +15

Feats: Diehard, Endurance^R, Improved Critical, Improved Initiative, Improved Natural Attack, Multiattack, Track^R, Two-Weapon Fighting^R

CR: 13

Gear: *Bracers of Armor* +3 (9,000 gp), *Belt of Giant Strength* +4 (16,000 gp), *Gloves of Dexterity* +2 (4,000 gp), *Cloak of Protection* +2 (4,000 gp)

Total: 33,000 gp (35,000 gp)

Favored Enemy (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and +2 bonus on weapon damage rolls against Humanoids (Elf).

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

Rage (Ex): 3x/day gain +4 Str and Con, +2 to Will saves, -2 AC. Lasts for 9 rounds.

Spittle (Ex): A mantisfolk scything blade can spit a glob of paralytic venom out to a distance of 5 ft. as a +16 range touch attack, affecting one target. (Contact; Fort DC 20; Init: 1 Dex; Sec: Paralyze). The paralyzation lasts for 1d4+1 rounds.

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

Uncanny Dodge (Ex): A mantisfolk scything 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.

Wild Empathy (Ex): Modify attitude of animal or vermin as Diplomacy check 1d20+1

Mantisfolk Mother

Mantisfolk Clr 18;hp: 117

S14 D16 C14 I11 W25 Ch12;Fort +14, Ref +9, Will +14

Init: +3 Move: 40 ft., fly 40 ft. (clumsy)

AC: 26 (+3 Dex, +5 natural, +8 *bracers of armor* +8), touch 13, flat 23

BAB/Grapple: +13/+15

Full Attack: 2 claws +15 melee (1d6+2;19-20/x2), bite +10 melee (1d4+1)

Special Att: Pounce, spittle, turn undead

Special Qual: Spells

Skills: Jump +12, Concentration +23, Knowledge (Religion) +23, Listen +4, Spot +6

Feats: Augment Summoning, Enlarge Spell, Extend Spell, Improved Initiative, Quicken Spell, Spell Focus (Conjuration), Spell Penetration

CR: 19

Gear: *Bracers of Armor* +8 (64,000 gp), *Cloak of Protection* +3 (9,000 gp), *Periapt of Wisdom* +6 (36,000 gp), *Rod of Rulership* (500 minutes) (60,000 gp)

Total: 169,000 gp (170,000 gp)

Turn Undead (Su): 4x/day; Turn Check 1d20+1; Turn Damage 2d6+19

Typical Spell List

(6/8/8/8/7/6/6/5/4/3;CL 18;Spell DC 17 + Spell Level; Domains: Knowledge, Travel)

0: *Create Water, Detect Magic, Detect Poison, Guidance, Light, Purify Food and Drink, Resistance, Virtue*

1st: *Cause Fear, Command, Longstrider^D, Doom, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I*

2nd: *Aid, Detect Thoughts^D, Enthrall, Lesser Resistance, Make Whole, Remove Paralysis, Owl's Wisdom, Status*

3rd: *Bestow Curse, Clairaudience/Clairvoyance^D, Extended Hold Person, Invisibility Purge, Locate Object, Protection from Energy, Stone Shape, Wind Wall*

4th: *Dimension Door^D, Dimensional Anchor, Discern Lies, Divination, Freedom of Movement, Giant Vermin, Poison*

5th: *Insect Plague, Righteous Might, Spell Resistance, Summon Monster V, Teleport^D, True Seeing*

6th: *Find the Path^D, Greater Dispel Magic, Harm, Heal, Planar Ally, Summon Monster VI*

7th: *Enlarged Blade Barrier, Destruction, Dictum, Legend Lore^D, Regenerate*

8th: *Extended Summon Monster VII, Discern Location^D, Holy Aura, Quickened Divine Power*

9th: *Foresight^D, Implosion, Summon Monster IX*

Mothfolk (Lepidaii)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8
Initiative: +1
Speed: 30 ft. (6 squares), fly 50 ft. (clumsy)
AC: 14 (+1 Dex, +2 natural, +1 padded armor), touch 11, flat 13
BAB/Grapple: +1/+1
Attack: Spear +1 melee (1d8;x3)
Full Attack: Spear +1 melee (1d8;x3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 1d8 in. (5 ft. 4 in.)
Weight: 100 lbs. + 1d10 x 5 lbs. (125 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft.
Saves: Fort +2, Reflex +3, Will +2
Abilities: S10 D12 C14 I9 W11 Ch8
Skills: Listen +2, Spot +6
Feats: Alertness
Environment: Any warm or hot
Organization: Single, pair (2), flight (3-5), gang (6-20), brood (21-30), colony (30+)
CR: 1/3
Treasure: Standard
Alignment: Usually Chaotic Neutral
Advancement: By Character Class
Level Adj: +1

Mothfolk, or the Lepidaii, are often described as the most dreamy – or vacant – race of insectoids. Little captures their attention for long, and they have soft, singsong voices that often sound as if their minds have been dulled by some sort of mind-altering drug.

Despite their near-constant daydreaming, mothfolk are actually quite astute. Unlike many of the other insectoid races, they retain their multifaceted eyes, allowing them to see things much clearer, but in a kaleidoscopic manner. Bright, colorful lights can easily entrance or befuddle them.

Mothfolk speak common and their own language – a high-pitched sound that sounds almost like a buzzing insect.

Combat

Mothfolk avoid combat, as they do not usually have the strength or numbers to bring down foes. They will often use their flight to keep opponents at a distance with ranged attacks, and prefer using reach weapons when they must melee. Mothfolk will often flee an engagement against powerful adversaries, especially those utilizing flashy, magical effects.

Society

Mothfolk are generally nomadic and live a large part of their early life in a mindless caterpillar-like stage alone. When a mothfolk reaches maturity, they actually molt, bursting out of the caterpillar form and arising as true winged mothfolk.

With their new sentience, many mothfolk are drawn to ancestral mothfolk gathering places, where they

meet others of their kind for the first time. After learning the rudiments in many subjects, the young mothfolk often select a mate and begin to travel with their new spouse, learning about the world around them. As they travel, they leave behind a trail of eggs to mark their passage. The female lays a single egg, and is capable of doing so once every seven to ten days. Unfortunately, the melon-sized egg has a good chance of falling to predators and as little as 10% of the laid eggs ever reach maturity.

After a period of 3-7 years of this type of activity, the couple usually returns to the communal gathering place to await the arrival of their offspring. As the previously hatched offspring matures and arrives at the communal meeting place, the parents seek out their children and educate them in all that they have learned in on their travels. After all of the young have been taught and accounted for (a process that takes 3-5 years per young adult), the couple strikes out again, and repeats the process.

Mothfolk as Characters

Most mothfolk characters will be individuals who have lost their mate on their travels, or who were unfortunate enough to have never acquired a mate. Some returned to their ancestral meeting place to find their elders wiped from existence.

Mothfolk have the following abilities.

- **Medium Size**
- **Monstrous Humanoid Type, Vermin subtype**
- **Base speed 30 ft., fly 50 ft. (clumsy)**
- **Darkvision 60 ft.** A mothfolk can see in the absence of light out to a distance of 60 feet. Darkvision is black-and-white only.
- **+2 Dex, +4 Con, -2 Int and -2 Cha.** Mothfolk are fairly nimble and exceptionally hardy. Their long state as a mindless creature inhibits their ability to learn, and despite being self-sufficient, most mothfolks are introverts who do not deal with others well.
- **+2 Natural armor**
- **Automatic Languages:** Common, mothfolk
Bonus Languages: Elvin, gnomish, goblinoid.
- **Favored Class:** Bard
- **Level Adjustment:** +1

Mothfolk worship nature and not any particular god. Mothfolk tend to produce druids, not clerics.

Bestiary Nefarious

Lepidilla

Large Vermin

Hit Dice: 3d8+6 (19 hp)
Initiative: -1 (-1 Dex)
Speed: 20 ft. (4 squares)
AC: 14 (-1 size, +5 natural), touch 9, flat 14
BAB/Grapple: +2/+8
Attack: Bite +3 melee (1d4+2 + 1d6 acid)
Full Attack: Bite +3 melee (1d4+2 + 1d6 acid)
Space/Reach: 10-ft./5 ft.
Height:
Weight:
Special Att: -
Special Qual: Darkvision 60 ft., poison body, vermin traits
Saves: Fort +5, Reflex +0, Will +1
Abilities: S14 D8 C14 I- W11 Ch6
Skills: Climb +10, Listen +2, Spot +2
Feats: Alertness*
Environment: Any warm or hot
Organization: Solitary
CR: 2
Treasure: None
Alignment: None
Advancement: 4-8 HD (Large), 9-12 HD (Huge)
Level Adj: -

This large, writhing shape is reminiscent of a caterpillar. It has a squishy green body with black, dagger-like feet. Tufts of black hair wave from its back and it has an enormous bulbous head with large eyes and powerful-looking mandibles. Its front half is raised in the air and twitches left and right, as if it is searching for something.

Lepidillas are the larval form of mothfolk. They consist of a enormous bulk of green and yellow tubular body with black, claw-like legs. The upper portion of their body is covered with silky black hairs, and at one end they have a bulbous head with large eyes and powerful jaws.

A lepidilla is completely mindless and constantly ravenous. While they generally eat only vegetation in large quantities, some lepidillas become carnivorous, desiring the taste of flesh.

Lepidillas remain in their larval state for approximately 3 years. Normally, after this time, the maturing mothfolk erupts from the head, leaving the husk of the caterpillar's tubular body behind in a gooey mess.

In some cases, however – especially when the caterpillar becomes carnivorous, the mothfolk body is subsumed and the caterpillar does not molt – instead becoming larger and more aggressive and remaining mindless.

Combat

Lepidillas generally shy away from combat, relying on their acid bite and poisonous taste as a last-ditch defense.

However, some caterpillars – those that have tasted flesh – can be quite aggressive, seeking out easy prey and risking life and limb for a tasty treat.

Poisonous Body (Ex): A creature biting or swallowing a lepidilla must make a Fort DC 13 save or become sickened for 2d4 rounds. If the save is failed and the lepidilla had been swallowed, it is immediately regurgitated. Besides the sickening effect, the flesh is also poisonous (Ingested; Fort DC 13; Init: 1d4 Con; Sec: 1d6 Con).

Skills: Lepidillas have a +8 racial bonus on Climb checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Lepidillas can take 10 on Climb checks, even if threatened or distracted.

* A carnivorous lepidilla has the Improved Natural Attack Feat, increasing its bite damage to 1d6+2 + 1d8 acid).

Lepidillas on Amberos

Lepidillas can be found almost anywhere on Amberos, except for the area of the Glacier of Seasons and in the oft-snowy areas of the Crystalmire mountains.

Bestiary Nefarious

Mothfolk Neophyte

Mothfolk bard 6;hp: 33

S8 D14 C14 I12 W13 Ch16;Fort +4, Ref +7, Will +6

Init: +2 **Move:** 30 ft., fly 50 ft. (clumsy)

AC: 16 (+2 Dex, +2 natural, +2 *padded armor* +1), touch 12, flat 14

BAB/Grapple: +4/+3

Full Attack: rapier +6 melee (1d6-1;19-20/x2)

Special Att: -

Special Qual: Bardic knowledge, bardic music, Darkvision 60 ft.

Skills: Concentration +11, Diplomacy +11, Gather Information +11, Knowledge (Local) +10, Listen +3, Perform (Any one) +15, Sense Motive +10, Spellcraft +10, Spot +3

Feats: Alertness, Skill Focus (Perform), Weapon Finesse

CR: 6

Gear: *Padded armor* +1 (1,155 gp), *cloak of charisma* +2 (4,000 gp), *potion of cure moderate wounds* (300 gp), musical instrument (5 gp)

Total: 5,460 gp (5,600 gp)

Bardic Music: 6x/day; Perform check +15; *Countersong*, *Fascinate*, *Inspire Courage* +1, *Inspire Competence*, *Suggestion*

Bardic Knowledge (Ex): Check +7

Typical Bard Spell List

(3/4/3;CL 6;Spell DC 13 + Spell Level)

0: *Detect Magic*, *Dancing Lights*, *Daze*, *Lullaby*, *Message*, *Resistance*

1st: *Comprehend Languages*, *Lesser Confusion*, *Cure Light Wounds*, *Magic Aura*

2nd: *Alter Self*, *Eagle's Splendor*, *Hypnotic Pattern*

Mothfolk Traveler

Mothfolk bard 12;hp: 66

S8 D14 C14 I12 W13 Ch20;Fort +6, Ref +10, Will +9

Init: +2 **Move:** 30 ft., fly 50 ft. (clumsy)

AC: 18 (+1 Dex, +2 natural, +5 *glamered studded leather* +2), touch 12, flat 17

BAB/Grapple: +9/+8

Full Attack: +1 rapier +13/+8 melee (1d6;19-20/x2)

Special Att: -

Special Qual: Bardic knowledge, bardic music, Darkvision 60 ft.

Skills: Concentration +17, Diplomacy +18, Gather Information +18, Knowledge (Local) +16, Listen +3, Perform (Any one) +22, Sense Motive +16, Spellcraft +16, Spot +3

Feats: Alertness, Skill Focus (Perform), Spell Focus (Enchantment), Weapon Finesse, Weapon Focus (Rapier)

CR: 12

Gear: *glamered padded armor* +2 (6,875 gp), +1 rapier (2,320 gp), *cloak of charisma* +4 (16,000 gp), *potion of cure moderate wounds* (300 gp), mw musical instrument (300 gp)

Total: 25,795 gp (27,000 gp)

Bardic Music: 12x/day; Perform check +22; *Countersong*, *Fascinate*, *Inspire Courage* +2, *Inspire Competence*, *Inspire Greatness*, *Suggestion*, *Song of Freedom*

Bardic Knowledge (Ex): Check +13

Typical Bard Spell List

(3/5/4/4/3;CL 12;Spell DC 15 + Spell Level)

0: *Detect Magic*, *Dancing Lights*, *Daze**, *Lullaby**, *Message*, *Resistance*

1st: *Comprehend Languages*, *Lesser Confusion**, *Cure Light Wounds*, *Magic Aura*

2nd: *Alter Self*, *Eagle's Splendor*, *Enthrall**, *Sound burst*

3rd: *Charm Monster**, *Deep Slumber**, *Lesser Geas**, *Slow*

4th: *Hold Monster**, *Modify Memory**, *Rainbow Pattern*, *Shout*

* Enchantment Spell; +1 DC

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Mothfolk Curio

Mothfolk bard 18;hp: 99

S8 D14 C14 I12 W13 Ch23;Fort +8, Ref +13, Will +12

Init: +2 Move: 30 ft., fly 50 ft. (clumsy)

AC: 18 (+1 Dex, +2 natural, +5 *glamered studded leather* +2), touch 12, flat 17

BAB/Grapple: +13/+12

Full Attack: +1 rapier +17/+12/+7 melee (1d6;19-20/x2)

Special Att: -

Special Qual: Bardic knowledge, bardic music, Darkvision 60 ft.

Skills: Concentration +23, Diplomacy +25, Gather Information +25, Knowledge (Local) +22, Listen +3, Perform (Any one) +33, Sense Motive +22, Spellcraft +22, Spot +3

Feats: Alertness, Combat Reflexes, Greater Spell Focus (Enchantment), Skill Focus (Perform), Spell Focus (Enchantment), Weapon Finesse, Weapon Focus (Rapier)

CR: 18

Gear: *mithral glamered chain mail* +5 (31,715 gp), +4 rapier (25,320 gp), *cloak of charisma* +6 (36,000 gp), *rod of wonder* (50 charges) (12,000 gp), *rope of entanglement* (21,000 gp), *potion of cure moderate wounds* (300 gp), *maestro's musical instrument* +5 (2,800 gp)

Total: 129,135 gp (130,000 gp)

Bardic Music: 12x/day; Perform check +33; *Countersong*, *Fascinate*, *Inspire Courage* +3, *Inspire Competence*, *Inspire Greatness*, *Inspire Heroics*, *Suggestion*, *Song of Freedom*, *Mass Suggestion*

Bardic Knowledge (Ex): Check +19

Typical Bard Spell List

(4/6/6/5/5/4/3;CL 18;Spell DC 15 + Spell Level)

0: *Detect Magic*, *Dancing Lights*, *Daze**, *Lullaby**, *Message*, *Resistance*

1st: *Comprehend Languages*, *Lesser Confusion**, *Cure Light Wounds*, *Magic Aura*, *Silent Image*

2nd: *Alter Self*, *Calm Emotions**, *Eagle's Splendor*, *Enthrall**, *Sound burst*

3rd: *Blink*, *Charm Monster**, *Deep Slumber**, *Lesser Geas**, *Slow*

4th: *Break Enchantment*, *Freedom of Movement*, *Hold Monster**, *Modify Memory**, *Rainbow Pattern*

5th: *Greater Dispel Magic*, *Mass Suggestion**, *Mind Fog**, *Shadow Evocation*

6th: *Mass Charm Monster**, *Irresistible Dance**, *Greater Shout*

* Enchantment spell; +2 DC

Maestro's Musical Instrument: This item appears to be a masterwork musical instrument of its kind. However, when played the item grants a +5, +10 or +15 competence bonus to the user's appropriate Perform check.

Faint transmutation; CL 3rd/7th/12th; Craft Wondrous Item, *Summon Instrument*, *Ghost Sound*; Caster's level must equal or exceed Perform bonus; Price 2,800 gp (+5), 10,300 gp (+10), 22,800 gp (+15); Creation: 1,550 gp and 60 xp (+5), 5,300 gp & 400 xp (+10), 11,550 gp and 900 xp (+15); Weight 3 lbs.

Bestiary Nefarious

Roachfolk (Curachia)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 13 (+3 natural), touch 10, flat 13
BAB/Grapple: 0/+1
Attack: Claw +1 melee (1d4+1)
Full Attack: 2 Claw +1 melee (1d4+1), 2 lesser claws – 4 melee (1d3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)
Weight: 125 lbs. + 2d6 x 10 lbs. (195 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., limited flight
Saves: Fort +1, Ref +2, Will +1
Abilities: S13 D11 C12 I9 W8 Ch11
Skills: Climb +3, Listen -1, Spot +1
Feats: Dodge
Environment: Temperate, Warm land
Organization: Solitary, Brood (2-5), Nest (5-20), or Drove (20-40)
CR: 1/2
Treasure: None
Alignment: Usually neutral evil
Advancement: By character class
Level Adj: +2

Roachfolk have a +8 bonus to climb

This creature resembles and erect-standing cockroach. It is a brownish-red in color, with long antennae feelers extending from its beetle-like face, and its long arms end in manipulative claws. It has a pair of large powerful arms and a lesser pair of smaller arms beneath it. It clicks and chirps as it moves, and occasionally a pair of wings can be seen beneath its armored carapace.

Roachfolk, commonly referred to as the Curachia, are among the foulest of the insectoid races. They have dedicated their lives to foul and despicable acts, and tend to feed on the underbelly of society. Many roachfolk seek out magical prowess and power - often as sorcerers or evil clerics.

Roachfolk can speak Common and infernal.

Combat

Roachfolk prefer striking from positions of strength or by surprise. They will often use traps and natural hazards to injure or hinder their opponents. However, when need be, they will attack in droves, trying to drown out opponents in a sheer wave of force. At the same time, roachfolk care for their own well-being, and will avoid or flee combat when outnumbered or facing a superior foe.

Limited Flight (Ex): A Roachfolk can fly in hops of up to 30 feet as a move action or fly up to 60 feet as a full-attack action. The roachfolk must land at the end of its movement, though it may use its movement rate to land on vertical surfaces or even cling to ceilings.

Society

Roachfolk tend to live in hereditary tribes, with succeeding generations spawned by the prior generations. Generally males are in positions of power, but several tribes are matriarchal. In either case, the ruling gender tends to dominate those of other genders, making them slaves to their rule and preventing them from having any sort of political power.

And it is generally power that roachfolk seek. Leaders tend to be powerful sorcerers who have earned their position by killing opposition and keeping its lessers in their place. It is not uncommon for roachfolk to plot against one another to gain political power in their tribe.

Tribes usually seek out areas with plentiful food and a place to hide. They often seek civilized areas, though they may sometimes be found in out of the way places, practicing their black magic and preying on passer-bys.

Roachfolk as Characters

Roachfolk adventurers usually have been exiled from their clan and forced to fend for themselves.

A roachfolk has the following abilities.

- **Base Movement Rate 40 feet**
- **Monstrous Humanoid type**
- **Vermin subtype**
- **Medium size**
- **+3 natural armor bonus**
- **+2 Str, +2 Con, -2 Int, -2 Wis.** A roachfolk is slightly stronger and hardier than other races. However, they tend to be less inclined to think independently and seem slightly out of touch with their surroundings.
- **+8 racial bonus to Climb checks.** A roachfolk has an amazing ability to climb sheer surfaces and even crawl along ceilings with relative ease.
- **Natural attacks:** A roachfolk can attack unarmed with its primary and secondary claws. The primary claws deal 1d4 + Str damage each. The secondary claws deal 1d3 damage each – no strength bonus is applied, and is at –5 to hit with.
- **Lesser Four-armed:** A Roachfolk has four arms, though two of its arms are of lesser strength. These lesser arms may only be used in combat to wield light weapons, and never adds Strength bonus to damage with its lesser arms (but does apply any Strength penalties). A Roachfolk cannot use the lesser arms to cast a spell while fighting, but may use its stronger arms to cast spells while fighting with the lesser arms. A Roachfolk cannot use the lesser arms to hold or support ranged weapons. However, when the lesser arms are used for detailing or work requiring manual dexterity, they may use 1 ½ their dexterity bonus if they employ the lesser limbs in the task.
- **Racial Languages:** Common, infernal. **Bonus Languages:** Abyssal, Elvin, Dwarven, Gnomish, Orc.
- **Favored Class:** Sorcerer

Bestiary Nefarious

- **Level Adj:** +2

Roachfolk actively scoff the gods, openly defying them and patting themselves on the back when they harm the worshippers or priests of another deity. Some roachfolk though, have become worshippers of Lepornunse, the God of Disease. A worshipper of Lepornunse can choose two of the three domains of Chaos, Disease and Suffering.

Disease Domain

Granted Power: You gain the ability to inflict disease on others by touch. You may choose to inflict in a victim you touch a disease with a save DC of up to 10 + spellcaster level. This ability is usable once per day.

Disease Domain Spells

- 1 **Boil:** Creates a painful boil that hampers victim's ability
- 2 **Summon Swarm:** Summon swarms of bats, rats, or spiders
- 3 **Contagion:** Infects subject with chosen disease
- 4 **Diminish Plant:**
- 5 **Insect Plague:** Locust swarms attack creature
- 6 **Mass Contagion:** Infect multiple subjects with chosen disease
- 7 **Creeping Doom:** Swarms of centipedes attack at your command
- 8 **Waves of Exhaustion:** Several targets become exhausted
- 9 **Finger of Death:** Kills one subject

Suffering Domain

Granted Power: You cast inflict spells at +1 caster level

Suffering Domain Spells

- 1 **Inflict Light Wounds:** Causes 1d8 damage + 1/level (max +5)
- 2 **Inflict Moderate Wounds:** Causes 2d8 damage +1/level (max +10)
- 3 **Inflict Serious Wounds:** Causes 3d8 damage + 1/level (max +15)
- 4 **Inflict Critical Wounds:** Causes 4d8 damage + 1/level (max +20)
- 5 **Inflict Light Wounds, Mass:** Causes 1d8 damage + 1/level (max +25) for many creatures
- 6 **Harm:** Inflicts 10 points/level of damage
- 7 **Wither:** desiccate opponent, causing fatigue and 1d8 damage/level (max 20d8)
- 8 **Inflict Critical Wounds, Mass:** Causes 4d8 damage +1/level (max +40) for many creatures
- 9 **Harm, Mass:** As harm, but with several subjects

Boil

Necromancy

Level: Sor/Wiz 1, Disease 1

Casting Time: 1 standard action

Components: V, S, DF

Range: Short (25 + 5 ft/2 levels)

Duration: 1 minute/level

Target: one creature

Saving Throw: Fort negates

Spell Resistance: Yes

This spell causes painful red sores to appear on the victim. The sores cause the victim to suffer a –2 penalty to all skill checks that require physical activity as well as a –1 penalty to hit rolls and to AC. Those wearing medium or heavy armor and or having a medium or heavier load instead suffer a –2 penalty to hit rolls and to AC.

As a standard action, you can, at any time after the first round, cause the sores to burst. Causing the sores to burst inflicts 1d4 points of nonlethal damage per 2 caster levels (max 5d4) to the victim, and immediately ends the spell.

Contagion, Mass

Necromancy [Evil]

Level: Disease 6

Range: 0

Area of Effect: 20 ft. burst

This spell acts like *contagion*, except it affects multiple targets.

Harm, Mass

Necromancy

Level: Clr 9, Suffering 9

Range: Close (25 ft. + 5 ft/2 levels)

Targets: Up to 1 creature per 5 levels, no two of which can be more than 15 ft. apart

This spell functions like *Harm*, except as noted above. The maximum number of hit points inflicted to each creature is 250.

Wither

Necromancy

Level: Clr 7, Drd 9, Sor/Wiz 7, Suffering 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living Creature Touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The subject's body becomes desiccated at a touch. The victim takes 1d8 damage/level, up to a maximum of 20d8 damage and is considered exhausted. A victim who makes the save is considered fatigued, and takes half damage.

Material Component: A bit of zombie flesh rubbed against the victim.

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Roachfolk Scavenger

Roachfolk Soc 6;hp: 27
S10 D13 C14 I12 W8 Ch18;Fort +4, Ref +3, Will +4
Init: +1 **Move:** 40 ft.
AC: 15 (+1 Dex, +3 natural, +1 *bracers of armor* +1), touch 11, flat 14
BAB/Grapple: +3/+3
Full Attack: dagger +3 melee (1d4;19-20/x2)
Special Att: Spells
Special Qual: Darkvision 60 ft., limited flight, spells
Skills: Bluff +13, Concentration +11, Listen -1, Spellcraft +10, Spot -1
Feats: Dodge, Mobility, Point Blank Shot
CR: 6
Gear: *bracers of armor* +1 (1,000 gp), *cloak of charisma* +2 (4,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 5,300 gp (5,600 gp)

Typical Sorcerer Spells

(6/7/6/4;CL 6;Spell DC 14 + Spell Level)

0: *acid splash, disrupt undead, flare, message, open/close, prestidigitation, touch of fatigue*

1st: *cause fear, expeditious retreat, ray of enfeeblement, shield*

2nd: *acid arrow, glitterdust*

3rd: *displacement*

Roachfolk Pestilence Bearer

Roachfolk Soc 10/Rog 2;hp: 66
S10 D15 C14 I12 W8 Ch20;Fort +5, Ref +8, Will +6
Init: +6 **Move:** 40 ft.
AC: 19 (+2 Dex, +3 natural, +3 *bracers of armor*, +1 *ring of protection*), touch 12, flat 17
BAB/Grapple: +6/+6
Full Attack: dagger +6/+1 melee (1d4;19-20/x2)
Special Att: Sneak attack +1d6, spells
Special Qual: Darkvision 60 ft., evasion, limited flight, spells
Skills: Bluff +18, Concentration +15, Diplomacy +9, Hide +6, Listen -1, Move Silently +6, Spellcraft +15, Spot +3, Tumble +4
Feats: Dodge, Improved Initiative, Mobility, Point Blank Shot, Shot on the Run
CR: 12
Gear: *bracers of armor* +3 (9,000 gp), *ring of protection* +1 (2,000 gp), *cloak of charisma* +2 (4,000 gp), *gloves of dexterity* +2 (4,000 gp), *staff of fire* (20 Charges) (7,100 gp), *potion of cure moderate wounds* (300 gp)
Total: 26,400 gp (27,000 gp)
Evasion (Ex): If a roachfolk pestilence bearer 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.

Typical Sorcerer Spells

(6/8/7/7/6/4;CL 10;Spell DC 15 + Spell Level)

0: *acid splash, dancing lights, disrupt undead, flare, ghost sound, message, open/close, prestidigitation, touch of fatigue*

1st: *cause fear, expeditious retreat, obscuring mist, ray of enfeeblement, shield*

2nd: *acid arrow, glitterdust, scorching ray, spider climb*

3rd: *displacement, hold person, ray of exhaustion*

4th: *enervation, ice storm*

5th: *baleful polymorph*

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Roachfolk Foul Prince

Roachfolk Soc 10/Rog 8;hp: 99

S10 D18 C14 I12 W8 Ch22;Fort +9, Ref +15, Will +10

Init: +8 Move: 40 ft.

AC: 28 (+4 Dex, +3 natural, +6 *bracers of armor*, +3 *ring of protection*, +2 *staff of power*), touch 19, flat 24

BAB/Grapple: +11/+11

Full Attack: *staff of power* +13/+8/+3 melee (1d46;19-20/x2)

Special Att: Sneak attack +4d6, spells

Special Qual: Darkvision 60 ft., evasion, limited flight, improved uncanny dodge, spells, trap sense +2, uncanny dodge

Skills: Bluff +18, Concentration +15, Diplomacy +15, Hide +21, Listen +5, Move Silently +18, Spellcraft +15, Spot +9, Tumble +17

Feats: Dodge, Improved Feint, Improved Initiative, Mobility, Point Blank Shot, Shot on the Run, Skill Focus (Hide)

CR: 18

Gear: *bracers of armor* +6 (36,000 gp), *ring of protection* +3 (18,000 gp), *cloak of charisma* +4 (16,000 gp), *gloves of dexterity* +4 (16,000 gp), *staff of power* (5 Charges) (39,370 gp), *potion of cure moderate wounds* (300 gp)

Total: 125,670 gp (130,000 gp)

Evasion (Ex): If a roachfolk pestilence bearer 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 roachfolk foul prince 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 roachfolk foul prince 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 roachfolk foul prince 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 Sorcerer Spells

(6/8/8/7/6/4;CL 10;Spell DC 16 + Spell Level)

0: *acid splash*, *dancing lights*, *disrupt undead*, *flare*, *ghost sound*, *message*, *open/close*, *prestidigitation*, *touch of fatigue*

1st: *cause fear*, *expeditious retreat*, *obscuring mist*, *ray of enfeeblement*, *shield*

2nd: *acid arrow*, *glitterdust*, *scorching ray*, *spider climb*

3rd: *displacement*, *hold person*, *ray of exhaustion*

4th: *enervation*, *ice storm*

5th: *baleful polymorph*

Bestiary Nefarious

Waspfolk (Hymenopti)

Medium Monstrous Humanoid (Vermin)

Hit Dice: 1d8
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), fly 40 ft. (Good) (4 squares) in scale mail & shield; base 30 ft. (6 squares), fly 60 ft (12 squares) (Good)
AC: 20 (+1 Dex, +3 natural, +6 scale mail & heavy wooden shield), touch 11, flat 19
BAB/Grapple: +1/+2
Attack: Spear +3 melee (1d8+1;x3)
Full Attack: Spear +3 melee (1d8+1;x3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 1 in. + 2d8 in. (5 ft. 10 in.)
Weight: 100 lbs. + 2d4 x 7 lbs. (135 lbs.)
Special Att: Poison
Special Qual: Darkvision 60 ft.
Saves: Fort +1, Reflex +3, Will +2
Abilities: S13 D13 C12 I10 W11 Ch9
Skills: Spot +2, Listen +2
Feats: Weapon Focus (Spear)
Environment: Any warm or hot
Organization: Solitary, Pair (2), Scouting Party (3-5), Warband (6-20), Battalion (21-40), Colony (41+)
CR: 1
Treasure: Standard
Alignment: Usually Lawful Evil
Advancement: By Character Class
Level Adj: +2

Waspfolk, also known as the Hymenopti, are a structured, war-like race of insectoid. The waspfolk live to conquer and fight. They often battle against antfolk and absolutely despise beefolk as passive weaklings. In some cases, waspfolk have dominated beefolk hives and enslaved the populace to serve the waspfolk.

Waspfolk speak Common and Infernal.

Combat

Waspfolk are cunning warriors. They prefer striking opponents with skirmishing groups, employing traps and hit-and-run tactics when possible. In large numbers they use superior maneuverability and small squads to wear enemies down.

In single combat, waspfolk fight for personal prestige. They care nothing for honorable combat; winning is the only concern. At the same time, waspfolk highly prize slaves, and will quickly enslave those who do not oppose them in direct combat. However, almost always to oppose a waspfolk in combat means death – mercy is rarely given to those who attempt to injure them, and certainly never given to those who shed their blood.

Poison (Ex): Waspfolk secrete a poison from their mandibles that they use to coat their weapons as a move action. (Injury; Fort DC 11; Init: 1d4 Dex; Sec: Paralysis). Paralysis lasts 1d4 minutes.

Waspfolk Society

Waspfolk congregate in large hives build from natural materials – mud and processed wood tend to be favorites. Hives are usually built as domed structures with complex, winding passages that extend as far down into the ground as well as high into the rounded top of the mound.

All waspfolk are trained in the art of war and can be called to fight at any time. However, the needs of the community often require waspfolk to know secondary skills ranging from carpentry, butchering “cattle” to bureaucratic administration. Waspfolk see these skills as necessary evils, and generally learn only enough to get by, placing greater emphasis on their ability to fight.

There is a well-defined pecking order in waspfolk society, based directly on the number of kills a waspfolk has earned as well as the number of slaves they have acquired through conquests. However, it is not unknown for waspfolk to challenge higher-ranking waspfolk in an effort to kill the waspfolk and acquire their prestige, wealth and slaves. Such challenges have strict rules for when a challenge may be given to prevent dissent among the ranks.

Waspfolk do not have royal families who rule over successive generations. Instead, waspfolk royalty emerges from families who have managed to accrue large number of combat kills and ability to bully other waspfolk into doing as they bid. When a waspfolk king or queen dies, there is much internal strife as those of the lower echelons issue challenges and battle one another to replace the fallen royalty. For the most part, a living monarch is immune to direct challenges, though treachery, poisoning and backstabbing has been the downfall of more than one monarch.

Waspfolk On Amōcros

Waspfolk are primarily found deep in the Yaz forest and among the Shafra hills. The largest hive of waspfolk Urenth'kraa is even recognized by the Skienlands as a city-state separate from the rule of the Skienlands.

Waspfolk as Characters

Individual waspfolk tend to be outcasts from their own hive, as waspfolk tend to believe other races are inferior to their own and do not regularly associate with other races.

A waspfolk has the following abilities.

- **Medium size**
- **Monstrous Humanoid type, Vermin subtype**
- **Base speed 30 ft., fly 60 ft. (Good)**
- **Darkvision 60 ft.** A waspfolk can see in the absence of light out to 60 feet. Darkvision is black-and-white only.
- **Str +2, Dex +2, Con +2, Cha –2.** Waspfolk are strong, quick and hardy, but their social structure tends to downplay the individual
- **+3 natural armor**
- **Poison (Ex):** Waspfolk secrete a poison from their mandibles that they use to coat their weapons as a move action. (Injury; Fort DC 10 + ½ character

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level + Con mod; Init: 1d4 Dex; Sec: Paralysis). Paralysis lasts 1d4 minutes.

- **Automatic Languages** Common, infernal **Bonus Languages** Dwarf, Elf, Giant, Goblinoid.
- **Favored Class:** Fighter
- **Level Adjustment:** +2

Waspfolk worship Titanicus, the Lord of Battle. A cleric of Titanicus can choose two of the three domains of Evil, Strength or War (Favored Weapon: Battleaxe).

Waspfolk Captain

Waspfolk Ftr 5;hp: 32

S18 D16 C12 I13 W12 Ch6;Fort +5, Ref +4, Will +4

Init: +3 **Move:** 30 ft., fly 60 ft. (Good)

AC: 24 (+3 Dex, +4 natural, +7 *scale mail* +1 & mw heavy wood shield), touch 13, flat 21

BAB/Grapple: +5/+9

Full Attack: +1 *longsword* +11 melee (1d8+7 + poison;19-20/x2) or sling +8 ranged (1d4+4)

Special Att: Poison

Special Qual: Darkvision 60 ft.

Skills: Craft (Trapmaking) +8, Spot +3, Listen +3

Feats: Ability Focus (Poison), Combat Reflexes^F, Improved Natural Armor, Iron Will, Weapon Focus (Longsword)^F, Weapon Specialization (Longsword)^F

CR: 6

Gear: *scale mail* +1 (1,200 gp), mw heavy wooden shield (157 gp), +1 *longsword* (2,310 gp), *cloak of protection* +1 (1,000 gp), *potion of Bull's Strength* (300 gp), *potion of cure moderate wounds* (300 gp)

Total: 5,267 gp (5,600 gp)

Poison (Ex): Waspfolk secrete a poison from their mandibles that they use to coat their weapons as a move action. (Injury; Fort DC 15; Init: 1d4 Dex; Sec: Paralysis). Paralysis lasts 1d4 minutes.

Waspfolk General

Waspfolk Ftr 11;hp: 71

S21 D16 C12 I13 W12 Ch6;Fort +11, Ref +8, Will +6

Init: +3 **Move:** 30 ft., fly 60 ft. (Good)

AC: 27 (+3 Dex, +4 natural, +10 *scale mail* +3 & heavy wood shield +1), touch 13, flat 24

BAB/Grapple: +11/+16

Full Attack: +2 *longsword* +19/+14/+9 melee (1d8+9 + poison;17-20/x2) or sling +14 ranged (1d4+5)

Special Att: Poison

Special Qual: Darkvision 60 ft.

Skills: Craft (Trapmaking) +8, Knowledge (Tactics) +7, Spot +6, Listen +6

Feats: Ability Focus (Poison), Combat Reflexes^F, Dodge^F, Fly-by Attack, Improved Critical^F, Improved Natural Armor, Improved Sunder^F, Iron Will, Weapon Focus (Longsword)^F, Weapon Specialization (Longsword)^F

CR: 12

Gear: *scale mail* +3 (9,200 gp), heavy wooden shield +1 (1,157 gp), +2 *longsword* (8,310 gp), *cloak of protection* +2 (4,000 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 26,967 gp (27,000 gp)

Poison (Ex): Waspfolk secrete a poison from their mandibles that they use to coat their weapons as a move action. (Injury; Fort DC 18; Init: 1d4 Dex; Sec: Paralysis). Paralysis lasts 1d4 minutes.

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Waspfolk Monarch

Waspfolk Ftr 17;hp: 71

S25 D16 C12 I13 W8 Ch14;Fort +11, Ref +8, Will +6

Init: +3 **Move:** 30 ft., fly 60 ft. (Good)

AC: 27 (+3 Dex, +4 natural, +10 *scale mail* +3 & *heavy wood shield* +1), touch 13, flat 24

BAB/Grapple: +17/+24

Full Attack: *sword of life stealing* +28/+23/+18/+13 melee (1d8+11 + poison;17-20/x2) or sling +20/+15/+10/+5 ranged (1d4+7)

Special Att: Poison

Special Qual: Darkvision 60 ft.

Skills: Craft (Trapmaking) +8, Knowledge (Nobility) +4, Knowledge (Tactics) +7, Spot +11, Listen +11

Feats: Ability Focus (Poison), Alertness, Combat Expertise^F, Combat Reflexes^F, Dodge^F, Fly-by Attack, Leadership, Improved Critical^F, Improved Natural Armor, Improved Sunder^F, Iron Will, Mobility^F, Spring Attack^F, Weapon Focus (Longsword)^F, Weapon Specialization (Longsword)^F

CR: 18

Gear: *mithral full plate of speed* (26,500 gp), *heavy wooden shield* +4 (16,157 gp), *sword of life stealing* (25,715 gp), *cloak of charisma* +4 (16,000 gp), *belt of giant strength* (16,000 gp), *potion of cure serious wounds* (750 gp)

Total: 26,967 gp (130,000 gp)

Poison (Ex): Waspfolk secrete a poison from their mandibles that they use to coat their weapons as a move action. (Injury; Fort DC 18; Init: 1d4 Dex; Sec: Paralysis). Paralysis lasts 1d4 minutes.

Leadership Score: 19; one 13th level cohort (Waspfolk Co-Regent), Followers: 40 1st level (Waspfolk Servant), 4 2nd level (Waspfolk Private), 2 3rd level (Waspfolk Sergeant), 1 4th level (Waspfolk Spy); 1 5th level (Waspfolk Overseer)

Waspfolk Servant; CR ½; LA +2; HD 1d4; hp 2; Init +1; Spd 30 ft., fly 60 ft. (Good); AC 11 (+1 Dex), touch 11, flat 10; BAB +0; Grp +1; Atk Dagger +1 melee (1d4+1); Full Atk (Same); Face/Reach 5 ft./5 ft.; SA: Poison; SQ Darkvision 60 ft.; SV Fort +1, Reflex +1, Will +0; Str 13, Dex 13, Con 12, Int 10, Wis 11, Cha 9

Skills and Feats: Spot +0, Listen +4, Profession (Servant) +7; Skill Focus (Profession)

Gear: Dagger (2 gp)

Poison DC 12

Waspfolk Private (War 1); CR 1; LA +2; HD 1d8; hp 4; Init +1; Spd 20 ft., fly 40 ft. (Good); AC 20 (+1 Dex, +3 natural, +6 *scale mail* & *heavy wooden shield*), touch 11, flat 19; BAB +1; Grp +2; Atk Spear +3 melee (1d8+1 + poison;x3); Full Atk (Same); Face/Reach 5 ft./5 ft.; SA: Poison; SQ Darkvision 60 ft.; SV Fort +1, Reflex +3, Will +2; Str 13, Dex 13, Con 12, Int 10, Wis 11, Cha 9

Skills and Feats: Spot +2, Listen +2; Weapon Focus (Spear)

Gear: *scale mail* (50 gp), *heavy wooden shield* (7 gp), *spear* (2 gp)

Poison DC 12

Waspfolk Sergeant (Ftr 1); CR 2; LA +2; HD 1d10+3; hp 8; Init +3; Spd 20 ft., fly 40 ft. (Good); AC 22 (+3 Dex, +3 natural, +6 *scale mail* & *heavy wooden shield*), touch 13, flat 19; BAB +1; Grp +2; Atk Spear +5 melee (1d8+3 + poison;x3); Full Atk (Same); Face/Reach 5 ft./5 ft.; SA: Poison; SQ Darkvision 60 ft.; SV Fort +1, Reflex +3, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 6

Skills and Feats: Spot +2, Listen +2; Power Attack^F, Weapon Focus (Spear)

Poison DC 13

Gear: *scale mail* (50 gp), *heavy wooden shield* (7 gp), *spear* (2 gp)

Total: 59 gp (100 gp)

Waspfolk Spy (Rog 2); CR 3; LA +2; HD 2d6+4; hp 11; Init +3; Spd 30 ft., fly 60 ft. (Good); AC 18 (+3 Dex, +3 natural, +2 *mw leather*), touch 13, flat 15; BAB +1; Grp +3; Atk *mw Rapier* +4 melee (1d6+2 + poison;18-20/x2); Full Atk (Same); Face/Reach 5 ft./5 ft.; SA Poison, sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; SV Fort +2, Reflex +6, Will +0; Str 14, Dex 17, Con 15, Int 14, Wis 10, Cha 6

Skills and Feats: Bluff +3, Craft (Trapmaking) +7, Disable Device +7, Escape Artist +8, Gather Information +5, Listen +5, Move Silently +8, Search +7, Sense Motive +5, Spot +5; Skill Focus (Gather Information)

Gear: *leather* +1 (1,160 gp), *mw rapier* (320 gp), *elixir of vision* (300 gp), *elixir of hiding* (300 gp), *potion of cure moderate wounds* (300 gp)

Total: 2,380 gp (2,700 gp)

Poison DC 13

Evasion (Ex): If a waspfolk spy makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Waspfolk Overseer (Clr 4); CR 4; LA +2; HD 4d8+8; hp 26; Init +2; Spd 20 ft., fly 40 ft. (Good); AC 24 (+2 Dex, +3 natural, +9 *breastplate* +1 & *heavy wooden shield* +1), touch 12, flat 22; BAB +3; Gpl +6; Atk +1 *battleaxe* +8 melee (1d8+3;x3); Full Atk (Same); Face/Reach 5 ft./5 ft.; SA Poison, turn undead; SQ Darkvision 60 ft., spells; SV Fort +6, Reflex +3, Will +7; Str 16, Dex 15, Con 14, Int 10, Wis 16, Cha 6

Skills and Feats: Concentration +9, Knowledge (Religion) +7; Cleave, Power Attack, Weapon Focus (Heavy Mace)^D

Feat of Strength (Su): +4 Strength bonus 1x/day as a free action. Lasts 1 round.

Poison DC 14

Turn Undead (Su): 1x/day; Turn Check 1d20-2; Turn Damage: 2d6+2

Typical Cleric Spells

(5/5/4;CL 4;DC 13 + **Spell Level; Domain:** Strength, War)

0: *Cure Minor Wounds, Detect Magic, Guidance, Resistance, Virtue*

1st: *Bane, Bless, Command, Magic Weapon^D, Shield of Faith*

2nd: *Aid, Bull's Strength^D, Cure Moderate Wounds, Death Knell*

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Waspfolk Co-Regent (Ftr 11); CR 12; LA +2; HD 11d10+11; hp 71; Init +3; Move 20 ft, fly 40 ft. (Good); AC 28 (+3 Dex, +3 natural, +12 *breastplate* +3 & *heavy wooden shield* +2), touch 13, flat 25; BAB +11; Grp +16; Atk +1 *adamantine longsword* +18 melee (1d8+8; 17-20/x2); Full Atk +1 *adamantine longsword* +18/+13/+8 melee (1d8+8; 17-20/x2); Face/Reach 5 ft./5 ft.; SA Poison; SQ Darkvision 60 ft.; SV Fort +9, Reflex +7, Will +5; Str 21, Dex 16, Con 12, Int 12, Wis 8, Cha 11

Skills and Feats: Craft (Trapmaking) +9, Spot +8, Listen +5, Knowledge (Nobility) +4, Knowledge (Tactics) +4; Alertness, Cleave^F, Combat Reflexes, Improved Critical (Longsword)^F, Improved Sunder^F, Iron Will, Power Attack^F, Weapon Focus (Longsword)^F, Weapon Specialization (Longsword)^F

Gear: *breastplate* +3 (9,350 gp), *heavy wooden shield* +2 (4,153 gp), +1 *Adamantine Longsword* (5,015 gp), *gauntlets of ogre power* (4,000 gp), *cloak of protection* +1 (1,000 gp), *potion of cure serious wounds* (750 gp)

Total: 24,268 gp (27,000 gp)

Poison: DC 16

Knowledge – Tactics (INT; Trained Only)

This skill is a class skill for Fighters, Paladins and Rangers.

This subskill of the Knowledge skill pertains to combat tactics and effective means to entrap, capture or outmaneuver foes, as well as determines the weak points of a creature's fighting style or attack methods.

Check: In many cases, you can use this skill to identify the full attack routine of an opponent you are facing (most useful BEFORE an attack begins). The DC of such a check equals 10 + the monster's HD/level.

You can also attempt to determine any combat-related feats a creature may possess with a check equal to 12 + the monster's HD/level. With a successful check you learn the monster's favored or most deadly combat-related feat. For every 2 points you beat the DC by, you learn of an additional combat-related feat the creature has (if any).

Finally, you can attempt to determine any Special Attacks a creature may possess with a check equal to 15 + monster's HD/level. With a successful check you learn the monster's favored or most deadly Special Attack. For every 5 points you beat the DC by, you learn of an additional Special Attack the creature has (if any).

Action: Usually none. In most cases, making a Knowledge check doesn't take an action – you simply know the answer or you don't.

Synergy: If you have 5 or more ranks in Knowledge for the appropriate creature type you are analyzing, you gain a +2 synergy bonus to your Knowledge (Tactics) roll.

Ister-suul General

The Ister-suul are a race of scaly amphibians who have dedicated themselves to the Old ones. Their once-powerful race was corrupted by their devotions to the madness of the Old ones, and their island-cities disappeared beneath the waves of the oceans many eons ago.

However, the Ister-suul never gave up the desire to conquer, and even now they still strive to rebuild their fallen empires to conquer the watery lands they inhabit and the dry lands above.

The Old ones have gifted their race with bizarre and powerful abilities to fulfill their twisted missions and bring the other races closer into their diabolical web.

Ister-Suul on Amberos

On Amberos, the Old Ones were cast into the Realm of Madness before any of the mortal races awakened in the world. The Ister-Suul were the spawn of the subsequent sea-titans of the Ancient Ones who won the battle against the Old Ones, and the Ister-Suul built a thriving kingdom under the seas that traded with the early titan races.

When the great cataclysm that broke open Tsre Vestu occurred, several ancient portals to the Old One's realms were revealed as they arose from the depths of the ocean. The undersea kingdom of the Ister-Suul was nearly destroyed by the rise of these portals in the form of the continent of Hadjpt-Tuu. The survivors of the Ister-Suul investigated these portals, and the awakened Old Ones captured their race and began to subvert it.

The Ister-Suul can be found on Amberos off the east coast. They often come into conflict with Nydonna's Sea Kingdom, and many Randu legends speak of their raids of the eastern coast. The race has even at one point made an attempt to destroy the Answan Suwat, which would allow them to flood into the Forna Sea.

Insane Subtype: Creatures with the insane subtype are mentally unbalanced. They are immune to mind-affecting spells and effects. However, their insanity makes them less in touch with reality, making illusions and phantasms more effective against them. An insane creature suffers a -4 penalty to saves against glamers, patterns and phantasms.

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Ister-suul Chosen One

Medium Aberration (Amphibian, Insane)

Hit Dice: 7d8+49 (80 hp)
Initiative: +5 (+5 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (average), swim 60 ft. (12 squares)
AC: 22 (+5 Dex, +7 natural), touch 15, flat 17
BAB/Grapple: +5/+9
Attack: Bite +9 melee (1d6+4)
Full Attack: Bite +9 melee (1d6+4) and 2 claw +4 melee (1d4+2)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 9 in. + 1d10 in. (6 ft. 2 in.)
Weight: 150 lbs. + 2d8 x 10 lbs. (240 lbs.)
Special Att: Frightful presence
Special Qual: DR 10/cold iron, darkvision 60 ft., regeneration 7, SR 17, spells
Saves: Fort +9, Ref +7, Will +7
Abilities: S19 D21 C25 I17 W15 Ch18
Skills: Bluff +6, Concentration +12, Diplomacy +14, Disguise +6, Forgery +5, Intimidate +6, Knowledge (religion) +8, Knowledge(the planes) +8, Listen +9, Spot +9, Use Magic Device +9
Feats: Alertness, Deceitful, Persuasive
Environment: Temperate, Warm aquatic
Organization: Solitary, Brood (2-5), Colony (5-20), or Blight (20-40)
CR: 8
Treasure: Standard
Alignment: Always Neutral Evil
Advancement: By character class
Level Adj: +7

The creature throws back its hood to reveal a sleek, reptilian body and head that rises on a thin neck. It sports three slitted eyes on its wide, flat head, and seems to be covered in jagged scales that are pitted and oozing a foul-smelling liquid. A cloud of ephemeral, writhing snakes sprouts from the creature's back, and a long, spiked reptilian tail unfurls from under its robes.

Ister-suul chosen ones have taken a pilgrimage to the Realm of Madness and returned as leaders for the Ister-suul community.

Chosen ones are clearly insane in the minds of all but the Ister-suul. They feast on the flesh of their own kind, or that of any other race they encounter.

The chosen ones are exceptionally crafty, vicious and power-hungry. They will use their resources (usually other Ister-suul) to the best of their ability to bring them more power, glory and food.

Chosen ones speak Common and Isterain. They generally know at least three other languages of creatures nearby.

Combat

Chosen ones relish engaging foes in one-on-one combat, but are intelligent enough to realize that it is

generally better to soften up foes by using their minions before allowing themselves to become involved in a fight. A chosen one will use every advantage it has available, and tends to concentrate its attacks on one opponent at a time to bring foes low. Chosen ones usually strike at priests first, then wizard-types, followed by warrior-types and rogues. They will flee (usually via flight) a combat that is going against them, though they will often later return to harass or slay their opponents after they have healed and gained sufficient minions to complete the task.

Frightful Presence (Ex): Those opponents with 6 HD/levels or less viewing the true form of a chosen one must make a Will save (DC 17) or become panicked for 2d4 rounds. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Regeneration (Ex): A Chosen one regains 7 hit points per round except from fire or acid attacks. An Ister-suul chosen one can regenerate a lost limb after a period of 1d3 hours.

Spells (Sp): A chosen one can cast spells as if it were a 7th level cleric with the domains of Death and Destruction. Spell DCs are 12 + spell level. If the chosen one gains cleric levels, it casts spells as if it had +7 levels.

Typical Cleric Spell List

(6/6/5/3/2; CL 7; DC 12 + spell level; Domain Death, Destruction)

0th: *Cure Minor Wounds, Detect Poison, Guidance, Light, Resistance, Virtue*

1st: *Bane, Cause Fear^D, Command, Detect Good, Doom, Shield of Faith*

2nd: *Darkness, Death Knell^D, Enthrall, Hold Person*

3rd: *Contagion^D, Dispel Magic, Invisibility Purge*

4th: *Greater Magic Weapon, Inflict Critical Wounds^D*

D = domain spell

Chosen One as Characters

Each chosen one is a powerful individual touched by the Realm of Madness, and it is thus not uncommon to find those with individual special abilities above and beyond the "standard" entry.

All chosen ones have the following abilities

- **Medium size**
- **Base Movement Rate 30 feet, fly 70 feet (average), swim 60 feet**
- **Aberration type**
- **Amphibian subtype**
- **7d8 Racial hit dice.** A chosen one adds 7x its constitution modifier to this total (minimum 1 hit point per die).
- **+7 natural armor**
- **Base Attack Bonus +5**
- **Str +8, Dex +10, Con +14, Int +6, Wis +4, Chr +8.** A chosen one's visit to the Realm of Madness has made it inhumanly strong, quick and healthy. A chosen one must be intelligent, willful and have a strong personality to have survived the rigors of the Realm of Madness.

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- **Base Fort +2, Reflex +2, Will +2**
- **(2 + Int modifier) x11 skill points.** A chosen one's racial skills are Bluff, Concentration, Diplomacy, Disguise, Forgery, Intimidate, Knowledge (Religion), Knowledge (The Planes), Listen, Spot, and Use Magic Device.
- **Natural Attacks.** A chosen one gains a bite attack that deals 1d6 + Str modifier and two claw attacks that deal 1d4 + ½ Str modifier. The claw attacks are secondary.
- **DR 10/Cold Iron (Su)**
- **Spell Resistance (Su).** A chosen one gains spell resistance of 13 + Chr modifier + level.
- **Regeneration (Su).** A chosen one regenerates 7 hit points per round except from fire or acid attacks. It can regrow lost limbs after a period of 1d3 hours.
- **Spells.** A chosen one can cast spells as if it were a 7th level cleric with the domains of Death and Destruction. Spell DCs are 12 + spell level. If the chosen one gains cleric levels, it casts spells as if it had +7 levels.
- **Automatic Languages:** Common, Isterain **Bonus Languages:** Infernal, Abyssal, Aquan, Elvin.
- **Favored Class:** Cleric
- **Level Adjustment:** +7

All chosen one Ister-Suul are the offspring of Nazgaduum, The Old One, of the Realm of Nightmares. A chosen one who takes cleric levels automatically must take the domains Death and Destruction.

Becoming A Chosen One

Chosen One are elevated from the ranks of common and high Ister-Suul; generally speaking, there are far more common Ister-Suul who become Chosen Ones than high Ister-Suul who desire to become chosen ones.

To become a Chosen One, an Ister-Suul must first become a priest of Nazgaduum. After serving as a priest for at least five years and reaching at least 5th levels, a deserving priest may receive a vision quest from Nazgaduum himself.

The vision quest usually involves a trek of the priest and a handful of retainers to an area far from the Ister-Suul homeland to an area somewhere on dry land. There, the recipient of the vision quest is usually tasked with the destruction of some settlement, and the enslavement or sacrifice of its members. When performed properly, with a sacrifice of no less than 25 individuals, the rite opens a rift to the Realm of Madness, which devours the sacrifice and the priest as well. The priest is instantly consumed and spat back to the Mortal Realm as a hunk of dying flesh. The retainers scatter, seemingly lost without their leader, but lurking near the spot their leader dies.

However, three days after the priest is spat back to the mortal realm, a worm-like creature emerges from the husk of flesh, devouring it. Within hours, the creature molts and becomes a Chosen One, and the dispersed retainers return to follow the new Chosen One. The new Chosen One retains the name and some of the physical characteristics of

the old body, but has almost none of the memories of the old Ister-Suul, and is slovenly devoted to Nazgaduum, even more so than in his previous incarnation.

The new chosen one normally does not return to its homeland, but instead strikes out to start a new community of Ister-Suul, as supposedly directed by Nazgaduum.

Become Chosen One

Conjuration (Calling)

Level: Clr 3

Components: V, S, DF, M, XP

Casting Time: 1 hour

Range: 0

Target: You

Duration: Special

Saving Throw: Will Negates

Spell Resistance: Yes

Upon completion of this spell, you open a 10-foot diameter freestanding rift to the Realm of Madness, which proceeds to consume your sacrifices and yourself. If you are deemed worthy by your sacrifice (1% chance per sacrificed victim + caster's Charisma score), your remains are spat back as a hunk of chewed flesh and bone onto the Mortal Plane, where in 3 days you emerge as an Ister-Suul Chosen One. If you are not deemed worthy, your sacrifice and essence are consumed entirely. You cannot be brought back by any means, including a *Wish* or *Miracle*.

Regardless whether you are accepted as worthy or not, the rift to the Realm of Madness closes the round after this spell is cast.

Material Component: 25 or more sentient (Int 3+) creatures that are freshly slain and 1,000 gp in assorted gems.

XP Cost: 47,000 XP

This spell is only known to Ister-Suul. Other races cannot normally cast this spell without discovering it somehow.

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Ister-Suul Lord of Nightmares

Medium Outsider (Amphibian, Evil, Insane)

Hit Dice: 14d8+98 (161 hp)

Initiative: +8

Speed: 30 ft., fly 70 ft. (average), swim 60 ft.

AC: 32 (+8 Dex, +8 natural, +6 bracers of armor +6), touch 18, flat 24

BAB/Grapple: +14/+20

Attack: Bite +20 melee (1d6+6 + poison) or +2 heavy mace of madness +23 melee (1d8+6 + confusion)

Full Attack: +2 heavy mace of madness +23/+18/+13 melee (1d8+6 + confusion), bite +20 melee (1d6+6+ poison), 2 claws +15 melee (1d6+3)

Space/Reach: 5-ft./5 ft.

Height: 5 ft. 9 in. + 1d10 in. (6 ft. 2 in.)

Weight: 150 lbs. + 2d8 x 10 lbs. (240 lbs.)

Special Att: Create spawn, frightful presence, poison, rend 2d6+9, smite law, transfiguration

Special Qual: Aura of Unreality, DR 15/cold iron and good, darkvision 60 ft., regeneration 10, resist fire, electricity and cold 10, SR 23, spells

Saves: Fort +16, Reflex +17, Will +13

Abilities: S22 D26 C24 I24 W19 Ch23

Skills: Bluff +25, Concentration +24, Diplomacy +23, Disguise +25, Forgery +26, Gather Information +23, Hide +25, Intimidate +25, Knowledge (History) +24, Knowledge (Local) +24, Knowledge (Religion) +24, Knowledge (The Planes) +24, Listen +23, Spot +23, Use Magic Device +23

Feats: Ability Focus (Poison), Alertness, Deceitful, Improved Natural Attack (Claw)^B, Persuasive, Weapon Focus (Heavy Mace)

Environment: Any Underwater

Organization: Solitary, Cult (1 + 2-5 Ister-Suul Chosen Ones + 20-40 Common Ister-Suul + 1-4 High Ister-Suul)

CR: 18

Treasure: bracers of armor +6 (36,000 gp), +2 heavy mace of madness (32,312 gp)

Alignment: Always Neutral Evil

Advancement: By Character Class

Level Adj: -

This misshapen creature is reminiscent of an armored gorilla, covered in shimmering, snake-like scales. A feeble, ropy neck extends from the body, which ends in an eye-covered maw filled with dagger-like fangs. A smoking, moaning sky-blue ichors drips from the fangs, evaporating before it strikes the ground. A third, human-like but scale-covered arm protrudes over the creature's back, holding a silver-green mace that is shaped like a vicious alligator's sneering maw. A ruff of black hair

lines the creature's midsection, extending from the chest down and around the hips. A ropy set of lizard-like tails writhe behind it, and the very air around the creature seems to shift and shatter as you look at the creature. The ground around the foul creature likewise undulates and moves, and you think you catch a glimpse of your own face flicker across the rippling ground, the façade screaming for you to run for your life.

The Ister-Suul Lord of Nightmares is the smallest sliver of the foul sentience of the Realm of Madness made flesh. A Lord of Nightmares only occurs in areas where the Ister-Suul congregate and are able to open a fissure to the Realm of Madness. As part of the creation of a Lord of Nightmares, an Ister-Suul Chosen One sacrifices its soul to become the vessel for the Lord of Madness.

The Lord of Madness has but one goal; to bend reality to suit the spawning of creatures of the Realm of Madness. Their very presence warps reality and those around them, making it deadly and hostile to mortal creatures not aligned with their home realm.

A Lord of Madness speaks Isterain, Abyssal and Infernal and can learn any language it hears within a minute.

Combat

The Lord of Nightmares does not so much fight as convert those it opposes to pliable matter suitable for use to expand the Realm of Madness into the mortal world. Those who oppose the Lord of Nightmares are literally torn to shreds either by its magical might and/or its physical fury.

The Lord of Nightmares is surprisingly cunning and crafty. While physically capable of rendering its foes into pliable matter with its overly strong claws, its mad mind dreams up schemes to draw unsuspecting victims to their dooms in terrifying and gruesome manners. It is not uncommon for a Lord of Nightmare to kill a single individual and replace them, only to later strike against the original victim's allies as they rest or sleep.

Aura of Unreality (Su): The physical universe breaks down around a Lord of Nightmares. Unattended objects within 30 feet of the Lord of Nightmares take a diabolical twist, taking a sinister and frightening appearance. The ground around a Lord of Nightmares is always treated as rough terrain as it twists and gnarls into impossible and frightening shapes. This effect moves with Lord of Nightmares and objects and ground return to normal after the Lord of Nightmares leaves the area. However, an area subjected to the Lord of Nightmare's aura for a constant period of 1 day or more are permanently altered.

A Lord of Nightmares may choose to suppress this ability when hiding or in disguise.

Create Spawn (Su): Any living creature reduced to 0 or less hit points when within 30 feet of a Lord of Nightmares must make a DC 24 Fort save or be transfigured into a common Ister-suul (with full hit points). Likewise, the Lord of Nightmares can cause any dead creature within 30 feet to suddenly rise and animate as a zombie or skeleton. The Lord of Nightmares can control up to 56 HD of undead at

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any one time. Additional undead created become uncontrolled.

Frightful Presence (Su): The very universe wavers and changes around a Lord of Nightmares. Any creature within viewing a Lord of Nightmares with its Aura of Unreality active must make a Will DC 23 save or become panicked. An opponent that succeeds on the saving throw is immune to same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Poison (Su): The fangs of a Lord of Nightmares ooze liquid ichors of the Realm of Madness that drives mortal creatures insane as it infects them with distilled madness. (Injury; Fort DC 24; Init: 1d4 Wis; Sec: Insanity). The secondary effects mirror the spell, *Insanity*.

Regeneration (Su): A Lord of Nightmares regains 10 hit points per round except from fire, acid or law-based attacks. An Lord of Nightmares can regenerate a lost limb after a period of 1 minute.

Rend (Ex): If a Lord of Nightmares hits a foe with both claw attacks, it can rend the foe for an additional 2d6+9 points of damage.

Smite Law (Su): Thrice per day, a Lord of Nightmares can add +4 to hit with one attack and deal an extra 14 points of damage against lawful targets. It may not affect more than one attack a round this way.

Spells: A Lord of Nightmares, cast spells as if it were a 14th level cleric with the domains of Death and Destruction. Spell DCs are 14 + spell level. If a Lord of Nightmares gains spellcaster or psionic levels in any class, it loses the ability to cast spells as above and instead casts spells/psionics as if it had +14 levels.

Transfiguration (Su): Any living creature that comes within 30 feet of a Lord of Nightmares must make a Fort DC 24 save or find their physical features warping to become vile, frightening and disfiguring. If the save is failed, the victim is Sickened by the changes that wrack their body. If the victim fails five successive saving throws against the transfiguration, they are transformed into a common Ister-Suul. This latter transformation incapacitates the victim for a round as they undergo the transformation. Once transformed, only a *Wish* or *Miracle* can return the victim to his former self.

Typical Cleric Spell List

(6/7/7/6/6/4/4/3; CL 14; DC 14 + spell level; Domain Death, Destruction)

- 0th: *Cure Minor Wounds, Detect Poison, Guidance, Light, Resistance, Virtue*
 - 1st: *Bane, Cause Fear^D, Command, Detect Good, Doom, Sanctuary, Shield of Faith*
 - 2nd: *Bull's Strength, Darkness, Death Knell^D, Enthrall, Hold Person, Owl's Wisdom, Resist Energy*
 - 3rd: *Contagion^D, Deeper Darkness, Dispel Magic, Invisibility Purge, Meld into Stone*
 - 4th: *Dimensional Anchor, Greater Magic Weapon, Inflict Critical Wounds^D, Poison, Restoration, Spell Immunity*
 - 5th: *Greater Command, Plane Shift, Slay Living^D, True Seeing*
 - 6th: *Animate Objects, Create Undead^D, Greater Dispel Magic, Word of Recall*
 - 7th: *Destruction^D, Summon Monster VII, Word of Chaos*
- D = domain spell**

Ister-Suul Lord of Nightmares on Amberos

There is no known permanent Lord of Nightmares on Amberos or in the deep Ister-Suul empire to the north. Nydonna's Sea Kingdom has recorded three great wars against Lord of Nightmares in the past, but only with great sacrifice has the Nydonnans stopped and destroyed each incarnation to date.

However, the rising and sinking of the continent of Hadjpt-Tuu is rumored to be controlled by the sole imprisoned Lord of Nightmares who commands that foul realm from watery caverns far below the continent's surface.

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Common Ister-suul

Medium Aberration (Amphibian, Insane)

Hit Dice:	2d8+5 (14 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares), swim 60 ft. (12 squares)
Armor Class:	21 (+1 Dex, +5 natural, +4 chain shirt, +1 light wooden shield), touch 11, flat 20
BAB/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+2) or scimitar +3 melee (1d6+1;18-20/x2)
Full Attack:	Bite +3 melee (1d6+2) and 2 claw -2 melee (1d4+1) or scimitar +3 melee (1d6+1;18-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 3 in. + 2d4 in. (5 ft. 8 in.)
Weight:	100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att:	-
Special Qual:	Darkvision 60 ft., SR 12, spell-like abilities
Saves:	Fort +1, Ref +1, Will +4
Abilities:	Str 15, Dex 13, Con 12, Int 13, Wis 13, Cha 11
Skills:	Balance -2, Climb +4, Escape Artist -2, Hide -2, Jump +4, Listen +1, Move Silently -2, Sleight of Hand -2, Spot +6, Swim -8, Tumble -2
Feats:	Weapon Focus (Bite)
Environment:	Temperate or Warm aquatic
Organization:	Solitary, Pair, Brood (2-5), Quest (1 Ister-Suul Acolyte + 2-12 common Ister-Suul), Cult (1 Ister-Suul Apprentice + 5-20 common Ister-Suul) Colony (1-3 High Ister-Suul + 5-20 Common Ister-Suul + 10+ Low Ister-Suul), Mob (20-40), or nation (1 Chosen One Ister-Suul + 2-5 High Ister-Suul + 40+ Common Ister-Suul + 20+ Low Ister-Suul)
CR:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adj:	+3

This reptilian humanoid is covered in glistening red scales with black tips. Its yellow eyes seem to burn with madness and its open maw is filled with long, needle-like teeth. A stubby tail projects from its back.

Common Ister-suul are the rank and file of the Ister-suul war machine. Part sorcerer and part warrior, they are bred to fight for their otherworldly masters and bring this world under their rule.

Common Ister-suul speak Common and Isterain. They generally consider any being that does not know Isterain to be unworthy to speaking to, and will only speak in Common if pressed.

Combat

Common Ister-suul tend to bring down their opponents with sheer numbers and intense fighting drive.

They will generally use their spells in closing, then charge into melee to hack down their foes. Generally speaking, they are fearless in combat, but can be forced to flee a superior foe or made to retreat by their commanders.

Spell-like Abilities (Sp): A Common Ister-suul can use the following spell-like abilities. Caster level 2. Spell DCs are Charisma based.

Cause Fear (DC 11) – 3x/day, *Detect Magic* – at will, *Ghost Sound* (DC 10) – at will, *Dancing Lights* – at will.

Society

From the time they hatch in their undersea caves, Common Ister-suul are bathed in the bloody and subservient society of their kind. Hatchlings are forced to fight for the right to survive, and those that excel are quickly inducted into the local warrior house and trained in Ister-suul fighting arts and their demented theology.

Many Common Ister-suul bear scars or mutations from their association with the beings of the Realm of Madness, and nearly all are insanely "enlightened" about their dark purpose through contact with the Realm of Madness itself.

Males and females are generally treated equally, and Ister-suul seem only to care that an individual is tough enough to survive and aid in bringing dominion to the lands around them. A sense of family does not exist among the Ister-suul, each Ister-suul is a cog in bringing the rule of the Old ones to the lands, and they are only valuable when they can contribute to this end.

Ister-suul tend to have horribly short lives, almost always either dying at the hands of an enemy or by coming into contact with the Realm of Madness itself - the latter being a highly prized death among the Ister-suul, reserved for the greatest of heroes. However, there are some among the Ister-suul who survive the contact with the Realm of Madness and become something even greater - a Chosen one - which is considered a heartbeat's step away from the Old Ones themselves.

Common Ister-Suul as Characters

Sometimes ister-suul become separated from their brethren and seek to strike out a life of their own. In extremely rare cases, some ister-suul seek to flee the madness of their society before it consumes them.

Common ister-suul have the following abilities.

- **Medium size**
- **Base Movement Rate 30 ft, swim 60 ft.**
- **Aberration type**
- **Amphibian subtype**
- **Darkvision 60 ft.**
- **+5 natural armor**
- **2d8 Racial hit dice.** To this total the Common ister-suul adds 2x his Constitution modifier (minimum 1 hit point per HD).
- **Base Attack Bonus +1**
- **Str +4, Dex +2, Con +2, Int +2, Wis +2.** An ister-suul is raised for war but is intelligent enough to understand the ways of the Realm of Madness.

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- (2 + Int modifier) x 5 skill points. A Common ister-suul's racial skills are Jump, Spot, and Swim.
- **Natural Attack.** A Common ister-suul has a bite attack that deals 1d6 + Str modifier damage and two claw attacks that deal 1d4 + ½ Str modifier damage. The claws are considered secondary attacks.
- **Spell Resistance (Su):** A Common ister-suul gains spell resistance 11 + Chr modifier + class levels.
- **Spell-like Abilities:** A Common Ister-suul can use the following spell-like abilities. Caster level equals character level. Spell DCs are Charisma based. *Cause Fear* – 3x/day, *Detect Magic* – at will, *Ghost Sound* – at will, *Dancing Lights* – at will.
- **Automatic Languages:** Common, Isterain **Bonus Languages:** Abyssal, Infernal, Elvin.
- **Favored Class:** Fighter
- **Level Adjustment:** +3

Ister-suul worship Nazgaduum, The Old One from the Realm of Madness. Priests of Nazgaduum may choose two of the three domains of Death, Destruction or Madness.

Ister-Suul Acolyte

2HD Common Ister-Suul Clr 5;hp: 45

S14 D14 C15 I10 W18 Ch14;Fort +6, Ref +3, Will +11

Init: +6 **Move:** 20 ft., swim 40 ft.

AC: 22 (+2 Dex, +5 natural, +5 *scale mail* +1), touch 12, flat 20

BAB/Grapple: +4/+6

Full Attack: Bite +6 melee (1d6+2), 2 claws +1 melee (1d4+1)

Special Att: Death touch, smite, turn undead

Special Qual: Darkvision 60 ft., SR 17, spell-like abilities

Skills: Concentration +7, Knowledge (The Planes) +5, Spot +9, Swim +6

Feats: Improved Initiative, Weapon Focus (Bite)

CR: 7

Gear: *scale mail* +1 (1,200 gp), *pearl of power* (2nd level) (4,000 gp), *wand of cure moderate wounds* (10 charges) (900 gp)

Total: 7,100 gp (7,200 gp)

Death Touch (Su): 1x/day melee touch attack. Roll 5d6; if total exceeds creature's hit points, it dies. This is a death effect.

Smite (Su): 1x/day may add +4 to hit, +5 to damage.

Turn Undead (Su): 5x/day; Turn Check 1d20+2; Turn Damage 2d6+7

Spell-Like Abilities (Sp): Caster level 7; *Cause Fear* (DC 13) – 3x/day, *Detect Magic* – at will, *Ghost Sound* (DC 12) – at will, *Dancing Lights* – at will.

Typical Cleric Spell List

(5/5/4/3;CL 5; DC 14 + Spell Level; Domain: Death, Destruction)

0: *Detect Magic, Guidance, Light, Read Magic, Resistance*

1st: *Bane, Cause Fear^D, Doom, Entropic Shield, Shield of Faith*

2nd: *Bull's Strength, Death Knell^D, Hold Person, Owl's Wisdom*

3rd: *Blindness/Deafness, Contagion^D, Protection from Energy*

D = Domain Spell

The Ister-Suul Acolyte is prepared to begin his vision quest to become a Chosen One.

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Ister-Suul Apprentice

2HD Common Ister-Suul Clr 3/Rog 4/Ftr 5;hp: 78

S16 D15 C13 I10 W14 Ch13; **Fort** +9, **Ref** +8, **Will** +10

Init: +2 **Move:** 30 ft., swim 60 ft.

AC: 25 (+2 Dex, +5 natural, +8 *mithral breastplate* +3), touch 12, flat 23

BAB/Grapple: +11/+14

Full Attack: +2 *Greatsword* +17/+12/+7 melee (2d6+8;17-20/x2)

Special Att: Death touch, sneak attack +2d6, smite, turn undead

Special Qual: Darkvision 60 ft., evasion, SR 24, spell-like abilities, trap sense +1, uncanny dodge

Skills: Bluff +5, Concentration +4, Diplomacy +7, Disguise +5, Escape Artist +6, Gather Information +5, Intimidate +9, Knowledge (Local) +4, Knowledge (The Planes) +3, Listen +4, Sense Motive +9, Spot +13, Swim +13

Feats: Alertness, Improved Critical (*Greatsword*)^F, Leadership, Negotiator, Persuasive, Skill Focus (Intimidate), Weapon Focus (*Greatsword*)^F, Weapon Specialization (*Greatsword*)^F

CR: 14

Gear: *mithral breastplate* +3 (13,200 gp), +2 *greatsword* (8,350 gp), *belt of giant strength* +4 (16,000 gp), *cloak of charisma* +2 (4,000 gp), *wand of cure light wounds* (50 charges) (750 gp), *wand of cure serious wounds* (10 charges) (2,250 gp)

Total: 40,550 gp (45,000 gp)

Death Touch (Su): 1x/day melee touch attack. Roll 5d6; if total exceeds creature's hit points, it dies. This is a death effect.

Smite (Su): 1x/day may add +4 to hit, +3 to damage.

Turn Undead (Su): 3x/day; Turn Check 1d20; Turn Damage 2d6+3

Spell-Like Abilities (Sp): Caster level 12; *Cause Fear* (DC 11) – 3x/day, *Detect Magic* – at will, *Ghost Sound* (DC 10) – at will, *Dancing Lights* – at will.

Typical Cleric Spell List

(4/4/3;CL 3; DC 12 + **Spell Level**; **Domain:** Death, Destruction)

0: *Detect Magic*, *Guidance*, *Read Magic*, *Resistance*

1st: *Bane*, *Cause Fear*^D, *Entropic Shield*, *Shield of Faith*

2nd: *Death Knell*^D, *Hold Person*, *Owl's Wisdom*

D = Domain Spell

Leadership Score: 12; Cohort: 9th level (Ister-Suul Acolyte) ; Followers: 10 1st level (Proto-Ister-Suul), 1 2nd level (Ister-Suul Initiate)

Proto-Ister-Suul; CR 1/3; LA +0; Medium Aberration; HD 1d8; hp 4; Init +0; Move 30 ft.; AC 12 (+1 natural, +1 padded), touch 11, flat 11; BAB +0; Grp +0; Atk Claw +0 melee (1d3); Full Atk 2 claws +0 melee (1d3), bite –5 melee (1d4); Face/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; SV Fort +2, Reflex +0, Will +2; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8

Skills & Feats: Spot +4, Swim +4; Great Fortitude

Gear: padded armor (5 gp)

Ister-Suul Initiate; CR 1; LA +0; Medium Aberration; HD 2d8; hp 4; Init +0; Move 30 ft.; AC 13 (+1 natural, +2 leather), touch 11, flat 12; BAB +1; Grp +1; Atk Claw +1 melee (1d3); Full Atk 2 claws +1 melee (1d3), bite –4 melee (1d4); Face/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; SV Fort +2, Reflex +0, Will +3; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8

Skills & Feats: Spot +5, Swim +5; Great Fortitude

Gear: leather armor(10 gp)

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Ister-Suul Devout Warrior

2 HD Common Ister-Suul (amphibian, extraplanar) Rog 1/Ftr 4/Bgd 10; **hp:** 106

S27 D14 C12 I10 W15 Ch14; **Fort** +11, **Ref** +6, **Will** +4

Init: +2 **Move:** 20 ft., swim 40 ft.

AC: 29 (+2 Dex, +5 natural, +9 *mithral half-plate* +1, +3 *heavy wooden shield* +1), touch 12, flat 27

BAB/Grapple: +15/+23

Full Attack: +1 *vicious keen lance* +25/+20/+15 melee (1d8+8 + 2d6 [1d6 to self]; 19-20/x3) or (charge) +1 *vicious keen lance* +27 melee (3d8+24 + 2d6 [1d6 to self]; 19-20/x3) +1 *unholy scimitar* +22/+17/+12 melee (1d6+11 + 2d6 unholy; 15-20/x2) or +1 *composite longbow of shock* (+8 Str) +18/+13/+8 melee (1d8+8 +1d6 electricity; x3) (rapid shot) +1 *composite longbow of shock* (+8 Str) +16/+16/+11/+6 (1d8+8 +1d6 electricity; x3)

Special Att: Smite good 4x/day, sneak attack +4d6

Special Qual: Aura of despair, aura of evil, command undead, dark blessing, darkvision 60 ft., detect good, poison use, resist cold and fire 5, spell-like abilities, SR 22, trapfinding

Skills: Bluff +6, Diplomacy +6, Disguise +6, Gather Information +6, Hide +2, Knowledge (Religion) +2, Move Silently +2, Ride +16, Sense Motive +6, Swim +9

Feats: Cleave, Improved Sunder, Mounted Archery, Mounted Combat, Power Attack^F, Rapid Shot, Weapon Focus (Scimitar)^F, Weapon Specialization (Scimitar)^F

CR: 16

Gear: *mithral full plate* +1 (11,500 gp), *heavy wooden shield* +1 (1,157 gp), +1 *unholy scimitar* (18,315 gp), +1 *vicious keen lance* (18,310 gp), +1 *composite longbow of shock* (9,200 gp), *belt of giant strength* +4 (16,000 gp)

Total: 74,482 gp (77,000 gp)

Aura of Despair (Su): The Ister-Suul devout warrior radiates a malign aura that causes enemies within 10 ft. of him to take a –2 penalty on all saving throws.

Command Undead (Su): 5x/day; Rebuke Check: 1d20 +2; Command: 2d6+10

Smite Good (Su): Four times a day, an Ister-Suul devout warrior adds +2 to his attack roll and deals +10 damage to good creatures.

Typical Blackguard Spell List

(3/3/2/1; CL 10; DC 12 + Spell level)

1st: *Corrupt Weapon*, *Doom*, *Summon Monster I*

2nd: *Cure Moderate Wounds*, *Death Knell*, *Eagle's Splendor*

3rd: *Contagion*, *Protection From Energy*

4th: *Poison*

Black Drake Mount: CR –; LA +3; Huge Dragon; HD 6d12+6; hp 45; Init +0; Move 40 ft., fly 150 ft (poor); AC 17 (–2 size, +9 natural), touch 8, flat 17; BAB +6; Grp +16; Atk bite +7 melee (1d10+2); Full Atk Bite +7 melee (1d10+2), 2 claws +1 melee (1d8+1), tail slap +1 melee (2d4+1); SA Acid breath, magic strike; SQ blindsight 30 ft., acid immunity, darkvision 60 ft., frightful presence; SV Fort +5, Reflex +5, Will +5; Str 15, Dex 10, Con 12, Int 10, Wis 15, Cha 12

Skills & Feats: Hide +1*, Listen +11, Move Silently +9, Search +11, Sense Motive +11, Spot +11; Flyby Attack, Snatch, Weapon Focus (Bite); *A black drake gains a +8 hide bonus in natural surroundings.

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.

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.

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High Ister-suul

Medium Aberration (Amphibian, Insane)

Hit Dice: 5d8+10 (32 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), swim 60 ft. (12 squares)
AC: 18 (+2 Dex, +6 natural), touch 12, flat 16
BAB/Grapple: +3/+5
Attack: Bite +5 melee (1d6+2)
Full Attack: Bite +5 melee and 2 claw +0 melee (1d4+1)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 6 in. + 1d8 in. (5 ft. 10 in.)
Weight: 125 lbs + 2d8 x 5 lbs. (170 lbs.)
Special Att: -
Special Qual: Darkvision 60ft., fast healing 3, spell resistance 15, spells-like abilities
Saves: Fort +3, Ref +3, Will +5
Abilities: S15 D15 C15 I15 W13 Ch17
Skills: Bluff +9, Disguise +7, Gather Information +7, Intimidate +9, Knowledge (nobility) +6, Listen +1, Sense Motive +5, Spot +9
Feats: Persuasive, Spell Penetration
Environment: Temperate, Warm aquatic
Organization: Solitary, Pair, Covey (2-5), House (1 Patriarch/Matriarch + 2-12 High Ister-Suul + 1-5 common Ister-Suul + 1-10 low Ister-Suul), Tribe (1 Progenitor + 1-Patriarch + 1 Matriarch + 2-12 High Ister-Suul + 5-20 common Ister-Suul + 6-30 low Ister-Suul + 0-1
CR: 6
Treasure: Double coins, standard items, Double magic
Alignment: Always neutral evil
Advancement: By character class
Level Adj: +4

This lizard-like humanoid is covered in black scales that glisten in the light. Its head is flat and wide, with glowing yellow eyes. It is dressed in robes that seem to be made of hair, which has been decorated with all sorts of grisly trophies from creatures slain by the wearer.

The high Ister-suul are the nobility of their bizarre race. Each is born insane, with knowledge of many generations before it, and a perverse understanding of the Realm of Madness and the desires of the races masters.

The high Ister-suul cruelly drive their race to conquer others, while at the same time feeding on their own race. They engage in the most horrific practices - cannibalism, blood sacrifices and the wearing of robes made of the hair of their humanoid victims - along with skulls, ribs and other bones of those they have conquered.

High Ister-suul speak Common, Isterain and infernal. They generally regard those who cannot speak Isterain as unworthy of their notice.

Combat

High Ister-suul generally depend on Common Ister-suul to fight to protect them, while they hang back and either observe the combat or toss spells into the fray. They have no compunction about tossing area effect spells into the middle of their own kind, nor do they hold forces back in an attack or are likely to grant mercy to a foe. High Ister-suul will defer to the will of a Chosen one, and have been known to be forced into combat by their kind. If a combat goes against a high one, they will often retreat, to later regroup or otherwise seek revenge against their assailants.

Fast Healing (Ex): A high one regains hit points at an exceptionally fast rate. 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.

Spells: High Ister-suul can cast spells as if they were a 5th level sorcerer. They prefer necromantic, divination and summoning magics. Their spell DCs are 12 + spell level. If they take levels in sorcerer, they act as if they were 5 levels higher.

Spell-like Abilities (Sp): Due to their misbegotten heritage, high Ister-Suul can draw on a wide variety of innate magics. However, the actual innate magical abilities they possess are often random. A high Ister-Suul has the ability to use two 0-level spells as an innate spell-like ability, useable at will, and one 1st-level spell as an innate spell-like ability once a day.

Typical Sorcerer Spell List

(6/7/5;CL5;DC 12 + spell level)

0th: *Dancing Lights, Detect Poison, Flare, Ray of Frost, Resistance, Touch of Fatigue*

1st: *Cause Fear, Mage Armor, Ray of Enfeeblement, True Strike*

2nd: *Detect Thought, Summon Monster II*

Society

It is the high Ister-suul who conducts the day-to-day ruling of an Ister-suul community. Many high ones are drunk with power, and they generally engage themselves in watching common Ister-suul fight for their benefit or conduct petty raids against nearby settlements for pleasure. The high Ister-Suul actually fear their mad gods, and secretly curse their existence. Most Ister-Suul are proud and insane enough to believe themselves better than the deities who watch over their race, and will even take opportunities to interfere with or discredit their deities or the Chosen Ones who have allied themselves with the deities.

Most high ones are in direct competition with each other as well, and there tends to be an unspoken hierarchy among them, based on how much individual power each wields. It is not uncommon for the various high ones to test each other's power and resolve, and the weak are quickly removed and their bones turned into trophies for the winners.

Unlike the common Ister-suul, high ones generally congregate in family-like groups along blood relations. Each family is horribly inbred due to their fear of other family

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groups, and mutations abound among their kind. After their death, a high Ister-suul is reincarnated in the next family birth back into the same family group, creating an odd familiarity and deference among the groups. Generally, any family member disposed by others within its group are not reborn into the same family, and may, in fact, be reborn into a family inimical to the former family. Family groups tend to stick together and support each other to a point; however, any high Ister-suul that is perceived as weak or as a liability is quickly removed from the group, and a special rite is conducted that removes the offender from the reincarnation pool.

The rarest of all high Ister-Suul is the legendary progenitors – said to be the first Ister-Suul of the race who contacted the Realm of Madness and spawned the first highborn families. According to Ister-Suul legend, there are 13 such progenitors, one for each of the great families found among all Ister-Suul clans. In rare instances, these progenitors manifest on the Mortal plane and direct their children to some mad scheme of their mad gods. While they can be slain on the Mortal plane, such death only returns the progenitor howling back to the Realm of Madness until they can gather enough strength to return again – usually a process that takes no less than one hundred years.

High Ister-suul as Characters

Some high ister-suul delve into dark studies to become stronger than their brethren. In other cases, a high ister-suul may seek release from the insane community it has been bound to and strike out on its own.

High ister-suul have the following abilities.

- **Medium size**
- **Aberration type**
- **Amphibian and Insane subtype**
- **Base move 30 ft., swim 60 ft.**
- **Darkvision 60 ft.**
- **5d8 racial Hit Dice.** To this total, the high ister-suul adds 5x his Constitution modifier (minimum 1 hit point per HD)
- **Base Attack Bonus +3**
- **+6 Natural armor**
- **Str +4, Dex +4, Con +4, Int +4, Wis +2, Chr +6.** High ister-suul are physically superior specimens, though their wisdom is slightly hampered by their inbreeding. They are superior leaders of their brethren, however.
- **Base Fort +1, Reflex +1, Will +4**
- **(2 + Int modifier) x 8 skill points.** A high ister-suul's racial skills are Bluff, Disguise, Gather Information, Intimidate, Knowledge (Nobility), Sense Motive, Spot and Swim.
- **Fast Healing (Su):** A high one regains hit points at an exceptionally fast rate of 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.

- **Spell Resistance (Su):** A high ister-suul gains spell resistance of 12 + Chr modifier + class levels.
- **Spells:** A high ister-suul can cast spells as if they were 5th level sorcerers. Their spell DC's are 10 + Chr modifier + spell level. If they take levels in sorcerer, they act as if they were 5 levels higher.
- **Spell-like Abilities (Sp):** Due to their misbegotten heritage, high Ister-Suul can draw on a wide variety of innate magics. However, the actual innate magical abilities they possess are often random. A high Ister-Suul has the ability to use two 0-level spells as an innate spell-like ability, useable at will, and one 1st-level spell as an innate spell-like ability once a day. The player may pick the abilities or randomly determine them, as the GM desires.
- **Natural Attacks.** A high Ister-suul has a bite attack that deals 1d6 + Str modifier damage and two claws attacks that deal 1d4+ ½ Str modifier damage. The claws are secondary attacks.
- **Automatic Languages:** Common, Isterain **Bonus Languages:** Abyssal, Aquan, Infernal and Elvin.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +4

High Ister-Suul worship/fear Nazgaduum, The Old One, of the Realm of Madness. High Ister-Suul fear Nazgaduum greatly and never willingly become clerics for fear of being consumed by the mad god.

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High Ister-Suul Noble

5HD high Ister-Suul (amphibian, insane) Sor 5;**hp:** 55
 S12 D16 C14 I18 W15 Ch25;**Fort** +4, **Ref** +5, **Will** +10
Init: +3 **Move:** 30 ft., swim 60 ft.
AC: 24 (+3 Dex, +7 natural, +3 *bracers of armor* +3, +1 *dusty rose ioun stone*), touch 14, flat 21
BAB/Grapple: +5/+6
Full Attack: Bite +6 melee (1d6+1), 2 claws +1 melee (1d4)
Special Att: -
Special Qual: Darkvision 60 ft., fast healing 3, spell resistance 23, spells-like abilities
Skills: Bluff +17, Concentration +7, Disguise +15, Gather Information +15, Intimidate +17, Knowledge (Nobility) +12, Listen +2, Sense Motive +10, Spellcraft +9, Swim +1
Feats: Greater Spell Focus (Enchantment), Persuasive, Spell Focus (Enchantment), Spell Penetration
CR: 11
Gear: *bracers of armor* +3 (9,000 gp), *cloak of charisma* +2 (4,000 gp), *hat of disguise* (1,800 gp), *dusty rose ioun stone* (5,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 20,100 gp (21,000 gp)
Spell-like Abilities (Sp): *Detect Magic* – at will, *Ghost Sound* – at will, *Sleep* (DC 18) – 1x/day
 Typical Sorcerer Spell List
 (6/8/8/7/6/4; CL 10; DC 16 + Spell level)
 0: *Acid Splash*, *Arcane Mark*, *Daze**, *Dancing Lights*, *Disrupt Undead*, *Light*, *Message*, *Open/Close*, *Prestidigitation*
 1st: *Hypnotism**, *Obscuring Mist*, *Reduce Person*, *Silent Image*, *Ventriloquism*
 2nd: *Acid Arrow*, *Detect Thoughts*, *Hideous Laughter**, *Resist Energy*
 3rd: *Displacement*, *Lightning Bolt*, *Ray of Exhaustion*, *Suggestion**
 4th: *Confusion**, *Shadow Conjunction*
 5th: *Feeblemind**
 * Enchantment spell; +2 DC

High Ister-Suul Patriarch

5HD high Ister-Suul (amphibian, insane) Sor 11;**hp:** 82
 S12 D16 C14 I18 W15 Ch31;**Fort** +6, **Ref** +7, **Will** +13
Init: +3 **Move:** 30 ft., swim 60 ft.
AC: 24 (+3 Dex, +7 natural, +3 *bracers of armor* +3, +1 *dusty rose ioun stone*), touch 14, flat 21
BAB/Grapple: +8/+9
Full Attack: Bite +9 melee (1d6+1), 2 claws +4 melee (1d4)
Special Att: -
Special Qual: Darkvision 60 ft., fast healing 3, spell resistance 31, spells-like abilities
Skills: Bluff +19, Concentration +13, Disguise +17, Gather Information +17, Listen +2, Intimidate +19, Knowledge (Nobility) +12, Sense Motive +10, Spellcraft +15, Swim +1
Feats: Greater Spell Focus (Enchantment), Improved Natural Armor, Leadership, Persuasive, Spell Focus (Enchantment), Spell Penetration
CR: 17
Gear: *bracers of armor* +6 (36,000 gp), *cloak of charisma* +6 (36,000 gp), *hat of disguise* (1,800 gp), *dusty rose ioun stone* (5,000 gp), *potion of cure moderate wounds* (300 gp)
Total: 20,100 gp (100,000 gp)
Spell-like Abilities (Sp): *Detect Magic* – at will, *Ghost Sound* – at will, *Sleep* (DC 21) – 1x/day
 Typical Sorcerer Spell List
 (6/8/8/7/6/4; CL 10; DC 20 + Spell level)
 0: *Acid Splash*, *Arcane Mark*, *Daze**, *Dancing Lights*, *Disrupt Undead*, *Light*, *Message*, *Open/Close*, *Prestidigitation*
 1st: *Hypnotism**, *Obscuring Mist*, *Reduce Person*, *Silent Image*, *Ventriloquism*
 2nd: *Acid Arrow*, *Detect Thoughts*, *Hideous Laughter**, *Resist Energy*
 3rd: *Displacement*, *Lightning Bolt*, *Ray of Exhaustion*, *Suggestion**
 4th: *Confusion**, *Shadow Conjunction*
 5th: *Feeblemind**
 * Enchantment spell; +2 DC

Leadership Score: 26; Cohort: 17th level (Ister-Suul Highlord); Followers: 135 1st level (Proto Ister-Suul), 13 2nd level (Ister-Suul Initiate), 7 3rd level (High Ister-Suul Youngling), 4 4th level (Low Ister-Suul), 2 5th level (Common Ister-Suul), 2 6th level (Common Ister-Suul Warrior)

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Ister-Suul Highborn; CR 6; LA +3; Medium Aberration (Amphibious, Insane); HD 4d8+8; hp 26; Init +3; Mv 30 ft, swim 60 ft; AC 22 (+3 Dex, +6 natural, +2 *bracers of armor* +2, +1 *ring of protection* +1), touch 14, flat 19; BAB +3; Grp +4; Atk Bite +4 melee (1d6+1); Full Atk Bite +4 melee (1d6+1), 2 claws –1 melee (1d4); Face/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., SR 17; SV ; Str 12, Dex 16, Con 14, Int 18, Wis 15, Cha 21

Skills & Feats: Bluff +12, Disguise +15, Gather Information +12, Knowledge (Nobility) +11, Sense Motive +9, Spot +9; Extend Spell, Skill Focus (Disguise)

Gear: *bracers of armor* +2 (4,000 gp), *wand of magic missiles* (CL 5; 10 charges) (750 gp), *cloak of resistance* +1 (1,000 gp), *ring of protection* +1 (2,000 gp), *potion of cure moderate wounds* (300 gp), *potion of eagle's splendor* (300 gp), *potion of protection from arrows 10/magic* (300 gp)

Total: 8,650 gp (9,400 gp)

Typical Spell List

(6/6/3; CL 4; DC 15 + Spell Level)

0: *Dancing Lights, Flare, Open/Close, Prestidigitation, Ray of Frost, Touch of Fatigue*

1st *Animate Rope, Disguise Self, Summon Monster I*

2nd: *Minor Image*

Proto-Ister-Suul; CR 1/3; LA +0; Medium Aberration; HD 1d8; hp 4; Init +0; Move 30 ft.; AC 12 (+1 natural, +1 padded), touch 11, flat 11; BAB +0; Grp +0; Atk Claw +0 melee (1d3); Full Atk 2 claws +0 melee (1d3), bite –5 melee (1d4); Face/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; SV Fort +2, Reflex +0, Will +2; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8

Skills & Feats: Spot +4, Swim +4; Great Fortitude

Gear: padded armor (5 gp)

Ister-Suul Initiate; CR 1; LA +0; Medium Aberration; HD 2d8; hp 4; Init +0; Move 30 ft.; AC 13 (+1 natural, +2 leather), touch 11, flat 12; BAB +1; Grp +1; Atk Claw +1 melee (1d3); Full Atk 2 claws +1 melee (1d3), bite –4 melee (1d4); Face/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; SV Fort +2, Reflex +0, Will +3; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8

Skills & Feats: Spot +5, Swim +5; Great Fortitude

Gear: leather armor (10 gp)

High Ister-Suul Youngling; CR 1; LA +1; Small Aberration (Amphibious, Insane); HD 2d8; hp 4; Init +0; Move 30 ft.; AC 13 (+1 natural, +2 leather), touch 11, flat 12; BAB +1; Gpl +2; Atk Bite +2 melee (1d4+1); Full Atk Bite +2 melee (1d4+1), 2 claws –3 melee (1d3); Face/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft.; SV Fort +2, Reflex +0, Will +3; Str 12, Dex 10, Con 10, Int 11, Wis 10, Cha 11

Skills & Feats: Spot +5, Swim +5; Great Fortitude

Gear: leather armor (10 gp)

Common Ister-Suul Warrior (Ftr 1); CR 3; LA +3; Medium Aberration (Amphibian, Insane); HD 2d8 + 1d10 + 6; hp: 20; Init +3; Spd 20 ft., swim 40 ft; AC 25 (+3 Dex, +5 natural, +7 *scale mail* +1 + mw heavy wooden shield), touch 13, flat 22; BAB +2; Gpl +6; Atk mw Scimitar +9 melee (1d6+4; 18-20/x2); Full Atk (same); Face/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., SR 10, spell-like abilities; SV Fort +5, Ref +4, Will +6; Str 19, Dex 16, Con 15, Int 12, Wis 14, Cha 8

Skills & Feats: Balance –2, Climb +1, Listen +2, Ride +4, Spot +7, Swim –4; Dodge, Power Attack^F, Weapon Focus (Bite)

Gear: *scale mail* +1 (1,200 gp), mw heavy wooden shield (157 gp), mw scimitar (320 gp), *potion of cure moderate wounds* (300 gp), *potion of bull's strength* (300 gp)

Total: 2,277 gp (2,500 gp)

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High Ister-Suul Progenitor

10HD Large high Ister-Suul (amphibian, extraplanar, insane) Sor 11;hp: 174

S24 D18 C20 I22 W15 Ch34;Fort +13, Ref +10, Will +16

Init: +3 **Move:** 30 ft., fly 30 ft. (average), swim 60 ft.

AC: 36 (-1 size, +3 Dex, +10 natural, +5 *amulet of natural armor* +5, +8 *bracers of armor* +8, +1 *dusty rose ioun stone*), touch 13, flat 33

BAB/Grapple: +13/+24

Full Attack: Bite +19 melee (1d8+1), 2 claws +14 melee (1d6)

Special Att: -

Special Qual: Darkvision 60 ft., fast healing 7, spell resistance 38, spells-like abilities

Skills: Bluff +38, Concentration +16, Diplomacy +23, Disguise +25, Gather Information +25, Intimidate +25, Knowledge (Arcana) +17, Knowledge (Nobility) +19, Listen +13, Profession (Bureaucrat) +13, Sense Motive +17, Spellcraft +15, Spot +25, Swim +20

Feats: Awesome Blow, Great Fortitude, Greater Spell Focus (Enchantment), Improved Natural Armor, Persuasive, Quicken Spell-Like Ability (Sleep), Spell Focus (Enchantment), Spell Penetration

CR: 22

Gear: *bracers of armor* +8 (64,000 gp), *amulet of natural armor* +5 (50,000 gp), *cloak of charisma* +6 (36,000 gp), *hat of disguise* (1,800 gp), *dusty rose ioun stone* (5,000 gp), *staff of illusion* (50 charges) (65,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 222,100 gp (265,000 gp)

Spell-like Abilities (Sp): *Detect Magic* – at will, *Ghost Sound* – at will, *Quickened Sleep* (DC 23) – 1x/day, *Darkness* – 3x/day, *Desecrate* – 1x/day, *Unholy Blight* – 1x/day, *Poison* – 3x/day, *Contagion* – 1x/day

Typical Sorcerer Spell List

(6/9/9/9/9/8/8/8/8/7; CL 21; DC 22 + Spell level)

0: *Acid Splash*, *Arcane Mark*, *Daze**, *Dancing Lights*, *Disrupt Undead*, *Light*, *Message*, *Open/Close*, *Prestidigitation*

1st: *Hypnotism**, *Obscuring Mist*, *Reduce Person*, *Silent Image*, *Ventriloquism*

2nd: *Acid Arrow*, *Detect Thoughts*, *Hideous Laughter**, *Resist Energy*

3rd: *Displacement*, *Lightning Bolt*, *Ray of Exhaustion*, *Suggestion**

4th: *Black Tentacles*, *Confusion**, *Phantasmal Killer*, *Shadow Conjuration*

5th: *Cone of Cold*, *Feeblemind**, *Lesser Planar Binding*, *Mind Fog**

6th: *Greater Dispel Magic*, *Mass Suggestion*, *Permanent Image*

7th: *Greater Teleport*, *Insanity**, *Vision*

8th: *Clenched Fist*, *Demand**, *Polymorph Any Object*

9th: *Mass Hold Monster**, *Time Stop*, *Weird*

* Enchantment spell; +2 DC

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Low Ister-suul

Medium Aberration (Amphibian)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 60 ft. (12 squares)
Armor Class: 15 (+5 natural), touch 10, flat 15
BAB/Grapple: 0/+3
Attack: Claw +3 melee (1d4+3)
Full Attack: 2 Claw +3 melee (1d4+3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 1d4 in. (5 ft. 2 in.)
Weight: 75 lbs. + 1d8 x 5 lbs. (95 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., spell-like abilities
Saves: Fort +3, Ref +0, Will +2
Abilities: S17 D10 C13 I11 W10 Ch10
Skills: Craft (any one) +4, Listen 0, Profession (any one) +2, +2
Feats: Great Fortitude
Environment: Temperate, Warm aquatic
Organization: Solitary, Pair, Crew (2-5), Squad (5-20), or Mob (20-40)
CR: 1
Treasure: ½ coins, no items or magic
Alignment: Usually neutral evil
Advancement: 2-6 HD (medium), 7-14 HD (large)
Level Adj: +3

This green-scaled humanoid has a lizard-like face with bright yellow eyes. Its skin glistens with moisture, and its body seems to bulge with muscles.

Low Ister-Suul are the workforce of the Ister empires. They rarely exhibit the mutations of the other classes, and tend to be less insane than their brethren. However, they fear the ruler of the other Ister, and cower before their masters, and are often the prey of the cannibalistic desires of the high ones.

Ister-Suul are not trained to fight like the other groups of Ister, though they may be pressed into combat if the need for warm bodies is great enough. Outside of war, low ones are often skilled workers who are forced to keep the Ister society working.

Low Ister-Suul can speak Isterain. Many can also speak haltingly in Common, but will never do so around their betters.

Combat

Low Ister-suul have few combat skills or training, and only fight because they are pressed to do so. If badly outmatched, they tend to quickly flee unless their leader can somehow press them on to fight. Also, while they possess human-level intelligence, they rarely apply this knowledge to combat and thus it is unlikely they will attempt to lure opponents into traps, plan ambushes or show great creativity in combat. They are intelligent enough however, to recognize the greatest threat to their person, and will attempt to neutralize such threats as quickly as possible, usually by engaging in melee.

Spells-like Abilities (Sp): Low Ister-suul are able to perform a handful of cantrips per day, as follows.

Daze 1x/day, *Touch of Fatigue* 1x/day, *Ghost Sound* 1x/day. Each of these abilities is at 1st level ability. Spell DCs are 10.

Society

Low Ister-suul are on the bottommost rung of Ister-suul society. Without their work, the Ister empire would surely collapse, but because of the social stigma attached to their caste, the Ister would never admit this.

Perhaps one of the most curious aspects about the Low Ister-suul is the fact that their kind does not reincarnate back into their race upon death. Thus, when a low Ister-suul dies, it is dead to the race, and will not return. This is part of the reason for the social stigma attached to them, and why they do not reincarnate like the others is not known.

It is possible, though rare, for a low Ister-suul to be elevated to a higher caste. This only occurs when a high one eats the heart of one of the low ones in a special ceremony that occurs once a year. Though a dreadful death, many low Ister-suul compete for the honor to rise in the ranks thusly.

The low Ister-suul replenish their number through normal means, and low females are encouraged to produce clusters of eggs to keep the Ister-suul machine working - without new clutches, the Ister-suul would simply eat their society from the inside out. In lean times, sometimes the low ones will be allowed to raid local settlements, and breeding with the women of those settlements. The resulting child is always a low Ister-suul, which will be driven by instinct to launch itself into the sea and seek out the community it was bred from. In most cases, the Ister-suul keep close eyes on these communities until the young return to the community.

Jakken

Large Outsider (Air, Extraplanar, Shapechanger)

Hit Dice: 10d8+60 (105 hp)
Initiative: +3
Speed: 50 ft. (10 squares), fly 50 ft. (perfect) (10 squares)
AC: 19 (-1 size, +3 Dex, +5 natural, +2 insight), touch 14, flat 16
BAB/Grapple: +10/+18
Attack: Tiger claw +14 melee (1d6+4)
Full Attack: primary tiger claws +12/+7 melee (1d6+4), off-hand tiger claw +12 melee (1d6+2), bite +9 melee (1d8+2)
Space/Reach: 10-ft./10 ft.
Height: 9 ft. + 2d4 in. (9 ft. 5 in.)
Weight: 250 lbs. + 2d8 x 10 lbs. (340 lbs.)
Special Att: Cold iron strike, whirlwind strike
Special Qual: Darkvision 60 ft., DR 5/cold iron, flight, magic resistant, spell-like abilities, SR 28
Saves: Fort +13, Reflex +10, Will +10
Abilities: S19 D17 C22 I14 W17 Ch16
Skills: Appraise +15, Bluff +16, Craft (Armorsmith) +15, Craft (Weaponsmith) +15, Diplomacy +16, Hide +12, Listen +3, Move Silently +16, Profession (Mercenary) +16, Spot +16, Tumble +16
Feats: Combat Reflexes, Skill Focus (Weaponsmith), Two-weapon fighting
Environment: Any
Organization: Solitary or Pair (2)
CR: 8
Treasure: Double Standard
Alignment: Always Chaotic Neutral
Advancement: 11-20 HD (Large), 21-30 HD (Huge) or By Character Level
Level Adj: -

This humanoid stands nearly twice the height of a man and is covered in the soft fur of a leopard. Its clawed hands are covered over by iron bands from which protrude long, metal blades. It wears a sheer cloth robe made of a myriad of colors, and its leopard-like face is partial obscured by a cloth turban. A soft breeze seems to flicker through its clothing, and its feet barely seem to touch the ground as it seems to glide on the air as it moves.

Jakken are a race of fierce genies that have the appearance of a humanoid leopard. There are fierce warriors and craftsmen, as well as skilled mercenaries and arms traders. They normally engage themselves in the wars between the genie races, both working for and against the other genies for their own profit.

Jakken are untrustworthy, and will always attempt to manipulate events to their profits. They are not beneath setting up raids to steal from an individual while masquerading as another being or race, only to show up to sell replacements back to the former owner and negotiate to act as bodyguards against future attacks or thefts.

Jakken speak Aquan, Auran, Ignan, Terran, Infernal and Common. They often only use Infernal when

conducting raids, often masquerading as demonic creatures when they do so.

Combat

Jakken are fierce fighters who bravely leap into a combat. However, when losing, they have been known to flee, regardless of how their employers might object.

Normally, a Jakken will wade into the thick of a group of opponents and unleash with their whirlwind strike. Against a singular opponent, jakken will use their shapechanging ability to take the form of a frightening and powerful creature and overwhelm their foe.

Jakken are fond of taking slaves, and will usually spare any individual who begs for mercy or attempts to flee a combat. Jakken normally keep an enslaved individual for one year of service, then release them with the promise they will not turn upon their master for a like amount of time (1 year).

Cold Iron Strike (Su): A jakken's natural attacks are treated as cold iron for the purposes of bypassing damage reduction.

Flight (Su): A jakken can move on the air as if it were solid ground. When using any ability that increases its ground speed, it can likewise use that ability to increase its air speed.

Spell-like Abilities (Sp): As a true genie, a jakken has access to several spell-like abilities. Caster level 10. All abilities are Charisma-based.

Baleful Polymorph (DC 17) – 1x/day, *Call Lightning* (DC 16) – 2x/day, *Longstrider* – at will, *Meld Into Stone* – 1x/day, *Polymorph* – 3x/day, *Pass without Trace* – at will, *Protection from Energy* – 3x/day

Whirlwind Strike (Su): As a full-attack action, a jakken can make a full attack against all opponents within reach.

Jakken on Amberos

Jakken are very rarely encountered on Amberos, though the Wa-Atari have in the past used Jakken mercenaries to protect during the Randu Wars. Some Wa-Atari still keep the unreliable genies as bodyguards, often strengthening the jakken's loyalty through magic coercion or threat.

Javelin Snake

Small Animal (Reptilian)

Hit Dice: 2d8+6 (15 hp)
Initiative: +5 (+5 Dex)
Speed: 20 ft. (4 squares)
Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat 13
BAB/Grapple: +1/-3
Attack: Bite +2 melee (1d4+ poison)
Full Attack: Bite +2 melee (1d4+ poison)
Space/Reach: 5-ft./5 ft.
Length: 2 ft. + 1d6 in. (2 ft. 3 in.)
Weight: 1d4 lbs. (2 lbs.)
Special Att: Death strike, poison
Special Qual: Low-light vision, scent
Saves: Fort +6, Ref +8, Will +2
Abilities: S11 D21 C17 I2 W15 Ch13
Skills: Hide +14, Listen +2, Move Silently +10, Spot +4
Feats: Stealthy
Environment: Temperate, Warm forests
Organization: Solitary, or Brood (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adj: -

Amid the trees you spot a snake as green as the leafy canopy that surrounds it. It has gleaming yellow eyes, and its fangs drip with a foul venom. It makes practically no sound as it glides among the tree limbs.

Javelin snakes are deadly predators that prefer to strike from the canopy of trees. Their head is long and sharp like a spearhead, and their body has the amazing ability to become rigid like a shaft of a spear. Coupled with their ability to leap great distances they have a deadly attack that grants them their name.

Oddly, javelin snakes have a love of wine, and will often attack those bearing wine in preference to all others. Once they have dispatched with their foes, the snakes often indulge themselves in a drink of the victim's wine.

Combat

Javelin snakes strike by first hiding among tree limbs above an opponent and waiting for the opponent to close. As the opponent nears, the snake coils up then springs out of the branches, becoming as strait and rigid as a spear shaft. They aim for the heart or other vital organs of their foe, and the force with which they hit usually pierces deep into the victim, where the snake injects its venom into the wound before pulling out. The effect is usually an almost instantaneous kill.

Death Strike (Ex): As a special charge action that only works against flat-footed opponents, a Javelin snake can attempt to take an opponent out with a single spear-like strike to the victim's heart or other vital organs. If the javelin snake hits with the death strike, the victim must

make a Fort save DC 11 + damage caused or be dropped to -1 hit points instantly. The javelin snake deals 1d8 damage when it strikes in this manner. Note that effects of the Javelin snake's poison takes effect before the save is made. This is a death effect.

Poison (Ex): The bite of a javelin snake contains a deadly, fast-acting venom. Type: Injected; Fort save DC 14; Init: 1d8 Con; Sec: 2d8 Con.

Javelin Snakes on Ambros

These deadly snakes seem to thrive in the wilderness around Nyrr Ryann and in larger forests such as Kennestone woods and the Yaz forest. They seem to be rarer in the west than the east.

Some of the more evil druids have learned how to use Animal Trance to make the javelin snake become rigid and use them as thrown javelins or as arrows for a longbow (the latter requires the use of feat, Shoot snake arrow, below, or is treated as a non-proficient attack).

Shoot Snake Arrow

You have trained how to fire javelin snakes from a longbow as if they were an arrow.

Prerequisites: Proficiency with bow, BAB 4+

Benefit: You suffer no minus to hit when employing a javelin snake as an arrow. A javelin snake arrow deals 1d8 damage (plus any applicable Strength bonus if the bow is a mighty bow), plus its poison attack with a critical range of 20/x2 (instead of a bow's normal critical range). The javelin snake is not harmed when used in this manner.

Special: Only a javelin snake that has been charmed or otherwise rendered friendly will allow itself to be used in this manner. After being used as an arrow, a charmed javelin snake receives a new save at a +4 bonus to break the charm.

Bestiary Nefarious

Jaqai

Tiny Magical Beast

Hit Dice: 6d10+12 (45 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), climb 20 ft. (4 squares)
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat 14
BAB/Grapple: +6/-6
Attack: Bite +4 melee (1d3-4)
Full Attack: Bite +4 melee (1d3-4)
Space/Reach: 2-1/2 ft./0 ft.
Height: 8 in. + 1d4 in. (10 in.)
Weight: 1 lb.
Special Att: Steal Magic
Special Qual: DR 20/magic +5, darkvision 60 ft., low-light vision, spell resistance 22, spells, XP reserve
Saves: Fort +7, Ref +8, Will +3
Abilities: S3 D17 C15 I19 W13 Ch16
Skills: Climb +13, Concentration +15, Hide +21, Jump +5, Knowledge (arcana) +9, Listen +5, Sense Motive +10, Spellcraft +8, Spot +6, Use Magic Device +12
Feats: Brew Potion, Combat Casting^B, Craft Wand, Craft Wondrous Item, Eschew Materials^B, Improved Counterspell^B
Environment: Warm land
Organization: Solitary, or Cluster (2-5)
CR: 12
Treasure: Standard coins and art, double magic
Alignment: Always neutral
Advancement: 7-12 HD (Tiny); 13-18 HD (Small)
Level Adj: -

This small green lizard resembles an oversized gecko. However, its green body is covered by strange glowing blue sigils and its body seems to crackle with magical energy.

Jaqai are magical lizards who are master spellcasters. They are often found in deep deserts or in the canopy of wild jungles, watching for spellcasters. When they discover the presence of a spellcaster, they will watch and observe the individual for some time.

If the individual proves to be one who appears civil and that talking to the spellcaster would not prove fatal, the Jaqai will generally approach and offer an exchange of magic items or spells.

If the individual proves himself or herself to be destructive (regardless of being good or evil), the Jaqai will wait until an opportunity to ambush the individual presents itself, and then it will attempt to use its Steal Magic ability to render the individual harmless.

Jaqai speak Common, druidic and draconic.

Combat

If Jaqai are forced to fight, they attempt to stay out of the range of melee combat and use their magical ability to goad and suck up magic from an opponent. Once it has

drained a foe dry of spells or other forms of magical attacks, it will slink away and hide.

Spells: A Jaqai can cast spells as if it were a 12th level wizard. The spell DC is 14 + spell level. A Jaqai's "spellbook" is its own skin. When it learns a new spell, the spell appears on the Jaqai's skin.

Typical Wizard Spell List

(4/5/5/5/4/3/2; CL 12; DC 14 + spell level)

0th: *Acid Splash, Dancing Lights, Detect Magic, Resistance*

1st: *Color Spray, Identify, Obscuring Mist, Magic Missile, Unseen Servant*

2nd: *Blur, Invisibility, Resist Energy, Rope Trick, Web*

3rd: *Dispel Magic (x2), Deep Slumber, Fireball, Suggestion*

4th: *Black Tentacles, Dimension Door, Mnemonic Enhancer, Reduce Person*

5th: *Cone of Cold, False Vision, Hold Monster*

6th: *Greater Dispel Magic, Repulsion*

Steal Magic (Su): As a touch attack, or if the Jaqai has a readied action, it can attempt to absorb spells from spellcasters. If touching a spellcaster, the victim must make a DC 16 Will save or lose their highest level spell slot permanently. A lost spell slot can only be regained by use of a *Greater Restoration, Limited Wish, Wish* or *Miracle* spell.

If the Jaqai had readied an action to absorb a spell, it makes a level check as if attempting to dispel the spell (+9 to its roll). If the Jaqai succeeds, the spell is harmlessly dispelled. Note that this check is made after any spell resistance has been checked first.

XP Reserve (Ex): For the purposes of magic item creation, a Jaqai is assumed to have an extra 3,000 XP. This XP may only be used to spend on magic item creation.

Skills: A Jaqai gains a +10 racial bonus to its climb and hide skill, and uses its dexterity instead of its strength to climb.

Jaqai on Amderos

These creatures often make themselves home in the Yaz Jungle or can be found in the wilderness areas of Llannhanex or Liannhanex. However, at least one colony of Jaqai is known to also inhabit Arocnek.

Kafurii

Large Elemental (Extraplanar, Fire)

Hit Dice: 7d8+21 (52 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), fly 30 ft. (average)*
Armor Class: 21 (-1 size, +1 Dex, +11 natural), touch 10, flat 20
BAB/Grapple: +5/+14
Attack: Slam +9 melee (1d6+5 + 1d6 fire) or Scimitar +9 melee (1d6+5 + 1d6 fire; 18-20/x2) or composite longbow (+5 Str) +6 ranged (1d10+5 + 1d6 fire; x3)
Full Attack: 2 Slams +9 melee (1d6+5 + 1d6 fire) or Scimitar +9 melee (1d6+5 + 1d6 fire; 18-20/x2) or composite longbow +6 ranged (1d10+5 + 1d6 fire; x3)
Space/Reach: 10-ft./10 ft.
Height: 9 ft. + 1d4 ft. (11 ft.)
Weight: 30 lbs. + 1d10 x 100 lbs. (530 lbs.)
Special Att: Breath weapon, fire burst
Special Qual: Alternate form, DR 10/magic +2, darkvision 60 ft., elemental traits
Saves: Fort +5, Ref +6, Will +2
Abilities: S21 D12 C17 I11 W11 Ch13
Skills: Hide +9*, Intimidate +6, Listen +5, Move Silently +3, Spot +5
Feats: Blind Fighting, Improved Initiative, Stealthy
Environment: Any land
Organization: Solitary, Cluster (2-5), or Swarm (5-20)
CR: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: -

A sudden bonfire seems to roar to life as a humanoid form boils to life. It is vaguely ogre-like, with fiery, butterfly-like wings and long arms that end in fiery claws.

Vengeful fire spirits that are the enemies of all things combustible, kafurii roam the world looking for items to set ablaze and for living things to torture and kill.

Kafurii, in their natural form, appear to be ogre-like creatures of flames with butterfly-like wings. However, they are able to slow this combustion to the point they look like an ashen, smoking husk with the barest frame for wings. They often use this latter form to hide from opponents and take them by surprise.

While kafurii are extraplanar beings, they are almost never found on their home plane, instead preferring to cause havoc on the Mortal Realm. If encountered in their birth plane, they can be found in the City of Brass on the Elemental Plane of Fire.

Kafurii speak Common, Ignan and Infernal.

Combat

When a kafurii makes itself known, it will generally attack with a flame burst first, then close to melee.

It may attack with claws, or use an obsidian scimitar covered in its own body flames. If an opponent stays at range, it will fight with its mighty longbow (made of steel), utilizing arrows whose tips are covered in its own fiery saliva. As it fights, it often jeers and taunts its opponent, attempting to lull them into overextending himself or herself in a fit of rage.

However, kafurii fear ice, and will flee if subjected to cold attacks or effects. Once they flee an opponent, they rarely return to settle the score, instead seeking easier prey elsewhere.

Alternate Form (Su): A kafurii's natural form is that of a humanoid-shaped pillar of flame. As a move action, a kafurii can douse its flames, becoming a humanoid seemingly shaped from ash. When in ashen form a kafurii cannot fly, nor can it use its breath weapon or fire burst abilities.

Breath Weapon (Su): Once a minute, a kafurii can breathe a searing cone of flame out to 20 feet. Those in the area of effect take 6d6 fire damage (DC 16 Reflex save for half).

Fire Burst (Su): Once per day, as a standard action, a kafurii can unleash a wave of flame in a 20 foot burst. Those in the area of effect suffer 14d6 damage (DC 16 Reflex save for half). Kafurii normally use this ability at the start of a combat.

Skills: A kafurii gains a +10 Hide bonus when in ashen form, but it cannot fly in ashen form. A kafurii in fiery form cannot attempt to hide.

Kafurii on Amöeros

For many years just prior to the Dark Age, the kafurii were a plague on the east of Amöeros, ruling the lands from what is now Jsarath east and north to the border of Simera. Ghan and his warriors battled with the kafurii for many years, and Ghan eventually bested their ruler and toppled their empire, taking the lands as his own. Most kafurii now encountered are loners traveling from the elemental plane of fire to the lands of their old empire. They tend to attack Ghan on sight.

Bestiary Nefarious

Kali-born

Medium Outsider (Evil, Extraplanar)

Hit Dice:	6d8+24 (51 hp)
Initiative:	+3 (+3 Dex)
Speed:	20 ft. (4 squares) in scale mail armor; base speed 30 ft.
Armor Class:	23 (+3 Dex, +6 natural, +4 scale mail armor), touch 13, flat 20
BAB/Grapple:	+6/+10
Attack:	claw +10 melee (1d4+4 + 1 Str) or scimitar +10 melee (1d6+4; 18-20/x2) or composite longbow (+4 Str) +10 ranged (1d8+4 + poison; x3)
Full Attack:	6 claws +10 melee (1d4+4 + 1 Str) and bite +8 melee (1d6+2 + level drain) or 3 scimitars +10/+5 melee (1d6+4; 18-20/x2), 3 off-hand scimitars +8 melee (1d6+2; 18-20/x2) and bite +8 melee (1d6+2 + level drain) or composite longbow +10/+5 ranged (1d8+4 + poison; x3)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 3 in. + 2d4 in. (5 ft. 8 in.)
Weight:	100 lbs. + 1d8 x 10 lbs. (140 lbs.)
Special Att:	Energy drain, poison arrows, Strength drain
Special Qual:	DR 15/good, darkvision 60 ft., fast healing 4, multitask, outsider traits, SR 18
Saves:	Fort +11, Ref +8, Will +7
Abilities:	S19 D19 C19 I11 W14 Ch15
Skills:	Balance +8, Climb +9, Escape Artist -1, Hide +8, Jump +9, Listen +11, Move Silently +8, Ride +12, Sleight of Hand -1, Spot +11, Swim -4, Tumble -1
Feats:	Combat Reflexes, Great Fortitude, Multiattack ^B , Multiweapon Fighting
Environment:	Aggenomar
Organization:	Solitary, or Company (2-5)
CR:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-12 HD (Medium); 13-18 HD (Large)
Level Adj:	-

This black-skinned humanoid sports six arms, each holding a wicked scimitar. It has long, white hair, and tusk-like teeth protrude from its mouth. The creature's eyes are milk white. It wears little more than a worn hide loincloth, though it sports many arcane tattoos across its body.

Kali-born are horrible outsiders that are the children of a god of death and the earth. They are very mercenary in nature, and often employed as assassins or shock troops in an army. Kali-born can be male or female, though females tend to be more predominant. The tattoos a Kali-born are often marks of rank and skill, with more successful Kali-born having bodies that are almost literally covered from head to toe in gruesome tattoos. Kali-born can usually be found battling on Grammar, though they are sometimes

summoned or find their own way to the prime material plane, spreading war as they wade across various battlefields. Kali-born can speak Celestial, Infernal, Common and Terran.

Combat

Kali-born enjoy wading into melee combat, but usually will soften up masses of foes by peppering them with poison arrows first. Kali-born have been known to ride nightmares or other dire beasts into battle, though this prevents their fast healing ability from working properly.

Energy Drain (Su): The bite of a Kali-born drains 2 levels from a victim. If the bite scores a critical hit, it drains 4 levels. In return, the Kali-born 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.

Fast Healing (Ex): A Kali-born regains 4 hit points per round while in contact with solid earth. 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.

Multitask (Ex): A Kali-born is skilled enough that each of its three sets of hands may perform different tasks. For example, it may use one pair of hands to fire a bow, the second set to attack with a pair of scimitars and the third set of hands to strike with claws. If the Kali-born is able to cast spells, it may use two free hands to cast a spell while its other hands perform different tasks, but in so doing, it cannot make a bite attack. A Kali-born attacking with a ranged attack or spell while it is fighting with at least one scimitar in another hand does not provoke an attack of opportunity.

Poison Arrows (Ex): A Kali-born generally carries arrows treated with bloodroot poison for its longbow (Injury 12: DC 12; Init: 0; Sec: 1d4 Con + 1d3 Wis). A Kali-born usually carries 20 such arrows. Kali-born have no chance of accidentally poisoning themselves when using the arrows.

Strength Drain (Su): The claw attack of a Kali-born drains 1 point of Strength per hit (DC 17 Fort to negate). For every 2 points of Strength the Kali-born drains, it gains a temporary +1 to hit and damage that lasts for 1 minute.

Kali-Born on Amberos

On Amberos, Titanicus has apparently discovered the way to create these creatures, and often uses them to head those armies of Randu that he personally favors. They also have appeared in several places across the Skienlands, acting as assassins for the various Rajahs and Rhuks of the lands who are foul enough to deal with them.

Koskie

Medium Outsider (Chaos, Evil, Extraplanar, Fire)

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat 15

BAB/Grapple: +6/+7

Attack: Claw +7 melee (1d4+1)

Full Attack: 2 Claw +7 melee (1d4+1)

Space/Reach: 5-ft./5 ft.

Height: 6 ft. + 2d8 in. (6 ft. 9 in.)

Weight: 100 lbs + 1d10 x 10 lbs. (150 lbs.)

Special Att: -

Special Qual: Blindsense, DR 10/magic +2, darkvision 60 ft., fast healing 4, outsider traits, SR 18

Saves: Fort +6, Ref +9, Will +6

Abilities: S13 D19 C13 I17 W13 Ch15

Skills: Concentration +5, Craft +12, Disguise +11, Hide +13, Knowledge (arcana) +12, Knowledge (the planes) +12, Listen +1, Perform (Dance) +11, Sense Motive +10, Spellcraft +12, Spot +10, Tumble +13, Use Magic Device +11

Feats: Combat Casting, Enlarge Spell, Extend Spell

Environment: Abyss

Organization: Solitary, Duo (2), Canter (3-5), Troupe (6-10)

CR: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Level Adj: -

This capering red humanoid has scaled skin and a pair of tiny ivory horns protruding from its head. Its eyes glow with an unholy light, and its orange hair seems made of flames. Its legs have backward-bending knees, and its feet end in black coven hooves. It even has a long, barbed tail.

Koskies are demon sorcerers who often cavort with powerful spellcasters from the Mortal Realm. They seem to be attracted to those with great magical power, and seem somehow able to make their presence known in the dreams of those they wish to summon them. Over a period of 1-3 weeks, these beings will reveal a spell to their target, allowing them to be summoned to the Mortal Realm. Once summoned, koskies attempt to engage their target in magical dance, encouraging the spellcaster to use his magic as part of the dance. If the individual performs well, the koskies will, as part of the dance, reveal new spells to the caster. koskies generally reveal one spell per day of dancing.

Koskies speak Abyssal and Common.

Combat

Koskies caper and dance about their opponent, weaving spells into their odd dance. They rarely strike in melee combat, and if they do engage in melee, they almost

always do so fighting defensively to make it much harder for them to be hit, while slowly whittling away at their foe.

Fast Healing (Ex): A koskie regains 4 hit points per round, starting the round after it is damaged. 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.

Witchcraft Dance (Su): A koskie can attempt to compel a spellcaster to dance with it (Will DC 15 negates). Keeping up with the koskie's dance requires a DC 15 Perform (Dance) check per minute. At the end of the dance (which usually lasts 2d4+1 minutes), if the spellcaster made all of the dance rolls successfully, the spellcaster makes a Spellcraft roll (DC 10 + the length of the dance, in minutes). If the spellcraft roll is successful, the spellcaster learns a spell of the koskie's choice equal to length of the dance in minutes. This new spell may be added to a wizard's spellbook immediately, or a sorcerer may choose to replace one spell he already knows with the new spell. Koskies prefer to teach spells of the Evocation, Enchantment or Necromancy school, and prefer spells with the Evil or Darkness descriptor. They will NEVER teach a spell with the Good or Light descriptor. They may teach other spells even if they themselves cannot cast them.

Spells (Su): A koskie can cast spells as a 6th level sorcerer. Spell DCs are 13 + spell level. They may not choose spells with the Good or Light descriptor. Given 15 minutes, a koskie can switch out any known spell on its spell list with another spell.

Typical Sorcerer Spell List

(6/7/6/3; CL 6; DC 13 + Spell Level)

0: Arcane Mark, Daze, Detect Magic, Ghost Sound, Prestidigitation, Touch of Fatigue

1st: Cause Fear, Disguise Self, Ray of Enfeeblement, Silent Image

2nd: Ghoul Touch, Invisibility

3rd: Major Image

Koskie on Ambros

Koskies are primarily found in Nauwflouwd, usually dwelling in so called "witches circles" in the high mountains during the summer months and moving down into the forested areas during winter.

Bestiary Nefarious

Kren'an'thor

Large Outsider (Extraplanar, Shapechanger, Shadow)

Hit Dice: 7d8+35 (66 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft. (10 squares), fly 50 ft. (average)

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat 15

BAB/Grapple: +7/+16

Attack: Bite +11 melee (1d8+5)

Full Attack: Bite +11 melee (1d8+5) and 2 claws +9 melee (1d6+2 + poison) and gore +9 melee (1d8+2)

Space/Reach: 10-ft./10 ft.

Height: 8 ft. + 2d8 in. (8 ft. 9 in.)

Weight: 250 lbs + 1d10 x 10 lbs (300 lbs)

Special Att: Frightful presence, gaze, poison, summon
Special Qual: DR 10/cold iron, darkvision 60 ft., invade dream, lesser magic resistance, outsider traits, plane shift, shapeshifting, SR 20

Saves: Fort +10, Ref +7, Will +6

Abilities: S21 D14 C21 I14 W13 Ch15

Skills: Bluff +12, Control Shape +11, Diplomacy +7, Disguise +12, Escape Artist +12, Hide +10, Intimidate +7, Knowledge (arcana) +7, Listen +6, Move Silently +14, Search +12, Sense Motive +6, Spot +6

Feats: Combat Expertise, Multiattack, Stealthy

Environment: Plane of Shadows or Any

Organization: Solitary, Pair, or Crew (2-5)

CR: 8

Treasure: Standard

Alignment: Always neutral evil

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adj: -

Dancing in the darkness before you are a pair of red, malignant eyes framed by the outline of a beastly humanoid covered in curling hair and from which a pair of ram-like horns extending upward from its shoulders. White canines shine in its black maw, and inhumanly long fingers drip with a wispy black vapor.

Kren'an'thor, or the "Devil in the Dark" are creatures from the plane of shadow. It is whispered that they were masters of shadow magic and taught its secret to mortals in dark dreams and portents. It has been claimed by certain Kren'an'thor, for example, that they are ones summoned to the minds of victims when the spell *Phantasmal Killer* is used.

Kren'an'thor mostly keep to themselves and normally remain on the Plane of Shadow. However, during certain nights of the new moon, these creatures can step from dark corners into the Mortal Realm. Following their own desire to torment others, these fiends stalk the dark stretches of the world seeking victims until slain or forced back to their dark home.

Kren'an'thor speak Common, Shadow, Auran and Ignan. Many learn either Abyssal or Infernal phrases with which to frighten prey.

Combat

Kren'an'thor delight in ambush and striking from unprotected quarters. They prefer to overwhelm the sense of their opponent, preventing them from properly counterattacking or defending themselves. If faced with determined or prepared foes, most Kren'an'thor quickly slip away to plot another avenue to attack their prey from. Fighting fair simply does not enter into the mind of a Kren'an'thor, and any cause is rarely worth their own deaths.

Kren'an'thor slain on the Mortal Realm are not truly dead. Their essence slips back to the plane of shadow, where over the next 30 days they reform. Most Kren'an'thor, once reformed, seek elaborate revenge against those who thwarted them in the first place.

Frightful Presence (Ex): The mere presence of a Kren'an'thor is disturbing, as its shadowy body seems to move, twitch and reshape from moment to moment. Anyone within 60 feet of a Kren'an'thor with 7 HD or levels or less is automatically Shaken (-2 to attacks, saves, skill checks and ability checks). Creatures within 30 feet with 7 HD or levels or less must make a DC 15 Will check or become Panicked. Creatures of 7HD or levels or more within 30 feet must make the same check or become Shaken.

Gaze (Su): The red, glowing eyes of a Kren'an'thor drain the will of a victim. Those viewing the creature must make a DC 15 Will save or suffer 1d4 temporary Wisdom damage. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable.

Invade Dream (Su): When on the plane of shadow, a Kren'an'thor can use the equivalent of a *Nightmare* spell on a single victim at 7th level casting ability once per day.

Plane Shift (Su): Once per month during the new moon, a Kren'an'thor can use plane shift to travel to the Mortal Realm or back to the plane of shadow. If traveling to the Mortal Realm, the Kren'an'thor must have successfully used its invade dream ability on an individual on the Mortal Realm, and must plane shift while the victim sleeps. When the shift occurs, the Kren'an'thor steps from the victim of the Invade Dream ability as a fog breathed from the victim's sleeping mouth & nose. This ability is at 7th level caster level.

Poison (Su): The claws of a Kren'an'thor drip with Shadow essence poison (Injury DC 17; Init: 1 Str*; Sec: 2d6 Str) * Drain is permanent.

Summon (Sp): A Kren'an'thor can summon a shadow as a full-round action at will. The summoned shadow remains for 1 hour or until destroyed. This is treated as a 7th level ability. A Kren'an'thor cannot have more than one shadow summoned at a time.

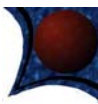
Shapeshifting (Su): A Kren'an'thor can assume the shape of any creature up to Large size. It will often assume the shape of something it believes to be terrifying to the individual. A Kren'an'thor always reverts to its natural form before attacking. Changing shape is a move-equivalent action.



Bestiary Nefarious

Kren'an'thor on Amberos

Kren'an'thor cannot survive for long on the Mortal Realm. They are most commonly found deep in the plane of shadow, or sometimes leak into the dream realm of Aurora during its dark night period.



Bestiary Nefarious

Kraken-Li

Large Magical Beast (Aquatic)

Hit Dice: 10d10+60 (115 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft. (4 squares), swim 20 ft. (4 squares)
Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat 16
BAB/Grapple: +10/+22
Attack: Slam +17 melee
Full Attack: *On Land:* 6 Slams +17 melee (1d6+8;19-20/x2) and bite +12 melee (1d8+4)
In Water: 12 slams +17 melee (1d6+8;19-20/x2) and bite +12 melee in water (1d8+4)
Space/Reach: 10 ft./10 ft. with bite, 20 ft. with slam
Length: 12 ft. + 1d4 ft. (14 ft.)
Weight: 600 lbs + 1d10 x 25 lbs (725 lbs.)
Special Att: Ability drain, constrict, improved grab
Special Qual: DR 10/silver, darkvision 60 ft., low-light vision, SR 20
Saves: Fort +13, Ref +10, Will +7
Abilities: S27 D17 C23 I13 W15 Ch21
Skills: Climb +21, Hide -1, Listen +4, Spot +4, Survival +9, Swim +8, Use Magic Device +11
Feats: Alertness, Combat Reflexes, Improved Critical (slam), Iron Will
Environment: Any aquatic
Organization: Solitary, or Brood (2-5)
CR: 9
Treasure: None
Alignment: Always lawful evil
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adj: -

This blood-red squid-like creature stands on a mass of flowing tentacles and towers nearly eight feet high. Its tentacles are covered in wicked barbs and it watches its surrounding with malevolent, intelligent eyes. From somewhere within the mass of tentacles, a clicking beak can be heard.

Kraken-Li are dangerous, intelligent and malevolent cousins to Kraken. Though much smaller than their larger brethren, they can be, in many ways, much more dangerous.

These creatures live in the ocean, but often foray onto land seeking prey to devour and demanding tribute from coastal villages lest they destroy said villages. Worst of all, Kraken-Li often travel in pods of 2-5 members apiece.

Kraken-Li speak infernal and Common. They prefer to use infernal when speaking to one another, and Common when speaking to other races.

Combat

Kraken-Li tend to sweep down on foes, snatching them up in their barbed tentacles and crushing them, draining the victim's blood as they do so.

On land, a Kraken-Li moves about by using six of its twelve tentacles to maintain its balance. In water, it is capable of fighting with all twelve of its appendages.

Blood Drain (Su): A Kraken-Li who has successfully grappled an opponent with its tentacles can drain the blood of its victims in following rounds. Each tentacle attached to a foe drains 1 point of Constitution per round. In return, the Kraken-Li gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Constrict (Ex): A Kraken-Li can crush an opponent, dealing 1d6+12 bludgeoning damage with each tentacle it grips an opponent with, after making a successful grapple check.

Improved Grab (Ex): If a Kraken-Li strikes a medium-size or smaller foe with a tentacle, 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 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.

Kraken-Li on Am̄eros

Most Kraken-Li started their lives out as wereoctopus priests to M'kree Malka. When the priest proves himself to be ruthless and powerful within the hierarchy of M'kree's priesthood, the god blesses the priest with a transformation into a Kraken-Li. If the priest does well in his new form (i.e., survives), he will eventually be transformed into a full-blown Kraken. The latter process usually takes a hundred years or more.

While extremely rare, Kraken-Li have been reported appearing in the western sea, including making landfall on Arocnek and the Shovnov Coast.

Lamentor

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)
Initiative: +4 (+4 Dex)
Speed: 40 ft. (8 squares)
Armor Class: 17 (+4 Dex, +3 deflection), touch 17, flat 13
BAB/Grapple: +2/--
Attack: Claw +6 touch (1 Str)
Full Attack: 2 Claw +6 touch (1 Str)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 6 in. + 2d4 in. (5 ft. 11 in.)
Weight: -
Special Att: Strength damage, Wisdom drain
Special Qual: Darkvision 60ft., manifest, turn resistance 3, undead traits
Saves: Fort +1, Ref +5, Will +7
Abilities: S- D19 C-- I11 W13 Ch17
Skills: Bluff +7, Disguise +7, Gather Information +7, Hide +6, Listen +5, Move Silently +6, Search +8, Spot +9
Feats: Iron Will, Stealthy
Environment: Any land
Organization: Solitary
CR: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

This ghostly humanoid seems half-starved, with strands of wispy hair that stand on end. Its eyes seem to bulge from its sockets, and a low moan seems to fill the air around the spirit.

Lamentors are individuals who died alone with feelings of self-loathing and worthlessness. They return to the land of the living to spread woe and drain the life of others, hoping to make them join the lamentor in death as some sort of companion.

While lamentors are spirits, they often attempt to disguise their true nature to lure victims close enough to begin draining the vitality from them. There are tales of lamentors talking with individuals for hours before revealing their true nature.

Lamentors speak Common.

Combat

Lamentors generally use their mere presence to drain the vitality from those they are nearby. However, if a victim manages to fend them off, they will rush forward to claw their victim as they attempt to forcibly drain the life from the victim.

Strength Damage (Su): A lamentor's touch causes 1 point of Strength damage. Lost Strength returns at a rate of 1 point per day.

Wisdom Drain (Su): A lamentor's primary form of attack is to drain the will of a victim. As a standard action, the lamentor can cause all individuals within 15 feet to be

drained of 1d4 points of Wisdom (Fort DC 15 negates). In return, the Lamentor gains 5 temporary hit points whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour. Lost Wisdom can be regained at a rate of 1 point per day.

Manifest (Su): As a move-equivalent action, a Lamentor may become semi-corporeal or become incorporeal. While semi-corporeal, a Lamentor gains a Str 19 and may attack with its claws for 1d4+4 + 1 Str damage with a 20% miss chance, whilst having a 50% miss chance against attacks directed at it. In semi-corporeal form, a Lamentor cannot pass through objects and does not ignore opponent's armor with its attacks. However, while semi-corporeal, it can interact with objects as if it had a 19 strength.

Lamentors on Amōeros

Lamentors can be found almost anywhere on Amōeros, but tend to congregate near areas razed during wars, such as the haunted hills of Shovnov Coast or the wastes near the Black Hill in Misake, where many villages and towns were destroyed by Black Marentail's undead legions.

Leperskin

Medium Outsider (Extraplanar)

Hit Dice: 7d8+17 (48 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 60 ft. (average) (12 squares)
Armor Class: 12 (+2 natural), touch 10, flat 12
BAB/Grapple: +7/+11
Attack: Slam +11 melee (1d4+4 + disease)
Full Attack: 2 slams +11 melee (1d4+4 + disease)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 1 in. + 2d6 in. (5 ft. 8 in.)
Weight: 100 lbs + 1d10 x 10 lbs. (150 lbs)
Special Att: Breath of disease, constrict, disease, frightful presence, improved grab
Special Qual: Blindsense 30 ft., carrier, darkvision 60 ft., flight, immune to disease, outsider traits
Saves: Fort +9, Ref +5, Will +9
Abilities: S19 D10 C14 I13 W15 Ch19
Skills: Craft (Alchemy) +11, Craft (Poisonmaking) +11, Craft (Trapmaking) +11, Escape Artist +10, Heal +12, Intimidate +14, Listen +12, Spot +12
Feats: Great Fortitude, Iron Will, Toughness
Environment: Hades or Any land
Organization: Solitary, Cluster (2-5), or Plague (5-20)
CR: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8-14 HD (Medium); 15-21 HD (Large)
Level Adj: -

The humanoid throws back its hood to reveal a face scarred beyond recognition by ulcers, boils and peeling flesh. The rest of its exposed skin show similar features, to the point it seems to be missing a finger or two on its hands.

Leperskins are the minions of the god of disease on the mortal plane. It is their duty to spread the "word" of their god through fear and the spread of disease.

While leperskins generally prefer to fight opponents, they can sometimes be bribed with substantial wealth to stay their awesome touch.

Sometimes, leperskins are doled out to pious priests of the god of disease as aides to the priest's endeavors. While they will defer to the will of the priest they have been assigned to, they always seek to inspire terror and spread disease among those they meet. In rare cases, leperskins have been known to rebel against priests they consider "soft".

Leperskins speak celestial, infernal, abyssal and Common.

Combat

A leperskin normally attempts to close and make contact with a foe, attempting to infect its victims with

disease. If unable to close, they will use their disease breath to strike opponents.

Leperskins rarely retreat from combat, except to gather reinforcements for a more powerful counterattack. However, when faced with paladins, leperskins tend to fly into a berserk frenzy, attempting to down the individual as quickly and as mercilessly as possible.

Breath of Disease (Su): Once per round, as a standard action that provokes an attack of opportunity, a leperskin can breathe a cloud of noxious fumes that causes disease in all who breathe it. The cloud is 15 feet in diameter and can be spewed up to 30 feet distant. The leperskin can imbue the cloud with any disease of his choice, with a DC of up to 15.

Carrier (Ex): While immune to the effects of a disease, a leperskin can still choose to be a carrier for a disease and can, under the right circumstances, infect others.

Constrict (Ex): A leperskin can crush an opponent, dealing bludgeoning damage, after making a successful grapple check, dealing an additional 2d4 + 6 damage. The victim must also save against the leperskin's disease attack, at a -4 penalty to their save.

Disease (Ex): The touch of a leperskin inflicts any disease the leperskin chooses with a DC of 15 or less. A leperskin's favored disease is wasting sickness (Infection DC 15; Incub: 1d3 days; Damage: 1d4 Con*, 1d2 Dex, causes fatigue) *When damaged, the victim must succeed on another saving throw or 1 point of damage is permanent drain instead.

Flight (Ex): A creature with this ability can cease or resume flight as a free action.

Frightful Presence (Ex): The mere appearance of a leperskin is enough to cause panic in an opponent. Creatures of 7 HD/levels or less must make a Will DC 17 save or become panicked. Creatures with more than 7 HD/levels make the same save, but are merely shaken on a failed save. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Improved Grab (Ex): If a leperskin successfully hits 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. When a leperskin 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.

Immune to Disease (Ex): Leperskins do not suffer ill effects from any disease.

Leperskins on Amōeros

Leperskins generally are former priests of Lepornunse, the god of disease, who passed on into Hades after dying of a terminal illness. Often referred to as his "children" and gifted with but a fragment of his own essence, Lepornunse tends to send these creatures back to the mortal realm, to continue the spread of disease in the living world.

Lull

Medium Magical Beast (Air)

Hit Dice: 5d10+10 (37 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (good)
Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat 15
BAB/Grapple: +5/+5
Attack: Claw +5 melee (1d4)
Full Attack: 2 Claws +5 melee (1d4) and bite +0 melee (1d6)
Space/Reach: 5-ft./5 ft.
Height: 4 ft. + 2d6 in. (4 ft. 7 in.)
Weight: 20 lbs. + 2d6 x 2 lbs. (34 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., low-light vision, suppress magic
Saves: Fort +6, Ref +10, Will +2
Abilities: S11 D19 C15 I6 W12 Ch11
Skills: Listen +5, Spot +5
Feats: Flyby Attack, Hover^B, Lightning Reflexes
Environment: Any land
Organization: Solitary, or Brood (2-5)
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

This large heron-like bird has a pitch-black beak and stone grey claws. Its eyes seem to shine with intelligence.

Lulls are strange avians that have the natural ability to suppress magic around them. They seem to have an instinctive dislike of spellcasters, and sometimes congregate in areas where magic is strong, nesting in the area and suppressing the magical presence around them.

Lulls speak a halting version of Common.

Comðac

Lulls are not aggressive creatures and generally only attack prey they intend to eat - which is usually vermin. If threatened, most lull will flee, except if they are nesting or if they face a spellcaster. In such cases, the lull will usually use its fly-by attack to peck and claw at an opponent while minimizing the danger to itself from weapon attacks.

Suppress Magic (Ex): A lull generates a field that acts like *dispel magic* against all magic items and spell effects in a 30-foot diameter around the lull. Instead of rolling for the dispel effect, treat the lull as automatically dispelling magic whose caster level is 15th or lower.

Lull on Amðeros

Thankfully, lulls are extremely rare on Amberos. They seem to congregate in the Hold of Severn, but are hunted down and killed in all other areas they encountered.

Bestiary Nefarious

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.

Lycanthropy on Am̄beros

On Am̄beros, 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 (see Sslaunn in Bestiary Malfearous and Yyaunn in this book for more information on 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 Am̄beros. 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 Am̄beros 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 Am̄beros 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 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 Am̄beros 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.

Natural Spell (GENERAL)

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Special: A creature with the alternate form ability may qualify for this feat, using its Alternate form ability in the place of the Wild Shape ability.

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.

Bestiary Nefarious

Werebee

	Werebee (Human Form) Medium Humanoid (Human, Shapechanger)	Werebee (Hybrid Form) Medium Humanoid (Human, Shapechanger)	Werebee (Bee Form) Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d10+2 + 3d8+6 (27 hp)	1d10+2 + 3d8+6 (27 hp)	1d10+2 + 3d8+6 (27 hp)
Initiative:	+1 (+1 Dex)	+3 (+3 Dex)	+3 (+3 Dex)
Speed:	30 ft. base; 20 ft. in chain shirt	20 ft. (4 squares), fly 80 ft. (good)	20 ft. (4 squares), fly 80 ft. (good)
Armor Class:	15 (+1 Dex, +4 chain shirt, +2 Wooden shield), touch 11, flat 16	17 (+3 Dex, +4 natural), touch 13, flat 14	17 (+3 Dex, +4 natural), touch 13, flat 14
BAB/Grapple:	+2/+4	+2/+4	+2/+4
Attack:	Rapier +4 melee (1d6+2;18-20/x2)	Rapier +4 melee (1d6+2;18-20/x2) or Sting +4 melee (1d4+2 + poison)	Sting +4 melee (1d4+2 + poison)
Full Attack:	Rapier +2 melee (1d6+2;18-20/x2), off-hand Rapier +2 melee (1d6+1;18-20/x2)	Rapier +2 melee, off-hand rapier +2 melee (1d6+1;18-20/x2), sting -1 melee (1d4+2 + poison) Or Sting +4 melee (1d4+2 + poison)	Sting +4 melee (1d4+2 + poison)
Space/Reach:	5-ft./5 ft.	5-ft./5 ft.	5-ft./5 ft.
Height:	5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)	same	same
Weight:	120 lbs + 2d6 x 7 lbs (169 lbs)	¾ humanoid weight	½ humanoid weight
Special Att:	--	poison	poison
Special Qual:	Alternate Form, bee empathy, Darkvision 60 ft., scent	Alternate form, bee empathy, Curse of Lycanthropy, Darkvision 60 ft., Damage Reduction 10/silver, Scent, Vermin Traits	Alternate form, bee empathy, Curse of Lycanthropy, Darkvision 60 ft., Damage Reduction 10/silver, Scent, Vermin Traits
Saves:	Fort +7, Ref +2, Will +1	Fort +7, Ref +4, Will +1	Fort +7, Ref +4, Will +1
Abilities:	S15 D13 C14 I10 W10 Ch10	S15 D17 C14 I10 W10 Ch10	S15 D17 C14 I10 W10 Ch10
Skills:	Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +3, Listen +0, Spot +4*, Survival +0*	Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +3, Listen +0, Spot +4*, Survival +0*	Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +3, Listen +0, Spot +4*, Survival +0*
Feats:	Dodge, Two-weapon fighting ^F , Weapon Focus (Rapier) ^B	Dodge, Two-weapon fighting ^F , Weapon Focus (Rapier) ^B	Dodge, Two-weapon fighting ^F , Weapon Focus (Rapier) ^B
Environment:	Any temperate or warm land	Any temperate or warm land	Any temperate or warm land
Organization:	Solitary, Buzz (2-5), Hive (11-20)	Solitary, Buzz (2-5), Hive (11-20)	Solitary, Buzz (2-5), Hive (11-20)
CR:	4	4	4
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

* A werebee gains a +4 racial bonus to spot and a +4 bonus to Survival checks to orient themselves

Werebees are in actuality, guardians created by celestial beings whom perform their good works on the prime material plane.

Werebees are staunch foes of evil, and constantly patrol for miles around their hives for creatures or individuals of evil alignment. When such beings are found, the werebees either quickly dispatch the foe (if so able) or return to the hive to gather a larger foe to decimate the evil being.

Werebees often trade with creatures of good or neutral alignment, trading goods, honey or other items for whatever the hive may need to wage its war against evil.

Werebees speak Common.

Combat

Werebees usually patrol in hybrid form, and will swoop down and melee with foes. While in hybrid form, a werebee has six limbs, but can only use two to fight with, though they may also employ their poisonous stinger against foes.

Some werebees are equipped with shortbows (+3 to hit in human form, +5 to hit in hybrid form) instead of twin

rapiers, acting as fire support for the meeleing werebees. Werebee archers have been known to coat their arrows in poison from their stingers, and will have from 2-5 such arrows available (damage 1d6+poison).

Curse of Lycanthropy (Su): The poison sting of a werebee forces small, medium or large humanoids or giants to make a DC 15 Fort save or contract lycanthropy.

Poison (Ex): The sting of werebee injects a deadly neurotoxin (Inject; Fort DC 14; Init: 1d4 Dex; Sec: 1d6 Dex)

Werebees on Amderos

Werebees are the servants of Shurdeua, the sun goddess, and under her directive search out evil and destroy it in those areas that they nest in. Most werebees can be found in enormous hives build upon the ground in the Lands of Sarve. Since most of that land is swampland, the bees often use their engineering skills to drain the surrounding swampland and turn a mile-wide swath around the hive into fertile grassland.

Bestiary Nefarious

Werebee Warrior

Human Form

3HD Werebee Ftr 5;**hp:** 57

S18 D13 C14 I10 W10 Ch10;**Fort** +9, **Ref** +5, **Will** +2

Init: +1 **Move:** 30 ft.

AC: 17 (+1 Dex, +5 *chain shirt* +1, +1 Two-weapon defense), touch 11, flat 16

BAB/Grapple: +6/+10

Full Attack: +1 *rapier* +10/+5 melee (1d6+7;18-20/x2)
Offhand mw *rapier* +10/+5 melee (1d6+4;18-20/x2)

Special Att: --

Special Qual: Alternate form, bee empathy, darkvision 60 ft., scent

Skills: Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +6, Listen +0, Spot +7

Feats: Ability Focus (Poison), Dodge, Improved Initiative, Two-weapon Defense^F, Two-weapon Fighting^F, Weapon Focus (Rapier)^B, Weapon Specialization^F

CR: 8

Gear: *chain shirt* +1 (1,250 gp), +1 *rapier* (2,320 gp), mw *rapier* (320 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 8,640 gp (9,400 gp)

Hybrid Form

3HD Werebee Ftr 5;**hp:** 57

S18 D17 C14 I10 W10 Ch10;**Fort** +9, **Ref** +5, **Will** +2

Init: +3 **Move:** 30 ft.

AC: 18 (+3 Dex, +4 natural, +1 Two-weapon Defense), touch 13, flat 15

BAB/Grapple: +6/+9

Full Attack: +1 *rapier* +10/+5 melee (1d6+7;18-20/x2)
Offhand mw *rapier* +10/+5 melee (1d6+4;18-20/x2)

Special Att: --

Special Qual: Alternate form, bee empathy, darkvision 60 ft., DR 10/silver, scent

Skills: Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +6, Listen +0, Spot +7

Feats: Ability Focus (Poison), Dodge, Improved Initiative, Two-weapon Defense^F, Two-weapon Fighting^F, Weapon Focus (Rapier)^B, Weapon Specialization^F

CR: 8

Gear: +1 *rapier* (2,320 gp), mw *rapier* (320 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 8,640 gp (9,400 gp)

Poison (Ex): The sting of werebee warrior injects a deadly neurotoxin (Inject; Fort DC 18; Init: 1d4 Dex; Sec: 1d6 Dex)

Bee Form

3HD Werebee Ftr 5;**hp:** 57

S16 D17 C14 I10 W10 Ch10;**Fort** +9, **Ref** +7, **Will** +2

Init: +3 **Move:** 30 ft.

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

BAB/Grapple: +6/+9

Full Attack: stinger +9 melee (1d4+4 + poison)

Special Att: --

Special Qual: Alternate form, bee empathy, darkvision 60 ft., scent

Skills: Craft (Brew) +4, Craft (Carpentry) +3, Handle Animal +4, Intimidate +6, Listen +0, Spot +7

Feats: Ability Focus (Poison), Dodge, Improved Initiative, Two-weapon Defense^F, Two-weapon Fighting^F, Weapon Focus (Rapier)^B, Weapon Specialization^F

CR: 8

Gear: not used

Total: 8,640 gp (9,400 gp)

Poison (Ex): The sting of werebee warrior injects a deadly neurotoxin (Inject; Fort DC 18; Init: 1d4 Dex; Sec: 1d6 Dex)

Equipment and Werecoatles

Each entry only lists the owned gear of the lycanthrope that will work in the appropriate forms. Generally, this means that armor is removed/falls off upon assuming hybrid form, and rarely can be carried or manipulated to be of use in animal form.

Werebee Monarch

Human Form

3HD Werebee Clr 10;**hp:** 71

S8 D10 C12 I13 W19 Ch14;**Fort** +13, **Ref** +8, **Will** +13

Init: +0 **Move:** 20 ft.

AC: 21 (+11 *chain mail* +3 & *heavy steel shield* +1), touch 10, flat 21

BAB/Grapple: +9/+8

Full Attack: +2 *heavy mace* +11/+6 melee (1d8+1)

Special Att: Poison, turn undead

Special Qual: Alternate form, bee empathy, darkvision 60 ft., scent, spells

Skills: Concentration +11, Craft (Brew) +4, Handle Animal +4, Heal +14, Knowledge (Religion) +11, Listen +7, Spellcraft +11, Spot +7

Feats: Ability Focus (Poison), Brew Potion, Improved Natural Armor, Silent Spell, Spell Focus (Enchantment)^B, Weapon Focus (Heavy Mace)

CR: 13

Gear: *chain mail* +3 (9,300 gp), *heavy steel shield* +1 (1,159 gp), +2 *heavy mace* (8,312 gp), *periapt of wisdom* +2 (4,000 gp), *cloak of resistance* +2 (4,000 gp), *pearl of power* (2nd level) (4,000 gp), *wand of cure serious wounds* (15 charges) (3,375 gp)

Total: 34,146 gp (35,000 gp)

Turn Undead (Su): 5x/day; Turn Check 1d20+2; Turn Damage 2d6+12

Typical Cleric Spell List

(6/6/6/5/5/3; CL 10; DC 14 + Spell level; Domains: Protection, Good)

0: *Detect Magic, Detect Poison, Guidance, Light, Read Magic, Resistance*

1st: *Bless, Command**, *Divine Favor, Obscuring Mist, Sanctuary*^D

2nd: *Aid, Augury, Darkness, Lesser Restoration, Silence, Shield Other*^D

3rd: *Dispel Magic, Protection From Energy*^D, *Searing Light, Wind Wall*

4th: *Death Ward, Dismissal, Divine Power, Poison, Spell Immunity*^D

5th: *Flame Strike, Greater Command**, *Insect Plague, Slay Living, Spell Resistance*^D

* = Enchantment spell; +1 DC

D= Domain Spell

Hybrid Form

3HD Werebee Clr 10;**hp:** 71

S8 D14 C12 I13 W19 Ch14;**Fort** +13, **Ref** +10, **Will** +13

Init: +0 **Move:** 20 ft., fly 80 ft. (good)

AC: 20 (+2 Dex, +5 natural, +3 *heavy steel shield* +1), touch 12, flat 18

BAB/Grapple: +9/+8

Full Attack: +2 *heavy mace* +11/+6 melee (1d8+1) or sting +8 melee (1d4-1 + poison)

Special Att: Poison, turn undead

Special Qual: Alternate form, bee empathy, darkvision 60 ft., DR 10/silver, scent, spells

Skills: Concentration +11, Craft (Brew) +4, Handle Animal +4, Heal +14, Knowledge (Religion) +11, Listen +7, Spellcraft +11, Spot +7

Feats: Ability Focus (Poison), Brew Potion, Improved Natural Armor, Silent Spell, Spell Focus (Enchantment)^B, Weapon Focus (Heavy Mace)

CR: 13

Gear: *heavy steel shield* +1 (1,159 gp), +2 *heavy mace* (8,312 gp), *periapt of wisdom* +2 (4,000 gp), *cloak of resistance* +2 (4,000 gp), *pearl of power* (2nd level) (4,000 gp), *wand of cure serious wounds* (15 charges) (3,375 gp)

Total: 34,146 gp (35,000 gp)

Poison (Ex): The sting of werebee monarch injects a deadly neurotoxin (Inject; Fort DC 19; Init: 1d4 Dex; Sec: 1d6 Dex)

Turn Undead (Su): 5x/day; Turn Check 1d20+2; Turn Damage 2d6+12

See human form for spells

Animal Form

3HD Werebee Clr 10;**hp:** 71

S8 D14 C12 I13 W17 Ch14;**Fort** +11, **Ref** +8, **Will** +10

Init: +0 **Move:** 20 ft., fly 80 ft. (good)

AC: 17 (+2 Dex, +5 natural), touch 12, flat 15

BAB/Grapple: +9/+8

Full Attack: sting +8 melee (1d4-1 + poison)

Special Att: Poison, turn undead

Special Qual: Alternate form, bee empathy, darkvision 60 ft., DR 10/silver, scent, spells

Skills: Concentration +11, Craft (Brew) +4, Handle Animal +4, Heal +13, Knowledge (Religion) +11, Listen +6, Spellcraft +11, Spot +6

Feats: Ability Focus (Poison), Brew Potion, Improved Natural Armor, Silent Spell, Spell Focus (Enchantment)^B, Weapon Focus (Heavy Mace)

CR: 13

Gear: not used

Total: 34,146 gp (35,000 gp)

Poison (Ex): The sting of werebee monarch injects a deadly neurotoxin (Inject; Fort DC 19; Init: 1d4 Dex; Sec: 1d6 Dex)

Bestiary Nefarious

Werelion

	Werelion (Human Form) Medium Humanoid (Human, Shapechanger)	Werelion (Hybrid Form) Large Humanoid (Human, Shapechanger)	Werelion (Lion Form) Large Humanoid (Human, Shapechanger)
Hit Dice:	1d10+2 + 5d8+20 (49 hp)	1d10+2 + 5d8+20 (49 hp)	1d10+2 + 5d8+20 (49 hp)
Initiative:	+1 (+1 Dex)	+3 (+3 Dex)	+4 (+4 Dex)
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	17 (+1 Dex, +4 chain shirt, +2 Large wooden shield), touch 11, flat 16	16 (-1 size, +4 Dex, +3 natural), touch 13, flat 12	16 (-1 size, +4 Dex, +3 natural), touch 12, flat 12
BAB/Grapple:	+4/+6	+4/+16	+4/+16
Attack:	Bastard sword +7 melee (1d10+3; 19-20/x2)	Bastard sword +7 melee (1d10+3; 19-20/x2)	Claw +12 melee (1d4+8)
Full Attack:	Bastard sword +8 melee (1d10+3; 19-20/x2)	Bastard sword +13 melee (1d10+8; 19-20/x2) and Bite +7 melee (1d8+4)	2 claws +12 melee (1d4+8) and bite +7 melee (1d8+4)
Space/Reach:	5-ft./5 ft.	10-ft./10 ft.	10-ft./5 ft.
Height/Length:	5 ft. 3 in + 2d6 in. (5 ft. 10 in.)	(H) as lion	(L) 7 ft. + 4d8 in. (8 ft. 6 in.)
Weight:	150 lbs + 2d6 x 5 lbs. (185 lbs)	as lion	425 lbs. + 2d6 x 5 lbs. (460 lbs.)
Special Att:	--	Pounce, improved grab, rake 1d4	Pounce, improved grab, rake 1d4
Special Qual:	Alternate Form, lion empathy, Darkvision 60 ft., scent	Alternate form, lion empathy, Curse of lycanthropy, Darkvision 60 ft., DR 10/silver scent	Alternate form, lion empathy, Curse of lycanthropy Darkvision 60 ft., DR 10/silver scent
Saves:	Fort +8, Ref +5, Will +1	Fort +10, Ref +8, Will +1	Fort +10, Ref +8, Will +1
Abilities:	S16 D13 C14 I10 W10 Ch10	S26 D19 C18 I10 W10 Ch10	S26 D19 C18 I10 W10 Ch10
Skills:	Balance -2, Craft (Weaponsmith) +4, Jump +2, Listen +2, Hide -3, Move Silently +2, Spot +7	Balance +8, Craft (Weaponsmith) +4, Hide +4*, Jump +12, Listen +2, Move	Balance +8, Craft (Weaponsmith) +4, Hide +4*, Jump +12, Listen +2, Move Silently +8, Spot +7
Feats:	Alertness, Exotic Weapon Proficiency (Bastard Sword), Iron Will, Run, Weapon Focus (Bastard Sword) ^b	Alertness, Exotic Weapon Proficiency (Bastard Sword), Iron Will, Run, Weapon Focus (Bastard Sword) ^b	Alertness, Exotic Weapon Proficiency (Bastard Sword), Iron Will, Run, Weapon Focus (Bastard Sword) ^b
Environment:	Any temperate or warm land	Any temperate or warm land	Any temperate or warm land
Organization:	Solitary, Buzz (2-5), Hive (11-20)	Solitary, Buzz (2-5), Hive (11-20)	Solitary, Buzz (2-5), Hive (11-20)
CR:	4	4	4
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

Werelions are noble creatures who constantly seek out evils to right and hunt down creatures of avarice and evil to bring to justice.

A werelion in humanoid form tends to have a noble quality to them and often has a warrior's training and instincts. They are often unafraid of even the staunchest opponent, and do not take insults lightly or kindly.

A werelion speaks common.

Combat

Werelions are skilled and powerful predators, striking with every advantage available to them. They strike with determination and fury. They prefer to quickly close and chop an opponent down in melee, usually transforming into hybrid form to rip an opponent apart while striking fear into any ally the opponent may have.

Despite their righteous fury against evil, werelions are careful to avoid harming innocents, and will often accept the surrender of a foe in the hopes of redeeming the individual. Against foes they consider irredeemable, however, a werelion is utterly merciless.

Curse of Lycanthropy (Su): The bite of a werelion forces small, medium or large humanoids or giants to make a DC 15 Fort save or contract lycanthropy.

Skills: Werelions in hybrid and animal form 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.

Werelions on Amderos

Like most lycanthropes, the werelions are descendants of those who were loyal to Urdeus, the Night Watchman. Werelions are most commonly found in Chiamung, where they live in tribes separate, but protective of, the natives of that land.

Werelion Tracker

Human Form

5HD werelion Rgr 6;hp: 70

S14 D18 C13 I10 W14 Ch8;Fort +11, Ref +14, Will +8

Init: +4 Move: 30 ft.

AC: 20 (+4 Dex, +5 chain shirt +1, +1 Two-weapon defense), touch 14, flat 16

BAB/Grapple: +9/+11

Full Attack: primary +1 longsword +10/+5 melee (1d8+3;19-20/x2), off-hand +1 shortsword +10 melee (1d6+2;19-20/x2)

Special Att: --

Special Qual: alternate form, darkvision 60 ft., favored enemy, lion empathy, scent

Skills: Handle Animal +8, Hide +17, Knowledge (Nature) +9, Listen +4, Move Silently +17, Search +9, Spot +20, Survival +11

Feats: Alertness, Dodge^B, Endurance^R, Iron Will, Run, Track^R, Two-Weapon Defense, Two-Weapon Fighting^R

CR: 9

Gear: +1 chain shirt (1,250 gp), +1 longsword (2,315 gp), +1 shortsword (2,310 gp), cloak of resistance +1 (1,000 gp), gloves of dexterity +2 (4,000 gp), potion of cure serious wounds (750 gp)

Total: 11,625 gp (12,000 gp)

Favored Enemy (Ex): The werelion tracker gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Undead. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures. The werelion tracker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Magical Beasts. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Hybrid Form

5HD Large werelion Rgr 6;hp: 70

S24 D24 C17 I10 W14 Ch8;Fort +13, Ref +17, Will +8

Init: +4 Move: 30 ft.

AC: 20 (-1 size, +7 Dex, +3 natural, +1 Two-weapon defense), touch 16, flat 13

BAB/Grapple: +9/+20

Full Attack: primary +1 longsword +14/+9 melee (1d8+3;19-20/x2), off-hand +1 shortsword +14 melee (1d6+2;19-20/x2), bite +10 melee (1d8+3)

Special Att: --

Special Qual: alternate form, darkvision 60 ft., DR 10/silver, favored enemy, lion empathy, scent

Skills: Handle Animal +8, Hide +24*, Knowledge (Nature) +9, Listen +4, Move Silently +24, Search +9, Spot +17, Survival +10

Feats: Alertness, Dodge^B, Endurance^R, Iron Will, Run, Track^R, Two-Weapon Defense, Two-Weapon Fighting^R

CR: 9

Gear: +1 longsword (2,315 gp), +1 shortsword (2,310 gp), cloak of resistance +1 (1,000 gp), gloves of dexterity +2 (4,000 gp), potion of cure serious wounds (750 gp)

Total: 11,625 gp (12,000 gp)

Favored Enemy (Ex): The werelion tracker gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Undead. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures. The werelion tracker gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Magical Beasts. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Animal Form

5HD Large werelion Rgr 6;hp: 70

S24 D22 C17 I10 W14 Ch8;Fort +12, Ref +15, Will +7

Init: +6 Move: 30 ft.

AC: 18 (-1 size, +6 Dex, +3 natural), touch 15, flat 12

BAB/Grapple: +9/+20

Full Attack: bite +10 melee (1d8+3)

Special Att: --

Special Qual: alternate form, darkvision 60 ft., DR 10/silver, favored enemy, lion empathy, scent

Skills: Handle Animal +8, Hide +24*, Knowledge (Nature) +9, Listen +4, Move Silently +24, Search +9, Spot +17, Survival +10

Feats: Alertness, Dodge^B, Endurance^R, Iron Will, Run, Track^R, Two-Weapon Defense, Two-Weapon Fighting^R

CR: 9

Gear: not used

Total: 11,625 gp (12,000 gp)

Bestiary Nefarious

Werelion Plainslord

Human Form

5HD werelion Bar 12;**hp**: 144

S22 D13 C14 I10 W14 Ch8;**Fort** +14, **Ref** +10, **Will** +8

Init: +1 **Move**: 40 ft.

AC: 19 (+1 Dex, +8 *hide* +4), touch 11, flat 18

BAB/Grapple: +15/+21

Full Attack: +3 *greataxe* +24/+19/+14 melee (1d12+12;x3)

Special Att: --

Special Qual: Alternate form, darkvision 60 ft., DR 2/-, fast movement, greater rage 4x/day, improved uncanny dodge, lion empathy, scent, trap sense +4, uncanny dodge

Skills: Climb +17, Handle Animal +14, Hide +4, Intimidate +14, Listen +19, Move Silently +4, Spot +9, Survival +17

Feats: Alertness, Dodge^B, Mobility, Power Attack, Run, Spring Attack

CR: 15

Gear: *hide* +4 (16,165 gp), *greataxe* +3 (18,320 gp), *belt of giant strength* +4 (16,000 gp), *cloak of resistance* +2 (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 55,235 gp (59,000 gp)

Greater Rage (Ex): 8 rounds;+6 to Strength and Constitution, +3 to Will, -2 to AC. Gains +51 hp. Can't use skills that require patience or concentration. Fatigued at end of rage.

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

Trap Sense: +4 bonus on Reflex saves made to avoid traps and +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): A werelion plainslord retains his Dexterity bonus to AC, even if he is caught flat-footed or struck by an invisible attacker.

Hybrid Form

5HD werelion Bar 12;**hp**: 144

S32 D19 C18 I10 W14 Ch8;**Fort** +16, **Ref** +13, **Will** +8

Init: +4 **Move**: 50 ft.

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

BAB/Grapple: +15/+26

Full Attack: +3 *greataxe* +29/+24/+19 melee (1d12+19;x3), bite +21 melee (1d8+11)

Special Att: Curse of lycanthropy

Special Qual: Alternate form, darkvision 60 ft., DR 2/-, DR 10/silver, fast movement, greater rage 4x/day, improved uncanny dodge, lion empathy, scent, trap sense +4, uncanny dodge

Skills: Balance +8, Climb +24, Handle Animal +14, Hide +13*, Intimidate +14, Listen +19, Move Silently +13, Spot +9, Survival +17

Feats: Alertness, Dodge^B, Mobility, Power Attack, Run, Spring Attack

CR: 15

Gear: *greataxe* +3 (18,320 gp), *belt of giant strength* +4 (16,000 gp), *cloak of resistance* +2 (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 55,235 gp (59,000 gp)

Animal Form

5HD werelion Bar 12;**hp**: 144

S28 D19 C18 I10 W14 Ch8;**Fort** +14, **Ref** +11, **Will** +6

Init: +4 **Move**: 50 ft.

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

BAB/Grapple: +15/+24

Full Attack: 2 claws +24 melee (1d4+9), bite +19 melee (1d8+11)

Special Att: Curse of lycanthropy

Special Qual: Alternate form, darkvision 60 ft., DR 2/-, DR 10/silver, fast movement, greater rage 4x/day, improved uncanny dodge, lion empathy, scent, trap sense +4, uncanny dodge

Skills: Balance +8, Climb +22, Handle Animal +14, Hide +13*, Intimidate +14, Listen +19, Move Silently +13, Spot +9, Survival +17

Feats: Alertness, Dodge^B, Mobility, Power Attack, Run, Spring Attack

CR: 15

Gear: not used

Total: 55,235 gp (59,000 gp)

Wereoctopus

	Medium Human Cleric 4 WereOctopus (Human Form) (Human, Shapechanger)	Large Human Cleric 4 WereOctopus (Octopus Form) (Aquatic, Human, Shapechanger)	Large Human Cleric 4 WereOctopus (Hybrid Form) (Aquatic, Human, Shapechanger)
Hit Dice:	4d8+4 + 8d8+19 (77 hp)	4d8+4 + 8d8+19 (77 hp)	4d8+4 + 8d8+19 (77 hp)
Initiative:	-1 (-1 Dex)	+1 (+1 Dex)	+1 (+1 Dex)
Speed:	20 ft. (4 squares) in chain mail, 30 ft. (6 squares) base	20 ft. (4 squares), swim 30 ft.	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (-1 Dex, +7 chain mail & heavy Wooden shield), touch 9, flat 16	19 (-1 size, +1 Dex, +9 natural), touch 10, flat 18	19 (-1 size, +1 Dex, +9 natural), touch 10, flat 18
BAB/Grapple:	+9/+10	+9/+16	+9/+16
Attack:	+1 <i>heavy mace</i> +11 melee (1d6+2)	Tentacle +15 melee (1d4+6)	Tentacle +15 melee (1d4+6) or +1 <i>heavy mace</i> +16 melee (1d8+7)
Full Attack:	+1 <i>heavy mace</i> +11/+6 melee (1d6+2)	8 tentacles +15 melee (1d4+6) and bite +10 melee (1d8+3)	6 tentacles +15 melee (1d4+6) and bite +10 melee (1d8+3), +1 <i>heavy mace</i> +16/+11 melee (1d8+7)
Space/Reach:	5-ft./5 ft.	10-ft./10 ft. (20 ft. with tentacle)	10-ft./10 ft. (20 ft. with tentacle)
Height/Diameter	5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)	(D) 6 ft. + 1d4 ft. (8 ft.)	as octopus form
Weight:	150 + 2d6 x 5 lbs. (185 lbs.)	500 + 1d4 x 100 lbs. (700 lbs.)	as octopus form
Special Att:	Spells, Turn Undead	Constrict, Curse of Lycanthropy, Improved grab	Constrict, Curse of Lycanthropy, improved grab, spells, turn undead
Special Qual:	Alternate form, octopus empathy, low-light vision, scent	Alternate form, DR 10/silver ink cloud, jet, low-light vision octopus empathy, scent	Alternate form, DR 10/silver, ink cloud, jet, low-light vision octopus empathy, scent
Saves:	Fort +11, Ref +8, Will +9	Fort +12, Ref +10, Will +9	Fort +12, Ref +10, Will +9
Abilities:	S13 D8 C12 I10 W16 Ch 14	S23 D12 C14 I10 W18 Ch14	S23 D12 C14 I10 W18 Ch14
Skills:	Balance -4, Concentration +5, Escape Artist +4, Hide +4, Listen +5, Spot +5, Swim +6	Balance +3, Concentration +5, Escape Artist +21, Hide +11, Listen +5, Spot +5, Swim +14	Balance +3, Concentration +5, Escape Artist +21, Hide +11, Listen +5, Spot +5, Swim +14
Feats:	Agile, Alertness, Lightning Reflexes, Natural Spell ^B , Skill Focus (Hide), Toughness	Agile, Alertness, Lightning Reflexes, Natural Spell ^B , Skill Focus (Hide), Toughness	Agile, Alertness, Lightning Reflexes, Natural Spell ^B , Skill Focus (Hide), Toughness
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
CR:	8	8	8
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:	+3	+3	+3

In its humanoid form, wereoctopuses seem to gain a rubbery skin and tend to be incredibly flexible, to the point of being double-jointed. Many also develop dark splotches on their skin, somewhat akin of an octopus's natural coloration.

In hybrid form, a wereoctopus's limbs stretch to become tentacles, and the creature moves about in an upright fashion, it's thrashing tentacles doubling as legs to move it about.

Wereoctopuses in their natural form often take a liking to living near coastal areas tend to be canny creatures. They are prone to worshipping sea deities, and many attract "flocks" of followers who sooner or later become prey for the wereoctopus.

The most common races who become wereoctopuses are humans, locathah, sea elves and mermen. Sahuagin occasionally produce wereoctopuses, but they are generally seen as aberrations among the sahuagin who are hunted down and/or drive out as an abomination.

Combat

Wereoctopuses prefer to fight in hybrid form, where they can fight on land or in water without penalty. They tend to enjoy grappling and crushing multiple prey at one time. They will often attempt to lure victims to watery areas where they can be easily drowned or are isolated from summoning help.

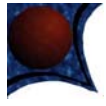
Alternate Form (Su): A wereoctopus can assume a humanoid form, a bipedal hybrid form or the form of giant octopus.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wereoctopus's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

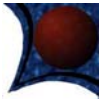
Constrict (Ex): A wereoctopus deals 2d8+6 points of damage with a successful grapple check.

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

Ink Cloud (Ex): A wereoctopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total



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concealment, which the wereoctopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A wereoctopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Octopus Empathy (Ex): Communicate with octopuses and giant octopuses, and +4 racial bonus on Charisma-based checks against octopuses and giant octopuses.

Spells (Sp): The example wereoctopus is able to cast spells as a 4th level cleric, with access to the Animal (Aquatic only) and Water domains.

Skills: A wereoctopus in animal or hybrid form can change colors, giving it a +4 racial bonus on Hide checks. A wereoctopus in animal or hybrid form also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A wereoctopus 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.

Wereoctopuses on Amberos

Wereoctopuses are a “divine gift” to many priests who have devoted themselves to M’kree Malka, who stole the secret of lycanthrope transformation from Urdeus. Where becoming a wereshark is something M’kree often afflicts non-worshippers with to “spread the faith”, becoming a wereoctopus is generally only bestowed upon those who willingly become priests of Malka. It is well-known that the high priest of Malka is granted natural wereoctopus lycanthropy when he obtains his station, and Malka is fickle to sometimes gift families with “natural” wereoctopus offspring when he desires the young one to grow up as a priest. As for infected wereoctopuses, Malka sees them as pawns to “spread his gospel”, and has been known to make the infected wereoctopus into a natural lycanthrope if they please him.

Also of note is the fact that while most lycanthropes have their changes bound to the phases of the moon Luna, a wereoctopus’s changes are tied to the moon of Triton, due to its association with the sea.

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Wereoctopus High Priest

Human Form

8HD wereoctopus Cleric 10;**hp:** 107

S14 D13 C12 I10 W19 Ch8;**Fort** +14, **Ref** +9, **Will** +13

Init: +1 **Move:** 20 ft.

AC: 23 (+1 Dex, +12 *chain mail* +3 & *heavy wooden shield* +2), touch 11, flat 22

BAB/Grapple: +13/+15

Full Attack: +3 *heavy mace* +18/+13/+8 melee (1d8+5)

Special Att: Rebuke undead, spells

Special Qual: Alternate form, low-light vision, octopus empathy, scent

Skills: Balance +3, Concentration +14, Escape Artist +11, Hide +5, Knowledge (Religion) +13, Listen +6, Spellcraft +13, Spot +10, Swim +10

Feats: Agile, Alertness, Augment Summoning, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 14

Gear: *chain mail* +3 (9,300 gp), *heavy wooden shield* +2 (4,157 gp), +3 *heavy mace* (18,312 gp), *periapt of Wisdom* +2 (4,000 gp), *cloak of resistance* +3 (9,000 gp)

Total: 44,769 gp (45,000 gp)

Rebuke Undead (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+9

Animal Domain: *speak with animals* 1x/day.

Water Domain: 2x/day. Turn or destroy fire creatures as turn undead. Rebuke, command or bolster water creatures as rebuke undead.

Typical Cleric Spell List

(6/6/6/5/5/3; CL 10; DC 14 + Spell Level; Domains: Animal, Water)

0: *Create Water, Detect Magic, Guidance, Light, Read Magic, Resistance*

1st: *Bane, Command, Obscuring Mist^D, Protection from Good, Shield of Faith*

2nd: *Aid, Desecrate, Hold Animal^D, Hold Person, Sound Burst, Undetectable Alignment*

3rd: *Animate Dead, Bestow Curse, Dispel Magic, Dominate Animal^D, Protection from Energy*

4th: *Control Water^D, Divination, Freedom of Movement, Spell Immunity, Summon Monster IV**

5th: *Commune With Nature^D, Righteous Might, Summon Monster V**

*= Summon spell; creature gains +4 Str and Con

Hybrid Form

8HD Large wereoctopus Cleric 10;**hp:** 107

S24 D17 C14 I10 W19 Ch8;**Fort** +15, **Ref** +11, **Will** +13

Init: +1 **Move:** 20 ft., swim 30 ft.

AC: 23 (-1 size, +3 Dex, +7 natural, +4 *heavy wooden shield* +2), touch 12, flat 20

BAB/Grapple: +13/+24

Full Attack: +3 *heavy mace* +22/+17/+12 melee (1d8+10), 6 tentacles +19 melee (1d4+7), bite +15 melee (1d8+3)

Special Att: Curse of lycanthropy, rebuke undead, spells

Special Qual: Alternate form, DR 10/silver, ink cloud, low-light vision, jet, octopus empathy, scent

Skills: Balance +5, Concentration +14, Escape Artist +23, Hide +11, Knowledge (Religion) +13, Listen +6, Spellcraft +13, Spot +10, Swim +25

Feats: Agile, Alertness, Augment Summoning, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 14

Gear: *heavy wooden shield* +2 (4,157 gp), +3 *heavy mace* (18,312 gp), *periapt of Wisdom* +2 (4,000 gp), *cloak of resistance* +3 (9,000 gp)

Total: 44,769 gp (45,000 gp)

See human form for spells and abilities

Animal Form

8HD Large wereoctopus Cleric 10;**hp:** 107

S24 D17 C14 I10 W19 Ch8;**Fort** +15, **Ref** +11, **Will** +13

Init: +1 **Move:** 20 ft., swim 30 ft.

AC: 20 (-1 size, +3 Dex, +7 natural), touch 13, flat 17

BAB/Grapple: +13/+24

Full Attack: 8 tentacles +19 melee (1d4+7), bite +14 melee (1d8+3)

Special Att: Curse of lycanthropy, rebuke undead, spells

Special Qual: Alternate form, DR 10/silver, ink cloud, low-light vision, jet, octopus empathy, scent

Skills: Balance +5, Concentration +14, Escape Artist +23, Hide +11, Knowledge (Religion) +13, Listen +6, Spellcraft +13, Spot +10, Swim +25

Feats: Agile, Alertness, Augment Summoning, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 14

Gear: not used

Total: 44,769 gp (45,000 gp)

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Wereoctopus Krakentau

Human Form

8HD fiendish wereoctopus Clr 18; **hp:** 154

S14 D13 C12 I10 W25 Ch8; **Fort** +23, **Ref** +18, **Will** +26

Init: +1 **Move:** 20 ft.

AC: 28 (+1 Dex, +17 *chain mail* +5 & *heavy wooden shield* +5), touch 11, flat 27

BAB/Grapple: +19/+21

Full Attack: +4 *unholy aquatic humanoid bane heavy mace* +25/+20/+15/+10 melee (1d8+6 + 2d6 vs. good + 2d6 vs. humanoids (aquatic))

Special Att: Magic strike, rebuke undead, smite good 1x/day,

Special Qual: Alternate form, DR 10/magic, octopus empathy, low-light vision, resist cold 20, resist fire 10 scent, SR 31

Skills: Concentration +22, Escape Artist +4, Hide +0, Knowledge (Religion) +21, Spellcraft +21, Spot +8, Swim +0

Feats: Agile, Alertness, Augment Summoning, Energy Resistance (Cold)^E, Great Smiting^E, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 24

Gear: *shapeshifter's chain mail* +5 (100,300 gp), *heavy wooden shield* +5 (25,157 gp), +4 *unholy aquatic humanoid bane heavy mace* (128,312 gp), *periapt of Wisdom* +6 (36,000 gp), *cloak of resistance* +5 (25,000 gp)

Total: 314,769 gp (320,000 gp)

Smite Good (Su): Once per day, the wereoctopus krakentau can make a normal melee attack to add +40 damage.

Rebuke Undead (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+17

Animal Domain: *speak with animals* 1x/day.

Water Domain: 2x/day. Turn or destroy fire creatures as turn undead. Rebuke, command or bolster water creatures as rebuke undead.

Typical Cleric Spell List

(6/8/8/8/7/6/6/5/4/2; CL 10; DC 17 + Spell Level; Domains: Animal, Water)

0: *Create Water, Detect Magic, Guidance, Light, Read Magic, Resistance*

1st: *Bane, Bless Water, Command, Doom, Obscuring Mist^D, Magic Stone, Protection from Good, Shield of Faith*

2nd: *Aid, Darkness, Desecrate, Hold Animal^D, Hold Person, Shatter, Sound Burst, Undetectable Alignment*

3rd: *Animate Dead, Bestow Curse, Blindness/Deafness, Dispel Magic, Dominate Animal^D, Invisibility Purge, Meld Into Stone, Protection from Energy*

4th: *Control Water^D, Dismissal, Divination, Freedom of Movement, Poison, Spell Immunity, Summon Monster IV**

5th: *Commune With Nature^D, Flame Strike, Greater Command, Righteous Might, Slay Living, Summon Monster V**

6th: *Blade Barrier, Greater Dispel Magic, Harm, Heal, Word of Recall*

7th: *Blasphemy, Destruction, Repulsion, Summon Monster VII**

8th: *Dimensional Lock, Earthquake, Summon Monster VIII**

9th: *Implosion*

*= Summon spell; creature gains +4 Str and Con

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Hybrid Form

8HD Large fiendish wereoctopus Clr 18;**hp:** 154

S24 D17 C14 I10 W25 Ch8;**Fort** +24, **Ref** +20, **Will** +26

Init: +3 **Move:** 20 ft.

AC: 38 (-1 size, +3 Dex, +9 natural, +17 *shapeshifter's chain mail* +5 & *heavy wooden shield* +5), touch 12, flat 35

BAB/Grapple: +19/+30

Full Attack: +4 *unholy aquatic humanoid bane heavy mace* +31/+26/+21/+16 melee (1d8+13 + 2d6 vs. good + 2d6 vs. humanoids (aquatic)), 6 tentacles +25 melee (1d4+7), bite +20 melee (1d8+3)

Special Att: Constrict, curse of lycanthropy, magic strike, improved grab, rebuke undead, smite good 1x/day,

Special Qual: Alternate form, DR 10/magic, DR 10/silver, ink cloud, jet, low-light vision, octopus empathy, resist cold 20, resist fire 10, SR 31

Skills: Concentration +22, Escape Artist +16, Hide +6, Knowledge (Religion) +21, Spellcraft +21, Spot +8, Swim +13

Feats: Agile, Alertness, Augment Summoning, Energy Resistance (Cold)^E, Great Smiting^E, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 24

Gear: *shapeshifter's chain mail* +5 (100,300 gp), *heavy wooden shield* +5 (25,157 gp), +4 *unholy aquatic humanoid bane heavy mace* (128,312 gp), *periapt of Wisdom* +6 (36,000 gp), *cloak of resistance* +5 (25,000 gp)

Total: 314,769 gp (320,000 gp)

See human form for abilities and spells

Animal Form

8HD Large fiendish wereoctopus Clr 18;**hp:** 154

S24 D17 C14 I10 W25 Ch8;**Fort** +19, **Ref** +15, **Will** +21

Init: +3 **Move:** 20 ft.

AC: 31 (-1 size, +3 Dex, +9 natural, +10 *shapeshifter's chain mail* +5), touch 12, flat 28

BAB/Grapple: +19/+30

Full Attack: 8 tentacles +25 melee (1d4+7), bite +20 melee (1d8+3)

Special Att: Constrict, curse of lycanthropy, magic strike, improved grab, rebuke undead, smite good 1x/day,

Special Qual: Alternate form, DR 10/magic, DR 10/silver, ink cloud, jet, low-light vision, octopus empathy, resist cold 20, resist fire 10, SR 31

Skills: Concentration +22, Escape Artist +18, Hide +8, Knowledge (Religion) +21, Spellcraft +21, Spot +8, Swim +17

Feats: Agile, Alertness, Augment Summoning, Energy Resistance (Cold)^E, Great Smiting^E, Lightning Reflexes, Natural Spell^B, Skill Focus (Hide), Spell Focus (Conjuration), Toughness

CR: 24

Gear: *shapeshifter's chain mail* +5 (100,300 gp)

Total: 314,769 gp (320,000 gp)

See human form for abilities and spells

Shapeshifter Armor: This armor enhancement grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph*, *shapeshift*, *wild shape*, or similar abilities).

CL: 10th; **Prerequisites:** Craft Magic Arms and Armor, *alter form* or *wild shape* ability; **Market Price:** +5 bonus

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Weresnake, Giant Constrictor

	Medium Human Sorcerer 3 Weresnake (Human Form) (Human, Shapechanger)	Large Human Sorcerer 3 Weresnake (Snake Form) (Human, Shapechanger)	Large Human Sorcerer 3 Weresnake (Hybrid Form) (Human, Shapechanger)
Hit Dice:	3d4+3 + 7d8+14 (55 hp)	3d4+3 + 7d8+14 (55 hp)	3d4+3 + 7d8+14 (55 hp)
Initiative:	+5	+8	+8
Speed:	30 ft. (6 squares)	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
AC:	11 (+1 Dex), touch 11, flat 10	16 (-1 size, +4 Dex, +3 natural), touch 13, Flat 12	16 (-1 size, +4 Dex, +3 natural) Flat 12
BAB/Grapple:	+6/+6	+6/+15	+6/+15
Attack:	Dagger +6 melee (1d4;19-20/x2)	Bite +10 melee (1d6+5)	Bite +10 melee (1d6+5)
Full Attack:	Dagger +6/+1 melee (1d4;19-20/x2)	Bite +10 melee (1d6+5)	Bite +10 melee (1d6+5), 2 claws +5 melee (1d4+2)
Space/Reach:	5-ft./5 ft.	10-ft./5 ft.	10-ft/10 ft.
Height/Length:	5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)	(L) 10 ft. + 1d6 ft. (13 ft.)	8 ft. + 2d8 in. (8 ft. 9 in.)
Weight:	150 lbs + 2d6 x 5 lbs. (185 lbs.)	250 lbs. + 1d4 x 50 lbs. (350 lbs.)	as snake form
Special Att:	Spells	Constrict 1d6+7, improved grab	Constrict 1d6+7, improved grab, spells
Special Qual:	Alternate form, snake empathy, Low-light vision, scent	Alternate form, DR 10/silver, low-light vision, scent, snake Empathy	Alternate form, DR 10/silver, low-light vision, scent, snake empathy
Saves:	Fort +7, Ref +7, Will +5	Fort +8, Ref +10, Will +5	Fort +8, Ref +10, Will +5
Abilities:	S10 D12 C13 I14 W10 Ch18	S20 D18 C15 I14 W10 Ch18	S20 D18 C15 I14 W10 Ch18
Skills:	Balance +5, Climb +6, Concentration, +6, Hide +14, Knowledge (Arcana) +6, Listen +5, Spellcraft +6, Spot +6, Swim +11	Balance +5, Climb +6, Concentration +6, +6, Hide +14, Knowledge (Arcana) +6, Listen +5, Spellcraft +6, Spot +6, Swim +11	Balance +5, Climb +6, Concentration +6, Hide +14, Knowledge (Arcana) +6, Listen +5, Spellcraft +6, Spot +6, Swim +11
Feats:	Alertness, Endurance, Improved Initiative, Toughness		
Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary, Brace (2), Nest (3-5)	Solitary, Brace (2), Nest (3-5)	Solitary, Brace (2), Nest (3-5)
CR:	7	7	7
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:	+3	+3	+3

Giant constrictor weresnakes are cautious and calculating predators. They have a taste for the flesh of sentient beings, and tend to be greedy and ever hungry.

In humanoid form, weresnakes tend to be muscular, but with an oily slickness to their skin. They often have dark colored splotches on their skin, especially on the back.

In hybrid form, a weresnake has the lower half of a great boa constrictor and appears humanoid from the torso up, except for the head, which is serpentine. They have yellow, slitted eyes.

Combat

Giant constrictor weresnakes prefer to attack from ambush, using their strength to quickly overcome and crush an opponent. They often hide above or beneath an opponent's line of sight, whether dropping down from above or striking from a hidden position underfoot.

If badly injured, most weresnakes will retreat and seek easier prey; only if starving will a weresnake usually continue fighting when the odds are against it.

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

Giant Constrictor Wersnakes on Amōeros

While lycanthropy is normally associated with Urdeus, the Night watchman, giant constrictor and viper weresnakes are the creation of Aspus as a boon to his human worshippers and those he wishes to make thralls. Afflicted weresnakes who have offspring always generate natural weresnake offspring. Generally speaking when natural weresnakes mate, there are no second or successive generations of weresnakes – instead, such offspring are aspii.

Giant constrictor weresnakes seem to be more common in mountainous southern lands as well as forests, such as the Yaz.

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Constrictor Weresnake Ambusher

Human Form

7HD weresnake Sor 8;hp: 76

S10 D13 C12 I14 W10 Ch19;Fort +8, Ref +8, Will +8

Init: +5 Move: 30 ft.

AC: 16 (+1 Dex, +3 bracers of armor +3, +2 ring of protection +2), touch 13, flat 15

BAB/Grapple: +9/+9

Full Attack: Dagger +9/+4 melee (1d4;19-20/x2)

Special Att: Spells

Special Qual: Alternate form, low-light vision, snake empathy, scent

Skills: Balance +16, Bluff +15, Climb +15, Concentration +12, Craft (Alchemy) +13, Hide +12, Knowledge (Arcana) +13, Listen +9, Spellcraft +13, Spot +10

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Spell Focus (Enchantment), Toughness

CR: 12

Gear: bracers of armor +3 (9,000 gp), ring of protection +2 (8,000 gp), cloak of Charisma +2 (4,000 gp), necklace of fireballs type I (1,650 gp), wand of charm monster (5 charges) (2,100 gp), scroll of modify memory (1,000 gp), potion of cure serious wounds (750 gp)

Total: 26,500 gp (27,000 gp)

Typical Sorcerer Spells

(6/7/7/6/4;CL 8;DC 14 + Spell Level)

0: Arcane Mark, Daze*, Detect Magic, Ghost Sound, Read Magic, Open/Close, Prestidigitation, Touch of Fatigue

1st: Color Spray, Comprehend Languages, Disguise Self, Hypnotism*, Silent Image

2nd: Detect Thoughts, Invisibility, Touch of Idiocy*

3rd: Deep Slumber*, Suggestion*

4th: Charm Monster*

* = Enchantment Spell; DC +2

Hybrid Form

7HD Large weresnake Sor 8;hp: 76

S20 D19 C14 I14 W10 Ch19;Fort +9, Ref +11, Will +8

Init: +8 Move: 20 ft., climb 20 ft., swim 20 ft.

AC: 21 (-1 size, +4 Dex, +3 natural, +3 bracers of armor +3, +2 ring of protection +2), touch 15, flat 18

BAB/Grapple: +9/+18

Full Attack: Bite +13 melee (1d6+5), 2 claws +8 melee (1d4+2)

Special Att: Constrict 1d6+7, curse of lycanthropy, spells

Special Qual: Alternate form, DR 10/silver, low-light vision, snake empathy, scent

Skills: Balance +19, Bluff +15, Climb +20, Concentration +12, Craft (Alchemy) +13, Hide +11, Knowledge (Arcana) +13, Listen +9, Spellcraft +13, Spot +10

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Spell Focus (Enchantment), Toughness

CR: 12

Gear: bracers of armor +3 (9,000 gp), ring of protection +2 (8,000 gp), cloak of Charisma +2 (4,000 gp), necklace of fireballs type I (1,650 gp), wand of charm monster (5 charges) (2,100 gp), scroll of modify memory (1,000 gp), potion of cure serious wounds (750 gp)

Total: 26,500 gp (27,000 gp)

See human form for spells and abilities

Animal Form

7HD Large weresnake Sor 8;hp: 76

S20 D19 C14 I14 W10 Ch19;Fort +9, Ref +11, Will +8

Init: +8 Move: 20 ft., climb 20 ft., swim 20 ft.

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

BAB/Grapple: +9/+18

Full Attack: Bite +13 melee (1d6+5)

Special Att: Constrict 1d6+7, curse of lycanthropy, spells

Special Qual: Alternate form, DR 10/silver, low-light vision, snake empathy, scent

Skills: Balance +19, Bluff +15, Climb +20, Concentration +12, Craft (Alchemy) +13, Hide +11, Knowledge (Arcana) +13, Listen +9, Spellcraft +13, Spot +10

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Spell Focus (Enchantment), Toughness

CR: 12

Gear: not used

Total: 26,500 gp (27,000 gp)

See human form for spells and abilities

Bestiary Nefarious

Constrictor Weresnake Deathgrip

Human Form

7HD weresnake Sor 8/Rog 5;hp: 98

S10 D17 C12 I14 W10 Ch22;Fort +9, Ref +12, Will +9

Init: +7 Move: 30 ft.

AC: 22 (+3 Dex, +5 *bracers of armor* +5, +2 *ring of protection* +2, +2 *ring of force shield*), touch 15, flat 19

BAB/Grapple: +12/+12

Full Attack: Dagger +9/+4 melee (1d4;19-20/x2)

Special Att: Sneak attack +3d6, spells

Special Qual: Alternate form, evasion, low-light vision, snake empathy, scent, spell absorption, trapfinding, trap sense +1, uncanny dodge

Skills: Balance +16, Bluff +21, Climb +20, Concentration +12, Craft (Alchemy) +13, Hide +17, Knowledge (Arcana) +13, Listen +14, Move Silently +11, Sense Motive +10, Spellcraft +13, Spot +15, Tumble +11

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Silent Spell, Spell Focus (Enchantment), Toughness

CR: 17

Gear: *bracers of armor* +5 (25,000 gp), *ring of protection* +2 (8,000 gp), *ring of force shield* (8,500 gp), *cloak of Charisma* +4 (16,000 gp), *gloves of Dexterity* +4 (16,000 gp), *necklace of fireballs type I* (1,650 gp), *wand of crushing despair* (5 charges) (2,100 gp), *scroll of modify memory* (1,000 gp), *pale lavender ellipsoid ioun stone* (20,000 gp), *potion of cure serious wounds* (750 gp)

Total: 99,000 gp (100,000 gp)

Typical Sorcerer Spells

(6/7/7/6/4;CL 8;DC 15 + Spell Level)

0: *Arcane Mark*, *Daze**, *Detect Magic*, *Ghost Sound*, *Read Magic*, *Open/Close*, *Prestidigitation*, *Touch of Fatigue*

1st: *Color Spray*, *Comprehend Languages*, *Disguise Self*, *Hypnotism**, *Silent Image*

2nd: *Detect Thoughts*, *Invisibility*, *Touch of Idiocy**

3rd: *Deep Slumber**, *Suggestion**

4th: *Charm Monster**

* = Enchantment Spell; DC +2

Evasion (Ex): If a weresnake deathgripper 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.

Spell Absorption (It): As a readied action, can absorb 20 spell levels of 4th level or lower spells due to ioun stone.

Trap Sense (Ex): A weresnake deathgripper 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 weresnake deathgripper 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.

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Hybrid Form

7HD Large weresnake Sor 8/Rog 5;**hp:** 98

S20 D23 C14 I14 W10 Ch22;**Fort** +10, **Ref** +15, **Will** +9

Init: +10 **Move:** 20 ft., climb 20 ft., swim 20 ft.

AC: 27 (-1 size, +6 Dex, +3 natural, +5 *bracers of armor* +5, +2 *ring of protection* +2, +2 *ring of force shield*), touch 17, flat 21

BAB/Grapple: +12/+21

Full Attack: Bite +16 melee (1d6+5), 2 claws +11 melee (1d4+2)

Special Att: Sneak attack +3d6, spells

Special Qual: Alternate form, DR 10/silver evasion, low-light vision, snake empathy, scent, spell absorption, trapfinding, trap sense +1, uncanny dodge

Skills: Balance +19, Bluff +21, Climb +25, Concentration +12, Craft (Alchemy) +13, Hide +16, Knowledge (Arcana) +13, Listen +14, Move Silently +14, Sense Motive +10, Spellcraft +13, Spot +15, Tumble +14

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Silent Spell, Spell Focus (Enchantment), Toughness

CR: 17

Gear: *bracers of armor* +5 (25,000 gp), *ring of protection* +2 (8,000 gp), *ring of force shield* (8,500 gp), *cloak of Charisma* +4 (16,000 gp), *gloves of Dexterity* +4 (16,000 gp), *necklace of fireballs type I* (1,650 gp), *wand of crushing despair* (5 charges) (2,100 gp), *scroll of modify memory* (1,000 gp), *pale lavender ellipsoid ioun stone* (20,000 gp), *potion of cure serious wounds* (750 gp)

stone (20,000 gp), *potion of cure serious wounds* (750 gp)

Total: 99,000 gp (100,000 gp)

See human form for spells and special abilities

Animal Form

7HD Large weresnake Sor 8/Rog 5;**hp:** 98

S20 D19 C14 I14 W10 Ch18;**Fort** +10, **Ref** +13, **Will** +9

Init: +8 **Move:** 20 ft., climb 20 ft., swim 20 ft.

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

BAB/Grapple: +12/+21

Full Attack: Bite +16 melee (1d6+5), 2 claws +11 melee (1d4+2)

Special Att: Sneak attack +3d6, spells

Special Qual: Alternate form, DR 10/silver evasion, low-light vision, snake empathy, scent, spell absorption, trapfinding, trap sense +1, uncanny dodge

Skills: Balance +17, Bluff +19, Climb +25, Concentration +12, Craft (Alchemy) +13, Hide +14, Knowledge (Arcana) +13, Listen +14, Move Silently +12, Sense Motive +10, Spellcraft +13, Spot +15, Tumble +12

Feats: Alertness, Endurance, Eschew Materials, Greater Spell Focus (Enchantment), Improved Initiative^B, Silent Spell, Spell Focus (Enchantment), Toughness

CR: 17

Gear: *pale lavender ellipsoid ioun stone* (20,000 gp)

Total: 99,000 gp (100,000 gp)

Bestiary Nefarious

Weresnake, Viper

	Medium Human Rogue 1 Weresnake (Human Form) (Human, Shapechanger)	Medium Human Rogue 1 Weresnake (Snake Form) (Human, Shapechanger)	Medium Human Rogue 1 Weresnake (Hybrid Form) (Human, Shapechanger)
Hit Dice:	1d6+1 + 2d8+2 (15 hp)	1d6+1 + 2d8+2 (15 hp)	1d6+1 + 2d8+2 (15 hp)
Initiative:	+2	+5	+5
Speed:	30 ft.	20 ft. (4 squares), climb 20 ft., Swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
AC:	14 (+2 Dex, +2 leather), touch 12, flat 12	18 (+5 Dex, +3 natural), touch 15, +1/+0	18 (+5 Dex, +3 natural), touch 15, flat 13 +1/+0
BAB/Grapple:	+1/+2		
Attack:	rapier +3 melee (1d6+1;18-20/x2)	bite +6 melee (1d4 + poison)	bite +6 melee (1d4+poison)
Full Attack:	rapier +3 melee (1d6+1;18-20/x2)	bite +6 melee (1d4 + poison)	bite +6 melee (1d4 + poison)
Space/Reach:	5-ft./5 ft.	5-ft./5 ft.	5-ft./5 ft.
Height:	5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)	as human form	as human form
Weight:	150 lbs. + 2d6 x 5 lbs. (185 lbs.)	1/3 human form (50 lbs.)	as human form
Special Att:	Sneak attack +1d6	poison, sneak attack +1d6	poison, sneak attack +1d6
Special Qual:	Alternate form, low-light vision, Scent, snake empathy	Alternate form, DR 10/silver, low-light vision, scent, snake empathy	Alternate form, DR 10/silver, low-light vision, scent, snake empathy
Saves:	Fort +4 , Reflex +7, Will +1	Fort +4 , Reflex +10, Will +1	Fort +4 , Reflex +10, Will +1
Abilities:	S12 D15 C13 I14 W12 Ch8	S10 D21 C13 I14 W12 Ch8	S10 D21 C13 I14 W12 Ch8
Skills:	Appraise +6, Balance +8, Bluff +3, Climb +7, Disable Device +6, Hide +8, Listen +7, Search +6, Sense Motive +5, Spot +7, Swim +5	Appraise +6, Balance +11, Bluff +3, Climb +11, Disable Device +6, Hide +15, Listen +11, Search +6, Sense Motive +5, Spot +11, Swim +12	Appraise +6, Balance +11, Bluff +3, Climb +11, Disable Device +6, Hide +15, Listen +11, Search +6, Sense Motive +5, Spot +11, Swim +12
Feats:	Improved Initiative ^B , Combat Expertise, Weapon Finesse	Improved Initiative ^B , Combat Expertise, Weapon Finesse	Improved Initiative ^B , Combat Expertise, Weapon Finesse
Environment:	Any temperate or hot	Any temperate or hot	Any temperate or hot
Organization:	Solitary, Pair (2), Nest (3-5)	Solitary, Pair (2), Nest (3-5)	Solitary, Pair (2), Nest (3-5)
CR:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always Lawful Evil	Always Lawful Evil	Always Lawful Evil
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Deadly and conniving, viper weresnakes hide their true intentions until they have cornered or otherwise placed their victim in a position with no escape. They often are con artists or other slick-tongued individuals willing to part a fool and his money. A weresnake tends to abhor outright thuggery, and uses implied threats and cunning social maneuvering to take down prey, only striking with a hidden, envenomed dagger when all else fails.

In humanoid form, a viper weresnake often sports a widow's peak and is very lithe – almost double-jointed. In hybrid form, a viper weresnake has the lower half a sinuous serpent, and the upper torso of a humanoid, though covered in glistening scales. The head is always serpentine and often sports a cobra-like hood. In some cases, instead of a hood, the viper weresnake may sport a loud rattle at the tip of its tail. A small number of viper weresnakes sport neither a cobra's hood nor a rattle, tending to have bright-colored scales that are almost hypnotic in nature.

Combat

Unless forced into direct confrontation, weresnakes prefer to overpower others through social manipulation.

However, on nights of the full moon a viper weresnake is often overcome with the desire to kill, and they will seek out gullible prey to isolate and kill, using their snake form to strike.

Viper weresnakes often milk and store their own poison for use on their weapons, either using cunningly crafted sheathes to keep weapons envenomed or keeping the poison in vials that they then use upon their weapons.

Poison (Ex): A weresnake's bite injects a neurotoxin into its victim (Type: Injected; Fort DC 12;Init: 1d6 Con; Sec: 1d6 Con).

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

Viper Wersnake Poison

Strictly going by the rules, the viper weresnake's poison should remain at a DC of 11 + Con modifier. However, for the CR adjustment that is applied to the base creature, this doesn't fit well. So we've modified the DC slightly so it is ½ HD/levels and the poison gets stronger as the weresnake advances, keeping it a deadly foe.

Bestiary Nefarious

Viper Weresnake Venomtooth

Human Form

2HD weresnake Rog 6;**hp**: 38

S12 D16 C13 I14 W12 Ch8;**Fort** +8, **Ref** +13, **Will** +5

Init: +7 **Move**: 30 ft.

AC: 17 (+3 Dex, +4 *leather* +2), touch 13, flat 14

BAB/Grapple: +5/+6

Full Attack: +1 *rapier* +9 melee (1d6+2 + poison;18-20/x2)

Special Att: Sneak attack +3d6

Special Qual: Alternate form, evasion, low-light vision, scent, snake empathy, trapfinding, trap sense +2, uncanny dodge

Skills: Appraise +11, Balance +14, Bluff +8, Climb +12, Disable Device +11, Hide +14, Listen +12, Search +11, Sense Motive +10, Spot +12, Swim +10

Feats: Improved Initiative^B, Combat Expertise, Dodge, Weapon Finesse

CR: 8

Gear: *leather* +2 (4,155 gp), +1 *rapier* (2,320 gp), *cloak of resistance* +1 (1,000 gp), *potion of Cat's Grace* (300 gp), *potion of cure serious wounds* (750 gp)

Total: 8,525 gp (9,400 gp)

Evasion (Ex): If a weresnake venomtooth 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 (Ex): A weresnake venomtooth's bite injects a neurotoxin into its victim (Type: Injected; Fort DC 15;Init: 1d6 Con; Sec: 1d6 Con). The weresnake venomtooth also uses the poison to coat his blade.

Trap Sense (Ex): A weresnake venomtooth 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 weresnake venomtooth 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

2HD weresnake Rog 6;**hp**: 38

S10 D22 C13 I14 W12 Ch8;**Fort** +8, **Ref** +13, **Will** +5

Init: +10 **Move**: 30 ft.

AC: 19 (+6 Dex, +3 natural), touch 16, flat 13

BAB/Grapple: +5/+5

Full Attack: Bite +11 melee (1d4 + poison), *rapier* +1 +12 melee (1d6 + poison)

Special Att: Sneak attack +3d6

Special Qual: Alternate form, evasion, low-light vision, scent, snake empathy, trapfinding, trap sense +2, uncanny dodge

Skills: Appraise +11, Balance +17, Bluff +8, Climb +11, Disable Device +11, Hide +17, Listen +12, Search +11, Sense Motive +10, Spot +12, Swim +9

Feats: Improved Initiative^B, Combat Expertise, Dodge, Weapon Finesse

CR: 8

Gear: +1 *rapier* (2,320 gp), *cloak of resistance* +1 (1,000 gp), *potion of Cat's Grace* (300 gp), *potion of cure serious wounds* (750 gp)

Total: 8,525 gp (9,400 gp)

Animal Form

2HD weresnake Rog 6;**hp**: 38

S10 D22 C13 I14 W12 Ch8;**Fort** +6, **Ref** +11, **Will** +3

Init: +10 **Move**: 30 ft.

AC: 19 (+6 Dex, +3 natural), touch 16, flat 13

BAB/Grapple: +5/+5

Full Attack: Bite +11 melee (1d4 + poison)

Special Att: Sneak attack +3d6

Special Qual: Alternate form, evasion, low-light vision, scent, snake empathy, trapfinding, trap sense +2, uncanny dodge

Skills: Appraise +11, Balance +17, Bluff +8, Climb +11, Disable Device +11, Hide +17, Listen +12, Search +11, Sense Motive +10, Spot +12, Swim +9

Feats: Improved Initiative^B, Combat Expertise, Dodge, Weapon Finesse

CR: 8

Gear: not used

Total: 8,525 gp (9,400 gp)

Bestiary Nefarious

Viper Weresnake Slinker

Human Form

2HD weresnake Rog 8/Asn 4;**hp**: 65

S12 D18 C13 I16 W12 Ch8;**Fort** +9, **Ref** +20, **Will** +7

Init: +8 **Move**: 30 ft.

AC: 17 (+4 Dex, +4 *bracers of armor* +4), touch 13, flat 14

BAB/Grapple: +9/+10

Full Attack: +2 *rapier* +14/+9 melee (1d6+3 + poison;18-20/x2)

Special Att: Death attack, sneak attack +6d6

Special Qual: Alternate form, evasion, improved uncanny dodge, low-light vision, poison use, scent, snake empathy, spells, trapfinding, trap sense +2, uncanny dodge, +2 save against poison

Skills: Balance +16, Bluff +12, Climb +14, Disable Device +13, Disguise +11, Hide +20, Listen +14, Move Silently +18, Search +17, Sense Motive +16, Spot +18, Swim +1

Feats: Combat Expertise, Improved Feint, Improved Initiative^B, Combat Expertise, Dodge, Weapon Finesse

CR: 14

Gear: *bracers of armor* +4 (16,000 gp), *rapier* +2 (8,320 gp), *cloak of resistance* +3 (9,000 gp), *gloves of Dexterity* +2 (4,000 gp), *potion of cure serious wounds* (750 gp), 4 vials of viper weresnake poison (0 gp)

Total: 38,070 gp (45,000 gp)

Evasion (Ex): If a weresnake slinker 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 weresnake slinker 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 (Ex): A weresnake slinker's bite injects a neurotoxin into its victim (Type: Injected; Fort DC 18;Init: 1d6 Con; Sec: 1d6 Con). The weresnake slinker also uses this poison to coat his blade.

Trap Sense (Ex): A weresnake slinker 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 weresnake slinker 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

(4/2;CL 4;DC 13 + spell level)

1st: *Disguise Self*, *Jump*, *Obscuring Mist*, *True Strike*

2nd: *Invisibility*, *Pass without Trace*, *Spider Climb*

Hybrid Form

2HD weresnake Rog 8/Asn 4;**hp**: 65

S10 D24 C13 I16 W12 Ch8;**Fort** +9, **Ref** +23, **Will** +7

Init: +11 **Move**: 30 ft.

AC: 24 (+7 Dex, +3 natural, +4 *bracers of armor* +4), touch 17, flat 17

BAB/Grapple: +9/+9

Full Attack: +2 *rapier* +17/+12 melee (1d6+2 + poison;18-20/x2), bite +16 melee (1d4 + poison)

Special Att: Death attack, sneak attack +6d6

Special Qual: Alternate form, evasion, improved uncanny dodge, low-light vision, poison use, scent, snake empathy, spells, trapfinding, trap sense +2, uncanny dodge, +2 save against poison

Skills: Balance +19, Bluff +12, Climb +13, Disable Device +13, Disguise +14, Hide +20, Listen +14, Move Silently +21, Search +17, Sense Motive +16, Spot +18, Swim +8

Feats: Combat Expertise, Improved Feint, Improved Initiative^B, Combat Expertise, Dodge, Weapon Finesse

CR: 14

Gear: *bracers of armor* +4 (16,000 gp), *rapier* +2 (8,320 gp), *cloak of resistance* +3 (9,000 gp), *gloves of Dexterity* +2 (4,000 gp), *potion of cure serious wounds* (750 gp), 4 vials of viper weresnake poison (0 gp)

Total: 38,070 gp (45,000 gp)

Bestiary Nefarious

Animal Form

2HD weresnake Rog 8/Asn 4;**hp:** 65

S10 D24 C13 I16 W12 Ch8;**Fort** +9, **Ref** +23, **Will** +7

Init: +11 **Move:** 30 ft.

AC: 24 (+7 Dex, +3 natural, +4 *bracers of armor* +4),
touch 17, flat 17

BAB/Grapple: +9/+9

Full Attack: +2 *rapier* +17/+12 melee (1d6+2 +
poison;18-20/x2), bite +16 melee (1d4 +
poison)

Special Att: Death attack, sneak attack +6d6

Special Qual: Alternate form, evasion, improved
uncanny dodge, low-light vision, poison
use, scent, snake empathy, spells,
trapfinding, trap sense +2, uncanny dodge,
+2 save against poison

Skills: Balance +19, Bluff +12, Climb +13, Disable
Device +13, Disguise +14, Hide +20, Listen +14,
Move Silently +21, Search +17, Sense Motive +16,
Spot +18, Swim +8

Feats: Combat Expertise, Improved Feint, Improved
Initiative^B, Combat Expertise, Dodge, Weapon
Finesse

CR: 14

Gear: not used

Total: 38,070 gp (45,000 gp)

Bestiary Nefarious

Viper Weresnake Black Mamba

Human Form

4 HD corrupted soul weresnake (Evil, Shapechanger) Rog 8/Asn 10;**hp**: 103

S12 D25 C13 I16 W10 Ch8;**Fort** +14, **Ref** +22, **Will** +11

Init: +11 **Move**: 30 ft., fly 40 ft. (average)

AC: 28 (+7 Dex, +3 natural, +8 armor), touch 17, flat 21

BAB/Grapple: +16/+17

Full Attack: +5 *acid rapier* +28/+23/+18/+13 melee (1d6+6 + 1d6 acid + poison; 15-20/x2)

Special Att: Death attack, sneak attack +9d6, touch of rot

Special Qual: Alternate form, evasion, hide in plain sight, improved uncanny dodge, poison use, snake empathy, shield against the eye, spells, trap sense + 2, uncanny dodge, +5 save vs. poison, twisted soul

Skills: Balance +21, Bluff +18, Climb +15, Disable Device +19, Disguise +22, Escape Artist +6, Forgery +5, Hide +26, Listen +16, Move Silently +27, Search +23, Sense Motive +16, Spot +20, Swim +8

Feats: Combat Expertise, Deceitful, Dodge, Extend Spell, Improved Critical (Rapier), Improved Feint, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse

CR: 21

Gear: *bracers of armor* +8 (64,000 gp), *amulet of natural armor* +3 (18,000 gp), +5 *acid rapier* (72,320 gp), *gloves of dexterity* +6 (36,000 gp), *cloak of resistance* +5 (25,000 gp), *potion of cure serious wounds* (750 gp), *carpet of flying* (5 ft.) (20,000 gp), 4 vials of viper weresnake poison (0 gp)

Total: 236,070 gp (240,000 gp)

Evasion (Ex): If a weresnake black mamba 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.

Hide in Plain Sight (Su): A weresnake black mamba can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a weresnake black mamba can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

Improved Uncanny Dodge (Ex): A weresnake black mamba 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 (Ex): A weresnake black mamba's bite injects a neurotoxin into its victim (Type: Injected; Fort DC 22;Init:

1d6 Con; Sec: 1d6 Con). The weresnake black mamba also uses this poison to coat his blade.

Shield Against the Eye: The creature can use *invisibility* at will.

Trap Sense (Ex): A weresnake black mamba 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 weresnake black mamba 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.

Touch of Rot: The claw or slam attacks of the creature infect the victim with mummy rot.

Twisted Soul: The creature limbs become like rubber; it gains a +8 bonus to Escape Artist skill checks and can use the equivalent of the *Freedom of Movement* spell as if cast at a level equal to its Hit dice/level.

Typical Assassin Spell List

(4/4/4/3;CL 10;DC 13 + spell level)

1st: *Disguise Self*, *Jump*, *Obscuring Mist*, *True Strike*

2nd: *Alter Self*, *Invisibility*, *Pass without Trace*, *Spider Climb*

3rd: *Deep slumber*, *False Life*, *Misdirection*, *Nondetection*

4th: *Dimension Door*, *Glibness*, *Greater Invisibility*, *Locate Creature*

Bestiary Nefarious

Hybrid Form

4 HD corrupted soul weresnake (Evil, Shapechanger) Rog 8/Asn 10;**hp**: 103

S10 D30 C13 I16 W10 Ch8;**Fort** +14, **Ref** +25, **Will** +11

Init: +14 **Move**: 30 ft., fly 40 ft. (average)

AC: 34 (+10 Dex, +6 natural, +8 armor), touch 20, flat 24

BAB/Grapple: +16/+17

Full Attack: +5 *acid rapier* +28/+23/+18/+13 melee (1d6+6 + 1d6 acid + poison; 15-20/x2), bite +18 melee (1d4 + poison)

Special Att: Death attack, sneak attack +9d6, touch of rot

Special Qual: Alternate form, evasion, hide in plain sight, improved uncanny dodge, poison use, snake empathy, shield against the eye, spells, trap sense + 2, uncanny dodge, +5 save vs. poison, twisted soul

Skills: Balance +32, Bluff +18, Climb +32, Disable Device +19, Disguise +22, Escape Artist +6, Forgery +5, Hide +33, Listen +20, Move Silently +30, Search +23, Sense Motive +16, Spot +20, Swim +16

Feats: Combat Expertise, Deceitful, Dodge, Extend Spell, Improved Critical (Rapier), Improved Feint, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse

CR: 21

Gear: *bracers of armor* +8 (64,000 gp), *amulet of natural armor* +3 (18,000 gp), +5 *acid rapier* (72,320 gp), *gloves of dexterity* +6 (36,000 gp), *cloak of resistance* +5 (25,000 gp), *potion of cure serious wounds* (750 gp), *carpet of flying* (5 ft.) (20,000 gp), 4 vials of viper weresnake poison (0 gp)

Total: 236,070 gp (240,000 gp)

Animal Form

4 HD corrupted soul weresnake (Evil, Shapechanger) Rog 8/Asn 10;**hp**: 103

S10 D24 C13 I16 W10 Ch8;**Fort** +9, **Ref** +17, **Will** +6

Init: +14 **Move**: 30 ft., fly 40 ft. (average)

AC: 34 (+10 Dex, +6 natural, +8 armor), touch 20, flat 24

BAB/Grapple: +16/+17

Full Attack: bite +23 melee (1d4 + poison)

Special Att: Death attack, sneak attack +9d6, touch of rot

Special Qual: Alternate form, evasion, hide in plain sight, improved uncanny dodge, poison use, snake empathy, shield against the eye, spells, trap sense + 2, uncanny dodge, +5 save vs. poison, twisted soul

Skills: Balance +29, Bluff +18, Climb +32, Disable Device +19, Disguise +22, Escape Artist +6, Forgery +5, Hide +30, Listen +20, Move Silently +27, Search +23, Sense Motive +16, Spot +20, Swim +16

Feats: Combat Expertise, Deceitful, Dodge, Extend Spell, Improved Critical (Rapier), Improved Feint, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse

CR: 21

Gear: not used

Total: 236,070 gp (240,000 gp)

Bestiary Nefarious

Wereshark, Large

	Medium Human Fighter 1 Wereshark (Human Form) (Human, Shapechanger)	Large Human Fighter 1 Wereshark (Shark Form) (Aquatic, Human, Shapechanger)	Large Human Fighter 1 Wereshark (Hybrid Form) (Aquatic, Human, Shapechanger)
Hit Dice:	1d10+2 + 7d8+21 (59 hp)	1d10+2 + 7d8+21 (59 hp)	1d10+2 + 7d8+21 (59 hp)
Initiative:	+1 (+1 Dex)	+3 (+3 Dex)	+3 (+3 Dex)
Speed:	30 ft (6 squares)	Swim 60 ft. (12 squares)	30 ft. (6 squares), swim 60 ft. (12 squares)
Armor Class:	17 (+1 Dex, +6chain shirt & light wooden shield), touch 11, flat 16	18 (-1 size, +3 Dex, +6 natural), touch 12, flat 15	20 (-1 size, +3 Dex, +6 natural, +2 light wooden shield), touch 12, flat 15
BAB/Grapple:	+5/+7	+5/+14	+5/+14
Attack:	Bastard Sword +7 melee (1d10+2;19-20/x2)	Bite +10 melee (1d8+7)	Bite +10 melee (1d8+7), Bastard Sword +10 Melee (1d10+7;19-20/x2)
Full Attack:	Bastard Sword +7 melee (1d10+2;19-20/x2)	Bite +10 melee (1d8+7)	Bite +10 melee (1d8+7), bastard sword +10 Melee (1d10+7;19-20/x2)
Space/Reach:	5-ft./5 ft.	10-ft./5 ft.	10-ft./10 ft.
Height/Length:	5 ft. 3 in. + 2d6 in. (5 ft. 9 in.)	8 ft. + 1d8 ft. (12 ft.)	8 ft. + 1d4 ft. (10 ft.)
Weight:	150 lbs. + 2d6 x 5 lbs. (185 lbs.)	1,250 lbs. + 1d10 x 100 lbs. (1,850 lbs.)	500 lbs. + 1d8 x 50 lbs. (700 lbs.)
Special Att:	--	Curse of lycanthropy	Curse of lycanthropy
Special Qual:	Alternate Form, Blindsense, Keen scent, shark empathy	Alternate Form, blindsense, DR 10/silver, keen scent, shark empathy	Alternate Form, DR 10/silver, keen scent, shark empathy
Saves:	Fort +11, Reflex +6, Will +4	Fort +12, Reflex +8, Will +4	Fort +12, Reflex +8, Will +4
Abilities:	S15 D13 C14 I10 W14 Ch8	S21 D17 C16 I10 W14 Ch8	S21 D17 C16 I10 W14 Ch8
Skills:	Intimidate +3, Listen +7, Spot +10, Swim +3	Intimidate +3, Listen +7, Spot +10, Swim +20	Intimidate +3, Listen +7, Spot +10, Swim +18
Feats:	Alertness, Great Fortitude, Improved Initiative, Toughness ^B , Weapon Focus (Bastard Sword) ^F	Alertness, Great Fortitude, Improved Initiative, Toughness ^B , Weapon Focus (Bastard Sword) ^F	Alertness, Great Fortitude, Improved Initiative, Toughness ^B , Weapon Focus (Bastard Sword) ^F
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
CR:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always Chaotic Evil	Always Chaotic Evil	Always Chaotic Evil
Advancement:	By character class	By character class	By character class
Level Adj:	+3	+3	+3

Weresharks tend to be vicious predators preying on anything they can get their mouth wrapped around. Luckily, both their bipedal form and shark form require them to be in the water, so those far from a large body of water tend to be relatively safe.

In humanoid form, weresharks tend have a sharp, long nose and watery-looking eyes. They often have a streak of white hair along their sideburns and have thuggish dispositions. A wereshark in bipedal form has the body of a humanoid covered in sharkskin, with the head of a shark, gill-like slits in the neck, a prominent dorsal fin and webbed hands and feet that allow it to move swiftly in water. It can remain out of the water for one minute + Con modifier in minutes. Beyond this time they suffer the effects of drowning and must either return to water or shift to humanoid form.

Combat

Weresharks rush to bite their opponent, tearing huge chunks out of their foe as they swim. Only when on land will a wereshark resort to using weaponry, but so vicious is their bite they often forego the use of anything that does not cause as much damage as their bite.

Alternate Form (Su): A wereshark can assume a humanoid, bipedal shark form or shark form as a standard action.

Curse of Lycanthropy (Su): The bite of a wereshark in bipedal or shark form requires medium, large or huge humanoids or giants to make a DC 15 Fort save or contract lycanthropy.

Blindsense (Ex): A wereshark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

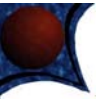
Keen Scent (Ex): A wereshark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

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.

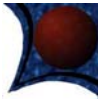
Weresharks on Amōeros

Weresharks are the divine minions of M'kree, chosen by his "touch" to do his bidding on Amēeros. Whether willing or unwilling, weresharks exist to do the will of M'kree. Generally speaking, even unwilling weresharks eventually turn to worship M'kree as their chaotic and evil side slowly takes over.

M'kree prefers strong, combat-capable individuals for the transformation, and has been known to cause those he deems weak that contract wereshark lycanthropy to be



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feasted upon by other weresharks directed by M'kree to kill the weakling.

Like wereoctopuses, the change a wereshark undergoes is tied to the lunar cycle of the moon Triton, instead of Luna.

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Wereshark Devourer

Human Form

7HD wereshark fighter 6;**hp**: 97

S20 D13 C14 I10 W14 Ch8;**Fort** +15, **Ref** +9, **Will** +7

Init: +5 **Move**: 30 ft.

AC: 21 (+1 Dex, +1 *amulet of natural armor*, +9 *chain shirt* +2 & *light wooden shield* +1), touch 11, flat 20

BAB/Grapple: +10/+15

Full Attack: +1 *bastard sword* +17/+12 melee (1d10+8;19-20/x2)

Special Att: -

Special Qual: Alternate form, blindsense, shark empathy

Skills: Intimidate +8, Listen +7, Spot +12, Swim +8

Feats: Alertness, Cleave^F, Great Fortitude, Improved Initiative, Improved Natural Attack, Improved Sunder, Power Attack^F, Toughness^B, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F

CR: 10

Gear: *chain shirt* +2 (4,350 gp), *light wooden shield* +1 (1,153 gp), +1 *bastard sword* (2,335 gp), *gauntlets of ogre power* (4,000 gp), *amulet of natural armor* +1 (2,000 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance* +1 (1,000 gp)

Total: 15,588 gp (16,000 gp)

Hybrid Form

7HD Large wereshark fighter 6;**hp**: 97

S26 D17 C16 I10 W14 Ch8;**Fort** +16, **Ref** +11, **Will** +7

Init: +7 **Move**: 30 ft., swim 60 ft.

AC: 23 (+3 Dex, +6 natural, +1 *amulet of natural armor*, +3 *light wooden shield* +1), touch 13, flat 20

BAB/Grapple: +10/+18

Full Attack: +1 *bastard sword* +20/+15 melee (1d10+11;19-20/x2), bite +13 melee (2d6+12)

Special Att: Curse of lycanthropy

Special Qual: Alternate form, blindsense, DR 10/silver, shark empathy

Skills: Intimidate +8, Listen +7, Spot +12, Swim +21

Feats: Alertness, Cleave^F, Great Fortitude, Improved Initiative, Improved Natural Attack, Improved Sunder, Power Attack^F, Toughness^B, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F

CR: 10

Gear: *light wooden shield* +1 (1,153 gp), +1 *bastard sword* (2,335 gp), *gauntlets of ogre power* (4,000 gp), *amulet of natural armor* +1 (2,000 gp), *potion of cure serious wounds* (750 gp), *cloak of resistance* +1 (1,000 gp)

Total: 15,588 gp (16,000 gp)

Animal Form

7HD Large wereshark fighter 6;**hp**: 97

S24 D17 C16 I10 W14 Ch8;**Fort** +15, **Ref** +10, **Will** +6

Init: +7 **Move**: 30 ft., swim 60 ft.

AC: 19 (+3 Dex, +6 natural), touch 13, flat 16

BAB/Grapple: +10/+17

Full Attack: bite +17 melee (2d6+10)

Special Att: Curse of lycanthropy

Special Qual: Alternate form, blindsense, DR 10/silver, shark empathy

Skills: Intimidate +8, Listen +7, Spot +12, Swim +19

Feats: Alertness, Cleave^F, Great Fortitude, Improved Initiative, Improved Natural Attack, Improved Sunder, Power Attack^F, Toughness^B, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F

CR: 10

Gear: not used

Total: 15,588 gp (16,000 gp)

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Wereshark Terror of the Deep

Human Form

7HD wereshark fighter 12;**hp**: 145

S23 D13 C14 I10 W14 Ch8;**Fort** +19, **Ref** +12, **Will** +12

Init: +5 **Move**: 30 ft.

AC: 26 (+1 Dex, +2 *amulet of natural armor*, +13 *chain shirt* +4 & *light wooden shield* +3), touch 11, flat 25

BAB/Grapple: +17/+23

Full Attack: +3 *bastard sword* +27/+22/+17/+12 melee (1d10+11;17-20/x2)

Special Att: -

Special Qual: Alternate form, blindsense, shark empathy

Skills: Intimidate +14, Listen +7, Spot +15, Swim +9

Feats: Alertness, Cleave^F, Great Fortitude, Improved Critical (Bite), Improved Critical (Bastard Sword)^F, Improved Initiative, Improved Natural Attack, Improved Sunder, Iron Will, Power Attack^F, Toughness^B, Weapon Focus (Bite)^F, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F, Weapon Specialization (Bite)^F

CR: 16

Gear: *chain shirt* +4 (16,250 gp), *light wooden shield* +3 (9, 153 gp), +3 *bastard sword* (18,335 gp), *belt of giant strength* +4 (16,000 gp), *amulet of natural armor* +2 (8,000 gp), *cloak of resistance* +2 (8,000 gp), *potion of cure serious wounds* (750 gp)

Total: 76,488 gp (77,000 gp)

Hybrid Form

7HD Large wereshark fighter 12;**hp**: 145

S27 D17 C16 I10 W14 Ch8;**Fort** +19, **Ref** +12, **Will** +12

Init: +7 **Move**: 30 ft., swim 60 ft.

AC: 27 (-1 size, +3 Dex, +6 natural, +2 *amulet of natural armor*, +7 *light wooden shield* +3), touch 12, flat 24

BAB/Grapple: +17/+29

Full Attack: +3 *bastard sword* +28/+23/+18/+13 melee (1d10+13;17-20/x2), bite +20 melee (2d6+14)

Special Att: Curse of lycanthrope

Special Qual: Alternate form, blindsense, DR 10/silver, shark empathy

Skills: Intimidate +14, Listen +7, Spot +15, Swim +20

Feats: Alertness, Cleave^F, Great Fortitude, Improved Critical (Bite), Improved Critical (Bastard Sword)^F, Improved Initiative, Improved Natural Attack, Improved Sunder, Iron Will, Power Attack^F, Toughness^B, Weapon Focus (Bite)^F, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F, Weapon Specialization (Bite)^F

CR: 16

Gear: *light wooden shield* +3 (9, 153 gp), +3 *bastard sword* (18,335 gp), *belt of giant strength* +4 (16,000 gp), *amulet of natural armor* +2 (8,000 gp), *cloak of resistance* +2 (8,000 gp), *potion of cure serious wounds* (750 gp)

Total: 76,488 gp (77,000 gp)

Animal Form

7HD Large wereshark fighter 12;**hp**: 145

S23 D17 C16 I10 W14 Ch8;**Fort** +17, **Ref** +10, **Will** +10

Init: +7 **Move**: 30 ft., swim 60 ft.

AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat 15

BAB/Grapple: +17/+29

Full Attack: bite +25 melee (2d6+14)

Special Att: Curse of lycanthrope

Special Qual: Alternate form, blindsense, DR 10/silver, shark empathy

Skills: Intimidate +14, Listen +7, Spot +15, Swim +18

Feats: Alertness, Cleave^F, Great Fortitude, Improved Critical (Bite), Improved Critical (Bastard Sword)^F, Improved Initiative, Improved Natural Attack, Improved Sunder, Iron Will, Power Attack^F, Toughness^B, Weapon Focus (Bite)^F, Weapon Focus (Bastard Sword)^F, Weapon Specialization (Bastard Sword)^F, Weapon Specialization (Bite)^F

CR: 16

Gear: not used

Total: 76,488 gp (77,000 gp)

Maiden of Nature

A maiden of nature is a female humanoid being infused with a powerful connection to the Beastlands. Their connection to the plane grants them the ability to communicate with wild animals, to transform into an animal with which they have a strong bond, and they even have the ability to transform other humanoids into the animal to which they have their unusual connection.

It is not known exactly what causes a maiden of nature to be “created”, but there are several qualities associated with all maidens of nature. First and foremost, maidens have a strong bond of friendship to a particular animal type, and often grow up treating or keeping many wild animals as friends or companions. Most maidens are charismatic individuals, and while they may not make many friends among others of their own type, they seem to be well liked by animals. At some point, usually just as the female reaches puberty, the plane reaches out and invests the maiden with magical powers.

Three sample maidens of nature are described below. There are many, many more types, though most maidens are linked to animals that are naturally inoffensive or harmless. That is not to say that there cannot be maidens of wolves, lions or other aggressive creatures, only that they are much more rare, as the maiden must have been able to spend many hours with such creatures unharmed before they gain their special abilities.

A maiden of nature is a template that can be applied to a female humanoid or female fey creature.

Size and Type: The maiden of nature’s size does not change. However, the maiden of nature’s type changes to Fey and gains the shapechanger subtype.

Hit Dice and Hit Points: If the base creature’s hit dice is less than five, increase to five HD. The maiden also receives hit points for the animal form she has affinity to. To calculate total hit points, apply constitution modifiers according to the score the maiden has in each form.

Speed: Same as the base creature or animal form, according to the maiden’s current shape.

Armor Class: Same as the base creature or animal form, according to the maiden’s current shape.

Base Attack/Grapple: Add the base attack bonus from the humanoid form and animal form. The grapple bonus applies the strength modifier according to the maiden’s current shape.

Attacks: Same as the base creature or base animal, depending on current form.

Special Attacks: The maiden retains the special attacks of the base creature or base animal, depending on current form.

Transforming Touch (Su): By touch, a maiden of nature can transform another being into an animal form she has empathy with. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 13 + Chr modifier. The attack is Charisma based.

Special Qualities: The maiden retains the special qualities of the base creature or base animal, depending on current form.

Animal Empathy (Ex): In humanoid or animal form, the maiden can communicate with normal and dire versions of the animal she can transform into, as if she using the *speak with animals* spell. The maiden also gains a +10 bonus when attempting to determine or alter the animal’s attitude.

Summon Animal (Su): In humanoid or animal form, the maiden can summon twice her hit dice in animals that she has empathy with. In the case of tiny or smaller creatures, the maiden can summon swarms of the creatures she has empathy with. If the maiden abuses this ability or needlessly endangers the summoned creatures, she may lose her abilities (see ex-maidens of nature).

Unearthly Grace (Su): A maiden of nature adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class (The stat block already reflects these bonuses).

Base Save Bonuses: Add the base save bonuses for the base creature and animal form, modified by the maiden’s current shape.

Abilities: The creature retains its base ability scores in humanoid form. In animal form, the maiden uses the physical scores (Strength, Dexterity, Constitution) of the animal form, but retains her mental ability scores (Intelligence, Wisdom, Charisma).

Skills: The maiden gains skills points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form. If the maiden’s base HD were changed, she gains (6 + Int modifier, minimum 1) per hit die gained.

Feats: Add the animal’s feats to the base creatures. If this results in the maiden having the same feat twice, the maiden gains no additional benefit unless the feat normally can be taken more than once, in which case the duplicated feat works as noted in the feat description. If this process grants the maiden more feats than a character of its total Hit Dice would normally have, the extra feats are noted as bonus feats. If the maiden’s base Hit Dice was increased and she would normally be entitled to more feats after adding in the animal feats, the maiden may take extra feats to fill up the open slots as normal.

Environment: Maidens tend to avoid civilized areas, but it is otherwise equal to the base creature’s.

Organization: Solitary or troupe (maiden plus related animals)

Challenge Rating: By class level + 2/3 HD, modified according to the HD of the base animal: less than 1 HD +1; 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: Usually Neutral (good or evil tendencies)

Advancement: By character class

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Level Adjustment: +2. In addition, the maiden's level is increased by the racial Hit Dice of the animal the maiden can transform into.

Popular Maiden Types

Besides the three types of maidens listed in this book, the following types of maidens are most commonly found. Other maiden types are possible, but tend to be rarer.

Mouse Maiden
Horse Maiden
Cat Maiden
Snake Maiden*
Frog Maiden*
Rat Maiden
Dog Maiden
Wolf Maiden
Camel Maiden
Elephant Maiden
Hawk Maiden
Leopard Maiden**
Porpoise Maiden
Owl Maiden

* Popular among native/barbaric communities

** Usually of well-to-do or noble birth

Maidens of Nature on Amberos

Maidens of nature are lesser wielders of the Aunn power of Amberos. While a rarity, the mantle of maiden of

nature seems to fall most easily on elvin, halfling and human females of virtue, grace and gentleness, though the latter is not an absolute requirement, for there are some portions of the Aunn drawn to the darker tendencies of the maidens, such as the bat maidens.

Ex-Maidens of Nature

It is possible for a Maiden of Nature to lose her granted abilities by at least two known methods.

First, if a maiden ever marries, she loses all of her special abilities and those transformed to animal by her touch are released from the transformation to return to their natural form. Any animals she has attracted revert to their natural instincts, though they generally leave the maiden in peace.

If a maiden ever purposely causes harm or abuses an animal to which she can transform into, she immediately loses all of her abilities and those transformed to animal form by her touch are released from their transformation. Furthermore, any future encounter with animals of the type she could transform into is automatically hostile, including any such animals present at the time of her being stripped of abilities.

Once a Maiden of Nature has lost her abilities, she can never again regain them. If she has gained the enmity of an animal type, the enmity can only be negated by performing an *atonement*.

Using Maidens of Nature

Maidens of nature are not designed to be used as primarily combat encounters. Maidens of Nature work best as helpful NPCs or a taunting/seductive assistant to a mastermind behind a bigger problem. They can also make an interesting plot: For example, a maiden may have transformed an important NPC or PC into an animal, and the fastest (or only) way to get the person back to normal is to marry the maiden off...

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Bat Maiden

	Medium Fey (Shapechanger, Dwarf)
	Humanoid Form
Hit Dice:	5d8+5 + ¼d8+1 (29 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	10, touch 10, flat 10
BAB/Grapple:	+3/+3
Attack:	dagger +3 melee (1d4;19-20/x2)
Full Attack:	dagger +3 melee (1d4;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	4 ft. + 1d4 in. (4 ft. 2 in.)
Weight:	80 lbs. + 2d4 x 5 lbs. (105 lbs.)
Special Att:	Dwarf traits, transforming touch
Special Qual:	Alternate form, bat empathy, dwarf traits, Darkvision 60 ft., summon bats, unearthly grace
Saves:	Fort +7, Ref +6, Will +1
Abilities:	S10 D11 C12 I10 W11 Ch9
Skills:	Diplomacy –1*, Handle Animal +6, Knowledge (Nature) +7, Listen +11, Move Silently +11, Spot +11, Survival +7
Feats:	Ability Focus (Transforming Touch), Alertness
Environment:	Any
Organization:	Solitary or Troupe (1 Bat maiden and 1-4 bats swarms)
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral (Evil tendencies)
Advancement:	By character class
Level Adj:	+2

Bat maidens are usually attracted to the darker side of nature, and it is not unknown for them to use their powers for evil means. It is not unknown for them to associate with necromancers, vampires and other evil beings. At the same time dwarven, gnomish and dark halfling bat maidens tend to more often be of good or neutral bend, as their communities do not have the negative connotations often associated with bats.

Bat maidens speak Common in humanoid form and can communicate with any bat.

Combat

Bat maidens are not powerful fighters and generally instead attempt to seduce or trick enemies into lowering their guard, and then striking them with their transforming touch ability.

If forced to defend themselves, they often call their bat allies to form a bat swarm around opponents, allowing the bat maiden the opportunity to escape combat.

Due to the companions a bat maiden keeps, many bat maidens also have class levels as either sorcerers or rogues, which allows them to put their abilities to much more potent use.

Diminutive Fey (Shapechanger, Dwarf)

	Bat Form
Hit Dice:	5d8+5 + ¼d8+1 (29 hp)
Initiative:	+2 (+2 Dex)
Speed:	5 ft (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat 14
BAB/Grapple:	+3/-14
Attack:	nil
Full Attack:	nil
Space/Reach:	1 ft./0 ft.
Height:	4 in.
Weight:	1 lb.
Special Att:	-
Special Qual:	Alternate for, bat empathy, blindsense 20 ft., dwarf traits, darkvision 60 ft., low-light vision, summon bats, unearthly grace
Saves:	Fort +5, Ref +6, Will +1
Abilities:	S1 D15 C12 I10 W11 Ch9
Skills:	Diplomacy –1*, Handle Animal +6, Hide +14, Listen +15*, Move Silently +11, Spot +15*, Survival +7
Feats:	Ability Focus (Transforming Touch), Alertness
Environment:	Any
Organization:	Solitary or Troupe (1 Bat maiden and 1-4 bats swarms)
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral (Evil tendencies)
Advancement:	By character class
Level Adj:	+2

Transforming Touch (Su): By touch, a bat maiden can transform another being into a bat. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 14. The attack is Charisma based.

Animal Empathy (Ex): In humanoid or animal form, the maiden can communicate with normal and dire versions of the animal she can transform into, as if she using the *speak with animals* spell. The maiden also gains a +10 bonus when attempting to determine or alter the animal's attitude.

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.

Summon Animal (Su): In humanoid or animal form, the maiden can summon twice her hit dice (10 HD) in bat swarms. If the maiden abuses this ability or needlessly endangers the summoned creatures, she may lose her abilities (see ex-maidens of nature).

Unearthly Grace (Su): A maiden of nature adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class (The stat block already reflects these bonuses).

Skills: *A bat maiden in bat form has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Bat Maidens on Amōckros

Bat maidens are exceptionally rare, and usually only found in caverns within mountainous areas such as in the Crystalmire mountains. There is, however, a fairly well known half-elvin bat maiden who is known to dwell in a enormous cavern of bats in the valley of Vall Vega. According to tales, this cavern guards the entrance to Centerworld, and she is some sort of guardian of the doorway.

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Bat Maiden Nightchilde

Humanoid Form

5¼HD dwarf Rog 6 ;hp:

S8 D15 C15 I10 W12 Ch16;Fort +8, Ref +11, Will +3

Init: +2 **Move:** 20 ft.

AC: 20 (+2 Dex, +3 grace, +1 *amulet of natural armor*, +4 *leather armor* +2), touch 15, flat 18

BAB/Grapple: +7/+6

Full Attack: +1 *dagger* +10/+5 melee (1d4;19-20/x2)

Special Att: Dwarf traits, sneak attack +3d6, transforming touch

Special Qual: Alternate form, bat empathy, evasion, darkvision 60 ft., dwarf traits, summon bats, trap sense +2, trapfinding, uncanny dodge, unearthly grace

Skills: Diplomacy +9*, Escape Artist +8, Handle Animal +14, Hide +2, Knowledge (Nature) +11, Listen +17, Move Silently +19, Spot +17, Survival +12

Feats: Ability Focus (Transforming Touch), Alertness, Skill Focus (Move Silently), Weapon Finesse

CR: 10

Gear: *leather* +2 (4,160 gp), *amulet of natural armor* +1 (2,000 gp), *dagger* +1 (2,302 gp), *cloak of charisma* +2 (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 13,212 gp (16,000 gp)

Evasion (Ex): If a bat maiden nightchilde 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.

Transforming Touch (Su): By touch, a bat maiden nightchilde can transform another being into a bat. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 18. The attack is Charisma based.

Trap Sense (Ex): A bat maiden nightchilde 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 bat maiden nightchilde 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.

Bat Form

5¼HD diminutive dwarf Rog 6 ;hp:

S1 D15 C12 I10 W12 Ch14;Fort +7, Ref +11, Will +3

Init: +2 **Move:** 20 ft.

AC: 14 (+4 size, +2 Dex, +2 grace), touch 14, flat 18

BAB/Grapple: +7/-6

Full Attack: -

Special Att: Dwarf traits, sneak attack +3d6, transforming touch

Special Qual: Alternate form, bat empathy, evasion, darkvision 60 ft., dwarf traits, summon bats, trap sense +2, trapfinding, uncanny dodge, unearthly grace

Skills: Diplomacy +8*, Escape Artist +8, Handle Animal +14, Hide +14, Knowledge (Nature) +11, Listen +21*, Move Silently +19, Spot +21*, Survival +12

Feats: Ability Focus (Transforming Touch), Alertness, Skill Focus (Move Silently), Weapon Finesse

CR: 10

Gear: not used

Total: 15,212 gp (16,000 gp)

Bird Maiden

	Medium Fey (Shapechanger, Human)
	Humanoid Form
Hit Dice:	5d8 + ¼d8 (23 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	10
BAB/Grapple:	+3/+3
Attack:	dagger +3 melee (1d4;19-20/x2)
Full Attack:	dagger +3 melee (1d4;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 1 in. + 2d4 in. (5 ft. 6 in.)
Weight:	100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att:	Transforming touch
Special Qual:	Alternate form, bird empathy, summon bird, Unearthly grace
Saves:	Fort +4, Ref +4, Will +2
Abilities:	S10 D11 C10 I10 W11 Ch11
Skills:	Diplomacy +8, Handle Animal +8, Knowledge (Nature) +8, Listen +11, Perform (Sing) +11, Spot +11, Survival +8
Feats:	Ability Focus (Transforming Touch), Alertness, Skill Focus (Perform - Sing)
Environment:	Any
Organization:	Solitary or Troupe (1 bird maiden and 1-2 bird swarms)
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral (Good tendencies)
Advancement:	By character class
Level Adj:	+2

Bird Maidens tend to be charming females of superior voice. They are often surrounded by a throng of songbirds, and usually singing some tune or song.

A Bird maiden speaks Common and Auran.

Combat

Most bird maidens are kind hearted and would not fight, even if pressed. However, the throng of birds that usually surrounds such females will often defend her from attack, swarming an enemy to drive them away from their companion.

Transforming Touch (Su): By touch, a bird maiden can transform another being into a small robin. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 13. The attack is Charisma based.

Animal Empathy (Ex): In humanoid or animal form, the maiden can communicate with normal and dire versions of any bird she can transform into, as if she using the *speak with animals* spell. The maiden also gains a +10 bonus when attempting to determine or alter the animal's attitude.

Summon Animal (Su): In humanoid or animal form, the maiden can summon twice her hit dice in small songbirds. Treat the summoned songbirds as bat swarms. If the maiden abuses this ability or needlessly endangers the summoned

Diminutive Fey (Shapechanger, Human)

Bird (Robin) Form

Hit Dice:	5d8 + ¼d8 (23 hp)
Initiative:	+2 (+2 Dex)
Speed:	5 ft (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat 14
BAB/Grapple:	+3/-14
Attack:	nil
Full Attack:	nil
Space/Reach:	1 ft./0 ft.
Height:	3 in.
Weight:	1 lb.
Special Att:	nil
Special Qual:	Alternate form, bird empathy, low-light vision, summon birds, unearthly grace
Saves:	Fort +4, Ref +6, Will +2
Abilities:	S1 D15 C10 I10 W11 Ch11
Skills:	Diplomacy +8, Handle Animal +8, Hide +14, Listen +11, Knowledge (Nature) +8, Listen +11, Perform (Sing) +11, Spot +11, Survival +8
Feats:	Alertness, Skill Focus (Perform - Sing)

Any

Any

4

Standard

Usually Neutral (Good tendencies)

By character class

+2

creatures, she may lose her abilities (see ex-maidens of nature).

Bird Maidens on Ambros

Bird maidens are usually found in places such as the small communities near Kennestone Forest and in both Alusti and Alusti Sath Tusko. In a manner of speaking, being a bird maiden in Alusti is akin to a death sentence, for the druids of Alusti sacrifice a single unmarried maiden over the age of 18 on Maiden Day, and maidens of nature are always at the top of the list, for they are assumed to be blessed for the sacred sacrifice.

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Bírd Maiden Songbírd

Humanoid Form

5¼HD human Soc 6;hp: 45

S8 D14 C13 I10 W12 Ch19;Fort +14, Ref +15, Will +11

Init: +2 **Move:** 30 ft.

AC: 19 (+4 deflection +2 Dex, +1 *amulet of natural armor*, +2 *bracers of armor*), touch 15, flat 17

BAB/Grapple: +6/+5

Full Attack: mw dagger +6/+1 melee (1d4-1;19-20/x2)

Special Att: Spells, transforming touch

Special Qual: Alternate form, bird empathy, spells, summon birds, unearthly grace

Skills: Diplomacy +11, Handle Animal +11, Knowledge (Nature) +8, Listen +11, Perform (Sing) +14, Spot +11, Survival +9

Feats: Ability Focus (Transforming Touch), Alertness, Natural Spell, Skill Focus (Perform – Sing)^B, Spell Focus (Enchantment)

CR: 10

Gear: *bracers of armor* +2 (4,000 gp), *amulet of natural armor* +1 (2,000 gp), mw dagger (302 gp), *cloak of charisma* +2 (4,000 gp), *figurine of wondrous power (silver raven)* (3,800 gp), *potion of cure moderate wounds* (300 gp)

Total: 12,402 gp (16,000 gp)

Summon Animal (Su): Summon 4 bird swarms (treat as bat swarm).

Transforming Touch (Su): By touch, a bird maiden can transform another being into a small robin. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 17. The attack is Charisma based.

Typical Sorcerer Spells

(6/7/6/4; CL 6; DC 13 + Spell Level)

0: *Arcane Mark, Dancing Lights, Daze, Detect Magic, Ghost Sound, Message, Prestidigitation*

1st: *Charm Person, Disguise Self, Hypnotism, Ventriloquism*

2nd: *Minor Image, Touch of Idiocy*

3rd: *Suggestion*

Animal Form

5¼HD human Soc 6;hp: 45

S8 D14 C13 I10 W12 Ch19;Fort +9, Ref +9, Will +6

Init: +2 **Move:** 30 ft.

AC: 19 (+4 deflection +2 Dex, +1 *amulet of natural armor*, +2 *bracers of armor*), touch 15, flat 17

BAB/Grapple: +6/+5

Full Attack: mw dagger +6/+1 melee (1d4-1;19-20/x2)

Special Att: Spells, transforming touch

Special Qual: Alternate form, bird empathy, spells, summon birds, unearthly grace

Skills: Diplomacy +3, Handle Animal +11, Hide +14, Knowledge (Nature) +8, Listen +11, Perform (Sing) +14, Spot +11, Survival +9

Feats: Ability Focus (Transforming Touch), Alertness, Natural Spell, Skill Focus (Perform – Sing)^B, Spell Focus (Enchantment)

CR: 10

Gear: not used

Total: 12,402 gp (16,000 gp)

Natural Spell (GENERAL)

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Special: A creature with the alternate form ability may qualify for this feat, using its Alternate form ability in the place of the Wild Shape ability.

Fish Maiden

	Medium Fey (Shapechanger, Human)
	Humanoid Form
Hit Dice:	5d8 + ¼d8 (23 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	10
BAB/Grapple:	+3/+3
Attack:	dagger +3 melee (1d4;19-20/x2)
Full Attack:	dagger +3 melee (1d4;19-20/x2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. 1 in. + 2d4 in. (5 ft. 6 in.)
Weight:	100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att:	Transforming touch
Special Qual:	Alternate form, fish empathy, summon fish, Unearthly grace
Saves:	Fort +4, Ref +4, Will +2
Abilities:	S10 D11 C10 I10 W11 Ch11
Skills:	Diplomacy +8, Handle Animal +8, Knowledge (Nature) +8, Listen +10, Spot +10, Swim +11, Survival +8
Feats:	Ability Focus (Transforming Touch), Alertness, Skill Focus (Swim) ^B
Environment:	Any
Organization:	Solitary or Troupe (1 fish maiden and 1-2 fish schools)
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral (Good tendencies)
Advancement:	By character class
Level Adj:	+2

Fish Maidens are always found near rivers or seas. While they will never eat of those animals they have an empathy to, many delight in seafood such as clams, lobsters, seaweed or other such fare.

A fish maiden speaks Common and Aquan.

Comðac

Most bird maidens are kind hearted and would not fight, even if pressed. However, the throng of birds that usually surrounds such females will often defend her from attack, swarming an enemy to drive them away from their companion.

Transforming Touch (Su): By touch, a fish maiden can transform another being into a small carp. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 13. The attack is Charisma based.

Animal Empathy (Ex): In humanoid or animal form, the maiden can communicate with normal and dire versions of any fish, as if she using the *speak with animals* spell. The maiden also gains a +10 bonus when attempting to determine or alter the animal's attitude.

Summon Animal (Su): In humanoid or animal form, the maiden can summon twice her hit dice in animals that she has empathy with. In the case of tiny or smaller creatures, the maiden can summon swarms of the creatures she has

Tiny Fey (Aquatic, Shapechanger, Human)

Fish (Carp) Form

Hit Dice:	5d8 + ½d8 (24 hp)
Initiative:	+2 (+2 Dex)
Speed:	5 ft (1 square), swim 20 ft. (4 squares)
Armor Class:	13 (+2 size, +1 Dex), touch 13, flat 12
BAB/Grapple:	+3/-10
Attack:	nil
Full Attack:	nil
Space/Reach:	1 ft./0 ft.
Height:	1 ft. + 2d6 in. (1 ft. 7 in.)
Weight:	1 lb. + 1d6 lbs. (4 lbs.)
Special Att:	nil
Special Qual:	Alternate form, fish empathy, low-light vision, summon fish, unearthly grace
Saves:	Fort +4, Ref +6, Will +2
Abilities:	S1 D13 C10 I10 W11 Ch11
Skills:	Diplomacy +8, Handle Animal +7, Hide +14, Knowledge (Nature) +8, Listen +10, Spot +10, Swim +11*, Survival +8
Feats:	Ability Focus (Transforming Touch), Alertness, Skill Focus (Swim) ^B
Environment:	Any
Organization:	Any
CR:	4
Treasure:	Standard
Alignment:	Usually Neutral (Good tendencies)
Advancement:	By character class
Level Adj:	+2

empathy with. If the maiden abuses this ability or needlessly endangers the summoned creatures, she may lose her abilities (see ex-maidens of nature).

Fish Maidens on Amðeros

Fish maidens seem most populous among the baquada in areas of the Skienlands and Randu. There, they are greatly respected, and may become speakers or wise women for their community.

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Fish Maiden Princess of the Sea

Humanoid Form

5¼HD human Clr 6;**hp:** 50

S8 D12 C10 I13 W17 Ch16;**Fort** +9, **Ref** +12, **Will** +12

Init: +1 **Move:** 30 ft.

AC: 17 (+1 Dex, +3 grace, +1 *amulet of natural armor*, +2 *bracers of armor*), touch 14, flat 16

BAB/Grapple: +7/+6

Full Attack: mw dagger +7/+2 melee (1d4-1;19-20/x2)

Special Att: Transforming touch, turn undead, turn/destroy fire creatures

Special Qual: Alternate form, fish empathy, speak with animals 1x/day, summon fish, unearthly grace

Skills: Diplomacy +17, Handle Animal +11, Heal +11, Knowledge (Nature) +15, Listen +13, Spot +13, Swim +21, Survival +13

Feats: Ability Focus (Transforming Touch), Alertness, Self-Sufficient, Skill Focus (Swim)^B

CR: 10

Gear: *bracers of armor* +2 (4,000 gp), *amulet of natural armor* +1 (2,000 gp), mw dagger (302 gp), *cloak of charisma* +2 (4,000 gp), *wand of cure moderate wounds* (10 charges) (900 gp)

Total: 11,202 gp (16,000 gp)

Transforming Touch (Su): By touch, a fish maiden can transform another being into a small carp. This otherwise acts like a *Baleful Polymorph* spell cast by a 5th level sorcerer. The DC is 16. The attack is Charisma based.

Turn Fire Creature (Su): 6x/day; Turn Check 1d20+3; Turn Damage 2d6+9

Turn Undead (Su): 6x/day; Turn Check 1d20+3; Turn Damage: 2d6+9

Typical Cleric Spells

(5/5/5/4; CL 6; DC 13 + Spell Level; Domains: Animal, Water)

0: *Create Water, Guidance, Purify Food and Drink, Resistance, Virtue*

1st: *Bless, Calm Animals^D, Command, Sanctuary, Shield of Faith*

2nd: *Augury, Fog Cloud^D, Hold Person, Owl's Wisdom, Resist Energy*

3rd: *Dispel Magic, Dominate Animal, Prayer, Water Breathing^D*

Animal Form

5¼HD human Clr 6;**hp:** 50

S1 D13 C10 I13 W17 Ch16;**Fort** +9, **Ref** +12, **Will** +12

Init: +1 **Move:** 5 ft., swim 20 ft.

AC: 17 (+1 Dex, +3 grace, +1 *amulet of natural armor*, +2 *bracers of armor*), touch 14, flat 16

BAB/Grapple: +7/+6

Full Attack: mw dagger +7/+2 melee (1d4-1;19-20/x2)

Special Att: Transforming touch, turn undead, turn/destroy fire creatures

Special Qual: Alternate form, fish empathy, speak with animals 1x/day, summon fish, unearthly grace

Skills: Diplomacy +17, Handle Animal +11, Heal +11, Knowledge (Nature) +15, Listen +13, Spot +13, Swim +21, Survival +13

Feats: Ability Focus (Transforming Touch), Alertness, Self-Sufficient, Skill Focus (Swim)^B

CR: 10

Gear: *bracers of armor* +2 (4,000 gp), *amulet of natural armor* +1 (2,000 gp), mw dagger (302 gp), *cloak of charisma* +2 (4,000 gp), *wand of cure moderate wounds* (10 charges) (900 gp)

Total: 11,202 gp (16,000 gp)

Mamaluke

Medium Humanoid (Canine)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+4 natural, +2 leather armor, +1 light wooden shield), touch 10, flat 17
BAB/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+2) or khopesh +3 melee (2d4+2;18-20/x2)
Full Attack:	Bite +3 melee (1d6+2) and 2 claws -2 melee (1d4+1) or khopesh +3 melee (2d4+2;18-20/x2) and bite -2 melee (1d6+2)
Space/Reach:	5-ft./5 ft.
Height:	5 ft. + 2d8 in. (5 ft. 7 in.)
Weight:	100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att:	-
Special Qual:	Low-light vision, scent
Saves:	Fort +1, Ref +0, Will +1
Abilities:	S14 D11 C12 I10 W13 Ch8
Skills:	Balance -1, Climb +1, Escape Artist -1, Hide -1, Intimidate +4, Jump +6, Listen +1, Move Silently -1, Sleight of Hand -1, Spot +1, Survival +1, Swim 0, Tumble -1, Alertness ^B , Run, Track ^B
Feats:	
Environment:	Temperate, Warm land
Organization:	Solitary, Pair, Hunt (2-5), or Pack (5-20)
CR:	2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By Character Class
Level Adj:	+2

This powerfully built human is covered in short, shiny black fur. It has the head of a dog, much like a Doberman, with its ears standing erect

Mamalukes are a dog-like people created to defend their human masters. The mamalukes generally contend that they were at one time, mere dogs and guardians for humanity. However, after many centuries of their outstanding work defending humanity, they were given human shape and intelligence as gift for fulfilling their duties so well.

Mamalukes speak Common.

Combat

Most mamalukes fight with khopesh and shield, and do so with the skill of a trained warrior. A mamaluke is trained to fight as a pack, and will often coordinate its attack with other members to take down a single opponent.

Society

Initially, Mamalukes dwelt in human society, though they were often considered outsiders. As centuries

passed, the Mamalukes formed their own communities, though usually at the outskirts of human cities or towns.

The structure of Mamaluke society often mimics that of the human community to which they are attached. Rarely do they have any leaders with true political power; most at general have a spokesperson for their kind or some sort of "wise one" who is deferred to in times of need.

Mamalukes on Lammos

Mamalukes can be found in Llanhanex and portions of Iannhanex. There are rumors of tribes that dwell in Ulanst, Simera and Lanster and dread tales among the mamalukes of the Randese taking their kind as prisoner to train to become vicious, human-killing berserkers. Most of these rumors unknowingly speak of annikan, not mamalukes.

Mamaluke as Characters

Mamalukes often venture out from their communities in the aid of humans and other humanoids. However, they tend to be followers, not leaders in non-Mamaluke groups.

A Mamaluke gains the following abilities

- **Medium Size**
- **Base Speed 30 feet**
- **Low-light vision.** A mamaluke can see in twilight or dim conditions twice as far as a human.
- **2d8 Racial Hit Dice.** The mamaluke adds twice his constitution modifier (minimum 1 per hit die) to this total. This grants the mamaluke a +1 BAB, and base saves of Fort +2, Reflex +2 and Will +0.
- **(2 + Int modifier) x 5 skill points.** A Mamaluke's class skills are considered to be Climb, Listen, Jump, Spot, and Survival.
- **+4 Str, +2 Con, +2 Wis, -2 Chr.** Mamalukes are strong and healthy, and in tune with their surroundings. However, they tend to be natural followers instead of leaders, and their odd and fierce appearance often makes other uneasy.
- **Natural attack routine.** A Mamaluke has a natural attack routine of a Bite for 1d6 damage and 2 claw attacks for 1d4 damage each. The bite attack is the primary attack. If a Mamaluke is employing a weapon, it may use its bite attack as well at a -5 penalty to hit.
- **Scent (Ex):** This special quality allows a Mamaluke to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Mamalukes can identify familiar odors just as humans do familiar sights.

Mamalukes 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

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twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a Mamaluke 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 Mamaluke comes within 5 feet of the source, the creature pinpoints the source's location. A Mamaluke 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. Mamalukes tracking by scent ignore the effects of surface conditions and poor visibility.

- **Bonus feats:** Alertness and Track.
- **Starting Languages:** Common. **Bonus Languages:** Celestial, Dwarf, Elf, Giant, Goblin, and Orc.
- **Favored Class:** Fighter
- **Level Adj:** +2

Mamalukes worship Shame, the goddess of the Aegyptian people. Priests of Shame may choose two of the three domains of Law, Good or Protection.

Mamaluke Hunter

2HD mamaluke Ftr 6;**hp:** 66

S21 D13 C16 I10 W14 Ch6;**Fort** +10, **Ref** +5, **Will** +4

Init: +1 **Move:** 30 ft.

AC: 20 (+1 Dex, +9 *chain shirt* +2 & *light wooden shield* +1), touch 11, flat 19

BAB/Grapple: +7/+12

Full Attack: +1 *khopesh* +14/+9 melee (2d4+8;18-20/x2), bite +7 melee (1d6+5) or Bite +12 melee (1d6+5), 2 claws +7 melee (1d4+2) or Composite longbow (+5 Str) +8/+3 ranged (1d8+5;x3) (Rapid shot) Composite longbow (+5 Str) +6/+6/+1 ranged (1d8+5;x3)

Special Att: -

Special Qual: Low-light vision, scent

Skills: Balance +0, Climb +10, Escape Artist +0, Jump +9, Listen +4, Spot +7, Survival +7, Swim +3

Feats: Alertness^B, Improved Sunder, Point Blank Shot^F, Power Attack, Rapid Shot^F, Run, Track^B, Weapon Focus (*Khopesh*)^F, Weapon Specialization (*Khopesh*)^F

CR: 8

Gear: *chain shirt* +2 (4,250 gp), *light wooden shield* +1 (1,153 gp), +1 *khopesh* (2,317 gp), composite longbow (+5 Str) (600 gp), 20 arrows (1 gp), *potion of bull's strength* (300 gp), *potion of cure moderate wounds* (300 gp)

Total: 8,921 gp (9,400 gp)

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Mamaluke Howler

2HD mamaluke Ftr 12;hp: 117

S26 D13 C16 I10 W14 Ch6;Fort +13, Ref +7, Will +8

Init: +5 Move: 30 ft.

AC: 22 (+1 Dex, +11 chain shirt +3 & light wooden shield +2), touch 11, flat 21

BAB/Grapple: +13/+21

Full Attack: +2 *khopesh* +25/+20/+15 melee (2d4+11;15-20/x2), bite +16 melee (1d6+8) or
Bite +21 melee (1d6+8), 2 claws +16 melee (1d4+4) or
+1 *Composite longbow* (+8 Str) +14/+9/+4 ranged (1d8+9;x3) (Rapid shot) +1 *Composite longbow* (+8 Str) +12/+12/+7/+2 ranged (1d8+9;x3)

Special Att: -

Special Qual: Low-light vision, scent

Skills: Balance +0, Climb +12, Escape Artist +0, Jump +9, Listen +4, Spot +10, Survival +10, Swim +5

Feats: Alertness^B, Combat Reflexes^F, Greater Weapon Focus (Khopesh)^F, Improved Critical (Khopesh), Improved Initiative^F, Improved Sunder, Iron Will, Point Blank Shot^F, Power Attack, Rapid Shot^F, Run, Track^B, Weapon Focus (Khopesh)^F, Weapon Specialization (Khopesh)^F

CR: 14

Gear: chain shirt +3 (9,250 gp), light wooden shield +2 (4,153 gp), +2 *khopesh* (9,317 gp), +1 *composite longbow* (+8 Str) (3,200 gp), 20 arrows (1 gp), belt of giant strength +4 (16,000 gp), potion of cure moderate wounds (300 gp)

Total: 42,221 gp (45,000 gp)

Mamaluke Scion

2HD mamaluke Ftr 18;hp: 168

S30 D19 C16 I10 W14 Ch6;Fort +16, Ref +12, Will +10

Init: +9 Move: 30 ft.

AC: 30 (+4 Dex, +16 chain shirt of light fortification +5 & light wooden shield +5), touch 11, flat 21

BAB/Grapple: +19/+29

Full Attack: +5 *khopesh* +36/+31/+26/+21 melee (2d4+17;15-20/x2), bite +24 melee (1d6+10) or
Bite +29 melee (1d6+10), 2 claws +24 melee (1d4+10) or
+4 *Composite longbow* (+10 Str) +28/+23/+18/+13 ranged (1d8+14;x3) (Rapid shot) +1 *Composite longbow* (+10 Str) +26/+26/+21/+16/+11 ranged (1d8+14;x3)

Special Att: -

Special Qual: Low-light vision, scent

Skills: Balance +3, Climb +12, Escape Artist +3, Jump +9, Listen +4, Spot +13, Survival +13, Swim +5

Feats: Alertness^B, Combat Reflexes^F, Dodge, Greater Weapon Focus (Khopesh)^F, Improved Critical (Khopesh), Improved Initiative^F, Improved Sunder, Iron Will, Mobility, Point Blank Shot^F, Power Attack, Rapid Shot^F, Run, Shot on the Run^F, Track^B, Weapon Focus (Composite Longbow)^F, Weapon Focus (Khopesh)^F, Weapon Specialization (Composite Longbow)^F, Weapon Specialization (Khopesh)^F

CR: 20

Gear: chain shirt of light fortification +5 (36,250 gp), light wooden shield +5 (25,153 gp), +5 *khopesh* (50,317 gp), +4 *composite longbow* (+10 Str) (33,400 gp), 20 arrows (1 gp), belt of giant strength +6 (36,000 gp), gloves of dexterity +6 (36,000 gp), potion of cure serious wounds (750 gp)

Total: 217,871 gp (220,000 gp)

Manti

Large Magical Beast (Aquatic)

Hit Dice: 5d10+15 (42 hp)
Initiative: +1 (+1 Dex)
Speed: 40 ft. (8 squares), fly 70 ft. (average), swim 60 ft. (12 squares)
Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat 14
BAB/Grapple: +5/+11
Attack: Bite +6 melee (1d8+2)
Full Attack: Bite +6 melee (1d8+2) and tail +1 melee (1d8+1 + poison)
Space/Reach: 10-ft./10 ft.
Length: 8 ft. + 1d6 ft. (11 ft.)
Weight: 100 lbs. + 2d6 x 10 lbs. (170 lbs.)
Special Att: Poison, sonic scream
Special Qual: Amphibious, darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +5, Will +2
Abilities: S15 D13 C16 I4 W13 Ch10
Skills: Hide -3, Listen +5, Spot +5
Feats: Flyby Attack, Hover
Environment: Temperate or Warm land and aquatic
Organization: Solitary, or String (2-5)
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: -

This creature has the body of a great blue manta ray, with a long, barbed tail. However, six insectile legs protrude from its underside and a pair of powerful mandibles and bug-like eyes flanks its wide maw.

Manti are magical crossbreeds created as an all-purpose sort of steed. They are hardy and quick, capable of moving equally well underwater, on land or in the sky.

Manti cannot speak, but can learn to understand one language; usually the language of its owner or rider.

Combat

Manti attack by stinging and biting opponents. They prefer to use their poison to weaken foes before moving in to bite. They can be trained to coordinate their attack with their rider or owner, but they have little understanding of tactics beyond gaining higher ground or flanking opponents. They certainly cannot grasp following complex plans or orders.

Poison (Ex): The tail attack of manti injects a paralytic poison into the victim. Type: Injected; Fort DC 15; Init: 1d4 Dex; Sec: 2d4 Dex.

Sonic Scream (Su): As a full-round action, a manti can emit a 15 foot cone sonic scream that deals 3d8 sonic damage (Fort save half).

Training A Manti

Manti can be easily trained if taken in while young. Most trainers of good alignment remove the poison stinger from the Manti, as the creature has been known to lash out with the attack against riders, trainers or others if agitated or bothered. Training a Manti for combat riding requires a DC 25 Handle Animal check and 6 weeks of training if the creature retains its poison attack. A Manti that has had its poison stinger removed can be trained in 5 weeks (DC 22 Handle Animal). A trained Manti with poison attack can usually be purchased for 2,500 gp. Without the poison attack, a trained Manti usually sells for 2,000 gp.

A manti can carry up to 99 lbs. as a light load, 100-399 lbs. as a medium load, and 400-600 lbs as a heavy load. A manti can drag up to 3,000 lbs.

Manti On Amöeros

Manti are actually creations of the sorcerers of Nydonna's Sea Kingdom, used by the merfolk of that realm as battle mounts for the army. The manti's ability to also travel on land and in air has not been used in a large scale as of yet, but the ability was inbred in case of danger from either the sky realms above or from the war-like folk of the land should they decide to attack the Sea Kingdom.

Manticora

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class: 16 (-1 size, +7 natural), touch 9, flat 16
BAB/Grapple: +7/+17
Attack: Bite +12 melee (1d8+6)
Full Attack: Bite +12 melee (1d8+6), 2 claws +7 melee (1d6+3), gore +7 melee (1d8+3;x3), and sting +7 melee (1d6+3 + poison)
Space/Reach: 10-ft./10 ft.
Length: 8 ft. + 1d4 ft. (10 ft.)
Weight: 300 lbs. + 2d4 x 50 lbs. (550 lbs.)
Special Att: Poison, pounce
Special Qual: DR 10/cold iron, darkvision 60 ft., fast healing 4, low-light vision
Saves: Fort +8, Ref +5, Will +4
Abilities: S23 D10 C17 I13 W15 Ch12
Skills: Bluff +6, Hide -4, Listen +12, Spot +12, Survival +7
Feats: Flyby Attack, Hover, Wingover
Environment: Temperate or Warm mountains
Organization: Solitary, Pair, or Pride (2-5)
CR: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: -

This large creature has the body of a lion covered in blood-red fur and a scorpion-like tail that drips with green venom. A pair of bat-like wings extends from its side, and it has the head of a bearded man with a wide maw filled with a triple row of shark-like teeth.

Manticora are cousins to manticores, but far more evil and ruthless. They prey on the weak and loners, and

have an unusual appetite for knowledge as well as glittering treasure. They have been known to torture prey by attempting to force them to answer laborious riddles or attempt to glean unusual information from prey before killing them.

Manticora speak Common and one other language of their choice; usually one popular to the area they live in.

Combat

Manticora usually swoop down on foes, attempting to bowl them over before landing to melee their wide array of deadly natural weapons and poison. Since they lack the ability to fling tail spikes, they will often pounce on prey that attempts to keep their distance or use ranged magic against them. Manticora will quickly break off attacks against opponents that have escaped beyond their reach, but while meleeing, tend to go into a blood rage from which they rarely attempt to break off until one side or the other is dead.

Poison (Ex): The tail attack of a Manticora injects a strength-draining poison. Type: Injected; Fort DC 16; Init: 1d6 Str; Sec: 1d6 Str.

Fast Healing (Ex): A manticora heals 4 hit points per round except from fire or acid attacks. 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.

Manticora on Amderos

Natives of the mountains of the Skienlands, manticora often demand tribute and sacrifices from settlements near to their lair. manticora who find food scarce or depleted of wealth often will move to more plentiful areas of their own accord. This has sometimes sparked war among different prides, which in turn has sometimes allowed intrepid Skierians to finish the creatures off.

Melusinae

Humanoid Form Medium Humanoid (Aquatic, Shapechanger)

Hit Dice: 1d8+2 + 5d12+20 (56 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft. (4 squares), swim 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat 11
BAB/Grapple: +5/+6
Attack: Trident +1 melee (1d6 +1)
Full Attack: Trident +1 melee (1d6 +1)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)
Weight: 150 lbs. + 2d6 x 5 lbs. (185 lbs.)
Special Attacks: nil
Special Qualities: Alternate form, blindsight, scent, SR 15
Saves: Fort +6, Ref +6, Will +6
Abilities: S12 D15 C14 I13 W15 Ch14
Skills: Disguise +9, Forgery +9, Listen +11, Spot +11, Survival +6, Swim +6
Feats: Deceitful, Power Attack, Cleave
Environment: Temperate or Warm aquatic
Organization: Solitary, Family (2-5), or Pod (5-20)
Challenge Rating: 4
Treasure: Double coins, normal gems and goods
Alignment: Usually neutral evil
Advancement: By Character Class
Level Adjustment: -

Dragon Form Large Dragon (Aquatic, Shapechanger)

Hit Dice: 1d8+2 + 5d12+20 (56 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), swim 50 ft. (10 squares)
Armor Class: 20 (+1 Dex, -1 Size, +10 natural), touch 10, flat 19
BAB/Grapple: +5/+14
Attack: Bite +10 melee (1d10+7)
Full Attack: Bite +10 melee (1d10+7), 4 claws +5 melee (1d8+2), tail +5 melee (1d8+5)
Space/Reach: 10-ft./10 ft., 15 ft. with bite
Height: 9 ft. + 1d6 ft. (12 ft.)
Weight: 700 lbs. + 2d6 x 100 lbs. (1,400 lbs.)
Special Attacks: Breath weapon
Special Qualities: Alternate form, blindsight, dragon traits, scent, SR 15
Saves: Fort +8, Ref +5, Will +6
Abilities: S21 D12 C19 I13 W15 Ch14
Skills: Disguise +9, Forgery +9, Listen +11, Spot +11, Survival +6, Swim +10
Feats: Deceitful, Power Attack, Cleave
Environment: Temperate or Warm aquatic
Organization: Solitary, Family (2-5), or Pod (5-20)
Challenge Rating: 4
Treasure: Double coins, normal gems and goods

This creature has the upper body of a human and the lower half of a fish. As it undulates in the water before you, its form shifts and shimmers, becoming that of a sleek reptilian beast with a great maw full of steam, clawed fins and a powerful, barbed tail.

Melusinae are predators of the seas that take the shape of merfolk to lure prey to them. They devour all sorts of intelligent sea races ranging from merfolk, sea elves, triton and even locathah and sahuagin.

Melusinae speak Common and Aquan.

Combat

Melusinae usually approach in their humanoid form, acting in a manner to attract prey and lower their guard. If attempting to attract sahuagin, for example, they may feign weakness, fright or injury to draw the sahuagin close.

Once the enemy is within charge range, the Melusinae transforms to its powerful draconic form and attacks.

Breath Weapon (Su): A Melusinae in draconic form can breath a cloud of steam 20 feet in diameter that deals 3d8 fire damage to those in the area of effect (Reflex DC 17 for half).

A Melusinae can use this attack any number of times a day it wishes.

Alternate Form (Su): A Melusinae's natural form is that of a half-human, half-fish humanoid. As a standard action, it can transform into a monstrous draconic form. If slain, a Melusinae transform back to humanoid form.

Society

While melusinae were once humanoids, they have long ago distanced themselves from their humanoid form and embraced their draconic shape as their "preferred" form.

At birth, a melusinae is trapped in its humanoid form until it learns to control its shape, which usually occurs within the first year following birth. Following that, the melusinae generally remains in dragon form, except when attempting to bait prey toward itself.

Young melusinae are kept hidden by their parents until they reach an age that they begin to take draconic form. It is not uncommon for young melusinae to be abused, ignored or mistreated by their parents until they start developing the ability to transform, at which time, they gain acceptance in melusinae society. This is usually done to drive any



Bestiary Nefarious



compassion for true humanoids from the developing melusinae.

Melusinae live in small hunting packs roaming the sea lanes for food. They have been known to establish their own communities, but often take up dwelling in sunken ruins rather than build or craft their own residences.

Delusinae on Amberos

It is not known how melusinae came to be; many sages believe they may be some sort of result of Ziga's attempted corruption of a clan of mermen.

Most melusinae plague the area around Nydonna's Sea Kingdom, though there have been reports of the creatures around the Ksiki Colonies in the south.

Mir'jalla

Medium Fey

Hit Dice: 4d6+4 (18 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft. (6 squares), burrow 30 ft. (6 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat 13
BAB/Grapple: +2/+3
Attack: Claw +3 melee (1d4+1)
Full Attack: 2 claws +3 melee (1d4+1), bite –2 melee (1d6 + poison)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 1d10 in. (5 ft. 5 in.)
Weight: 80 lbs. + 2d6 x 2 lbs. (94 lbs.)
Special Att: Poison
Special Qual: DR 5/cold iron, low-light vision, SR 14
Saves: Fort +2, Ref +8, Will +6
Abilities: S12 D19 C13 I14 W15 Ch16
Skills: Disable Device +9, Handle Animal +10, Knowledge (geography) +9, Listen +11, Search +9, Sleight of Hand +11, Spot +11, Swim +8
Feats: Alertness, Run
Environment: Warm deserts
Organization: Solitary, Crew (2-5 mir'jalla + 0-3 giant scorpions or large vipers)
CR: 3
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: -

This thin humanoid has skin the color of burnt parchment and a mop of sandy hair. It has thick eyebrows and long, slim eyes with green pupils. It has long, elf-like ears pierced with all sorts of jewelry, which is oddly out of place with the ragged clothes it wears. The odd smile on its face reveals long, viper-like canines among its teeth.

The mir'jalla is a mischievous desert fey that enjoys playing pranks on travelers. It both has the ability to create oases out of thin air and to create mirages and other desert images to play its pranks on travelers.

The attitude of a mir'jalla is difficult to predict; it might openly welcome travelers to a mirage it has created and drink and dine with them; or it might lure them into the same setting to rob them; or it engage the travelers to drink too much and while the travelers sleep off the drink, disappear into the night with all of their supplies and making the oasis disappear, stranding the travelers in the middle of the desert. Also, a mir'jalla may attack travelers to its oasis for seemingly no good reason, or at least play cruel pranks. Finally, a mir'jalla might attempt to lure travelers deeper into the desert with illusions meant to confuse and confound travelers.

Mir'jalla can speak Common, fey, elf and the language of vermin.

Combat

mir'jalla rarely enter into physical combat, preferring to use their illusions to lure foes into traps or other dangers. If caught unprepared and enraged however, they often fly in a rage at their opponents, clawing and biting until beaten off or slain. Most mir'jalla are cowards, and if faced with the real possibility of being seriously harmed or killed will surrender, if such is feasible, or run away.

Create Oasis (Su): Once every three days, a mir'jalla can create an area up to 100 ft. X 100 ft. of drinkable water and a 15 ft. wide ring of vegetation, which may contain edible plants and fruit-bearing trees. The created oasis is permanent unless the Mir'jalla who created it chooses to dispel it. Creating an oasis or destroying it requires 10 minutes.

Poison (Ex): The bite of a mir'jalla is poisonous. Type: Injected. Fort DC 13; Init: 1d4 Str; Sec: 1d8 Str.

Mirages (Sp): A mir'jalla can create illusions at will as follows: At will - *Disguise Self*, *Silent Image* (DC 14), *Hypnotic Pattern* (DC 15). 3x/day – *Misdirection* (DC 15), *Mirror Image* (DC 15), *Invisibility*. 1x/day – *Hallucinatory Terrain* (DC 17). All effects are at 4th level ability and DCs are Charisma-based.

Mir'jalla Society

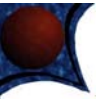
Mir'jalla are often found in small family groups, leading a nomadic life in the desert. It is common for the mir'jalla to create an oasis and stay at the location for 3 days before unmaking the oasis and moving on again to a new location. About once a month, mir'jalla will leave an oasis they create and not destroy it; this oasis tends to last for about a year before drying out and being reabsorbed by the desert completely.

Among their own kind, mir'jalla tend to stay with their family until they reach adolescence, at which time they are encouraged to strike out on their own. Most mir'jalla teens remain alone for only a couple of years before finding a mate of their own and starting their own family. In some cases, the mir'jalla might return to live with its original family, and in other cases, some mir'jalla prefer to remain alone in the desert.

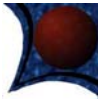
When traveling long distances, mir'jalla usually do so by burrowing under the sand. They leave no trace when doing this, and have been known to use their *hallucinatory terrain* ability and burrowing ability to fool onlookers into thinking they are “swimming” in some vast body of water.

Mir'jalla have the seemingly innate ability to attract and train both large versions of desert vermin and unusually large specimens of venomous snakes, which they keep as pets and companions. However, these creatures are still wild and untamed, and though they are unlikely to hurt mir'jalla, they might attack travelers or visitors of the mir'jalla – sometimes without provocation.

The mir'jalla, though mischievous, are a social race for the most part, and enjoy company – even if it is to make fun of them or pull lavish pranks on them. mir'jalla often will



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be quite respectful of those who can turn the tables on the mir'jalla and catch them in some sort of non-harmful prank, and have been known to reward such insightful individuals with some small trinket of magic or of monetary value.

Travelers who can get on the good side of a mir'jalla can enjoy the benefits of good food, fresh water and information about the desert around them and the dangers within. Those who injure a mir'jalla or otherwise upset these finicky fey creatures can expect a rough – if not deadly – trip through the desert.

Mir'jalla on Amberos

The mir'jalla were one of the few fey races that refused to join the Evanthium Coridium of the Elvin Golden Age. They remained in the desert lands near Llannhanex and Iannhanex. They have been blamed for the creation of the Blue Desert by the Llannians, but the mir'jalla are silent on whether or not they had a hand in the creation of the deadly desert, but do not seem to be immune to its transforming abilities.

Mockery

Medium Aberration (Chaos)

Hit Dice: 5d8+13 (35 hp)
Initiative: +4 (+4 Dex)
Speed: 30 ft. (6 squares), fly 75 ft. (average)
Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat 15
BAB/Grapple: +3/+8
Attack: Claw +8 melee (1d4+5)
Full Attack: 2 Claws +8 melee (1d4+5), bite +6 melee (1d6+2) and tail +6 melee (1d4+2)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. + 2d12 in. (6 ft. 1 in.)
Weight: 50 lbs. + 2d100 lbs. (150 lbs.)
Special Att: Disease
Special Qual: Darkvision 60 ft., fast healing 1, resist cold 5, scent
Saves: Fort +3, Ref +5, Will +5
Abilities: S21 D19 C15 I9 W13 Ch15
Skills: Climb +5, Hide +4, Listen +5, Move Silently +4, Spot +5
Feats: Multiattack, Toughness
Environment: Any land
Organization: Solitary, Brood (2-5), or Pack (5-20)
CR: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

This hooded figure casts back the cloth covering its face to reveal a twisted face of melted flesh and exposed bone. Hollow sockets glimmer with faint red flame and a pig-like nose sniffs at the air. Hair covers the remaining twisted shape of the creature and terrible yellow claws spring from the malformed hands of the beast.

Mockeries are the demented spawn of humanoids who have spent too much time in the presence of creatures of the Realm of Madness. While the presence of a Realm of Madness creature might not twist the shape of the parent, the weird laws of the Realm of Madness's intrusion into the mortal plane can twist the shape and mind of the unborn, bringing hideous progeny to life even years later.

Mockeries are savage creatures, with little thought for more than causing misery. They are destructive, evil and delight in causing fear and torturing those they meet. They have an unnatural sense of the presence of creatures from the Realm of Madness, and will often seek them out to serve or be near.

Mockeries speak Common and the language of the Realm of Madness.

Combat

Mockeries are deadly opponents, but prefer to play and torture opponents. They are generally fearless, but will avoid large or powerful groups they do not believe they can

beat. Mockeries often attack in packs, but rarely use group tactics, fighting as individuals. They will occasionally gang on up on an opponent or lay primitive traps to capture foes for later torture.

Disease (Ex): The bite of a mockery inflicts its victims with Throes of Madness. (Type: injected; Fort DC 14; Incubation: 1 day; Dam: 1d4 Wis). For each point of Wisdom lost, the victim acts as if under the effects of a *Confusion* spell for 4 hours.

Fast Healing (Ex): A mockery regains hit points at an exceptionally fast rate, regaining 1 hit point per turn. 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.

Mockeries on Amberos

In many of the dark corners of Amberos, handfuls of mockeries exist, hiding from society and unleashing unspeakable horrors on lone or foolish humanoids wherever they might. Surprisingly, there are few to be found in the Glacier of Seasons, and there seems to be more in the eastern half of Amberos than in the western half.

Murderwort

Huge Plant

Hit Dice: 16d8+131 (203 hp)
Initiative: +0
Speed: 10 ft. (2 squares) (can't run)
Armor Class: 15 (-2 size, +7 natural), touch 8, flat 15
BAB/Grapple: +12/+29
Attack: Bite +19 melee (2d6 +9)
Full Attack: Bite +19 melee (2d6 +9) and 6 slam +14 melee (1d8 +4)
Space/Reach: 15-ft./15 ft.
Height: 18 ft. + 1d6 ft. (21 ft.)
Weight: 800 lbs. + 2d6 x 50 lbs. (1,150 lbs.)
Special Att: Summon swarm
Special Qual: Low-light vision, plant traits
Saves: Fort +20, Ref +5, Will +6
Abilities: S28 D10 C27 I3 W8 Ch5
Skills: Hide -8, Listen +9, Spot +8
Feats: Great Fortitude, Iron Will, Toughness
Environment: Temperate plains, forests
Organization: Solitary
CR: 15
Treasure: None
Alignment: Always neutral evil
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adj: -

This huge, oaken tree is decked in rust-colored leaves and sports many branches covered in cruel barbs. With a groan of twisting bark, a human-like face appears in the tree's trunk as the massive branches begin to twist and sway. From the branches of the tree erupt the chirps of many birds, moments before a flight of the screeching things swoops out of the many branches.

Murderworts are magical trees that mentally enslave birds to their will - which is to kill other beings and bring them the carcass to devour. For the most part, until it is threatened, a murderwort masquerades as a tree the best it can. However, those who know what to look for (rust-colored leaves, even appearing in winter and barbed tree limbs) can usually identify it quickly.

Murderworts cannot speak and do not understand the language of other creatures.

Combat

Murderworts attack by releasing their mentally enslaved bird flock onto opponents, who attack until they have slain enough food for the murderwort. If physically attacked, a Murderwort responds by using its barbed limbs to strike foes, or biting them.

Murderworts are intelligent enough that if foes escape them, they will generally move to a new location a mile or two distant from their current location to avoid being hunted down and destroyed.

Dominate Avian (Su): A murderwort is able to attract and mentally dominate small birds that near the tree or land on its branches. Avians coming within 30 feet of the murderwort must make a DC 15 Will save or become a thrall to the murderwort. This is a mind-affecting ability and lasts for 1 week before it must be renewed. A murderwort can only attempt to dominate a given avian once per day, but may attempt on any number of avians per day. A randomly encountered Murderwort usually has a flock of 40-80 birds (1d4+4 x 10) at its call.

Summon Swarm (Ex): A murderwort can cause the avians it has dominated to take to the sky as a swarm (see below for swarm details). A murderwort can control the swarm as a move-equivalent action.

A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- 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.

Murderwort on Amberos

Yet another manifestation of the curse of the Living Forest in the Kingdom of Vall Vega, these trees are primarily encountered in the Living Forest, but seem to have actually managed to migrate out into the lands of Misake. There are also versions of the tree that dwell in Kennestone forest and the Yaz forest, though these species dwelled in these lands long before the Living Forest came to be.

Murderwort Bird Swarm

Diminutive Animal (Swarm)

Hit Dice: 3d8 (13 hp)
Initiative: +2 (+2 Dex)
Speed: 5 ft (1 square), fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 16, flat 14
BAB/Grapple: +2/-15
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10-ft./0 ft.
Special Att: Distraction, Wounding
Special Qual: Half damage from slashing & piercing, low-light vision, swarm traits
Saves: Fort +3, Ref +7, Will +2
Abilities: S1 D15 C10 I2 W13 Ch4
Skills: Hide +14, Listen +6, Spot +6
Feats: Alertness, Lightning Reflexes
Environment: Temperate plains or forests
Organization: Solitary
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adj: -

The sky darkens as the chirping sound of hundreds of small birds races towards you, and you realize the air is full of songbirds on the wing.

Mentally controlled by a murderwort, the bird swarm's only goal is to descend on larger creatures and peck the opponent to death. Once it has done so, it carries the carcass back to the murderwort to devour.

Combat

A bird swarm attacks by pecking foes until they stop moving.

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

Wounding (Ex): Any living creature damaged by a bird swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss.

Naga, general

Sometimes referred to as the Children of Aspus, the naga of Amberos hold a position similar to that of the archons and angels of the upper planes. Most reptilian creatures – including the Aspii, various snakes and even creatures such as crocodads, tend to defer to these creatures as divine or sacred beings.

The naga of Amberos are immortal beings and will not die of natural causes, much like dragons and elves. If slain, however, they return to the cave of Aspus, where he creates a new naga from the remains and sends them out into the world again.

Naga of Amberos tend to be reclusive creatures, preferring their own company and disdaining that of others. The exception to this seem to be the Haneru Naga and the Sumii Naga, who often find themselves sought out by the humanoid races. The Haneru are generally venerated as masters of the art of the katana, and the Sumii are often sought out by those desiring to seek the self-enlightenment so many Sumii are reputed to reached. While the Haneru tend to openly welcome those who come to train with them, the Sumii seem merely to tolerate those who seek their advice.

Balii Naga

Large Aberration (Earth)

Hit Dice: 12d8+24 (78 hp)
Initiative: +3 (+3 Dex)
Speed: 40 ft. (8 squares), swim 20 ft. (4 squares)
Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat 12
BAB/Grapple: +9/+15
Attack: Bite +10 melee (1d8+2 + poison)
Full Attack: Bite +10 melee (1d8+2 + poison)
Space/Reach: 10-ft./10 ft.
Length: 10 ft. + 1d6 ft. (13 ft.)
Weight: 700 lbs. + 2d4 x 25 lbs. (825 lbs.)
Special Att: Charm gaze
Special Qual: Darkvision 60 ft., necromantic immunity, scent, spell resistance 22, spell-like abilities
Saves: Fort +6, Ref +7, Will +10
Abilities: S14 D17 C15 I17 W15 Ch19
Skills: Concentration +21, Hide -1, Listen +19, Spellcraft +18, Spot +19, Swim +17
Feats: Alertness, Combat Casting, Eschew Materials, Greater Spell Focus (Necromancy), Spell Focus (Necromancy)
Environment: Temperate, Warm land
Organization: Solitary, or Cabal (2-5)
CR: 11
Treasure: Standard
Alignment: Always neutral evil
Advancement: 13-24 HD (Large); 25-36 HD (Huge)
Level Adj: -

This elongated, black snake has a golden underbody and a human-like face with whitened hair. Its eyes are piercing and blood red, with slitted pupil like that of a snake. It has a bit of a hood like a cobra, on the back of which is a skull-like pattern in white scales.

The Balii naga is a dangerous, necromantic spell-casting naga. They are usually found near graves or other ruins where ample bodies can be raised or summoned.

Balii nagas mostly keep to themselves and while away the hours speaking with the dead, determined to learn secrets for which they can gain more power over others. They rarely venture into civilized areas, and prefer to be left alone. They take interruptions of their communions poorly, and are more than willing to add others to the dead around them.

Balii nagas speak Common, infernal and abyssal. They can communicate with other serpents and snakes as if utilizing *Speak with Animals*.

Combat

Balii nagas disdain physical combat and prefer to summon undead to fight for them. If caught unprepared, they will strike with their venomous fangs hoping to kill prey and then animate it to fight any other opponents it is facing.

Charm Gaze (Su): A Balii naga can *charm* an opponent who gazes into the Balii's eyes. The gaze has a range of 30 feet and a DC 20 Will save. It otherwise works as a *charm monster* spell with a caster level of 12. The save is Charisma based.

Necromantic Immunity (Su): A Balii naga is immune to spells of the necromantic school, as well as any spell with a death effect as if it had unbeatable spell resistance. This immunity remains even after death, so it is not possible to animate or *Speak with Dead* on a Balii naga.

Poison (Ex): The bite of a Balii naga is exceptionally deadly. Type: Injected; Fort Save DC 18; Init: Unconsciousness for 2d4 rounds as the victim thrashes and foams at the mouth + 1d4 Con; Sec: 1d12 Con.

Spells-like Abilities (Sp): A Balii naga can cast spells as if it were a 12th level sorcerer, and can also cast spells from the cleric spell lists and the Death and Evil domains as if they were arcane spells. It's spell DCs are 14 + spell level. The Balii naga does not need a divine focus to cast clerical spells. The saves are Charisma based.

Typical Sorcerer Spells Known

(6/7/7/7/5/3; CL 12; DC 14 + Spell Level)

- 0th: *Arcane Mark, Cure Minor Wounds, Dancing Lights, Daze, Detect Magic, Inflict Minor Wounds, Mage Hand, Read Magic, Resistance*
- 1st: *Bane, Cause Fear*, Deathwatch*, Doom*, Ray of Enfeeblement**
- 2nd: *Command Undead*, Death Knell*, Desecrate, False Life*, Scare**
- 3rd: *Animate Dead*, Deeper Darkness, Speak With Dead*, Vampiric Touch**
- 4th: *Cure Critical Wounds, Enervation*, Unholy Blight*
- 5th: *Slay Living*, Waves of Fatigue**
- 6th: *Circle of Death*, Create Undead**

* DC +2

Balii Naga on Amberos

The Balii Naga are feared creatures of the Skienlands and Ulanst. They are sometimes found in Simera and Lanster, and there are rumors of the Balii Naga haunting ancient battlefields in Randu.

Haneru Naga

Medium Aberration (Earth)

Hit Dice: 5d8+10 (32 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft. (4 squares), swim 15 ft. (3 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple: +3/+7 (+11 with tail)
Attack: Bite +7 melee (1d6+4 + poison) or katana +7 melee (1d10+2; 18-20/x2) or composite longbow (+4 Str) +5 ranged (1d8+4;x3)
Full Attack: Bite +7 melee (1d6+4), 4 claw +2 melee (1d4+2) and tail +2 melee (1d6+2) or 4 katanas +5 melee (1d10+2; 18-20/x2) or composite longbow (+4 Str) +5 ranged (1d8+4;x3)
Space/Reach: 5-ft./5 ft. (10 ft. with tail when grappling)
Length: 5 ft. + 1d4 ft. (7 ft.)
Weight: 100 lbs. + 2d4 x 25 lbs. (225 lbs.)
Special Att: Constrict, poison
Special Qual: Charm Immunity, constrictor tail, darkvision 60 ft., SR 15, spells-like abilities
Saves: Fort +3, Ref +3, Will +5
Abilities: S19 D15 C14 I15 W13 Ch15
Skills: Climb +8, Concentration +10, Listen +11, Spellcraft +6, Spot +11, Swim +8
Feats: Alertness, Combat Casting, Exotic Weapon Proficiency (Katana)^b, Multiweapon Fighting^B
Environment: Any land
Organization: Solitary or Guard (1 naga + 1d4 Haneru Naga)
CR: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: -

This ivory creature has the body of a snake, with a humanoid head. A pattern of red diamonds spots its back, and its tail ends in what appears to be a spiked club. Around its head are arranged four three-fingered arms, each hand ending in long, black nails.

Haneru naga are powerful warriors of the naga race, often found defending other nagas from harm. Sometimes they are pressed into service by magical means to protect treasures or other places of value either for the naga or by arcane casters powerful enough to summon and bind them to service.

Haneru naga speak trade, celestial and infernal.

Combat

Haneru naga are physical combatants, and prefer to melee their opponents. Any spells they possess are generally to augment their ability to melee opponents. Haneru are fearless in combat and generally once they are engaged, they will fight to the death. They are, however, intelligent

opponents, and will use their wits to gain as much as an advantage against opponents as they can.

Charm immunity (Su): Haneru Naga are immune to spells with the Charm descriptor and other mind-affecting magic.

Constrict (Ex): If a Haneru naga successfully grapples an opponent with its tail, it may constrict that opponent for 1d6+2 points of damage per round.

Constrictor Tail (Ex): The tail of a Haneru is exceptionally long, though it normally keeps it coiled up. When attempting to grapple with its tail, the Haneru gains a +4 bonus to its grapple check and has a 10-foot reach.

Poison (Ex): The bite of a Haneru naga injects a numbing poison into a victim. Type: Injected; Fort save DC 14; Init: 1d4 Dex; Sec: 1d4 Dex.

Spell-like Abilities (Sp): A Haneru naga can cast spells as a 5th level sorcerer.

Typical Spells Known

(6/7/5; CL 5; Spell DC 12 + Spell Level)

0th: *Daze, Detect Magic, Message, Open/Close, Resistance, Touch of Fatigue*

1st: *Mage Armor, Obscuring Mist, Shield, True Strike*

2nd: *Blur, Web*

Haneru Naga on Ambros

The Haneru nagas seem only to be found in Chiamung, where several have been sought out to train samurai in the martial arts. However, samurai are careful never to pledge their allegiance to these naga masters, who themselves are pawns to the other nagas and not the samurai's daimyo.

Suuma Naga

Medium Aberration (Earth)

Hit Dice: 6d8+24 (51 hp)
Initiative: +2 (+2 Dex)
Speed: 40 ft. (8 squares), climb 20 ft. (4 squares), swim 20 ft. (4 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat 15
BAB/Grapple: +4/+6
Attack: Bite +6 melee (1d6+2 + poison)
Full Attack: Bite +6 melee (1d6+2 + poison) and 2 tails +1 melee (1d6+1)
Space/Reach: 5-ft./5 ft. (10 ft. with tail when grappling)
Length: 4 ft. + 1d4 ft. (6 ft.)
Weight: 100 lbs. + 2d4 x 10 lbs. (150 lbs.)
Special Att: Constrict, improved grab, ki strike, poison
Special Qual: Charm immunity, constrictor tail, darkvision 60 ft., fast healing 4, spell resistance 16
Saves: Fort +6, Ref +6, Will +7
Abilities: S15 D15 C19 I15 W14 Ch16
Skills: Balance +4, Escape Artist +4, Knowledge (arcana) +11, Listen +13, Spot +13, Use Magic Device +12
Feats: Agile, Alertness, Lightning Reflexes
Environment: Temperate or Warm land
Organization: Solitary, or Cloister (2-5)
CR: 5
Treasure: None
Alignment: Always lawful neutral
Advancement: 7-12 HD (Medium); 13-18 HD (Large)
Level Adj: -

This dun colored creature has the long, slim body of a snake and a bald human head. It slightly sways and darts as it moves, with an odd grace you have not seen before.

Suuma nagas have devoted themselves to the perfection of their forms at the cost of the ability to cast spells. They possess amazing abilities and are powerful fighters. Luckily, they are contemplative creatures who generally disdain fighting and rarely interfere in the matters of another race.

Suuma nagas speak trade, Common and celestial.

Combat

A Suuma naga generally refrains from combat, and will generally seek to turn an opponents advantages against itself. If forced to fight, they are agile melee opponents and their bevy of abilities can allow them to avoid most harm directed towards them. Suuma naga often use their venom when they do not wish to kill a foe, but merely impair them.

Once engaged in combat, a Suuma naga will generally fight as long and as hard as its opponent; many Suuma nagas will break off hostilities as quickly as an opponent tires of the fight. However, if forced to fight to the death, the Suuma naga will oblige to deliver death to its opponent.

Constrict (Ex): A Suuma naga that has successfully grappled a foe with its tail can constrict that opponent for 1d6 bludgeoning damage, plus the 1d6+1 tail attack damage.

Charm immunity (Su): A Suuma naga is unaffected by charm spells or other mind-affecting magic.

Constrictor Tail (Ex): The tail of a Haneru is exceptionally long, though it normally keeps it coiled up. When attempting to grapple with it's tail, the Haneru gains a +4 bonus to its grapple check and has a 10-foot reach.

Fast Healing (Ex): A Suuma naga regains 4 hit points per round except from fire, cold or acid attacks. 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.

Freedom of Movement (Su): A Suuma naga acts as if under the constant influence of a *Freedom of Movement* spell with a caster level of 6.

Improved Grab (Ex): If a Suuma naga successfully hits a medium-sized or smaller opponent with its tail, it may start a free grapple. 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.

Ki strike (Su): A Suuma naga's attacks are considered to be lawful for the purposes of defeating DR.

Poison (Ex): The bite of a Suuma naga injects a paralytic poison. Type: Injected; Fort Save DC 17; Init: paralysis for 2d4 rounds; Sec: 1d4 Dex

Suuma Nagas on Am̄oceros

Suuma nagas are primarily found in ancient Chiamung, Dishnu, the Skienlands and Spi Dak Su. There are ancient tales of encounters with Suuma nagas among the Randese, but these are very rare occurrences.

Nemmick

Large Dragon (Earth)

Hit Dice: 10d12+40 (105 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 30 ft. (6 squares)
Armor Class: 16 (-1 size, +7 natural), touch 9, flat 16
BAB/Grapple: +10/+20
Attack: Bite +15 melee (1d8+9)
Full Attack: Bite +15 melee (1d8+9) and 4 claw +10 melee (1d6+3) and tail +10 melee (1d8+3)
Space/Reach: 10-ft./5 ft.
Length: 10 ft. + 2d4 ft. (15 ft.)
Weight: 700 lbs. + 2d4 x 50 lbs. (950 lbs.)
Special Att: Breath weapon, improved grab, rake, swallow whole
Special Qual: Blindsight, darkvision 60 ft., dragon traits, lesser magic resistant, low-light vision, regeneration, resistance to energy 20, SR 23
Saves: Fort +11, Ref +7, Will +9
Abilities: S22 D11 C18 I11 W15 Ch17
Skills: Climb +19, Escape Artist +13, Hide +9, Listen +17, Spot +17, Survival +15
Feats: Alertness, Power Attack, Run, Track
Environment: Any land
Organization: Solitary
CR: 9
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adj: -

This six-legged, reptilian beast is covered in black, mud-stained scales. Each scale is the size of a man's open hand, and has a wickedly sharp edge. A line of bladed scales runs along the creature's back and its long neck is topped with a sharp-snouted head that breath puffs of acrid black smoke from its nostrils. Its eyes glow a hellish red, and a ripple of contempt shudders down its scales, causing them to clatter like dry bones.

The Nemmick is a feral dragon that subsists on necromantic energy and dead flesh. It cannot fly, but generally lives by burrowing underground in graveyards or other areas thick with dead bodies or necromantic or negative energy.

Nemmick can speak Common and infernal.

Combat

A Nemmick often attempts to strike from ambush, hiding in the ground under opponents and attempting to drag foes under the earth where it can devour them at leisure. Against weak or isolated foes, it will usually burst from the ground, breath on the foe, and then melee with opponents until they are slain.

If faced with a superior foe, a Nemmick usually breathes its putrid breath weapon, then flees underground.

Some Nemmick have been known to lead foes into the hands of other undead, and then later turn on the undead to feed once healed.

Breath Weapon (Su): A Nemmick breathes a cloud of acidic soot that deals acid and fire damage. The cloud can be expelled out to 60 feet distant and covers a 20-foot diameter, and remains for 1d4+1 rounds. Those caught in the area of effect suffer 5d6 fire and acid damage (Fort DC 19 for half damage). A Nemmick can breath once every 5 rounds.

Improved Grab (Ex): If a Nemmick bites a small creature 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.

Lesser Magic Resistant (Su): A Nemmick gains a +5 bonus to spell resistance (already calculated into its SR).

Rake (Ex): If a Nemmick manages to successfully grapple a foe, it can rake with its claws as well. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. The Nemmick must begin its turn grappling to use its rake.

Swallow Whole (Ex): If a Nemmick starts with a small-sized 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. Swallowed victims suffer 1d6 bludgeoning damage and 1d6 acid damage from the creature's gizzard each round. Swallowed opponents can attempt to cut themselves free by attacking the AC 13 interior and dealing 15 points of damage to escape. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Regeneration (Ex): A Nemmick takes normal damage from cold or sonic attacks. Nemmick can regenerate lost limbs in one minute, though they cannot reattach lost limbs. If a Nemmick is beheaded, it will die after one minute passes.

Resistance to Energy (Ex): A Nemmick has Fire and Acid resistance 20.

A dragon possesses the following traits.

- Immunity to magic sleep effects and paralysis effects.

Nemmick on Amberos

These fearsome beasts can be found practically anywhere in Amberos. They often take up residences beneath ancient cemeteries or forgotten battlefields, feasting on the old corpses buried there.

Nippon-Urdu

Small Outsider (Chaos, Evil)

Hit Dice: 3d8 (13 hp)

Initiative: +2 (+2 Dex)

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

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

BAB/Grapple: +3/0

Attack: Bite +5 melee (1d4+1 + poison)

Full Attack: Bite +5 melee (1d4+1 + poison) and 3 claw +0 melee (1d3 + paralysis)

Space/Reach: 5-ft./5 ft.

Height: 3 ft. 1 in. + 2d4 in. (3 ft. 5 in.)

Weight: 25 lbs. + 2d6 x 2 lbs. (39 lbs.)

Special Att: Paralysis, poison, sneak attack +2d6

Special Qual: DR 5/good, darkvision 60 ft., haste, outsider traits, SR 12

Saves: Fort +3, Ref +5, Will +4

Abilities: S13 D15 C10 I11 W13 Ch13

Skills: Bluff +7, Disable Device +6, Disguise +7, Hide +14, Listen +9, Move Silently +10, Search +6, Spot +9

Feats: Alertness, Stealthy

Environment: Hades

Organization: Solitary, or Brood (2-5)

CR: 4

Treasure: Standard

Alignment: Always chaotic evil

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

Level Adj: -

This small humanoid has ebony skin and is bone-thin. The creature moves in an ape-like fashion, with powerful knuckles scraping the ground as it darts about. Wisps of scraggly black hair stand on end about the crown of its horn-covered head, and red, malevolent eyes stare at you as it breaks into a hideous grin.

Nippon-urdu are the souls of the dead who betrayed their family in one fashion or another. Having escaped the afterlife to return to the mortal world, they seek to wreak havoc on the lives of their former family members, or failing to find them, wreak havoc on whomever they can find. These creatures are not undead; they are instead planar petitioners that have fled the realm of Hades. They will often sabotage items to cause them to fail at a critical moment, and seem to take great delight in setting up gruesome strings of malfunctions that cause no end of trouble or danger for others.

Nippon-urdu speak the trade language, and often cannot seem to be quieted once engaged in speaking.

Combat

Nippon-urdu never fight fair, and prefer to strike from ambush or when opponents are least capable of defending themselves. They are masters of hit and run attacks,

and take great joy in leading infuriated opponents into traps and other pitfalls.

Paralysis (Su): The claw attacks of a nippon-urdu cause temporary paralysis for 1 round unless the victim succeeds a DC 11 Fort save.

Poison (Ex): The bite of a nippon-urdu injects a strength-robbing poison (Type: injected; Fort DC 11; Init: 1d4 Str, Sec: 1d4 Str)

Sneak attack (Ex): A nippon-urdu can make a sneak attack for 2d6 damage. This works like the rogue ability of the same name, and stacks with any sneak attack gained from levels or other abilities.

Haste (Su): As per the arcane spell, lasting for 5 rounds, self only. Caster level 3.

Nippon-Urdu on Amöeros

Primarily nippon-urdu comprise the souls of Nippon humans. While Nippon-urdu composed of those of another race have been encountered, they are far more rare. It is believed part of the reason that most nippon-urdu are Nippon is attributed to the first nippon-urdu, who wrote a rather infamous treatise on how he managed to escape Hades in the first place. Many Nippon are familiar with the crimes contained within the book, and those fearing they may face similar punishments for their crimes have been known to study the book in an effort to prepare to return as nippon-urdu should they die or be slain.

Nissus

Large Ooze (Extraplanar, Fire)

Hit Dice: 6d10+36 (69 hp)
Initiative: -5 (-5 Dex)
Speed: 30 ft. (6 squares), fly 30 ft. (clumsy)
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat 4
BAB/Grapple: +4/+16
Attack: Slam +11 melee (1d6 +8 + 2d6 fire)
Full Attack: Slam +11 melee (1d6 +8 + 2d6 fire)
Space/Reach: 10-ft./10 ft.
Diameter: 10 ft + 1d4 ft.
Weight: 350 lbs. + 1d4 x 50 lbs. (450 lbs.)
Special Att: Hurl self, improved grab, swallow whole
Special Qual: Blindsight 60 ft., DR 10/good and silver, ooze traits, spell resistance 16
Saves: Fort +10, Ref -1, Will -3
Abilities: S27 D1 C23 I- W1 Ch1
Skills: Hide -9, Listen -5, Spot -5
Feats: Great Fortitude, Lightning Reflexes, Power Attack
Environment: Hell
Organization: Solitary, or Brood (2-5)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This blood red, opaque mass of sulphuric smelling ooze quickly pulls itself along in your direction. What seem to be two fiendish points of light glow from within the oddly pulsating mass.

Nissus are dreadful oozes found in the hells. They delight in devouring the flesh of devils and petitioners, and are often used to torture petitioners, though they can get unruly and have been known to attack the devilish torturers with equal glee. They are a constant plague on the 7th circle of hell, where the oozes constantly threaten to overwhelm the inhabitants there.

Nissus do not speak or understand languages.

Combat

Nissus are simple combatants - they quickly flow towards an opponent and simply overwhelm them, attempting to swallow their foes as quickly as possible. Many a devil has been surprised when the ooze leaps into the air after its prey, and the ooze will continue attacking until its opponent is engulfed or the ooze is destroyed.

Hurl Self (Ex): A nissus can elicit a jet of its own body, spraying foes up to 60 feet away. Those in the area of effect suffer 3d6 acid damage (DC 19 Reflex save for half). The attack disperses the nissus over the target area, and it takes the ooze a full-round action to coalesce before it can move and attack again. While dispersed, a nissus can be attacked and damaged only by area effect attacks, but cannot be prevented

from reforming short of a *wish* or *miracle* spell or the depletion of its hit points.

Improved Grab (Ex): If a Nissus strikes a medium-sized or smaller opponent 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.

Swallow Whole (Ex): If a Nissus starts the round while grappling an opponent, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey. Swallowed opponents suffer 3d6 acid damage per round and cannot breathe. A swallowed creature cannot cut its way free, but can just try to escape the grapple with an escape artist check. If the swallowed creature escapes the grapple, success allows the victim to squirm free of the Nissus's grip.

A nissus that has swallowed prey cannot use its Hurl Self ability without releasing its victim.

Nissus on Amócoros

Nissus are creatures of hell, where they are sometimes used by devils to torture prisoners of the plane. Devils enjoy dipping prisoners into pits filled with a nissus. Even if fire resistant, the nissus squeezes and otherwise attempts to drown such victims.

Orev

Medium Humanoid (Elf, Goblinoid)

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+4 chain shirt), touch 10, flat 14
BAB/Grapple: 0/+2
Attack: Falchion +2 melee (2d4+3;18-20/x2)
Full Attack: Falchion +2 melee (2d6+3;18-20/x2) or longbow +0 ranged (1d8+2;x3)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 3 in. + 2d8 in. (6 ft.)
Weight: 120 lbs. + 2d8 x 5 lbs. (165 lbs.)
Special Att: -
Special Qual: Darkvision
Saves: Fort +3, Ref +0, Will -2
Abilities: S15 D11 C12 I10 W7 Ch6
Skills: Balance -2, Climb 0, Escape Artist -2, Handle Animal +2, Hide -2, Intimidate +2, Jump 0, Listen -2, Move Silently -2, Sleight of Hand -2, Spot -2, Swim -2, Tumble -2
Feats: Power Attack
Environment: Any plains or mountains
Organization: Solitary, Gang (2-5 + 0-1 scouts + 0-2 warriors), Colony (5-20 + 1-2 scouts + 1-4 warriors + 0-1 champion), or Band (20-40 + 1-4 scouts + 2-8 warriors + 0-1 champion) or Tribe (40+ plus 2-4 scouts plus 3-12 warriors plus 1-3 champions)
CR: ½
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: 2 HD (Medium); 3 HD (Large) or By Character Class
Level Adj: +0

This thin, gangly humanoid has grayish, wart-covered skin and matted black hair. A pair of tusks protrudes from its lower jaw, and it has an overall feral look, despite the sword held in its massive hands and the ill-kept armor it wears.

Oreves are the offspring of orc and elves. They have bred as a true race for centuries, as elves and orcs no longer associate with each other and it has become impossible for modern orcs and elves to mate to produce young.

Oreves are individualists, scorned by both elf and orc society. They prefer to be left alone and are willing to fight to be left undisturbed.

Oreves speak Common and orc.

Combat

Oreves fight as individuals for their own glory. Though they may travel in bands, oreves rarely employ group tactics and fight as individuals, often competing with one another for the most kills. They are intelligent enough to

spring ambushes and lead foes into traps, but generally prefer a face-to-face fight.

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

Society

Oreves live in small clans in wilderness areas away from civilized lands. They often raid humanoid settlements - including other orc clans for goods and their own glory. Some clans prefer isolation and shun contact - either peaceful or by war - other races.

Oreves are independent spirits, and often require a wide range of skills to successfully survive on their own. Orev bands usually congregate for company, goods or mutual protection, though most bands are led either by the wisest, strongest and/or the most devout among their kind. Oreves rarely follow one leader for long, and as the Oreves mood change, so often does their allegiance.

Mated oreves rarely stay together longer than required to have children and raise them to an age that they can begin to care for themselves - a situation rarely lasting longer than 15 years at a stretch. There are orev tales of mated oreves staying together until their deaths in old age, but these legends rarely ever match the reality of changing orev social groups.

Oreves on Amðeros

Before and during the elvin golden age, it was not uncommon for goblinoids and elves to mingle together, and many marriages were arranged between the races to solidify power between the Evanthium Coridium and the Golgoth Empire. After the transformation of the goblinoids by Ziga, Greensbeech Earthlayer - the Great Ymin of the elves - used powerful magic to ensure that elves and goblins could never again consort with one another to produce offspring.

Ziga cursed the orev offspring to become their own race, hoping she could convince the orev it was the work of the elves, and trick them into joining her against the elves. The orev however, retreated out of elvin lands into the wilderness to seek their own path. As the ages passed, the orev have continued to follow their own path, rather than fall in with Ziga and her accursed goblinoids.

Orev as Characters

Oreves are independent and adventurous spirits, and it is not uncommon for them to strike out for a bit of travel and adventure before settling back down.

Orev characters have the following abilities:

- **Base Speed 30 feet**
- **Darkvision 60 feet.** An orev can see as well in the dark as it can in lighted conditions. Darkvision is black-and-white only, however.
- **+2 Strength, -2 Wisdom, -2 Charisma.** Oreves are fairly strong, but lack concentration to follow through

Bestiary Nefarious

on many tasks. Their general disdain for societies conventions often adversely affects them in social settings.

- **Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells.**
- **+1 racial bonus on Listen, Search, and Spot checks.** An Orev does not have the elf's ability to notice secret doors simply by passing near them.
- **Elvin Blood:** For all effects related to race, an Orev is considered an elf. Orevs, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.
- **Orc Blood:** As above, a Orev is considered to be an elf for effects that they are vulnerable to, and can use magic items only useable by orcs.
- **Automatic Languages:** Common, goblinoid. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Favored Class:** Barbarian.
- **Level Adjustment:** +0

Orevs have taken to worshipping Belli, the Lord of the Earth. Clerics of Belli may choose two of the three domains from Plant, Animal or Earth.

Orev Scout

Orev Bar 6;hp: 51 (62 raged)

S16 D13 C14 I10 W12 Ch8;Fort +7 (+9 raged), Ref +3, Will +3 (+5 raged)

Init: +1 **Move:** 40 ft.

AC: 19 (17 raged) (+1 Dex, +8 *chain shirt* +1 & *small wooden shield* +1), touch 11, flat 18

BAB/Grapple: +6/+9

Full Attack: +1 *falchion* +10/+5 melee (2d4+4;18-20/x2) (raged) +1 *falchion* +12/+7 melee (2d4+6;18-20/x2)

Special Att: Rage 2x/day

Special Qual: Trap sense +2, improved uncanny dodge, uncanny dodge

Skills: Climb +11, Hide +0, Listen +10, Move Silently +0, Ride +10, Spot +5, Survival +1

Feats: Cleave, Exotic Weapon Proficiency (Falchion), Power Attack

CR: 6

Gear: *chain shirt* +1 (1,250 gp), *small wooden shield* +1 (1,153 gp), +1 *falchion* (2,345 gp), *potion of bull's strength* (300 gp), *potion of cat's grace* (300 gp), *potion of cure moderate wounds* (300 gp)

Total: 5,648 gp (5,600 gp)

Rage (Ex): 7 rounds; +4 Str, +4 Con, +2 morale bonus to Will, -2 AC. Cannot use skills or abilities that require patience or concentration.

Improved Uncanny Dodge (Ex): An orev scout 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 orev scout 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 orev scout 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.

Bestiary Nefarious

Orev Warrior

Orev Bar 12; **hp:** 102 (138 raged)

S20 D13 C14 I10 W12 Ch8; **Fort** +10 (+13 raged), **Ref** +5, **Will** +5 (+8 raged)

Init: +5 **Move:** 30 ft.

AC: 23 (21 raged) (+1 Dex, +12 *breastplate* +3 & *small wooden shield* +2), touch 11, flat 22

BAB/Grapple: +12/+17

Full Attack: +2 *falchion* +19/+14 melee (2d4+7;15-20/x2)
(raged) +2 *falchion* +22/+17 melee (2d4+10;15-20/x2)

Special Att: Greater rage 4x/day

Special Qual: DR 2/-, trap sense +4, improved uncanny dodge, uncanny dodge

Skills: Climb +17, Hide -2, Listen +16, Move Silently -2, Ride +16, Spot +8, Survival +1

Feats: Cleave, Exotic Weapon Proficiency (Falchion), Improved Critical (Falchion), Improved Initiative, Power Attack

CR: 12

Gear: *breastplate* +3 (9,350 gp), *small wooden shield* +2 (4,153 gp), +2 *falchion* (8,345 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 26,598 gp (27,000 gp)

Greater Rage (Ex): 8 rounds; +6 Str, +6 Con, +3 morale bonus to Will, -2 AC. Cannot use skills or abilities that require patience or concentration.

Improved Uncanny Dodge (Ex): An orev warrior 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 orev warrior 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 orev warrior 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.

Orev Champion

Orev Bar 18; **hp:** 189 (243 raged)

S25 D13 C18 I10 W12 Ch8; **Fort** +15 (+18 raged), **Ref** +7, **Will** +7* (+10* raged)

Init: +5 **Move:** 30 ft. (60 ft. hasted)

AC: 28 (26 raged) (+1 Dex, +17 *breastplate* +5 & *small wooden shield* +5), touch 11, flat 27

BAB/Grapple: +18/+25

Full Attack: +4 *falchion* +30/+25/+20/+15 melee (2d4+11;15-20/x2)
(hasted) +4 *falchion* +31/+31/+25/+20/+15 melee (2d4+11;15-20/x2)
(raged) +4 *falchion* +33/+28/+23/+18 melee (2d4+14;15-20/x2)
(hasted & raged) +4 *falchion* +34/+34/+28/+23/+18 melee (2d4+14;15-20/x2)

Special Att: Greater rage 5x/day, tireless rage

Special Qual: DR 4/-, indomitable will, trap sense +6, improved uncanny dodge, uncanny dodge

Skills: Climb +25, Hide -2, Listen +22, Move Silently -2, Ride +22, Spot +11, Survival +2

Feats: Cleave, Exotic Weapon Proficiency (Falchion), Improved Critical (Falchion), Improved Initiative, Power Attack, Weapon Focus (Falchion)

CR: 18

Gear: *breastplate* +5 (25,350 gp), *small wooden shield* +5 (25,153 gp), +4 *falchion* (32,345 gp), *belt of giant strength* +6 (16,000 gp), *amulet of health* +4 (16,000 gp), *boots of speed* (12,000 gp), *potion of cure serious wounds* (750 gp)

Total: 127,598 gp (130,000 gp)

Greater Rage (Ex): 8 rounds; +6 Str, +6 Con, +3 morale bonus to Will, -2 AC. Cannot use skills or abilities that require patience or concentration.

Improved Uncanny Dodge (Ex): An orev scout 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, an orev champion gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): An orev champion no longer becomes fatigued at the end of his rage.

Trap Sense (Ex): An orev champion 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 orev champion 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.

Paddler

Large Aberration

Hit Dice: 5d8+10 (32 hp)
Initiative: +0
Speed: 60 ft. (12 squares), burrow 60 ft. (12 squares)
Armor Class: 16 (-1 size, +7 natural), touch 9, flat 16
BAB/Grapple: +3/+12
Attack: Bite +7 melee (1d8+5)
Full Attack: Bite +7 melee (1d8+5)
Space/Reach: 10-ft./10 ft.
Length: 6 ft. + 1d6 ft. (9 ft.)
Weight: 400 lbs. + 2d6 x 25 lbs. (575 lbs.)
Special Att: -
Special Qual: DR 5/cold iron, darkvision 60 ft., fire immunity, tremorsense 30 ft.
Saves: Fort +3, Ref +1, Will +5
Abilities: S21 D11 C15 I13 W13 Ch 9
Skills: Climb +8, Hide -4, Jump +10, Listen +9, Spot +9
Feats: Endurance, Run
Environment: Warm deserts
Organization: Solitary, or Family (2-5)
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: -

This horse-sized turtle has blade-like fins which it uses to propel itself across the ground at an amazing rate.

Paddlers are intelligent dwellers of the desert, who travel to and fro across the sands at lightning speed. They are peaceful creatures who will often take travelers across the desert for little or no payment at all. Paddlers have an amazing knowledge of practically any area in a given desert, and though they do not speak about their travels, will willingly take anyone to any place they know of - if asked to go there.

Paddlers speak their own language, and can understand Common, though they refuse to speak it.

Combat

Paddlers are generally too quick to be caught up in combat, but if forced into a corner will use their beak-like maws to snap at opponents.

Paddlers on Amōeros

Most paddlers are found in the desert areas of Llannhanex and the surrounding area. There are herds of roaming paddlers reputed to have been seen in the deep deserts of Randu, but these paddlers avoid outsiders, often diving into the deep sands if approached.

Perii

Medium Giant (Demon)

Hit Dice: 3d8+9 (22 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 40 ft. (average) in hide armor; base speed 30 ft. fly 50 ft.
Armor Class: 20 (+2 Dex, +3 natural, +3 hide armor, +2 heavy wooden shield), touch 12, flat 18
BAB/Grapple: +2/+4
Attack: Claw +4 melee (1d6+2) or longsword +4 melee (2d6+2; 19-20/x2) or javelin +4 ranged (1d8+2)
Full Attack: 2 Claw +4 melee (1d6+2) and gore -1 melee (1d8+1) and tail -1 melee (1d8+1) or longsword +4 melee (2d6+2; 19-20/x2) and claw -1 melee (1d6+2), gore -1 melee (1d8+1) and tail -1 melee (1d8+1) or javelin +4 ranged (1d8+2)
Space/Reach: 5-ft./5 ft.
Height: 5 ft. 4 in. + 2d8 in. (6 ft. 1 in.)
Weight: 165 lbs. + 2d8 x 5 lbs. (210 lbs.)
Special Att: Frightful presence, sonic attacks
Special Qual: DR 5/magic +1, fast healing 2, improved size, SR 12
Saves: Fort +3, Ref +3, Will +1
Abilities: S15 D14 C15 I13 W11 Ch 10
Skills: Balance -3, Climb -3, Escape Artist -3, Hide -3, Jump -3, Knowledge (the planes) +7, Listen +6, Move Silently -3, Sleight of Hand -3, Spot +6, Swim -14, Tumble -3
Feats: Improved Initiative, Toughness
Environment: Any land
Organization: Solitary, or Gang (2-5)
CR: 3
Treasure: None
Alignment: Usually chaotic evil
Advancement: By Character Class
Level Adj: +5

This humanoid is at least a head taller than a human and bears a pair of fiery red eagle's wings on its back. Its hair is curly and brazen red, and its skin seems well tanned. Goat's horns sprout from the creature's forehead, and it bears a serpent's tail. Its feet end in what look like goat's hooves and it wields a longsword and carries a heavy shield. Strung over its shoulder is a quiver filled with black javelins, and it is wearing what appears to be armor made from humanoid skin and bones knitted together.

Perii are the foul offspring of demons from the abyss and hill giants. Though they are only slightly taller than a human, they possess many demonic abilities that make them difficult to defeat.

Perii take great delight in fighting and spreading mischief or woe wherever they pass. Some Perii hire

themselves out as mercenaries to evil humanoid bands in return for treasure or the thrill of killing.

Perii speak Giant, Common and goblinoid.

Combat

Perii will attack individuals in melee, often throwing a javelin first and charging singular foes and hoping for a fast kill. Against multiple enemies, most Perii will take to the sky and rain down javelins or rocks on their foes before engaging in melee. Once engaged, Perii usually become so driven by bloodlust that they will not cease fighting until they have killed everything within reach - even if doing so might cause their own death.

Frightful Presence (Ex): If a Perii charges an opponent of 2 HD or less in combat, the victim of the charge must make a Will save (DC 11) or be shaken for the combat. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Sonic Scream (Su): As a standard action, a Perii can let out an unearthly scream that covers a 30 ft. cone. Those caught in the cone suffer 3d6 damage (Fort save for half). The Perii can use the sonic scream once per minute.

Fast Healing (Ex): A Perii regains 2 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.

Improved Size (Ex): Although medium-sized, a Perii can use large-sized weapons and gear at no penalty, as if they were large-sized creatures. They do not gain the benefits or suffer the penalties of large size, however.

Perii on Amberos

Perii are found mostly in the wilderness of Randu and the Skienlands. They often have relations with the Shafra, but tend to fight with all other races.

Perii as Characters

Perii are powerful individuals, often looking for a means to challenge themselves. They sometimes fall in with others that they can thug and use as fodder to accomplish whatever goal they may have in mind.

Perii characters have the following abilities.

- **Str +4, Dex +4, Con +4, Int +2.** Perii are exceptionally strong, hardy and quick. They have a devilish intelligence from their infernal parentage.
- **Giant racial type and Demon subtype.**
- **Medium Size.**
- **Base Movement Rate 30 feet. Fly 40 feet (Average).**
- **Darkvision 60 feet.** A Perii can see in darkness as if it were daylight out to 60 feet. Darkvision is black and white only.

- **3d8 racial hit dice.** To this total, the Perii adds triple his Constitution modifier (minimum 1 hit point per hit die). The perii also gains a Base Attack Bonus of +2 and base saving throws of Fort +3, Reflex +1 and Will +1.
- **(2 + Int modifier) x 5 Skill Points.** A perii's class skills are Climb, Knowledge (Arcana), Knowledge (The Planes), Listen, Spot, Survival
- **+3 natural armor.**
- **Natural attack routine.** A Perii has an natural attack routine of 2 claws for 1d6 + Str mod, a gore attack for 1d8 + ½ Str mod and a tail attack for 1d8 + ½ Str mod. The gore and tail attacks are considered secondary attacks.
- **DR 5/magic +1.**
- **Frightful Presence:** If a Perii charges an opponent of it's level or lower or less in combat, the victim of the charge must make a Will save. The Will DC is 11 + ½ level + Chr modifier. Failure indicates the foe is shaken for the combat. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
- **Sonic Scream (Su):** As a standard action, a Perii can let out an unearthly scream that covers a 30 ft. cone. Those caught in the cone suffer 3d6 damage. A successful Fort save halves the damage. The Fort save is 11 + ½ level + Con modifier. The Perii can use the sonic scream once per minute.
- **Fast Healing (Ex):** A Perii regains 2 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.
- **Improved Size (Ex):** Although medium-sized, a Perii can use large-sized weapons and gear at no penalty, as if they were large-sized creatures. They do not gain the benefits or suffer the penalties of large size, however.
- **Spell Resistance 12 + ½ Character levels + Cha modifier.** A perii does not count its racial hit dice or level adjustment into the character level totals.
- **Languages:** Giant, Common. **Bonus Languages:** Abyssal, Elvin, Dwarven, Gnomish, Goblinoid, and Draconic.
- **Favored Class:** Barbarian
- **Level Adjustment:** +5

As demonspawn, most Perii worship Ziga, the Mistress of Corruption. Clerics of Ziga can choose two of the three following domains from Chaos, Evil and Destruction.

Perii Screecher

3HD Perii Bar 6;hp: 91

S23 D17 C18 I12 W12 Ch8;Fort +12, Ref +6, Will +4

Init: +7 **Move:** 30 ft., fly 40 ft. (Average)

AC: 22 (+3 Dex, +3 natural, +6 *breastplate* +1), touch 13, flat 19

BAB/Grapple: +8/+14

Full Attack: +1 *falchion* +16/+11 melee (2d6+9;18-20/x2) or
2 claws +14 melee (1d6+6), gore +9 melee (1d8+3), and tail +9 melee (1d8+3) or
Composite shortbow (+6 Str) +11/+6 ranged (1d8+6;x3)

Special Att: Frightful presence, rage 2x/day, sonic attacks

Special Qual: Darkvision 60 ft., DR 5/magic +1, fast healing 2, fast movement, improved size, improved uncanny dodge, SR 14, trap sense +2, uncanny dodge

Skills: Craft (Weaponsmith) +7, Handle Animal +5, Intimidate +5, Knowledge (The Planes) +6, Listen +12, Spot +6, Survival +7

Feats: Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (Falchion)

CR: 9

Gear: +1 *falchion* (2,450 gp), composite shortbow (+6 Str) (1,050 gp), 20 arrows (2 gp), *breastplate* +1 (2,550 gp), *gauntlets of ogre power* (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 10,802 gp (12,000 gp)

Frightful Presence: Will DC 13

Improved Uncanny Dodge (Ex): A perii screecher 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.

Rage (Ex): 2x/day for 7 rounds, a perii screecher gains a +4 Str and Con and +2 to Will saves, but suffers a -2 AC penalty. A perii screecher is fatigued at the end of the rage.

Sonic Scream: 30 ft. cone 3d6 damage; Fort DC 16 for half

Trap Sense (Ex): A perii screecher 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 perii screecher 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.

Perii Screaming Devilkin

3HD Perii Bar 12;hp: 91

S26 D17 C18 I12 W12 Ch8;Fort +13, Ref +10, Will +8

Init: +7 **Move:** 30 ft., fly 40 ft. (Average)

AC: 26 (+3 Dex, +3 natural, +9 *breastplate* +4, +1 *amulet of natural armor* +1), touch 13, flat 23

BAB/Grapple: +14/+22

Full Attack: +2 *flaming falchion* +25/+20/+15 melee (2d6+14 + 2d6 fire;18-20/x2) or 2 claws +22 melee (1d6+8), gore +17 melee (1d8+4), and tail +17 melee (1d8+4) or Composite shortbow (+8 Str) +11/+6 ranged (1d8+6;x3)

Special Att: Frightful presence, greater rage 4x/day, sonic attacks

Special Qual: Darkvision 60 ft., DR 2/-, DR 5/magic +1, fast healing 2, fast movement, improved size, improved uncanny dodge, SR 17, trap sense +4, uncanny dodge

Skills: Craft (Weaponsmith) +7, Handle Animal +5, Intimidate +5, Knowledge (The Planes) +6, Listen +12, Spot +6, Survival +7

Feats: Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (Falchion)

CR: 15

Gear: *breastplate* +4 (16,550 gp), *amulet of natural armor* +1 (2,000 gp), +2 *flaming falchion* (18,450 gp), composite shortbow (+8 Str) (1,350 gp), 20 arrows (2 gp), *belt of giant strength* +4 (16,000 gp), +2 *cloak of resistance* (4,000 gp), *potion of cure moderate wounds* (300 gp)

Total: 58,802 gp (59,000 gp)

Frightful Presence: Will DC 16

Greater Rage (Ex): 4x/day for 10 rounds, a perii screaming devilkin gains a +6 Str and Con and +3 to Will saves, but suffers a -2 AC penalty. A perii screaming devilkin is fatigued at the end of the rage.

Improved Uncanny Dodge (Ex): A perii screaming devilkin 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.

Sonic Scream: 30 ft. cone 3d6 damage; Fort DC 19 for half

Trap Sense (Ex): A perii screaming devilkin 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): A perii screaming devilkin 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.

Peridoom

Gargantuan Magical Beast

Hit Dice: 20d10+160 (270 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), fly 100 ft. (poor)
Armor Class: 17 (-4 size, +1 Dex, +10 natural), touch 7, flat 16
BAB/Grapple: +20/+42
Attack: Claw +26 melee (2d6+10 + energy drain; 19-20/x2)
Full Attack: 2 Claw +26 melee (2d6+10 + energy drain; 19-20/x2) and bite +24 melee (2d8+5 + energy drain)
Space/Reach: 20-ft./10 ft.
Length: 19 ft. + 1d8 ft. (23 ft.)
Weight: 400 lbs. + 1d8 x 100 lbs. (800 lbs.)
Special Att: Energy drain, improved grab
Special Qual: Darkvision 60 ft., low-light vision, immune to negative energy, SR 22
Saves: Fort +20, Ref +13, Will +8
Abilities: S30 D12 C27 I8 W15 Ch13
Skills: Hide -11, Listen +12, Spot +15
Feats: Flyby Attack, Hover, Improved Bull Rush, Improved Critical (claw), Improved Sunder, Multiattack, Power Attack
Environment: Any mountains
Organization: Solitary or Pair
CR: 19
Treasure: ½ Coins, Standard Art, No magic
Alignment: Always neutral evil
Advancement: 21-40 HD (Gargantuan); 41-60 HD (Colossal)
Level Adj: -

This enormous black crow blots out the sky above you. It seems to be covered in a crackling black energy that sheathes its body in a strange glow.

Peridooms are thankfully rare carrion creatures that live in mountainous reaches. They have sharp vision and will often swoop down from their perches to attack foes below.

While they only eat dead animals, their negative energy sheath allows them to speed the process by grasping live opponents and holding them until they expire.

Unmated peridooms can sometimes be dealt with peacefully if the negotiators offer garish and shiny trinkets to the bird, and the bird is in the mood to trade.

Peridooms speak their own language and most understand Common to one form or another, though they cannot speak the language.

Combat

A Peridoom usually swoops down on opponents with a shrill screech, attempting to grasp up victims and hold them until they expire from its energy-draining attack. Held opponents who fight back are often bashed against rocks or

dropped from considerable heights to take the fight out of them.

Most peridooms reduced to half hit points or less by a foe will generally flee to find easier pickings elsewhere, especially if the foe is much smaller than themselves. However, peridooms defending their nests will generally fight to the death rather than flee.

Energy Drain (Su): If a peridoom hits an opponent with its claw or bite attack, or if the victim makes physical, unarmed contact with a Peridoom, they suffer a negative level, and the Peridoom gains 5 temporary hit points per negative level it bestows. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. These temporary hit points last for a maximum of 1 hour. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 21). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Improved Grab (Ex): If a peridoom hits a Large-sized 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.

Immune to Negative Energy (Ex): A peridoom ignores negative energy attacks (including level drain) to itself.

Peridoom on Amberos

Peridooms can be found in nearly any mountain range on Amberos, though they seem to have the largest concentrations in the Skataski mountains in the Skienlands. There are tales of sorcerous versions of these birds dwelling in the Twilight Mountains, though these reports remained unconfirmed.

Persi Bull

Large Magical Beast (Air)

Hit Dice: 5d10+20 (47 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat 12
BAB/Grapple: +5/+14
Attack: Gore +9 melee (1d8+5)
Full Attack: Gore +9 melee (1d8+5)
Space/Reach: 10-ft./5 ft.
Length: 8 ft. + 1d4 ft. (10 ft.)
Weight: 1000 lbs. + 1d4 x 250 lbs. (1,500 lbs.)
Special Att: Breath weapon, powerful charge, trample
Special Qual: DR 5/magic +1, darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +6, Will +2
Abilities: S20 D15 C18 I10 W13 Ch12
Skills: Hide -2, Listen +11, Spot +11
Feats: Alertness, Run
Environment: Temperate land
Organization: Solitary, or Gang (2-5)
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: -

This large bull has upward curving horns and is pure blue in color. Across its back are two stark white-feathered wings.

Persi Bulls are powerful champions send by the divine for various missions. They are creatures of destruction, but care for neither law no chaos, good nor evil. Persi Bull are as intelligent as humans - a fact that often surprises their attackers. They are canny as well, and have been know to outmaneuver or outwit opponents when attempting to fulfill their goal.

Persi Bulls can speak Common, celestial and infernal.

Combat

Persi bull usually engage an opponent by charging an opponent, goring them, and then trodden them underfoot. With its ability to fly, there are few opponents that are out of their reach.

Persi bull are usually on a mission to attack a specific person, and they will reserve their breath weapon to use against such foes.

While Persi bull cannot employ tools or weapons, they have been known to use their ability to fly and the natural hazards around them to their advantage. They have been known to "spring" traps on opponents, collapse walls or other structural features to bury or get at opponents and similar tactics.

Breath Weapon (Su): As a standard action, Persi Bull can breathe a cone of violent wind out to a distance of 30 ft. that

deals 3d6 bludgeoning damage (Reflex DC 16 for half). Creatures with Air Mastery or immune to air-based effects are unharmed by the attack.

Powerful Charge (Ex): When a Persi Bull makes a charge, its attack deals an extra 2d8 +7 in addition to the normal benefits and hazards of a charge.

Trample (Ex): As a full-round action, a Persi Bull can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It may do this as part of a Powerful charge. The trample attack deals 1d6 + 7 bludgeoning damage A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Persi Bull on Amberos

Once, the Hapi and Persi Bull were of the same race, but an argument between the Egyptian and Babylonian pantheon over the race ended in the race being split in two.

While the Ancients gods now sleep, the Persi Bull follow dream visions they attribute to the will of the sleeping Babylonian gods. The greatest of the Persi Bull – the Bull of Heaven – arbitrates any matters of discontent for the Persi Bull.

Most Persi Bull on Amberos can be found in hidden enclaves near the mountainous border between Simera and Llannhanex. The Persi Bull tend to despise Iannians, and the Bull of Heaven often plots against that nation.

Bull of Heaven

Huge Magical Beast (Lawful)

Hit Dice:	15d10 + 12d8 + 243 (379 hp)
Initiative:	+4
Speed:	80 ft., fly 100 ft. (Good)
AC:	(-1 size, +6 natural, +8 <i>bracers of armor</i> +8, +5 <i>nosering of protection</i> +5)
BAB/Grapple:	+24/+42
Attack:	Gore +33 melee (2d6+10 + 2d6 fire + 2d6 vs. Chaotic)
Full Attack:	gore (2d6+
Space/Reach:	15-ft./10 ft.
Length:	17 ft.
Weight:	22,750 lbs. (11 tons)
Special Att:	Adamantine strike, breath weapon, lawful strike, powerful charge, spells, trample
Special Qual:	DR 15/epic +6, darkvision 60 ft., low-light vision, spells
Saves:	Fort +26, Ref +13, Will +16
Abilities:	S30 D11 C28 I13 W17 Ch20
Skills:	Concentration +30, Jump +30, Knowledge (Religion) +30, Spellcraft +30, Survival +6
Feats:	Alertness, Awesome Blow, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Run, Skill Focus (Survival), Track
Environment:	Olympus
Organization:	Solitary, Council (1 bull of heaven + 2-5 advanced [15 HD] persi bull)
CR:	22
Treasure:	<i>bracers of armor</i> +8 (64,000 gp), <i>collar of heavy fortification</i> (25,000 gp), <i>nosering of protection</i> +5 (50,000 gp), <i>tailwrap of giant strength</i> +6 (36,000 gp), <i>amulet of health</i> +6 (36,000 gp), <i>shoddings of speed</i> (3,000 gp)
Alignment:	Always Lawful Neutral
Advancement:	-
Level Adj:	-

The Bull of Heaven is a creature that is the manifest wrath of the upper planes. It is usually sent out from the celestial realms to pronounce judgment on a society that has grievously broken the commandments of the gods it serves. In this role, the Bull of Heaven tramples all in its path, knocking down buildings and seeking out citizens of the offending community and trampling them underfoot. It saves its gore attack against the leaders of the community and has been known to strike such leaders first, carrying the bloody, gored bodies of the community leaders upon its horns to let all the citizenry know that the failure of their leaders to follow the tenets of the celestial realms has brought their doom upon them.

On extremely rare occasions, the Bull of Heaven is sent to temples of the faithful to bless those who have followed the will of the gods.

In even more rare occasions, those who have been faithful to the gods of good and are facing imminent attack may draw the attention of the Bull of Heaven to their side. The Bull of Heaven only remains for the length of a given battle against evil, though it will use its abilities to the fullest extent to defeat whatever evil it faces while not harming the faithful.

The Bull of Heaven understands all languages, and can speak Common and Celestial. However, when rampaging against the unlawful acts of a community, it never speaks to those it has come to slay.

Combat

A Bull of Heaven usually starts combat from within the concealment of obscuring mist, making its initial charge especially shocking.

Usually before engaging combat, the Bull of Heaven will cast *Righteous Might*, *Shield of Faith*, *Freedom of Movement* and *Bless* on itself beforehand.

If assisting the faithful, the Bull of Heaven will often cast spells on those whom it is assisting before engaging in combat.

Adamantine strike (Ex): A Bull of Heaven's gore attack is treated as an adamantine weapon for the purposes of bypassing damage reduction and hardness.

Breath Weapon (Su): As a standard action, the Bull of Heaven can snort fire in a 30 ft. cone that deals 7d6 fire damage. Half of this damage is divine power and is not therefore subject to being reduced by resistance to fire-based attacks. A successful Fort DC 26 save halves the damage.

Feat of Strength (Su): Once per day, the Bull of Heaven gains a +12 enhancement bonus to Strength. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Lawful Strike (Su): A Bull of Heaven's attacks are treated as Lawful weapons for the purposes of bypassing damage reduction. They likewise deal an extra 2d6 damage to Chaotic opponents.

Powerful Charge (Ex): When the Bull of Heaven makes a charge, its attack deals an extra 4d6 + 15 + 2d6 fire + 2d6 vs. Chaotic opponents in addition to the normal benefits and hazards of a charge.

Trample (Ex): As a full-round action, the Bull of Heaven can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. It may do this as part of a Powerful charge. The trample attack deals 1d8 + 10 + 2d6 fire + 2d6 vs. Chaotic opponents in bludgeoning damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Bestiary Nefarious

Typical Cleric Spells

(6/7/6/6/4/4/3; CL 12; DC 13 + Spell Level; Domain: Strength, Law)

0: *Detect Magic, Detect Poison, Guidance, Light, Read Magic, Resistance, Virtue*

1st: *Bless, Cause Fear, Divine Favor, Doom, Obscuring Mist, Protection from Chaos^{DL}, Shield of Faith*

2nd: *Calm Emotions^{DL}, Consecrate, Hold Person, Owl's Wisdom, Shatter, Zone of Truth*

3rd: *Contagion, Dispel Magic, Locate Object, Magic Circle Against Chaos^{DL}, Protection from Energy, Wind Wall*

4th: *Dismissal, Freedom of Movement, Poison, Restoration, Spell Immunity^D*

5th: *Greater Command, Mark of Justice, Plane Shift, Righteous Might^D*

6th: *Harm, Heal, Stoneskin^D*

D: Domain spell

L: Law spell, +1 caster level

Bull of Heaven on Amberos

The Bull of Heaven is a titan of the Babylonian pantheon, and works in the sleeping god's stead. The Bull of Heaven has not been seen on Amberos since the Dark Age, when it aided the Circle of Good against the Skyland Hold in the final battle against the Dark One.

There are tales that the Bull of Heaven has appeared briefly in courts of Ran Da Khan and Lacosis to try tricky cases. The Randu have a legend that the Bull of Heaven preceded the hero Rand in his final battle to unite the Ghan clans under his banner, but most scholars think the story no more than a fable.

Beyond these sightings, there are many legends of the Bull of Heaven appearing on Amberos, either to destroy an aberrant community that had scorned the gods or to assist a singular, devoted servant of good escape those who sought to do harm to the individual merely because of his faith. The credibility of these tales varies widely, as does the location of the incident – though they seem more common in the East than West.

Collar of Heavy Fortification: This thick golden collar produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, the critical hit or sneak attack is automatically negated.

Strong abjuration; CL 13th; Craft Wondrous Item, *limited wish* or *miracle*; Price 25,000 gp.

Nosering of Protection: This nose ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); 50,000 gp (*ring* +5).

Shoddings of Speed: These brass shoddings come in sets of four. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus.

As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 12 lb. (for four).

Tailwrap of Giant Strength: This braid of cloth is made of a golden fabric with brass studs. When wrapped about the tail, it adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Píscí

Small Magical Beast (Aquatic)

Hit Dice: ½d10 (2 hp)
Initiative: +2
Speed: Swim 40 ft. (8 squares)
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat 12
BAB/Grapple: +0/-8
Attack: Bite +3 melee (1d4-2)
Full Attack: Bite +3 melee (1d4-4) and slam -2 melee (1d3-2)
Space/Reach: 5-ft./0 ft.
Length: 3 ft. + 2d8 in. (3 ft. 9 in.)
Weight: 2 lbs. + 2d4 lbs. (7 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., fast healing 2, low-light vision
Saves: Fort +2, Ref +4, Will +0
Abilities: S6 D15 C10 I3 W10 Ch5
Skills: Listen 0, Spot +4, Swim +18
Feats: Dodge, Mobility^B, Spring Attack^B, Weapon Finesse^B
Environment: Warm Ocean
Organization: Solitary, Cluster (2-5), School (5-20), Colony (21-50), Swarm (51+)
CR: 1/6
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Small); 3-5 HD (Medium)
Level Adj: -

This silver fish is the size of a halfling and has a wide maw filled with razor-sharp teeth and eyes as black as an abyss.

Píscí are salt-water creatures that are mix of barracuda, piranha and a bit of magic. They are normally encountered in large groups, and their ability to strip flesh off victims in a matter of seconds is legendary. They have been known to hunt large sea animals, and there are even tales of swarms of the beasts taking on leviathans.

Combat

Píscí swim at their opponent, tear off a hunk of flesh or brush foes with their abrasive scales and move away. Individually, they can be easily frightened, but in droves, they are utterly fearless and ruthless.

Fast healing (Su): Píscí can heal 2 hit points of damage a round from all sources except acid. 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. A Píscí can regenerate from -9 hit points or fewer. If a píscí reaches -10 hit points, it dies.

Skills: A Píscí has a +10 bonus to swim checks. It may choose to take 10 when swimming, even if rushed or in combat. It may take the run action while swimming, as long as it moves in a straight line.

Píscí on Ámberos

These fish plague the Alusti Ocean of northern Ámberos. They are rarely found less than 25 miles from the coast, and some unknown force of the depths has apparently kept the population of this fish in check – by devouring them in the droves. Rumors are that the culprit is a leviathan, who has taken it upon itself to avenge the death of its mate by these creatures.

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Pisci Swarm

Hit Dice:	5d10 (27 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares)
AC:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat 12
BAB/Grapple:	+0/-8
Attack:	Swarm (3d6)
Full Attack:	Swarm (3d6)
Space/Reach:	10-ft/0 ft.
Special Att:	Distraction, wounding
Special Qual:	Darkvision 60 ft., fast healing 2, half damage from slashing and piercing, low-light vision, swarm traits
Saves:	Fort +4, Ref +6, Will +1
Abilities:	S3 D15 C10 I3 W10 Ch5
Skills:	Listen +0, Spot +4, Swim +18
Feats:	Dodge, Mobility ^B , Spring Attack ^B
Environment:	Warm Ocean
Organization:	Solitary, harvest (2-5 swarms)
CR:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	-
Level Adj:	-

A pisci swarm consists of a school of approximately 60 pisci. They will attack any swimming target they encounter, attempting to tear it to shreds.

Combat

Unlike most swarms, a pisci's ability to perform a Spring Attack allows it to injure enemies simply by entering their square (it cannot injure an opponent more than once per round, regardless of the number of times it passes through a square).

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

Wounding (Ex): Any living creature damaged by a pisci swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Skills: A Pisci has a +10 bonus to swim checks. It may choose to take 10 when swimming, even if rushed or in combat.

Phaergrinn

Tiny Outsider (Chaos, Evil, Native)

Hit Dice: 6d8+12 (39 hp)
Initiative: +6 (+6 Dex)
Speed: 50 ft. (10 squares), fly 100 ft. (good)
Armor Class: 21 (+2 size, +6 Dex, +3 natural), touch 18, flat 15
BAB/Grapple: +6/-1
Attack: Slam +9 melee (1d6+1)
Full Attack: Slam +9 melee (1d6+1)
Space/Reach: 2-1/2 ft./0 ft.
Height: 1 ft. + 1d4 in. (1 ft. 2 in.)
Weight: 20 lbs. + 1d10 lbs. (25 lbs.)
Special Att: Ability drain, improved grab
Special Qual: DR 15/magic +1 or lawful, darkvision 60 ft., outsider traits, regeneration 3, spell resistance 18
Saves: Fort +7, Ref +11, Will +9
Abilities: S12 D23 C15 I19 W15 Ch25
Skills: Bluff +16, Diplomacy +16, Disable Device +13, Disguise +9, Escape Artist +15, Forgery +6, Gather Information +16, Hide +16, Intimidate +7, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +11, Move Silently +8, Spot +11, Use Magic Device +16
Feats: Deceitful, Iron Will, Stealthy
Environment: Any land
Organization: Solitary
CR: 7
Treasure: Double Standard
Alignment: Always neutral evil
Advancement: 7-12 HD (Tiny); 13-18 HD (Small)
Level Adj: -

This tiny, frog-like creature has a pot belly and spindly arms and legs that end in suckered-tipped fingers. The lower half of its round head is nearly split in half with a fearsome grin, and its eyes are black, inky bulbous circles with a skull-like nose wedged between them. Worm-like tendrils of green hair sprout stiffly from its head, and it has no visible ears. From its back protrude a pair of slime-covered greenish-black bat's wings, whose gossamer membranes are thin enough to be opaque.

Phaergrinn are the evil manifestations of the powerful entities of the Realm of Madness. They seek out mortals to bend to their will in the hopes of tricking these beings into opening the doorway between their own bizarre realms and the mortal realms.

These creatures do their best to appear unassuming to potential allies, sharing their bizarre and vast knowledge in arcane rituals that will allow mortals to open the gulfs between their own realm and the Realm of Madness. They promise, cajole, lie, cheat and will even steal to gain a victim's trust, but

in truth care nothing for any being they associate with; they are merely tools by which the Phaergrinn can allow itself to gain full access to the mortal realm to wreck its evil.

Though they are not themselves chaotic of alignment, the mere nature of their existence requires the creatures of the Realm of Madness to draw on the power of chaos to create these tiny, yet powerful entities. Thus, charms against chaos, and spells that affect chaotic matter can manipulate the tiny forms that these beings have taken.

It should be noted that the Phaergrinn only represents the smallest sliver of the power of the Realm of Madness creature it represents. It is, in many ways, nothing more than a mere puppet manipulated by the invisible strings of the Realm of Madness master that controls it. If the Realm of Madness creature that controls a Phaergrinn ever manifests itself on the mortal plane, it will discard the Phaergrinn "puppet", killing it. A slain Phaergrinn dissolves into a puddle of greenish goo.

Phaergrinn speak the language of the Realm of Madness, Common and up to six other languages of their choice.

Combat

Phaergrinn prefer to keep a low presence and avoid fighting whenever possible. If they can take out a lone foe, they may strike, but will avoid large groups unless their final manifestation on the mortal plane is in jeopardy. A phaergrinn can fight with surprising ferocity, and will do whatever it takes to protect and ensure the arrival of its true form on the mortal realm.

Ability Drain (Su): A phaergrinn that has successfully grappled an opponent can permanently drain 1 point of Wisdom per round from its foe. A victim drained to 0 Wisdom or less is slain and rises in 1d3 days as an allip.

Improved Grab (Ex): If a phaergrinn 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. A phaergrinn can grapple with an opponent of any size, though it cannot restrict the movement of an opponent of medium size or larger, and will be dragged along wherever such a larger creature moves.

Regeneration (Ex): A phaergrinn takes normal damage from magical or good sources. A phaergrinn can regrow lost limbs in 1 round and reattach lost limbs by holding them to the stump as a move action.

Phaergrinn on Amöeros

Extremely rare, only one or two accounts of phaergrinn have ever been recorded in Amöeros's history. The first occurred just after the fall of the Elvin Golden Age, and the death of the king of the elves seemed to have stirred some wakefulness in the Realm of Madness. Another record of a phaergrinn occurred at the tail end of the Dark Age, after the defeat of the Dark One by the Circle of Good. Again, the stirrings on the continent seemed to have drawn the eyes of the Realm of Madness to the mortal lands. Since then, there has



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been no tales of phaergrinn on Amberos, but considering their secretive nature, this is not surprising.



Po-peí

Medium Humanoid (Simian)

Hit Dice: 2d8 (9 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares), climb 25 ft. (5 squares)
Armor Class: 13 (+1 Dex, +2 leather armor), touch 11, flat 12
BAB/Grapple: +1/+4
Attack: Bite +4 melee (1d6+3)
Full Attack: 2 Bite +4 melee (1d6+3) and 4 claw +2 melee (1d4+1)
Space/Reach: 5-ft./5 ft.
Height: 4 ft. 6 in. + 2d4 in. (4 ft. 11 in.)
Weight: 75 lbs. + 2d4 x 5 lbs. (100 lbs.)
Special Att: Rake, rend
Special Qual: Low-light vision, scent
Saves: Fort +3, Ref +4, Will +0
Abilities: S17 D12 C11 I9 W11 Ch7
Skills: Climb +11, Hide +1, Jump +7, Listen +2, Move Silently +1, Spot +3, Survival +0, Swim +7
Feats: Multiattack^B, Track
Environment: Temperate mountains, marshes
Organization: Solitary, Pair, Brood (2-5), or Nest (5-20)
CR: 1
Treasure: None
Alignment: Usually chaotic evil
Advancement: By Character Class
Level Adj: +2

This hairy humanoid sports two ape-like heads and has six arms, two of which it is using as legs to move about. The thing smells of rotten meat, and bits of blood and other gore mats in fur in several places. The creature wears no clothes other than a few trinkets of bone and a vest made of some tanned creature's hide.

Po-peí are foul flesh-eating creatures who feast on the flesh of others. They seem to be driven by a never-ending hunger and while intelligent, rarely see others as more than a source of food.

Po-peí speak their own language of grunts, hoots and animal-like calls.

Combat

Po-peí savagely attack foes, concentrating on rending one foe apart before even considering moving on to another. Usually, Po-peí strike take down a lone individual, and then drag them off to a quiet spot to devour. They often employ hit and run tactics when doing so, and greatly enjoy inspiring fear in their victims before striking.

Rake (Ex): A Po-peí gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not

subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A Po-peí must begin its turn grappling to use its rake.

Rend (Ex): If a Po-peí hits the same opponent with two or more claw attacks, it rends the victim for automatically for an additional 2d4+3 damage.

Skills: A po-peí has a +8 racial bonus to climb skills and may use his Dexterity modifier or Strength modifier when climbing. A po-peí may take 10 on a climb check, even if rushed or under duress. A po-peí also has a +4 racial bonus to Jump and Swim checks.

Society

Po-Peí have a stone age culture, often living in huts or other crude shelters in small tribes. They disdain using weapons in combat, though they have mastered how to create fire as well as simple structures. The Po-peí have also mastered the art of preserving meat, as well as the concept of keeping prisoners for lean times to feed on.

The strongest individual, who generally leads the Po-peí in raids for food, rules a tribe of Po-Peí. A leader who is unable to fend off attacks from other Po-peí usually finds itself dethroned quite quickly - as well as part of their rival's lunch as well.

Po-peí on Amóeros

Native to the marshy Golens, Po-peí have also been encountered in the Skienlands at the feet of the Skataski mountains.

Po-peí as Characters

It is rare for Po-peí to successfully travel in groups not consisting of their own kind; many such individuals foolish enough to take in a Po-peí later find themselves food for the foul creatures. However, some Po-peí adventurers have learned to curb their carnivorous habits for the benefit of companionship.

Po-peí characters have the following abilities.

- **Medium size.**
- **2d8 racial hit dice.** To this total, a po-peí adds twice its Constitution modifier (minimum 1 hit point per hit die). This also grants the po-peí a +1 Base Attack Bonus and base saves of Fort +3, Reflex +3 and Will +0.
- **Low-light vision.** A Po-peí can see twice as far as a human in low light or twilight conditions.
- **Base movement rate 30 feet. Climb speed 25 feet.** A Po-peí can take 10 when climbing, even when rushed or in combat.
- **+6 Str, +2 Dex, -2 Int, -4 Chr.** Po-peí are terrifyingly strong and quick, but are slow to learn. Their predatory habits negatively affects their interactions with others.
- **Base Attack Bonus +1**

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- **Natural Attack routine.** An unarmed Po-pei can attack with four claw attacks and two bites. The bite deals 1d6 + Str modifier damage. The claws deal 1d4 + ½ Str modifier damage each. The claw attacks are considered secondary attacks
- **Rake (Ex):** A Po-pei gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple. A Po-pei must begin its turn grappling to use its rake.
- **Rend (Ex):** If a Po-pei hits the same opponent with two or more claw attacks, it rends the victim for automatically for an additional 2d4 + Str modifier damage.
- **Scent.**
- **Weapon and Armor Aversion.** Regardless of class, a Po-pei does not automatically gain proficiencies with any weapons or armor heavier than neither light armor nor shields. A Po-pei must spend feats to acquire any weapon, armor or shield proficiencies it wishes to acquire.
- **(2 + Int modifier) x 5 skill points.** The Po-pei's racial skills are Climb, Spot, Listen, Hide, Move Silently and Swim.
- **Skills:** A po-pei has a +8 racial bonus to climb skills and may use his Dexterity modifier or Strength modifier when climbing. A po-pei may take 10 on a climb check, even if rushed or under duress. A po-pei also has a +4 racial bonus to Jump and Swim checks.
- **Automatic Languages:** Po-Pei. **Bonus Languages:** Common, Elvin, Dwarven, Gnomish, Goblinoid.
- **Favored Class:** Ranger
- **Level Adj:** +2

Po-pei Marauder

2HD Po-pei Rng 6;hp: 44

S22 D16 C13 I10 W11 Ch4;Fort +9, Ref +11, Will +2

Init: +3 **Move:** 30 ft., climb 25 ft.

AC: 18 (+3 Dex, +4 *studded leather* +1, +1 Two-Weapon Defense), touch 13, flat 15

BAB/Grapple: +7/+13

Full Attack: bite +13 melee (1d8+6), primary +1 *club* +12/+7 melee (1d6+7), offhand mw club +12/+7 melee (1d6+3), 2 claws +11 melee (1d4+3)

Special Att: Favored enemy, rake, rend

Special Qual: Low-light vision, scent, wild empathy

Skills: Climb +20, Hide +9, Jump +17, Listen +2, Move Silently +6, Spot +2, Survival +6, Swim +11

Feats: Alertness, Diehard^R, Dodge, Endurance^R, Improved Natural Attack (Bite), Improved Two-Weapon Fighting^R, Multiattack^B, Track^R, Two-Weapon Defense^R, Two-Weapon Fighting^R

CR: 7

Gear: *studded leather* +1 (1,175 gp), *amulet of natural armor* +1 (2,000 gp), +1 *club* (2,300 gp), mw club (300 gp), *cloak of resistance* +1 (1,000 gp), *potion of cure light wounds* (50 gp), *potion of bull's strength* (300 gp)

Total: 7,125 gp (7,200 gp)

The Po-pei Marauder took two extra feats instead of an animal companion

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and +4 bonus on weapon damage rolls against Humanoid (Human). +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and +2 bonus on weapon damage rolls against Humanoid (Elf).

Typical Ranger Spells

(1;CL 3;DC 10 + Spell Level)

1: *Pass Without Trace*

Po-peí Guerilla

2HD Po-peí Rng 12;hp: 44

S24 D16 C13 I10 W13 Ch4;Fort +12, Ref +14, Will +5

Init: +3 **Move:** 30 ft., climb 25 ft.

AC: 18 (+3 Dex, +4 *studded leather* +1, +1 Two-Weapon Defense), touch 13, flat 15

BAB/Grapple: +13/+20

Full Attack: bite +20 melee (1d8+7), primary +1 *club* +18/+13/+8 melee (1d6+8), offhand mw *club* +18/+13/+8 melee (1d6+4), 2 *claws* +18 melee (1d4+3) or Composite Shortbow (+7 Str) +16/+11/+6 ranged (1d6+7;x3)

Special Att: Favored enemy, rake, rend

Special Qual: Evasion, low-light vision, scent, swift tracker, wild empathy, woodland stride

Skills: Climb +20, Hide +15, Jump +17, Listen +8, Move Silently +17, Spot +14, Survival +12, Swim +11

Feats: Alertness, Diehard^R, Dodge^R, Endurance^R, Greater Two-Weapon Fighting^R, Improved Critical (Bite), Improved Natural Attack (Bite), Improved Two-Weapon Fighting^R, Martial Weapon Proficiency (Composite Shortbow), Multiattack^B, Simple Weapon Proficiency, Track^R, Two-Weapon Defense^R, Two-Weapon Fighting^R

CR: 13

Gear: *studded leather* +3 (9,175 gp), *amulet of natural armor* +1 (2,000 gp), +2 *club* (8,300 gp), +1 *club* (2,300 gp), composite shortbow (+7 Str) (600 gp), 20 arrows (1 gp), *gloves of dexterity* +2 (4,000 gp), *boots of elvinkind* (2,500 gp), *cloak of resistance* +2 (4,000 gp), *potion of cure light wounds* (50 gp), *potion of bull's strength* (300 gp)

Total: 33,226 gp (35,000 gp)

The Po-peí Guerilla took three extra feats instead of an animal companion

Favored Enemy (Ex): +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and +4 bonus on weapon damage rolls against Humanoid (Human). +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and +2 bonus on weapon damage rolls against Humanoid (Elf).

Woodland Stride (Ex): A po-peí guerilla may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): A po-peí guerilla 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): If a po-peí guerilla 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 po-peí guerilla does not gain the benefit of evasion.

Typical Ranger Spells

(2/1/1;CL 6;DC 11 + Spell Level)

1st: *Magic Fang*, *Resist Energy*

2nd: *Barkskin*

3rd: *Tree Shape*

Ptasha

Medium-size Outsider (Evil)

Hit Dice: 7d8+7 (38 hp)
Initiative: +8
Speed: 90 ft. (18 squares)
Armor Class: 21 (+4 Dex, +5 natural, +3 deflection), touch 17, flat 18
BAB/Grapple: +7/+8
Attack: claw +11 melee (1d4+1)
Full Attack: 2 claw +11 melee (1d4+1), bite +6 melee (1d6)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 6 in. + 2d4 inches (5 ft. 11 in.)
Weight: 150 lbs. + 1d10 x 10 lbs. (205 lbs.)
Special Att: Life drain, roar, spells
Special Qual: Alternate form, DR 5/silver, unholy presence
Saves: Fort +6, Ref +11, Will +7
Abilities: S13 D19 C13 I13 W15 Ch17
Skills: Balance +12, Climb +9, Escape Artist +12, Hide +12, Jump +9, Knowledge (Religion) +11, Move Silently +12, Spot +10
Feats: Improved Initiative, Lightning Reflexes, Weapon Finesse
Environment: Warm desert or mountain
Organization: Solitary
CR: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8-14 HD (Medium-size); 15-21 HD (Large)

Standing before you is a slim, well-built humanoid with dark, almost black skin. Its equally black hair hangs just below its shoulders, and you can see patches of body hair down its arms, legs and on its chest. Its cat-like eyes gleam in the surrounding darkness and its wicked smile reveals a set of animal-like fangs.

The ptasha (TAA-shaw) are particularly evil spirits who have returned to torment the living. They are not undead, but instead inhabit a living, breathing body that can be killed. They are, in fact, on the run from the punishments of the afterlife, seeking to fulfill their base desires while they still live. Killing them sends them back to the afterlife to endure the punishments they escaped, so they are very careful and fearful of any situation that puts their bodies at risk.

A ptasha appears as a thin humanoid with dark, skin that appears to be well-tanned. They usually have long, black hair and have quite a bit of body hair. Their teeth are slightly elongated and they move with an unnatural swiftness. They are capable of assuming a panther form at nighttime.

A ptasha can speak Common and abysmal.

Combat

A ptasha often attempts to catch a victim by surprise, making it much easier to grapple an opponent and drain their

life. They often use their roar ability to stun then grapple opponents. If forced into extended combat, they will use their spells to enhance their physical form and attack. Because they fear death so, they will often flee an opponent when combat does not go their way.

Alternate Form (Su): At night, a ptasha may assume the form of a black panther as a move-equivalent action. A ptasha's ability scores and attack routines do not change, but it cannot cast spells in panther form. In panther form, the ptasha gains a +8 racial bonus to hide, jump, listen, move silently, spot and climb checks.

Life Drain (Su): If a ptasha successfully grapples and opponent, they may drain 1d4 points of Dexterity, Constitution or Strength per round (Fort DC 16 for half). A victim drained to 0 Strength or Dexterity cannot move. A victim drained to 0 or less Constitution is slain.

Roar (Su): As a standard action, a ptasha may unleash a deafening and terrifying roar that stuns opponents within 10 ft. (Fort DC 16 to negate). Stunned opponents are considered flat-footed and unable to take any action for 1d4+1 rounds.

Spells: A ptasha brings back with it several secrets of the dead. They may cast spells as a 7th level sorcerer. They prefer necromantic and enchantment spells.

Unholy Presence (Su): A ptasha adds its Charisma modifier as a deflection bonus to AC.

Typical Sorcerer Spell List

(6/7/7/5; Caster Level 7; Spell DC 13 + Spell Level)

- 0:** Daze, Detect Magic, Message, Open/Close, Prestidigitation, Resistance, Touch of Fatigue
1st: Cause Fear, Chill Touch, Disguise Self, Hold Portal, Sleep
2nd: Command Undead, Invisibility, Minor Image
3rd: Rage, Vampiric Touch

Ptasha on Amberos

Ptasha seem to be more numerous in Llannhanex and Iiannhanex, with some spillover into surrounding countries. They are exceptionally rare, and usually only encountered at night. Many sages believe that Ptasha spawn from a secret shrine hidden in the Pandemonium that the dead manage to reach, and perform the necessary rituals to return to life.

Of note, the most powerful Ptasha known on Amberos is the former first pharaoh of Llannhanex/Iiannhanex, known as Atosha. Sages believe it was Atosha who may have erected the shrine in the Pandemonium and created the process by which ptasha are spawned – with the aid of Set of the Egyptian pantheon.

Qadi

Large Outsider (Lawful)

Hit Dice: 12d8+48 (102 hp)
Initiative: +3 (+3 Dex)
Speed: 40 ft. (8 squares), fly 120 ft. (good)
Armor Class: 27 (-1 size, +3 Dex, +5 natural, +5 insight, +5 divine), touch 22, flat 24
BAB/Grapple: +12/+20
Attack: Claw +15 melee (1d6+4 + Wis drain) or +2 *Flaming Longsword* +17 melee (2d6+4 + 1d6 fire; 19-20/x2)
Full Attack: 2 Claw +15 melee (1d6+4 + Wis drain) or +2 *Flaming Longsword* +17/+12/+7 melee (2d6+4 + 1d6 fire)
Space/Reach: 10 ft./10 ft.
Height: 9 ft.
Weight: 350 lbs.
Special Att: Fear aura, summon, wisdom drain
Special Qual: DR 10/chaos & cold iron, darkvision 60 ft., outsider traits, resistance to energy 30, spell immunity, symbol, zone of truth
Saves: Fort +12, Ref +11, Will +15
Abilities: S19 D17 C18 I19 W25 Ch19
Skills: Appraise +19, Bluff +6, Diplomacy +21, Forgery +19, Gather Information +21, Hide -1, Intimidate +6, Knowledge (history) +19, Knowledge (nobility) +19, Listen +24, Search +21, Sense Motive +24, Spellcraft +19, Spot +24
Feats: Alertness, Endurance, Investigator, Negotiator, Persuasive
Environment: Nirvana
Organization: Solitary, Quorum (2-5), or Jury (5-20)
CR: 13
Treasure: +2 *Flaming Longsword* (18,325 gp)
Alignment: Always lawful neutral
Advancement: 13-24 HD (Large); 25-36 HD (Huge)
Level Adj: -

This tall, slim humanoid is a full foot taller than a human and has platinum-colored skin and a headdress made of fire. It is dressed in white judge's robes, bedecked with the adornments of office. At its side is a longsword kept in a sheath engraved with what seem to be the laws of the land. In one outstretched hand, it holds a golden balance, and in the other it holds a stack of books.

Qadi (KAA-dee) are extraplanar judges whom are sometimes summoned to arbitrate cases lesser individuals cannot seem to resolve. Qadi appear of their own free will and leave of their own free will; however, they always seem to appear where most needed to resolve cases of great import when justice is required.

Qadi are incorruptible and inscrutable. They know even the minutest laws of the land they arrive in, and always

interpret to the letter of the law. They seem to have intimate knowledge of the case and its details, even without the need for witnesses, though they will allow such individuals testify - even if to just to debunk their tales. Luckily for many, a Qadi never accuses an individual of a crime; they only arrive to resolve the guilt or innocence of those already accused of a crime.

Qadi can speak any language it chooses, and does so with the fluidity of a learned, native speaker.

Combat

Qadi are not executioners; they only fight to restrain loosed prisoners or to defend themselves. However, they have a mighty arsenal at their disposal to tend to disruptive prisoners or mobs if the need arises.

In most cases, Qadi use their symbol ability to restrain prisoners out of control or mobs intent on descending on them. If attacked personally despite this initial defense, they tend to draw their long sword and attack in their own defense. A Qadi however, will never quit a case even if it should cost it its life; however, if the case has been resolved and the penalty of the law applied to the prisoner, it may choose to simply plane shift and avoid further confrontations.

Fear Aura (Su): The use of this ability is a free action. The aura causes all within 30 feet of the Qadi to be struck as if by a fear spell. Caster level 12.

Resistance to Energy (Ex): A Qadi has fire, cold, acid, electricity and sonic resistance 30.

Spell Immunity (Ex): A Qadi avoids the effects of spells and spell-like abilities that directly affect it of 6th level or less, except spells with Chaos descriptor. Spells that do not allow spell resistance are not affected by spell immunity.

Summon (Sp): Once per day, as a full round action, a Qadi can summon an inevitable (Kolyarut, Marut or Zelehut). The inevitable remains until whatever mission it is given by the Qadi is completed. A Qadi cannot summon another inevitable until the first completes its task or is destroyed. Qadi use this ability very rarely; usually only to recapture an escaped prisoner or when a prisoner has been condemned to death. Some Qadi have been known to use the ability to have the inevitable on-hand as a sort of bailiff for legal proceedings.

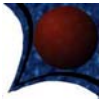
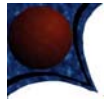
Symbol (Sp): As a standard action, a Qadi can activate a *Symbol of Fear*, *Symbol of Pain*, *Symbol of Sleep* or *Symbol of Stunning* as a 12th level caster. Spell DC 14 + spell level.

Wisdom Drain (Su): The claw attack of a Qadi permanently drains 1d4 Wisdom.

Zone of Truth (Sp): As a free action, a Qadi can activate a *Zone of Truth*, as if cast at 22nd level ability with a save DC of 20.

Summoning a Qadi

A Qadi can be summoned with *Summon Monster IX* spell. If summoned by a *Planar Ally* spell, a Qadi always demands payment for its services as a judge.



Bestiary Nefarious

Qadi on Amberos

The judges of Ran Da Khan have all been secretly instructed in a incantation that allows them to summon a Qadi at will, though they tend to reserve its use for matters of treason or tricky cases where the penalty is death. Randu is reputed to invoke Qadi from time to time, but do not seem to have a reliable incantation from which to summon Qadi to serve like the judges of Ran Da Khan. Qadi can appear in any other nation when they so choose, though they are not usually purposely invoked outside of the lands of Randu, Ran Da Khan, Simera and the Skienlands.

Qadi are the servants of Zzadasa, the Lawyer, and there are legends of a cabal of Qadi who defected with Tuma following the elvin golden age. These rogue Qadi supposedly set themselves up as accuser, judge and jury over Amberos. According to legend, those brought into the court of these rogue Qadi are never seen again, for the Qadi can find even the most innocent being guilty of some violation of a law.

Quintarran

Huge Giant (Earth)

Hit Dice: 8d8+32 (68 hp)
Initiative: +0
Speed: 50 feet (10 squares), Burrow 30 feet (6 squares)
Armor Class: 14 (-2 size, +6 natural), touch 8, flat 14
BAB/Grapple: +6/+13
Attack: Slam +11 melee (1d6+7)
Full Attack: 5 slam +11 melee (1d6+7)
Space/Reach: 10 ft./10 ft.
Height: 21 ft + 2d4 ft. (26 ft.)
Weight: 8,000 lbs + 2d6x250 lbs. (9,750 lbs.)
Special Att: Constrict
Special Qual: DR 10/magic +2, darkvision 90 ft.
Saves: Fort +6, Ref +6, Will +7
Abilities: S25 D11 C19 I13 W3 Ch13
Skills: Bluff +14, Climb +18, Spot +7
Feats: Multidexterity, Power Attack
Environment: Any land
Organization: Solitary, Pair, or Family (2-5)
CR: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 9-16 HD (Huge); 17-24 HD (Gargantuan)

A battle-ready humanoid that towers to the height of a small mountain stands before you, a hairless brute with two arms on each side and a single arm extending from the center of its chest. Each of the overly long arms end in a wicked set of claws. The creature is a drab brown in color, as it were carved from a piece of stone. A pair of great tusks protrude from the bottom of its mouth, and its body bedecked with rings, hoops and other pieces of jewelry.

The quintarran is a hairless five-armed humanoid that appears to be made of a brownish slab of solid rock. It has two pairs of arms on each side, with a single arm protruding from the center of the chest. Two huge tusks that rise up to just below the eyes, and are often adorned with rings, hoops or other jewelry punctuate its mouth. The quintarran's hands end in overly long sharp claws, as does its toes.

Quintarran speak their own language and a guttural version of Common.

Combat

A quintarran attacks by slamming opponents with its fists. It rarely attacks with its claws, but is capable of tearing huge gouges out of the earth with the sharp nails. Quintarrans will often use victims to shield themselves from opponent's attacks.

Constrict (Ex): If a quintarran hits a single opponent with two or more claws, it may perform a grapple. If the grapple is successful, the quintarran can automatically inflict 2d6+11 crushing damage to the victim per round.

Quintarran Society

Living in small families in the wilderness, the Quintarran make homes in caves and have a rudimentary culture. They engage in herding animals, but gather wild plants for food instead of growing their own gardens.

Quintarran on Amöcros

Found in Erakatuo, Simera and Ulanst, most quintarran have been driven to the hills or mountains by humans who fear them. Most quintarran have retreated willingly, not wishing to reduce their own numbers through needless war.



Quizzit

Medium-size Aberration

Hit Dice: 4d8+4 (22 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 feet (6 squares), fly 70 feet (14 squares), (good)
Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat 16
BAB/Grapple: +3/+4
Attack: Claw +4 melee (1d4)
Full Attack: 3 claws +4 melee (1d4), bite +1 melee (2d4+1), tail +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 1d4 in. (5 ft. 2 in.)
Weight: 250 lbs + 1d10x10 lbs. (305 lbs.)
Special Att: Confusing gaze, fear
Special Qual: Fast healing 1
Saves: Fort +2, Ref +4, Will +6
Abilities: S13 D17 C13 I21 W15 Ch15
Skills: Balance +7, Climb +5, Escape Artist +7, Intimidate +6, Knowledge (All) +10, Jump +5, Listen +5, Search +5, Spot +5
Feats: Improved Initiative, Multiattack
Environment: Temperate plains, forest, hills, underground
Organization: Solitary, Pair, Bunch (2-5), or Pack (5-20)
CR: 3
Treasure: Standard
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

This bizarre-looking creature has a barrel-like body with three legs, three arms and three faces spaced radially around the body. Its skin is smooth, but has a rigid look to it. A smooth, tentacle-like tail extrudes from beneath the creature.

A quizzit is an odd creature with three legs, three faces and three arms spaced radially about the body. A long, tentacle-like tail extends from the creature's underside, which it can use like a fourth arm.

A quizzit has darkvision with a range of 60 feet. It speaks all known languages and can learn new languages within just a few minutes.

Combat

Despite their knowledge and sage-like skills, the quizzit enjoys combat or other tests of arms. Those who sometimes seek a quizzit out for its knowledge find themselves challenged to a duel for the information. If the quizzit wins, it generally demands some form of significant information from the loser (this can be RP'ed or if the character makes a Knowledge skill check that beats an opposed Knowledge skill check by the quizzit by 5 or more). Losers who are unable to supply new knowledge to the quizzit generally are slain as "worthless" beings.

Confusing Gaze (Su): Those who meet the eyes of a quizzit must make a DC 14 Will save or become Confused as if struck by the spell cast by a 4th level caster.

Fear (Su): At will as a free action, the quizzit can exude a magical aura that cause those of 4 HD or less within 10 feet who fail a Will DC 14 save to become panicked for 1d4+1 rounds. If a creature makes the Will save, it cannot be affected again for 24 hours.

Fast Healing (Ex): A quizzit heals 1 hit point per round except from fire and acid attacks.

Skills: Quizzit are storehouses of information. They gain a +5 bonus and are considered trained in all Knowledge skills.

Quizzit on Amberos

Quizzits can be found primarily in Riddlekill, Vilalance and the Kirranays. There are tales of them in Ran Da Khan, but no known quizzit has been encountered there for at least a hundred years.

Quuran

Medium-size Monstrous Humanoid (Shapechanger)

Hit Dice: 16d8 (72 hp)
Initiative: +4 (+4 Dex)
Speed: 60 ft.
Armor Class: 14 (+4 Dex), touch 14, flat 10
BAB/Grapple: +16/+20
Attack: Scimitar +21 melee (1d6+6;15-20/x2)
Full Attack: Scimitar +21/+16/+11/+6 melee (1d6+6;15-20/x2)
Space/Reach: 5 ft./5 ft.
Height: 6 ft + 1d8 in. (6 ft. 4 in.)
Weight: –
Special Att: Charm Gaze
Special Qual: Friendly Face, Weightless, Silver Tongue
Saves: Fort +5, Ref +16, Will +13
Abilities: S19 D19 C11 I19 W17 Ch21
Skills: Bluff +35, Decipher Script +4, Diplomacy +23, Escape Artist +14, Gather Information +24, Knowledge (Religion) +23, Intimidate +25, Sense Motive +12
Feats: Dodge, Combat Expertise, Improved Critical (Scimitar), Improved Disarm, Lightning Reflexes^B, Persuasive^B, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)
Environment: Any land
Organization: Solitary
CR: 7
Treasure: Double Standard
Alignment: Always neutral evil
Advancement: 17-32 HD (Medium-size); 33-48 HD (Large)

A quuran (KOO-ran) is a curious Randese creature known also as a false prophet. They are capable of masquerading as nearly any humanoid race with their magical powers. Likewise, they use their magical powers to fool others into believing they are the messengers of gods, goading people into vile and evil acts. A quuran is not defenseless though; it is also a cunning swordsman with a blade as quick as its wit.

Quuran have darkvision to 60 feet. They can speak Common, elf, dwarf, gnome and at least three other tongues.

Combat

It is not common for a quuran to enter combat, as they generally allow their minions to fight for them. If forced to fight however, they are surprisingly capable foes. However, if at all possible they prefer to disable an opponent and subject them to their charm abilities.

Charm Gaze (Su): Those meeting the eyes of the quuran must make a Will DC 23 save or be charmed. A quuran may only attempt to charm a victim once a day.

Friendly Face (Ex): A quuran always appears to its victims to be a perfect specimen of the victim's type. If there are

multiple species, the quuran must decide which vision to emulate. The quuran can alter its shape to take on this "desirable" appearance, so it is not considered a disguise or illusion. Even a *True Seeing* spell is incapable of breaking the altered appearance; for all intents and purposes, the quuran is the desired shape.

Silver Tongue (Su): A quuran gains a +10 bonus to bluff rolls and is unaffected by a *Zone of Truth* spell.

Weightless (Su): A quuran has no weight.

Quuran on Amberos

Found almost exclusively in Randu and the Skienlands, quuran are such a danger to these people that both countries have a special requirement of their priests and judges – in the Skienlands, any preaching priest or judge on a pulpit must remain seated in a specially made scale to prove they are not weightless – and thus quuran. In Randu, priests performing sermons normally place their finger in a merchant's scale during their sermon, proving they are not weightless. Randese judges wear an ornamental warhammer around their necks, proving that they have "weight". In both countries, a common insult is to state that one's argument "carries no weight" – thus insinuating that the person is lying like a quuran.

Raatori

	Humanoid Form
	Large Humanoid
	(Psionic, Shapechanger)
Hit Dice:	12d8+27 (81 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (-1 size, +6 natural, +4 chain shirt), touch 9, flat 19
BAB/Grapple:	+9/+18
Attack:	Gore +13 melee (1d8+5) or glaive +13 melee (1d8+2)
Full Attack:	Gore +13 melee (1d8+5), 2 claws +8 melee (1d8+2) or glaive +13 melee (2d6+7)
Space/Reach:	10 ft./10 ft.
Height:	7 ft. 6 in. +2d8 in. (8 ft. 3 in.)
Weight:	150 + 2d8 x 5 lbs (195 lbs.)
Special Att:	-
Special Qual:	Alternate form, DR 10/psionic, psionics, scent, PR 22
Saves:	Fort +6, Ref +4, Will +7
Abilities:	S21 D10 C15 I12 W13 Ch13
Skills:	Balance -2, Climb +3, Concentration +9, Escape Artist -2, Hide -6, Jump +3, Listen +9, Move Silently -2, Psicraft +16, Sleight of Hand -2, Spot +16, Swim +1, Tumble -2
Feats:	Aligned attack (Lawful), Deep impact, Iron Will, Psionic weapon, Toughness
Environment:	Warm plains or forests
Organization:	Solitary, Gang (2-5), or Pod (5-20)
CR:	11
Treasure:	Standard
Alignment:	Usually Lawful neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adj:	-

This humanoid towers nearly eight feet tall and has the head of a powerful elephant. Its body is covered in muscles and its arms end in stubby hands with the claws of an eagle.

Raatori are a psionic race of shapechangers, capable of assuming the form of a giant bird. They are a warrior race, though they have a philosophical bend; they seek the means to become the ultimate fighting machines, and to be the very best at what they do.

Raatori are not mindless fighters, however. They choose their opponents wisely, and only pick fight against those they feel would challenge their abilities. Even then, they are prone not to start a fight unless their opponent is itching for a confrontation as well.

Raatori speak their own language, as well as Common.

Combat

A Raatori prefers ritualized combat, which generally allows them a round or two to set up their psionic focus and prepare their attack. If forced into fighting without time to prepare ahead of time, they will usually attempt to beat the opponent back to give them a moment or two to psionically focus for an attack. Failing that, they fight to the best of their skill and ability. If the fight was spontaneous and they are

Bird Form

Large Humanoid (Psionic, Shapechanger)

Hit Dice:	12d8+27 (81 hp)
Initiative:	+0
Speed:	15 ft. (3 squares), fly 100 ft. (good)
Armor Class:	15(-1 size, +6 natural), touch 9, flat 15
BAB/Grapple:	+9/+18
Attack:	Claw +13 melee (1d8+5)
Full Attack:	2 claws +13 melee (1d8+5), bite +8 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Height:	same as humanoid
Weight:	same as humanoid
Special Att:	-
Special Qual:	Alternate form, DR 10/psionic, psionics, scent, PR 22
Saves:	Fort +6, Ref +4, Will +7
Abilities:	S21 D10 C15 I12 W13 Ch13
Skills:	Concentration +9, Hide -6, Listen +9, Psicraft +16, Spot +16

Aligned attack (Lawful), Deep impact, Iron Will, Psionic weapon, Toughness
Warm plains or forests
Solitary, Gang (2-5), or Pod (5-20)
11
Standard
Usually Lawful neutral
13-24 HD (Large); 25-36 HD (Huge)

losing, Raatori will often shift to bird form and attempt to escape. If the Raatori willingly initiated a ritualistic combat, they will abide by the rules set down for the fight.

Alternate Form (Su): A raatori's natural form is that of an elephant-headed humanoid. As a move-equivalent action, a raatori can shift into the shape of a large, eagle-like bird.

Psionics (Ps): A raatori can use the following abilities, at 12th level ability: *Biofeedback* – 1x/day, *Body Adjustment* – 3x/day, *Call Weaponry* 3x/day, *Conceal Thoughts* – At will, *Empathic Feedback* 1x/day, *Immovability* 1x/day, *Strength of My Enemy* – 1x/day, *Vampiric Weapon* – 1x/day.

Raatori on Amderos

Raatori are natives of Ulanst, Lanster and Erakatuo. They can be found sometimes in Simera, but are unknown in other nearby areas such as Kennestone.

Radiant Hawk

Medium Elemental (Air, Extraplanar, Fire)

Hit Dice: 2d8+4 (13 hp)
Initiative: +3 (+3 Dex)
Speed: 15 ft. (3 squares), fly 50 ft. (average)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat 12
BAB/Grapple: +1/0
Attack: Claw +0 melee (1d4-1 + 1d6 fire)
Full Attack: Claw +0 melee (1d4-1 + 1d6 fire) and bite -5 melee (1d6-1 + 1d6 fire)
Space/Reach: 5 ft./5 ft.
Length: 5 ft. + 2d6 in. (5 ft. 7 in.)
Weight: 15 lbs + 2d4 lbs. (20 lbs.)
Special Att: Turn undead
Special Qual: Darkvision 60 ft., elemental traits, healing aura, plane shift
Saves: Fort +2, Ref +6, Will +2
Abilities: S9 D16 C15 I2 W15 Ch12
Skills: Listen +4, Spot +5
Feats: Extra Turning
Environment: Quasi-elemental Plane of Radiance
Organization: Solitary, or Brood (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: -

This large red hawk is bedazzling to look upon. Motes of blinding light swirl about the creature, making it difficult to look at directly.

Radiant hawks are creatures from the quasi-elemental plane of radiance. They are caring creatures that often visit the prime material plane, seeking to heal the injured and to disrupt undead.

Radiant hawks often are drawn to healing temples or to battle in areas where negative energy accumulates - often crypts housing powerful undead.

Combat

A radiant hawk generally only attacks evil creatures or beings using negative energy. If their opponent is not undead, they will often swoop at a foe and attack with claws and beak. Against undead opponents, a radiant hawk will pause in the air to use its turning ability to scatter the evil creatures, forcing them to flee before it.

Healing Aura (Su): By giving up one of its turn attempts for the day, the radiant hawk can produce an effect equivalent to a *mass cure light wounds* spell, at 4th level ability.

Plane Shift (Su): Once per day, as a move-equivalent action, a radiant hawk can travel to or from the Quasi-elemental plane of radiance. Radiant hawks normally use this ability to travel to the plane of radiance once they have exhausted their turning attempts, and then return to the Mortal Realm the next day.

Turn Undead (Sp): As per the cleric ability at 2nd level ability. 8x/day; Turn Check 1d20+1; Turn Damage 2d6+3

Radiant Hawks on Amderos

Created by Urdeus, the Twin of Light, these creatures constantly travel back and forth between the Prime Material plane and the Seven Heavens (there is no plane of radiance in the Amberos cosmology). It is common to see flocks of these birds nesting on the rooftops of temples and shrines to Urdeus. The birds seem to have an uncanny knack for recognizing worshippers of Urdeus, and most likely accompany any individual making an offering to the god to heal them or to help them fight the next group of undead they encounter.

Ramudi

Medium Magical Beast (Air)

Hit Dice: 6d10+27 (60 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 60 ft. (12 squares), dimension hop 240 ft. (48 squares)
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat 12
BAB/Grapple: +6/+10
Attack: Gore +10 melee (1d6+4)
Full Attack: Gore +10 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Length: 6 ft. + 2d8 in. (6 ft. 9 in.)
Weight: 200 lbs. + 2d8 x 10 lbs. (290 lbs.)
Special Att: -
Special Qual: Blink, darkvision 60 ft., dimension hop, low-light vision
Saves: Fort +9, Ref +9, Will +6
Abilities: S19 D19 C19 I6 W19 Ch19
Skills: Climb +14, Escape Artist +14, Jump +14, Listen +8, Spot +9
Feats: Dodge^B, Improved Initiative, Mobility^B, Run, Toughness
Environment: Any forest
Organization: Solitary, or Pair
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Medium); 13-18 HD (Large)
Level Adj: -

Darting between the trees, you catch the glimpse of what appears to be a red caribou with an enormous set of antlers. Entwined within the antlers is an assortment of twigs, leaves and other bits of natural material. As it passes between two trees, it disappears for a moment, before bound out from behind another tree several yards in the opposite direction.

Sometimes referred to as the Hunter's Bane, ramudi are strange beasts that seem to haunt the thickest of forests. Swift and nearly impossible to catch, they are prized by hunters as one of the most elusive and exotic animals that tests a hunter's ability to bag.

However, as elusive as ramudi are, they can be very dangerous - more than one hunter who has gone out to seek this elusive prey has instead ended up gored on the creature's horns.

Ramudi can speak fey, but rarely remain in one place long enough to start a conversation.

Comðac

Ramudi use their ability to move effortlessly from one place to another to evade or close with an opponent. They generally prefer to avoid combat, but in the rutting season (usually the summertime), Ramudi can become quite aggressive and have been known to turn on hunters.

A Ramudi reduced to 1/4 of its total hit points (15 hp average) will usually break off from any combat and attempt to flee as fast as it can away from its attackers.

Blink (Su): As a free action, a Ramudi can *blink* as per the spell. Caster Level 6.

Dimension Hop (Su): As a move action, a ramudi can *dimension door* as the spell for a distance of 240 feet. Caster Level 6.

Skills: A Ramudi has a +10 bonus to climb, escape artist, hide and jump checks.

Ramudi on Æmðeros

Ramudi haunt the forests of Kennestone and areas east, even into the Demon Jungle in Lanster. Randese nobles often organize large hunting groups to attempt to bag a single ramudi; only a handful through the centuries has managed to succeed without resorting to magical means to capture the elusive beast.

Razorthorn Assassin

Medium Plant

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft. (6 squares), climb 25 ft. (5 squares)
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat 17
BAB/Grapple:	+3/+5
Attack:	Barbed vines +6 melee (2d4+3 + 1d6 piercing;19-20/x2)
Full Attack:	Barbed vines +6/+1 melee (2d4+3 + 1d6 piercing;19-20/x2)
Space/Reach:	5 ft./15 ft.
Height:	5 ft. + 1d4 ft. (7 ft.)
Weight:	100 lbs. + 1d10 x 10 lbs. (150 lbs.)
Special Att:	Constrict, improved grab
Special Qual:	Blindsense, DR 5/slashing, low-light vision, plant traits, way of the woods, vulnerability to fire and cold
Saves:	Fort +5, Ref +4, Will +2
Abilities:	S15 D17 C13 I12 W13 Ch13
Skills:	Craft (Trapmaking) +11, Hide +11*, Listen +1, Move Silently +11*, Spot +1
Feats:	Improved Critical (Barbed vines), Weapon Focus (Barbed vines)
Environment:	Any land
Organization:	Solitary, or Brood (2-5)
CR:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adj:	-

Suddenly, the vines to your side lash out, revealing the plant-like humanoid they are attached to. Coils of the same thorn-covered vines it swings in your direction hide the creature's face and features.

Razorthorn assassins are foul plants with one purpose in mind: the death of sentient creatures that intrude into its domain. They have an utter disdain for any form of bipedal creature, and attack it without mercy or provocation. This includes even fey creatures such as dryads, nixies and other denizens of the forest.

Razorthorn assassins have their own subtle non-verbal language of hand signals, body movements and scents.

Combat

Razorthorn assassins prefer to strike from ambush, using their ability to blend into their surroundings to attack foes. If they meet strong resistance, they usually slink back into the woods and attempt to find another spot to ambush from.

Razorthorn assassins are cunning enough to create and use traps made from natural materials, and seem to prefer ones that sever limbs, perforate foes or crush their prey.

Constrict (Ex): A razorthorn assassin that has successfully grappled a foe with its vines can deal an automatic 2d4+3 + 1d6 piercing damage per round.

Improved Grab (Ex): If a razorthorn assassin hits a large or small opponent with its barbed vines, 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.

Way of the Woods (Su): A razorthorn assassin leaves no trail to follow while in forested areas and cannot be tracked. It also cannot be entangled or impeded by other plants or plant-based spells (such as entangle). Finally, a razorthorn assassin can reproduce the effects of a *plant door* spell once per hour at 5th level caster ability.

Vulnerability to Fire and Cold (Ex): A razorthorn assassin takes 50% more damage from fire or cold attacks if it fails its saving throw against the attack.

Skills: A razorthorn assassin gains a +10 bonus to Hide and Move Silently rolls in natural surroundings.

Razorthorn Assassins on Amóeros

These deadly creatures are found primarily in the Living Forest of the Kingdom of Vall Vega. Occasionally, they have been encountered in the Kennestone Forest, but their origin in those woods is unknown.

Remnant Defender

Remnant Defenders are undead creatures that are the remains of those who were entrusted to protect or defend a specific area, and failed. Haunted by their need to defend an area beyond death, they rise from the grave to continue protecting the area they guarded in life.

While many remnant defenders were good beings in life, in unlife they are hateful towards others – especially those of a similar race and/or profession as their own. They often blame others for their own failures, and will attack such individuals as traitors of the worst sort.

Remnant defender is not a template; defenders tend to have unique racial qualities (and sometimes abilities tied to the area they defend). Sample remnant defenders are given here, but they can be encountered for any race that would the courage and willpower to defend something beyond the bounds of life.

Elvin Remnant Defender

Medium Undead (Elf)

Hit Dice: 3d12 (19 hp)
Initiative: +2
Speed: 20 ft. (4 squares) in chain mail armor; base speed 30 ft.
Armor Class: 18 (+1 Dex, +2 natural, +5 chain mail armor), touch 11, flat 17
BAB/Grapple: +1/+3
Attack: Longsword +4 melee (1d8+2;19-20/x2) or longbow +3 ranged (1d8;x3)
Full Attack: Longsword +4 melee (1d8+2;19-20/x2) or longbow +3 ranged (1d8;x3)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 1d8 in. (5 ft. 4 in.)
Weight: 30 lbs. + 1d8 x 5 lbs. (50 lbs.)
Special Att: Spells
Special Qual: DR 5/bludgeoning, darkvision 60 ft., immune to cold, SR 11, undead traits
Saves: Fort +1, Ref +3, Will +3
Abilities: S14 D15 C- I15 W10 Ch10
Skills: Balance -3, Climb -3, Concentration +6, Escape Artist -3, Hide -3, Jump -3, Listen +8*, Move Silently -3, Search +8, Sleight of Hand -3, Spot +8, Swim -8
Feats: Armored Casting, Weapon Focus (Longsword)
Environment: Any land
Organization: Solitary, Team (2-5), or Squad (5-20)
CR: 3
Treasure: Standard
Alignment: Always neutral evil
Advancement: By Character Level
Level Adj: -

This collection of bones is dressed in what appears to once have been elvin finery. It wields a long sword in one hand, and a bow is strapped across its back.

Remnant Defenders are the remains of warriors slain in battle while defending some location or item. So strong is their determination to defend the lost location that after death, their remains arise in a futile effort to defend what they could not in life.

Remnant elf defenders can speak Common and elvin.

Combat

Remnant defenders use their weapons and skills to the best of their ability. Enhanced by their own undeath, remnant defenders will never willingly flee and always fight to the death. Often remnant defenders will scorn members of their own race or former organization, feeling that they were betrayed or let down in their time of need by these beings - who now have the audacity to show up.

Spells (Sp): An elvin remnant defender can cast spells as a 3rd level wizard. They often have only attack spells memorized.

However, remnant defenders do not need to retain spellbooks or rest to memorize spells. They regain their spells automatically after 24 hours. The DC for spells is 12 + spell level. A remnant defender elf has a 15% spell failure chance due to armor.

Skills: Remnant defender elves have a +2 racial bonus to Spot and Listen checks

Typical Spell List

(4/3/2;CL 3;DC 12 + Spell Level; 15% chance of failure)

0th: *Daze, Flare, Touch of Fatigue, Ray of Frost*

1st: *Magic Missile x2*, True Strike*

2nd: *Acid Arrow, Scorching Ray*

*Replace with *Magic Bolt* in Amberos Campaigns

Remnant Defenders on Amberos

When Ziga turned to evil, she embarked on a campaign of terror against the elves of Amberos, and her various races and demons slew many elves before the tide was turned against her. There are many numerous lost and hidden enclaves across Amberos that once belonged to the elves that were plundered during or shortly after Ziga's betrayal. Several of these lost enclaves hold remnant defenders, still waiting after centuries for the elves to come and relieve them of their duties.

Bestiary Nefarious

Elvin Remnant Defender Warlord

3HD Elvin Remnant Defender Wiz 2/EldK 4 ;hp: 46

S14 D15 C- I16 W12 Ch10;Fort +5, Ref +4, Will +7

Init: +2 Move: 30 ft.

AC: 20 (+2 Dex, +3 natural, +6 *mithral chain mail* +1),
touch 12, flat 18

BAB/Grapple: +6/+8

Full Attack: +1 *longsword* +10/+5 melee (1d8+3;19-
20/x2) or
Composite longbow (+2 Str) +8/+3 ranged
(1d8+2;x3)

Special Att: Spells

Special Qual: DR 5/bludgeoning, darkvision 60 ft.,
immune to cold, SR 14, undead traits

Skills: Concentration +12, Decipher Script +6, Knowledge
(Arcana) +14, Knowledge (Religion) +5, Listen +9,
Search +10, Sense Motive, Spellcraft +12, Spot +10

Feats: Armored Casting, Combat Expertise^B, Improved
Disarm, Lightning Reflexes, Scribe Scroll^W, Weapon
Focus (Longsword)

CR: 9

Gear: *mithral chain mail* +1 (5,150 gp), +1 *longsword*
(2,325 gp), composite longbow (+2 Str) (300 gp),
cloak of resistance +2 (4,000 gp)

Total: 11,775 gp (12,000 gp)

Typical Spell List

(4/5/4/4/2;CL 8;DC 13 + Spell Level

0th: Daze, Flare, Touch of Fatigue, Ray of Frost

1st: Burning Hands, Magic Missile x2*, True Strike

2nd: Acid Arrow x2, Bull's Strength, Scorching Ray

3rd: Fireball, Haste, Lightning Bolt, Vampiric Touch

4th: Ice Storm, Phantasmal Killer

*Replace with *Magic Bolt* in Amberos Campaigns

Dwarven Remnant Defender

Medium Undead (Dwarf)

Hit Dice: 4d12 (26 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
AC: 22 (+1 Dex, +4 natural, +5 breastplate, +2 heavy steel shield), touch 11, flat 21
BAB/Grapple: +4/+6
Attack: dwarven war axe +7 melee (1d10+2;x3)
Full Attack: dwarven war axe +7 melee (1d10+2;x3)
Space/Reach: 5 ft./5 ft.
Height: 4 ft. + 1d6 in. (4 ft. 3 in.)
Weight: 80 lbs. + 2d6 x 5 lbs. (115 lbs.)
Special Att: -
Special Qual: Darkvision 90 ft., DR 3/-, immune to cold, fighter's heart, SR 10, undead traits
Saves: Fort +1, Reflex +2, Will +5
Abilities: S15 D13 C- I10 W12 Ch6
Skills: Listen +1, Sense Motive +8, Spot +8
Feats: Dodge, Exotic Weapon Proficiency (Dwarven War Axe)^B, Weapon Focus (Dwarven War Axe)
Environment: Any subterranean
Organization: Solitary, Pair, Patrol (2-5), Post (5-20)
CR: 2
Treasure: Standard
Alignment: Always Lawful Evil
Advancement: By Character Class
Level Adj: -

A taut, almost parchment-like skin covers this collection of bones. It appears to be a desiccated dwarven warrior dressed in heavy armor and wielding an axe and shield. Its eyes burn with a hellish, hateful light.

Dwarven remnant defenders are often the remains of defensive positions that were overrun and slaughtered. In death, they have become highly aggressive, moving forward from their defensive positions to meet the enemy on the field of battle. Once engaged against a foe, usually only their own destruction will cause them cease pursuing a foe.

Dwarven remnant defenders speak Dwarven and Common.

Combat

Dwarven remnant defenders attempt to close with their enemy quickly and hack them down. They fight without giving or expecting quarter from their enemies.

Fighter's Heart (Ex): A dwarven remnant fighter uses a Full Base Attack Bonus and can take fighter-only feats.

Immune to Cold (Ex): A dwarven remnant fighter takes no damage from cold attacks.

Dwarven Remnant Defenders on Amöcros

Most dwarven remnant defenders are from the titanic battles between the Dwarven Dur-Wundar Empire and the

Devilhands of Gehenna during the Dark Age. The dwarves were driven from their underground strongholds by the Devilhands, and now many of the ancient and abandoned underground structures have become the sole residents of contingents of dwarven defenders, returned to unholy life to defend the ancient halls of their despoiled ancestors.

Dwarven Remnant Defender Captain

4HD Dwarven Remnant Defender Ftr 3/DwDef 6;hp: 78

S19 D13 C- I10 W12 Ch6;Fort +9, Ref +7, Will +11

Init: +1 **Move:** 15 ft.

AC: 30 (+1 Dex, +4 natural, +13 *full plate* +2 & *heavy steel shield* +1, +2 dodge), touch 13, flat 29

BAB/Grapple: +13/+17

Full Attack: +2 *dwarven war axe* +20/+15/+10 melee (1d10+6;x3)

Special Att: -

Special Qual: Darkvision 90 ft., Defensive stance 3x/day, DR 6/-, fighter's heart, immune to cold, improved uncanny dodge, SR 14, trap sense +1, uncanny dodge, undead traits

Skills: Craft (Weaponsmith) +6, Listen +7, Sense Motive +8, Spot +14

Feats: Cleave^F, Dodge, Endurance, Exotic Weapon Proficiency (Dwarven War Axe)^B, Lightning Reflexes, Power Attack^F, Toughness, Weapon Focus (Dwarven War Axe)

CR: 11

Gear: *full plate* +2 (5,650 gp), *heavy steel shield* +1 (1,170 gp), +2 *dwarven war axe* (8,330 gp), *gauntlets of ogre power* (4,000 gp), *cloak of resistance* +1 (1,000 gp)

Total: 20,150 gp (21,000 gp)

Defensive Stance: When a dwarven remnant defender captain adopts a defensive stance, he gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for 3 rounds. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a defender can only do so during his action.

Improved Uncanny Dodge (Ex): A dwarven remnant defender captain can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

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

Uncanny Dodge (Ex): A dwarven remnant defender captain retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Rhudee

Small Vermin

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1 (+1 Dex)
Speed:	40 ft. (8 squares), fly 60 ft. (good) (12 squares), burrow 20 ft. (4 squares)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat 15
BAB/Grapple:	0/-5
Attack:	Whip frond +0 melee (1d3-1) or Bite +0 melee (1d4-1 + poison)
Full Attack:	Whip frond +0 melee (1d3-1) or Bite +0 melee (1d4-1 + poison), 4 claws - 5 melee (1d4-1)
Space/Reach:	5 ft./5 ft., 10 ft. with Whip frond
Length:	2 ft. 6 in. + 3d8 in. (3 ft. 7 in.)
Weight:	40 lbs + 3d8 x 2 lbs. (66 lbs.)
Special Att:	Improved grab, poison
Special Qual:	Blindsense 20 ft., darkvision 60 ft.
Saves:	Fort +5, Ref +1, Will +0
Abilities:	S9 D13 C12 I0 W11 Ch7
Skills:	Listen +4, Spot +4
Feats:	Great Fortitude
Environment:	Warm deserts
Organization:	Solitary, Crew (2-5), or Swarm (5-20)
CR:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adj:	-

This emerald green insect is about the size of a large dog. It has a segmented body with a long whip-like stinger and six long legs ending in blade-like cleavers. A pair of opaque wings buzz on the creature's back, and it watches you with large red compound eyes. Venom drips from the creature's large fangs protruding from its insectile mouth.

Rhudee are large vermin that dwell in desert areas in towering mounds made from hardened mud. The mounds extend down into the earth, through mud-hardened tunnels with the rhudee queen at the very bottom of the nest. Though mindless, they are social creatures, using numbers to defend, cultivate and otherwise manage areas their domain.

Rhudee swarms have been known to attack each other on occasion - especially if small group of Rhudees with their own new queen splinters off from the main swarm.

Combat

Rhudees attack by lashing their victim and drawing them in closer, where they use their blade-like feet and poison mandibles to disassemble prey. Worse, rhudees tend to work in packs; one rhudee snares an opponent, while the others pounce on the victim to slash and bite at the prey.

Once engaged, rhudees rarely break off the attack until victorious or dead.

Improved Grab (Ex): A rhudee that strikes a medium-sized or smaller opponent with its whip frond may start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): The bite of a rhudee injects a poison that slowly dissolves the victims innards. Type: Injected; Fort DC: 11; Init: 1d2 Con; Sec: 1d4 Con.

Rhudee on Amöeros

Rhudees can usually be found in the wastes of Randu, though they are sometimes encountered in Llannhanex and Iannhanex. In Llannhanex, it is Common to mark an area known to be infested with Rhudee with red banners set atop man-sized poles.

Ridulya

Small Outsider (Chaos, Demon, Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), climb 20 ft. (4 squares)
Armor Class: 17 (+1 size, +1 Dex, +5 natural), touch 12, flat 16
BAB/Grapple: +7/+7
Attack: Claw +12 melee (1d3+4)
Full Attack: 2 Claw +12 melee (1d3+4) and bite +7 melee (1d4+2) and tail +7 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. 6 in. + 2d4 in. (3 ft. 11 in.)
Weight: 60 lbs. + 2d4 x 3 lbs. (75 lbs.)
Special Att: Ability damage, constrict, improved grab
Special Qual: DR 10/good, darkvision 60ft., invisibility, outsider traits, regeneration 3, ride foe, shoulder leap, spell resistance 19
Saves: Fort +8, Ref +8, Will +7
Abilities: S19 D12 C17 I13 W15 Ch16
Skills: Balance +11, Bluff +15, Disguise +13, Hide +5, Intimidate +15, Jump +14, Knowledge (the planes) +11, Listen +14, Ride +11, Spot +14
Feats: Alertness, Lightning Reflexes, Persuasive
Environment: Any land
Organization: Solitary, or Brood (2-5)
CR: 8
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-14 HD (Small); 15-21 HD (Medium)
Level Adj: -

This wizened and decrepit old man can hardly stand. His thin legs are bowed and too feeble to stand on. He holds out his bone-thin and trembling hand, asking you to pick him up and carry him. He has a beard stained with filth, and his teeth are yellow and rotting. His eyes seem to bulge from his sockets, and his white hair is tucked under a dirty turban.

Ridulyas are foul demons that use their pitiful appearance to lure humanoids into carrying them on their shoulders. Once astride the shoulders of a victim a Ridulya latches on with terrible strength and uses its wicked abilities to force the victim to perform all sorts of twisted deeds or suffer the wrath of its ability-draining touch.

Those whom are not fooled by the ridulyas pleas often find themselves under attack by the deceptively power demon, again with it attempting to leap atop the shoulders of its victims where it can attempt to "ride" the victim and force them to commit foul acts.

Ridulya rarely carry treasure on them; doing so would often spoil their disguise. However, a ridulya is rarely encountered far from its hoard, and enjoys adding new trinkets to its trove once it has dispatched a victim.

Ridulyas speak Common, abyssal and draconic.

Combat

A ridulya feigns weakness in an attempt to trick its opponent to pick it up and carry it - preferably on its shoulders. Once astride an opponent's shoulders, the ridulya seizes the victim with its powerful grip and administers a couple of ability-draining attacks in an effort to terrorize its victim and attempt to force them to comply. It then uses the threat of more ability damage to attempt to persuade its victim to perform all manner of foul and evil acts for the creature's own amusement.

If an opponent resists picking up the ridulya, the creature flies into a maddened rage and attempts to grapple with the opponent and crawl up to the shoulders, or leap onto the opponent's shoulder and gain a firm grasp. Once it has a hold of an opponent it attempts to act as above, forcing the victim to perform all manner of vile acts until it tires of the victim (and drains the last of the victim's abilities) or is somehow removed.

Ability Damage (Su): A ridulya who is riding an opponent (see Ride Foe below) can choose to cause 1d4 points of ability damage to any one ability score they choose to a foe as a move-equivalent action. Ridulya often use this to coerce victims to do as the Ridulya commands.

Constrict (Ex): A ridulya who is riding an opponent (see Ride Foe below) can crush an opponent for 2d3+8 damage, dealing bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): If a ridulya hits a foe of medium size or larger with this special 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. If a Ridulya succeeds in the grapple check, it may immediately begin to ride the victim (see Ride Foe below).

Invisibility (Ex): As a free action, a ridulya may turn invisible, as per the spell with a caster level of 7. A ridulya usually waits to use this ability once it is riding a foe or to help its escape.

Regeneration (Ex): A ridulya takes normal damage from acid and sonic attacks. Regenerating ridulyas can regrow lost portions of their bodies and can reattach severed limbs or body parts; however, beheading a Ridulya instantly kills it. Severed parts that are not reattached wither and die normally.

Ride Foe (Ex): Ridulya excel at riding an opponent much as if they were a mount, without the victim's choice. If a ridulya manages to successfully grapple a foe or otherwise get on a foe's shoulders, it may add its Ride skill to the grapple check to remain on the opponent. Also, should the victim take damage while the Ridulya is riding a foe, the ridulya must make a ride check to remain on the back of the foe (as per the Ride rules for staying on a mount in combat). The ridulya is considered to be grappling the victim, but the victim may act unhindered - except the victim cannot directly attack the ridulya.

Shoulder Leap (Ex): This is special form of a charge attack. As part of the charge, the ridulya must make a high jump



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check followed with a claw attack. If the jump check is successful in reaching the opponent's height, and the claw attack hits, the ridulya is considered to have landed astride the victim's shoulders and may ride the foe (see Ride Foe above).

Ridulya on Amberos

While not common, ridulya are primarily encountered in the Skienlands and the surrounding vicinity. They are virtually unknown on western Amberos.

These creatures can also be found in the Abyss, where they use their deceptive appearance to trick charitable visitors into "helping" them.

Serpenti

Medium Aberration (Reptilian)

Hit Dice: 2d8 (7 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft. (4 squares)
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple: +1/+2
Attack: Bite +3 melee (1d6+1 + poison) or longsword +2 melee (1d8+1;19-20/x2) or longbow +3 ranged (1d8;x3)
Full Attack: Bite +3 melee (1d6+1 + poison), 2 claw -3 melee (1d4), tail -3 melee (1d6) or Longsword +2 melee (1d8+1;19-20/x2) or Longbow +3 ranged (1d8/x3)
Space/Reach: 5 ft./5 ft.
Length: 6 ft. + 3d8 in. (7 ft. 1 in.)
Weight: 200 lbs. + 2d8 x 5 lbs. (245 lbs.)
Special Att: Constrict, poison
Special Qual: Darkvision 60 ft.
Saves: Fort -1, Ref +2, Will +3
Abilities: S13 D14 C9 I10 W11 Ch6
Skills: Listen 0, Spot +5, Survival +5
Feats: Weapon Focus (Bite)
Environment: Warm land
Organization: Solitary, Brood (2-5), or Colony (5-20)
CR: 2
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: +3

This snake-headed creature has a humanoid, scale-covered torso and human-like arms. It's lower body trails into that of a sinuous snake. It holds a sword and shield in hand, and a bow is strapped across its back

Serpenti are a race of snake-like creatures that dwell in a variety of warm climates. They are fierce warriors who fight for personal honor and glory. Though not evil, they often become engaged in petty battles to test their skills or prove their superiority to others.

Serpenti move by undulating their lower bodies, allowing them to move forward at a somewhat slow pace but remain upright and able to fight.

Serpenti speak their own language and Common. Many learned serpenti enjoy learning to speak draconic or elvin.

Combat

Serpenti usually rush an opponent and fight with weapons and bite. Often they attempt to grapple and constrict a foe if they are able; some serpenti have been known to keep one foe out of the fight via constriction while they battle against other opponents.

Constrict (Ex): A serpenti can crush a small-sized opponent or smaller, dealing bludgeoning damage, after making a

successful grapple check with its tail. The constrict deals 1d6+1 damage.

Poison (Ex): The bite of a serpenti injects a mildly venomous poison. Type: Injected; Fort DC 10; Init: 1d2 Con; Sec: 1d4 Con.

Society

Serpenti live in clans, usually with members who have similar features. A serpenti's skin colors and scale patterns differ according to their surroundings; serpenti found in jungles usually have green scales and yellow stripes, for example, while desert-dwelling serpenti tend to have tan scales and diamond-shaped patterns on their back. Also, the head and build of many serpenti vary from clan to clan - some have cobra-like heads while other may have flat, wide heads similar to rattlesnakes, and others have slim, elongated or pointed characteristics to their head.

Serpenti clans tend to be made up of extended families, and usually headed by the most capable warrior in the group. However, this does not tend to be a position earned by battling other serpenti for it; instead serpenti value their warriors by the number of external enemies defeated and the lack of wounds received in said battles. In many serpenti eyes, surviving a battle with grievous wounds shows incompetence, not strength or skill. As such, most serpenti clan leaders tend to lack any sort of permanent, visible or crippling wound.

Serpenti On Amberos

Serpenti are usually encountered in eastern Amberos, in lands such as Simera, Iiannhanex, Llannhanex and across Randu. Individual Serpenti have been seen as far west as Barbed March, though there tends to be an unnatural fear of them in the west due to their similar appearance to the Aspii.

Most ancient serpenti clans worship the ancient Egyptian gods. However, several clans have switched their worship to Titanicus, the Lord of Battle.

Sesenti

Medium Aberration (Aquatic)

Hit Dice: 2d8+3 (12 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), swim 40 ft. (8 squares)
Armor Class: 12 (+1 Dex, +1 natural), touch 11, flat 11
BAB/Grapple: +1/+3
Attack: Bite +3 melee (1d6 +2)
Full Attack: Bite +3 melee (1d6 +2), 2 claw -2 melee (1d4 +1)
Space/Reach: 5 ft./5 ft.
Length: 5 ft. + 1d12 in. (5 ft. 6 in.)
Weight: 70 lbs. + 1d12 x 3 lbs. (88 lbs.)
Special Att: Shock
Special Qual: Darkvision 60 ft.
Saves: Fort +0, Ref +1, Will +3
Abilities: S15 D13 C11 I10 W11 Ch10
Skills: Hide +1*, Listen 0, Search +5, Spot +5, Swim +12
Feats: Toughness
Environment: Temperate and Warm Aquatic
Organization: Solitary, Cluster (2-5), or Nest (5-20)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: +2 (Aquatic only)

This undulating creature has the head of a eel, the torso and arms of a human, long legs that end in webbed claws and a sinuous, fleshy tail - like that on an eel.

Sesenti are strange creatures of the deep who prey on creatures that stray too close their hunting grounds. They avoid contact with other races, though they often live in fringe areas outside of undersea communities, preying on those unlucky enough to wander into their clutches.

Sesenti have a disdain for weapons and tools, preferring their own natural skills and talents for taking down prey and otherwise surviving in the deep. They have almost no contact with surface races, and despise air-breathing creatures with a passion.

Sesenti speak their own language, though they sometimes pick up the language of intelligent creatures in their area.

Combat

Sesenti prefer to hide from prey until they are close enough to strike. A sesenti will then usually rush from cover, attempting to bowl over the opponent before pouncing on them and grappling. Once grappling a foe, a sesenti then attempts to tear said foe apart, using its vicious teeth. In groups, sesenti tend target their own prey, and rarely help another sesenti with its prey until it has finished its own meal.

Shock (Ex): As a standard action, a sesenti can release an electrical jolt from their own bodies that will deal 1d6

electrical damage to those within 5 feet of the Sesenti (Reflex save DC 11 for half). A sesenti can only use this ability underwater, and only once every hour.

Skills: A sesenti gains a +4 bonus to hide when in its natural surroundings at the ocean floor. A sesenti has a +10 bonus to swim checks, and can take 10 even if rushed or in combat.

Sesenti Society

While sesenti sometimes hunt in packs, they do not form social bonds nor build lasting social structures or edifices. They tend to rest in areas that naturally protect them, but do not call any particular place home.

Sesenti on Amberos

Sesenti can be found in any of the four great oceans surrounding Amberos. They tend to have larger numbers in the east, thanks to the presence of prey available from Nydonna's Sea Kingdom.

Bestiary Nefarious

Sesenti Devourer

Large Aberration (Aquatic, Evil)

Hit Dice: 6d8 + 6d4 +60 (102)
Initiative: +3
Speed: 20 ft. (4 squares), swim 40 ft. (8 squares)
AC: 18 (-1 size, +3 Dex, +3 natural, +3 deflection), touch 15, flat 15
BAB/Grapple: +7/+20
Attack: Bite +16 melee (1d8+9)
Full Attack: Bite +16 melee (1d8+9), 2 claws +14 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Length: 7 ft. + 2d12 in. (8 ft. 1 in.)
Weight: 170 lbs. + 2d12 x 10 lbs. (240 lbs.)
Special Att: Shock, spells, water mastery, vortex
Special Qual: DR 5/-, darkvision 60 ft., electric aura, spells
Saves: Fort +9, Reflex +7, Will +10
Abilities: S28 D16 C21 I10 W8 Ch16
Skills: Hide -1*, Listen +0, Search +5, Spot +5, Swim +19
Feats: Ability Focus (Shock), Silent Spell, Spell Focus (Illusion), Toughness, Weapon Finesse,
Environment: Warm Aquatic
Organization: Solitary, Cluster (1 + 2-5 Sesenti), Nest (1 + 5-20 Sesenti)
CR: 10
Treasure: None
Alignment: Always Neutral Evil
Advancement: By Character Class
Level Adj: -

This large, undulating creature has the head of a eel, the torso and arms of a powerful human, long legs that end in webbed claws and a sinuous, fleshy tail - like that on an eel. Its steel-gray body is sheathed in electricity and its solid black eyes seem to have bottomless depths.

Sesenti devourers are ancient creatures that have lived for centuries in the dark depths of abysses and trenches deep in the ocean. Their many years in the dark depths twists their minds towards evil in a realm where only the strongest and smartest survive.

The sesenti devourer's long life and isolated existence has led it to learn to master the skill of magic, which it uses to hunt for prey.

Like normal sesenti, sesenti devourers have a disdain for weapons and tools, preferring their natural skills and abilities over the use of artificial devices for survival.

Sesenti devourers sometimes attract "apprentices" – other sesenti who seek to learn their master's secrets for survival as well as tap into his magical skill. However, sesenti devourers must always prepare for the possibility that their apprentices may turn on the them in seeking magical power, and it is not

uncommon for the sesenti devourer to strike first, devouring apprentices it feels may betray it.

Sesenti devourers speak the language of the sesenti and Abyssal.

Combat

Sesenti devourers usually attempt to baffle opponents with their illusions before moving in for the kill. They also often use their illusions to draw prey to their chasm, where they can be easily devoured. If facing a superior foe, sesenti will often flee the engagement – their long years of survival have taught them that it is better to run and live than to make a foolish last stand against a superior foe.

Electric Aura (Su): A sesenti devourer is shrouded in a wreath of electrical power. Any creature meleeing with a sesenti devourer must make a Reflex DC 21 save or take 1d6 electrical damage.

Shock (Su): As a standard action, a sesenti devourer can focus the static electricity in its body to release a bolt of lightning in a 60 foot line that deals 6d6 electrical damage. A Reflex DC 21 save halves the damage. Non-aquatic creatures receive no saving throw against this attack.

Spells: A sesenti devourer can cast spells as a 6th level sorcerer. Spell DCs are 13 + spell level. Sesenti favor illusion and enchantment spells that impair an enemies ability to defend itself.

Water Mastery (Ex): A sesenti devourer gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the sesenti devourer is touching the ground, the sesenti devourer takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Vortex (Su): The sesenti devourer can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the sesenti devourer can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or taller, depending on the sesenti devourer's size.

The sesenti devourer controls the exact height, but it must be at least 10 feet. The sesenti devourer's movement while in vortex form does not provoke attacks of opportunity, even if the sesenti devourer enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the sesenti devourer moves into or through the creature's space.

Creatures one or more size categories smaller than the sesenti devourer might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves



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against the vortex's effects varies with the sesenti devourer's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the sesenti devourer carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + 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 sesenti devourer can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The sesenti devourer can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned sesenti devourer always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the sesenti devourer and has a diameter equal to half the vortex'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 make a Concentration check (DC 15 + spell level) to cast a spell.

An sesenti devourer in vortex form cannot make slam attacks and does not threaten the area around it.

Typical Sorcerer Spells

(6/6/5/3;CL 6;DC 13 + Spell Level)

0: *Arcane Mark, Daze, Detect Magic, Flare, Ghost Sound*, Mage Hand, Prestidigitation*

1st: *Color Spray*, Disguise Self, Ray of Enfeeblement, Sleep*

2nd: *Daze Monster, Hypnotic Pattern**

3rd: *Major Image**

* = Illusion spell, +1 DC

Sesenti Devourers on Amöcros

Sesenti devourers are known to inhabit the Gate-caves of the Wyvern Sea and are also a menace found in deep trenches only a short distance from Nydonna's Sea Kingdom. Luckily for the sea kingdom, sesenti devourers are as likely to attack sahuagin and Ister-suul as they are to attempt to entrap the merfolk and aquatic elves of the Sea Kingdom.

Shaakasti

Medium Monstrous Humanoid (Aquatic)

Hit Dice: 1d8+2 (6 hp)
Initiative: +1 (+1 Dex)
Speed: 10 ft. (2 squares), Swim 60 ft. (6 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat 12
BAB/Grapple: +1/+4
Attack: Bite +3 melee (1d8+2) or longspear +3 melee (1d8;x3)
Full Attack: Bite +3 melee (1d8+2), 2 claw -2 melee (1d6) or Longspear -2 melee (1d8/x3)
Space/Reach: 5 ft./5 ft. (10 ft. with longspear)
Length: 6 ft. 6 in. + 2d8 in. (7 ft. 3 in.)
Weight: 200 lbs. + 2d10 x 10 lbs. (310 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., scent, spell-like abilities
Saves: Fort +2, Ref +3, Will +3
Abilities: S15 D12 C15 I9 W12 Ch10
Skills: Listen +1, Spot +5, Swim +12
Feats: Improved Natural Attack (Bite)
Environment: Any aquatic
Organization: Solitary, Brood (2-5), Nest (5-20 plus 1 3rd level lieutenant and 2-4 sharks), Drove (20-40 plus 1 shaakasti hunter plus 1 4th level sorcerer and 1 5th level clan leader per 20 adults plus 2-4 sharks), or Plague (40-60 plus 1 shaakasti hunter per 20 adults plus 1 shaakasti lieutenant plus 1 shaakasti warlord per 20 adults plus 1 priest of 4th – 6th level plus 1 baron of 7th-9th level plus 5-8 sharks)
CR: ½
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adj: +1 (Aquatic only)

This humanoid is covered in rough, gray skin and sports the head of shark. Its humanoid arms end in sharp claws. A shark-like tail sprouts from the creature instead of legs, aiding it as it speeds along in the water.

Shaakasti are a race of shark men that tend to live in the deep seas. Evil and carnivorous, they tend to hunt and enslave other races to keep for work and food stock. They are greatly feared by the many sea races, including the sea devils with which whom they often battle. They have been known to raid the surface worlds, sometimes just to spite their sea devil enemies.

Shaakasti speak their own language and Common.

Combat

Shaakasti are intelligent and often use weapons and ambush tactics against foes. They prefer to strike with overwhelming force, and try to instill terror in their opponents to reduce their effectiveness in resisting.

Shaakasti, when fighting in groups, often lead the attack with runners holding wide nets to trap prey in. Once the prey is entangled, the other warriors rush to stab the entrapped victims. Shaakasti are quiet adept at working in tandem, often using the aid another action to bring down powerful foes.

The Shaakasti above has the base stats of 13, 12, 11, 9, 10, 8.

Spell-like Abilities (Sp): Shaakasti have innate casting ability and can use the following abilities one per day if they have a Charisma of 10 or better. *Detect Magic*, *Flare*, *Resistance*. Spell save DC 10, caster level 1. The save is Charisma-based.

Skills: A Shaakasti has a +8 racial bonus to swim, and can take 10 on a swim check even if rushed or in combat.

Society

Shaakasti live in warrior clans, and when not fighting an enemy, these warrior clans are often ritualistically testing themselves against one another. Shaakasti clans can be simple affairs, but established Shaakasti communities and even cities are not unheard of.

Because Shaakasti are so constantly involved in keeping fit for battle, they have need for slaves to handle most of their other matters - from building homes to tending food and even making the Shaakasti's weapons. Yet while the number of slaves in a Shaakasti community often outnumbers the Shaakasti themselves, the Shaakasti use terror tactics to keep the slaves in line - one such method is to threaten death not to just any slaves who misbehaves, but death to their companions as well - which are often family members or friends.

Shaakasti make no distinction between male or female; both sexes are expected to fight when the time arises, and both sexes fight with the same ferocity and skill. Shaakasti young are generally looked after by the slave populations Shaakasti keep. The young are taught and encouraged to look down upon and terrorized the slaves who raise them; in fact slaying one's caretaker when the Shaakasti comes of age is seen as a rite of passage into adulthood.

While Shaakasti do not have the natural ability to communicate with sharks as their sea devil enemies, they have a propensity to train and keep sharks near their communities. In any given community, there is generally at least one individual charged with this duty; the revered position is usually given to the eldest still-living warrior in the clan; usually the alternative to accepting the position is to "retire" - as food to younger and more capable Shaakasti.

Shaakasti on Amöcros

Shaakasti are a huge threat to Nydonna's Sea Kingdom, matched only by the danger of the sea devil's empire. Luckily for the Sea Kingdom, the Shaakasti empire and the sahuagin empire seem more intent on wiping each other out first before turning on the Sea Kingdom.

Shaakasti as Characters

Shaakasti often employ scouts to test the defense of enemies and to hunt for slaves to bring back to the community. Sometimes Shaakasti who are away from their community come to resent returning, and instead embark on a life far away from their original community.

According to legend, Shaakasti were once the humans of Zaramé Kull. When the former capital of Randu sank into the sea, the humans made a bargain with M'kree Malka to survive the cataclysm, and he transformed a portion of the population into Shaakasti, and fed the remainder to his sharks.

Shaakasti characters have the following abilities.

- **Monstrous Humanoid type**
- **Aquatic subtype.** Shaakasti always have swim speeds and thus can move in water without making Swim checks. A Shaakasti gains a +10 bonus to any swim check it must make, and can take 10 even if rushed or fighting. An Shaakasti can breathe underwater. It cannot also breathe air and must hold its breath to operate on land.
- **Base Movement Rate 10 feet, swim speed 60 ft.**
- **+2 Con, +2 Wis, and +2 Chr.** Shaakasti are quite robust. They have a good sense of their surroundings and are taught to have a formidable presence.
- **+2 natural armor**
- **Natural attack routine.** A Shaakasti has a bite attack that deals 1d6 + Str modifier damage, and 2 claw attacks for 1d4 + ½ Str modifier damage. The claw attacks are considered secondary attacks. A Shaakasti can make a bite attack while also wielding a weapon, albeit the weapon attacks a –5 attack penalty as if it were a secondary attack. A Shaakasti attacking with two weapons cannot use its bite in combat.
- **Spell-like Abilities (Sp):** Shaakasti have innate casting ability and can use the following abilities one per day if they have a Charisma of 10 or better. *Detect Magic, Flare, Resistance.* Spell save DC 10 + Chr modifier with a caster level equal to their character level. The save is Charisma-based.
- **+1 caster level.** A Shaakasti who gains levels in a spellcasting class treats his caster level as one higher than normal. This does not affect spells known or spells per day.
- **Scent.**
- **Automatic Languages:** Common, Shaakasti **Bonus Languages:** Aquan, Ister-suul, Merman, Sahuagin, Sesenti, and Triton.
- **Favored Class:** Sorcerer
- **Level Adjustment:** +1

Shaakasti worship M'kree Malka, the shark god. Shaakasti priests can choose two of the three domains from Animal (aquatic only), Evil and Water.

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Shaakasti Hunter

Shaakasti Ftr 4/Soc 2;**hp:** 39

S15 D13 C14 I10 W10 Ch16;**Fort** +6, **Ref** +2, **Will** +4

Init: +1 **Move:** 10 ft., swim 60 ft.

AC: 18 (+1 Dex, +2 natural, +5 *chain shirt* +1), touch 11, flat 17

BAB/Grapple: +5/+7

Full Attack: +1 *trident* +6 melee (1d8+4), bite +6 melee (1d8+4)

Special Att: Spells

Special Qual: Darkvision 60 ft., scent, spells, spell-like abilities

Skills: Concentration +2, Listen +0, Ride +7, Spellcraft +2, Spot +0, Swim +7

Feats: Dodge, Improved Natural Attack (Bite), Swim-by Attack, Two-weapon Fighting^F, Weapon Focus (Bite)^F, Weapon Specialization (Bite)^F

CR: 6

Gear: *chain shirt* +1 (1,400 gp), +1 *trident* (2,315 gp), *potion of cure serious wounds* (750 gp)

Total: 4,465 gp (5,600 gp)

Spell-like Abilities (Sp): 1x/day. *Detect Magic*, *Flare*, *Resistance*. Spell save DC 13, caster level 3. The save is Charisma-based.

Typical Sorcerer Spells

(6/5;CL 3;DC 13 + Spell Level)

0: *Detect Magic*, *Disrupt Undead*, *Light*, *Ray of Frost*, *Touch of Fatigue*

1st: *Bull's Strength*, *False Life*

Shaakasti Lieutenant

Shaakasti Sor 12;**hp:** 54

S8 D14 C14 I13 W12 Ch20;**Fort** +6, **Ref** +6, **Will** +9

Init: +2 **Move:** 10 ft., swim 60 ft.

AC: 18 (+2 Dex, +2 natural, +4 *bracers of armor*), touch 12, flat 16

BAB/Grapple: +6/+5

Full Attack: bite +5 melee (1d6-1), 2 claws +0 melee (1d4-1)

Special Att: Spells

Special Qual: Darkvision 60 ft., scent, spells, spell-like abilities

Skills: Bluff +20, Concentration +17, Listen +1, Spellcraft +16, Spot +1, Swim +7

Feats: Empower Spell, Enlarge Spell, Spell Enhancement (Evocation), Spell Focus (Evocation)

CR: 12

Gear: *bracers of armor* +4 (16,000 gp), *pearl of power* (3rd level) (9,000 gp)

Total: 25,000 gp (27,000 gp)

Typical Sorcerer Spells

(6/8/7/7/6/3;CL 13;DC 15 + Spell Level)

0: *Acid Splash*, *Daze*, *Detect Magic*, *Flare**, *Light*, *Message*, *Prestidigitation*, *Ray of Frost*, *Touch of Fatigue*

1st: *Cause Fear*, *Enlarge Person*, *Magic Missile**¹, *Ray of Enfeeblement*, *Shield*

2nd: *Blindness/Deafness*, *Glitterdust*, *Locate Object*, *Shatter**, *Touch of Idiocy*

3rd: *Deep Slumber*, *Dispel Magic*, *Invisibility Sphere*, *Lightning Bolt**

4th: *Black Tentacles*, *Fire Shield**, *Globe of Invulnerability*

5th: *Cone of Cone**, *Hold Monster*

6th: *Chain Lightning**

*= Evocation spell; +1 DC, +1 CL

1 In an Amberos campaign, replace *Magic Missile* with *Magic Bolt*

Shaakasti Warlord

Shaakasti Sor 14/Ftr 4;hp: 93

S18 D14 C14 I13 W8 Ch27;Fort +10, Ref +7, Will +9

Init: +2 **Move:** 10 ft., swim 60 ft.

AC: 21 (+2 Dex, +2 natural, +7 *bracers of armor*), touch 12, flat 19

BAB/Grapple: +11/+12

Full Attack: bite +13 melee (1d8+6), 2 claws +11 melee (1d4+2)

Special Att: Spells

Special Qual: Darkvision 60 ft., scent, spells, spell-like abilities

Skills: Bluff +22, Concentration +19, Listen +1, Spellcraft +18, Spot +1, Swim +16

Feats: Empower Spell, Enlarge Spell, Improved Natural Attack (Bite), Multiattack, Spell Enhancement (Evocation), Spell Focus (Evocation), Weapon Finesse^F, Weapon Focus (Bite)^F, Weapon Specialization (Bite)^F

CR: 18

Gear: *bracers of armor* +7 (49,000 gp), *pearl of power* (3rd level) (9,000 gp), *belt of giant strength* +6 (36,000 gp), *cloak of charisma* +6 (36,000 gp)

Total: 130,000 gp (130,000 gp)

Typical Sorcerer Spells

(6/8/8/8/7/7/6/4;CL 19;DC 18 + Spell Level)

0: *Acid Splash*, *Daze*, *Detect Magic*, *Flare**, *Light*, *Message*, *Prestidigitation*, *Ray of Frost*, *Touch of Fatigue*

1st: *Cause Fear*, *Enlarge Person*, *Magic Missile**, *Ray of Enfeeblement*, *Shield*

2nd: *Blindness/Deafness*, *Glitterdust*, *Locate Object*, *Obscure Object*, *Shatter**, *Touch of Idiocy*

3rd: *Deep Slumber*, *Dispel Magic*, *Hold Person*, *Invisibility Sphere*, *Lightning Bolt**, *Nondetection*

4th: *Bestow Curse*, *Black Tentacles*, *Fire Shield**, *Globe of Invulnerability*, *Ice Storm*, *Stoneskin*

5th: *Animal Growth*, *Baleful Polymorph*, *Cone of Cone**, *Feeblemind*, *Hold Monster*, *Teleport*

6th: *Chain Lightning**, *Freezing Sphere**, *Greater Dispel Magic*, *Greater Heroism*, *True Seeing*

7th: (5)*Finger of Death*, *Forcecage**, *Mage's Sword**, *Prismatic Spray**, *Waves of Exhaustion*

8th: (3)*Polar Ray**, *Polymorph Any Object*, *Greater Shout**

*= Evocation spell; +1 DC, +1 CL

1 In an Amberos campaign, replace *Magic Missile* with *Magic Bolt*

Shafra-li

Large Outsider (Good, Native)

Hit Dice: 11d8+47 (96 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), fly 60 ft. (good)
Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat 16
BAB/Grapple: +11/+20
Attack: Slam +15 melee (1d6+5) or +1 *anarchic scimitar* +15 melee (1d8+5;18-20/x2)
Full Attack: 2 Slams +15 melee (1d6+5) or +1 *anarchic scimitar* +15/+10/+5 melee (1d8+5;18-20/x2)
Space/Reach: 10 ft./10 ft.
Height: 11 ft. + 1d4 in. (11 ft. 2 in.)
Weight: 1,200 lbs + 1d4 x 25 lbs. (1,250 lbs.)
Special Att: Divine ray, summon
Special Qual: Change shape, DR 10/evil, darkvision 60 ft., detect evil, lesser magic resistant, gifts of Nirvana, outsider traits, SR 25
Saves: Fort +13, Ref +10, Will +10
Abilities: S21 D17 C19 I17 W17 Ch19
Skills: Bluff +6, Craft +17, Diplomacy +18, Hide -1, Intimidate +6, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (religion) +17, Listen +17, Sense Motive +17, Spellcraft +17, Spot +17, Use Magic Device +18
Feats: Endurance, Great Fortitude, Persuasive, Toughness
Environment: Warm mountains
Organization: Solitary, or Covey (2-5)
CR: 12
Treasure: Double standard
Alignment: Often chaotic good
Advancement: 12-22 HD (Large); 23-33 HD (Huge)
Level Adj: -

This tall being looks like a perfect specimen of a human, though a good foot taller than an average human. It is dressed in fine clothing and bedecked in dazzling jewelry. At its side is a gold-hilted scimitar, covered in arcane-looking symbols.

Shafra-li are the result of the gods consorting with mortals. Born with the spark of divinity in them, they are more than human, but not quite divine beings. Many are forced to live among mortals, yet apart from them.

Shafra-li are generally amiable and caring, though their personalities differ as much as humanity's from which it came. Most Shafra-li find themselves isolated from human society even as many strive to become part of it.

Shafra-li speak Common, celestial, draconic and elvin. They generally know at least two additional languages as well, usually an ancient language Common to the area.

Combat

While shafra-li are generally not aggressive, they often have had enough of a lifespan to have trained and mastered all sorts of weapons and forms of unarmed combat. They fight with all the intelligence and knowledge their long years have granted them, and they prefer not to strike with deadly force against other good beings, if they can help it.

When battling evil or undead, shafra-li can call on the divine energy of their deific parentage, allowing them blast said creatures with a holy ray of pure power.

If beset by opponents they cannot defeat, it is not uncommon for shafra-li to call on aid from their deific parentage, which usually arrives in the form of one or more celestials to defend the shafra-li.

Change Shape (Su): A shafra-li has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This acts as the *Shapechange* spell, lasting for 1 hour before the shafra-li must return to its original shape for an equal amount of time. This ability has a caster level of 11. shafra-li prefer the shapes of humanoids and predatory birds.

Detect Evil (Sp): This special ability duplicates the effects of a *detect good* spell. It can be cast at will.

Divine Ray (Su): As a standard action, a shafra-li can unleash a ray of blinding divine energy. This is a ranged touch attack with a range of 60 feet. It deals 4d6 fire and 4d6 holy damage to anything it contacts. A shafra-li can unleash this strike once per minute (10 rounds).

Gifts of Nirvana (Varies): Shafra-li choose one of the abilities listed below.

Master of the Body (Ex): The shafra-li gains open hand attacks that deal damage like a monk equal to its hit dice. Thus, its slam attack is replaced with an unarmed attack that deals 2d6 damage per hit, and its full attack with the unarmed attack is +15/+10/+5. The shafra-li can flurry of blows for +15/+15/+15/+10/+5.

Master of the Mind (Ex): The shafra-li gains a +10 bonus to all knowledge skills and is considered trained in all knowledge skills.

Master of the Unknown (Sp): The shafra-li can cast spells as an 11th level sorcerer.

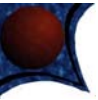
Master of the Divine Aspect (Sp): The shafra-li can cast spells and turn undead as a 11th level cleric.

Master of the Third Eye (Ps): The shafra-li can use psionics as if it were an 11th level psion.

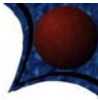
Master of the Psychic Sword (Ps): The shafra-li gains the abilities of a 11th level soulknife.

Master of the Undying (Su): The shafra-li gains regeneration 6.

Master of the Enlightened Grace (Su): The shafra-li, as a move action, can become



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incandescent like a bright flame. This effect dispels all forms of darkness in a 60 ft. radius. Evil creatures or undead viewing the shafra-li must make a Reflex save (DC 19) or be blinded for 2d4 rounds. Creatures of good alignment in the area of effect receive the benefit of a *Cure Light Wounds*.

Lesser Magic Resistant (Su): A shafra-li gains a +5 bonus to Spell Resistance (already calculated).

Summon (Sp): Once per day, as a full-round action, a shafra-li can summon a Branlani (eladrin) with a 50% chance of success or two Hound Archons with a 75% chance of success.

Shafra-li on Amðeros

Shafra-li, and their cousins, the shafra-loa, can be found in the Shafra mountains of Skienland. There, in the mountains, secreted away from humanity, the ancient Vedic gods built a city for the Shafra to dwell in. To this day, both the shafra-li and shafra-loa coexist in the city.

Shafra-loa

Large Outsider (Evil, Native)

Hit Dice: 11d8+47 (96 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), fly 60 ft. (good)
Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat 16
BAB/Grapple: +11/+20
Attack: Slam +15 melee (1d6+5) or +1 *axiomatic scimitar* +16 melee (1d8+5; 18-20/x2) or composite longbow (+5 Str) +14 ranged (2d6+5; x3)
Full Attack: 2 Slams +15 melee (1d6+5) or +1 *axiomatic scimitar* +16/+11/+6 melee (1d8+5) or composite longbow (+5 Str) +14/+9 ranged (2d6+5; x3)
Space/Reach: 10 ft./10 ft.
Height: 11 ft. + 1d4 in. (11 ft. 2 in.)
Weight: 1,200 lbs + 1d4 x 25 lbs. (1,250 lbs.)
Special Att: Divine ray, summon
Special Qual: Change shape, DR 10/evil, darkvision 60 ft., detect evil, gifts of Nirvana, lesser magic resistance, outsider traits, SR 25
Saves: Fort +13, Ref +10, Will +10
Abilities: S21 D17 C19 I17 W17 Ch19
Skills: Bluff +18, Disguise +19, Hide +13, Intimidate +18, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +17, Move Silently +17, Spellcraft +17, Spot +17, Use Magic Device +18
Feats: Endurance, Great Fortitude, Toughness, Weapon Focus (Scimitar)
Environment: Warm mountains
Organization: Solitary, or Covey (2-5)
CR: 12
Treasure: Double standard
Alignment: Often Lawful Evil
Advancement: 12-22 HD (Large); 23-33 HD (Huge)
Level Adj: -

This tall being appears to be human, though it is somewhat difficult to tell due to the number of warts, boils and general deformity to its shape. Its eyes glow a hellish red and its body seems to be covered in a reptilian skin and a pair of bat-like wings sprout from its back. At its side is a gold-hilted scimitar, covered in arcane-looking symbols.

Shafra-loa are the result of archfiends consorting with mortals. Born with the spark of infernal in them, they are more than human, but not quite divine beings. Many are forced to live among mortals, yet apart from them.

Shafra-loa are generally conniving and twisted, though their personalities differ as much as humanity's from which it came. Most shafra-loa find themselves isolated from human society and become spiteful of humanity as a whole.

Shafra-loa speak Common, infernal, draconic and dwarven. They generally know at least two additional languages as well, usually an ancient language Common to the area.

Combat

Shafra-loa are aggressive and prone to cruelty. At the same time, they dislike risking their own lives for petty reasons, and will often ignore enemies they can simply outlive. They fight with all the intelligence and knowledge their long years have granted them, and they seem to gain a perverse pleasure inflicting torment on creatures of good alignment.

When battling powerful beings of good, shafra-loa tend to blast first with their infernal ray before closing to attack.

If beset by opponents they cannot defeat, it is not uncommon for shafra-li to call on aid from their infernal parentage, which usually arrives in the form of one or more devils to defend the shafra-li.

Change Shape (Su): A shafra-loa has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This acts as the *Shapechange* spell, lasting for 1 hour before the shafra-loa must return to its original shape for an equal amount of time. This ability has a caster level of 11. shafra-loa prefer the shapes of reptilian creatures, bats and carrion birds.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. It can be cast at will.

Infernal Ray (Su): As a standard action, a shafra-loa can unleash a ray of black infernal energy. This is a ranged touch attack with a range of 60 feet. It deals 6d6 acid and 6d6 unholy damage to anything it contacts. A shafra-li can unleash this strike once per minute (10 rounds).

Lesser Magic Resistance (Su): A shafra-loa has a +5 bonus to Spell Resistance (already calculated into stats).

Gifts of Nirvana (Varies): shafra-loa choose one of the abilities listed below.

Master of the Body (Ex): The shafra-loa has six arms that end in wicked claws. The claws deal 1d8+5 damage each. The shafra-li also gains the Multi-attack and may replicate its scimitar to all 6 hands as a free action.

Master of the Mind (Ex): The shafra-loa gains the frightful presence ability. Whenever the shafra-loa attacks or makes a terrifying display, those in 30 feet must make a Will save (DC 19). Those with hit dice equal to or greater than the shafra-loa who fail the save are shaken. Those with 6-10 HD who fail the save are frightened, and those with up to 5 HD or levels are panicked if they fail the saving throw.



Bestiary Nefarious



Master of the Pit (Sp): The shafra-loa can cast spells as an 11th level sorcerer.

Master of the Infernal Aspect (Sp): The shafra-loa can cast spells and rebuke undead as an 11th level cleric.

Master of the Mind's Edge (Ps): The shafra-loa can use psionics as if it were an 11th level psychic warrior. It also gains the feat Deep Impact.

Master of the Venomed Blade (Ps): The shafra-loa gains the abilities of a 8th level soulknife and 3rd level assassin.

Master of Death Spurned (Su): The shafra-loa gains the ability to *Animate Dead* as per the arcane spell. Caster level 11, no material component is required.

Master of the Infernal Shade (Su): The shafra-loa, as a move action, can become cloaked in impenetrable darkness. This effect dispels all forms of light in a 60 ft. radius. Good creatures or undead in the area must make a Fort save (DC 19) or be blinded for 2d4 rounds. Creatures of evil alignment or undead in the area of effect receive the benefit of a *Desecrate* spell.

Summon (Sp): Once per day, as a full-round action, a Shafra-loa can summon a chain devil with a 50% chance of success or two bearded devils with a 75% chance of success.

Shafra-loa on Am̄eros

While the shafra-loa live with their cousins, the shafra-li in the mountains of the Skienlands, the truce between the two is uneasy at best. While the shafra-li tend to hold the positions of power in the city, the shafra-loa make it clear that they can dispense with anyone whom consistently displeases them.

Shrieken

	Huge Dragon (Air)	Medium Dragon (Air)
Hit Dice:	19d12+114 (237 hp)	19d12+114 (237 hp)
Initiative:	+6	+6
Speed:	30 ft. (6 squares), fly 130 ft. (average) (26 squares) in scale mail armor; base speed 50 ft. (10 squares) fly 200 ft. (good) (40 squares)	20 ft. (6 squares), fly 100 ft. (average) (20 squares) in scale mail; base 30 ft. (6 squares), fly 150 ft. (average) (30 squares)
Armor Class:	26 (-2 size, +2 Dex, +10 natural, +4 scale mail armor, +2 heavy steel shield), touch 10, flat 24	28 (+2 Dex, +10 natural, +4 scale mail, +2 heavy steel shield), touch 12, flat 26
BAB/Grapple:	+19/+38	+19/+30
Attack:	Bite +29 melee (2d6 +11)	Bite +31 melee (1d6+11)
Full Attack:	Bite +29 melee (2d6 +11), longsword +28/+23/+18/+13 melee (2d6 +11;19-20/x2), sting +23 melee (1d8 +5 + poison)	Bite +31 melee (1d6+11), longsword +30/+25/+20/+15 melee (1d8+11;19-20/x2), sting +25 melee (1d4+5 + poison)
Space/Reach:	15 ft./15 ft.	5 ft./5 ft.
Length:	17 ft. + 1d4 ft. (19 ft.)	6 ft. + 2d8 in. (6 ft. 9 in.)
Weight:	2,000 lbs + 2d4 x 100 lbs. (2,200 lbs.)	300 lbs. + 2d8x10 lbs. (390 lbs.)
Special Att:	Breath weapon, fear aura, spells	Breath weapon, fear aura, spells
Special Qual:	Blindsight, DR 10/-, darkvision 60 ft., dragon traits, low-light vision, size change, SR 23, spells	Blindsight, DR 10/-, darkvision 60 ft., dragon traits, low-light vision, size change, SR 23, spells
Saves:	Fort +17, Ref +15, Will +13	Fort +17, Ref +15, Will +13
Abilities:	S33 D15 C23 I15 W15 Ch16	S33 D15 C23 I15 W15 Ch16
Skills:	Balance -4, Bluff +25, Climb +16, Diplomacy +14, Escape Artist -4, Hide -12, Intimidate +14, Jump +16, Knowledge (arcana) +24, Listen +24, Move Silently -4, Sense Motive +24, Spellcraft +24, Spot +24, Swim +3	Balance -4, Bluff +25, Climb +16, Diplomacy +14, Escape Artist -4, Hide 4, Intimidate +14, Jump -1, Knowledge (Arcana) +24, Listen +24, Move Silently -4, Sense Motive +24, Spellcraft +24, Spot +24, Swim +3
Feats:	Armor Proficiency (Light) ^B , Armor Proficiency (Medium) ^B , Cleave, Improved Critical (Bite), Improved Initiative, Lightning Reflexes, Power Attack, Shield Proficiency ^B , Weapon Focus (Bite), Weapon Specialization (Bite)	Armor Proficiency (Light) ^B , Armor Proficiency (Medium) ^B , Cleave, Improved Critical (Bite), Improved Initiative, Lightning Reflexes, Power Attack, Shield Proficiency ^B , Weapon Focus (Bite), Weapon Specialization (Bite)
Environment:	Any land	Any land
Organization:	Solitary, or Family (2-5)	Solitary, or Family (2-5)
CR:	18	18
Treasure:	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan) or By Character class	-
Level Adj:	-	-

This massive reptile, despite being covered in scales, is likewise dressed in chain mail armor. It stands on its hind feet, wielding a massive long sword in one hand and a shield in the other. As it watches you with its snake-like head, it opens its mouth and utters a terrifying roar before advancing forward.

Shrieken are draconic aberrations that behave like humanoids. They forge their own weapons and wear armor. For reasons unknown, shrieken wage a constant war against dragons. They follow rumors and tales that lead them to dragon's lair, where they confront and fight these massive beasts, then take off with the dragon's hoard to add it to their

own. Once they have done this, they then start a search for the next dragon they can find.

Shrieken have no regard for the alignment or disposition of the dragon they are stalking; they are as happy to strike down a red dragon as hunt a silver dragon. They have been known to seek the aid of humanoids in their quests to kill dragons, and are often willing to share the spoils in return for capable companions.

Shrieken speak Common, Draconic, Dwarven and Elvin. It is not uncommon for them to speak different languages, usually swapping out one of the humanoid racial languages for a language of the species they are "fond" of recruiting for aid.

Combat

Shrieken are powerful and intelligent opponents. They prefer to know their enemies capabilities and tactics before launching into a determined assault. They will often test an opponents resolve with feints and hit and run tactics. Once they feel confident they can predict an opponent's skill level and abilities, they will launch their real attack, employing tactics and equipment intended to minimize the opponent's strength and capitalizing on their weakness.

Breath Weapon (Su): A Shrieken has a natural sonic breath weapon attack. However, after a Shrieken bites a dragon, it can breathe a breath weapon (acid, cold, electricity, fire, or sonic) that the dragon is not immune to and will cause the most damage to the dragon. The shrieken's breath weapon is always a 5 wide line 60 feet long of the appropriate energy type that deals 9d10 energy damage (Reflex DC 25 for half). A Shrieken can breath the breath weapon once every 5 rounds, and retains the ability to breath its altered breath weapon for 10 minutes.

Fear Aura (Su): The use of this ability is a free action. Anyone entering within 30 feet of the Shrieken must make a Will save (DC 22). Those with HD less than the Shrieken who fail the save are frightened. Those with HD equal to or greater than the Shrieken are shaken. This fear aura works even against dragons.

Poison (Ex): The tail of a shrieken is tipped with a venomous barb that contains a virulent poison. Type: Injected; Fort DC 25; Init: 1d10 Con ; Sec: 2d8 Con. This poison affects dragons, including those normally immune to poison. Its own poison can even kill a Shrieken.

Size Change (Su): As a move action, a shrieken can compress itself and its gear down to medium size. It generally uses this ability when dealing with humanoids.

Spells: A shrieken can cast spells as an 8th level sorcerer. They generally prefer attack and divination spells.

Typical Sorcerer Spell List

(6/7/7/6/3;CL 8;DC 13 + Spell Level)

0: Arcane Mark, Daze, Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost

1st: Disguise Self, Expeditious Retreat, Magic Missile*, Magic Weapon, True Strike

2nd: Blur, Detect Thoughts, Glitterdust,

3rd: Dispelling Magic, Wind Wall

4th: Locate Creature

Shrieken on Amberos

There are legends of Shrieken from the Elvin Golden Age, but no documented Shrieken appearances have occurred since the fall of Gwieze's Shadow Empire until just after the economic upheaval on Amberos. Following the great upheaval, the first recorded appearance of a Shrieken occurred when one came to Castle Vega of the Kingdom of Vall Vega seeking heroes to aid it in slaying a nearby dragon in the Crystalmire mountains. The Shrieken claimed to have

traveled from Aurora, and has not been seen since it left with several knights for the Crystalmire mountains.

Other tales have surfaced since this case, but many come from unreliable sources, including tales that the noted Assassin Savage Avenger has acquired one into his clan of assassins in the Golens to tackle the black dragons there.

Several sages believe that Shrieken may be the creations of the mysterious Lord of Shadows, Gwieze. However, there has been little more than circumstantial evidence to link the dragon hunters to the Lord of Shadows.

Singing Maiden

Huge Magical Beast (Aquatic)

Hit Dice: 5d10+20 (47 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares), swim 20 ft. (4 squares)
Armor Class: 12 (-2 size, +1 Dex, +3 natural), touch 9, flat 11
BAB/Grapple: +5/+20
Attack: Slam +10 melee (1d8 +7)
Full Attack: 10 Slam +10 melee (1d8 +7) and bite +5 melee (2d6 +3)
Space/Reach: 15 ft./15 ft., 20 ft. with tentacles
Height: 14 ft. + 1d6 ft. (17 ft.)
Weight: 4,000 lbs. + 2d10 x 100 lbs. (5,100 lbs. / 2 ½ tons)
Special Att: Charm song
Special Qual: DR 5/magic +1, darkvision 60 ft., low-light vision, mask of innocence
Saves: Fort +8, Ref +5, Will +3
Abilities: S25 D13 C19 I13 W15 Ch19
Skills: Disguise +6, Forgery +3, Hide -7, Listen +4, Perform +12, Spot +4, Swim +15*
Feats: Alertness, Deceitful
Environment: Any land
Organization: Solitary, or Covey (2-5)
CR: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 6-10 HD (Huge); 11-15 HD (Gargantuan)
Level Adj: -

The visage of singing maidens dissolves to reveal a mass of writhing tentacles that has a pulpy, central mass. A single, great eye looks out from the pulpy mass, and a huge mouth filled with rows of razor-sharp teeth is set just below it.

Singing maidens are the plagues of the seas, using their melodic, charming voice to lure sailors to them, where they then kill and devour the crew.

Combat

Singing maidens use their charming song to draw prey to them, then drop the illusion when prey approaches so it can readily devour them and savor the fear it causes. Though animals, the creatures are intelligent enough to keep prey alive for lean times, and cunning enough to learn tactics and set traps and ambushes for prey.

Charm Song (Su): As a standard action, a singing maiden can produce a haunting melody capable of acting as a *Charm Person* spell on individuals within a 120 feet radius. The Will save DC is 16. It is otherwise identical to the spell *Charm Person*.

Mask of Innocence (Su): As a free action, a singing maiden can create the illusion that it is a beautiful female humanoid of

any race it chooses. This is a mind-affecting effect, caster level 5. The Will DC to disbelieve is 16.

Skills: A singing maiden has a +8 racial bonus to Swim checks and can take 10 on a swim check even if rushed or in combat.

Singing Maidens on Amōkros

Found primarily in the seas of the south and east of the continent, singing maidens are fairly static hazards that are marked on most nautical maps as areas to avoid. Of course, as the population of singing maiden grows and changes, so too do the areas of danger, and there are always new abodes of these creatures springing up as old ones are overtaken or abandoned in favor of more prey.

Sinister, General

Sinisters are a unique race of lower plane outsiders that act as spies and agents for the other lower planes. They are front men sent to worlds to probe and recruit for invasions from demons, devils or daemons. They are mercenaries, and officially they are not aligned with any of the three major factions of the lower planes. However, more often than not, particular sinisters develop profitable business relationships with certain underworld figures, and tend to act in a light more favoring their patron.

Sinisters have varying missions depending on their type; some are agents sent to foment evil acts, while others act as spies, observing organizations or structures for weaknesses their masters may exploit when the time for invasion comes. Others are secret assassins or warriors, tasked with taking out key figures before the invasion begins.

Generally speaking, once the invasion begins, most sinisters disappear from sight, moving on to new worlds to start the process all over again. Sometimes, certain sinisters are left behind on worlds following a demonic invasions as enforcers of their master's will.

Sinister Traits: Unless otherwise noted, sinisters have the following traits.

- Immunity to fire and poison
- Resistance to acid 10, cold 10, and electricity 10.
- Summon (Sp): A sinister has the ability to summon demons, devils or daemons (the success chance and number of creatures summoned is noted in each monster description). However, summoned demons, devils and daemons are not bound to do as the sinister directs, and often require a boon or service to be paid before they will aid the sinister.

Sinisters on Amberos

Originally, the Sinisters were agents to the Dark One, and helped the Lord of Evil to bring his minions to Amberos to spawn the Skyland Hold.

When the Dark One was defeated and retreated back to Hell, many sinisters remained behind in secret, hoping to one day help their master regain a foothold on Amberos. Those sinisters that fled with the Dark One became the daemons who took up residence in Gehenna.

However, both the Dark One's sealing off of Hell and the enticements that Ziga offered the sinisters remaining on Amberos caused them to become mercenary forces selling their services to the highest bidder.

By the time the portal to Hell finally reopened, the forces of Hell, the Abyss and Gehenna found themselves unable to freely travel to Amberos. Short of mortal summoning, the only way these evil outsiders could reach Amberos was through the callings of the Sinisters – who quickly learned to take advantage of their unique abilities.

Bestiary Nefarious

Sinister, Akasta

Large Outsider (Evil, Native, Sinister)

Hit Dice:	15d8+60 (127 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft. (6 squares), fly 70 ft. (average)
Armor Class:	20 (-1 size, +3 Dex, +8 natural), touch 12, flat 17
BAB/Grapple:	+15/+26
Attack:	Bite +21 melee (1d8+7) or +2 <i>unholy dire flail</i> (1d8+9 + 2d6 vs. good)
Full Attack:	Bite +21 melee (1d8+7) and 2 claws +16 melee (1d8+3) and tail +16 melee (1d8+3) or +2 <i>unholy dire flail</i> +19/+19/+14 melee (1d8+9 + 2d6 vs. good/1d8+5 2d6 vs. good)
Space/Reach:	10 ft./10 ft.
Height:	8 ft. 3 in. + 2d8 in. (9 ft.)
Weight:	310 lbs. + 2d8 x 10 lbs. (400 lbs.)
Special Att:	Gaze, summon, twist shape
Special Qual:	DR 15/good, darkvision 60 ft., immunity to fire and poison, outsider traits, regeneration 6, resistance to acid 10, cold 10, and electricity 10, sinister traits, spell resistance 27, spells-like abilities
Saves:	Fort +13, Ref +12, Will +14
Abilities:	S25 D17 C19 I19 W17 Ch17
Skills:	Appraise +13, Bluff +23, Diplomacy +21, Disguise +12, Escape Artist +12, Gather Information +12, Hide -1, Intimidate +23, Knowledge (nobility) +22, Knowledge (the planes) +22, Listen +12, Search +22, Sense Motive +21, Spellcraft +22, Spot +12, Use Magic Device +21
Feats:	Improved Two-Weapon Fighting, Iron Will, Persuasive, Skill Focus, Two-Weapon Defense, Two-Weapon Fighting
Environment:	Any land
Organization:	Solitary
CR:	16
Treasure:	+2 <i>unholy dire flail</i> (37,380 gp) and Standard
Alignment:	Always neutral
Advancement:	16-30 HD (Large); 31-45 HD (Huge)
Level Adj:	-

This massive, red-scaled humanoid has the head of a handsome female elf, tipped with bone-white horns. Its six-fingered hands grasp a black pitted iron dire flail. It is dressed in beautiful robes and bedecked with an assortment of jewelry.

Akasta are the rulers of the Sinisters. They demand absolute loyalty from their subordinates, threatening them with the twisting or destruction of their own forms if they fail to bend to the Akasta's will.

Akasta rarely deal directly with mortals. They prefer to work through their agents and deal primarily with the forces of the underworld in collaborating sending information to their

business partners in the lower planes and sending orders to various sinister in preparation for invasions.

Akasta speak abyssal, Common, infernal, celestial and Undercommon. Each akasta knows at least three other languages, which they usually have learned because they like the sound of said language.

Combat

Akasta loathe being forced into combat, and strike to destroy enemies as quickly and painfully as possible. They tend to use their shape soul ability to end most fights before they start, and failing that, rely on blasting an enemy with their spell-like abilities. If a foe is foolish enough to melee them, they will do their best to clobber the offender in the most callous manner they can afford.

Gaze (Su): Those within 60 feet who gaze into the eyes of an Akasta must make a Fort save DC 20 or be instantly slain. Though akasta have the ability to suppress the effect if they choose, they generally prefer to leave the ability active so that others are forced to avoid eye-to-eye contact with them.

Summon (Sp): An akasta can summon a Pit Fiend or Balor with a 25% chance of success; a horned devil or maralith with a 50% chance of success; a ice devil or vrolock with a 75% chance of success, or summon 1d4 chain devils or 1d4 babau with 100% success. This ability can be used once per day. This ability is the equivalent of a 7th level spell with a caster level of 15. The sinister can choose to allow the summoned creature to remain on the prime material plane permanently by taking 1d6 temporary Constitution damage.

Twist Shape (Su): As a full-round action, an akasta can change the shape of another being as if using *Polymorph Any Object*. The spell save is DC 20. The change is permanent. Akasta generally reserve this ability as a punishment for those who fail them or to use on opponents immune to their death gaze. Akasta have been known to use this ability to transform demons into devils or daemons or vice versa as it suits their purpose.

Regeneration (Ex): An akasta takes normal damage from good sources. Regenerating akasta can regrow lost portions of their bodies and can reattach severed limbs or body parts by merely holding the limb to the stump for one round.

Spells-like Abilities (Sp): An akasta can use the following abilities at 15th level ability. *Chain Lightning* – 2x/day, *Contact Other Plane* 1x/day, *Dream* – 1x/day, *Detect good* – at will, *Greater Teleport* – at will, *Vision* – 1x/week.

Sinister, Barrash

Medium Outsider (Evil, Native, Sinister)

Hit Dice: 7d8+28 (59 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft. (8 squares), fly 50 ft. (average)

Armor Class: 12 (+2 Dex), touch 12, flat 10

BAB/Grapple: +7/+11

Attack: Bite +11 melee (1d6+4) or mwk two-bladed longsword +11 melee (1d8+4;19-20/x2)

Full Attack: Bite +11 melee (1d6+4) and 2 claws +9 melee (1d4+2) or Bite +11 melee (1d6+4) and mwk two-bladed long sword +7/+7/+2 melee (1d8+4/1d8+2;19-20/x2)

Space/Reach: 5 ft./5 ft.

Height: 5 ft. 7 in. + 2d4 in. (6 ft.)

Weight: 150 lbs. + 2d10 x 5 lbs. (205 lbs.)

Special Att: Improved grab, rake

Special Qual: DR 10/good, darkvision 60 ft., immune to fire and poison, outsider traits, resistance to acid 10, cold 10, and electricity 10, sinister traits, SR 14

Saves: Fort +9, Ref +7, Will +6

Abilities: S19 D15 C19 I13 W13 Ch12

Skills: Bluff +11, Climb +14, Diplomacy +11, Escape Artist +12, Hide +12, Jump +14, Listen +11, Sense Motive +11, Spot +11

Feats: Cleave, Combat Expertise^B, Multiattack^B, Power Attack, Two-weapon fighting

Environment: Any land

Organization: Solitary, Unit (2-5), or Squad (5-20)

CR: 8

Treasure: Standard

Alignment: Always neutral evil

Advancement: 8-14 HD (Medium); 15-21 HD (Large)

Level Adjust: -

This man-sized humanoid ripples with muscles. It is covered in a tough, leathery hide and has the head of bulldog, although sporting a pair of horns protruding from its forehead. Its pupils dance with a green flame, and it wears the trappings of a warrior. In its hands it holds a two-bladed sword.

Barrash are bodyguards and warriors for the sinister. They are often tasked with the defense of important sinisters, headquarters for the sinisters or other places of interest to the sinister.

They are sometimes “hired” as muscle by demons or devils, but their loyalty to anything other to the sinisters goes only as far as the gold flowing through their hands.

Barrash speak abysmal, Common, infernal and sinister.

Combat

Barrash are usually defensive creatures, not initiating a fight but hastily rushing to the defense of their charge. They generally fight using their combat mastery to maximize their

own AC. If they sense a weak opponent, they will generally use a full power attack to bring that foe crashing down.

Barrash never retreat from a fight unless ordered to by a superior or their charge.

Improved Grab (Ex): If a barrash with this special attack hits a large size opponent or smaller with a bite, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): A barrash gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A monster with the rake ability must begin its turn grappling to use its rake.

Summon (Su): As a full-round action, a barrash has a 50% chance to summon a bearded devil or babau; or a 75% chance to summon 1d4 lemures or 1d4 dretch. A barrash cannot make the summons permanent.

Sinister, Magdaga

Medium Outsider (Evil, Native, Sinister)

Hit Dice: 10d8+20 (65 hp)
Initiative: +5 (+5 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (average)
Armor Class: 20 (+5 Dex, +5 natural), touch 15, flat 15
BAB/Grapple: +10/+13
Attack: Claw +13 melee (1d4 +3) or longsword +13 melee (1d8+3;19-20/x2)
Full Attack: 2 Claw +13 melee (1d4 +3) or longsword +13/+8 melee (1d8 +3;19-20/x2)
Space/Reach: 5 ft./5 ft.
Height: 6 ft. 1 in. + 2d4 in. (6 ft. 6 in.)
Weight: 170 lbs + 2d10 x 5 lbs. (225 lbs.)
Special Att: Song of insanity
Special Qual: DR 10/good and silver, darkvision 60 ft., fast healing 5, immunity to fire and poison, outsider traits, resistance to acid 10, cold 10, and electricity 10, sinister traits, SR 21, spell-like abilities, summon
Saves: Fort +9, Ref +12, Will +10
Abilities: S17 D21 C15 I17 W17 Ch21
Skills: Bluff +21, Concentration +15, Diplomacy +18, Escape Artist +18, Jump +16, Knowledge (arcana) +16, Listen +16, Perform (sing or musical instrument) +18, Sense Motive +16, Spellcraft +16, Spot +16
Feats: Ability Focus (Song of Insanity), Combat Expertise, Skill Focus (Bluff), Skill Focus (Perform)
Environment: Any land
Organization: Solitary, Band (2-5), or Cacophony (5-20)
CR: 11
Treasure: Standard
Alignment: Always neutral evil
Advancement: 11-20 HD (Medium); 21-30 HD (Large)
Level Adj: -

This cat-headed humanoid is covered in red and white striped fur, with a pair of short horns protruding from its forehead. A pair of feathered wings sprout from its back and its knees are bent backward, like a cat's. It is dressed in fine robes, and carries a lute in its hands, and has a sword at its side.

Magdaga are spies for the Sinisters. They have a gift for song and often travel as wandering minstrels, seeking to gather information as they travel. They sometimes teach other mortals the finer arts of dance, song and other art, mixing it with their own brand of twisted evil in the process.

However, if revealed for what they truly are, Magdaga can be implacable foes. They will not hesitate to slaughter individuals to keep their identity secret or to return to their masters with any information they have uncovered.

Magdaga can speak all known languages, and can learn new ones they encounter by simply listening to it for a few minutes.

Combat

Magdaga usually attempt to use their Song of Insanity to bereft a victim of their mind before engaging in other forms of combat. If beguiling their opponent fails to work, Magdaga generally revert to fighting with sword, and will use all the dirty tricks available to them to ensure their victory. If badly injured, Magdaga will surrender (if they know the opponent will not kill them) or flee (if they suspect their opponent intends to kill them if they surrender).

Song of Insanity (Su): As a standard action, the magdaga can use its musical skill to produce a song that permanently drains the wisdom of those whom hear it. Those within 120 feet of the Magdaga must make a Will save (DC 30) or be drained of 1d4 points of Wisdom. Those being drained of Wisdom are considered stunned for the round. This is a mind-affecting effect. The save is based on the Magdaga's Perform Skill.

Fast Healing (Ex): A magdaga heals 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.

Spell-like Abilities (Sp): The magdaga can use the following abilities. *Alter Self* – at will, *Ghost Sound* (DC 15) – at will, *Silent Image* (DC 16) – at will, *Detect Thoughts* (DC 17) – 3x/day, *Suggestion* (DC 19) – 3x/day, *Mind Fog* (DC 20) – 1x/day. Caster level 10. Spell DCs are Charisma based

Summon (Su): A magdaga has a 50% chance to summon a glabrezu or 1d4 erinyes or a 75% chance to summon 2d4 dretch or 2d4 lemure. By taking 1d6 Constitution damage, it can choose to make the summoning permanent.

Sinister, Shadaar

Medium Outsider (Evil, Native, Sinister)

Hit Dice: 5d8+20 (42 hp)
Initiative: +6 (+6 Dex)
Speed: 40 ft. (8 squares), fly 70 ft. (average)
Armor Class: 21 (+6 Dex, +5 natural), touch 16, flat 15
BAB/Grapple: +5/+7
Attack: Claw +11 melee (1d4+2) or tail +11 melee (2d4+1 + poison)
Full Attack: 2 Claw +9 melee (1d4+2) and bite +7 melee (1d6+1) and 2 dagger +9 melee (1d4+2; 19-20/x2) and tail +7 melee (2d4+1 + poison)
Space/Reach: 5 ft./5 ft., 10 ft. with tail
Height: 5 ft. 3 in. + 2d4 in. (5 ft. 8 in.)
Weight: 200 lbs. + 1d10 x 25 lbs. (325 lbs.)
Special Att: Death attack, poison, pounce, sneak attack +2d6, tail whip
Special Qual: Darkvision 60 ft., detect good, outsider traits, scent, spell immunity, spells-like abilities
Saves: Fort +8, Ref +10, Will +6
Abilities: S15 D23 C19 I14 W15 Ch16
Skills: Bluff +11, Disguise +11, Hide +14, Listen +10, Move Silently +14, Search +10, Sense Motive +10, Spot +10, Survival +2
Feats: Alertness, Combat Reflexes^B, Dodge, Multiattack^B, Multiweapon Fighting^B, Weapon Finesse^B
Environment: Any land
Organization: Solitary
CR: 6
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adj: –

This hunched, red-skinned humanoid seems to be covered in gravely scales. Its eyes glow a menacing yellow, and it pull back the cloak it wears made of freshly flayed skin to reveal its four arms, each ending in deadly claws, two of which hold snaking black daggers. Likewise, a long, barbed, whip-like tail snakes out from behind it.

Shadaar are the assassins of the Sinister. They used to rid the sinisters of troublesome opponents or obstacles - including celestial creatures and paladins.

Shadaar are cold and ruthless; they have no sense of honor and will gleefully turn on any promise or agreement that furthers their cause or mission. They revel in the hunt and destruction of their prey; once put on the hunt they absolutely refuse to give up their prey, even if ordered otherwise.

Shadaar speak abysmal, Common, draconic and infernal.

Combat

Shadaar prefer to strike from the shadows, and rarely remain in a stand-up fighting, preferring hit-and-run or guerrilla tactics. They will sometimes purposely disable or kidnap the companions of their target, using them to draw the target into situations it might not otherwise allow itself to be vulnerable to.

Death attack (Ex): Once per day, if a Shadaar catches an opponent flat or while it is helpless, it may attempt a death attack against the opponent. The attack deals normal damage, but the victim must make a Fort Save (DC 12 + damage inflicted) or be instantly dropped to –1 hit points. This is a death effect.

Poison (Ex): The tail of a Shadaar is covered in a poison that induces hallucinations. Type: injected; Fort save DC 16; Init: 1d2 Wis; Sec: confusion. The confusion effects acts like the *Minor Confusion* spell, but its effects cannot be dispelled by magic. The confusion lasts for 2d4 rounds.

Pounce (Ex): When a shadaar makes a charge, it can follow with a full attack.

Sneak attack (Ex): A shadaar can sneak attack as a rogue, inflicting an extra 2d6 damage with each successful attack.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. It can be cast at will.

Spell Immunity (Ex): A shadaar is immune to spells of 3rd level or less as if it had unbeatable spell resistance. The spell immunity does not apply to any spell with the good descriptor.

Spells-like Abilities (Sp): As a standard action, a shadaar can create the following effects as noted. *Alter self* – at will, *Flare* (DC 13) – at will, *Invisibility* – 2x/day, *Silent Image* (DC 14) – at will. Caster level 5. The spell DCs are Charisma-related.

Summon (Su): Once per day, a Shadaar has a 25% chance to summon a Bebilith or a chain devil or can summon 1d4 quasits or 1d4 imps. A shadaar cannot make the summons permanent.

Tail Whip (Ex): A shadaar can employ its tail as if it were a natural spiked chain. It gains a +2 bonus to trip attempts with the tail and has a 10 foot reach, and is considered to have the Improved Trip feat for free. A shadaar cannot “drop” its tail to prevent a counter trip attempt.

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Sinister, Thoqandra

Large Outsider (Evil, Native, Sinister)

Hit Dice: 12d8+48 (102 hp)
Initiative: +3 (+3 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat 16
BAB/Grapple: +12/+19
Attack: Longspear +15 melee (2d6+4;19-20/x3)
Full Attack: Longspear +15/+10/+5 melee (2d6+4;19-20/x3)
Space/Reach: 10 ft./10 ft., 15 ft. with longspear
Height: 10 ft. + 1d4 ft. (12 ft.)
Weight: 200 lbs. + 2d4 x 25 lbs. (325 lbs.)
Special Att: Summon
Special Qual: DR 10/good, darkvision 60 ft., fast healing 5, outsider traits, spell resistance 24
Saves: Fort +12, Ref +11, Will +11
Abilities: S16 D17 C18 I22 W17 Ch25
Skills: Appraise +21, Bluff +22, Concentration +19, Craft +21, Diplomacy +22, Forgery +21, Gather Information +22, Hide -1, Knowledge (Arcana) +21, Knowledge (the planes) +21, Listen +18, Sense Motive +18, Spellcraft +21, Spot +18, Use Magic Device +22
Feats: Combat Expertise, Improved Critical (Longspear), Improved Disarm, Weapon Focus (Longspear), Weapon Specialization (Longspear)
Environment: Any land
Organization: Solitary, or Covey (2-5)
CR: 13
Treasure: Standard
Alignment: Always neutral evil
Advancement: 13-24 HD (Large); 25-36 HD (Huge)
Level Adj: -

This tall humanoid is dressed in rich robes covered in arcane symbols. It has the head of bird with a long, tapering beak and its long, thin hands are covered in soft feathers. Rainbow-hued wings rise from the creature's back, and it has an intelligent, malicious glint of intelligence in its eye.

Thoqandra are the planners and poisoners of the Sinisters. They tend to work the rings of political intrigue, gathering information, blackmailing and poisoning those they come across. They revel in the secret machinations of power, and are only beholden to themselves and their sinister masters. Of all the sinisters, the Akasta trust the Thoqandra the least, but grant them the most leeway.

Thoqandra often use their non-threatening appearance and celestial likeness to gather the trust of mortals, yet slowly and surely poison both the minds and bodies of those they deal with, eventually ensuring they kill their acquaintances even as they help to deal with said acquaintances foes.

A Thoqandra speaks abysmal, celestial, Common, elvin, draconic, dwarven, giant and goblinoid.

Combat

Thoqandra find hand-to-hand combat disgusting, and prefer to allow minions to fight for them while they cast spells into the fray. If using mortal pawns to fight for it, they tend to augment the fighting abilities of their pawns, often trading intelligence for power. They have no qualms in sacrificing a pawn in combat; often they enjoy watching a pawn go down as they take their opponent with them.

If forced to fight alone, a thoqandra is much more likely to surrender rather than attack. If it seems likely its opponents will not take prisoners, the Thoqandra will likely attempt to escape.

If pressed to fight, a thoqandra generally goes fully defensive until it can find a way to escape. However, if faced with an easily perceived inferior foe, it may attempt to skewer such foes on its longspear rather than flee.

Summon (Sp): A thoqandra, once per day, has a 50% chance to summon a glabrezu or 1d4 erinyes. It has a 75% chance to summon a babau or a barbed devil. The thoqandra can take 1d6 Constitution damage to make the summoning permanent.

Fast Healing (Ex): A thoqandra with the fast healing special quality 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.

Spell-like abilities (Sp): A Thoqandra can use the following abilities. *Hold Person* (DC 20) – At will, *Nondetection* – 1x/day, *Black Tentacles* (Gpl +20) – 1x/day, *Wall of Fire* – 1x/day, *Magic Jar* (DC 22) – 1x/week, *Circle of Death* (DC 23) – 1x/day, *Eyebite* (DC 23) – 1x/day. Caster level 12. Spells are Charisma-based.

Sinister, Velundria

Large Outsider (Evil, Native, Sinister)

Hit Dice:	13d8+78 (136 hp)
Initiative:	+3 (+3 Dex)
Speed:	50 ft. (10 squares), fly 100 ft. (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat 14
BAB/Grapple:	+13/+25
Attack:	Claw +21 melee (1d6 +8)
Full Attack:	2 Claw +21 melee (1d6 +8) and gore +18 melee (1d8 +4) and 2 hoof +18 melee (1d6 +4) and tail +18 melee (1d8 +4)
Space/Reach:	10 ft./5 ft.
Height:	9 ft. + 2d4 ft. (14 ft.)
Weight:	700 lbs + 2d6 x 100 lbs. (1,400 lbs.)
Special Att:	Trample
Special Qual:	DR 20/good and silver, darkvision 60 ft., fast healing 5, immunity to fire and poison, outsider traits, possess, resistance to acid 10, cold 10, and electricity 10, sinister traits, SR 21
Saves:	Fort +14, Ref +11, Will +11
Abilities:	S27 D17 C23 I19 W17 Ch18
Skills:	Bluff +20, Diplomacy +20, Gather Information +20, Hide +15, Intimidate +20, Knowledge (Dungeoneering) +20, Knowledge (history) +20, Knowledge (the planes) +20, Listen +19, Spot +19, Tumble +19
Feats:	Cleave, Dodge, Mobility, Multiattack ^B , Power Attack, Spring Attack, Weapon Focus (Claw) ^B
Environment:	Any land
Organization:	Solitary, or Covey (2-5)
CR:	14
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	14-26 HD (Large); 27-39 HD (Huge)
Level Adj:	-

This creature has the lower body of a monitor lizard, with crimson scales and back spines. Its upper body is that of a likewise scale-covered humanoid, nearly covered in coarse, red fur. It's massive arms end in long-fingered hands with black talons. Its face is human-like, with thick sideburns and a eloquent goatee. From its forehead sprout a pair of ram-like horns, and a pair of bat-like wings sprout from its back. Its smile reveals long canines, and its yellow eyes glimmer with foul intelligence.

Velundria are the connivers and con artists of the Sinisters. They seek out mortals who desire power, wealth or knowledge, and tempt them with gifts of whatever they desire, in return for increasingly wicked deeds. They are the masters of fabricating a self-fulfilling prophecy, and greatly enjoy

wrenching the proverbial rug out from under those they help obtain their greatest lusts.

While Velundria tend to work openly with those they are corrupting, they prefer to stay out of sight of others, or to appear harmless and/or weak when forced to venture out among others.

Velundria usually reserve the use of their possession ability for when the victim they have been goading finally achieves a position of prominence from which the velundria can take the victim's place and work to further the goals of the sinister. This is usually precluded by the giving of a gemstone to the victim (worth at least 100 gp, of course).

Velundria speak abysmal, celestial, Common, draconic and infernal.

Combat

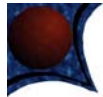
Velundria prefer to remain mobile when fighting, often attempting to draw enemies to their own doom in traps or other obstacles. Because they prefer to appear defenseless when encountered, most Velundria do not carry weapons or wear armor, though they will certainly defer to such items if expecting combat. A Velundria who fights with weapons can use their head butt as a secondary attack. They tend to prefer light armor (especially mithral armor) and weapons with a large critical range.

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. A velundria's trample attack deals 1d8 + 12 bludgeoning damage. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save DC 24 to take half damage.

Fast Healing (Ex): A velundria regains 5 hit points per round, except from acid and good-aligned attacks. 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.

Possess (Su): As a full-round action, a velundria can possess the body of an opponent. This is treated as a *magic jar* spell (Will save DC 20), except the velundria physically becomes one with the victim (no body is left behind). The victim must have on their possession a gem worth at least 100 gp, which the victim's soul is displaced into. This effect is at caster level 13. A velundria can choose to extent the possession after 13 hours, but the victim gains a new saving throw to attempt to shake off the effects.

Summon (Sp): As a full-round action, a velundria has a 25% chance to summon a nalfeshnee or an ice devil or a 50% chance to summon a vrook or a bone devil or a 75% chance to summon a succubus or a hellcat. They can make the summoning permanent by taking 1d6 Constitution damage or by destroying a gem which controls a *magic jarred* soul. In this latter case, the destruction of the gem kills the imprisoned



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soul (and the velundria gains permanent control of the remaining body).



Sinister, Walundria

Huge Outsider (Evil, Native, Sinister)

Hit Dice: 17d8+136 (212 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 30 ft. (perfect) (6 squares), burrow 30 ft. (6 squares), swim 30 ft. (6 squares)
Armor Class: 20 (-2 size, +12 natural), touch 8, flat 20
BAB/Grapple: +17/+40
Attack: Bite +30 melee (2d6+22;15-20/x2)
Full Attack: Bite +30 melee (2d6+22;15-20/x2) and 2 claws +28 melee (3d6+15)
Space/Reach: 15 ft./15 ft.
Height: 18 ft. + 2d4 ft. (23 ft.)
Weight: 2,000 lbs + 2d8 x 250 lbs. (4,250 lbs.)
Special Att: Behold the madness, constrict, improved grab
Special Qual: DR 15/good and silver, darkvision 60 ft., immune to fire, poison and death effects, outsider traits, regeneration 10, resistance to acid 10, cold 10, and electricity 10, sinister traits, SR 21, unphased
Saves: Fort +18, Ref +10, Will +15
Abilities: S40 D10 C27 I13 W21 Ch16
Skills: Bluff +15, Climb +27, Diplomacy +15, Hide -8, Intimidate +15, Jump +27, Knowledge (arcana) +13, Listen +17, Search +13, Sense Motive +17, Spellcraft +13, Spot +17, Swim +27
Feats: Cleave, Great Cleave, Improved Critical (Bite), Improved Natural Attack (Claw), Improved Sunder, Multiattack^B, Power Attack
Environment: Any land
Organization: Solitary, or Gang (2-5)
CR: 18
Treasure: ½ coins, no art, ½ magic
Alignment: Always neutral evil
Advancement: 18-34 HD (Huge); 35-51 HD (Gargantuan)
Level Adj: –

This massive, blubbery humanoid is a mass of red, festering flesh that crawls with flies and oozing boils. It has the head of a demonic walrus, with cruel, curved tusk projecting like great fangs from its mouth, and curved horns rising from its forehead. Its massive, three-fingered pudgy hands in black talons smeared with a viscous fluid similar to blood. Its eyes seem to be glazed over with cataracts, and in them you catch glimpses of yourself - being flayed to the bone as you scream in pain.

Walundria are creatures of utter madness. They exist in dark and secluded areas, awaiting the call of the Sinisters to come forth and wreck havoc across the land. Though they are intelligent, they are pure engines of destruction who desire

nothing more than to crush their enemies underfoot and gnaw on their still-bleeding corpses.

Walundria speak abysmal, Common and infernal.

Combat

A walundria simply moves towards a target and begins disassembling it with claws and fangs. They show no mercy and do not slow for any reason, though they move with a stony purpose in their attacks.

Behold the Madness (Su): Those who look at the walundria must make a will save (DC 21) or suffer 1d6 wisdom drain. This drain is permanent, and is a mind-affecting effect.

Constrict (Ex): A walundria can crush an opponent, dealing 2d6 + 22 bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): If a walundria hits a large-sized or smaller opponent 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.

Regeneration (Ex): A walundria takes normal damage from acid attacks. Regenerating walundria can regrow lost portions of their bodies in a single round.

Unphased (Su): A walundria can pass through any obstacle that would hinder its movement (walls, spheres, obstructions, even other creatures) as if it were clear terrain. It is unaffected by any magical effects (such as a *prismatic wall*) when moving through such obstacles.

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Sinister, Yakuria

Large Outsider (Evil, Native)

Hit Dice:	20d8+120 (210 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft. (4 squares), fly 60 ft. (average) in chain mail armor; base speed 30 ft. fly 70 ft.
Armor Class:	23 (-1 size, +2 Dex, +7 natural, +5 chain mail armor), touch 11, flat 21
BAB/Grapple:	+20/+32
Attack:	Bite +27 melee (1d8 + 1d6 acid) or +3 wounding vorpal bastard sword +30 melee (2d8+12;19-20/x2) or composite longbow (+8 Str) +23 ranged (2d6+8;x3)
Full Attack:	Bite +27 melee (1d8 + 1d6 acid) and +3 wounding vorpal bastard sword +30/+25/+20/+15 melee (2d8+12;19-20/x2) or Bite +27 melee (1d8 +1d6 acid) and 2 claws +22 melee (1d6+4 + Con drain) and gore +22 melee (1d8+4) and tail +22 melee (1d8+4 + poison) or composite longbow (+8 Str) +23/+18/+13/+8 ranged (2d6+8;x3)
Space/Reach:	10 ft./10 ft.
Height:	15 ft. 6 in. + 1d6 in. (15 ft. 9 in.)
Weight:	1,400 lbs. + 1d6 x 150 lbs. (1,850 lbs.)
Special Att:	Ability drain, improved grab, poison
Special Qual:	DR 20/good and silver, darkvision 60 ft., fast healing 5, immune to fire and poison, outsider traits, master of armies, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, SR 28
Saves:	Fort +18, Ref +14, Will +21
Abilities:	S27 D17 C23 I25 W25 Ch25
Skills:	Appraise +19, Balance -3, Bluff +30, Climb +3, Concentration +29, Craft +18, Diplomacy +30, Escape Artist -3, Forgery +30, Hide +4, Intimidate +30, Jump +3, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nobility) +18, Knowledge (the planes) +30, Listen +19, Move Silently +9, Sense Motive +30, Sleight of Hand -3, Spellcraft +30, Spot +30, Swim -2, Tumble -3, Use Magic Device +30
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Power Attack
Environment:	Any land
Organization:	Solitary
CR:	21
Treasure:	Standard and +3 wounding vorpal bastard sword
Alignment:	Always neutral evil
Advancement:	21-40 HD (Large); 41-60 HD (Huge)
Level Adjustment:	-

This humanoid's shoulder alone are the height of a man. Its arms are long and have large palms ending with black-taloned fingers and lamprey-like mouths on the palms of its hands. The creature has no head - instead a lone eye stares out from each shoulder blade and long, cruel arm extends where there should be neck. The hand's open palm bears a maw filled with razor-like teeth. The entire creature is covered in a red, reptilian skin and it wears a suit of glistening chain mail armor. Strapped to the creature's side is an enormous sword, and from its back sprout a pair of bat-like wings and a barbed tail covered in black, greasy slime.

Yakuria are the generals of the great armies of the sinisters. They are prideful creatures who constantly plot wars and battles. They coordinate the activities of various sinisters, preparing for the inevitable invasion of demons and devils. They often secretly employ humanoids through their sinister aides in raids designed to test defenses in preparation for assaults from the underworld. However, they are not above coordinating a raid or skirmish for the mere sake of bloodletting.

Yakuria rarely involve themselves with mortals. They lack the ability to disguise their odd shape, and thus prefer to act through intermediaries.

Though Yakuria are often stronger singularly and militarily than the akasta, these beings defer to the akasta's leadership both out of respect and fear of their soul-twisting ability.

Yakuria speak abysmal, celestial, Common, and infernal. They also know at least five additional languages, often chosen from races known for their tactical and fighting skills.

Combat

Yakuria can usually depend on a score of lieutenants and other lesser beings to rush to their defense, and often do not need to enter combat themselves. However, they do enjoy being challenged in combat and getting the chance to prove their superior fighting skills. When so challenged Yakuria tend to fight honorably - at least until it looks like they will lose - at which time the rules of engagement go out the window and the Yakuria fights with every dirty trick in the book - even bringing any allies it has into the combat to destroy the opponent.

Outside of the personal battlefield, Yakuria are deadliest due to the fact their cunning minds can devise all sorts of deadly battle plans and tactics to bring down a foe. On a battlefield of armies, Yakuria are skilled and cunning enough they are rarely defeated by anyone other than another Yakuria.

Ability Drain (Su): The claw attacks of a yakuria drain 1 point of Constitution per hit. This drain is permanent.

Improved Grab (Ex): If a yakuria hits with a gore attack, it deals normal damage and attempts to start a grapple as a free



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action without provoking an attack of opportunity. No initial touch attack is required.

Poison (Ex): The barbed tail of a yakuria injects a numbing poison into its victim. Type: Injected; Fort save DC 26; Init: 1d6 Dex; Sec: 1d6 Dex.

Fast Healing (Ex): A yakuria heals 5 hit points per round except from good-aligned attacks. 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.

Master of Armies (Ex): When commanding a force of 10 or more creatures whom are within 200 feet of the yakuria, all such creatures gain the following benefits: +15 temporary hit points, +4 morale bonus to hit, AC and saves, +4 morale bonus against Fear effects and a +2 bonus to damage.

Spell-like Abilities (Sp): A yakuria can use the following spell-like abilities at 20th caster level. Spell DCs are 13 + spell level. *Animate Dead* – 2x/day, *Cause Fear* – at will, *Dimensional Anchor* – 1x/day, *Gate* – 1x/month, *Greater Teleport* – 1x/week, *Hallucinatory Terrain* – 1x/day, *Heroism* – 3x/day, *Invisibility Sphere* – 1x/day, *Magic Circle against Good* – 3x/day, *Rage* – 3x/day, *Stoneskin* – 1x/day, *True Seeing* 1x/day, *True Strike* – at will.

Summon (Sp): Once per day, a yakuria can summon 3d12 dretches or 3d12 lemures or a 50% chance to summon any other one demon or devil. It can make the summoning permanent by taking 2d4 Constitution damage.

Skurrier

Small Vermin

Hit Dice: 3d8+3 (16 hp)
Initiative: +5 (+5 Dex)
Speed: 60 ft. (12 squares)
Armor Class: 19 (+1 size, +5 Dex, +3 natural), touch 16, flat 14
BAB/Grapple: +2/-2
Attack: Bite +3 melee (1d4 + poison)
Full Attack: Bite +3 melee (1d4 + poison)
Space/Reach: 5 ft./5 ft.
Diameter: 3 ft. + 2d6 in. (3 ft. 7 in.)
Weight: 35 lbs. + 2d6 x 5 lbs. (70 lbs.)
Special Att: Poison
Special Qual: Blindsight 30 feet, darkvision 60 ft.
Saves: Fort +4, Ref +6, Will +2
Abilities: S11 D21 C13 I0 W13 Ch9
Skills: Climb +13, Hide +9*, Jump +4, Listen +7, Spot +7
Feats: Dodge, Mobility
Environment: Warm deserts
Organization: Solitary, Gang (2-5), or Swarm (5-20)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Small); 7-9 HD (Medium)
Level Adj: –

This circular creature is covered in an orange chitinous shell. Spread radially about its body are six spider-like legs. A single eyestalk protrudes upward from the center of the body, and the tip is covered with a globular multifaceted eye. A tube-like organ extends from underneath the creature, ending with a small fanged mouth. The creature darts to and fro as it quickly spins on its multiple legs.

Skurriers are bizarre, desert-dwelling creatures that seem to aimlessly race across the desert sands. They tend to eat smaller creatures they encounter such as desert hares, snakes and the occasional bird. They will rarely bother prey larger than tiny size, but starving skurriers have been known to attack larger prey when desperate for food.

When resting, skurriers tend to completely bury themselves under the sand, retracting their eyestalk into their armored body. Creatures passing over them often end up with a nasty bite as the creature rises from its hiding spot to defend itself. Skurriers do not bury themselves as a hunting tactic; they only bury themselves to rest.

While it is not possible to train these creatures for combat or riding, certain desert dwellers have learned that it is possible to raise the creatures to be aggressive. However, an aggressive skurrier does not distinguish between prey or trainer.

Combat

A skurrier usually darts towards its prey and attempts to bite it, injecting it with venom. It then backs off and lets the poison run its course before returning to devour its prey or to bite again to finish it off.

Poison (Ex): The bite of a skurrier injects a mild venom into the victim. Type: Injected; Fort save DC 12; Init: 1d6 Con; Sec: 1d6 Con.

Skills: A skurrier gains a +8 racial bonus to climb checks and a +4 racial bonus to jump checks. When climbing, a skurrier may use its dexterity score instead of its strength score for skill checks. When buried, a skurrier gains a +20 bonus to hide checks.

Skurriers on Amëros

Skurriers are often found in the lands of Iiannhanex and Llannhanex, far from civilized areas. They are considered pests, but rarely invade humanoid inhabited regions.

Slashleaf

Large Plant

Hit Dice: 5d8+5 (27 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat 13
BAB/Grapple: +3/+9
Attack: Bladed slam +6 melee (1d12+2;x3)
Full Attack: Bladed slam +6 melee (1d12+2;x3)
Space/Reach: 10 ft./15 ft.
Height: 7 ft. + 1d4 ft. (9 ft.)
Weight: 200 lbs. + 1d4 x 25 lbs. (250 lbs.)
Special Att: Slashing defense
Special Qual: Low-light vision, plant traits, tremorsense 60 feet, vulnerability to energy
Saves: Fort +5, Ref +2, Will +2
Abilities: S15 D13 C12 I1 W13 Ch6
Skills: Disguise -2, Hide -3, Listen +5, Spot +5
Feats: Improved Initiative, Weapon Focus (Bladed slam)
Environment: Temperate plains or forests
Organization: Solitary, or Pair
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: –

Suddenly the large-leafed plant comes to life, swinging its tendrils like a barrage of chopping axes.

Slashleaves are carnivorous plants that use their unusually sharp, wide leaves to attack prey. They have no discernable visual organs, and hunt by sensing nearby prey by their tremorsense.

Slashleaves fear fire, and will avoid confronting opponents who brandish open flame.

Combat

Slashleaves attempt to hide their presence and strike as victims move with reach of the plant. They swing wildly at opponents, hoping the barrage of scything leaves will take down opponents. A slashleaf is straightforward in while fighting, and will not flee from combat unless it is set aflame.

Slashing Defense (Ex): Anyone attempting to grapple a slashleaf automatically takes 2d6 points of slashing damage from the wildly flailing tendrils of the slashleaf.

Vulnerability to Fire (Ex): Slashleaves are vulnerable to fire. They take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Slashleaves on Ambros

Slashleaves are found primarily in the Living Forest of Vall Vega, though the druids of Kennestone have procured

samples that they have bred as defenders of sacred sites in the Kennestone Forest and surrounding areas. The druids of Kennestone have somehow modified the plants so that they will not spread out of control, but how they managed to do this is unknown. Vall Vega has been attempting to learn the secret in the hope they might be able to use the knowledge to stem the tide of evil plants growing in the Living Forest, or to destroy them outright.

Snake, Tialang Viper

Tiny Animal (Reptilian)

Hit Dice: ½d8+1 (3 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat 13
BAB/Grapple: 0/-13
Attack: Bite +3 melee (1d3-5 + poison)
Full Attack: Bite +3 melee (1d3-5 + poison)
Space/Reach: 2½ ft./0 ft.
Length: 1 ft. + 1d12 in. (1 ft. 6 in.)
Weight: 1 lb. + 1d3 lbs. (2 lbs.)
Special Att: Poison
Special Qual: Blindsight 30 ft., deadly venom, low-light vision
Saves: Fort +4, Ref +5, Will +1
Abilities: S1 D16 C15 I2 W13 Ch7
Skills: Climb +7, Escape Artist +7, Hide +11, Listen +3, Spot +4
Feats: Ability Focus (Poison)^B, Improved Initiative, Weapon Finesse^B
Environment: Temperate forests or mountains
Organization: Solitary, or Brood (2-5)
CR: 3
Treasure: None
Alignment: Always neutral
Advancement: 1-2 HD (Tiny); 3 HD (Small)
Level Adj: +3 (cohort)

This foot-long snake is bone white with two long red stripes down its back. Its yellow eyes are accented by a black mark that sweeps back towards its neck.

The Tialang Viper is one of the deadliest snakes whose fast-acting venom can kill even giants in mere seconds. Even assassins are wary of attempting to milk these snakes, for they are aggressive, cunning and slippery. Not only that, but their venom works not only from a bite, but from mere contact as well.

Combat

Tialang vipers are aggressive, and will attack any creature they encounter, regardless of size. They give no warning before striking, and are quick enough that all but the quickest of reflexes can avoid them.

Deadly Venom (Ex): Tialang poison is so difficult to handle properly that creatures do not gain the benefit of the poison use ability when handling Tialang viper poison.

Poison (Ex): Tialang poison is one of the deadliest venoms in existence. Type: Injected or contact ; Fort Save DC 14; Init Dam: 10+1d10 Con; Sec: 1d4 permanent Con and 2d6 Dex. Victims who fail the initial saving throw become paralyzed by the poison 1d4+1 rounds after it takes effect. The paralysis lasts for 2d6 hours.

Skills: A Tialang viper has a +4 bonus to Climb and Escape Artist checks. It may use its Dexterity modifier instead of its strength modifier for Climb checks.

Tialang Vipers on Amöeros

These deadly snakes are only found in the Tuan hills that hide Chiamung from the outside world. Legend is that the vipers were placed there as a deterrent for travelers to enter or leave Chiamung.

Somat

Large Elemental (Air, Earth, Fire, Water)

Hit Dice: 6d8+12 (39 hp)
Initiative: +1 (+1 Dex)
Speed: 40 ft. (8 squares), fly 100 ft. (perfect), burrow 20 ft. (4 squares)
Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat 11
BAB/Grapple: +4/+11
Attack: Hoof +6 melee (1d4 +3)
Full Attack: Hoof +6 melee (1d4 +3) and bite +1 melee (1d8 +1)
Space/Reach: 10 ft./10 ft.
Length: 8 ft. + 1d4 ft. (10 ft.)
Weight: 600 lbs. + 1d4 x 150 lbs. (900 lbs.)
Special Att: Elemental aura
Special Qual: Darkvision 60ft., elemental traits, plane shift, transform rider
Saves: Fort +4, Ref +6, Will +3
Abilities: Str 17, Dex 13, Con 15, Int 6, Wis 13, Cha 11
Skills: Hide -3, Jump +3, Listen +7, Spot +7
Feats: Alertness, Endurance, Run
Environment: Any land
Organization: Solitary, Crew (2-5), or Herd (5-20)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: +5 (Cohort only)

This unusual horse has a body made of stone, a mane made of flowing mist, hooves of fire and floats a few inches from the ground.

Somat are horses composed of elemental matter. They are powerful steeds, swift, resilient and intelligent. They can easily travel from one elemental plane to another, and can take riders and their gear with them unharmed.

While it is difficult to capture and train a somat, they are highly prized as steeds; there are even paladins who prefer somat as mounts.

Somat speak Auran, Aquan, Common, Ignan, and Terran.

Combat

A somat usually flees from combat, but battle-trained somat will engage foes by kicking foes with their hooves or biting them with their fire-shrouded iron teeth. Somat are surprisingly intelligent, and if given the chance, can prepare ambushes or traps to catch unwary opponents.

Elemental Aura (Su): A somat can choose to shroud itself in an energy of one of the four elements - acid, fire, ice or sonic energy. Those attempting to melee or grapple the somat must make a Reflex save (DC X) or suffer 1d6 points of energy

damage. Riders and equipment that are on the somat are immune to this aura.

Transform Rider (Su): A somat can alter the physical state of a willing rider so as to protect them from elemental damage. As a standard action, the somat can grant itself and its rider one of the following abilities. Immunity to fire, *Gaseous Form* (as spell), Earth glide (see below), *Water breathing* (as spell). A somat can only have one ability active at a time. Each ability functions at caster level 6.

Earth Glide (Su): A somat can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing somat flings the somat back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Plane Shift (Su): At will, up to once per hour, as a move-equivalent action, a somat can shift from the elemental plane of Air, Earth, Fire or Water, or back to the prime material plane. When shifting, it can transport a rider and all gear or up to its maximum load to the plane as well. The somat can choose to arrive at any destination of its choice upon shifting.

Training a Somat

Somat are intelligent beasts, and can only be forcibly trained if captured as a youngling. Adult somats can only be trained for riding or combat riding with their consent, which they rarely give. Training a young somat for riding requires a DC 22 Handle Animal check and 3 weeks. Training a young somat for combat riding requires a DC 27 Handle Animal check and 6 weeks. Training an adult somat for riding is a DC 27 Handle Animal check and takes 5 weeks, whereas training an adult somat for combat riding is a DC 33 Handle Animal check and takes 8 weeks. A somat trained for riding costs 12,000 gp, while one trained for combat riding costs 13,000 gp.

A somat can carry up to 254 lbs as a light load, 255 – 519 lbs as a medium load and 520 – 780 lbs as a heavy load. A somat can drag 3,900 lbs.

Somat on Amōeros

For reasons unknown, the Somat seem to favor appearing in the lands of Randu. The Saracens of Randu occasionally procure somat for their leaders and lieutenants, but their capture is so difficult that they are extremely rare – and considered a badge of honor for a leader to capture and train one themselves.

Lately, the Red Cabal has been attempting to aid the March Riders in procuring some somat as breeding stock for the March Riders stables. It is said that Red Dengal himself is interested in gaining a somat stallion for his own use.

Spider Serpent

Small Animal

Hit Dice: 2d8+6 (15 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), climb 20 ft. (4 squares)
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat 15
BAB/Grapple: +1/-4
Attack: Bite +1 melee (1d4-1 + poison)
Full Attack: Bite +1 melee (1d4-1 + poison)
Space/Reach: 5 ft./5 ft.
Length: 1 ft. 3 in. + 1d8 in. (1 ft. 7 in.)
Weight: 3 lbs. + 1d4 lbs. (5 lbs.)
Special Att: Blood drain, poison, web
Special Qual: Low-light vision, tremorsense 30 ft.
Saves: Fort +6, Ref +7, Will +1
Abilities: S9 D15 C17 I1 W12 Ch8
Skills: Climb +7, Hide +6, Listen +3, Spot +4
Feats: Lightning Reflexes
Environment: Temperate or Warm underground
Organization: Solitary, Brood (2-5), or Nest (5-20)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adj: -

This creature has a snake-like body about two feet long. However, just behind the head of the creature are eight spindly legs, like that of a spider. It glides along a spider-like web, its compound eyes staring at you and glinting in the light.

The spider serpent has aspects of both a snake and a tarantella. It has a long body covered in tiny scales like a serpent, but its hairy, spider-like legs allow it to sense foes by vibration. They have a poisonous bite and can spin webs like a spider.

Spider serpents tend to feed on small animals of the underdark, and rarely attempt to engage anything as large or larger than themselves. However, they are nearly mindless and won't think twice about attacking prey that makes itself an easy target.

Combat

Spider serpents weave webs with which to catch prey. Once prey has been caught firmly in a web, the spider serpent rushes to deliver a venomous bite before retreating back to wait for the venom to take effect. Once the victim has been totally incapacitated, the spider serpent will then wrap the victim to preserve them, and slowly drain the victim of vital fluids over a period of a few days. It is not uncommon for spider serpents to keep a stock of prey on hand in case of lean times; usually no more than two or three victims at a time.

Blood Drain (Ex): As a special attack, a spider serpent can grapple an opponent and use its bite to drain the blood of a

victim. The spider serpent must first succeed a grapple check with the opponent, and then makes a bite attack on following rounds. Each successful bite deals 1 point of temporary Constitution damage. Spider serpents tend to only use this attack against immobilized foes, and rarely drain more than 4 Constitution from a victim in a given day.

Poison (Ex): The bite of a spider serpent delivers a neurotoxin to the victim. Type: Injected; Fort save DC 14; Init: 1d6 Dex; Sec: 1d4 Str.

Web (Ex): A single strand of serpent spider webbing is strong enough to support the spider and one creature of the same size. Serpent spiders 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 (up to Medium). An entangled creature can escape with a successful Escape Artist check (DC 10) or burst it with a Strength check (DC 18). The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Serpent spiders often create sheets of sticky webbing from 5 to 60 feet square. 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 2 hit points, and sheet webs have DR 5/—.

A spider serpent can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: A spider serpent has a +8 racial bonus to climb checks, and can take 10 even when running or otherwise distracted.

Spider Serpent on Amberos

Spider serpents can be found throughout Amberos in the dark underworld of the deepearth. Most intelligent creatures consider them pests, including the drow, who consider them to be abominations.

Spiderwolf

Huge Aberration

Hit Dice: 3d8+15 (28 hp)
Initiative: +1 (+1 Dex)
Speed: 50 feet (10 squares), web 50 feet (10 squares)
Armor Class: 17 (-2 size, +1 Dex, +8 natural)
BAB/Grapple: +2/+16
Attack: Bite +8 melee (2d8+8 + poison)
Full Attack: Bite +8 melee (2d8+8 + poison)
Space/Reach: 5 ft./10 ft.
Length: 10 ft. + 1d6 ft. (13 ft.)
Weight: 400 lbs. + 1d6 x 50 lbs. (550 lbs.)
Special Att: Web
Special Qual: Darkvision 60 ft., Tremorsense 30 ft.
Saves: Fort +6, Ref +2, Will +4
Abilities: S27 D13 C21 I6 W12 Ch8
Skills: Climb +16, Balance +6, Jump +16, Listen +1, Spot +2
Environment: Temperate or Warm desert, plains, forest, hills, mountains
Organization: Solitary, Pair, Brood (2-5), or Nest (5-20)
CR: 2
Treasure: No coins, standard art & magic
Alignment: Always neutral evil
Advancement: 4-6 HD (Huge); 7-9 HD (Gargantuan)

This monstrous creature appears to be a huge, fur-covered spider with the head of a snarling wolf. On each side of the wolf's jaw is a great black mandible, dripping with a greenish venom. The creature makes wolf-like growls and clicks like an infernal insect as it moves with a spider's grace.

A spiderwolf is a huge creature with the body of a spider and the head of a wolf, with eight spider-like eyes. Its wolfish mouth is supplemented with the fanged maw of a spider. It has an evil and temperamental disposition, and it is not unknown for pack members to fight among themselves to the death over prey.

A spiderwolf speaks its own language and a smattering of Common, usually using the latter to draw victims into its webs.

Combat

A spiderwolf generally lures prey into its web and then attacks them once they are near helpless. If it is unable to draw victims into its web, it will sometimes chase them down on foot.

Poison (Ex): A spiderwolf's bite is poisonous. Type: Injected. Fort DC 17; init: 1d4 Con; sec: 2d8 Con.

Web (Ex): The web of a spiderwolf is very sticky and difficult to escape. A spiderwolf often builds webbed tunnels in which to catch prey. They can also shoot a stream of webbing up to 30 feet as a +3 ranged touch attack. Those caught in webbing must make a DC 20 Strength check or a

DC 25 Escape Artist check to free themselves. Fire causes the webs to quickly burn away, but those in contact with the web as it burns will take 1d4 fire damage.

Skills: A spiderwolf gains a +8 bonus to climb and jump checks.

Spiderwolves on Amōcros

Most spiderwolves can be found around the Demon jungle, where they tend to live in nests that trap and prey on those who wander too close to their homes.

Stoneroot

Large Plant

Hit Dice:	5d8+20 (42 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	11 (-1 size, +2 natural), touch 9, flat 11
BAB/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+5)
Full Attack:	Slam +7 melee (1d6+5)
Space/Reach:	10 ft./10 ft.
Diameter:	7 ft. + 1d3 ft. (8 ft.)
Weight:	50 lbs. + 1d6 x 10 lbs. (80 lbs.)
Special Att:	Absorb, area attack, constrict, improved grab
Special Qual:	DR 5/-, fast healing 1, low-light vision, plant traits, resistance to fire 15, tremorsense
Saves:	Fort +10, Ref +1, Will +2
Abilities:	S21 D10 C19 I1 W13 Ch5
Skills:	Hide +4*, Listen +1, Move Silently +4, Spot +1
Feats:	Die Hard, Great Fortitude
Environment:	Temperate, Warm land
Organization:	Solitary
CR:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adj:	—

The gray root-like tendrils that dangle around you suddenly rustle and come to life, grasping at you like hundreds of strong hands

Stoneroot is an unusual vine that grows low to the ground and penetrates the earth. It seeks to burrow into the roof of caverns and other underground areas, dangling its sensory tendrils into the cavern beneath it, and waiting for prey to step under it. It then lashes out to capture and devour prey.

While normally the main body of the plant is exposed to the surface to gain supplemental nourishment from the sun, some species can be found in the deep earth living on cavern walls. Unless these versions of the plant feed off bioluminescent plants found in these caverns, their diet is singularly carnivorous.

Combat

Stoneroot lower their sensory tendrils in caverns. These sensory tendrils are similar in appearance to plant roots, and may extend only a few inches below the roof or drag all the way to the floor. Once a stoneroot senses prey, it lashes out at it with its stronger vines, attempting to grab, constrict, then absorb prey into itself. They will attack just about any living or moving creature who comes into reach, though they instinctively avoid undead. Though they can't absorb constructs, they will attempt to disable and dismantle them - apparently believe the "real meal" must be somewhere inside.

Absorb (Su): A stone root that has managed to successfully pin an opponent may drive invasive capillaries into the victim and start draining vital fluids even as it transforms the victim to lifeless stone. Each round, the victim suffers 2 points of Constitution damage. A victim reduced to 0 Con or less is transformed into stone.

Area Attack (Ex): As a full attack action, a stoneroot can attack each and every opponent once within its reach.

Constrict (Ex): A stoneroot with this special attack can crush an opponent, dealing 1d6+7 bludgeoning damage, after making a successful grapple check.

Improved Grab (Ex): If a stoneroot hits a large-sized or smaller opponent 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.

Fast Healing (Ex): A stoneroot heals 1 hit point per round except from acid attacks. 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: A stoneroot gains a +8 racial bonus to hide checks in natural surroundings, and a +4 racial bonus to move silently checks.

Stoneroot on Amberos

Stoneroot can be found across most of Amberos, though it seems to be adverse to the cold clime near the Glacier of Seasons in the far west. The largest concentrations of stoneroot can be found in the Yaz forest, and there is a legend of a Skienland city from the Dark Ages that was dragged into the earth by a colossal-sized colony of stoneroot, and its inhabitants devoured by the plant.

Tanglethorn Bush

Medium Plant

Hit Dice: 2d8 (9 hp)
Initiative: -5 (-5 Dex)
Speed: 0 ft. (0 squares)
Armor Class: 6 (-5 Dex, +1 natural), touch 5, flat 6
BAB/Grapple: +1/+7
Attack: Slam +3 melee (1d4+2)
Full Attack: Slam +3 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Diameter: 4 ft. + 1d4 ft. (6 ft.)
Weight: 25 lbs. + 1d8 x 5 lbs. (45 lbs.)
Special Att: Improved grab, poison
Special Qual: Empathy, low-light vision, plant traits
Saves: Fort +5, Ref -5, Will +1
Abilities: S15 D1 C10 I1 W13 Ch5
Skills: Listen +1, Spot +6
Feats: Great Fortitude, Improved Grapple^B
Environment: Any land
Organization: Solitary, or Cluster (2-5)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adj: -

This bush is made of long tendrils of thorn-covered branches, decked with green leaves and small red berries. Suddenly, it begins to lash out with its branches.

A tanglethorn bush is a predatory plant that primarily feeds on small animals that mistake it for a safe place to hide. However, they are not above attacking anything that comes into reach.

Druids or rangers wishing to protect sacred places from other beings sometimes raise Tanglethorn bushes and place them around such edifices. While the tanglethorns do not normally distinguish friend from foe, both spells and use of animal empathy seem to work on them.

During winter, tanglethorn bushes normally go into a torpor state and await for the coming of spring to become active again. However, if threatened while in torpor, they will come to life to defend themselves.

Comðax

A tanglethorn bush normally waits dormant until a victim is practically in contact with it. It then lashes out with its many thorn-covered branches, trying to kill or maim the opponent. If it kills a victim, the plant normally draws it to its central mass, where it flays the body into fertilizer for itself, and then hides any remaining bones by burying them.

Empathy (Ex): Tanglethorn bushes can be coerced with a successful handle animal check as if they were domesticated animals.

Improved Grab (Ex): A tanglethorn bush that hits with a successful melee attack may start a grapple without provoking an attack of opportunity.

Poison (Ex): The berries of a tanglethorn bush are poisonous. As a standard action, a tanglethorn bush can crush its own berries to smear its slam attacks with the poison. Tanglethorn bushes have no berries during winter. Tanglethorn poison: Type: contact or injected; Fort save DC 11; Init: 1d4 Con; Sec: Nausea. The berries secondary effect causes a victim to become nauseous for 3d12 minutes.

Tanglethorn Bushes on Amðeros

Wild tanglethorn bushes can be found in the Living Forest of the Kingdom of Vall Vega, terrorizing those that run across it. Druids and Rangers attempting to influence the cursed tanglethorn bushes of this area raise the DC by 5. At the same time, the druids of Kennestone have used tanglethorn bushes to protect their holiest of sites for centuries, and they can likewise be found used among the druids of Alura.

Tigerwaule

Large Magical Beast

Hit Dice: 7d8+42 (73 hp)
Initiative: +3 (+3 Dex)
Speed: 40 ft. (8 squares), fly 50 ft. (average)
Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat 14
BAB/Grapple: +5/+17
Attack: Bite +12 melee (1d8+8)
Full Attack: Bite +12 melee (1d8+8) and 2 claw +10 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Length: 8 ft + 2d12 in. (9 ft. 1 in.)
Weight: 400 lbs + 2d4x25 lbs. (525 lbs.)
Special Att: Pounce, gift of strength
Special Qual: Darkvision 60 ft., smite evil, detect evil, scent
Saves: Fort +8, Ref +5, Will +6
Abilities: S27 D17 C23 I3 W13 Ch7
Skills: Climb +8, Hide -1, Jump +8, Listen +8, Spot +8
Feats: Alertness, Multiattack, Snatch
Environment: Any land
Organization: Solitary, or Family (2-5)
CR: 6
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adj: +2

The creature before you looks like golden tiger with eagle's wings. It has blazing blue eyes and a deep, rumbling growl.

Tigerwaules are predatory animals thought to originally hail from the Beastlands. They stalk the wildernesses of the world seeking creatures of evil to prey upon. They have a bizarre intelligence slightly greater than that of most animals, and have sometimes been known to become companions to druids or rangers.

Tigerwaules speak their own bestial language, and are capable of learning simple, one word command phrases in other languages.

Combat

Tigerwaules use their *Detect Evil* ability to locate and target prey. They normally will not attack any creature that does not detect as evil, unless attacked first.

Once a tigerwaule has detected an evil entity, it will rush forward, attempting to pounce on and take down the foe as quickly as possible. Often, a tigerwaule will attack an evil entity despite any commands given to it by companions, heedless of any danger to itself.

Badly injured tigerwaules (those down to ¼ normal hit points or less) will often use their gift of Strength to impart to a willing ally all of their remaining Strength. Tigerwaules have been even known to impart their strength to their children or mates to defend their lairs against evil intruders.

Pounce (Ex): When a tigerwaule makes a charge, it can follow with a full attack including rake attacks if the creature also has the rake ability.

Detect Evil (Sp): This special ability duplicates the effects of a *detect good* spell. It can usually be cast at will.

Gift of Strength (Sp): Once per day, the Tigerwaule can gift its strength score to a friend or companion by touch. The affected being gains a +17 bonus to Strength. The effect lasts 7 minutes and leaves the Tigerwaule at 0 Strength until the effect ends. If the loaning Tigerwaule suffers from any attack that would lower its Strength score below zero, it is slain and the gift of Strength ability instantly ends. The effect also ends if the Tigerwaule is slain by other methods.

Smite Evil (Su): 3x/day, as the paladin ability, at 7th level ability.

Tigerwaule Society

Tigerwaules are normally loners, though they sometimes seek out mates in the winter months. If the union produces cubs, the mated Tigerwaules will remain together until the young have reached maturity, and then will generally drift apart. There are a few ranger organizations that have, however, managed to raise and employ several generations of Tigerwaule families as companions and allies.

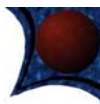
Tigerwaule on Amöeros

Tigerwaules are thought to be the Beastlands equivalent to celestials. They can be found in jungle-like areas on the eastern half of Amöeros, including the Skienlands





Bestiary Nefarious



and Lanster.



Thunder Tortoise

Large Magical Beast (Earth)

Hit Dice: 5d10+10 (37 hp)
Initiative: +1 (+1 Dex)
Speed: 20 ft. (4 squares)
Armor Class: 20 (-1 size, +1 Dex, +10 natural), touch 10, flat 19
BAB/Grapple: +5/+14
Attack: Bite +9 melee (2d6+5; 18-20/x2)
Full Attack: Bite +9 melee (2d6+5; 18-20/x2) and 2 claw +4 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Length: 10 ft. + 2d4 ft. (15 ft.)
Weight: 800 lbs. + 2d4 x 75 lbs. (1,175 lbs.)
Special Att: Armor spikes, crush, Improved Trip, Trample
Special Qual: DR 3/-, darkvision 60 ft., low-light vision
Saves: Fort +6, Ref +5, Will +2
Abilities: S21 D12 C15 I2 W12 Ch9
Skills: Hide -3, Listen +3, Spot +5, Survival +3
Feats: Improved Natural Attack, Run
Environment: Temperate or Warm land
Organization: Solitary, Gang (2-5), or herd (5-20)
CR: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Huge)
Level Adj: -

This massive tortoise is nearly as large as a horse and has a tough shell covered in spikes and a razor-sharp edge. Its powerful beak looks big and powerful enough to snip a man leg off with a single bite, and its front feet end in long, black talons.

Thunder tortoises are creatures often employed by the turtis as pets or attack beasts. These creatures are known for their aggressive nature and carnivorous habits. They are often eager to start a fight, and rarely allow the size of an opponent to deter them from attacking.

Combat

Thunder tortoises usually begin an assault by charging a foe and attempting to trample them. Once engaged, they will bite at an opponent, and have been known to attempt to trip opponents by rearing up to knock foes down or simply drag a foe down by biting and yanking the opponent off their feet. It is not unknown for thunder tortoises to attempt to pin a foe they have knocked down by standing on top of it, though they have no special skill in doing so.

Armor Spikes (Ex): A thunder tortoise is considered to be wearing armor spikes and proficient in their use. It cannot use the armor spikes against opponents it is using its crush attack on, but can use them in conjunction with its trample attack.

Crush (Ex): If a thunder tortoise manages to grapple a prone opponent, it can choose to stand astride the foe and crush the

victim with its own weight. This attack deals 2d6 nonlethal damage to the victim. The victim must succeed an opposed Strength check to get the thunder tortoise off them before escaping the grapple or the crush attack.

Improved Trip (Ex): If a thunder tortoise hits a medium-sized or smaller opponent with a bite attack, it may start a free trip without provoking an attack of opportunity.

Trample (Ex): As a full-round action, a thunder tortoise can move up to three times its speed and literally run over any opponents of medium size or smaller. A trample attack deals 2d6+7 bludgeoning and slashing damage. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex save DC 17 to take half damage with a successful save. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Training a Thunder Tortoise

Thunder tortoises are large enough to be used for mounts, if the trainer takes care to remove certain armor spikes on the creature's back to allow it to be properly rode. As mentioned above, the turtis train the beast as an attack beast as well.

Training a thunder tortoise as a combat mount or an attack animal requires a DC 25 Handle Animal check and takes 6 weeks. A trained thunder tortoise costs 2,500 gp.

A thunder tortoise can carry up to 459 lbs. as a light load, 460-918 lbs. as a medium load, and 919-780 lbs. as a heavy load. A thunder tortoise can drag up to 3,900 lbs.

Thunder Tortoises on Amberos

Native to the Elemental plane of Earth, thunder tortoises are one of the few creatures native to an elemental plane that is not in actuality an elemental. It is believed this is due the fact the creature originally existed on the Mortal Realm and was somehow transported to the Elemental Earth plane.

On Amberos, thunder tortoises are usually found in the Skienlands and surrounding nations. They are almost always found as part of a turtis community or hunting party.

Tick Bush

Large Plant

Hit Dice: 2d8+5 (14 hp)
Initiative: -5 (-5 Dex)
Speed: 10 ft. (2 squares)
Armor Class: 7 (-1 size, -5 Dex, +3 natural), touch 4, flat 7
BAB/Grapple: +1/+5
Attack: Slam +0 melee (1d6)
Full Attack: Slam +0 melee (1d6)
Space/Reach: 10 ft./10 ft.
Diameter: 8 ft. + 2d4 ft. (13 ft.)
Weight: 80 lbs. + 2d6 x 5 lbs. (115 lbs.)
Special Att: Enlarge vermin
Special Qual: Low-light vision, plant traits
Saves: Fort +4, Ref -5, Will +0
Abilities: S11 D1 C12 I1 W11 Ch1
Skills: Listen 0, Spot 0, Survival +5
Feats: Toughness
Environment: Temperate, Warm land, plains, forests
Organization: Solitary, or Pair
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Large); 5-6 HD (Huge)
Level Adj: -

This bush is about is a little taller than a man, and its leaves are covered with a sticky substance that resembles bloody saliva. From the base of the creature you hear scuttling sounds as suddenly enormous ticks begin to move from the base of the bush.

The tick bush is an unusual plant that has a symbiotic relation with vermin. In return for making vermin larger and more dangerous, the tick bush feeds off the byproduct of their attacks and provides a protected place for the vermin to produce their offspring.

While a tick bush can enlarge any vermin nesting within its confines, it seems that ticks prefer to nest in the branches of these bushes, and hence their presence has lent the tick bush its name.

Comðax

Tick bushes will not attack unless they are directly threatened. When it senses the presence of nearby prey, it uses its enlarge vermin ability to affect a couple of vermin living within its branches and relies on the vermin's natural instinct to attack and slay the prey. The tick bush then uproots and moves over to down prey, where it devours the remains.

Enlarge Vermin (Su): As a standard action, a tick bush can enlarge up to two vermin at a time. Each use doubles the height of the vermin and increases its weight by 8. This increase changes the creature's size category to the next larger one. The target advances as a monstrous vermin of its appropriate size and type. A tick bush can apply this growth to a vermin more than once, the effects stack and last for 2

minutes. This is treated as a 4th level spell with a caster level of 2.

Tick Bushes on Amðeros

Somewhat rare, tick bushes can be encountered in Kennestone and the central region around Nyrr Ryann. They are practically unknown as one nears the western or eastern coast of the continent.

Tick, Monstrous

Diminutive Monstrous Tick

Diminutive Vermin

Hit Dice: 1/8d8 (0 hp)
Initiative: +4 (+4 Dex)
Speed: 10 ft. (2 squares)
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat 14
BAB/Grapple: 0/-17
Attack: Bite +8 melee (1d2-5 + Blood drain)
Full Attack: Bite +8 melee (1d2-5 + Blood drain)
Space/Reach: 1 ft./0 ft.
Length: 4 in. + 1d3 in. (5 in.)
Weight: ½ lb.
Special Att: Blood drain
Special Qual: Blindsense 10 ft., darkvision 60 ft.
Saves: Fort +2, Ref +4, Will +0
Abilities: S1 D19 C10 I0 W10 Ch2
Skills: Climb 0, Hide +16, Jump -5, Listen 0, Spot +5
Feats: Weapon Finesse
Environment: Any land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 1/10
Treasure: None
Alignment: Always neutral
Advancement: none
Level Adj: -

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1 point of nonlethal damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1 point of Constriction from the victim per round.

Tiny Monstrous Tick

Tiny Vermin

Hit Dice: ¼d8 (1 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft. (4 squares)
Armor Class: 15 (+2 size, +3 Dex), touch 15, flat 12
BAB/Grapple: 0/-12
Attack: Bite +5 melee (1d3-4 + Blood drain)
Full Attack: Bite +5 melee (1d3-4 + Blood drain)
Space/Reach: 2½ ft./0 ft.
Length: 9 in. + 1d8 in. (1 ft. 1 in.)
Weight: 1 lb. + 1d4 lbs. (3 lbs.)
Special Att: Attach, blood drain
Special Qual: Blindsense, darkvision 60ft.
Saves: Fort +2, Ref +3, Will +0
Abilities: S3 D17 C10 I0 W10 Ch2
Skills: Climb +1, Hide +11, Jump -4, Listen 0, Spot +5
Feats: Weapon Finesse
Environment: Temperate, Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 1/8
Treasure: None
Alignment: Always neutral
Advancement: -
Level Adj: -

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1 point of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1d2 points of Constriction from the victim per round.

Small Monstrous Tick

Small Vermin

Hit Dice: 1d8 (4 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 13 (+1 size, +2 Dex), touch 13, flat 11
BAB/Grapple: 0/-7
Attack: Bite +3 melee (1d4-3 + Blood drain)
Full Attack: Bite +3 melee (1d4-3 + Blood drain)
Space/Reach: 5 ft./5 ft.
Length: 1 ft. 3 in. + 1d8 in. (1 ft. 7 in.)
Weight: 5 lbs. + 2d4 x 2 lbs.
Special Att: Attach, blood drain
Special Qual: Blindsense, darkvision 60ft.
Saves: Fort +2, Ref +2, Will +0
Abilities: S5 D15 C10 I0 W10 Ch2
Skills: Climb +1, Hide +6, Jump -3, Listen 0, Spot +4
Feats: Weapon Finesse
Environment: Temperate or Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: ½
Treasure: None
Alignment: Always neutral
Advancement: –
Level Adj: –

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1 point of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1d4 points of Constitution from the victim per round.

Medium Monstrous Tick

Medium Vermin

Hit Dice: 2d8 (9 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 11 (+1 Dex), touch 11, flat 10
BAB/Grapple: +1/-1
Attack: Bite +2 melee (1d6-2 + Blood drain)
Full Attack: Bite +2 melee (1d6-2 + Blood drain)
Space/Reach: 5 ft./5 ft.
Length: 4 ft. + 1d4 ft. (6 ft.)
Weight: 100 lbs. + 1d6 x 20 lbs. (160 lbs.)
Special Att: Attach, blood drain
Special Qual: Blindsense, darkvision 60ft.
Saves: Fort +3, Ref +1, Will +0
Abilities: S9 D13 C10 I0 W10 Ch2
Skills: Climb +4, Hide +1, Jump -1, Listen 0, Spot +5
Feats: Weapon Finesse
Environment: Temperate or Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)
Level Adj: –

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1d4 point of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1d6 points of Constitution from the victim per round.

Large Monstrous Tick

Large Vermin

Hit Dice: 4d8 + 4 hp (22 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 10 (-1 size, +1 natural), touch 9, flat 10
BAB/Grapple: +3/+7
Attack: Bite +2 melee (1d8 + Blood drain)
Full Attack: Bite +2 melee (1d8 + Blood drain)
Space/Reach: 10 ft./5 ft.
Length: 8 ft. + 1d8 ft. (12 ft.)
Weight: 400 lbs. + 1d8 x 50 lbs. (600 lbs.)
Special Att: Attach, blood drain
Special Qual: Blindsight, darkvision 60ft.
Saves: Fort +4, Ref +1, Will +1
Abilities: S11 D11 C12 I0 W10 Ch2
Skills: Climb +5, Hide -4, Jump +4, Listen 0, Spot +5
Feats: —
Environment: Temperate or Warm Land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large)
Level Adj: —

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1d6 point of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1d6 points of Constitution from the victim per round.

Huge Monstrous Tick

Huge Vermin

Hit Dice: 9d8 + 36 hp (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 12 (-2 size, +4 natural), touch 8, flat 12
BAB/Grapple: +6/+16
Attack: Bite +6 melee (2d6+2 + Blood drain)
Full Attack: Bite +6 melee (2d6+2 + Blood drain)
Space/Reach: 15 ft./10 ft.
Length: 15 ft. + 2d8 ft. (24 ft.)
Weight: 800 lbs. + 2d8 x 50 lbs. (1,250 lbs.)
Special Att: Attach, blood drain
Special Qual: Blindsight, darkvision 60ft.
Saves: Fort +6, Ref +3, Will +3
Abilities: S15 D11 C14 I0 W10 Ch2
Skills: Climb +10, Jump +10, Listen 0, Spot +8
Feats: —
Environment: Temperate or Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 10-18 HD (Huge)
Level Adj: —

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 1d8 point of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 1d8 points of Constitution from the victim per round.

Gargantuan Monstrous Tick

Gargantuan Vermin

Hit Dice: 19d8+57 (142 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (-4 size, +8 natural), touch 6, flat 14
BAB/Grapple: +14/+33
Attack: Bite +17 melee (3d6+7 + Blood drain)
Full Attack: Bite +17 melee (3d6+7 + Blood drain)
Space/Reach: 20 ft./15 ft.
Length: 40 ft. + 2d8 ft. (52 ft.)
Weight: 8,000 lbs. + 2d8 x 250 lbs. (10,250 lbs. / 5 tons)
Special Att: Attach, blood drain
Special Qual: Blindsense, darkvision 60ft.
Saves: Fort +14, Ref +6, Will +6
Abilities: S25 D11 C17 I0 W10 Ch2
Skills: Climb +22, Jump +22, Listen 0, Spot +14
Feats: –
Environment: Temperate, Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 9
Treasure: None
Alignment: Always neutral
Advancement: 20-38 HD (Gargantuan)
Level Adj: –

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 2d6 points of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 2d6 points of Constitution from the victim per round.

Colossal Monstrous Tick

Colossal Vermin

Hit Dice: 39d8+195 (370 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 15 (-8 size, +13 natural), touch 2, flat 15
BAB/Grapple: +29/+56
Attack: Bite +32 melee (4d6+11 + Blood drain)
Full Attack: Bite +32 melee (4d6+11 + Blood drain)
Space/Reach: 40 ft./20 ft.
Length: 60 ft. + 1d8 x 4 ft. (72 ft.)
Weight: 16,000 lbs. + 1d8 x 1,500 lbs. (22,000 lbs. / 11 tons)
Special Att: Attach, blood drain
Special Qual: Blindsense, darkvision 60 ft.
Saves: Fort +26, Ref +13, Will +13
Abilities: S32 D11 C21 I0 W10 Ch2
Skills: Climb +29, Jump +29, Listen 0, Spot +18
Feats: –
Environment: Temperate, Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 14
Treasure: None
Alignment: Always neutral
Advancement: 40-117 HD (Colossal)
Level Adj: –

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own, but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Attach (Ex): A tick that has hit with its bite automatically grapples with its opponent. No attack roll is required, and the victim can act normally, as if it were not grappled. Since a tick is burrowed into the flesh when it attaches, removing it deals 3d6 points of damage to the victim.

Blood drain (Ex): A monstrous tick that has attached itself to a victim can drain 3d6 points of Constitution from the victim per round.

Titankite

Medium Magical Beast (Air)

Hit Dice: 7d10+28 (66 hp)
Initiative: +6 (+6 Dex)
Speed: 30 ft. (6 squares), fly 100 ft. (good)
Armor Class: 23 (+6 Dex, +7 natural), touch 16, flat 17
BAB/Grapple: +7/+9
Attack: Bite +13 melee (1d6+2 + transformation)
Full Attack: Bite +13 melee (1d6+2 + transformation) and 2 claw +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Length: 5 ft. + 2d8 in. (5 ft. 9 in.)
Weight: 70 lbs. + 2d8 x 2 lbs. (98 lbs.)
Special Att: Baleful transformation
Special Qual: Darkvision 60 ft., fast healing 4, low-light vision, spell resistance 17, spell-like abilities
Saves: Fort +9, Ref +11, Will +4
Abilities: S15 D23 C19 I7 W15 Ch14
Skills: Disable Device +3, Escape Artist +6, Listen +4, Spot +10
Feats: Alertness, Improved Natural Attack, Snatch^B, Weapon Finesse
Environment: Olympus
Organization: Solitary
CR: 6
Treasure: ½ coins, normal art, normal magic
Alignment: Always neutral
Advancement: 8-14 HD (Medium)
Level Adj: -

This bird has a wingspan twice as wide as a man is tall. It is white breasted with arrow-shaped markings pointing upward. The rest of the bird is a dazzling blue, with a long, sharp black beak and black talons.

The Titankite is a hunting bird created and used by titans and other creatures of Olympus as a pet or hunting animal. They have the unusual ability to transform their victims into snails so they can be more easily eaten or otherwise dealt with. It is because of this ability that their owners tend to use them to hunt or punish mortals that offend them.

Titankites are intelligent and can speak Celestial.

Combat

A titankite swoops down on prey from above, attempting to grasp it in its talons and sweep it into the sky. As it ascends, the titankite pecks at the victim, attempting to transform the victim into a snail. If it is successful, the creature then lands and feasts on the transformed creature.

Titankites are intelligent, and wary of foes bearing weapons. They prefer to attack lone individuals, or to carry opponents out of the range of other's ability to help them. They can operate tools and traps, though they do not have the knowledge of how to create tools of their own.

Baleful Transformation (Su): The bite of a titankite transforms the victim into a snail if a Fort save DC 15 fails. This otherwise works as a Baleful Transformation spell. Caster level 7.

Fast Healing (Ex): A titankite heals 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..

Spells-like Abilities (Sp): Titankites can use the following ability as a standard action. The titankite has caster level of 7. Protection from Law – 3x/day, Comprehend Languages – 3x/day, Floating Disk – 3x/day, Glitterdust – 2x/day, Misdirection – 2x/day, Dispel Magic – 1x/day, Hold person 1x/day.

Skills: A titankite gains a +6 bonus to spot checks

Titankites on Am̄beros

Most titankites on Am̄beros were left behind from the Elvin Golden age when the Ancient Gods were awakened. Since the majority of titans had been cast to Tarterus, the titankites that are active have either renounced their titan masters or are seeking a way to extract the titan from Tarterus.

Tormentor

Large Outsider (Extraplanar, Reptilian)

Hit Dice: 9d8+45 (85 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (poor)
Armor Class: 24 (-1 size, +2 Dex, +13 natural), touch 11, flat 22
BAB/Grapple: +9/+21
Attack: Spear +16 melee (1d8+8 + 1d6 acid;x3)
Full Attack: Spear +16/+11/+6 melee (1d8+8 + 1d6 acid) and bite +11 melee (1d8+4 + Wisdom drain) and tail +11 melee (1d8+4 + 1d6 cold)
Space/Reach: 10 ft./10 ft. (15 ft. with tail)
Height: 5 ft. 3 in. + 2d6 in. (5 ft. 10 in.)
Weight: 130 lbs. + 2d6 x 5 lbs. (165 lbs.)
Special Att: constrict, improved grab, wisdom drain
Special Qual: Change shape, darkvision 60ft., outsider traits, regeneration 4, resistance to fire and acid 10, spell resistance 21
Saves: Fort +13, Ref +8, Will +12
Abilities: S27 D15 C21 I17 W19 Ch17
Skills: Appraise +17, Bluff +17, Climb +22, Diplomacy +10, Disguise +17, Escape Artist +16, Hide -2, Intimidate +17, Listen +11, Sense Motive +18, Spot +18
Feats: Combat Reflexes, Great Fortitude, Iron Will
Environment: Hades
Organization: Solitary, Cluster (2-5), or Squad (5-20)
CR: 10
Treasure: Standard coins, ½ art, no magic
Alignment: Always neutral evil
Advancement: 10-18 HD (Large); 19-27 HD (Huge)
Level Adj: -

This creature has the lower body of a serpent covered in bloody hooked barbs. Its upper body is humanoid, likewise covered in scales. Its arms end in six-fingered hands with cruel claws stained with blood. Their faces are reptilian, with yellow slitted eyes and a black, forked tongue.

Tormentors are the snake-like creatures of the lower planes whose only job is to torment the souls trapped in that plane. The constantly assail victims with physical and mental tortures, wearing down their victim's will until they are absolutely destitute, and then continue to torture them even more beyond all hope or despair.

Tormentors are well-known for stealing the treasures and wealth of those they torture. They do this primarily to prevent their victims from passing into any sort of reward or final rest in the afterlife.

When tormenting others or facing opponents, they usually first assume the form of a being the opponent knows and trust. They are well-known for disassembling themselves in front of the victim, for the sheer horror it causes. They also tend to enjoy shifting from the friendly shape to a terrifying

one – such as a giant spider or even their natural form, before starting an attack.

Tormentors speak Abyssal, Common, Infernal and Ignan.

Combat

When tormentors encounter opponents who have not succumbed to their will-withering tortures, they immediately attack. They usually attempt to capture victims in the coils of their powerful tails and begin to slowly drain the victim's will. If unable to capture prey, they will attack until they have slain or immobilize their prey.

Wisdom Drain (Su): The bite of a tormentor permanently drains 1d4 Wisdom from a victim if they fail a Fort save DC 19.

Constrict (Ex): A tormentor can crush a medium-sized or smaller opponent, dealing 1d8 + 8 bludgeoning damage and 1d6 piercing damage, after making a successful grapple check.

Improved Grab (Ex): If a hits a medium-sized opponent or smaller with its tail 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.

Change Shape (Su): A tormentor's natural shape is that of a snake-like humanoid. As a move-equivalent action, it can alter its shape into any other humanoid, animal or vermin of small to large size of its choice. It can assume the shape of a specific person known to it with a successful disguise check. A tormentor prefers shapes that are familiar to its opponent; either those the victim explicitly trusts or is fearful of.

Regeneration (Ex): A tormentor takes normal damage from fire attacks. Regenerating tormentors can regrow lost portions of their bodies and can reattach severed limbs or body parts if held to the stump for 3 rounds; Severed parts that are not reattached wither and die normally.

Tormentors on Amberos

Tormentors are never found on Amberos, unless somehow summoned by magical means. However, they are well-known in legends as tormentors of the dead, applying their tortures to those waiting to be judged in the courts of Jhalah. In some of these tales, tormentors have been known to delay or distract the dead from reaching the courts of Jhalah and moving on to their final rest.

Tree Strider

Huge Plant

Hit Dice:	12d8+96 (150 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 ft. (8 squares)
Armor Class:	27 (-2 size, +2 Dex, +15 natural, +2 heavy wooden shield), touch 10, flat 25
BAB/Grapple:	+9*/+28*
Attack:	Longsword +18* melee (3d6+11;19-20/x2)
Full Attack:	Longsword +18/+13* melee (3d6+11;19-20/x2) or 2 slams +18* melee (1d8+5)
Space/Reach:	15 ft./15 ft.
Height:	24 ft. + 1d8 ft. (28 ft.)
Weight:	400 lbs. + 1d8 x 100 lbs. (800 lbs.)
Special Att:	Powerful charge, symbiosis
Special Qual:	DR 10/cold iron, low-light vision, plant traits, spell resistance 22, symbiosis, vulnerability to energy
Saves:	Fort +16*, Ref +6*, Will -1*
Abilities:	S33* D15* C27* I1 W1 Ch1
Skills:	none*
Feats:	Martial Weapon Proficiency (Longsword), Shield Proficiency*
Environment:	Temperate forests
Organization:	Solitary
CR:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adj:	-

This huge tree has a humanoid shape, and in one hand bears a rune-covered longsword, and in the other holds a sturdy wooden shield engraved with similar runes.

Tree Striders are the creation of druids, and are very rare indeed. They are often the last defense available to its forest protectors.

Normally, a tree strider appears as a huge, somewhat bent, hollow tree. Only when a humanoid enters the hallow and speaks the command word or phrase does the tree strider awaken. Upon awakening, it engulfs the humanoid, unsheathes its hidden long sword and take up its shield. The humanoid and the tree strider merge into one being until its task is complete or the tree strider (and the humanoid within) are destroyed.

Humanoids who merge with a tree strider are considered to become part of the tree strider. Any effects directed at the humanoid inside instead affect the tree strider. Any lost hit points are taken first from the tree strider, then from the humanoid's total.

At any point of his choosing, the humanoid can choose to break the bond with the tree strider. Bonding to a tree strider takes one minute, but breaking the bond takes only a single full action.

Tree striders cannot speak, but can communicate empathically with its controllers and friendly druids within 400 feet.

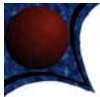
Combat

Since tree striders cannot act on their own, they depend on their controller to guide their attacks. Thus the battle strategy and skill with which they fight depends on who is controlling them. However, the design of the tree strider does grant the controller some additional options.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Symbiosis (Ex): A Tree strider requires a medium or small sized humanoid to be able to act. Bonding with the tree strider takes one minute, but the humanoid can choose at any time during their action to break the bond. Breaking the bond takes only a single full action. When interfaced with a humanoid, its controller modifies the Tree strider's abilities as follows:

- **HD:** The tree strider adds the racial hit dice and class levels to its hit dice and hit point totals.
- **BAB/Grapple:** The tree strider adds the humanoid's BAB to its own. For grappling, the tree strider adds the BAB and Strength modifier to its grapple bonus.
- **Attack:** The tree strider adds the humanoid's BAB and Strength modifier to the attack. Note that this may grant the tree strider an additional long sword attack when full attacking if the humanoid's BAB is greater than +3, and two additional attacks if the humanoid's BAB is equal to or greater than +9.
- **Damage:** The tree strider adds the humanoid's Strength modifier to the damage it deals with its weapon attacks.
- **Special Attacks/Qualities:** The tree strider can use its own special attacks and qualities to full effect. In addition, it can channel spells cast by the humanoid controlling it, as if it were an extension of the humanoid controller. The tree strider also gains the ability to use any exceptional or supernatural ability of the humanoid host. Magic items in possession of the humanoid host do not transfer their abilities to the tree strider, and cannot be activated by the humanoid controller while inside the tree strider.
- **Saves:** The tree strider adds the humanoid's saving throw modifiers to its own saves.
- **Abilities:** The tree strider adds twice the humanoid's Strength, Dexterity and Constitution modifier to the appropriate physical scores. The tree strider's Intelligence, Wisdom and Charisma becomes equal to the humanoids.
- **Skills:** The tree strider gains the skills and bonuses of the humanoid. Any skill using a physical stat



Bestiary Nefarious



(Strength, Dexterity or Constitution) is modified by the new ability score.

- **Feats:** The tree strider gains the humanoid's feats.

Vulnerability to Energy (Ex): Tree striders are vulnerable to fire. They take half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Tree Striders on Amberos

Druidus, the progenitor of druids on Amberos, vehemently opposed the creation of Tree striders by his followers, and had the original creators of the magics that produced the first tree strider put to death by burning. However, following the great druids death, certain druidic circles began to experiment with creating tree striders. Though to this day they are still rare, the stigma of their creation is much lessened than in elder days.

Tree Warrior, General

While treants are the caretakers and overseers of forests, tree warriors are the defenders of the woods. Unlike treants, tree warriors are proactive, seeking out threats to the forest and destroying them before they can cause the forest harm.

Few forests are privileged enough to contain tree warriors; they were created long ago by treants to protect forests when they themselves were incapable of defending a forest from destruction. Thus, only forests who in the past faced utter destruction at some point are likely to have access to tree warriors, and even the oldest forest is likely to have less than one hundred of these formidable beings to defend itself at any one time. When not needed, tree warriors take root and slumber, waiting for the call to arms to defend their woods from danger.

Some tree warriors may be dormant for ages before they are awakened from their slumber to sally forth and attack the forces that threaten their home woods. Yet even as they sleep, tree warriors grow and become hardier, much in a manner akin to dragonkind.

There are five different age groups that tree warriors pass through. Unlike immortal dragons, tree warriors eventually reach an age at which they drop seedlings and pass away (at the tail end of Forest Lord age). These seedlings then slowly grow into tree warriors themselves, becoming saplings in 1d4 years.

As tree warriors age, they tend to gain special abilities from their years of communion with the woods in which they have rested. While an active tree warrior may have gained several character levels from the first-hand combat it has seen, age grants the tree warriors insight, size and abilities no amount of fighting could ever grant it. If a tree warrior has gained levels and advances in an age category, it retains any class levels it may have gained from previous age categories.

The following table lists the different tree warrior ages

Age	Category	Title
1 – 25 years	1	Sapling
26 – 75 years	2	Orchard Prince
76 – 150 years	3	Grove Master
151 – 300 years	4	Forest King
301 – 900 years	5	Forest Lord

The entries for tree warriors mention specific weapons that the tree warrior employ (for example, Cedar tree warriors employ magic greataxes). All tree warriors have these listed items; they are in fact grown with the warrior. If lost, a tree warrior can generate a special seed that recreates the item in 1d4+1 days per age category (Thus for a Forest Lord to recover its special weapon it takes 5d4+5 days). A tree warrior will never generate a seed if it is currently in possession of its special weapon, and cannot generate more

than one seed at a time, nor give the seed to others; the seed only grows if the tree warrior personally tends to the seed until it reaches maturity. If the tree warrior's special weapon is taken from a tree warrior, the item can possibly be kept and used by others, if they are of the appropriate size to use them – however, tree warriors never give these items to others willingly and will go to great lengths to destroy or recover them. If a tree warrior loses an item to theft or other means, it can generate a seed to create a new weapon to replace the lost one. In such cases, the original, stolen item loses all its magical properties and becomes a worthless, twisted piece of dead wood when the new seed matures.

Note that these specific items also appear in the treasure line – their value should be deducted from any other treasure the tree warrior may have when generating a tree warrior's treasure hoard.

Tree Warriors on Amöcros

During the Time of Technology, Belli worried that the rampant growth of cities and pollution caused by technological devices would devastate Amöcros. To protect forests from lumbering for fuel and other products on a massive scale, Belli used his abilities to create the Tree Warriors to stave off harmful destruction of the natural environment. Following the end of the Technological Wars, many Tree Warriors went into hibernation, though some were active during the Dark Age and the First Dragon Wars. In the east, many Tree Warriors awoke and participated on one side or the other in the Randu Wars, especially in the Ranzana Jungle, where Tree Warriors fought against heavy lumbering by Randu forces.

Birch Tree Warrior

Medium Plant

Hit Dice:	3d8+3 (16 hp)
Initiative:	+3 (+3 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat 13
BAB/Grapple:	+2/+4
Attack:	+1 <i>Rapier</i> +6 melee (1d6+3;18-20/x2) or composite shortbow (+2 Str) +5 ranged (1d6+2;x3)
Full Attack:	+1 <i>Rapier</i> +6 melee (1d6+3;18-20/x2) or composite shortbow (+2 Str)+5 ranged (1d6+2;x3)
Space/Reach:	5 ft./5 ft.
Height:	6 ft. + 1d3 in. (6 ft. 1 in.)
Weight:	125 lbs. + 1d4 x 25 lbs. (175 lbs.)
Special Att:	-
Special Qual:	Fast healing 2, low-light vision, plant traits, spell-like abilities, vulnerability to fire
Saves:	Fort +4, Ref +4, Will +1
Abilities:	S15 D17 C13 I13 W10 Ch15
Skills:	Climb +8, Disguise +2, Listen 0, Sense Motive +6, Spot 0, Survival +6
Feats:	Combat Expertise, Dodge ^B , Mobility ^B , Weapon Focus (<i>Rapier</i>)
Environment:	Temperate forests
Organization:	Solitary, Team (2-5), Squad (5-20) or Team (40-60 birch sapling warriors, plus 1 birch orchard prince per 5 sapling warriors, plus 1 birch grove master per 20 sapling warriors, plus 1 birch forest king)
CR:	4
Treasure:	+1 <i>Rapier</i> (2,320 gp), composite shortbow (+2 Str) (225 gp) and Standard
Alignment:	Always neutral
Advancement:	By Character class
Level Adj:	-

Birch tree warriors are the “commando” units of tree warriors. Quick and dexterous, they rely on their speed and defensive combat feats to prevent themselves from being harmed, while dealing damage to their enemy.

Birch warriors are all business, but constantly watch the battlefield for superior foes to face off against. They will often engage foes in “honorable” one-on-one combat, and are known for commenting on their opponent’s style as they fight. They primarily make such comments to enrage or confuse their opponents and reduce their combat effectiveness – rather than point out flaws to improve it.

Outside of combat, birch tree warriors often retire to areas of serene beauty – lakes, quiet groves and the like, and remain in a sort of sleep awaiting when they are next needed to defend their forest.

Birch warriors speak Common, giant and sylvan.

Combat

Birch tree warriors rely on their speed and skill to attack opponents. They are swift and deadly, fighting with finesse and skill. They tend to move rapidly about the battlefield, picking their opponents carefully and bringing them down before moving on to another. When in groups, birch tree warriors work together with deadly efficiency, and often one of the warriors will attempt to draw the attention of an opponent, use combat expertise to make itself harder to hit, as the others focus on bringing the foe down.

Fast Healing (Ex): A birch tree sapling warrior heals 2 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.

Spell-like Abilities (Sp): A birch grove master can use the following spell-like abilities at 3rd caster level.

True Strike – 3x/day, *Protection from Arrows* – 1x/day.

Vulnerability to Fire (Ex): Tree warriors have vulnerability to a fire. Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Birch Tree Warriors on Amöeros

Birch tree warriors are usually found in Southwest Amöeros, in the Southern Kingdom and Nauwflouwd. There are some to be found in Ksiki Con Corridon, but they are extremely rare. The most active birch tree warriors can actually be found in the Broken Woods, fighting against the corrupted rulership of the Duchy of Molvak.

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Birch Orchard Prince

6HD Birch Tree Warrior; **hp:** 39

S17 D20 C14 I14 W12 Ch17; **Fort** +7, **Ref** +7, **Will** +3

Init: +5 **Move:** 30 ft.

AC: 22 (+5 Dex, +7 natural), touch 15, flat 17

BAB/Grapple: +4/+7

Full Attack: +1 rapier +10/+5 melee (1d6+6;18-20/x2)
or
Composite longbow (+3 Str) +9/+4 ranged (1d8+3;x3)

Special Att: -

Special Qual: Fast healing 4, low-light vision, plant traits, spell-like abilities, vulnerability to fire

Skills: Climb +12, Disguise +3, Escape Artist +14, Hide +5, Listen +1, Sense Motive +10, Spot +1, Tumble +14

Feats: Combat expertise^B, Dodge, Mobility^B, Spring attack^B, Weapon Focus (Rapier), Weapon Specialization (Rapier)^B

CR: 7

Gear: +1 Rapier (2,320 gp), composite longbow (+3 Str) (400 gp) and Standard

Spell-like Abilities (Sp): A birch grove master can use the following spell-like abilities at 6th caster level.

True Strike – 6x/day, *Protection from Arrows* – 3x/day, *Cat's Grace* – 2x/day, *Displacement* – 1x/day.

Birch Grove Master

9HD Large Birch Tree Warrior; **hp:** 76

S27 D18 C19 I15 W14 Ch17; **Fort** +10, **Ref** +8, **Will** +5

Init: +4 **Move:** 30 ft.

AC: 22 (-1 size, +4 Dex, +9 natural), touch 13, flat 18

BAB/Grapple: +6/+18

Full Attack: +1 Human bane rapier +15/+10 melee (1d8+11 + 2d6 vs. humans;15-20/x2) or
Composite longbow (+8 Str) +10/+5 ranged (2d6+8;x3)

Special Att: -

Special Qual: Fast healing 4, low-light vision, plant traits, spells-like abilities, vulnerability to fire

Skills: Climb +20, Disguise +3, Escape Artist +15, Hide -1, Listen +2, Sense Motive +14, Spot +2, Tumble +15

Feats: Combat expertise^B, Dodge, Improved Critical (Rapier), Mobility^B, Spring Attack^B, Weapon Focus(Rapier), Weapon Specialization (Rapier), Whirlwind Attack^B

CR: 10

Gear: +1 human bane rapier (8,340 gp), composite longbow (+8 Str) (3,600 gp) and Standard

Spell-like Abilities (Sp): A birch grove master can use the following spell-like abilities at 9th caster level.

True Strike – at will, *Protection from Arrows* – 3x/day, *Cat's Grace* – 3x/day, *Displacement* – 1x/day, *Heroism* – 1x/day, *Freedom of Movement* – 1x/day, *Tree Stride* 1x/day.

Birch Forest King

12HD Huge Birch Tree Warrior; **hp:** 138

S37 D18 C24 I17 W16 Ch18; **Fort** +15, **Ref** +12, **Will** +7

Init: +4 **Move:** 30 ft.

AC: 23 (-2 size, +4 Dex, +11 natural), touch 12, flat 19

BAB/Grapple: +9/+30

Full Attack: +3 human bane rapier +25/+20 melee (2d6+18 + 2d6 vs. humans;15-20/x2) or
Composite longbow (+13 Str) +11/+6 ranged (3d6+13;x3)

Special Att: -

Special Qual: Fast healing 5, low-light vision, plant traits, SR 21, spells-like abilities

Skills: Craft (Weaponsmith) +18, Disguise +4, Escape Artist +19, Hide -4, Listen +3, Sense Motive +18, Spot +3, Tumble +19

Feats: Combat Expertise^B, Dodge, Improved Critical, Lightning Reflexes^B, Mobility^B, Quicken Spell-like Ability (True Strike), Spring Attack^B, Weapon Focus (Rapier), Weapon Specialization (Rapier), Whirlwind Attack^B

CR: 13

Gear: +3 humanoid bane rapier (32,380 gp), composite longbow (+13 Str) (5,600 gp) and standard

Spell-like Abilities (Sp): A birch forest king can use the following spell-like abilities at 12th caster level.

Quickened True Strike – at will, *Protection from Arrows* – 3x/day, *Cat's Grace* – 3x/day, *Displacement* – 2x/day, *Heroism* – 2x/day, *Freedom of Movement* – 1x/day, *Tree Stride* 1x/day.

Bestiary Nefarious

Birch Forest Lord

18HD Huge Birch Tree Warrior; **hp:** 225

S39 D21 C26 I18 W18 Ch19; **Fort** +19, **Ref** +15, **Will** +10

Init: +5 **Move:**

AC: 26 (-2 size, +5 Dex, +13 natural), touch 13, flat 21

BAB/Grapple: +13/+35

Full Attack: +5 *speed human bane rapier* +28/+23/+18
melee (2d6+19 + 2d6 vs. humans; 15-20/x2)
or
Composite longbow (+14 Str) +18/+13/+8
ranged (3d6+14; x3)

Special Att: -

Special Qual: DR 5/magic, fast healing 5, low-light vision,
plant traits, SR 23, spells-like abilities,
vulnerability to fire

Skills: Climb +35, Disguise +4, Escape Artist +28, Hide
+18, Listen +4, Move Silently +26, Sense Motive
+25, Spot +4, Tumble +26

Feats: Combat Expertise^B, Combat Reflexes, Dodge,
Improved Critical (Rapier), Improved Initiative^B,
Lightning Reflexes^B, Mobility^B, Quicken Spell-like
Ability (True Strike), Spring Attack^B, Weapon Focus
(Rapier), Weapon Specialization (Rapier), Whirlwind
Attack^B

CR: 19

Gear: +5 *speed human bane rapier* (162,380 gp),
composite longbow (+14 Str) (6,000 gp) and
Standard

Spell-like Abilities (Sp): A birch forest king can use the
following spell-like abilities at 18th caster level.

Quickened True Strike – at will, *Protection from Arrows* –
5x/day, *Cat's Grace* – 5x/day, *Displacement* – 3x/day,
Heroism – 3x/day, *Freedom of Movement* – 2x/day, *Tree
Stride* 2x/day.

Cedar Tree Warrior

Medium Plant

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat 15
BAB/Grapple:	+2/+6
Attack:	+1 <i>Greataxe</i> +8 melee (1d12+7;x3)
Full Attack:	+1 <i>Greataxe</i> +8 melee (1d12+7;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 9 in. + 1d6 in. (6 ft.)
Weight:	125 lbs. + 2d6 x 10 lbs. (195 lbs.)
Special Att:	-
Special Qual:	Fast healing 2, low-light vision, plant traits, spells-like abilities, take root, vulnerability to energy
Saves:	Fort +5, Ref +2, Will +1
Abilities:	S19 D12 C15 I13 W10 Ch15
Skills:	Climb +10, Listen +3, Spot +3, Survival +6
Feats:	Cleave ^B , Power Attack ^B , Toughness, Weapon Focus(<i>Greataxe</i>)
Environment:	Temperate forests
Organization:	Solitary, Team (2-5 + 0-1 orchard prince), or Squad (5-20 + 0-1 orchard prince + 0-1 forest king + 0-1 forest lord)
CR:	4
Treasure:	+1 <i>Greataxe</i> (2,320 gp) and Standard
Alignment:	Always neutral
Advancement:	By Character Class
Level Adj:	-

Cedar warriors are the basic troop of the various tree warriors. Armed with a powerful greataxe, they wade into combat to chop down lesser foes.

Cedar warriors are all business; when not fighting they tend to take root and sleep. They do not engage in idle chit-chat, and tend to frown on any being who seems to prefer talking to acting. They are not known for their patience when dealing with other races, and when they feel the time to act has come, they have been known to leave companions behind in their haste to act. Older warriors tend to be more patient, but not overly so.

Cedar warriors speak Common, druidic and sylvan.

Combat

Cedar warriors generally will quickly rush into melee range of opponents and begin swinging, attempting to down foes as quickly as possible. While capable of a wide variety of tactics and excellent planning, most cedar warriors are only too happy to wade into the thick of things and start swinging at a foe with little regard for a plan. Even if overwhelmed, a cedar warrior rarely backs down, though they are not at all averse to calling in allies to help turn the tide of battle. If a cedar warrior is forced to back out of a combat, it will generally take the time to plan a counterattack at a later point

against the same foe, seeking a way to turn the odds in its favor. Often, this may merely mean backing off to allow its fast healing to take care of any wounds, then striking the enemy before they have time to recuperate themselves.

Fast Healing (Ex): A cedar sapling warrior heals 2 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.

Spells-like Abilities (Sp): Cedar sapling can use the following abilities as indicated below. Caster level is 3.

True Strike – 3x/day, *Bull's Strength* – 1x/day.

Take Root (Su): As a move action, a cedar warrior can root himself to the ground upon which he stands. The cedar warrior gains a +20 bonus against trip and bull rush attacks, but cannot perform any action that involves physically movement. The cedar warrior also loses his Dex bonus to AC and to Reflex saving throws. A cedar warrior can uproot himself as a move action.

Vulnerability to Fire (Ex): Tree warriors have vulnerability to a fire. Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cedar Tree Warriors on Amberos

Cedar tree warriors are found primarily in the Northlands of Amberos, with a large concentration in the Kennestone forest. Cedar tree warriors fought first against the druids of Kennestone, then later assisted them during the First Dragon Wars to drive green dragons from the area.

Cedar Orchard Prince

6HD Large Cedar Tree Warrior; **hp:** 60
 S29 D9 C21 I14 W12 Ch15; **Fort** +10, **Ref** +4, **Will** +3
Init: -1 **Move:**
AC: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat 18
BAB/Grapple: +4/+17
Full Attack: +1 *greataxe* +13 melee (3d6+16;x3)
Special Att: -
Special Qual: DR 3/-, fast healing 4, low-light vision, plant traits, take root, vulnerability to fire
Skills: Climb +18, Hide -5, Listen +5, Spot +6, Survival +10
Feats: Cleave^B, Improved Sunder^B, Lightning Reflexes, Power Attack^B, Toughness, Weapon Focus (Battleaxe), Weapon Specialization^B
CR: 7
Gear: +1 *Greataxe* (2,340 gp) and Standard
Spells-like Abilities (Sp): Cedar orchard prince can use the following abilities as indicated below. Caster level is 6.
True Strike – 6x/day, *Bull's Strength* – 2x/day, *Rage* – 1x/day.

Cedar Grove Master

9HD Huge Cedar Tree Warrior; **hp:** 118
 S39 D8 C27 I15 W14 Ch15; **Fort** +11, **Ref** +4, **Will** +5
Init: -1 **Move:** 30 ft.
AC: 25 (-2 Size, -1 Dex, +18 natural), touch 7, flat 25
BAB/Grapple: +6/+28
Full Attack: +3 *Thundering Greataxe* +22/+17 melee (4d6+14;x3)
Special Att:
Special Qual: DR 4/-, fast healing 4, spells-like abilities, low-light vision, plant traits, take root, vulnerability to fire
Skills: Climb +26, Hide -9, Listen +8, Sense Motive +14, Spot +8, Survival +14
Feats: Cleave^B, Greater Weapon Focus (Battleaxe)^B, Improved Sunder^B, Lightning Reflexes, Power Attack^B, Toughness x2, Weapon Focus (Battleaxe), Weapon Specialization^B
CR: 13
Gear: +3 *Thundering Greataxe* (32,380 gp) and Standard
Spells-like Abilities (Sp): Cedar grove masters can use the following abilities as indicated below. Caster level is 9.
True Strike – 9x/day, *Bull's Strength* – 3x/day, *Protection From Energy* 2x/day, *Rage* – 1x/day, *Dispel Magic* 2x/day, *Stoneskin* 1x/day.

Cedar Forest King

12HD Huge Cedar Tree Warrior; **hp:** 168
 S41 D8 C29 I16 W16 Ch16; **Fort** +17, **Ref** +6, **Will** +7
Init: -1 **Move:** 30 ft.
AC: 22 (-2 size, +21 natural), touch 8, flat 22
BAB/Grapple: +9/+32
Full Attack: +5 *Thundering Greataxe* +28/+23 melee (4d6+29;19-20/x3)

Special Att:
Special Qual: DR 5/-, fast healing 5, low-light vision, plant traits, take root, vulnerability to fire
Skills: Climb +30, Hide -9, Knowledge (nature) +18, Listen +10, Sense Motive +18, Spot +11, Survival +18
Feats: Cleave^B, Greater Weapon Focus (Battleaxe)^B, Greater Weapon Specialization (Battleaxe)^B, Improved Critical (Greataxe), Improved Sunder^B, Lightning Reflexes, Power Attack^B, Toughness, x2, Weapon Focus (Greataxe), Weapon Specialization^B
CR: 16
Gear: +5 *Thundering Greataxe* (72,380 gp) and Standard
Spells-like Abilities (Sp): Cedar forest kings can use the following abilities as indicated below. Caster level is 12.
True Strike – 9x/day, *Bull's Strength* – 3x/day, *Protection From Energy* 2x/day, *Rage* – 1x/day, *Dispel Magic* 2x/day, *Stoneskin* 1x/day, *Transport via Plants* – 1x/day.

Cedar Forest Lord

16HD Gargantuan Cedar Tree Warrior; **hp:** 238
 S45 D8 C31 I17 W18 Ch17; **Fort** +20, **Ref** +6, **Will** +9
Init: -1 **Move:** 30 ft.
AC: 23 (-4 size, +17 natural), touch 6, flat 23
BAB/Grapple: +12/+41
Full Attack: +5 *brilliant energy thundering greataxe* +36/+31/+26 melee (6d6+34;19-20/x3)
Special Att: -
Special Qual: DR 7/-, fast healing 5, low-light vision, plant traits, spells-like abilities, take root
Skills: Craft +22, Hide -12, Knowledge (nature) +22, Listen +13, Sense Motive +23, Spot +14, Survival +23
Feats: Cleave^B, Greater Weapon Focus (Greataxe)^B, Greater Weapon Specialization (Greataxe)^B, Improved Critical (Greataxe), Improved Sunder, Lightning Reflexes^B, Quicken Spell-like Ability (True Strike), Toughness x2, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)
CR: 21
Gear: +5 *Brilliant energy Thundering Greataxe* (200,460 gp) and Standard
Spells-like Abilities (Sp): Cedar forest kings can use the following abilities as indicated below. Caster level is 16 and spell DC is 13 + spell level. All saves are charisma based.
Quickened True Strike – at will, *Bull's Strength* – 3x/day, *Protection From Energy* 3x/day, *Rage* – 2x/day, *Dispel Magic* 3x/day, *Stoneskin* 2x/day, *Transport via Plants* 2x/day, *Fire Seeds* 1x/day.

Cherry Tree Warrior

Medium Plant

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat 13
BAB/Grapple:	+2/+4
Attack:	+1 <i>katana</i> +7 melee (1d10+3;18-20/x2) or composite longbow (+2 Str) +4 ranged (1d8+2;x3)
Full Attack:	primary +1 <i>katana</i> +3 melee (1d10+2;18-20/x2), off-hand <i>katana</i> +2 melee (1d10+1;19-20/x2) or Composite longbow (+2 Str) +4 ranged (1d8+2;x3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. + 1d6 in. (5 ft. 3 in.)
Weight:	150 lbs. + 1d6 x 5 lbs. (165 lbs.)
Special Att:	Ki strike
Special Qual:	Fast healing 2, low-light vision, plant traits, spells-like abilities, vulnerability to energy
Saves:	Fort +5, Ref +3, Will +2
Abilities:	S15 D15 C15 I13 W12 Ch15
Skills:	Diplomacy +2, Listen +7, Sense Motive +7, Spot +7
Feats:	Combat Expertise ^B , Dodge ^B , Exotic Weapon Proficiency (<i>Katana</i>) ^B , Two-Weapon Fighting, Weapon Focus (<i>Katana</i>)
Environment:	Temperate Forest
Organization:	Solitary, Team (2-5), or Squad (5-20)
CR:	3
Treasure:	+1 <i>Katana</i> (2,550 gp), composite longbow (+2 Str) (300 gp) and Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adj:	-

Cherry tree warriors are similar to cedar warriors, but who have adapted to the oriental fighting styles of the land they are found within. They tend to be faster and more mobile than cedar warriors, and are both capable offensive and defensive warriors.

Unlike many of the other tree warrior types, cherry warriors have been known to be active during time periods when they are not defending the woods. In oriental lands, aspiring students who wish to learn from these mighty forest spirits techniques and skills known only by the cherry tree warriors occasionally seek them out.

Cherry tree warriors speak Trade and Goblin.

Combat

Once engaged in combat, cherry tree warriors give no quarter and accept no quarter. They are not bound by human morals however, and will use any tactic or skill at their disposal to ensure their victory. Cherry warriors have been known to lure opponents into ambushes, to strike foes

unaware and to even feign surrendering to bring down the guard of their opponent. Though this has dismayed some students who have been taken in by cherry warriors, the tree warriors explain that the end result – victory – justifies the use of any tactic.

Fast Healing (Ex): A cherry sapling warrior heals 2 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.

Ki Strike (Su): Once per day, a cherry sapling warrior can utter a furious shout while attacking that grants a +4 bonus to attacks rolls and deals an extra 3 damage on a successful hit. The Ki strike affects only one attack, even if attacking with multiple weapons or making multiple attacks in the round.

Spells-like Abilities (Sp): Cherry sapling warriors can use the following abilities as shown below. Caster level is 3 and spell DC is 12 + spell level. All saves are charisma-based.

True Strike – 3x/day, *Bear's Endurance* – 1x/day.

Vulnerability to Fire (Ex): Tree warriors have vulnerability to a fire. Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cherry Tree Warriors on Amderos

Cherry tree warriors are mostly found in Chiamung, with legends of cherry tree warriors skirmishing in the wilds of Dishnu. There is rumor that the Emperor of Spi Dak Su has a cherry tree forest lord that sleeps in the courtyard of the Emperor's palace, ready to act should the cherry wood buildings of the Emperor's palace ever be harmed. Many doubt the legend, but none have yet been willing to put it to the test.

Bestiary Nefarious

Cherry Orchard Prince

6HD Large Cherry Tree Warrior; **hp:** 57

S25 D14 C20 I14 W14 Ch15; **Fort** +10, **Ref** +4, **Will** +4

Init: +2 **Move:** 30 ft.

AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat 16

BAB/Grapple: +4/+15

Full Attack: single +1 *katana* +13 melee (2d8+13;18-20/x2) or
Primary +1 *katana* +9 melee (2d8+10;18-20/x2), offhand mwk *katana* +9 melee (2d8+5;18-20/x2) or
Composite longbow (+7 Str) (2d6+7;x3)

Special Att: -

Special Qual: fast healing 4, low-light vision, plant traits, spells-like abilities, vulnerability to fire

Skills: Diplomacy +2, Hide -1, Knowledge (nature) +11, Listen +11, Ride +3, Sense Motive +11, Spot +11

Feats: Combat Expertise^B, Dodge^B, Mobility^B, Two-Weapon Fighting, Weapon Focus (Katana), Weapon Specialization (Katana)

CR: 5

Gear: +1 *Katana* (2,800 gp), composite longbow (+7 Str) (1,600 gp) and Standard

Ki Strike (Su): Twice per day, a cherry orchard prince can utter a furious shout while attacking that grants a +4 bonus to attacks rolls and deals an extra 6 damage on a successful hit. The Ki strike affects only one attack, even if attacking with multiple weapons or making multiple attacks in the round.

Spells-like Abilities (Sp): Cherry sapling warriors can use the following abilities as shown below. Caster level is 6 and spell DCs are 12 + spell level. All saves are charisma-based.

True Strike – 6x/day, *Bear's Endurance* – 2x/day, *Bull's Strength* – 2x/day, *Cat's Grace* – 2x/day, *Phantom Steed* – 1x/day, *Heroism* – 1x/day, *Rage* – 1x/day.

Cherry Grove Master

9HD Huge Cherry Tree Warrior; **hp:** 103

S35 D15 C25 I15 W16 Ch15; **Fort** +13, **Ref** +5, **Will** +6

Init: +2 **Move:** 30 ft.

AC: 22 (-2 size, +2 Dex, +12 natural), touch 10, flat 20

BAB/Grapple: +6/+26

Full Attack: single +1 *katana* +20/+15 melee (3d8+21;18-20/x2) or
Primary +1 *katana* +16/+11 melee (3d8+15;18-20/x2), offhand +1 *katana* +16 melee (3d8+9;18-20/x2) or
Composite longbow (+12 Str) +8/+3 ranged (3d6+12;x3)

Special Att: Ki strike

Special Qual: Fast healing 4, low-light vision, plant traits, spells-like abilities, vulnerability to energy

Skills: Bluff +2, Diplomacy +2, Hide -6, Knowledge (nature) +14, Listen +3, Ride +3, Search +14, Sense Motive +15, Spot +15

Feats: Combat Expertise^B, Dodge^B, Mobility^B, Improved Two-Weapon Fighting, Spring Attack^B, Two-Weapon Fighting, Weapon Focus (Katana), Weapon Specialization (Katana)

CR: 8

Gear: two +1 *katana* (3,300 gp each), composite longbow (+12 Str) (2,600 gp)

Ki Strike (Su): Thrice per day, a cherry grove master can utter a furious shout while attacking that grants a +4 bonus to attacks rolls and deals an extra 9 damage on a successful hit. The Ki strike affects only one attack, even if attacking with multiple weapons or making multiple attacks in the round.

Spells-like Abilities (Sp): Cherry sapling warriors can use the following abilities as shown below. Caster level is 9, spell DCs are 12 + spell level. All saves are charisma-based.

True Strike – at will, *Bear's Endurance* – 3x/day, *Bull's Strength* – 3x/day, *Cat's Grace* – 3x/day, *Phantom Steed* – 2x/day, *Heroism* – 2x/day, *Rage* – 2x/day, *Fire Shield* – 1x/day, *Shout* – 1x/day, *Feeblemind* – 1x/day.

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Cherry Forest King

12HD Huge Cherry Tree Warrior; **hp:** 150

S37 D16 C26 I16 W18 Ch16; **Fort** +16, **Ref** +7, **Will** +8

Init: +3 **Move:** 30 ft.

AC: 25 (-2 size, +3 Dex, +14 natural), touch 11, flat 22

BAB/Grapple: +9/+30

Full Attack: single +1 *keen katana* +22/+17 melee (3d8+22;15-20/x2) or
Primary +1 *keen katana* +18/+13 melee (3d8+16;15-20/x2), offhand +1 *keen katana* +18 melee (3d8+9;15-20/x2)

Special Att: Ki strike

Special Qual: Fast healing 5, low-light vision, plant traits, SR 20, spells-like abilities, vulnerability to energy

Skills: Bluff +3, Diplomacy +18, Hide -5, Knowledge (nature) +18, Listen +19, Ride +4, Sense Motive +19, Spot +19

Feats: Combat Expertise^B, Dodge^B, Exotic Weapon Proficiency (Katana)^B, Improved Two-Weapon Fighting, Mobility^B, Spring Attack^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Katana), Weapon Specialization (Katana)

CR: 11

Gear: Two +1 *Keen Katanas* (9,300 gp each), composite longbow (+13 Str) and Standard

Ki Strike (Su): Four times per day, a cherry forest king can utter a furious shout while attacking that grants a +4 bonus to attacks rolls and deals an extra 12 damage on a successful hit. The Ki strike affects only one attack, even if attacking with multiple weapons or making multiple attacks in the round.
Spells-like Abilities (Sp): Cherry sapling warriors can use the following abilities as shown below. Caster level is 12, spell DCs are 13 + spell level. All saves are charisma-based.

True Strike – at will, *Bear's Endurance* – 3x/day, *Bull's Strength* – 3x/day, *Cat's Grace* – 3x/day, *Phantom Steed* – 3x/day, *Heroism* – 3x/day, *Rage* – 3x/day, *Fire Shield* – 2x/day, *Shout* – 2x/day, *Feeblemind* – 2x/day, *Transmute Rock to Mud* – 2x/day, *True Seeing* – 1x/day.

Cherry Forest Lord

16HD Gargantuan Cherry Tree Warrior ; **hp:** 216

S39 D17 C28 I17 W20 Ch18; **Fort** +19, **Ref** +8, **Will** +10

Init: +3 **Move:** 30 ft.

AC: 30 (-4 size, +3 Dex, +16 natural, +1 Two-weapon defense), touch 9, flat 27

BAB/Grapple: +12/+30

Full Attack: single +2 *keen katana* +25/+20/+15 melee (4d8+25;15-20/x2) or
Primary +2 *keen katana* +21/+16/+11 melee (4d8+18;15-20/x2), off-hand +2 *keen katana* +21 melee (4d8+11;15-20/x2) or
Composite longbow (+14 Str) +13/+8/+3 melee (4d6+14;x3)

Special Att: Ki strike

Special Qual: Fast healing 5, low-light vision, plant traits, spell resistance 26, spells-like abilities, vulnerability to energy

Skills: Bluff +4, Diplomacy +23, Hide -8, Knowledge (nature) +22, Listen +24, Ride +4, Sense Motive +24, Spot +24

Feats: Combat Expertise^B, Dodge^B, Improved Two-Weapon Fighting, Mobility^B, Quicken Spell-like Ability (True Strike), Power Attack^B, Spring Attack^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Katana), Weapon Specialization (Katana)

CR: 15

Gear: Two +2 *keen katana* (20,300 gp each), composite longbow (+14 Str) (12,000 gp) and Standard

Ki Strike (Su): Five times per day, a cherry forest lord can utter a furious shout while attacking that grants a +4 bonus to attacks rolls and deals an extra 16 damage on a successful hit. The Ki strike affects only one attack, even if attacking with multiple weapons or making multiple attacks in the round.
Spells-like Abilities (Sp): Cherry forest lords can use the following abilities as shown below. Caster level is 16, spell DCs are 14 + spell level. All saves are charisma-based.

Quickened True Strike – at will, *Bear's Endurance* – 3x/day, *Bull's Strength* – 3x/day, *Cat's Grace* – 3x/day, *Phantom Steed* – 3x/day, *Heroism* – 3x/day, *Rage* – 3x/day, *Fire Shield* – 3x/day, *Shout* – 3x/day, *Feeblemind* – 3x/day, *Transmute Rock to Mud* – 3x/day, *True Seeing* – 2x/day, *Mage's Sword* – 2x/day, *Moment of Prescience* – 1x/day .

Elm Tree Warrior

Medium Plant

Hit Dice:	3d8+3 (16 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +1 natural, +2 deflection), touch 14, flat 13
BAB/Grapple:	+2/+3
Attack:	Quarterstaff +3 melee (1d6+1) or <i>Wand of Magic Missile</i> (CL 1) (1d4+1)
Full Attack:	Quarterstaff +3 melee (1d6+1) or <i>Wand of Magic Missile</i> (CL 1) (1d4+1)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 9 in. + 1d6 in. (6 ft.)
Weight:	150 lbs. + 2d6 x 5 lbs. (185 lbs.)
Special Att:	Spells
Special Qual:	Fast healing 2, low-light vision, magic defense, plant traits, resistance to energy 5, SR 15, vulnerability to fire
Saves:	Fort +4, Ref +3, Will +2
Abilities:	S12 D15 C13 I15 W12 Ch15
Skills:	Concentration +11, Knowledge (arcana) +8, Listen +4, Spellcraft +8, Spot +4
Feats:	Combat Casting, Eschew Materials, Scribe Scroll ^B , Spell Focus (Evocation) ^B
Environment:	Any land
Organization:	Solitary, or Team (2-5)
CR:	4
Treasure:	<i>Wand of Magic Missile</i> (CL 1) 50 charges (750 gp) and Standard
Alignment:	Always neutral
Advancement:	By Character Level
Level Adj:	-

Elm Tree Warriors are the magical artillery of the tree warrior race. They are rarely the only force available to a forest for protection, and instead tend to be a smaller part of a larger force - usually Cedar tree warriors. Sometimes, they may be the leader of such a force.

Elm Tree Warriors are thoughtful creatures, and rarely rush into combat. They plot, plan and prepare, striking only once they feel that they have appropriately sized up an enemy and taken the proper precautions to prevent their foe from obtaining a victory.

Combat

Elm Tree Warriors fight primarily with spell attacks or employ their *Wand of Magic Missiles*, which has 50 charges. If forced into a melee situation, they strike with their quarterstaff to defend themselves. Most rely on bodyguards to protect them from becoming engaged in melee in the first place.

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.

Magic Defense (Su): An elm tree warrior gains a deflection bonus to its AC equal to its Charisma modifier.

Resistance to Energy (Ex): An elm sapling warrior has energy resistance 5 to any two of the following energy types: acid, cold, electricity, fire, sonic. Most elm warriors choose lightning resistance.

Spells: An elm sapling can cast spells as if it were a 3rd level sorcerer. They tend to focus on evocation and buffing spells. Spell DC is 12 + spell level. All spells are charisma-based.

Vulnerability to Fire (Ex): Tree warriors have vulnerability to a fire. Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Typical Sorcerer Spell List

(6/6;CL 3;DC 12 + spell level)

0th: *Detect Magic*, *Flare**, *Ray of Frost**, *Mage Hand*, *Message*

1st: *Magic Missile**, *Mage Armor*, *Sleep*

*Replace this spell with *Magic Bolt* in an Amberos campaign

Elm Tree Warriors on Amberos

Belli did not create the elm tree warriors until the Elvin Golden Age to counter growing goblinoid destruction of forests. Both decent warriors and powerful spellcasters, the only known remaining elm tree warriors sleep in the Groon forest. There are rumors of a psionic variant of elm tree warriors that have been created by the Twilight Forest, but no verifiable encounters with such beings have ever been documented.

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Elm Orchard Prince

6HD Elm Tree Warrior; **hp:** 33

S12 D16 C13 I16 W14 Ch17; **Fort** +6, **Ref** +5, **Will** +4

Init: +3 **Move:** 30 ft.

AC: 15 (+3 Dex, +2 natural), touch 13, flat 12

BAB/Grapple: +4/+5

Full Attack: quarterstaff +5 melee (1d6+1) or
Wand of Magic Missiles (CL 5) 3d4+3

Special Att: Spells

Special Qual: Fast healing 4, low-light vision, magical defense, plant traits, resistance to energy 10, SR 16, vulnerability to fire

Skills: Concentration +14, Knowledge (arcana) +12, Listen +11, Spellcraft +12, Spot +11

Feats: Combat Casting, Eschew Materials, Improved Counterspell, Scribe Scroll^B, Spell Focus (Evocation)^B, Spell Penetration^B

CR: 7

Gear: *Wand of Magic Missiles* (CL 5; 50 Charges) (3,750 gp) and Standard

Typical Sorcerer Spell List

(6/7/6/4; CL 6; DC 13 + spell level)

0th: *Detect Magic*, *Flare**, *Ray of Frost**, *Mage Hand*, *Mending*, *Message*, *Open/Close*

1st: *Burning Hands**, *Magic Missile**, *Mage Armor*, *Sleep*

2nd: *Acid Arrow*, *Gust of Wind**

3rd: *Lightning Bolt**

* Evocation spell; +1 DC

Elm Grove Master

9HD Large Elm Tree Warrior; **hp:** 76

S20 D15 C18 I17 W16 Ch19; **Fort** +10, **Ref** +5, **Will** +6

Init: +2 **Move:** 30 ft.

AC: 20 (-1 size, +2 Dex, +5 natural, +4 deflection), touch 15, flat 18

BAB/Grapple: +6/+15

Full Attack: quarterstaff +14/+9 melee (1d8+7) or
Wand of Lightning Bolts (CL 9) ranged (9d6; DC 14 Reflex)

Special Att: Spells

Special Qual: Fast healing 4, low-light vision, magical defense, plant traits, resistance to energy 15, SR 19, vulnerability to fire

Skills: Concentration +22, Hide -2, Knowledge (arcana) +15, Listen +15, Spellcraft +15, Spot +15

Feats: Combat Casting, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Penetration^B, Improved Counterspell, Scribe Scroll^B, Spell Focus (Evocation)^B, Spell Penetration^B

CR: 10

Gear: *Wand of Lightning Bolts* (CL 9; 50 charges) (6,750 gp) and Standard

Typical Spell List

(6/7/7/5; CL 9; DC 14 + spell level)

0th: *Arcane Mark*, *Detect Magic*, *Flare**, *Ray of Frost**, *Mage Hand*, *Mending*, *Message*, *Open/Close*

1st: *Burning Hands**, *Magic Missile**, *Mage Armor*, *Obscuring Mist*, *Sleep*

2nd: *Acid Arrow*, *Bull's Strength*, *Gust of Wind**, *Web*

3rd: *Dispel Magic*, *Lightning Bolt**, *Suggestion*

4th: *Charm Monster*, *Shout**

* Evocation spell; +1 DC

Bestiary Nefarious

Elm Forest King

12HD Huge Elm Tree Warrior; **hp:** 126

S30 D16 C23 I19 W18 Ch21; **Fort** +14, **Ref** +8, **Will** +8

Init: +3 **Move:** 30 ft.

AC: 25 (-2 size, +3 Dex, +9 natural, +5 deflection), touch 16, flat 22

BAB/Grapple: +9/+27

Full Attack: quarterstaff +17/+12 melee (2d6+15) or *Wand of Magic Missiles* (CL 9) ranged (5d4+5)

Special Att: Spells

Special Qual: Fast healing 5, low-light vision, plant traits, resistance to energy 20, SR 22, vulnerability to energy

Skills: Concentration +25, Hide -5, Knowledge (arcana) +19, Listen +19, Sense Motive +19, Spellcraft +19, Spot +19

Feats: Combat Casting, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Penetration^B, Improved Counterspell, Scribe Scroll^B, Spell Focus (Evocation), Spell Penetration^B

CR: 13

Gear: *Wand of Magic Missiles* (CL 9) 50 charges (3,750 gp) and Standard

Typical Sorcerer Spell List

(6/8/7/7/6/3; CL 12; DC 15 + spell level)

0th: *Acid Splash*, *Arcane Mark*, *Detect Magic*, *Flare**, *Ray of Frost**, *Mage Hand*, *Mending*, *Message*, *Open/Close*

1st: *Burning Hands**, *Magic Missile**, *Mage Armor*, *Obscuring Mist*, *Sleep*

2nd: *Acid Arrow*, *Bull's Strength*, *Gust of Wind**, *Protection From Arrows*, *Web*

3rd: *Dispel Magic*, *Lightning Bolt**, *Protection from Energy*, *Suggestion*

4th: *Charm Monster*, *Shout**, *Stoneskin*

5th: *Cloudkill*, *Interposing Hand**

6th: *Contingency**

* Evocation spell; DC +1

Elm Forest Lord

16HD Gargantuan Elm Tree Warrior; **hp:** 216

S44 D15 C28 I21 W20 Ch23; **Fort** +19, **Ref** +9, **Will** +10

Init: +2 **Move:** 30 ft.

AC: 28 (-4 size, +2 Dex, +14 natural, +6 deflection), touch 14, flat 26

BAB/Grapple: +12/+41

Full Attack: quarterstaff +28/+23/+18 melee (3d6+25) or *Staff of Thunder and Lightning* (50 charges)

Special Att: Spells

Special Qual: Fast healing 5, low-light vision, plant traits, resistance to energy, spell resistance 26, vulnerability to energy

Skills: Concentration +32, Hide -8, Knowledge (arcana) +24, Listen +24, Sense Motive +24, Spellcraft +24, Spot +24, Survival +24

Feats: Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (Evocation), Improved Counterspell, Spell Focus (Evocation)

CR: 17

Gear: *Staff of Thunder and Lightning* (50 charges) (

Typical Spell List

(6/8/8/7/7/7/6/3; CL 16; DC 16 + spell level)

0th: *Acid Splash*, *Arcane Mark*, *Detect Magic*, *Flare**, *Ray of Frost**, *Mage Hand*, *Mending*, *Message*, *Open/Close*

1st: *Burning Hands**, *Magic Missile**, *Mage Armor*, *Obscuring Mist*, *Sleep*

2nd: *Acid Arrow*, *Bull's Strength*, *Gust of Wind**, *Protection From Arrows*, *Web*

3rd: *Dispel Magic*, *Lightning Bolt**, *Protection from Energy*, *Suggestion*

4th: *Charm Monster*, *Resilient Sphere**, *Shout**, *Stoneskin*

5th: *Cloudkill*, *Interposing Hand**, *Sending*

6th: *Chain Lightning**, *Contingency**

7th: *Prismatic Spray*

* Evocation spell; DC +1

Staff of Thunder and Lightning: Crafted from elm with silver bindings, this staff allows use of the following spells:

- *Shocking grasp* (1 charge)
- *Lightning Bolt* (1 charge)
- *Chain Lightning* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *shocking grasp*, *lightning bolt*, *chain lightning*; Price 17,750 gp.

Tumor

Large Aberration (Extraplanar)

Hit Dice:	7d8+42 (73 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 40 ft. (poor) (8 squares), climb 10 ft. (2 squares)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat 16
BAB/Grapple:	+5/+17
Attack:	Claw +12 melee (1d6+8;19-20/x2)
Full Attack:	2 Claw +12 melee (1d6+8;19-20/x2) and 3 bite +10 melee (1d8+4;19-20/x2) and gore +10 melee (1d8+4) and cold iron lance +12 melee (2d6+12;x3) and 2 slam +10 melee (1d6+4) and sting +10 melee (1d6+4 + poison)
Space/Reach:	10 ft./10 ft. (20 ft. with tentacles and lance)
Height:	9 ft. + 1d4 ft. (11 ft.)
Weight:	600 lbs. + 3d4 x 25 lbs. (1,475 lbs.)
Special Att:	Frightful presence, improved grab, poison, pounce, powerful charge, rake
Special Qual:	DR 10/cold iron and good, darkvision 60 ft., regeneration 6, scent, spell immunity
Saves:	Fort +8, Ref +5, Will +7
Abilities:	S27 D17 C23 I13 W15 Ch12
Skills:	Hide -1, Listen +12, Sense Motive +7, Spot +12, Survival +7
Feats:	Die Hard, Endurance ^B , Flyby Attack, Improved Critical (Bite) ^B , Improved Critical (Claw) ^B , Multiattack
Environment:	Realm of Madness
Organization:	Solitary
CR:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adj:	-

This massive beast trots about like a gaunt horse on four human-like, clawed limbs. Two whirling, barbed tentacles lash at its side, just underneath a pair of titanic gossamer wings. In a third set of upper pair of hands it holds an iron lance. Its repugnant, horned head bears three tooth-filled maws, surrounded by a halo of eight glowing red eyes. Its thrashing tail is a frond of long, lashing ichor-drenched feathers that resemble bloody peacock feathers.

Tumors are frightening creatures drawn from the Realm of Madness for one purpose - to destroy. They are engines of destruction who hunt and chase living prey to destroy it. They do not negotiate, they show no mercy and make no bargains with their prey. Others can only nominally influence them with a promise of greater carnage.

Tumors speak their own language that consists of shrill screams and squeaks. They can mimic the tone of other

voices, but only in screams or cries. They can however, understand any spoken language. They have no concept of written languages, and never trigger or are affected by magical glyphs, symbols or other forms of "written" magic.

Comðac

When a Tumor spots a potential foe, it usually rushes forth to engage in combat, and will not cease fighting until all opponents are slain. They are surprisingly capable of using tactics and planning ambushes, but prefer to stage events allowing them to melee and maul opponents - they enjoy the sheer terror they inspire as they mangle a foe and wallow in the gore they create.

Tumors have been known to sometimes take prisoners for later use as sacrifices. They especially love to do so to wizards, and to elves in particular.

Frightful Presence (Ex): When a Tumor makes a powerful charge, it inspires panic in the charged foe(s) who fail a DC 15 Will save and have 7 or less hit dice or levels. The range is 30 feet, and the duration is usually 5d6 rounds. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Improved Grab (Ex): If tumor hits with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Tumors can only use this ability against medium-sized or smaller creatures. 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.

Poison (Su): The tail frond of a tumor is covered in a toxin that causes victims to experience frightening hallucinations and necrotic rot. Tumor poison (contact; DC 19 Fort; Init: confusion; Sec: 1d2 permanent dexterity). The confusion effects works like a *lesser confusion* spell with a caster level of 7.

Pounce (Ex): When a Tumor makes a charge, it can follow with a full attack, including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex): When a Tumor makes a charge, its gore attack deals 2d8+6 damage in addition to the normal benefits and hazards of a charge.

Rake (Ex): A Tumor gains extra natural attacks when it grapples its foe with its tentacles. Normally, a monster can attack with only one of its natural weapons while grappling, but a Tumor 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



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Regeneration (Ex): A Tumor takes normal damage from acid, good-aligned or law-aligned attacks. Regenerating Tumors can regrow lost portions of their bodies and can reattach severed limbs or body parts in a single round. Severed parts that are not reattached wither and die normally.

Spell Immunity (Ex): A Tumor has complete immunity to any spell that inflicts energy damage (acid, cold, energy drain, fire, force, ice, or sonic). It is also immune to mind-affecting spells, death effects and all symbol and glyph spells. 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.

Tumors on Amōeros

Tuma, the Destroyer, pulled tumors from the Realm of Madness before that god himself was destroyed. Since after the fall of the Elvin Golden Age, no new known tumors have been brought to Amberos; the only ones that exist on Amberos have survived from that ancient age. A handful of the surviving tumors lie in dark places on Amberos, often held in status awaiting to be awakened by a powerful member of Tuma's Waybreath or unsuspecting interlopers into their domain.

Turkon

Medium Monstrous Humanoid

Hit Dice:	8d8+32 (68 hp)
Initiative:	+0
Speed:	15 ft. (3 squares) in full Plate armor; base speed 20 ft. (4 squares)
Armor Class:	31 (+13 natural, +8 full Plate armor, touch 10, flat 31)
BAB/Grapple:	+8/+14
Attack:	No-dachi +12 melee (2d6+9;19-20/x3)
Full Attack:	No-dachi +12/+7 melee (2d6+9;19-20/x3) or Composite longbow (+5 Str) +14/+9/+4 melee (1d8+5;x3)
Space/Reach:	5 ft./5 ft.
Height:	4 ft. 6 in. + 2d8 in. (5 ft. 1 in.)
Weight:	250 lbs + 2d10 x 5 lbs. (305 lbs.)
Special Att:	—
Special Qual:	DR 10/cold iron, low-light vision, resistance to energy 10, SR 14
Saves:	Fort +6, Ref +6, Will +5
Abilities:	S22 D10 C19 I9 W8 Ch8
Skills:	Balance -8, Climb -2, Escape Artist -8, Hide -8, Intimidate +3, Jump -2, Listen +1, Move Silently -8, Sleight of Hand -8, Spot +4, Swim -22, Tumble -8
Feats:	Exotic Weapon Proficiency (No-dachi), Improved Critical (No-dachi), Power Attack ^B , Weapon Focus (No-dachi)
Environment:	Any land
Organization:	Solitary, Pair, or Gang (2-5)
CR:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	By character class
Level Adj:	+2

Before is what you could best describe as a walking turtle in full plate armor. It holds a mammoth sword in its oversized hands, and a powerful-looking bow has been strapped to the side of its armored shell.

Turkons are a race of humanoids born with a turtle-shell like carapace that protects their back and limbs. The turkon are not overly bright, and prize martial prowess over all. Their race has many accomplished metalsmiths, and they routinely send forth warriors bedecked in suits of plate armor to fight opponents to do battle with for the glory of their race. Turkons only speak their own language and refuse to learn the language of other races.

Combat

When a turkon encounters an individual that looks formidable, they generally issue a challenge to that individual to fight in honorable, one-on-one, to-the-death combat. Since turkon issue their challenges in their own language, many races misinterpret the challenge as a mere assault, and simply



retaliate against the turkon's aggression. Turkons do not take prisoners or ask for mercy. Fleeing from combat shames them, and most turkon will willingly die before fleeing to save their own lives.

Resistance to Energy (Ex): Turkons can ignore 10 points of damage from fire, cold, or acid attacks.

Turkon Society

Turkons generally live in small communities at the edges of swampland. The communities are generally controlled by the strongest warrior among the local turkons and is generally male, though males and females are treated with nearly equal respect.

While adult turkon are powerful individuals, younger turkon are easy prey to disease, malnutrition or the abuse of their elders. Unlike most other races, the turkon do not actively defend their young until it grows its own protective shell – which occurs at puberty. It is not unknown for elder turkon to cook and eat their own unshelled young.

Young turkon males grow up constantly competing against each other for food, mates and materials. Young turkon females grow competing learning household duties and seeking desirable mates – although some females spurn the domestic life and seek to fight as equals among males. Such females are usually targeted by the communal leader to be expelled if they do not “calm down”.

This competition among the turkon is generally friendly and non-combative, as the turkon are generally unwilling to kill one another over communal matters. The communal leader is always on watch for troublesome or powerful turkons who

Bestiary Nefarious

have the ability to disrupt tribal life or seem to have the might to possibly dethrone the current leader. Such turkon are usually outfitted with gear for war and dispatched to the larger world to make their own way. Some return, their urge to fight sated, while others never return, seeking to found their own communities. It is rare that a warrior turkon returns to overthrow the provincial leader and take his place.

Turkon on Amderos

Turkons are inhabitants of the outlying regions of Chiamung. Sometimes, individual turkon can be found having wandered out beyond the Tuan hills.

Turkon as Characters

Since turkons are often sent out of their communities to battle, the race is quite prone to become warrior adventurers.

Turkon characters start with the following abilities

- **Base movement rate 20 feet**
- **Low-light vision.** A turkon can see in twilight conditions as far and as clearly as a human can in broad daylight.
- **Monstrous Humanoid type**
- **8d8 racial hit dice.** The character may add 8x his constitution modifier to this total (minimum 1 hit point per die). This also gives the Turkon a +8 Base attack bonus and base saves of Fort +2, Reflex +6, Will +6.
- **(2 + Int mod) x 11 skill points.** A turkon's racial abilities are Intimidate, Listen, and Spot.
- **+12 Str, +8 Con -2 Int, -2 Wis, -2 Chr.** A turkon is extremely muscular creature, but lacking in intelligence and wisdom. Their combative personalities win them few friends.
- **+13 natural armor.** The turkon has a turtle-like shell and his limbs are protected by bony exoskeletal growths.
- **DR 10/cold iron.**
- **Resistance to Energy 10.** A turkon has natural resistance to fire, acid and cold, being able to ignore 10 points of damage from a single attack.
- **Spell Resistance.** A turkon has a spell resistance of 15 + Chr modifier + class levels.
- **Racial feat.** A turkon gains Power Attack feat for free, and gains an additional 3 feats because of racial hit dice.
- **Limited Language.** Despite the character's intelligence score, the character only starts knowing how to speak the turkon language. Additional languages must be purchased using skill points.
- **Favored Class:** Fighter
- **Level Adj:** +2

Turkon worship Ko Kassa. Turkon priests may choose two of the three domains from War, Strength or Fire.

Turkon Champion

8 HD Turkon Fighter 7; **hp** 164

S27 D12 C22 I8 W11 Ch6; **Fort** +13, **Ref** +7, **Will** +7

Init: +5 **Speed:** 15 ft. (3 squares)

AC: 37 (+1 Dex, +13 natural, +13 *full plate* +5), touch 11, flat 36

BAB/Grapple: +15/+23

Full Attack: +5 *No-dachi* +26/+21/+16 melee (2d8+10/x3) or
Composite longbow (+5 Str) +16/+11/+6 ranged (1d8+5;x3)

Special Att: –

Special Qual: DR 10/cold iron, low-light vision, resistance to energy 10, spell resistance 19

Skills: Balance -4, Climb +1, Escape Artist -4, Hide -4, Intimidate +10, Jump +3, Listen +1, Move Silently -4, Sleight of Hand -4, Spot +7, Swim -4

Feats: Cleave^F, Combat Reflexes^F, Endurance, Exotic Weapon Proficiency (No-dachi), Great Cleave^F, Improved Critical (No-dachi), Improved Initiative, Improved Sunder, Power Attack^B, Weapon Focus (No-dachi), Weapon Specialization (No-dachi)^F

CR: 16

Gear: +5 *full plate* (26,800 gp), +5 *no-dachi* (50,500 gp), composite longbow (+5 Str) (600 gp), 20 arrows (1 gp)

Total: 77,901 gp (77,000 gp)

Turtis

Large Monstrous Humanoid

Hit Dice: 4d8+8 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (-1 size, +6 natural, +2 heavy wooden shield), touch 9, flat 17
BAB/Grapple: +4/+13
Attack: Shortspear +9 melee (1d8+5) or composite shortbow +4 ranged (1d8;x3)
Full Attack: Shortspear +9 melee (1d8+5) or Composite shortbow +4 melee (1d8+5;x3)
Space/Reach: 10 ft./5 ft.
Height: 7 ft. 3 in. + 2d8 in. (8 ft.)
Weight: 250 lbs. + 2d8 x 5 lbs. (295 lbs.)
Special Att: -
Special Qual: Darkvision 60ft., scent
Saves: Fort +3, Ref +4, Will +6
Abilities: S21 D10 C15 I13 W15 Ch13
Skills: Balance -2, Climb +3, Craft +4, Diplomacy +5, Escape Artist -2, Hide -6, Jump +3, Listen +6, Move Silently -2, Sense Motive +6, Sleight of Hand -2, Spot +5, Survival +5, Swim +1, Tumble -2
Feats: Combat Expertise, Weapon Focus (Shortspear)
Environment: Warm deserts, plains, hills
Organization: Solitary, Team (2-5) and 0-1 thunder tortoises, Colony (5-20) led by one 5th level chieftain and 1-4 thunder tortoises, or Band (20-40) led by one 5th level chieftain and 0-1 3rd level shaman and 3-12 thunder tortoises
CR: 3
Treasure: None
Alignment: Usually neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adj: -

This horse-sized creature has the lower body of an armored reptile, and the upper body of a scaly humanoid. It's entire back is covered in an armored shell, and in its pudgy, clawed hands it holds a spear and shield.

Turtis are a centauric race of reptilian creatures that strongly resemble turtles. They are defensive in nature, often seen as plodding at times by other races. They are however, extremely patient creatures, and have been known to hold grudges for many years.

Turtis speak Common and lizardfolk. Noble turtis often can speak fey, elvin or draconic.

Combat

Turtis tend to fight in groups with closed ranks. Using a wall of shields to defend themselves, they prefer to use their spears to push opponents into corners or other restrictive areas and force them to surrender.

Lone turtis often have difficulty fighting effectively, as their somewhat slow reflexes (for a tauric creature) hampers them in effectively combating multiple foes.

Society

Turtis tend to live in small communities of thatched mud houses in untamed areas. They live off wild plants, berries and other agricultural products. Most have a disdain of eating meat, and tend to treat those species that do eat meat as inferior or barbaric.

When not forced to fight, most turtis engage themselves in physical labor near their community - tending crops or ornamental gardens, fixing or building small structures or sculptures out of natural materials or tending to household or community duties.

Turtis have a strong bond to the community they dwell in, and often aid with duties that benefit the entire community, or help with chores in other households if they have free time. Turtis tend to have a disdain for idleness, and are often restless if they have no work to occupy their hands.

Individual households of Turtis are normally composed of extended families. The eldest members dwell in a central housing, with each successive generation's dwelling attached to their elder's household, ringing the central dwelling. Most households hold three generations worth of turtis, though among nobles these rings may extend out to five or seven rings.

Turtis often keep thunder tortoises as pets and companions. They often ascribe supernatural powers and abilities to thunder tortoises, and in some tribes believe that thunder tortoises are the reincarnated form of their ancestors.

Turtis on Amōcros

Tribes of turtis are well-known in the Southern Kingdom and the wild areas of Nauwflouwd. Many of the human Aharati tribes have trade relations with turtis tribes, and often even the more "civilized" areas respect turtis tribes and have relations with them to some degree or another. Turtis and turkons have an unusual hatred of each other, and turtis will attack turkon on sight.

Unassuming

Small Outsider (Lawful)

Hit Dice: 2d8+2 (11 hp)
Initiative: +5 (+5 Dex)
Speed: 40 ft. (8 squares)
Armor Class: 20 (+1 size, +5 Dex, +4 natural), touch 16, flat 15
BAB/Grapple: +2/+2
Attack: Slam +7 melee (1d3+4)
Full Attack: Slam +7 melee (1d3+4)
Space/Reach: 5 ft./5 ft.
Height: 3 ft. + 1d6 in. (3 ft. 3 in.)
Weight: 25 lbs. + 1d6 x 2 lbs. (31 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., mold appearance, outsider traits, resistance to energy, telekinesis, worldly knowledge
Saves: Fort +4, Ref +8, Will +3
Abilities: S18 D21 C12 I10 W11 Ch1
Skills: Concentration +6, Control Shape +5, Disguise 0, Hide +14, Listen +5, Move Silently +10, Search +5, Spot +5
Feats: Endurance
Environment: Nirvana
Organization: Solitary
CR: 3
Treasure: None
Alignment: Always lawful neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adj: -

This small humanoid seems to be made of a glittering metal. It has no distinct features, seeming to be smooth over its entire body. Its face is a blank slate, and it has no hair or clothing whatsoever.

Unassuming are small servant creatures from Nirvana, sent to the Mortal Realm to assist mortals and relieve them of mundane tasks.

These creatures gain their name from their rather plain natural plain looks, which can be molded by their master to suit whatever he or she desires - to a point. Their features can be remolded by a mere thought of the master - they often take on the shape of a beloved friend or past companion known to the master, or sometimes appear as children that could pass as offspring of their master.

Unassuming understand the base language of their master and no other. Unless otherwise commanded, they will only respond their master's voice.

Combat

Unassuming are not designed for combat, and are very poor at such. If their master is in immediate danger of harm, unassuming will attempt to intervene if the master does not seem capable of defending or protecting himself; the unassuming has an innate sense of when it should interfere to

help and when it should refrain. Unassuming can never be commanded to fight, even at the whim of the master; they only interfere when the master needs aid, and never beyond assistance to get the master to safety.

Mold Appearance (Su): An unassuming can assume any humanoid shape it's master desires, but always remains at small size. An unassuming must make a Control Shape skill check when changing shape or retaining its "disguise" when damaged. The base DC is 15.

Resistance to Energy (Ex): An unassuming has resistance 10 to acid, cold and fire.

Telekinesis (Su): As per the spell at 6th level ability, sustained force only. The unassuming can move up to 150 lbs at 20 ft. per round for up to 6 rounds at a time. This ability can be used at will as a standard action.

Worldly Knowledge (Ex): Unassuming have great skill in a variety of "household chores". The gain 10 ranks in three of the following skills from the list below. The Unassuming's total skill bonus is listed beside the skill name. Other professions and crafts can be added to the list as the DM deems allowable.

Skill	Total Bonus
Craft (Blacksmith)	+10
Craft (Brewing)	+10
Craft (Carpentry)	+10
Craft (Leatherworking)	+10
Craft (Pottery)	+10
Craft (Woodworking)	+10
Decipher Script	+10
Disable Device	+10
Handle Animal	+6
Open Locks	+15
Profession (Butcher)	+11
Profession (Cook)	+11
Profession (Farmer)	+11
Profession (Grocer)	+11
Profession (Herbalist)	+11
Profession (Manservant)	+11
Profession (Miner)	+11
Profession (Scribe)	+11
Profession (Tailor)	+11
Ride	+15

Unassuming on Amberos

Most unassuming are encountered in the Skienlands, where the Brahman caste has long kept the secret of summoning these assistants a secret through the ages. In fact, some Brahman have kept their unassuming servant through several generations.

The Randese, who once ruled the Skienlands, have a few nobles who know the secret to summoning an unassuming, and have passed that knowledge down through their family lineage.

Urqí

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares)
Armor Class:	20 (+1 Dex, +4 natural, +4 chain shirt, +1 buckler), touch 11, flat 19
BAB/Grapple:	+2/+5
Attack:	Scimitar +5 melee (1d6 +3)
Full Attack:	Scimitar +5 melee (1d6 +3) or claw +5 melee (1d4 +1) or shortbow +5 melee (1d6 +3)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 1in. + 2d4 in. (5 ft. 6 in.)
Weight:	80 lbs. + 2d6 x 3 lbs. (105 lbs.)
Special Att:	Energy drain, fear aura
Special Qual:	DR 5/bludgeoning, darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	S17 D13 C0 I10 W13 Ch13
Skills:	Balance -2, Climb 0, Escape Artist -2, Hide +5, Intimidate +8, Jump 0, Listen +4, Move Silently -2, Ride +8, Sleight of Hand -2, Spot +5, Swim -7, Tumble -2
Feats:	Dodge, Improved Initiative
Environment:	Any Land
Organization:	Solitary
CR:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	-

This humanoid has gray, pale skin and bulging, yellowed eyes. It wears a chain shirt and wields both a rusty scimitar and buckler. Perhaps most disturbing, it bears wounds that you know no living being should have survived, and a sudden, cold chill seems to surround it.

Urqi are undead soldiers who betrayed their comrades and were slain in the combat that followed. They are hateful and spiteful creatures who seek to slay any living opponent they meet.

Urqi are intelligent, retaining most of the mischievous memories of their old life. They have been known to use this knowledge to hunt down prey and to prepare against opponents they may face.

Urqi speak Common and abyssal.

Comðac

Urqi were former warriors, and fight with all the craft and skill they possessed in life. Though they have often been stripped of some of their more formidable abilities they had in life, they tend to make up for such losses with sheer ruthlessness in combat.

Urqi make full use of their intelligence and cunning. Often, their first act is take revenge on whoever slew them. Many times, knowing that their opponent was more powerful than themselves, they will seek out friends or loved ones important to their opponent and use those emotional bonds to arrange the defeat of their opponent or vent their revenge upon such individuals.

Energy Drain (Su): The claw attack of an urqi drains the vital energy of victims that it touches. Each successful energy drain bestows one negative level. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. The urqi 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. After 24 hours, the victim must make a DC 14 Fort save per level drained or the drain becomes permanent. A victim who gains a number of negative levels that exceeds its hit dice or character level is instantly slain and rises in 1d4 rounds as a zombie under the urqi's control. An urqi can control up to 8 HD of zombies; any additional become uncontrolled.

Fear Aura (Su): As a free action, a urqi can cause the air to suddenly chill, creating the effects of a fear spell cast at 4th level on those within 30 feet. The Will DC is 14.

Urqi on Amðeros

Many Randese soldiers during the Randu war were secretly worshippers of Titanicus who drove or tricked their companions into many battles. Some of these devout Titanicus followers even lead their comrades into suicide attacks to further foment the war on both sides. Some of these betrayers committed crimes so foul that they have arisen as Urqi and haunt the desolate borders between Randu and other countries, looking to stir trouble wherever they can.

Vampire Rat

Diminutive Animal

Hit Dice: 1/8d8 (1 hp)
Initiative: +3 (+3 Dex)
Speed: 15 ft. (3 squares), burrow 5 ft. (1 square)
Armor Class: 17 (+4 size, +3 Dex), touch 17, flat 14
BAB/Grapple: 0/-17
Attack: Bite +3 melee (1d2-5)
Full Attack: Bite +3 melee (1d2-5)
Space/Reach: 1 ft./0 ft.
Length: 6 in. + 1d3 in. (7 in.)
Weight: 1 lb.
Special Att: Attach, blood drain, disease
Special Qual: Low-light vision, scent
Saves: Fort +2, Ref +5, Will +0
Abilities: S1 D17 C10 I2 W11 Ch6
Skills: Climb -5, Hide +17, Listen +3, Move Silently +5, Spot +2
Feats: Stealthy, Weapon Finesse^B
Environment: Any underground
Organization: Solitary, Brood (2-5), Nest (5-20), or Drove (20-40)
CR: 1/4
Treasure: None
Alignment: Always neutral
Advancement: ¼ – ½ HD (Diminutive); ½ -1 HD (Tiny)
Level Adj: -

This small black rodent has needle-like teeth and a long, hairless tail. It has triangular ears and a thin, long snout that seems to be caked with dried blood.

Vampire rats are cousins of vampire bats. They live in underground areas, burrowing maze-like warrens and feeding off the blood of sleeping animals and humanoids they come across.

These pests are feared and reviled for the diseases they carry and their habits of drinking the blood of their victims. They are sometimes employed as a means of execution by certain underground races (such as Derro) or taken as familiars by bloodthirsty or vicious underdark wizards. Vampire rat familiars grant the same bonus to its master as a regular rat.

Comðac

Vampire rats prefer to attack inert or sleeping targets when alone, but have been known to swarm prey when in large numbers. Their saliva contains a mild anesthetic and anticoagulant, allowing them to wound their prey and then lap up the resulting blood without worrying about the blood flow ceasing. However, once the creature stops feeding on blood, the blood flow will begin to staunch and quickly prevent additional blood loss.

Vampire rats are easily scared by bright lights or fire, and will often flee in panic (sometimes creating stampedes when in large numbers).

Attach (Ex): If a vampire rat hits with a bite attack, it automatically attaches to the victim and can begin to drain blood. A vampire rat can be removed with a successful grapple check made by the opponent it has attached to, or if the rat is slain.

Blood Drain (Ex): When attached to a victim, a vampire rat can drain 1d4 points of Constitution per round. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Disease (Ex): Vampire rats are carriers for black blood fever (Type: Injury; Fort DC 10; Dam: 1d3 Con). Black blood fever causes the victim to suffer fever and chills, even as the victim's blood vessels and blood takes on a dark, almost black color and becomes increasingly thicker.

Vampire Rats on Amðeros

These beasts tend to be found mostly in the Crystalmire mountains and the surrounding lands. It is known that the Ghan filled the tomb of the tyrannical Huren with these creatures to destroy his coffin and effects for the afterlife, and as a result, they are sometimes encountered in areas of Randu and the east.

Vegerot

Small Ooze

Hit Dice: 3d10+6 (22 hp)
Initiative: -5
Speed: 15 ft. (3 squares)
Armor Class: 6 (+1 size, -5 Dex), touch 6, flat 6
BAB/Grapple: +2/-3
Attack: Slam -2 melee (1d3-1 + disease)
Full Attack: Slam -2 melee (1d3-1 + disease)
Space/Reach: 5 ft./5 ft.
Diameter: 3 ft. + 2d8 in. (3 ft. 9 in.)
Weight: 20 lbs. + 2d8 lbs. (29 lbs.)
Special Att: Disease
Special Qual: Ooze traits, scent, tremorsense
Saves: Fort +2, Ref -4, Will -4
Abilities: S9 D1 C12 I- W1 Ch1
Skills: Hide +9, Listen -5, Spot -5
Feats: Toughness
Environment: Any land
Organization: Solitary, Pool (2-5), or Colony (5-20)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Small); 7-9 HD (Medium)
Level Adj: -

Suddenly, the greenish mass of decaying vegetation stirs, gliding towards you as if to attack.

Vegerot is a dangerous living fungus-like slime that survives by consuming living matter. It primarily feeds off of plant leaves and grass, but will attack living creatures without provocation if it senses them nearby.

Unlike most other slimes/oozes, vegerot does not use acid to digest its prey. Instead it infects living matter with a disease that breaks down the prey's body for it.

Combat

Vegerot fears nothing, and is drawn to the "smell" of living matter. It also can detect the presence of living creatures through the victim's motion. Vegerot is extremely straightforward - it will make a beeline for its prey, ignoring hazards, barriers and possible pitfalls in its desire to reach its prey. It always moves towards the closest, largest living thing and is never seemingly sated.

Disease (Ex): Contact with vegerot can infect a victim with a rotting disease. Stinking Rot Disease (Incubation: 1d3 days; DC 12 Fort; Dam: 1d6 Con). A victim who takes any Con damage from stinking rot exudes a foul smell that nauseates those within 5 ft. of the victim if they fail a Fort save DC 10. Those with the scent ability can easily track those suffering from stinking rot.

Tremorsense (Ex): Vegerot is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 60 feet of the vegerot's location.

Skills: A vegerot gains a +10 racial bonus to hide when in natural surroundings.

Vegerot On Amöeros

Found mostly in areas of the cursed Living Forest, there have also been reports of the substance being encountered in the Demon Jungle and remote portions of the Yaz Jungle, as well as in areas of the Golens and Kennestone Forest. The Twilight Forest seems to loathe vegerot, and uses its psionic ability to destroy any trace of this substance before it can enter the mysterious woods.

Vengal

Large Monstrous Humanoid

Hit Dice: 4d8+12 (30 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft. (4 squares) in scale mail armor; base speed 30 ft.
Armor Class: 15 (-1 size, +2 Dex, +4 scale mail armor), touch 11, flat 13
BAB/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 Claw +7 melee (1d6+4) and bite +5 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Height: 8 ft. + 2d8 in. (8 ft. 9 in.)
Weight: 250 lbs. + 2d10 x 7 lbs. (327 lbs.)
Special Att: Pounce
Special Qual: Darkvision 60 ft., scent
Saves: Fort +4, Ref +6, Will +6
Abilities: S19 D15 C17 I11 W15 Ch12
Skills: Balance -2, Climb +3, Escape Artist -2, Hide -6, Jump 0, Listen +5, Move Silently -2, Sense Motive +6, Sleight of Hand -2, Spot +6, Swim -4, Tumble -2
Feats: Improved Grapple, Improved unarmed strike^B, Multiattack
Environment: Warm land
Organization: Solitary, Cluster (2-5), or Pride (5-20)
CR: 3
Treasure: Standard, no coins
Alignment: Usually neutral
Advancement: By character class
Level Adj: +4

This humanoid stands at least nine feet tall and is covered in soft fur reminiscent of a tiger's orange fur, complete with black stripes. Its hands end in sharp, yellow claws, and it wears a suit of scale mail armor.

Vengal are powerful creatures that live in tropical lands and enjoy combat and hunting. They prefer to hunt other intelligent creatures, pitting their own wit against their prey. The more dangerous their opponent, the better thrill they gain from the hunt.

Vengal occasionally travel to civilized areas, looking for adventure or worthy prey. Few dare to oppose them when they happen into other races cities, and those who do usually end up skewered on the vengal's claws for their insolence.

Vengal speak their own language, but have been known to learn the language of prey they Commonly stalk - all the better to understand and frighten their prey.

Combat

Vengal are cunning and skillful fighters, preferring unarmed melee attacks with which to engage foes. Vengal prefer to observe their opponent for some time before striking, so as to best gauge their opponent's strength and weaknesses.

When a vengal strikes, it is usually a swift and brutal attack, designed to bring their foe down quickly with minimal fuss.

Vengal rarely use weapons, and it is even rarer for them to ranged weapons or magic when chasing or facing prey. However, some vengals have taken up the use of weapons or spells in their hunt and feel no shame in doing so - the only thing that matters is the final result.

Pounce (Ex): When a vengal makes a charge, it can follow with a full attack

Vengal Society

Vengal normally live in a tribal existence in small communities in the wild. These communities often hunt in one or more packs, both tracking prey required to keep their village alive and seeking out prey for the pleasure of hunting. Many communities are made up of one or more clans, with each clan containing blood relatives of a well-known lineage in the community. It is not uncommon for the various clans to have healthy rivalries against each other, and some clans have been known to exist in more than one community. In all cases, clan loyalties are considered to be stronger than community loyalties, though few vengal will act in a manner to harm their community for the sake of the clan.

Both sexes tend to be hunters, though hunter groups tend to be all one gender or the other. A singular individual who acts as the coordinator and leader leads all hunting groups. Often, this pack leader is the strongest and most skilled member in the group, though there are rare exceptions.

Vengal cubs are often attached to hunting groups - the cubs are expected to watch and learn until the pack leader feels the time has come for the cubs to fully join the group as a hunter.

Surprisingly, vengals do not have prejudice against magic. While most vengal simply do not have the skill for magic, they see it as no more or less than a tool to aid in the hunt. Those few vengal who can wield magic are sometimes sought out because of their greater skills and the many trophies their kind can help acquire for the clan.

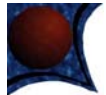
Vengal on Amōcros

Vengals tribes are scattered through the Skienlands and Lanster. They are greatly feared by many Skierian citizens to the point that the government has created a special division of the army to hunt down troublesome vengal and kill them. However, the government takes care to keep its activities low-key, lest the individuals become the focus of hunts by other vengals or the vengal tribes unite against the threat.

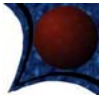
Vengal as Characters

Individual vengal "hunters" tend to be quite Common for the species. These individuals usually have left their clan to prove their mettle or to simply gather as much honor and trophies as they can collect.

Vengal characters have the following abilities.



Bestiary Nefarious



- **Large size.** A vengal, due to its size, has a –1 size penalty to hit and AC. They gain a +4 bonus to grapple checks but suffer a –4 penalty to Hide skill checks. A vengal has a natural 10 ft. reach.
- **Base speed 30 feet.**
- **Darkvision 60 feet.** A vengal can see in complete darkness up to 60 feet. Darkvision is black-and-white only.
- **4d8 Hit Dice.** A vengal adds four times his constitution bonus (min 1 hp) to this total. This gives the vengal a Base attack bonus of +4 and base saves of Fort +1, Reflex +4 and Will +4.
- **+8 Str, +4 Dex, +6 Con, +4 Wis, +2 Chr.** Vengal are strong, quick and hardy. They have sharp senses and a strong sense of self.
- **(2 + Int mod) x 4 skill points.** A vengal's racial skills are Climb, Spot, Listen, Jump and Sense Motive.
- **Bonus racial feat Improved Unarmed Strike.**
- **Pounce (Ex):** When a vengal makes a charge, it can follow with a full attack
- **Natural Attack.** A vengal gains a natural attack routine of 2 claws and a bite. The claws deal 1d6 damage + Str bonus, the bite deals 1d8 damage + ½ Str bonus. The bite is considered a secondary attack.
- **Favored Class:** Ranger
- **Level Adj:** +4

Vengal worship nature and not any specific god. Vengal clerics can choose two of the three following domains: Animal, Earth or Plant.

Vaporshroud

Gargantuan Undead (Incorporeal)

Hit Dice: 16d12 (104 hp)
Initiative: +1 (+1 Dex)
Speed: fly 20 ft. (perfect) (4 squares)
Armor Class: 7 (-4 size, +1 Dex, +3 deflection), touch 10, flat 10
BAB/Grapple: +8/+20
Attack: Slam +4 touch (1d6 + energy drain)
Full Attack: Slam +4 touch (1d6 + energy drain)
Space/Reach: 20 ft. (16 squares)/0 ft.*
Diameter: 18 ft. + 2d8 ft. (27 ft.)
Weight: -
Special Att: Energy drain
Special Qual: Darkvision 60 ft., DR 10/magic +1, mutable shape, obscure vision, share space, SR 22, turn resistance 4, undead traits
Saves: Fort +7, Ref +8, Will +13
Abilities: S-, D13 C- I10 W12 Ch17
Skills: Hide -9, Listen +1, Move Silently +3, Search +19, Sense Motive +20, Spot +20
Feats: Combat Reflexes, Flyby Attack, Great Fortitude, Iron Will, Lightning Reflexes, Stealthy
Environment: Any land
Organization: Solitary
CR: 15
Treasure: None
Alignment: Always neutral
Advancement: 17-32 HD (Gargantuan); 33-48 HD (Colossal)
Level Adj: -

Drifting slowly towards you is a volumous cloud of white vapor. Cold air surrounds the white wisps and you swear you can hear whispered murmuring and tinkling bells emanating from the mist. You also swear you could see shapes in the mist - and many eyes watching you.

A vaporshroud is an undead created when many individuals die an otherwise avoidable death in a single area. For example, those who die in a fire because the entrance was blocked, or sailors who die upon the reefs in a fog bank are prime candidates for creating a vaporshroud.

Vaporshroud are very shrewd, and often have a purpose in mind - often seeking to punish someone they feel to blame for their deaths. Some vaporshrouds have been known to the descendants of individuals that vaporshroud believed responsible for their deaths, sometimes even centuries after their own deaths.

Vaporshrouds cannot speak directly, but those caught in their mists can sometimes hear the mutterings of the slain within its folds; it is not uncommon for the vaporshroud to deliver a message or repeat the last words on their dying lips to those they are about to consume.

Combat

Vaporshrouds slowly wind their way to their targets and enshroud them in mist. They cannot strike opponents outside of their misty form, and must envelope an opponent to strike them. They strike by means of a phantom blow that can take one of many forms - claws, fists, biting or even the appearance of weapons aimed at opponents. The very touch of the vaporshroud drains life, and it will attempt to suck the very life from an individual.

Energy Drain (Su): The phantom blows of a vaporshroud drain a negative level with each successive hit. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. The vaporshroud 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. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 21). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Mutable Shape (Ex): The vaporshroud can change its general shape as it chooses. It always fills a volume of sixteen 5-foot squares, but may arrange its form in any pattern it wants, so long as at least one of the 5-foot squares touches at least one other 5-foot square.

Obscure Vision (Ex): As a free action, a vaporshroud can make itself appear like a thick mist. When it does so, it reduces all sight to 20 foot maximum and incurs a 20% miss chance (it's own attacks are unaffected) to all attacks made into or through the vaporshroud.

Share Space (Ex): A vaporshroud can enter, occupy or leave the space of another being (and in fact needs to be in the same space as an opponent to properly attack an opponent) and act normally without drawing an attack of opportunity.

Vaporshrouds on Amōeros

Vaporshrouds are generally found around the Black Hills of Misake, where Black Marentail killed entire towns in his quest to master necromantic magic. Vaporshrouds can also be found in ancient battlefields where the soul-energy of the dead are not strong enough to form ghosts.

Whispling

Medium Plant

Hit Dice: 1d8 (4 hp)
Initiative: +4 (+4 Dex)
Speed: 10 ft. (2 squares)
Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat 11
BAB/Grapple: 0/-2
Attack: Needle +5 ranged (1d3-2 + poison) or bite – 2 melee (1d4-2)
Full Attack: Needle +5 ranged (1d3-2 + poison) or bite – 2 melee (1d4-2)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. + 2d8 in. (5 ft. 9 in.)
Weight: 40 lbs. + 2d8 x 3 lbs. (67 lbs.)
Special Att: Blood drain, Poison
Special Qual: Low-light vision, plant traits
Saves: Fort +2, Ref +4, Will +1
Abilities: S6 D19 C10 I2 W13 Ch5
Skills: Hide +16, Listen +1, Move Silently +12, Spot +1, Swim +6
Feats: Point Blank Shot
Environment: Warm marshes
Organization: Solitary, or Cluster (2-5)
CR: 1
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Medium); 3 HD (Large)
Level Adj: -

You suddenly realize there is no wind bending the nearby reeds when you hear a whistling sound ring from the plants.

Whisplings are carnivorous, semi-sentient plants that live on riverbanks in marshy areas. Using their natural concealment, they lie in wait for victims to pass near then bend their reed-like structures toward the victim and fire poisoned darts at their prey. Once the poison has incapacitated the prey, the plants move to feed off the victim's blood.

Combat

Whisplings remain fairly motionless, attempting to disguise themselves as or among normal marshy reeds. When prey comes within 30 feet of their position, they bend their reed-like structures at the victim (in a manner akin to aiming a blowgun) and fire poisoned darts. Once the poison has incapacitated the victim, the plant moves to its prey and usually attempts to drown it before consuming its body mass, starting with draining the victim's blood.

Blood Drain (Ex): A grappling whispling can choose to drain 1d4 Con from its victim per round with a successful grapple check. Lost constitution points can be regained with regular rest or magic.

Improved Grab (Ex): If a whispling hits with its bite attack, it may choose to start a grapple without provoking an attack of opportunity. A whispling can grapple a large-sized opponent or smaller.

Poison (Ex): The needle attack of a whispling delivers a paralyzing toxin (Type: Injected; Fort DC 10; Init: Paralysis; Sec: 1d2 Dex) The paralysis caused by the poison lasts for 1d4 minutes.

Skills: A whispling has a +8 racial bonus to Hide, Move Silently and Swim checks.

Whispling on Amōcros

Most whisplings are found along the marshy riverbeds in Llannhanex and Iannhanex. A few of these creatures have been encountered in Simera, and there are tales of the plants cropping up in the Golens.

Wodosen

Medium Fey

Hit Dice:	4d6+16 (30 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 ft. (6 squares)
Armor Class:	21 (+4 Dex, +7 natural), touch 14, flat 17
BAB/Grapple:	+2/+10
Attack:	Slam +11 melee (1d4+8)
Full Attack:	2 Slam +11 melee (1d4+8)
Space/Reach:	5 ft./5 ft.
Height:	5 ft. 3 in. + 1d8 in. (5 ft. 7 in.)
Weight:	100 lbs. + 2d4 x 5 lbs. (125 lbs.)
Special Att:	Wild swing
Special Qual:	Low-light vision, resistance to cold 15, spell-like abilities, spell resistance 14, vulnerability to fire
Saves:	Fort +5, Ref +8, Will +5
Abilities:	S27 D19 C19 I8 W13 Ch15
Skills:	Climb +15, Escape Artist +11, Hide +4, Jump +15, Listen +1, Move Silently +11, Spot +8
Feats:	Improved Sunder, Power Attack, Weapon Focus (Slam) ^b
Environment:	Cold, Temperate forests
Organization:	Solitary, or Team (2-5)
CR:	3
Treasure:	None
Alignment:	Usually neutral (evil tendencies)
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adj:	-

From the underbrush rushes a tall, slim humanoid that seems to be carved from the trunk of a tree. Its massive arms end in huge wooden mallets instead of hands, and it comes at you swinging.

Wodosen are malicious fey creatures that enjoy beating on things. They are extremely strong creatures, but not too bright, and have little care beyond causing mischief and mayhem.

It is very rare for a wodosen to be lucid enough to listen to reason, but they have been known to on rare occasions to communicate with others. However, the quickest way to offend them is to attempt to offer them something that they must hold (such as money, food or even a document). They are very sensitive to their lack of hands, and such slights, even if unintentional, can send them into a berserk fury.

Wodosen speak fey and no other language. They rarely mince words and have no time for idle chat. They tend to respond to intimidation better than diplomacy; attempts at diplomacy usually backfire as the Wodosen tends to see the speaker as an easy target to a good wallop.

Combat

Wodosen charge opponents with reckless abandon, swinging their mighty hammer-fists. They have a knack for

destroying items via their improved sunder ability, and revel in the mayhem such actions cause.

Wild Swing (Ex): As part of a charge or as part of its normal attack routine, a Wodosen can take a –2 penalty to all its attacks for the round to make an extra attack.

Resistance to Cold (Ex): A wodosen ignores up to 15 points of cold damage each time it takes damage from such an attack.

Spell-like abilities (Sp): At will – *Faerie fire*, *Magic Fang*, *Goodberry*. 1x/day – *Bull's Strength*, *Chill Metal*, *Longstrider*. All spells are cast at 4th level ability and have a DC of 12 + spell level.

Vulnerability to Energy (Ex): Wodosen have a vulnerability to fire, and takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Wodosen on Amberos

Thought to originally have been laborers crafted from the woods themselves by elves, these creatures are very rare in elvin forests. It is thought by many that at some point – perhaps after the fall of the Elvin Golden Age, that wodosen freed themselves from elvin slavery and retreated into those places in the world comfortable to them, but far away from elvinkind and other fey.

Xanthus

Large Magical Beast

Hit Dice: 3d10+12 (28 hp)
Initiative: +2 (+2 Dex)
Speed: 60 ft. (12 squares)
Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat 13
BAB/Grapple: +3/+11
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4) and hoof +1 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Length: 7 ft. + 1d3 ft. (8 ft.)
Weight: 450 lbs. + 1d6 x 50 lbs. (600 lbs.)
Special Att: Improved Trip
Special Qual: Darkvision 60ft., detect good, low-light vision, scent
Saves: Fort +7, Ref +5, Will +3
Abilities: S18 D14 C19 I8 W15 Ch12
Skills: Hide -2, Listen +5, Spot +5
Feats: Endurance, Run
Environment: Temperate plains, hills
Organization: Solitary, or Family (2-5)
CR: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 4-6 HD (Large); 7-9 HD (Huge)
Level Adj: -

This large, black horse has red, reptilian eyes and a mouth filled with sharp teeth. Its hooves look much sharper than a Common horse, and its mane is wild and long - as well as matted with blood.

Xanthus are flesh-eating horses thought to be fiendish descendants of normal horses. They roam the wilderness and hills in small packs, hunting other creatures in a manner similar to that of a wolf pack. They seem to prefer humanoid flesh - elvin flesh in particular.

While most Xanthus are wild creatures, they can sometimes be captured and train as vicious riding and fighting beasts - though a humanoid rider should beware for they will often turn on a master at the first sign of weakness.

Xanthus can speak a guttural version of Common. Most xanthus packs however, use nonverbal communication to hunt, track and coordinate bringing down prey.

Combat

Xanthus often attempt to bull rush and trip an opponent, where it can crush and bite its foe to death. They dislike running prey to ground, and prefer to ambush opponents and maim or hobble prey so that its victim cannot easily escape. Xanthus prefer their meals alive while they feast, and have been known to torture prey before delivering a killing blow.

Detect Good (Sp): This special ability duplicates the effects of a *detect good* spell. It can usually be cast at will. Xanthus prefer prey of good alignment, and will use this ability to find such victims.

Improved Trip (Ex): If a xanthus hits an opponent with a bite, it can immediately attempt to trip the opponent, without provoking an attack of opportunity.

Training a Xanthus

It is practically impossible to train an adult xanthus to become a willing mount, though incredibly strong-willed and mean-spirited individuals have managed to do so (DC 35 minimum). Most xanthus mounts are captured and raised as colts away from the presence of others of their kind. Only once they reach adulthood are xanthus mounts allowed near other xanthus. Training a xanthus takes 6 weeks and a DC 25 Handle Animal check. Trained xanthus can be purchased for 250 gp.

A xanthus can carry up to 300 lbs as a light load, 301-600 lbs. as a medium load, and 601-900 lbs. as a heavy load. A xanthus can drag 4,500 lbs.

Xanthus on Amōeros

Xanthus are only found in the wild steppes of the east, which is dominated by Randu. They can, on rare occasions, be found in the west (and are always imports from the east), but few would dare admit that they procured such an evil creature for their own use. Legend has it that evil Ghan in the employ of the Skyland Hold bred the first Xanthus, and they have become a symbol of ruthlessness among the Saracens of Randu. Most high-ranking officers in Randu's army use a xanthus as their mount; many of the crueler lords allow the xanthus to eat prisoners or hunt down and kill deserters from the ranks.

Xercean

Medium Undead

Hit Dice: 4d12 (26 hp)
Initiative: +4 (+4 Dex)
Speed: 40 ft. (8 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat 13
BAB/Grapple: +2/+6
Attack: Bite +6 melee (1d6+4)
Full Attack: 2 Bites +6 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Height: 5 ft. 1 in. + 2d4 in. (5 ft. 6 in.)
Weight: 60 lbs. + 2d4 x 3 lbs. (75 lbs.)
Special Att: Consume flesh, curse of slavery, improved grab
Special Qual: DR 3/-, darkvision 60 ft., detect living, spell resistance 14, undead traits
Saves: Fort +1, Ref +5, Will +5
Abilities: S19 D19 C- I6 W13 Ch7
Skills: Listen +4, Search +2, Spot +8
Feats: Die Hard, Endurance
Environment: Any land
Organization: Solitary, Band (2-5), Pack (5-20), or Mob (20-40)
CR: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adj: -

This gray-skinned humanoid lurches from the dark with unexpected speed and ferocity. Its eyes has glazed over with a milky white film and numerous sores and open wounds cover its body. It stretches forth its hands to reveal leech-like mouths instead of palms.

Xerceans are undead warriors for a long-fallen liche known as Xerces. They scour the land in search of prey to convert to their legion, in an unending tide of undeath. Xerceans are often mistaken for zombies, until one sees the leech-like mouths on the creature's hands. They are also frightenly quick and strong, and dogged in their pursuit of the living. Few who have fled from a xercean has kept out of their clutch for long.

Xerceans sometimes murmur phrases in a language they knew in life. In most cases, the phrases merely are a repeat of the last living thought or words spoken by the Xercean before its transformation. They do not respond to attempts to communicate.

Combat

Xerceans rush opponents and attempt to overwhelm them as quickly as possible. They have little grasp of tactics, though given time they can figure out ways to circumvent obstacles or bypass obstructions. While they travel in packs, they do not form long-term plans or employ advanced tactics, though they seem to grasp enough to flank opponents or

advance behind cover from ranged attacks. Xerceans have been known to sacrifice themselves to wear down foes or bridge obstacles to allow other members to advance upon the enemy.

Once a Xercean engages an enemy, it is to the death - either its own or the opponents, or both.

Consume Flesh (Su): An injured xercean can devour the flesh of a living or recently deceased (less than 1 hour dead) corpse to heal its own wounds. For every 2 hit points of damage it deals with its bite attack, the xercean heals 1 hit point. A xercean cannot exceed its unwounded hit point total.

Curse of Slavery (Su): A victim slain by a xercean's bite attack will rise as a xercean at the falling of the next dusk. Once a victim rises as a xercean, the effect can only be reversed by a *wish* or *miracle* spell, which renders the body an inert corpse. If the victim is buried in consecrated ground, or the body is subjected to a *dispel evil* or *break enchantment* spell before the next sundown, the victim will not rise as a xercean.

Improved Grab (Ex): If a xercean hits 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. A xercean can grapple up to a large-sized opponent. When a xercean 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.

Detect Living (Sp): As per the detect good spell, but instead revealing the presence of living beings.

Xerceans on Amberos

Xerces was a powerful liche and head of the Animator cult in the years following the Dark Age. He was slain by the forces of the Kingdom of Swordfall and his undead routed to the Black Hills nears the ruins of Black Marentail's skullish keep. Since that time, the members of the Red Cabal have used powerful magics to keep the xercean population in check - often having to root out forces of the Black Cabal and other Animator cult leaders in the process.

Rumor has it that a liche in Randu has learned the secret to the creation of these creatures and they have begun to appear in the blasted wastes of that realm. So far, it appears all who have opposed these xerceans have failed.

Xlexi

Medium Humanoid (Goblinoid)

Hit Dice: 7d8+14 (45 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
Armor Class: 22 (+2 Dex, +4 natural, +4 chain shirt, +2 heavy wooden shield), touch 12, flat 20
BAB/Grapple: +5/+8
Attack: Annulis blade +8 melee (1d8+3 + 1d4+1 PSPs;x3)
Full Attack: Annulis blade +8/+3 melee (1d8+3 + 1d4+1 PSPs;x2)
Space/Reach: 5 ft./5 ft.
Height: 4 ft. + 2d4 in. (4 ft. 5 in.)
Weight: 75 lbs. + 2d4 x 5 lbs. (100 lbs.)
Special Att: -
Special Qual: Darkvision 60 ft., Detect psionics, immune to energy, PR 19, scent
Saves: Fort +4, Ref +4, Will +7
Abilities: S17 D15 C15 I19 W15 Ch21
Skills: Balance -2, Climb -1, Escape Artist -2, Hide +8, Jump -1, Listen +12, Move Silently +8, Search +14, Sense Motive +12, Sleight of Hand -2, Spot +12, Swim -9, Tumble -2
Feats: Closed Mind^B, Exotic Weapon Proficiency (Annulis blade), Hostile Mind, Mental Resistance^B, Psionic Hole^B, Weapon Focus (Annulis Blade)
Environment: Any land
Organization: Solitary
CR: 5
Treasure: Standard
Alignment: Usually Lawful evil
Advancement: By character level
Level Adj: +8

This hunched, green-skinned humanoid has long black hair and a body covered with strange tattoos. It wears a chain shirt and bears a wooden shield. It also wields a strange blue-green blade that ends in a large disk covered with strange runes.

Xlexi are psychic holes who hunt down psionics and slay them. They have an unnatural hatred and loathing of all things psionic.

It is thought the Xlexi are an offshoot of the goblin race who evolved to counter the races lack of psionic ability. It is not unknown for Xlexi to work with goblinoids, though with their obviously superior intellect they often find themselves at odds with goblinoid bestiality.

Xlexi speak goblinoid and their own tongue. They often use the latter when hunting in groups against psionics, and refuse to teach the language to other races.

Combat

A Xlexi fights with great cunning and skill. They prefer to melee opponents, and will always seek to battle those

with psionic abilities or gear above all others. They rely on the annulis blade to help them thwart psionic attacks and bring down such foes.

Detect Psionics (Sp): As per the *detect magic* spell, except it detects creatures with power points or items imbued with psionic abilities.

Immune to Energy (Ex): A Xlexi takes no damage from acid, cold, fire or sonic attacks.

Society

Xlexi live in small clans in out-of-the-way places where they are least likely to be hunted by others. When clan members learn of the location of psychics or psionic items, they often send one or more of their members to hunt down and destroy the individual or item. The xlexi thus sent is not allowed to return to the clan until they fulfill their mission.

Among the xlexi, males tend to be dominant in matters of rulership and say in family matters, but it is not impossible for females to rise to positions of power or influence in a clan. In some cases, females have been known to rule clans, though such affairs rarely last long - usually once a male heir of the former clan leader reaches adulthood, the clan matters are turned over. Some females, however, have been known to fight such losses of power, though most turn out badly for the clan matriarch.

Xlexi clans sometimes arrange large gatherings where they swap stories, feast and otherwise carouse and enjoy themselves. This usually occurs at least once a year, and some clans meet biannually on a regular basis. Xlexi have been known to organize psionic witch hunts at these clans meetings, descending on psionic organizations or strongholds in a mass battle to the death. However, such hunts tend to be rare as they tend to greatly reduce the strength and numbers of the xlexi clans.

Xlexi on Amōcros

Ziga managed to persuade several goblins during the Elvin Golden Age to be altered to become psionic hunters. She played on the goblinoids fears of a rebirth of the Time of Technology in the form of a psionic revolution. The goblinoids fell for the ploy, and Ziga worked her transformation on them. When the entire goblinoid race was transformed into their hideous shapes near the end of the Elvin Golden Age, the Xlexi were not left unscathed. However, their superior intellect allowed them to shrug off the yoke of becoming slaves to Ziga, though they are still slaves to their dark hunger to destroy psions.

Annulis Blade

An annulis blade is an exotic martial weapon somewhat resembling a longsword with a large disk attached to the end of the blade. True annulis blades are made of a special material called Nilium that drains psionic power points from its victim. Annulis blades can be magically enchanted, but cannot be psionically enchanted, due to the psi-draining material it is made of. Annulis blades are always considered to be of masterwork quality. **Cost:** 2,000 gp; **Size:** M; **Damage:** 1d8; **Critical:** 20/x3; **Special:** on a successful hit, victim must make a Will save (DC 15 + damage dealt) or lose their psionic focus and 1d4+1 power points.

Xlexi as Characters

Many Xlexi encountered are individuals on quests away from the clan hunting down psions or psionic items to destroy. Only the most unusual xlexi can put aside their racial hatred of psionics to adventure with such individuals, and no being has ever heard of xlexi doing so.

Xlexi characters have the following abilities.

- **Medium size.**
- **Base movement rate 30 ft.**
- **Str +6, Dex +4, Con +4, Int +8, Wis +4, Chr +10.** Xlexi are incredibly strong, hardy and agile. They are also quite intelligent, cunning and exceptionally strong of character.
- **7d8 hit dice.** A Xlexi adds seven times its Constitution modifier to this total. A xlexi has a Base attack bonus of +4 and base saves of Fort +2, Reflex +2 and Will +5.
- **Darkvision 60 feet.** A Xlexi can see in utter darkness out to a range of 60 feet. Dark vision is black-and-white only.
- **+4 Natural AC.**
- **Detect Psionics (Sp):** As per the *detect magic* spell, except it detects creatures with power points or items imbued with psionic abilities.
- **Immune to Energy (Ex):** A Xlexi takes no damage from acid, cold, fire or sonic attacks.
- **Power Resistance (Ps):** A Xlexi has a power resistance of 14 + ½ Class levels + Cha mod.
- **Closed Mind, Mental Resistance and Psychic Hole as racial feats.**
- **(2 + Int mod) x 10 skill points.** Racial skills are Craft (Any), Hide, Knowledge (Psionics), Listen, Move Silently, Search, and Spot.
- **Favored Class:** Fighter
- **Level Adjustment:** +8

Xlexi generally do not worship gods, generally abhorring bowing down to any other being. They also do not have the close association with nature to normally take up the mantle of druid. However, some have been known to ally themselves with Titanicus, the bloody god of war. Priests of Titanicus can choose two of the three domains from Chaos, Evil or War.

Xlexi Psychic Hunter

7HD xlexi Ftr 7; **hp:** 126

S23 D17 C18 I18 W20 Ch18; **Fort +13, Ref +9, Will +16**

Init: +7 **Move:** 20 ft.

AC: 25 (+3 Dex, +4 natural, +8 *breastplate* +3), touch 13, flat 22

BAB/Grapple: +11/+17

Full Attack: +1 *annulis blade* +19/+14 melee (1d8+9;x3)

Special Att: -

Special Qual: Darkvision 60 ft., Detect psionics, immune to energy, PR 21, scent

Skills: Climb +9, Hide +13, Knowledge (Psionics) +14, Listen +18, Move Silently +12, Search +14, Spot +21

Feats: Closed Mind^B, Combat Reflexes^F, Exotic Weapon Proficiency (Annulis blade), Hostile Mind, Improved Sunder^F, Improved Initiative, Iron Will, Mental Resistance^B, Power Attack^F, Psionic Hole^B, Weapon Focus (Annulis Blade), Weapon Specialization (Annulis Blade)^F

CR: 12

Gear: *breastplate* +3 (9,650 gp), +1 *annulis blade* (4,000 gp), *periapt of Wisdom* +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: 26,400 gp (27,000 gp)

Xlexi Psychic Doom

7HD CE xlexi Ftr 13; **hp:** 183

S25 D18 C18 I18 W22 Ch18; **Fort +18, Ref +14, Will +21**

Init: +8 **Move:** 20 ft.

AC: 29 (+4 Dex, +4 natural, +10 *breastplate* +5, +1 *ring of protection*), touch 15, flat 25

BAB/Grapple: +17/+24

Full Attack: +5 *annulis blade* +31/+26/+21/+16 melee (1d8+19;x3)

Special Att: -

Special Qual: Darkvision 60 ft., Detect psionics, immune to energy, PR 21, scent

Skills: Climb +9, Hide +13, Knowledge (Psionics) +14, Listen +18, Move Silently +12, Search +14, Spot +21

Feats: Chaotic Mind, Closed Mind^B, Combat Reflexes^F, Exotic Weapon Proficiency (Annulis blade), Greater Weapon Focus (Annulis Blade)^F, Greater Weapon Specialization (Annulis Blade)^F, Hostile Mind, Improved Critical (Annulis Blade)^F, Improved Initiative, Improved Sunder^F, Iron Will, Mental Resistance^B, Power Attack^F, Psionic Hole^B, Reckless Offense, Weapon Focus (Annulis Blade), Weapon Specialization (Annulis Blade)^F

CR: 18

Gear: *breastplate* +5 (26,650 gp), *ring of protection* +1, +5 *annulis blade* (52,000 gp), *periapt of Wisdom* +4 (16,000 gp), *belt of giant strength* +4 (16,000 gp), *cloak of resistance* +4 (16,000 gp), *potion of cure serious wounds* (750 gp)

Total: 127,400 gp (130,000 gp)

Xuchard

Large Aberration

Hit Dice:	7d8+42 (73 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft. (6 squares), fly 50 ft. (perfect), swim 60 ft. (12 squares)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat 17
BAB/Grapple:	+5/+14
Attack:	Slam +9 melee (1d6+5)
Full Attack:	4 Slams +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Diameter:	7 ft. + 2d8 in. (7 ft. 9 in.)
Weight:	225 lbs. + 2d8 x 5 lbs. (270 lbs.)
Special Att:	Charming caress, improved grab, suggestive gaze
Special Qual:	DR 10/-, darkvision 60 ft., fast healing 4, SR 19
Saves:	Fort +8, Ref +4, Will +10
Abilities:	S21 D15 C23 I23 W17 Ch21
Skills:	Bluff +21, Diplomacy +21, Disguise +15, Escape Artist +12, Hide +8, Intimidate +17, Listen +3, Sense Motive +19, Spot +13
Feats:	Iron Will, Negotiator, Persuasive
Environment:	Any land
Organization:	Solitary, or Covey (2-5)
CR:	6
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adj:	-

This baggy, purple creature has a ball-like body and slick, rubbery skin. The bag-like body sports a huge, yellow gummed maw filled with needle-like teeth. It has large, glowing eyes and four ropy, slime-covered tentacles extend from the side of its body. A large shark-like fin extends upward from its back.

Xuchard are hedonistic creatures that delight in morally depraved actions. They tend to dwell in civilized regions, feeding off the emotions of those nearby. The more extreme the emotions, the more “flavorful” the xuchard finds them. Unlike many creatures that feed off emotion, xuchard prefer to feed off positive emotions and find negative emotions - hate, fear and such - as unappetizing.

While xuchard are not in of themselves dangerous, their desire to get others around them to experience positive emotions can cause many dangers - for example, they are not above addicting others to drugs to feed off the euphoria that such drugs produce.

Xuchard speak Common, Infernal, Celestial, Elvin and Gnomish.

Combat

Xuchard dislike combat, but if forced to defend themselves, they attack with tentacle strikes and a vicious bite. If possible, they will attempt to ensnare prey and charm them rather than kill them. They have even been known to incapacitate and tie up opponents instead of killing them, such is their aversion to the negative emotions combat causes. Sometimes even a nearby combat is enough to drive the creatures away, at least temporarily.

Charming Caress (Su): A victim caught in a xuchard's grapple must make a DC 19 Will save or be charmed as per the *Charm Monster* spell. This is treated as if cast at 7th level ability. The save is Constitution based.

Improved Grab (Ex): If a xuchard strikes 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. A xuchard 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.

Fast Healing (Ex): A xuchard regains 4 hit points per round except from fire or acid attacks. 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.

Suggestive Gaze (Su): A xuchard can plant a suggestion, as per the spell, in the mind of any victim who gazes into its eyes. The range is 30 feet and the victim gains a Will save (DC 18) to resist the suggestion. The xuchard uses this ability as a 7th level caster. The save is charisma based.

Skills: A xuchard has a +4 racial bonus to Bluff, Diplomacy and Sense Motive skill checks.

Xuchard on Amöcros

It is believed that Xuchard may be from the same Realm of Madness as the mentens. One deranged sage, whom first had been enslaved by Xuchard and then later spent his career studying them, has postulated that Xuchard are gnomes who somehow became entrapped on the Realm of Madness during the Elvin Golden Age. However, most reputable sages - and gnomes - scoff at this theory. The creatures infest areas under large cities and have been blamed for the corruption and degeneracy of several royal lineages over the ages.

Xunlard

Huge Giant (Chaos, Earth)

Hit Dice:	19d8+76 (161 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 ft. (4 squares), burrow 20 ft. (4 squares) in breastplate; base speed 30 ft. burrow 30 ft.
Armor Class:	27 (-2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat 25
BAB/Grapple:	+14/+33
Attack:	Katana +24 melee (3d8+17; 18-20x2) or slam +23 melee (2d6+11) or composite longbow (+11 Str) +14 ranged (3d6+11; x3)
Full Attack:	Katana +24/+19/+14 melee (3d8+17; 18-20x2) or 2 slams +23 melee (2d6+11) or Composite longbow (+11 Str) +14/+9/+4 ranged (3d6+11; x3)
Space/Reach:	15 ft./15 ft.
Height:	18 ft. + 1d8 ft. (23 ft.)
Weight:	6,000 lbs. + 1d8 x 1,000 lbs. (10,000 lbs. / 5 tons)
Special Att:	Poison, rock throwing
Special Qual:	Change shape, DR 15/cold iron and lawful, immune to cold and fire, low-light vision, rock catching
Saves:	Fort +15, Ref +8, Will +8
Abilities:	S33 D15 C19 I13 W15 Ch13
Skills:	Balance -2, Bluff +12, Climb +18, Escape Artist -2, Hide -10, Intimidate +12, Jump +18, Listen +8, Move Silently -2, Perform +6, Sleight of Hand -2, Spot +13, Swim +3, Tumble -2
Feats:	Awesome Blow, Cleave, Combat Reflexes, Dodge, Improved Critical (Katana), Power Attack, Weapon Focus (Katana)
Environment:	Any land
Organization:	Solitary, Family (2-5), or Clan (5-20)
CR:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	20-38 HD (Huge); 39-57 HD (Gargantuan)
Level Adj:	-

This brutish giant is covered in blue skin and has long, jet-black hair. It has long fangs that drip with venom and a pair of ram-like horns protrude from its forehead. The giant's hands are exceptionally large and six-fingered. It holds in its hands a rune-covered katana.

The xunlard are an antagonistic race of oriental giants who delight in mischief. They are more powerful cousins to ogre magi, and can often be found in many of the same areas as their magical brethren. They are fond of raiding human settlements for food or tribute, and sometimes simple raid settlements for the sheer pleasure of tearing things up.

Xunlard are rarely seen as they tend to travel by burrowing through solid earth. To burrow through earth, a xunlard spins its body, much like a living tornado, as it quickly tears through the earth. Xunlard enjoy using this ability to undermine buildings and other structures, or to come up from beneath their enemies to attack.

Luckily, many xunlard are arrogant, and it is not too difficult to trick them by challenging their strength and superiority in a contest. Witty heroes of smaller stature can often cow these brutes by managing to make it look like they are superior in strength, despite their size.

Xunlard speak trade and infernal.

Combat

Xunlard often battle each other with their katanas, but against smaller foe, they prefer to hurl rocks or use their massive slam attacks against such foes. Though they travel in groups, xunlard prefer to fight for individual glory, and will demand some sort of payment for assistance when battling on behalf of their brothers or other beings. However, their loyalty only extends as far as what they gain out a conflict.

Most xunlard are cowards at heart, and many will knuckle under to a foe (or plain run away) if the battle goes against them and things begin to look grim.

Change Shape (Su): As a move action, a xunlard can assume any humanoid shape it desires ranging from medium size to huge size. Xunlard often use this ability to hide among lesser humanoids and goad individuals to fight. The xunlard then transforms back to its normal shape before attacking. This transformation acts like the *polymorph* spell with a caster level of 19.

Poison (Ex): The blood of a xunlard is a deadly contact poison. Those who wound a xunlard in melee combat must make a reflex save (DC 15) or be exposed to the poison. (Type: contact; Fort DC 23; Pri: 1d3 Con; Sec: 2d6 Con). Xunlard have been known to wound themselves before combat (dealing 1d4 points) and smear their katana with poison. The poison is good for 1 minute or one hit, whichever comes first.

Rock Throwing (Ex): A xunlard has a range increment of 120 feet with a thrown rock. A rock hurled by a xunlard has a +6 ranged attack bonus and deals 3d6 + 11 damage per hit.

Xunlard on Amōeros

Xunlard are the servants of the oni who rule Dishnu. A few Xunlard have made their way to Chiamung, where they dwell in the isolated wilderness, causing trouble and havoc when encountered. The Xunlard of Chiamung avoid civilized areas and have an unnatural dislike of oni, having remained in Chiamung to escape the rule of oni.

Yale

Large Animal

Hit Dice: 6d8+18 (45 hp)
Initiative: +2 (+2 Dex)
Speed: 50 ft. (10 squares)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat 12
BAB/Grapple: +4/+11
Attack: Gore +6 melee (1d8+3)
Full Attack: Gore +6 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Height:
Weight:
Special Att: Powerful charge
Special Qual: Low-light vision, scent
Saves: Fort +10, Ref +9, Will +3
Abilities: S16 D15 C17 I2 W13 Ch8
Skills: Climb +3, Hide -2, Jump +7, Listen +3, Spot +4, Swim +3
Feats: Great Fortitude, Lightning Reflexes, Run
Environment: Temperate plains
Organization: Solitary, Family (2-5), or Ride (5-20)
CR: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adj: -

This yellow-brown creature is slightly larger than a horse with the maw of a great boar. Atop its head is a pair of nearly two-foot long horns, which move about as a dog might control its ears.

The yale is a powerful creature related to deer that grazes in wild plains. They are sometimes hunted for food or for their peculiar horns.

Yale are not aggressive creatures, but will attack those that they see as threats to their territory, herd members or to itself.

Combat

Yale attack by charging an opponent, maneuvering the long, sharp horns to gore its foe. Once engaged, it can maneuver its horn almost like a sword so that it can continue to gore its opponent.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals 2d8+4 damage in addition to the normal benefits and hazards of a charge.

Training a Yale as a mount

If captured while young, yale make excellent war mounts. They are more popular among horse archers and nobles than commoners.

Training a yale requires 6 weeks and a successful Handle Animal check (DC 25). A yale trained for combat sells for about 250 gp.

Yale on Amōeros

Found mostly in the steppe lands on Randu, Lanster and Lacosis, these creatures are a familiar sight to the natives. Nobles often arrange hunts to try and capture these creatures (primarily for the horns, though the meat is considered a delicacy), and the common populace sometimes hunts them as well, though not as often as deer or other game.

Yyaunn

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.

However, there are those who have the will and learn the secrets to seize the destructive power of the Aunn. These powerful beings, which oddly tend to be reptilian, are known as the Yyaunn.

Yyaunn is a template that may be applied to any humanoid, animal, magical beast, dragon or fey being of Chaotic alignment. It gains the Augmented and Shapechanger descriptor.

Hit Dice: the creature's racial hit dice doubles. The creature gains any additional hit points due to it from its increased Constitution.

Speed: the Yyaunn's base speed increases by 10 feet.

Special Qualities: the Sslaunn gains the following abilities:

- **Fury of the Aunn (Su):** The Yyaunn can draw on the primal forces of nature to produce a myriad of supernatural events as follows. *Earthquake* – 1x/week, *Storm of Vengeance* 1x/week, *Creeping Doom* 1x/day, *Animal Growth* 1x/day, *Call Lightning* 1x/day. The spells are cast at a level equal to the Yyaunn's hit dice. The save DCs are 10 + spell level + Charisma modifier. A yyaunn's ability to use the above abilities is not limited by its Charisma score.
- **Shapechange (Su):** as per the 9th level sorcerer spell at will at a casting level equal to the Yyaunn'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 Yyaunn gains 1 point of resistance per Hit Dice it has to all attacks involving the Fire, Cold, Acid, Electricity or Sonic damage.
- **Secrets of the Aunn (Sp):** A Yyaunn can cast spells as if it were a druid of a level equal to one-half its hit dice or levels. Spell DC's are 10 + spell level + Wisdom modifier.

Abilities: A Yyaunn gains +4 Strength, +4 Dexterity, +4 Constitution.

Skills: Knowledge (Nature) and Survival become class skills. The Yyaunn gains a +8 racial bonus to Knowledge (Nature).

CR: 1-4 HD +2; 5-8 HD +3; 9+ HD +4

Level Adjustment: +4

Yyaunn 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.

Yyaunn are extremely rare; the sheer will to control nature and bend it to one's will requires superhuman talent, concentration and an audacity not seen in many creatures.

As stated above, lizardfolk, drakes and creatures such as garagators seem to be more inclined to produce yyaunn.

Black Drake Yyaunn

Huge Dragon (Augmented, Shapechanger)

Hit Dice: 12d12 + 36 (114 hp)
Initiative: +2 (+2 Dex)
Speed: 40 ft. (8 squares), Fly 150 ft (poor)
AC: 19 (-2 size, +2 Dex, +9 natural) touch 10, flat 17
BAB/Grapple: +12/+22
Attack: Bite +14 melee (3d6+4)
Full Attack: Bite +14 melee (3d6+4), 2 claws +12 melee (1d4+2), tail slap +12 melee (2d4+2)
Space/Reach: 10 ft./10 ft.
Length: 28 ft + 1d4 ft. (30 ft. 6 in.)
Weight: 4,000 lbs + 1d10x100 lbs. (4, 500 lbs)
Special Att: Acid Breath, frightful presence
Special Qual: Blindsight, fury of the Aunn, resistance to fire, cold, acid, electricity and sonic 12, shapechange, secrets of the Aunn
Saves: Fort +11, Ref +10, Will +10
Abilities: S19 D14 C16 I10 W15 Ch12
Skills: Hide +7*, Knowledge (Nature) +8, Move silently +17, Search +15, Sense Motive +17
Feats: Flyby Attack, Multiattack, Power Attack, Snatch, Wingover
Environment: Warm and Temperate Swamps
Organization: Solitary or Troup (1 + 1-3 Black Drakes)
CR: 9
Treasure: Double Standard
Alignment: Always Chaotic Evil
Advancement: Huge (13-16 HD), Gargantuan (17-24 HD)

A powerful, 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 an algae-laden 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. There is a disturbing aura of power lingering about the creature.

Black drake yyaunn are power hungry individuals far more powerful and deadly than their black drake peers. 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 drake yyaunn prefer to use the swamp against their targets to mire, slow or even drown foes. Once the enemy is entangled, it will 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 12d4 damage to targets. A successful Reflex save (DC 19) halves the damage from the attack.

Frightful Presence (Ex): The mere presence of a black drake yyaunn is unsettling to foes. Whenever the drake attacks, opponents with 12 levels or hit dice or less must make a Will save (DC 17) or be panicked. 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 black drake yyaunn blindsight extends for 120 feet.

Fury of the Aunn (Su): The black drake yyaunn can draw on the primal forces of nature to produce a myriad of supernatural events as follows. *Earthquake* – 1x/week, *Storm of Vengeance* 1x/week, *Creeping Doom* 1x/day, *Animal Growth* 1x/day, *Call Lightning* 1x/day. The spells are cast at a level equal to the Yyaunn's hit dice. The save DCs are 10 + spell level + Charisma modifier. A yyaunn's ability to use the above abilities is not limited by its Charisma score.

Shapechange (Su): as per the 9th level sorcerer spell at will at a casting level of 12. The shapechange is limited to animal or magical beast forms.

Secrets of the Aunn (Sp): A Yyaunn can cast spells as if it were a druid of 6th level. Spell DC's are 12 + spell level. Below is a typical black dragon yyaunn's spell list.

Skills: a black dragon yyaunn gains a +8 racial bonus to Hide skill checks in natural surroundings.

Typical Druid Spell List

(3/4/4/2; CL 6; DC 12 + Spell Level)

0th: *Detect Magic, Guidance, Resistance*

1st: *Entangle, Faerie Fire, Obscuring Mist, Pass Without Trace*

2nd: *Animal Trance, Bull's Strength, Tree Shape, Warp Wood*

3rd: *Poison, Quench*

Black Drake Yyaunn on Amöcros

Deep in the heart of the Golens and the Deadgate Swamp, there are vast repositories of life energies that form the heart of the Aunn power. Some black drakes have learned to tap into this power source, corrupting it for their own use.

Strangely, true dragons seem either unable or unwilling to tap the Aunn for power like black drakes have done.

Zadoc

Large Construct

Hit Dice: 9d10+30 (79 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares) (can't run)
Armor Class: 22 (-1 size, +1 Dex, +10 natural, +2 heavy steel shield), touch 10, flat 21
BAB/Grapple: +6/+15
Attack: Slam +10 melee (1d6+5) or Shield bash +10 melee (1d6+2)
Full Attack: Slam +10 melee (1d6+5) or Shield bash +10 melee (1d6+2) or Slam +6 melee (1d6+5) and shield bash +6 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Height: 7 ft.
Weight: 1,750 lbs.
Special Att: Body spikes
Special Qual: Construct traits, DR 10/-, darkvision 60ft., low-light vision, spell container, spell immunity
Saves: Fort +3, Ref +4, Will +4
Abilities: S21 D12 C- I10 W12 Ch10
Skills: Balance -1, Climb +9, Escape Artist -1, Hide -5, Jump +9, Listen +7, Move Silently -1, Sleight of Hand -1, Spot +7, Swim +1, Tumble -1
Feats: Improved Bull Rush, Improved Shield Bash, Improved Sunder, Power Attack^B, Shield Proficiency^B, Two-Weapon Fighting
Environment: Any land
Organization: Solitary
CR: 8
Treasure: None
Alignment: Always neutral
Advancement: 10-18 HD (Large); 19-27 HD (Huge)
Level Adj: -

This seven foot construct has a body made of ebony wood and black steel. Its body is covered with red magical glyphs, and the center of its chest has a large indentation in it in the shape of a hand. It it's left hand it carries a shield with odd emblem engraved on it.

Zadoc are constructs created to defend wizards. Similar to shield guardians, Zadoc are primarily defensive creatures, though they are also storehouses for a wizard's supplies and certain spells.

A zadoc is under the complete control of its creator, but is capable of reasoning to better find methods to defend its creator.

A zadoc can speak and understands one language chosen by its creator at its time of construction.

Combat

A zadoc attempts to position itself between its creator and any assailants. It will often rush ranged attackers or hang back and bash opponents who attempt to melee with the creator.

Zadoc use any spells contained within themselves intelligent - unless told otherwise by their creator, they will employ any carried spells in a manner to best defend its creator.

Body spikes (Ex): A zadoc is covered in long, sharp spikes. If engaged in a grapple, it can choose to attack with the spikes without a penalty to hit to deal 1d6 + 5 damage.

Spell container (Su): A Zadoc can store up to 18 spell levels in its body from its creator. Storing a spell requires the creator to "cast" the spell into the zadoc while touching the handplate on its chest. The creator must pay the cost of XP or gold costs for the spell. The zadoc can later use the spells as if the creator had cast the spell. Once a spell is used, it is expended from the zadoc's repertoire of stored spells.

Spell Immunity (Ex): A zadoc 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. However, a chill metal acts as a slow spell against a zadoc, though a heat metal spell will heal it for 1d4 hit points per caster level. All other cold spells deal ½ damage (or no damage on a successful save) to a zadoc. All other fire-based spells are subject to the zadoc's spell immunity.

Creating A Zadoc

Creating a zadoc requires 1,000 lbs. of black steel and 200 lbs. of dark wood. Crafting the body costs 7,500 gp and a successful Craft (Blacksmithing) DC 15 check and a Craft (Carpentry) DC 15 check.

CL 11; Craft Construct, *Spell Turning*; Price 37,000 gp; Cost 18,500 gp + 860 XP

Zaramian

	Humanoid Form
	Medium Humanoid (Human, Aquatic)
Hit Dice:	1d10 + 3d8 + 5 (24 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 50 ft. (10 squares)
Armor Class:	20 (+2 Dex, +3 natural, +4 chain shirt, +1 light wooden shield), touch 12, flat 18
BAB/Grapple:	+1/+5
Attack:	Trident +6 melee (1d6+4)
Full Attack:	Trident +6 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Height:	
Weight:	
Special Att:	-
Special Qual:	Alternate form, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	S19 D15 C14 I10 W12 Ch8*
Skills:	Listen +9, Spot +8, Swim +9
Feats:	Alertness, Weapon Finesse, Weapon Focus (Trident) ^F
Environment:	Any aquatic
Organization:	Solitary, Team (2-5 plus 0-1 3 rd level sergeants), Swarm (5-20 plus one 3 rd level sergeant per 5 Zaramian and one 7 th level captain), School (20-40 plus one 5 th level sergeant per 10 Zaramians and one 7 th level captain per 20 Zaramian), Shoal (40-60 plus one 5 th level sergeant per 10 Zaramians and one 7 th level captain per 20 Zaramians and 0-1 5 th level shaman), or Nation (60+)
CR:	2
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adj:	+2

This human-like being is covered in natural sharkskin as has black, oily eyes. Vestigial fins protrude from its arms and legs and a likewise underdeveloped dorsal fin protrudes from its back. Its teeth seem to have been filed to a point, and its hands end in thick white nails. The being is protected by a chain shirt and wields a trident and small shield.

Zaramians are the descendants of humans who have been magically transformed by their close association with sharks. They are a murderous, yet intelligent lot who constantly hunger for battle.

Zaramians speak Common.

Combat

Zaramians normally fight with their trident in humanoid form, and tend to work well in groups attacking prey. They prefer to overwhelm an enemy, and once they have slain their first foe in a combat, tend to become overcome with a blood frenzy and transform into shark form to continue the attack.

The Zaramian above uses the elite ability array of 15,13,14,10,12, 8 and has 1 level of fighter.

	Shark Form
	Medium Animal (Human, Aquatic)
	1d10 + 3d8 + 5 (24 hp)
	+2
	swim 60 ft. (12 squares)
	15 (+2 Dex, +3 natural), touch 12, flat 13
	+3/+4
	Bite +5 melee (1d6+1)
	Bite +5 melee (1d6+1)
	5 ft./5 ft.
	-
	Alternate form, blindsense, keen scent
	Fort +6, Ref +5, Will +2
	S13 D15 C 13 I10 W12 Ch8
	Listen +9, Spot +8, Swim +9
	Alertness, Weapon Finesse, Weapon Focus (Trident) ^F

Any aquatic

Any aquatic

2
Standard
Often Lawful Evil
By character class
+2

Alternate Form (Su): A Zaramian's natural form is its humanoid form, but it has the ability to assume the form of a medium-sized shark. This ability works much like the *polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. The transformation to shark form is not automatic, only occurring after a Zaramian witnesses the death of an enemy within 15 feet of its person. It must then fail a DC 15 Control Shape skill check to transform. The transformation takes a standard action and lasts for one hour. Once transformed, a Zaramian cannot change back to humanoid form willingly until an hour has passed. If slain, a Zaramian reverts to humanoid form.

Skills: A Zaramian has a +10 bonus to swim. They can take 10 on a Swim check even when rushed or otherwise distracted.

Society

Zaramians tend to dwell in the ruins of ancient civilizations that have sunk beneath the waves. They hunt for their food, and often war against other undersea races for places to live and for sources of food. Zaramians have been known to take sea elves and merfolk as slaves, but have a great hatred for sea devils and will drive them off or kill them.

Zaramians divide their roles up equally, and the females are just as likely to be engaged in war as to take on

Bestiary Nefarious

household duties. Zaramians rarely marry for love, but instead plot and manipulate events to attract the mate they desire - even if the other is an unwilling. There is great shame to a Zaramian that is not wed by their twenty-first birthday, and they have been known to abduct sea elves or merfolk to avoid the utter shame of not having a method to continue their own line.

Zaramians on Amberos

Zaramians hail from the ruins of Zaram Kull, the ancient capital of Randu, which was swept beneath the waves at the end of the Randu Wars. M'kree Malka, the shark god, saved the drowning inhabitants from their doom in return for their worship of him.

Zaramians as Characters

While the transformation wrought by M'kree Malka makes it difficult for Zaramians to escape their tyrannical society, there are individuals whom are able to divest themselves from the oppressive rule under M'kree and strike out on their own. Zaramians have the following abilities.

- **Medium size**
- **Base speed 30 feet. Swim speed 50 ft.** A Zaramian gains a +8 racial bonus to Swim and can choose to take 10 even when rushed or otherwise distracted.
- **Aquatic subtype.** A Zaramian can breathe underwater normally. However, it must hold its breath when out of water or it will drown from lack of oxygen flowing through its gills.
- **3d8 Racial Hit Dice.** The Zaramian adds three times his Constitution modifier to this total (min 1 hp/HD). This gives the Zaramian a Base attack bonus of +2 and base saves of Fort +3, Reflex +3 and Will +3. A Zaramian gains 2 racial feats.
- **(2 + Int Modifier) x 6 Skill Points.** A Zaramian's racial skills are Intimidate, Listen, Ride, Sense Motive, Spot, and Swim.
- **Alternate Form (Su):** A Zaramian's natural form is its humanoid form, but it has the ability to assume the form of a medium-sized shark. This ability works much like the *alter self* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. The transformation to shark form is not automatic, only occurring after a Zaramian witnesses the death of an enemy within 15 feet of its person. It must then fail a DC 15 Control Shape skill check to transform. The transformation takes a standard action and lasts for one hour. Once transformed, a Zaramian cannot change back to humanoid form willingly until an hour has passed. If slain, a Zaramian reverts to humanoid form.
- **Scent ability.**
- **+4 Str, +2 Dex.** Zaramians are incredibly strong and quite agile.

- **Favored Class:** Fighter
- **Level Adjustment:** +2

Zaramians worship M'kree Malka exclusively. Priests of M'kree Malka can choose two of the three domains of Animal (Aquatic only), Evil, or Water.

Bestiary Nefarious

Zaramian Sharkeater

Humanoid Form

3HD Zaramian Ftr 4/Clr 2;hp: 53

S20 D15 C12 I10 W14 Ch8;Fort +11, Ref +6, Will +7

Init: +2 **Move:** 30 ft., swim 50 ft.

AC: 20 (+2 Dex, +3 natural, +5 *chain shirt* +1), touch 12, flat 18

BAB/Grapple: +7/+12

Full Attack: +1 *trident* +14 melee (1d8+10)

Special Att: Spells, rebuke water creatures/turn fire creatures, turn undead

Special Qual: Alternate form, scent, spells

Skills: Climb +4, Concentration +3, Knowledge (Religion) +2, Listen +7, Ride +9, Spot +7, Survival +5, Swim +20

Feats: Alertness, Cleave, Power Attack^F, Skill Focus (Survival), Track, Weapon Focus (Trident)^F, Weapon Specialization^F

CR: 7

Gear: *chain shirt* +1 (1,250 gp), +1 *trident* (2,315 gp), *cloak of protection* +1 (1,000 gp), *potion of cure moderate wounds* (300 gp), *potion of bull's strength* (300 gp)

Total: 5,165 gp (7,200 gp)

Rebuke Water Creatures/Turn fire Creatures (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+1

Turn Undead (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+1

Typical Cleric Spells

(4/4;CL 2;DC 12 + Spell Level; Domain: Evil, Water)

0: *Detect Magic, Guidance, Resistance, Virtue*

1st: *Bane, Doom, Cause Fear, Obscuring Mist*^D

D=Domain spell

Shark Form

3HD Zaramian Ft4/Clr 2;hp: 53

S13 D15 C13 I10 W14 Ch8;Fort +11, Ref +5, Will +6

Init: +2 **Move:** swim 60 ft.

AC: 15 (+2 Dex, +3 natural), touch 12, flat 13

BAB/Grapple: +7/+8

Full Attack: Bite +9 melee (1d6+1)

Special Att: -

Special Qual: Alternate form, keen scent

Skills: Concentration +2, Knowledge (Religion) +2, Listen +7, Ride +9, Spot +7, Survival +5, Swim +16

Feats: Alertness, Cleave, Power Attack^F, Skill Focus (Survival), Track, Weapon Focus (Trident)^F, Weapon Specialization^F

CR: 7

Gear: not used

Total: 5165 gp (5,600 gp)

Zaramian Bloodsniffer

3HD Zaramian Ftr 4/Clr 8;hp: 86

S20 D15 C12 I10 W18 Ch8;Fort +15, Ref +9, Will +11

Init: +2 **Move:** 30 ft., swim 50 ft.

AC: 23 (+2 Dex, +3 natural, +7 *chain shirt* +3, +1 *ring of protection*), touch 13, flat 21

BAB/Grapple: +12/+17

Full Attack: +2 *trident* +19/+14 melee (1d8+10)

Special Att: Spells, rebuke water creatures/turn fire creatures, turn undead

Special Qual: Alternate form, scent, spells

Skills: Climb +4, Concentration +11, Knowledge (Religion) +10, Listen +7, Ride +9, Spot +7, Survival +7, Swim +20

Feats: Alertness, Cleave, Natural Spell, Natural Spellcaster, Power Attack^F, Skill Focus (Survival), Track, Weapon Focus (Trident)^F, Weapon Specialization^F

CR: 13

Gear: *chain shirt* +3 (9,250 gp), *ring of protection* +1 (2,000 gp), +2 *trident* (8,315 gp), *cloak of protection* +2 (4,000 gp), *periapt of wisdom* (4,000 gp), *pearl of power* (2nd level) (4,000 gp), *potion of cure serious wounds* (750 gp)

Total: 32,615 gp (35,000 gp)

Rebuke Water Creatures/Turn fire Creatures (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+1

Turn Undead (Su): 2x/day; Turn Check 1d20-1; Turn Damage 2d6+1

Typical Cleric Spells

(6/6/5/5/4;CL 12;DC 14 + Spell Level; Domain: Evil, Water)

0: *Detect Magic, Guidance, Resistance, Virtue*

1st: *Bane, Command, Doom, Cause Fear, Obscuring Mist*^D, *Shield of Faith*

2nd: *Death Knell, Desecrate*^{DE}, *Bull's Strength, Hold Person, Spiritual Weapon*

3rd: *Bestow Curse, Contagion, Dispel Magic, Magic Circle against Good*^{DE}, *Protection from Energy*

4th: *Control Water*^D, *Divine Power, Spell immunity, Summon Monster IV*

D=Domain spell

E=Evil Spell;+1 Caster level

Shark Form

3HD Zaramian Ft4/Clr 8;hp: 86

S13 D15 C13 I10 W14 Ch8;Fort +14, Ref +7, Will +9

Init: +2 **Move:** swim 60 ft.

AC: 15 (+2 Dex, +3 natural), touch 12, flat 13

BAB/Grapple: +12/+13

Full Attack: Bite +14 melee (1d6+1)

Special Att: -

Special Qual: Alternate form, keen scent

Skills: Concentration +11, Knowledge (Religion) +10, Listen +7, Ride +9, Spot +7, Survival +5, Swim +16



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Feats: Alertness, Cleave, Natural Spell, Natural Spellcaster, Power Attack^F, Skill Focus (Survival), Track, Weapon Focus (Trident)^F, Weapon Specialization^F

CR: 13

Gear: not used

Total: 32,615 gp (35,000 gp)

See humanoid form for spells

Zerendiz

Huge Ooze (Shadow)

Hit Dice: 16d10+128 (216 hp)
Initiative: +0
Speed: fly 50 ft. (perfect)
Armor Class: 3 (-2 size, -5 Dex), touch 3, flat 3
BAB/Grapple: +12/+31
Attack: Claw +21 melee (1d8+11)
Full Attack: 6 Claw +21 melee (1d8+11)
Space/Reach: 15 ft./15 ft.
Height:
Weight:
Special Att: Breath weapon, improved grab, swallow whole
Special Qual: Blindsight, concealing mass, ooze traits, spell resistance 26
Saves: Fort +13, Ref +5, Will +0
Abilities: S33 D10 C27 I- W1 Ch1
Skills: Hide -3, Listen -5, Spot -5
Feats: Cleave, Die Hard, Endurance, Improved Bull Rush, Power Attack, Stealthy
Environment: Any land
Organization: Solitary
CR: 15
Treasure: None
Alignment: Always neutral
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adj: -

A mass of black, roiling liquid stains the air in front of you, as if a bottle of ink had been spilt into the very sky. Amid the mass of roiling black inkiness, you can make out what seems to be a pair of red, glittering eyes and dozens of black arms ending in cruel razor-sharp claws.

Zerendiz are bizarre, mindless creatures that on first glance appear to be black puddings that can fly. However, zerendiz are partly composed of shadow and seem to have more in kin with shadows and wraiths than they do with a black pudding, though zerendiz are not undead.

Combat

Zerendiz are simple predators. They quickly move toward any target they sense and attack. They usually open their assault with their shadow breath, hoping to weaken or slow prey, then assault their opponent with their taloned pseudopods, hoping to envelope and devour their prey. Zerendiz are relentless creatures, and can squeeze through cracks and other areas less than 1/2 inch wide.

Breath Weapon (Su): A Zerendiz can breathe a cone of shadow energy that deals 8d6 damage and slows the victim for 1d4 rounds. A successful Reflex DC 26 Reflex save halves the damage and reduces the slow effect to 1 round. A Zerendiz can make a breath attack once per minute.

Concealing Mass (Ex): The roiling, protoplasmic mass of a zerendiz is partly made of shadow, making landing a solid

blow difficult. The zerendiz generates its own concealment, imparting a 20% miss chance against attacks directed against it.

Improved Grab (Ex): If a zerendiz 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. Despite the number of claws that strike a target, a Zerendiz can only make one attempt per round to grapple a single target. When a zerendiz 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 zerendiz begins the round grappling a medium-sized or smaller opponent, 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 2d8 + 16 damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. A swallowed creature suffers 1 negative level 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 escape the grapple, but attempts to cut one's self out is not effective. If the swallowed creature escapes the grapple, it is free, but the zerendiz can attempt to grapple the creature once again.

Zerendiz on Amöeros

Created by Gwieze, Lord of Shadows, Zerendiz are essence pulled from the Realm of Madness and infused with a bit of shadow substance. Gwieze uses these creatures as assassins, sending them to hunt down and consume hated foes.

Zithius

Gargantuan Magical Beast (Aquatic)

Hit Dice: 18d10+165 (264 hp)
Initiative: +0
Speed: swim 20 ft. (4 squares)
Armor Class: 14 (-4 size, +8 natural), touch 6, flat 14
BAB/Grapple: +18/+42
Attack: Bite +26 melee (2d8+12)
Full Attack: Bite +26 melee (2d8+12) and tail slam +21 melee (2d6+6)
Space/Reach: 20 ft./20 ft.
Height:
Weight:
Special Att: Capsize, improved grab, swallow whole
Special Qual: Darkvision 60 ft., low-light vision, scent
Saves: Fort +20, Ref +13, Will +7
Abilities: S35 D10 C28 I2 W13 Ch8
Skills: Hide -12, Listen +11, Spot +12, Survival +1, Swim +12
Feats: Cleave, Improved Bull Rush, Improved Critical, Lightning Reflexes, Power Attack, Toughness, Track
Environment: Temperate or Warm aquatic
Organization: Solitary, or Crew (2-5)
CR: 17
Treasure: None
Alignment: Always neutral
Advancement: 19-36 HD (Gargantuan); 37-54 HD (Colossal)
Level Adj: -

This huge brown creature looks like a massive whale with the head of a featherless owl. Its forward flippers are almost like webbed hands ending in cruel claws made for grasping. Its large eyes seem as keen as the razor-sharp beak.

Zithius are predatory sea creatures who prey on smaller creatures and have been known to attack sailing and fishing boats for their content.

Sometimes, zithius have been known to even hunt sharks or other whales. Packs of zithius have reputed to even have attempted to take on kraken. In some cases, they have been known to devour the corpses of their own dead, and even attacked elderly and/or ailing members of their own kind.

Zithius are incapable of speaking or understanding language.

Combat

A zithius attacks by lunging at the target, hoping to swallow a foe as it rushes in. They have been known to charge ships, attempting to smash them in half or using their great bulk to capsize vessels to get at the fresh food within. They can be driven off if met with forceful, damaging resistance. When attacking as a pack, the zithius use their swim-by attack to make a pass at a foe and move quickly out of range. By means of such swooping attacks, they can take down prey even much larger than themselves.

Capsize (Ex): If a zithius Bull Rushes a water vessel of Huge size or smaller, its captain must make a Profession (Sailor) DC 31 skill check or the ship will be capsized.

Improved Grab (Ex): If a zithius hits with a bite attack, it may start a grapple immediately, without provoking an attack of opportunity.

Swallow Whole (Ex): If a creature with this special attack 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. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. 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 30 hit points to the zithius's AC 14 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.

Zithius on Amberos

Zithius inhabit the Forna sea and the Storm ocean off the east coast of Amberos, sometimes traveling in large herds in the Storm ocean. Tales have also placed zithius in the Serpentia, Tsre and Alusti oceans that surround Amberos, but these tales have not been confirmed.

Zuan de

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares), fly 70 ft. (average)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat 13
BAB/Grapple: +3/+5
Attack: Claw +5 melee (1d4+2) or bastard sword +5 melee (1d10+3;19-20/x2) or longbow +4 ranged (1d8;x3)
Full Attack: 2 claws +5 melee (1d4+2), bite +3 melee (1d6+1) and tail +3 melee (1d6+1) or bastard sword +5 melee (1d10+3;19-20/x2) or longbow +4 ranged (1d8;x3)
Space/Reach: 5 ft./5 ft.
Height:
Weight:
Special Att: -
Special Qual: Darkvision 60 ft., spell resistance 15, spells-like abilities
Saves: Fort +5, Ref +4, Will +4
Abilities: S15 D13 C14 I13 W12 Ch16
Skills: Bluff +9, Disguise +9, Listen +4, Spot +4
Feats: Great Fortitude, Multiattack
Environment: Warm land
Organization: Solitary, Brood (2-5), or Swarm (5-20)
CR: 3
Treasure: Standard
Alignment: Usually chaotic neutral (evil tendencies)
Advancement: By Character Class
Level Adj: +4

This dark-skinned humanoid bears a pair of bat wings and small horns that protrude from its forehead. Its eyes glow with an unearthly yellow light and its tawny hands end in long, vicious claws.

The offspring of the guaz de and infernal beings, the zuan de are dangerous, malicious and bloodthirsty. They use their magical abilities to deceive prey and lure them to their doom or into an embarrassing situation.

Zuan de often ally themselves with fiendish creatures summoned to the mortal plane. Either dominating weaker evils or serving under the stronger, they seek nothing more than an excuse to cause misery and suffering. Their allegiance is passing, as is their desire to cause woe - against one opponent they may simply plague the individual with harmless but embarrassing pranks, or they may lash out with cruel intent to maim, destroy or murder.

Zuan de speak fey primarily, and also know Abyssal, Common and Infernal.

Combat

Zuan de, while strong, prefer to be flamboyant in combat. They prefer to face enemies one-on-one, using magic

or guile to isolate opponents and dispense with them. They are very unpredictable creatures, and are just as likely to play with an opponent as they are to outright kill them. They seem to prefer to toy with those they perceive less powerful than them, and have even known to break off combat against those who surprise them with a flashy or well-placed blow. However, such showmanship is not only successful nor does it save the victim from later deprivations by the zuan de, who may attempt to repeat the victim's former display themselves as part of the defeat of their former opponent.

Spells-like Abilities (Sp): A zuan de can use the following spell-like abilities at caster level 3.

Charm Person - 3x/day; *Dancing Lights* - At will; *Disguise Self* - At will; *Flare* - At will; *Prestidigitation* - At will; *Reduce Person* - 3x/day.

Society

Zuan de prefer to be alone, but occasionally congregate into small groups for mutual entertainment and defense. These groups are usually little more than friendships culled around similar interests and rarely last past the lifespan of a single zuan de.

A zuan de community usually consists of the zuan de, perhaps a few infernal beings and a handful of the zuan de's slaves. Zuan de rarely perform work if they can get away with having their slaves do it, and spend of their time fulfilling their own dark interests.

Zuan de can mate with just about any species, including humanoids and demons or devils, and the result is always a zuan de child. Parents are woefully unattendant to their child's needs, but luckily even zuan de infants are born with the ability to charm others, and will quickly put the ability to use to obtain a caretaker for their own needs.

Zuan De on Amöcros

Zuan de can be found in the Skienlands and areas of the Shovnov coast. They have also been encountered in the Demon Jungle of Lanster, and according to tales, there are the ruins of a mighty city in the heart of the Demon Jungle that has been taken over by zuan de and turned into a sort of homeland for their kind.

Zuan De as Characters

Wanderers and carefree spirits, it is not uncommon for zuan de to take up the mantle of an adventurer. However their independent spirit often dissuades them from joining an organized group or settling into a class that requires devotion or obedience (such as that of cleric, druid, knight, monk, or paladin).

Zuan de have the following abilities.

- **Base Speed is 30 feet. A zuan de also has wings that allow flight 70 feet (average)**
- **Monstrous humanoid**
- **Darkvision 60 ft.**

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- **3d8 racial Hit Dice.** To this total, the zuan de adds triple his Constitution modifier (minimum 1 hp per HD). This also grants the zuan de a Base Attack Bonus of +3, base saves of Fort +3, Reflex +3, Will +3 and two racial feats.
 - **Str +4, Dex +2, Con +4, Int +2, Wis +2, Cha +6.** Zuan de are very strong and healthy, as well as agile. Their quick mind and senses allow them to survive on their own, and they have a subtle understanding of manipulating and controlling others.
 - **+3 Natural armor.**
 - **(2 + Int) x 6 skill points.** A zuan de's racial skills are Bluff, Disguise, Listen and Spot.
 - **Natural Attack.** A zuan de has a natural attack routine of 2 claws, a bite and a tail attack. The claws deal 1d4 + Str modifier damage. The bite deals 1d6 + ½ Str modifier damage. The tail attack deals 1d6 + ½ Str modifier damage.
 - **Spell Resistance 12 + ½ Class level + Cha modifier.**
 - **Spell-like Abilities.** A zuan de can use the following spell-like abilities at caster level 3 + character level. The saves are charisma-based.
Charm Person - 3x/day; *Dancing Lights* – At will; *Disguise Self* – At will; *Flare* – At will; *Prestidigitation* – At will; *Reduce Person* - 3x/day.
 - **Favored Class:** Rogue
 - **Level Adjustment:** +4
- Zuan de rarely worship gods. They have been known to become clerics of the Dark One, and may choose two of the three domains of Evil, Law or Destruction.

Zuan de Bonebreaker

3HD zuan de Sor 6;hp: 55

S12 D16 C17 I12 W14 Ch23;Fort +8, Ref +8, Will +10

Init: +3 **Move:** 30 ft., fly 70 ft. (average)

AC: 16 (+3 Dex, +3 natural), touch 13, flat 13

BAB/Grapple: +6/+7

Full Attack: 2 claws +7 melee (1d4+1), bite +2 melee (1d6), tail +2 melee (1d6)

Special Att: Spells

Special Qual: Darkvision 60 ft., SR 21, spells-like abilities

Skills: Bluff +18, Disguise +12, Knowledge (Arcana) +7, Spellcraft +7, Spot +8

Feats: Augment Summoning, Natural Spellcaster, Spell Focus (Conjuration), Spell Focus (Illusion)

CR: 8

Gear: *bracers of armor* +2 (4,000 gp), *wand of invisibility* (5 charges) (450 gp), *wand of fireballs* (CL 10;10 charges) (4,500 gp), *potion of cure moderate wounds* (300 gp)

Total: (9,400 gp)

Typical Sorcerer Spell List

(6/8/7/4;CL 9;DC 16 + Spell Level)

0: *Acid Splash*, *Detect Magic*, *Ghost Sound**, *Prestidigitation*, *Ray of Frost*, *Touch of Fatigue*

1st: *Charm Person*, *Color Spray**, *Ray of Enfeeblement*, *Sleep*

2nd: *Minor Image**, *Scorching Ray*

3rd: *Summon Monster III*

*=Illusion spell; DC +1

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Zuan De Sorcerer

3HD zuan de Sor 12;**hp**: 88

S12 D16 C17 I12 W14 Ch28;**Fort** +10, **Ref** +10, **Will** +13

Init: +7 **Move**: 30 ft., fly 70 ft. (average)

AC: 16 (+3 Dex, +3 natural), touch 13, flat 13

BAB/Grapple: +9/+10

Full Attack: 2 claws +10 melee (1d4+1), bite +5 melee (1d6), tail +5 melee (1d6)

Special Att: Spells

Special Qual: Darkvision 60 ft., SR 27, spells-like abilities

Skills: Bluff +27, Disguise +15, Knowledge (Arcana) +13, Spellcraft +13, Spot +8

Feats: Augment Summoning, Eschew Materials, Improved Initiative, Natural Spellcaster, Spell Focus (Conjuration), Spell Focus (Illusion)

CR: 14

Gear: *bracers of armor* +5 (25,000 gp), *cloak of charisma* +4 (16,000 gp) *wand of invisibility* (5 charges) (450 gp), *wand of fireballs* (CL 10; 5 charges) (2,250 gp), *potion of cure moderate wounds* (300 gp)

Total: 44,000 gp (45,000 gp)

Typical Sorcerer Spell List

(6/8/8/8/7/6/4;CL 15;DC 17 + Spell Level)

0: *Acid Splash*, *Arcane Mark*, *Detect Magic*, *Ghost Sound**, *Mage Hand*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Touch of Fatigue*

1st: *Charm Person*, *Color Spray**, *Protection from Law*, *Ray of Enfeeblement*, *Shield*

2nd: *Glitterdust*, *Minor Image**, *Resist Energy*, *Scorching Ray*, *Touch of Idiocy*

3rd: *Displacement**, *Dispel Magic*, *Hold Person*, *Slow*

4th: *Bestow Curse*, *Phantasmal Killer**, *Shadow Conjuration**

5th: *Nightmare**, *Summon Monster V*

6th: *Disintegrate*

*=Illusion spell; DC +1

Bestiary Nefarious

Monsters By CR

Monster	CR
Araby	1/2
Baquada	1/4
Bastuu-I	1/2
Goldspinner Beetle (Beetle)	1/4
Phomicus Beetle (Beetle)	1/2
Bloodrose	1/2
Bloodmole	1/2
Cactus Folk	1/2
Camille	1/4
Cobra Newt	1/2
Demon Flower	1/4
Fluttercat	1/4
Roachfolk (Insectoid)	1/2
Orev	1/2
Shaakasti	1/2
Small Monstrous Tick (Tick)	1/2
Vampire Rat	1/4
Diminutive Monstrous Tick (Tick)	1/10
Tiny Monstrous Tick (Tick)	1/8
Pisci	1/6
Auraling	1/3
Mothfolk (Insectoid)	1/3
Proto Ister-Suul (Ister-Suul, High – Patriarch)	1/3
Annikan	1
Aspii Blooded	1
Bloodseeker Beetle (Beetle)	1
Dwelf	1
Fettered	1
Flying Snake	1
Fowler	1
Gnomling	1
Ichneumon	1
Antfolk (Insectoid)	1
Antfolk Offspring (Insectoid, Antfolk Matriarch)	1
Antfolk Princess Heir (Insectoid, Antfolk Matriarch)	1
Antfolk Footman (Insectoid, Antfolk Matriarch)	1
Beefolk (Insectoid)	1
Beetlefolk (Insectoid)	1
Flyfolk (Insectoid)	1
Mantisfolk (Insectoid)	1
Waspfolk (Insectoid)	1
Waspfolk Servant (Insectoid, Waspfolk Monarch)	1
Waspfolk Private (Insectoid, Waspfolk Monarch)	1
Ister-Suul Initiate (Ister-Suul, High – Patriarch)	1
High Ister-Suul Youngling (Ister-Suul, High – Patriarch)	1
Low Ister-Suul (Ister-Suul, Low)	1
Po-Pei	1
Rhudee	1
Medium Monstrous Tick (Tick)	1
Vegerot	1
Whispling	1
Aspii Degenerate	2

Spharon Mummy (Beetle, Spharon)	2
Death Blossom	2
Death Dancer	2
Giant Hamster (Dire Hamster)	2
Dire Turtle	2
Elogre	2
Gore Wrench	2
Horesse	2
Hurrene	2
Igana	2
Antfolk Bodyguard (Insectoid, Antfolk Matriarch)	2
Lepidilla (Insectoid, mothfolk)	2
Waspfolk Sergeant (Insectoid, Waspfolk Monarch)	2
Common Ister-Suul (Ister-Suul, Common)	2
Javelin Snake	2
Mamaluke	2
Radiant Hawk	2
Dwarven Remnant Defender (Remnant Defender, Dwarven)	2
Serpenti	2
Sesenti	2
Spider Serpent	2
Spiderwolf	2
Tanglethorn Bush	2
Tick Bush	2
Large Monstrous Tick (Tick)	2
Zaramian	2
Acephos	3
Apolii	3
Baku-Shaksta	3
Headhunter Beetle (Beetle)	3
Wolf Beetle (Beetle)	3
Spharon (Beetle)	3
Bloodhound	3
Capricornus	3
Cavern Crawler	3
Chuuut-I	3
Dire Hamster	3
Envy Childe	3
Memorizer Flesh Engine (Flesh Engine)	3
Sweeper Flesh Engine (Flesh Engine)	3
Geshara	3
Holly Golem (Golem)	3
Wax Golem	3
Haraka	3
Hopping Gnasher	3
Antfolk Sergeant (Insectoid, Antfolk Matriarch)	3
Antfolk Noble (Insectoid, Antfolk Matriarch)	3
Waspfolk Spy (Insectoid, Waspfolk Monarch)	3
Common Ister-Suul Warrior (Ister-Suul, High – Patriarch)	3
Viper Weresnake (Lycanthrope, Weresnake Viper)	3
Mir'jalla	3
Murderwort Bird Swarm	3
Perii	3
Quizzit	3

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Elvin Remnant Defender (Remnant Defender, Elvin)	3	Turtleshell Golem (Golem)	5
Skurrier	3	Hapi	5
Tialang Viper (Snake)	3	Wereshark, Large (Lycanthrope)	5
Cherry Tree Warrior (Tree Warrior)	3	Suuma Naga (Naga)	5
Turtis	3	Nissus	5
Unassuming	3	Pisci Swarm	5
Urqi	3	Quintarran	5
Vengal	3	Ramudi	5
Wodosen	3	Somat	5
Xanthus	3	Huge Monstrous Tick (Tick)	5
Xercean	3	Cherry Orchard Prince (Tree Warrior)	5
Zuan De	3	Xlexi	5
Adamantine Beetle (Beetle)	4	Yale	5
Ekimma	4	Annikan Alpha	6
Fauna Tree	4	Aspii Blooded Servant	6
Firebird	4	Avangi	6
Rope Golem (Golem)	4	Lion Avenclaar (Avenclaar)	6
Waspfolk Overseer (Insectoid, Waspfolk Monarch)	4	Beastland Dog (Beastland Animal)	6
Lamentor	4	Fowler Quill	6
Lull	4	Geshara Bully	6
Werebee (Lycanthrope)	4	Gnomling Anklebiter	6
Werelion (Lycanthrope)	4	Fellroot Golem (Golem)	6
Bat Maiden (Maiden of Nature)	4	Tar Golem (Golem)	6
Bird Maiden (Maiden of Nature)	4	Beefolk Slum Lord (Insectoid)	6
Fish Maiden (Maiden of Nature)	4	Beetlefolk Brawler (Insectoid)	6
Manti	4	Flyfolk Flitter (Insectoid)	6
Melusinae	4	Mothfolk Neophyte (Insectoid)	6
Mockery	4	Roachfolk Scavenger (Insectoid)	6
Haneru Naga (Naga)	4	Waspfolk Captain (Insectoid)	6
Nippon-Urdu	4	High Ister-Suul (Ister-Suul, High)	6
Paddler	4	Ister-Suul Highborn (Ister-Suul, High - Patriarch)	6
Persi Bull	4	Kafurii	6
Razorthorn Assassin	4	Manticora	6
Singing Maiden	4	Orev Scout	6
Slashleaf	4	Shaakasti Hunter	6
Stoneroot	4	Shadaar Sinister (Sinister)	6
Thunder Tortoise	4	Tigerwaule	6
Birch Tree Warrior (Tree Warrior)	4	Titankite	6
Cedar Tree Warrior (Tree Warrior)	4	Xuchard	6
Elm Tree Warrior (Tree Warrior)	4	Argosi	7
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Appendix

There's a lot of new items, spells and feats included in this book, scattered through multiple entries. To make things easier to locate, this appendix consolidates the spells, and items from entries in the book for easy reference. New weapons and general feats are located at the front of this book, under the "Attack" entry and "Feat" section, respectively.

New Spells

Summon Camille

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft/2 levels)

Area of Effect: One or more Camille

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, one camille per caster level (max 10) appears at the desired location and acts as the caster directs. Summoned camille will not fight, though they can be used to distract opponents. If a camille dies due to actions or the task asked of the caster, the camille immediately stop their activities, gather to collect the dead camille body and disappear. The spell can then never be used again until the caster atones for the camille's death.

This spell cannot be taught to others and can only be gained directly from a Camille. It cannot be chosen as a bonus spell when gaining a level.

Summon Dreamslayer

Conjuration (Calling) [Evil]

Level: Asn 2, Brd 3, Blk 2, Clr 3, Sor/Wiz 3

Components: V, S, F, XP

Casting Time: 8 hours

Range: Special

Target: Special

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

When this spell is cast, the caster falls into a deep sleep for eight hours and dreams of an enemy. Upon completion of the spell, a dreamslayer is brought into being which travels from the nightmare realm to the location of the victim. The victim may be an individual, a group or an organization. The dreamslayer immediately begins to stalk the victim, and will seek to destroy the victim before the spell duration expires. Once on the mortal plane, the dreamslayer is bound by its normal mode of movement to find and destroy its targets.

If slain, the spell instantly ends and the victim loses 50 XP from the death of the dreamslayer.

Focus: A small effigy of the victim the spell is directed against.

New Magic Items

Musical Instrument of the Master Musician

A musical instrument of the master musician appears as a masterwork version of a musical item, often beset with jewels or other precious metals that make it appear to be worth more than even a mundane masterwork version. When played, the magical tones that emanate from the item grant a +5, +10 or +15 bonus to Perform checks. Likewise, once per day per +5 bonus, the item can produce an effect that duplicates the spell *Hypnotism* (DC 11 for +5, DC 13 for +10, DC 18 for +15).

CL 5th/10th/15th; Craft Wondrous Item, *Summon Instrument*, *Ghost Sound*, *Hypnotic Pattern*, Heighten Spell (for +10 or +15) Caster's level must equal or exceed Perform bonus; Price 2,510 gp (+5), 10,600 gp (+10), 25,600 gp (+15). Creation: 1,255 gp and 100 xp (+5), 5,300 gp and 424 xp (+10), 12,800 gp and 1,024 xp (+15).

Shapeshifter Armor

This armor enhancement grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph*, *shapeshift*, *wild shape*, or similar abilities).

CL: 10th; **Prerequisites:** Craft Magic Arms and Armor, *alter form* or *wild shape* ability; **Market Price:** +5 bonus

Staff of Thunder and Lightning

Crafted from elm with silver bindings, this staff allows use of the following spells:

- *Shocking grasp* (1 charge)
- *Lightning Bolt* (1 charge)
- *Chain Lightning* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *shocking grasp*, *lightning bolt*, *chain lightning*; Price 17,750 gp.

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Bestiary Nefarious

Atosha

14 HD Ptasha Ftr 4/Clr 16;hp: 242

S14 D43 C12 I15 W22 Ch20;Fort +24, Ref +36, Will +26

Init: +25 Move: 90 ft.

AC: 48 (+20 Dex, +5 natural, +8 *bracers of armor*, +5 *amulet of armor*, +5 deflection), touch 35, flat 28

BAB/Grapple: +30/+32

Full Attack: primary +2 *lightened speed khopesh* +52/+52/+47/+42/+37 melee (1d6+6;18-20/x2), claw +54 melee (1d4+2 + ability drain), bite +49 melee (1d6+1 + ability drain)

Special Att: Life drain, roar, spells, spells, rebuke undead

Special Qual: Alternate form, DR 15/silver and good, resist fire 10, spells, unholy presence

Skills: Balance +34, Climb +23, Concentration +17, Diplomacy +21, Escape Artist +35, Hide +35, Intimidate +12, Jump +42, Knowledge (Arcana) +16, Knowledge (History) +18, Knowledge (Religion) +32, Knowledge (The Planes) +16, Move Silently +35, Ride +28, Spellcraft +18, Spot +20, Swim +9

Feats: Combat Expertise, Combat Reflexes, Dire Charge^E, Energy Resistance (Fire)^E, Improved Initiative^B, Improved Multiattack, Lightning Reflexes, Multiattack, Natural Spellcaster (Cleric), Natural Spellcaster (Sorcerer), Two-weapon Fighting^F, Weapon Finesse, Weapon Focus (Khopesh)^F, Weapon Specialization (Khopesh)^F

CR: 28

Gear: *bracers of armor* +8 (64,000 gp), *amulet of natural armor* +5 (50,000 gp), +2 *lightened speed khopesh* (72,317 gp), *ring of mind shielding* (8, 000 gp), *gloves of dexterity* +6 (36,000 gp), *cloak of charisma* +6 (36,000 gp), material components (30,000 gp)

Total: 296,317 gp* (320,000 gp)

Atosha's stats reflect he was human before "acquiring" Ptasha as a template

* 137,500 gp is not included, having been spent on raising his Dexterity score by +5 through the use of a *Manual of Quickness of Action*.

Life Drain (Su): If Atosha successfully strikes an opponent with an unarmed attack, he may drain 1d8 points of Dexterity, Constitution or Strength per round (Fort DC 18 for half). A victim drained to 0 Strength or Dexterity cannot move. A victim drained to 0 or less Constitution is slain.

Roar (Su): As a standard action, Atosha may unleash a deafening and terrifying roar that stuns opponents within 20 ft. (Fort DC 18 to negate). Stunned opponents are considered flat-footed and unable to take any action for 1d4+1 rounds.

Spells: Atosha can cast spells as a 14th level Sorcerer. He prefers spells of mobility, destruction, obfuscation and confusion.

Turn Undead (Su): 8x/day; Turn Check 1d20+5; Turn Damage 2d6+21

Combat

Atosha is sly and manipulative, and will never willingly risk his life to attack an opponent. When facing a group, his favorite tactic is to lure or wait until one of the group members is alone, and ambush them, either incapacitating or killing the individual. He then uses his ability to assume their form and infiltrate himself into the group and destroy the members when they are most vulnerable (asleep, alone, etc.).

When stalking an individual victim, Atosha uses his magic to "play" with his opponent, visiting them with a *Nightmare* or using hit and fade attacks to make the victim paranoid and careless. When he sees an opportunity to crush a weakened or distraught foe, he pounces on it, though he has been known to suddenly back out of an engagement, leaving his victim helpless or mauled – only to start up after the victim has regained some of their strength.

Typical Cleric Spells

(6/6/6/6/5/4/4/3;CL 20;DC 16 + Spell Level; Domains: Chaos, Evil)

0: *Create Water, Detect Magic, Detect Poison, Guidance, Resistance, Virtue*

1st: *Bane, Cause Fear, Divine Favor, Doom, Protection from Good^D, Shield of Faith*

2nd: *Death Knell, Darkness, Desecrate, Hold Person, Shatter^D, Silence*

3rd: *Bestow Curse, Dispel Magic, Magic Circle Against Law^D, Obscure Object, Protection from Energy, Stone Shape*

4th: *Death Ward, Divination, Greater Magic Weapon, Poison, Unholy Blight^D*

5th: *Dispel Good^D, Greater Command, Righteous Might, Slay Living, Spell Resistance*

6th: *Animate Objects^D, Blade Barrier, Harm, Word of Recall*

7th: *Blasphemy^D, Destruction, Ethereal Jaunt, Repulsion*

8th: *Create Greater Undead, Fire Storm, Greater Spell Immunity*

Sorcerer Spells

(6/6/6/6/6/5/3;CL 18;DC 15 + Spell Level)

0: *Arcane Mark, Detect Magic, Ghost Sound, Mage Hand, Prestidigitation, Touch of Fatigue*

1st: *Animate Rope, Color Spray, Erase, Grease, Hypnotism, Reduce Person*

2nd: *Alter Self, Detect Thoughts, False Life, Glitterdust, Invisibility, Web*

3rd: *Displacement, Haste, Keen Edge, Lightning Bolt, Slow, Suggestion*

Bestiary Nefarious

- 4th: *Black Tentacles, Charm Monster, Dimension Door, Fire Shield, Resilient Sphere, Stoneskin,*
5th: *Baleful Polymorph, Dismissal, False Vision, Magic Jar, Nightmare, Overland Flight*
6th: *Disintegrate, Eyebite, Flesh to Stone, Greater Dispel Magic, True Seeing*
7th: *Greater Teleport, Mass Hold Person, Spell Turning*

History

Atosha was once a powerful Aegyptian warrior who was born during the Elvin Golden Age. He came from a rich family, who for generations before, had already ruled several tribes of Aegyptians. These tribes had managed to evade elvin enslavement following the War of Technology. Atosha proved to be a wise and stalwart leader even in his youth, and inherited rule of the tribe before his father passed on at the mere age of 16.

Atosha led several campaigns against his neighbors, eventually carving out an empire for himself by the time he was 30.

While Atosha was strongly religious, he did not put his faith in Shame, the traditional leader of the Aegyptian people. He instead took up the banner of the Egyptian pantheon, blaming Shame for much of the initial Aegyptian's people enslavement to the elves following the Technological Wars.

Atosha persecuted anyone who still worshipped Shame or any of the Amberos gods over the Egyptian pantheon, and his cruel persecution of such a core belief of his people eventually led to rebellion amongst his own people – and an eventually assassination attempt against his personage by one of his own priests.

Angered and fearful of another attempt on his life, Atosha engaged in a cruel purge among his own people. He had entire temples scoured and torn down for the mere

suspicion that they were secretly loyal to Shame, and he likewise razed several villages he believed to harbor Shamess believers.

These acts only fueled the secret rebellion, eventually leading to the split of the Llannhanex and the Iannhanex along the lines of worship of Shame.

When Atosha passed away, several priests of his temple cursed his corpse, using magic to bind his soul to the Mortal Realm and replacing his left hand with that of a panther's hand (a symbol of alliance with Set, enemy of the Egyptian gods) should he manage to find a way to undo the curse holding him to the mortal realm – hoping to physically mar him and mark him as one of "Set's own" to deny him entry into the afterlife.

Since his resurrection as a Ptasha, Atosha has secretly prowled the lands of Iannhanex (and Llannhanex), hunting down worshippers of Shame and "corrupt" priests, punishing them with a mauling of body of soul.

According to legend, Atosha's home lair is in the sunken ruins of a temple of Ra somewhere in the blue desert of Llannhanex, and because of his unnatural status is somehow immune to the blue sands of that desert. It is said that the passages beneath the temple lead directly into the screaming halls of Pandemonium.

Lightened: This property may only be applied to one-handed or two-handed weapons (without reach). A lightened weapon takes less strength to hold, turning a one-handed weapon into a light weapon and turning a two-handed weapon into a one-handed weapon. Moderate Transmutation; CL 8th; Craft Magic Arms and Armor, *shrink item*; Price +1 bonus

Questions and Answers

- Q) Since the baquada has the Shapechanger subtype, can they transform back into human form while in water?**
A) No, it is true that while on land, if they are struck by any spell or effect that would change their shape they can change back to their human form in a single round (see Shapechanger subtype in the SRD), the divine curse that transforms them into fish only activates when they contact sea water, and the baquada cannot control the transformation.
- Q) Can the baquada take ranks in Control Shape to control the change to fish?**
A) No. Unlike lycanthropy, this curse cannot be controlled.
- Q) Can the baquada use Remove Curse to get rid of the shapechanging curse?**
A) Not normally. The DM *may* allow a level check against a 31st level casting or allow *Wish* or *Miracle* to negate the curse. Removing the curse from all baquada would be an Epic level spell at the least.
- Q) Waitaminute. There are no stats for a Large Constrictor Snake in the SRD (or anywhere else).**
A) The medium constrictor snake was too feeble to use for a constrictor weresnake, and the huge constrictor was just too big. The large constrictor snake was simply developed from using the monster advancement rules and a bit of eyeballing. If you want the stats for a basic Large Constrictor Snake, here they are:
- Large Constrictor Snake:** CR 3; LA -; Large Animal; HD 7d8+7; hp 41; Init +1; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat 12; BAB +5; Grp +14; Atk bite +9 melee (1d4+5); Space/Reach 10 ft./5 ft.; SA constrict (1d6+7), improved grab; SQ scent; AL (always N); SV Fort +6, Ref +8, Will +3; Str 21, Dex 17, Con 13, Int 1, Wis 12, Cha 2
- Skills and Feats:** Balance +11, Climb +13, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Endurance, Toughness (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.)
- Constrict (Ex):** On a successful grapple, a constrictor snake deals 1d6+7 points of damage
- Improved Grab (Ex):** To use this ability, a constrictor snake 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 constrict.
- Scent (Ex):** Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.
- Q) The stats for the Wereoctopus Krakentau seems off – shouldn't it have DR 5/magic, SR 13 and its Smite Good deal only +8 damage from the Fiendish template?**
A) To make the +2 CR modification fit this epic creature, the application of the fiendish template was fudged slightly to use the HD + character level of the wereoctopus. If you want to rigidly follow the rules for applying the fiendish template, change its Damage Reduction to DR 5/magic, drop its SR to 13 and reduce the Smite Good to deal +8 damage. But don't blame us if your PC's then walk all over this terror.

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