DUNGEONS & DRAGONS®

DANGEROUS DENIZENS:

THE MONSTERS OF TELLENE

CAMPAIGN RESOURCE

Dangerous Denizens:

The Monsters of Tellene

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Table of Contents

Why the Kingdoms of Kalamar? . . . . . .pg 2
Introduction . . . . . .pg 3
Monsters of Tellene: A to Z . . . . . .pg 9
Appendix A: Animals . . . . . .pg 173
Appendix B: Tellene Variants . . . . . .pg 195
Appendix C: Half-Races . . . . . .pg 201
Appendix D: Charts . . . . . .pg 209
Index . . . . . .pg 217

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Printed in Canada

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Why the Kingdoms of Kalamar® Campaign Setting?

The Kingdoms of Kalamar setting describes the world of Tellene, a vibrant world alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. This robust world consists of many detailed lands and cultures, both human and humanoid, that are rife with adventure possibilities. On Tellene, fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and medieval technology and culture come face to face with magic and the fantastic. Tellene combines the best of a realistic medieval world with all the elements of fantasy you have come to enjoy. While nearly any campaign setting suffices for a single adventure, your characters will find the Kingdoms of Kalamar setting to be an engaging game world to explore long after the novelty of the "tourist bazaars" has worn thin.

The underlying strength of the Kingdoms of Kalamar setting comes from its geo-historical basis. The maps feel right because they **are** right, at least from a standpoint of verisimilitude. The continents, lakes, rivers, forests and other geographical features all follow examples from the real world. This attention to detail clearly shows a setting built from the ground up, from the direction of the prevailing winds to the plate tectonics. No glaciers lie in the middle of warm lakes nor huge jungles in temperate latitudes. The Kingdoms of Kalamar setting becomes the invisible backdrop for the real action: you.

The player character becomes the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You shape the campaign world through your actions, not the other way around. Tellene, like few other campaign settings before it, offers you the opportunity to be a world-shaper. Life in Tellene grows from ordinary men and women with extraordinary courage and resolve. This setting gives you the information you need to allow your players to become one of those people. But fear not, for all the detail and background history that this setting provides add depth to your adventures without confining them. The Kingdoms of Kalamar setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when they spend weeks exploring long forgotten ruins or dark forests somewhere. Evil cults spread their influence throughout a small town. A village succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when heroes are not around to do anything about it. What happens then? Well, sometimes the princess escapes, but more often the Vicelord has his way with her. For the NPCs of Tellene are not inept, else they would not be worthy (or successful) villains. A world full of morons is no place to live. The good, the bad and even the so-so must transpire in the campaign in order to make the party's heroic deeds exceptional. After all, if every person on the block is a superhero, nobody stands out.

The Kingdoms of Kalamar setting is designed to enhance your D&D experience by providing a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons the Kingdoms of Kalamar setting is such an enjoyable world to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that he or she will have an important place in the world of Tellene.

The Kingdoms of Kalamar setting also provides a realistic, dynamic world for your character. Every sort of adventure can be found on the continent of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the Kingdoms of Kalamar setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the Kingdoms of Kalamar setting, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets the Kingdoms of Kalamar setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

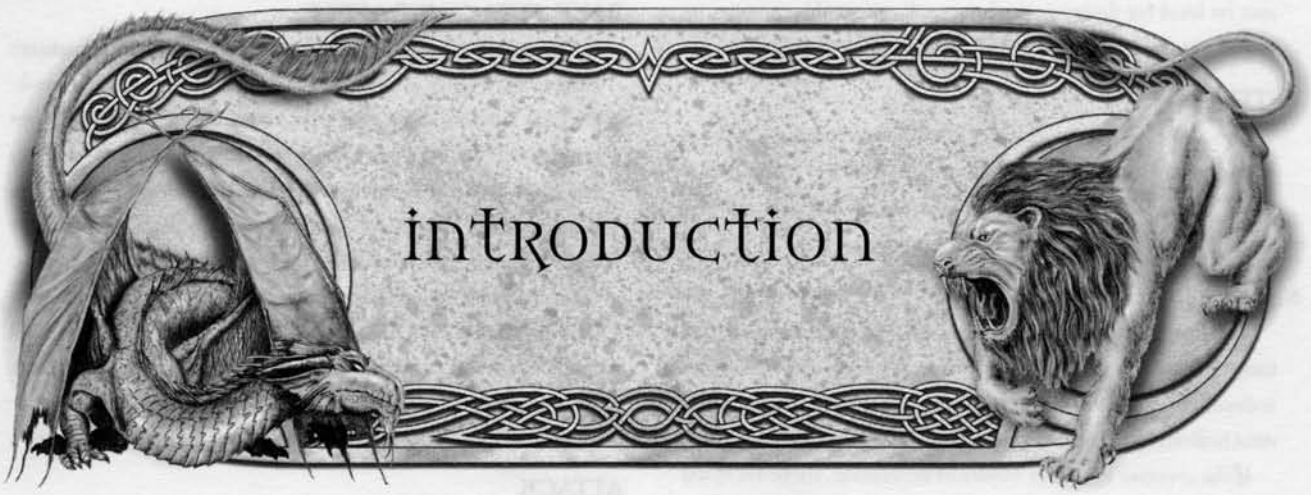
In the revised D&D core rulebooks, three skills and two feats are renamed. In order to be consistent with the core rulebooks in this regard, *Dangerous Denizens* uses the new names given below.

Old Name	New Name
Alchemy	Craft (alchemy)
Pick Pocket	Sleight of Hand
Wilderness Lore	Survival
Expertise	Combat Expertise
Sunder	Improved Sunder

Also, minor changes have been made to the way two feats work.

Two-Weapon Fighting no longer has Ambidexterity as a prerequisite.

Weapon Finesse no longer must be applied to a particular weapon when it is taken - a single acquisition of the feat allows its possessor to use the feat whenever that individual is wielding any of the weapons to which the feat applies. Natural weapons are always considered light weapons.



introduction

ABOUT THIS BOOK

Although the D&D *Monster Manual* contains many creatures that can be found in the KINGDOMS OF KALAMAR campaign setting, the land of Tellene has its own special nature that allows the creation of new monsters. This book contains entries for over 125 such creatures for use in Dungeons & Dragons adventures.

All entries are listed alphabetically by name, and most also include a small map of the Sovereign Lands, depicting where on Tellene these creatures can be found. These maps are only meant as a quick guide to where the creature is most commonly encountered; Dungeon Masters (DMs) should read the descriptive text for full details. Monsters without map entries can be found almost anywhere on the main continent of Tellene or the Svimohzish Isle.

Some of the entries herein have appeared in previous KINGDOMS OF KALAMAR adventures or supplements. Though these creatures have been updated and revised for *Dangerous Denizens*, the DM may choose to use either version in his or her campaign.

Following the main entries are the appendices. Appendix A describes new mundane animals, also in alphabetical order. (Bizarre or simply very unusual animals are listed in the main entries.) Appendix B lists Tellene-specific variant monsters that are little different, in terms of statistics, from their namesakes in the D&D *Monster Manual*. Instead, their differences focus on culture, habitat, society and appearance. Appendix C lists new player character and non-player character races for use by both players and DMs. Appendix D is a collection of tables that organize the monsters in this book by challenge rating, type (and subtype) and region.

WHAT YOU NEED TO PLAY

This sourcebook assumes that you own the three core rulebooks of the Dungeons & Dragons game: the *Player's Handbook*, the *Dungeon Master's Guide* and the *Monster Manual*. In addition, material in this book frequently refers to the KINGDOMS OF KALAMAR campaign setting. Spells, feats or other items drawn from this source will be noted, and offer alternate choices for readers without this resource.

READING THE ENTRIES

Each monster entry is organized in the same general format. An entry is composed of a statistics block, giving the DM the basic game information about the creature, followed by sections of descriptive text where the creature's appearance, ecology, habitat and tactics are discussed. Even more information about the characteristics of monsters can be found in the D&D *Player's Handbook*, the D&D *Dungeon Master's Guide*, the D&D *Monster Manual* and the KINGDOMS OF KALAMAR *Player's Guide*.

NAME

This is the name by which the creature is generally known in Merchant's Tongue, the "common" language of trade in the KINGDOMS OF KALAMAR campaign setting. The descriptive text may also give other names in either Merchant's Tongue or the regional human and demihuman languages.

SIZE AND TYPE

This line begins with the creature's size. There are eight size categories, including Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan and Colossal. A size modifier applies to the creature's Armor Class (AC), attack bonus and modifiers to certain skill checks. A creature's size also determines how much space it occupies in combat (known as "Space") and how far it can stretch to make a melee attack (known as "Reach").

The size and type line continues with the creature's type (such as "Giant"). Type determines many features of the monster, including Hit Dice size, base attack, base saving throws, skill points and how magic affects a creature. For example, a *hold animal* spell will only affect creatures of the animal type.

HIT DICE

This line gives the number and type of Hit Dice the creature has, along with any bonus hit points. A parenthetical note gives the creature's average hit points. A creature's Hit Dice total is

also its level for determining how spells affect the creature, its rate of natural healing and its maximum ranks in skills.

INITIATIVE

This line shows the creature's modifier to initiative rolls. A parenthetical note tells where the modifier comes from. This is most commonly the creature's Dexterity modifier and the Improved Initiative feat, if the creature has it.

SPEED

This line gives the creature's speed on land (the amount of distance it can cover in one move). If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base speed follows.

If the creature has other modes of movement, these are listed after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot use the run action while burrowing. Most burrowing creatures do not leave tunnels behind them, as the material they tunnel through usually fills in behind them. Exceptions will be noted in the descriptive text.

Climb: A creature with a climb speed gains a +8 racial bonus to all Climb checks. The creature must make a Climb check to climb any wall or slope of a Difficulty Class (DC) of more than 0, but it can always choose to take 10, even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against the climbing creature.

Fly: The creature can fly at the listed speed if carrying no more than a light load (see *Player's Handbook* Chapter 9). All fly speeds include a parenthetical note indicating maneuverability.

Swim: A creature with a swim speed can move through water at the listed speed without making Swim checks. It has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or threatened when swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

ARMOR CLASS

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

A creature's armor proficiencies (if any) depend on its type (see the D&D *Monster Manual*), but in general a creature is proficient with any kind of armor it is described as wearing, including all lighter types of armor.

BASE ATTACK/GRAPPLE

The number before the slash in this entry is the creature's base attack bonus, which is its attack bonus before any modifiers are applied. A creature's base attack bonus depends on its type, Hit Dice and class level (if any). This number is rarely needed, but can be handy on occasion, especially if the creature has the Power Attack or Combat Expertise feat. 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 provides the single physical attack the creature uses with an attack action. In most cases, this is also the attack the creature uses during an attack of opportunity as well. The entry shows the weapon, attack bonus and form of attack (melee or ranged). The attack bonus 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 with natural weapons.

If the creature uses natural weapons, 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 as well.

A creature can use one of its secondary natural weapons with the attack action if it chooses, but if it does, it suffers an attack penalty, as noted in the Full Attack section (below).

FULL ATTACK

This line gives all the physical attacks the creature can make when it uses the full attack action. It provides the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first listing 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 with natural weapons.

The remaining weapons are secondary and have a –5 penalty to their attack bonus, no matter how many there are. Creatures with the Multiattack feat (see Feats, below) take only a –2 penalty on secondary attacks.

DAMAGE

This line shows the damage that each one of the creature's attacks deal. Damage from an attack is always at least 1 point, even if a subtraction from a die roll brings the result to 0 or lower.

Natural Weapons: A creature's primary attack damage includes its full Strength modifier (1 1/2 times its Strength bonus if it is the creature's sole natural weapon). Secondary attacks add only 1/2 the creature's Strength bonus.

If any attacks also cause some special effect other than damage (poison, disease, and so forth), that information is given here.

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

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing and bludgeoning damage

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

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), while off-hand weapons add only 1/2 the Strength bonus.

SPACE/REACH

This line describes how much space the creature needs to fight effectively and how close it has to be to an opponent to threaten that opponent.

The number before the slash is the creature's space, which tells how wide a space 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.

A creature's space entry is based on its size category, not its actual dimension. In many cases, creatures have bodies longer than their space entries. A creature's overall length helps account for its reach. Also, very long creatures are assumed to rear up or coil their bodies during a fight to facilitate maneuvering, attack and defense.

A table summarizing space and reach statistics for creatures of various sizes can be found in the D&D *Monster Manual*.

SPECIAL ABILITIES

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage and enhanced senses, among others. 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.

When a special ability allows a saving throw, the kind of save and the DC is noted in the descriptive text. Many saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's non-class HD + the relevant ability modifer). The save DC is listed in the descriptive text along with the ability used to calculate it.

A special ability is either extraordinary (Ex) , spell-like (Sp) or supernatural (Su).

Extraordinary: Extraordinary abilities are non-magical, don't go away in an *antimagic field*, and are not subject to anything that disrupts magic. Using an extraordinary ability is a free action unless noted otherwise.

Spell-like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus or XP components). They go away in an *antimagic field* and are subject to spell resistance.

Spell-like abilities usually have a limit on the number of times they can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes an attack of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spell casting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the monster's Hit Dice.

Unless otherwise noted, the DC of a saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Supernatural: Supernatural abilities are magical and go away in an *antimagic field* but are not subject to spell resistance. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice.

Special Attacks

This line lists all the creature's special attacks, if any. Details of the most common special attacks are given in the D&D *Monster Manual*, with additional information in the creature's descriptive text.

Special Qualities

This line lists all the creature's special qualities, if any. Details of the most common special qualities (such as traits) are provid-

ed in the D&D *Monster Manual*. Two new special qualities are described below.

Flammable (Ex): These creatures are particularly susceptible to fire damage and thus take double damage from fire-based attacks unless a save is allowed for half damage.

Furthermore, causing a certain amount of fire-based damage to this creature sets it aflame, whereupon it continues to take that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion, or thoroughly covering the creature, in water, earth or an inert gas will douse the flames.

Limited Regeneration (Ex): Creatures with this quality can regenerate, but only under certain conditions. For example, a creature that is particularly attuned to the night might only be able to regenerate in the absence of sunlight, or perhaps the absense of any light at all. Other creatures might regenerate when immersed in fire, water, extremely cold temperatures and so on. The statistics block includes a numerical rating that is the number of hit points the creature regenerates as long as the conditions specified for its type are met. If those conditions are no longer met, the creature will stop regenerating until they are met again.

SAVES

This line gives the creature's Fortitude, Reflex, and Will save modifiers, which take into account its type, ability score modifiers and any special qualities.

ABILITIES

This line provides all six of the creature's ability scores, in the order Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the following array of ability scores before racial adjustments: 11, 11, 11, 10, 10, 10. To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. For example, a darkling snatcher has the following ability scores: Str 8, Dex 16, Con 11, Int 10, Wis 11, Cha 17. That means a darkling snatcher's racial ability adjustments are Str –2, Dex +6, Con +0, Int +0, Wis +0 and Cha +6.

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. Other effects of nonabilities are as follows.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body (a poltergeist, for example). The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack modifier instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score cannot move. If it can act (such as by casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body or no metabolism (a golem or an undead). It is immune to any effect that requires a Fortitude save unless the effect works on objects. For example, a blood mummy is unaffected by any type of poison but is susceptible to a *disintegrate* spell. The creature is also immune to ability damage, ability drain, and energy drain and always fails Constitution checks. A creature with no Constitution cannot use the run action.

Intelligence: Any creature that can think, learn or remember has at least 1 point of Intelligence. A creature can speak all the languages mentioned in its descriptive text, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (its native language or the language of the dominant human or demihuman race of the creature's native land, unless noted otherwise).

A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.

SKILLS

This line lists all the creature's skills alphabetically along with each skill's score, which includes adjustments for ability scores and bonuses from size, natural climb or swim abilities, feats and 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. If it lacks an Intelligence score, it typically has no skill points.

An asterisk (*) following a skill modifier in the statistics block indicates that the creature's descriptive text describes a conditional adjustment, which is a skill bonus that is only applicable under certain conditions. Conditional adjustments are not accounted for in the statistics block.

Skill Synergy: Certain skills provide a bonus to the use of related skills when a character has 5 or more ranks in that skill. For instance, having 5 or more ranks in Escape Artist provides a +2 bonus on Use Rope checks to escape from bindings. This is expressed in a creature's statistics block by a parenthetical note following the base skill modifier, such as Use Rope +2 (+4 bindings).

CREATURE FEATS

Some of the creatures in this book possess feats that are not mentioned in the D&D Player's Handbook. These "creature feats" are described below.

FLYBY ATTACK [GENERAL]

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another single action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

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

HOVER [GENERAL]

The creature can halt its forward motion while flying, regardless of its maneuverability.

Prerequisite: Fly speed.

Benefit: While hovering, the creature can attack with all its natural weapons, except for wing attacks. Some creatures may be able to make additional attacks while hovering, as noted in the creature's descriptive text. If the creature has a breath weapon, it can use the breath weapon instead of making physical attacks.

If a creature 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 specified in the creature's descriptive text. The winds so generated can snuff torches, small campfires, exposed lanterns and other small, open flames of nonmagical origins. The cloud obscures vision, and creatures caught within it are blinded while inside and for 1 round after emerging. Each creature caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: A creature without this feat cannot halt its forward motion without falling. A creature with average, poor or clumsy maneuverability can slow its flying movement to only half of its fly speed. (See Tactical Aerial Movement in the D&D Dungeon Master's Guide.)

MULTIATTACK [GENERAL]

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can employ a spell-like ability with a moment's thought.

Benefit: Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action – including the use of another spell-like ability – in the same round that is uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round. A spell-like ability that duplicates a spell with a greater casting time than 1 round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day. Thus, if a bugbear mage chooses to quicken its *magic missile* ability, it cannot use quickened *magic missile* again the same day, though it could use its *magic missile* ability again normally (since *magic missile* is a 4/day ability), or it could quicken another of its spell-like abilities, such as *invisibility*.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

RAM [GENERAL]

The creature is adept at forcing its way through opponents.

Prerequisite: None

Benefit: When using the overrun action (see the D&D Player's Handbook), the creature counts as one size category larger than normal, and can therefore charge through even larger creatures, as well as gaining a +4 size bonus for resolving any trip actions to drive through defenders.

Normal: The creature can only overrun an opponent who is one size category larger than itself, the same size, or smaller.

SNATCH [GENERAL]

The creature can more easily grapple when using its bite or claw attacks.

Prerequisite: Must have bite or claws as a natural weapon attack.

Benefit: The creature that hits with a bite or claw attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold with a claw on a creature four or more size categories smaller than itself, it squeezes each round for automatic claw damage. If it gets a hold with its bite on a creature three or more size categories smaller than itself, 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. The snatched creature gets no saving throw against the creature's breath weapon (if any).

The creature can drop a foe it has snatched as a free action or use a standard action to fling it aside. The feet traveled and the damage taken by a flung foe are specified in the creature's descriptive text. If the foe is flung while the creature is flying, the foe takes the specified amount of damage or falling damage, whichever is greater.

Normal: Without this feat, the creature must conduct grapple attempts according to the D&D Player's Handbook.

WINGOVER [GENERAL]

The creature can quickly change direction while flying.

Prerequisite: Fly speed.

Benefit: This feat allows a flying creature to turn up to 180 degrees once per round reglardless of its maneuverability, in addtion to any other turns it is normally allowed. A creature cannot gain altitude during the round when it executes a wingover, but it can dive.

Normal: A creature without this feat that has average, poor or clumsy maneuverability is limited to a turn of 90 degrees or 45 degrees. (See Tactical Aerial Movement in the D&D Dungeon Master's Guide.)

FEATS

This line gives all the creature's feats alphabetically. The creature's descriptive text may contain additional information if a feat works differently from how it is described in this introducion, in Chapter 5 of the D&D *Player's Handbook*, or in the D&D *Monster Manual*.

Most creatures use the same feats that are available to characters, but some have access to one or more unique feats. See the accompanying sidebar in this introduction for descriptions of these feats. Creatures with an Intelligence score gain feats at the same rate as characters, regardless of type.

Sometimes, a creature has one or more bonus feats, indicated by (B) following the name. It is not necessary for a creature to meet the feat's prerequisites in order to have and use a bonus feat. If you wish to customize the creature with new feats, you can replace its regular feats, but not its bonus feats. The creature cannot have a regular feat unless it meets all the feat's prerequisites.

ENVIRONMENT

This entry describes the climates and terrains (or planes, for extraplanar creatures) where the creature is most often found. More detailed information can often be found in the descriptive text. See Chapter 3 of the D&D *Dungeon Master's Guide* for more information on terrain types and climates.

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. Some 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.

CHALLENGE RATING

The number on this line of the statistics block represents the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty. Assume a party of four fresh characters (full hit points, full spells and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter with some damage but no casualties. For more information about Challenge Ratings, see the D&D *Dungeon Master's Guide*.

TREASURE

This entry tells how much wealth the creature owns and refers to the treasure tables in the *Dungeon Master's Guide*. 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. For more details, see the D&D *Dungeon Master's Guide* and the D&D *Monster Manual*.

ALIGNMENT

This entry 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.

Always: The creature is born with the indicated alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. For example, elder trolls inherited their chaotic evil alignment from their creator, He Whose Name is Not, the Dead God of Chaos and Evil. It is possible for individuals to change alignment, but such individuals are either unique or very rare exceptions.

Usually: More than 50% of these creatures have the indicated alignment. This may be due to strong cultural influences or it may be a legacy of the creatures' origin.

Often: The creature tends towards the given alignment, either by nature or nurture, but not strongly. A plurality (40% to 50%) of individuals have the given alignment, but exceptions are common.

ADVANCEMENT

This book describes the weakest and most common version of each creature. The Advancement line shows how tough a creature can become, in terms of extra Hit Dice and size. (This is not an absolute limit, but exceptions are extremely rare.)

LEVEL ADJUSTMENT

Creatures suitable for use as player characters (usually creatures with Intelligence scores of at least 3 and opposable thumbs) or cohorts include this entry as the last line of the statistics block. 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. Creatures that may only be used as cohorts (not characters) are labeled as such. See the D&D *Dungeon Master's Guide* for more details on effective character levels.

In general, the KINGDOMS OF KALAMAR campaign setting is not an appropriate setting for using full-blooded monsters as player characters. The strong political, social and religious tensions that exist between humans and demihumans (and even between humans and humans) make life more challenging for even the most attractive elf or hobgoblin diplomats with their own cities or kingdoms to back them up. Monster characters will suffer much greater persecution, and are likely to end up in a slave pen, or impaled on the end of a spear, before their first adventure even begins.

TACTICS ROUND-BY-ROUND

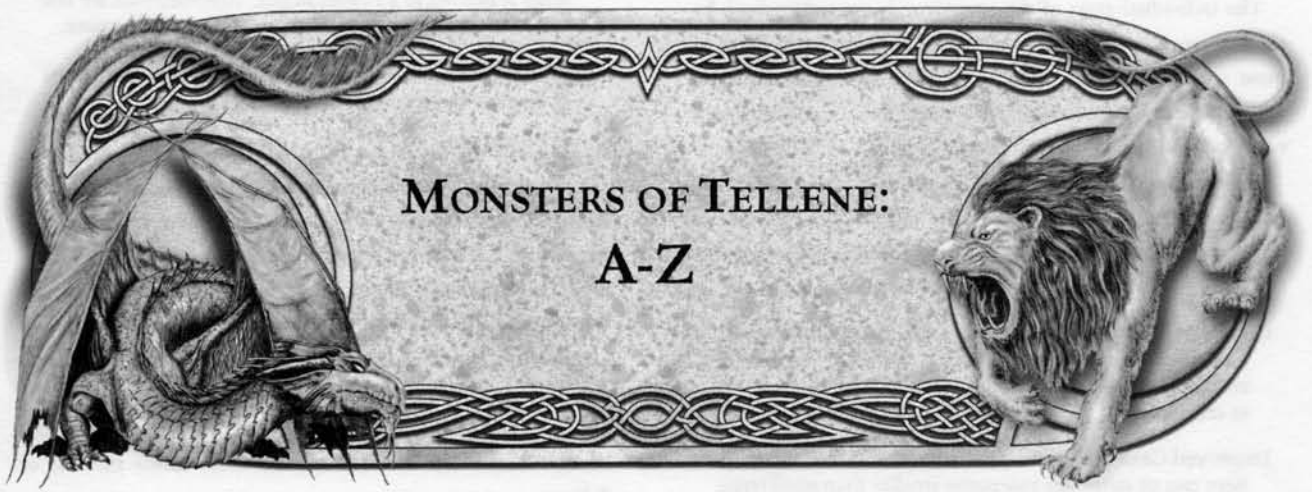
This section details the standard round-by-round combat tactics of a typical monster. The tactics of individual monsters may vary according to the DM's wishes; these tactics are only the general attack method for the species as a whole.

DESCRIPTIVE TEXT

The descriptive text opens with a short description of the monster: what it does, what it looks like, and what is most noteworthy about it. Special sections, such as Combat, describe how the creature fights and gives details on special attacks, special qualities, skills and feats. Other sections of descriptive text may focus on other aspects of the creature, such as its Ecology, Habitat, Migration and Society.

ON TELLENE

This section gives brief information specific to the KINGDOMS OF KALAMAR campaign setting, placing the monster within the geographical and historical context of that world. For example, some of the monsters in this book (such as trolls) owe their creation directly to certain deities, while others are native to the lands of Tellene or the island continent of Svimohzia.



Monsters of Tellene: A-Z

ANEMACONDA

Huge Animal (Aquatic)
Hit Dice: 10d8+70 (115 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 0 ft. (0 squares), swim 5 ft.
AC: 10 (-2 size, +1 Dex, +1 natural), touch 9, flat-footed 9
Base Attack/Grapple: +7/+15
Attack: Tentacle +6 melee (1d6 plus poison)
Full Attack: 8 tentacle rakes +6 melee (1d6 plus poison)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict, improved grab, poison
Special Qualities: Blindsense, damage reduction 10/piercing or slashing, low-light vision, regeneration
Saves: Fort +14, Ref +8, Will -2
Abilities: Str 11, Dex 13, Con 24, Int 2, Wis 1, Cha 3
Skills: Listen +1, Spot +2, Swim +8
Feats: Alertness, Improved Initiative, Iron Will, Weapon Finesse
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment: -

Tactics Round-by-Round

The anemaconda attacks its opponents with its saw-toothed tentacles, injecting poison into the victim while simultaneously grasping its prey.

Round 1: Full attack.

Round 2: Constrict same opponent or full attack new opponent.

Round 3: Repeat from round 2.

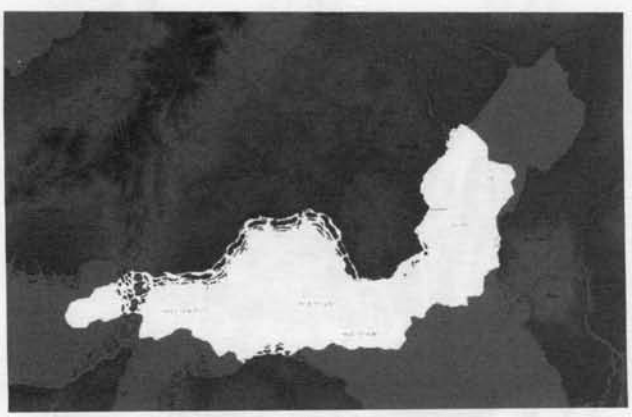
Though an anemaconda appears to be a group of weeds growing on the bottom of the sea, these weeds are actually long, saw-toothed tentacles that are a serious underwater hazard.

Though the anemaconda looks like a plant, it is in fact an animal. Though each of its 50-60 tentacles has the strength of an average man, only 8 of them are long enough to effectively attack opponents. When not attacking, the anemaconda burrows these arms into the sea floor until they are covered by a thin layer of sea silt. These arms are flat and very difficult to notice (Spot DC 20) when lying on the sea floor. The arms are connected to a small central hub of flesh.

Anemacondas anchor themselves firmly to cracks and fissures on the ocean floor and cannot be moved by others without incredible effort, equal to a full-scale underwater mining operation. For them to move themselves likewise requires enormous effort and they tend only to do this when near death or if the crack they are rooted to becomes too small. To attract food, they first capture small underwater prey, typically fish, and then use the struggles of the trapped prey to attract larger and larger prey. However, anemacondas have been known to feed on creatures up to the size of medium sharks. They have no mouths, and feed by slowly absorbing nutrients through their tentacles.

The already fearsome anemaconda also carries a nerve poison that paralyzes its prey. Every time the creature successfully attacks with its tentacles, it delivers a small dose of poison. Though tough opponents often resist this poison, the anemaconda's many tentacles allow it several opportunities to succeed.

Anemacondas can live up to 500 years, and reproduce asexually. This occurs approximately once every 100 years.



The range of the Anemaconda

COMBAT

The individual arms of the anemaconda are rather weak by themselves. They can be cut or ripped as easily as the flesh of most surface-dwellers. It is only in concert that the arms become deadly. Each individual tentacle has 2 hp, and cannot easily be damaged by bludgeoning weapons.

Anemacondas are difficult to kill, as most of the arms must be hacked off before one can reach the central hub. The central hub must be completely destroyed or uprooted and taken to the surface, where it quickly dies.

Constrict (Ex): An anemaconda deals automatic tentacle damage against creatures two or more size categories smaller than the anemaconda (typically Medium or smaller creatures).

Improved Grab (Ex): When the anemaconda hits an opponent two or more size categories smaller than itself (typically Medium or smaller) with a tentacle attack, it may constrict.

Poison (Ex): Tentacles, Fortitude save (DC 22); initial damage 1d4 temporary Constitution, secondary damage paralyzation for 3d4 rounds.

Blindsense (Ex): An anemaconda can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), an anemaconda's blindsense is limited to a 15-foot radius. Anemacondas are not fooled by illusions or other figments while underwater.

Regeneration (Ex): An anemaconda that loses part of its body mass can regrow it in 1d4 weeks.

ON TELLENE

Lobsterfolk cultivate anemacondas in regions that they frequently visit. The anemaconda devours some predators of the lobsterfolk and also provides a steady source of leftover bits of food for them to eat. Though the lobsterfolk enjoy almost total immunity to the poison by virtue of having an armored exoskeleton, they must be careful not to become completely entangled and immobilized. Anemacondas are native to the Straits of Svimohzia, Whimdol Bay and the southern Elos Bay, though lobsterfolk have transported them across the seas of Tellene.

Ships in the Elos Bay region must be wary of low tides, particularly when two or more moons combine to cause the low tides. Though rare, it is known that small fishing boats have been attacked and submerged by anemacondas. An unusually large anemaconda was recently found to have remains of twelve different boats near or entangled in it, some remains dating back to the time of Fulakar and the first Kalamaran expansion.

ASTRAL HUNTER

Medium Outsider (Evil, Extraplanar)
Hit Dice: 3d8+3 (16 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), fly 50 ft. (average)
AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +2/+8
Attack: Claw +8 melee (1d4+6)
Full Attack: 2 claws +8 melee (1d4+6) and bite +6 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend 2d4+9, snatch
Special Qualities: Darkvision 60 ft., plane vision, solid projection, spell-like abilities
Saves: Fort +6, Ref +5, Will +3
Abilities: Str 23, Dex 14, Con 12, Int 12, Wis 10, Cha 8
Skills: Climb +12, Hide +8, Intimidate +5, Knowledge (the planes) +7, Listen +6, Move Silently +8, Search +7, Sense Motive +6, Spot +6
Feats: Great Fortitude, Multiattack
Environment: Astral Plane
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: 4-9 HD (Medium)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The astral hunter attacks from ambush, attempting to steal away its prey without an extended fight.

Round 0: Create solid projection and send it to hunt. Projection perches in high place and waits for prey.

Round 1: Full attack and rend.

Round 2: Snatch same opponent.

Round 3: Fling opponent or fly away with opponent.

Round 4: Drop opponent.

Round 5: Repeat from round 1 until opponent is dead, fly away with corpse; or flee if endangered.

Astral hunters live on the Astral plane. When a moon is full, an astral hunter sends forth a projection of itself to hunt for humanoid food on the Material Plane, while its true body remains dormant and safe elsewhere.

The astral hunter has a dense, gray skin that resembles the leathery and wrinkled flesh of an elderly corpse. In places, the skin is marked with clumps of wart-like bumps. Its head is skull-like, with no hair, two small slits for a nose, and beady, maggot-white eyes. From the protruding lower jaw extend four to eight oversized teeth. From each side of its head, the hapless viewer can see long, crooked, pointed ears like those of a deformed elf. A set of large, bat-like wings enables the astral hunter to fly. An astral hunter stands 7 feet tall, not including the wings, which reach to a height of 9 feet with a total wingspan of 6 feet.

On the Astral Plane, one can often find the creature's body in a comatose state. For this reason, astral hunters live encased in caves formed by solid matter collected on the Astral Plane. An astral hunter can survive by eating only a few times a month; when the moon is full, it gorges itself, then "hibernates" while it waits for the next full moon.

Astral hunters can speak Abyssal, Auran and Infernal.

COMBAT

Astral hunters prey on almost any living thing, but favor a nice fat dwarf or halfling. Astral hunter projections perch in high places and quietly wait for their prey to pass below. Upon sighting its prey, it swoops down and attacks. If a projection kills the prey, it immediately picks up the corpse and flies away. If the prey is not killed in the initial attack, the astral hunter takes to the air with its prey, flying fast and high before releasing its meal to fall to its death.

After this, the projection lands and retrieves the corpse, then flies off again to a secure location where it can feast. The creature always ensures its prey is dead and consumed before returning from the Astral Plane. This means any adventurer snatched by an astral hunter will almost surely be killed, but his or her friends still have time to search for the creature's lair (or somehow follow the projection) and retrieve their friend's corpse before it is devoured.

It should be noted that the creature is very bright and always attacks from behind or above if possible. It also quickly retreats if it feels greatly outnumbered or loses 5 or more hit points in combat.

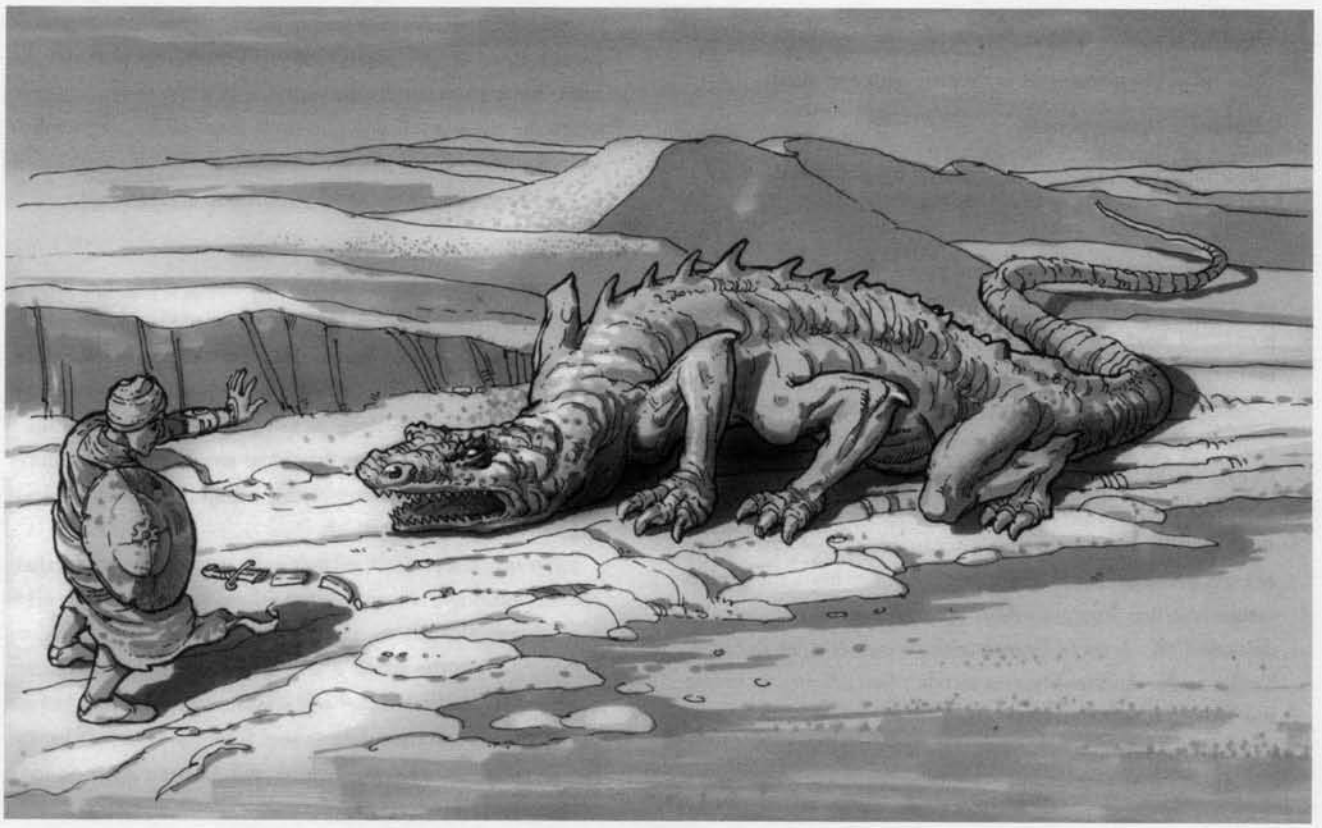
Rend (Ex): When an astral hunter hits with both claw attacks, it rips the opponent's flesh, automatically dealing an additional 2d4+9 points of damage.

Snatch (Ex): A creature that is flung by an astral hunter after being snatched travels 5 feet and suffers 1d6 points of damage. If the astral hunter flings its victim while flying, the victim takes this damage or the appropriate falling damage, whichever is greater.

Plane Vision (Ex): The astral hunter can view any location on the Prime Material Plane from its safe location on the Astral Plane.

Solid Projection (Su): After locating a good place to hunt, the astral hunter then forms a solid projection of itself on the Prime Material Plane. Once formed, this projection is material, cannot pass through walls and takes damage normally. The astral hunter has the option of ending the projection at any time – this takes one full round to achieve. After the projection vanishes, it takes the true body 1d6+4 minutes to awaken; the creature is considered helpless during this time. If the projection receives enough damage to be slain before it can disappear, the true body awakens immediately with a painful shriek, takes 3d4 points of damage and is stunned (as the condition) for 1 round. If the projection is slain, the astral hunter cannot send out another projection until the next full moon.

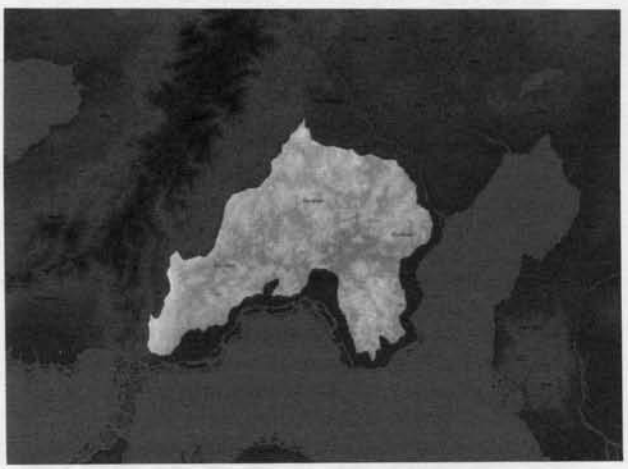
Spell-Like Abilities (Ex): At will, but only during a full moon, the astral hunter may *plane shift* itself (and only itself) to and from the Astral Plane.



ON TELLENE

As an outsider, the astral hunter can appear almost anywhere on the Prime Material Plane. However, sightings of this rare creature have been most often reported in and around the Fhokki city of Trarr. Sages insist that this is just another proof that Trarr lies at a delicate juncture between the planes.

Because the world of the KINGDOMS OF KALAMAR campaign setting has three moons (Veshemo, Pelselond and Diadolai), the astral hunter can hunt between 3 and 11 nights per month (out of 13 total months).



The range of the Salt Basilisk

BASILISK, SALT

Large Magical Beast
Hit Dice: 8d10+16 (60 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +8/+15
Attack: Bite +11 melee (2d6+4)
Full Attack: Bite +11 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Salt gaze
Special Qualities: Darkvision 60 ft., low-light vision, sprint
Saves: Fort +8, Ref +11, Will +2
Abilities: Str 17, Dex 16, Con 15, Int 2, Wis 10, Cha 10
Skills: Hide +4*, Listen +5, Spot +5
Feats: Alertness, Dodge, Endurance, Lightning Reflexes[B]
Environment: Warm desert
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-11 HD (Large); 12-14 HD (Huge)
Level Adjustment: -

TACTICS ROUND BY ROUND

The salt basilisk is cowardly, only entering combat if forced.

Round 0: Observe prey while remaining motionless

Round 1: Use salt gaze attack

Round 2: Repeat 1 or sprint after fleeing opponents

Round 3: Repeat 2 or full attack if forced into melee; flee if overwhelmed

Like its basilisk relative, the salt basilisk is a dangerous reptile that can stop an opponent with a mere gaze.

Salt basilisks are found only in arid deserts, where they lair in hidden caves and burrows, or simply bury themselves under sand dunes. A salt basilisk has a thinner, more lizardlike body than a normal basilisk. Also, its back has fewer spines, and its tail is about 10-14 feet long (approximately twice as long as the standard basilisk's). A salt basilisk's body is a light brown color, with a dark yellow underbelly, to better enable it to blend in with the desert sand. An adult salt basilisk can grow to approximately 10 feet long, not counting its tail (which can stretch an additional 5 to 7 feet). A salt basilisk weighs about 450 pounds.

The salt basilisk burrows extensively as protection from temperature extremes and even larger predators. These burrows typically consist of a shallow ditch or tunnel with a central chamber and several exits. The central chamber often measures up to 150 feet in diameter and lies 5 to 15 feet deep in the soil, with the entrance covered by sand when the basilisk is at home.

COMBAT

Salt basilisks rely on their gaze attacks to transform prey into meals of salt. Unlike their more sedentary relatives, though, they freely use their sprint ability to pursue fleeing creatures.

Salt Gaze (Su): Victims who meet the salt basilisk's gaze may be turned to salt permanently (range 30 feet, Fortitude DC 14 negates).

Sprint (Ex): Once per hour, a salt basilisk can take a charge action to move ten times its normal speed (200 feet) for 1d2 rounds.

Skills: *The salt basilisk's natural coloration and ability to remain motionless for long periods of time grants it a +4 racial bonus to Hide checks when in a desert environment.

ON TELLENE

The salt basilisk is a vicious predator of the Elos Desert. It relies on its incredible speed and lethal gaze attack to turn its prey to salt, which comprises the bulk of its diet. Those living on and near the salt flats of the Elos have grown large and somewhat lazy, although they still retain their amazing bursts of speed for chasing away intruders.

BEHOLDER, OCCULTIPUS

Large Aberration
Hit Dice: 9d8+18 (58 hp)
Initiative: +4 (Improved Initiative)
Speed: 5 ft. (1 square), fly 20 ft (good)
AC: 18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+11
Attack: Tentacle +6 (1d2+1)
Full Attack: 4 tentacles +6 melee (1d2+1) and bite +4 melee (2d4); or eye rays +6 ranged touch and bite +4 melee (2d4+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Confusing gaze, eye rays, improved grab
Special Qualities: All-around vision, darkvision 60 ft., fly, regeneration 1
Saves: Fort +5, Ref +5, Will +8
Abilities: Str 12, Dex 10, Con 14, Int 13, Wis 15, Cha 15
Skills: Hide +2, Knowledge (arcana) +12, Listen +7, Search +7, Spellcraft +3, Spot +10, Survival +2 (when following tracks)
Feats: Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 12
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: 10-18 HD (Large); 19-27 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

Occultipus beholders prefer subtlety over direct combat. Their favored tactic is to sneak up on their target, then use their paralyzing eye ray. Once the target is paralyzed, the tentacles grab hold and pull the target to the waiting mouth.

Round 0: Observe enemies from a place of safety.

Round 1: Use paralyzing eye ray on strongest opponent or spellcaster.

Round 2: Tentacle attack paralyzed opponent or use appropriate eye ray on other opponent.

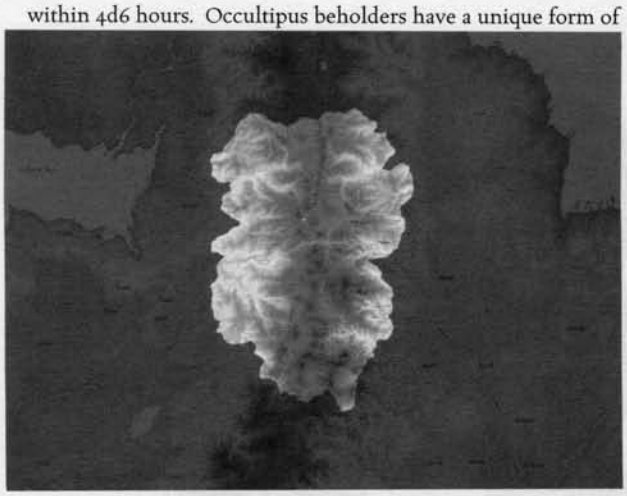
Round 3: Continue to deal bite damage if tentacle attack was successful or use appropriate eye ray on other opponent.

Round 4: Repeat from round 3; or fly away if endangered.

Also known as the "magic eater," the occultipus is feared (or at least well-respected) by all those who wield powerful magic items.

A occultipus beholder's body measures about 5 feet around and appears brown in color, mottled with purple and gray. It has a large central eye protected by a fleshy ridge. This eye is framed by six smaller eyes on the body, each protected by fleshy ridges. Strangely, the central eye is blind – its confusing gaze is its only function. The smaller eyes around it are used for sight. Four large feeding tentacles extend from its jaws, surrounding the creature's mouth. Though not very strong, these tentacles bring hard-to-reach food to the occultipus beholder's mouth. On top of the beholder sprout six eyestalks, each with a different power. This makes for 13 total eyes on the beholder, seven with magical powers and six used only for sight.

Occultipus beholders are predominantly found in cold or temperate lands, but are occasionally found elsewhere. According to some sages, the creature prefers to feed around midnight. The occultipus can survive on meat, but prefers to devour magic items. Magic items in its stomach lose one charge per round, while permanent magic items become normal items within 4d6 hours. Occultipus beholders have a unique form of reproduction- when occultipi die, two young occultipus beholders emerge from the corpse at half the strength of the original. However, this only occurs after the occultipus' natural death, at the age of approximately 100 years.



The range of the Occultipus Beholder

Occultipus beholders speak Draconic, as well as their own secret language, though they have also been known to speak in the human languages. Only occultipus beholders who spend a great deal of time around humans would speak Merchant's Tongue.

COMBAT

Unfortunately for the occultipus beholder, once it has begun any attack with its eyes, it glows with *faerie fire* (as the spell of the same name). This makes it a prominent target once combat is initiated. If slain, there is a 2% chance the occultipus beholder will explode, inflicting 4d4 points of damage to everyone within 10 feet (Reflex save DC 14 for half damage).

Confusing Gaze (Ex): Victims are confused (as the *confusion* spell) for 1 round, range 30 feet, Will DC 16 negates. Casting *dispel magic* on a occultipus beholder's central eye causes it to stop functioning for 1d4 rounds. Since the occultipus can use its eye rays as a free action, the creature can use a standard action to focus its confusing gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

Eye Rays (Su): Each of the occultipus beholder's six small eyestalks can attack with a magical ray one per round, even if the beholder is attacking in some other fashion or moving at high speed. A occultipus beholder can only aim two eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at opponents in other arcs, or not at all. The occultipus beholder may rotate its body in any direction each round to change which rays it can bring to bear in any given arc.

Unless otherwise specified, each of the six eye rays resembles a spell (caster level 13th-level), but follows the rules for a ray (see the instructions on Aiming a Spell, in the D&D *Player's Handbook*). Each eye ray has a range of 150 feet and a save DC of 16. The save DCs are Charisma based. Occultipi are immune to their own powers and to the powers of other occultipi.

Cone of Cold: This works just like the spell, causing 9d6 points of cold damage (Reflex saves for half).

Dweomer Drain: The occultipus beholder drains one charge from charged magic items and makes permanently magical items useless for one round (for example, a +3 *shield* becomes a normal shield for one round). This ray has no effect on artifacts or cursed items.

Inflict Critical Wounds: This works just like the spell, causing 4d8+8 points of damage (Will half).

Greater Paralysis: The target must succeed at a Fortitude save or become paralyzed. Only *dispel magic* or the death of the occultipus beholder can release the target from this effect.

Repulsion: The target must succeed at a Will save or be affected as though by the spell.

Wave of Destruction: This works like the spell of the same name, detailed in the Kingdoms of Kalamar *Player's Guide*.

(DMs without access to this reference may substitute the *shatter* spell.)

Improved Grab (Ex): To use this ability, the occultipus beholder must hit with a tentacle attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Flight (Ex): A occultipus beholder's body is as buoyant as a standard beholder. A occultipus beholder may *fly* as the spell, as a free action. The creature also has a permanent *feather fall* effect with personal range.

Regeneration (Ex): Occultipus beholders regenerate 1 hit point per round.

ON TELLENE

Occultipus beholders live primarily in the natural caves and caverns of the Legasa Peaks. A few occultipi have come to secret agreements with certain powerful enchanters. These agreements always involve a steady supply of magic items for the occultipus, who will then reside in a nearby dungeon if no caves are available, and perform services for the enchanter. Fortunately, occultipus beholders are much rarer than the standard beholder (which is itself very uncommon on Tellene).

It is rumored that occultipus beholder internal organs can be used as substitute spell components in *cone of cold*, *repulsion* and *wave of destruction* spells as though the caster were one level higher, but the mages of Tellene are notoriously close-mouthed on the subject.

BOOM FROG

Tiny Magical Beast
Hit Dice: 2d10 (11 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +2/-10
Attack: Tongue +5 melee (1 plus poison)
Full Attack: Tongue +5 melee (1 plus poison)
Space/Reach: 2 1/2 ft./5 ft.
Special Attacks: Croak
Special Qualities: Darkvision 60 ft., low-light vision, tremorsense 30 ft.
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 2, Dex 16, Con 8, Int 2, Wis 12, Cha 12
Skills: Hide +15, Jump +11, Swim +4, Tumble +5
Feats: Weapon Finesse
Environment: Warm and temperate aquatic and land
Organization: Solitary or mated trio plus 2-12 offspring
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The boom frog opens combat with its croak, followed by a poison tongue attack, attempting to neutralize opponents before fleeing.

Round 1: Croak to stun enemies.

Round 2: Poison tongue attack against any enemies not stunned; or flee if possible.

Round 3: Repeat from round 2 if cornered; flee at first possible opportunity.

Boom frogs are seemingly innocuous creatures of rivers and marshes. With their amplified croak, the boom frog protects itself against those who would plunder its magical pearls.

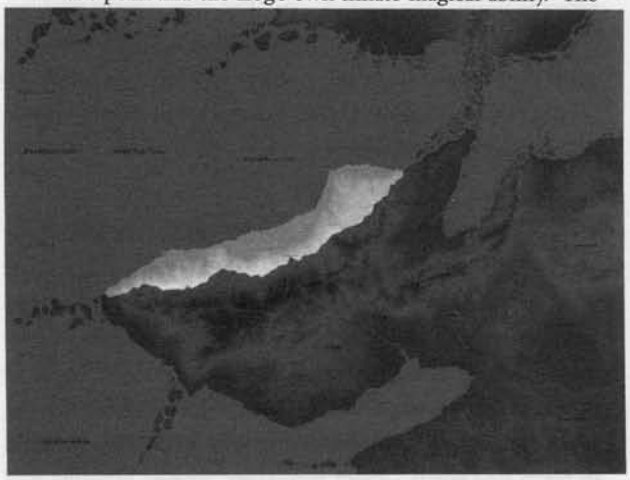
The boom frog resembles a common green, dark green or gray frog, though its back is littered with black warts. It measures only 8 inches long when seated, but when extended in a jump measures 2 feet or more from nose to extended foot. A boom frog stands about 7 inches tall and weighs approximately 1 pound. The boom frog has a lifespan of 7 years, reaching maturity after 8 months.

The boom frog has no teeth with which to chew flesh. Instead, it scoops up rock sediment, trapping it beneath the tongue to help grind its food. This sediment, over time, combines with calcium from crushed bones to form a valuable pearl-like stone. A boom frog pearl takes 1 year to form. This pearl will dissolve three years after the frog's death, if left underwater. What sets the boom frog apart from common frogs is this pearl, which amplifies the frog's croak to the point that the sonic barrage stuns attackers and allows it to escape.

COMBAT

Against larger creatures, a boom frog first uses its croak, followed by its 5-foot-long poisonous tongue. Once its opponent is down, the boom frog flees by jumping into the nearest large body of water. If escaping from aquatic creatures, it leaps onto dry land.

Croak (Su): A boom frog may croak as a standard action. The pearl then echoes the sound with a cacophonous explosion, causing any creature within a 20-foot cone to make a Fortitude save (DC 10) or take 1d6 points of nonlethal sonic damage and become stunned for 1d4 rounds. A successful save means the character takes half damage and is not stunned. This croak is a combined function of the pearl and the frog's own innate magical ability. The



The range of the Boom Frog

pearl loses this ability when the frog dies or the pearl is removed from the frog.

Poison (Ex): Tongue, Fortitude save (DC 10); initial damage 1d6 points of temporary Constitution, secondary damage 2d6 points of temporary Constitution. The tip of the boom frog's tongue is lined with needle-like flagella. On a successful melee attack, the needles penetrate the skin and inject this natural poison.

Skills: Boom frogs receive a +10 racial bonus to Jump checks, as well as a +4 to Hide checks because of their skill at camouflage.

BOOM FROG SOCIETY

Boom frogs breed once a year and only during the spring. The boom frog mates for life soon after maturity. For each female boom frog, there are two males, as both are necessary to properly fertilize the female's eggs. The three parents establish small boundaries for the young as fish and other frogs prey upon the young. During this nurturing period, it is customary for one of the mating trio to hunt for food for all three, while the other two protect the tadpoles.

BOOM FROG ECOLOGY

Large fish and birds of prey are the natural hunters of the boom frog. It is humans, however, that provide the greatest threat to the creature's population. With the discovery of the pearl, humanoids began to hunt the creature en masse, drastically reducing its numbers. Some merchants have begun to breed the frog to save it from disappearing all together (for the pearls, rather than for ecological reasons). Aside from the trade in boom frog pearls, certain indigenous peoples hunt the frog for its natural poison.

Like common frogs, the boom frog rests on lily pads or along lakeshores, spending most of the day hunting for food. Although multiple boom frogs can occupy the same habitat, there is no established sense of community. The frog acts independently of others in the vicinity, capturing food for itself and its mates. If food is short, it may eat the tadpoles of other boom frogs. The boom frog typically uses its poison to capture larger fish, immobilizing the fish so that the frog can drag it from the water (where the fish suffocates) or chew on the fish until it dies.

ON TELLENE

Originating in the Whiven Marsh, the boom frogs bred relatively uninterrupted in the years predating Miznoh's rule. Spreading from the marsh, the boom frogs infested almost every stream and river along the western coast.

The abundant population soon brought the creature to the attention of the different races on the island. Although a tribe of yuan-ti in the Whiven Marsh had been using the poison of the frog on their weapons for some time, the hobgoblins of Ul-Karg were the first to use it on a large scale for its military applications. In 117 CM, the Svimohz discovered the frog's pearl and quickly began to trade the item.

The boom frog can still be found in the wetlands of Svimohzia, but in diminished numbers. The rarity of the creature causes the price of the pearl (approximately 200 gp) to be palatable only for the very wealthy.

BOUNCING SPIDER

Medium Magical Beast
Hit Dice: 5d10+15 (42 hp)
Initiative: +8 (Dex)
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 24 (+8 Dex, +6 natural), touch 18, flat-footed 16
Base Attack/Grapple: +5/+9
Attack: Bite +9 melee (1d6+6 plus poison)
Full Attack: Bite +9 melee (1d6+6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Catapult charge, poison, web
Special Qualities: Bounding leap, darkvision 60 ft., improved jump, low-light vision, scent
Saves: Fort +7, Ref +12, Will +1
Abilities: Str 18, Dex 27, Con 16, Int 11, Wis 10, Cha 10
Skills: Balance +10, Climb +17, Hide +16, Jump +40, Listen +9, Spot +6, Tumble +10
Feats: Acrobatic[B], Dodge, Mobility, Spring Attack[B]
Environment: Warm and temperate forest or underground
Organization: Solitary or nest (2-8)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The bouncing spider hopes to isolate its prey by springing forward and picking them off one by one.

Round 0: Web.

Round 1: Catapult charge.

Round 2: Repeat 1 until opponents close to melee range.

Round 3: Full attack; or attempt to flee if overwhelmed.

Leaping out of the forest canopy, the bouncing spider grabs its prey, then uses the elasticity of its web strand to rapidly pull itself to safety.

The bouncing spider appears much like a normal monstrous spider. It weighs 200 pounds, stands 3 feet tall and 5 feet wide (including its legs) and has a deep black face and legs, though its fur is a dark brown. Also, the creature's mandibles move when it walks, giving it the appearance of always talking quietly to itself. Bouncing spiders live up to 120 years, reaching maturity at the age of 20. The creature hunts only when it needs food or if it feels an encroacher threatens its territory. Otherwise, it is content to spend its days passively in its web.

Bouncing spiders speak a corrupt form of Sylvan, but are incapable of raising their voices above a whisper.

COMBAT

Moving through the treetops, the bouncing spider stalks its prey slowly, but moves swiftly when it feels the time is right. The spider targets those that it feels can be easily deafeted or who pose the greatest threat.

When fighting as a group, the bouncing spiders typically make multiple webs and attack from multiple directions. If forced to engage in melee combat, the spider prefers to do so in the treetops, where it has a distinct advantage against most foes. The creature is intelligent enough to avoid ranged fire and, if the spider's opponents rely on ranged weapons, hides behind different tree trunks, jumping repeatedly to avoid ranged attacks.

Bounding Leap (Ex): A bouncing spider's movement by jumping is not counted against its normal maximum movement in a round. Instead, its maximum jump distance is 60 feet. A bouncing spider's long jump does not require a running start.

Catapult Charge (Ex): As a free action, the bouncing spider may attach its web to a nearby tree or similar obstacle. It may then use its catapult charge ability (a full-round action). The bouncing spider begins this action by jumping (to a distance determined by a Jump check as if it made a running start), slinging itself forward as if charging (+2 attack bonus, -2 AC penalty). This attack does not provoke attacks of opportunity. After the attack, the spider's web recoils and the spider is pulled back to its original location. Any foes successfully grappled remain so as the creature rebounds back to its original spot.

Improved Jump (Ex): A bouncing spider receives a +30 bonus to all Jump checks.

Poison (Ex): The bouncing spider's bite is poisonous. Bite, Fortitude save (DC 15); initial and secondary damage 1d4 temporary Strength and 1d4 temporary Constitution.

Web (Ex): A single bouncing spider can construct a sheet of sticky webs approximately 20 foot square. Creatures who stumble into the web (Spot check DC 20) become trapped as though by a successful web attack. The web anchors the target in place, allowing no movement. The webs can be escaped or burst with the following difficulty classes: Escape Artist DC 20; Break DC 26. The web has 6 hit points for each 5-foot section and damage reduction 5/fire.

Skills: The bouncing spider receives a +4 racial bonus to Hide, Listen and Spot checks.

BOUNCING SPIDER SOCIETY

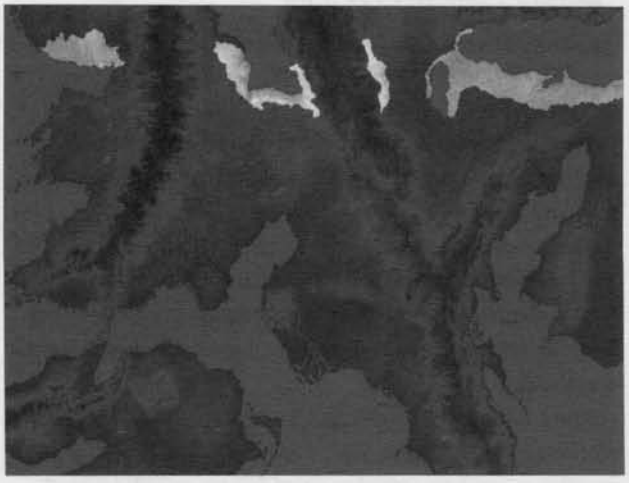
Bouncing spider society is defined by the absence of hierarchies. The creatures mate for life and the relationship between them is perfectly equal, from who eats first to where the creature migrates. This mutual relationship extends to nests as well. There is no "alpha" bouncing spider, and any single spider that attempts to exert dominance is quickly driven from the nest.

Eggs are laid in a similar fashion to normal spiders, kept in a sac and left to their own survival long before hatching. A bouncing spider lays 100 eggs every 10 years after reaching maturity, but usually no more than five of these offspring reach maturity. The rest of the young fall victim to predators long before their abilities fully develop.

ON TELLENE

The elves of the Voldorwood knew about the bouncing spider, which they call the "abasture," centuries before the Brandobians immigrated to the Cosdol region. They treat the bouncing spider's territory with caution, knowing it is safest simply to stay away. The humans, once they arrived, were far more reckless. In –108 YK, a woodsman named Brandolv lost all his sons in one day to what he called a "colguld." Sadly, Brandolv too fell victim to the creature, as he refused to give up the search, heedless of the warnings given him by his elven neighbors.

The Rytarr Woods is home to countless nests of "hytherr," as the Fhokki call the creature, and is one of many reasons why the average citizen does not often venture beyond Narr-Rytarr.



The range of the Bouncing Spiders

BUGBEAR MAGE

Medium Humanoid
Hit Dice: 4d8+12 (30 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (+2 Dex, +3 natural, +4 chain shirt), touch 12, flat-footed 17
Base Attack/Grapple: +3/+6
Attack: Large morningstar +6 melee (2d4+4) or javelin +5 ranged (1d8+3)
Full Attack: Large morningstar +6 melee (2d4+4) or javelin +5 ranged (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., regeneration 8 (see text), scent
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 17, Dex 14, Con 17, Int 11, Wis 12, Cha 15
Skills: Climb +4, Concentration +10, Hide +4, Listen +3, Move Silently +6, Spot +4
Feats: Combat Casting, Scent
Environment: Any underground
Organization: Solitary or band (1 plus 11-20 fighters plus 16-30 noncombatants plus two 2nd-level sergeants and 1 leader of 4th-5th level)
Challenge Rating: 4
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +3

Tactics Round-by-Round

The bugbear mage begins combat with concealment spells and damaging ranged spells before entering melee.

Round 0: Cast *invisibility*.

Round 1: Casts *magic missile* at most threatening opponent.

Round 2: Follows spell attack with a melee attack.

Round 3: Casts *magic missile*.

Round 4: Continues melee attack.

Round 5: Casts *magic missile* or continues melee attack; or casts *invisibility* for needed escape.

A rare and powerful bugbear imbued with magical power, the bugbear mage is feared within its own society and amongst all who know of its existence.

These especially ruthless bugbears care little for their compatriots and less for those they consider enemies. Although they tend to lead from the rear, their mere presence in a group of bugbears or goblinoids raises morale and gives impetus to fight tenaciously.

Much like their brethren, the bugbear magi are large, often reaching 8 feet in height. Their bodies have roiling and sinewy muscles covered in a thick coat of brown to red coarse fur, topped with a large, angular head. This head has a massive fanged jaw and brilliantly piercing, feral yellow eyes that the bugbear mage lords over any who show signs of weakness.

Bugbear magi are rare and gifted bugbears. Recognized at birth, they are set aside from the rest of their kin to be raised by other bugbear magi, sorcerers, witch doctors or chieftains to be fierce and brutal killers. Often, they live alone, far removed from other bugbears, though occasionally one can find them in larger settlements. The latter is a bad omen, however, as their presence is usually a prelude to a raid or war. Bugbear magi live in huts, abandoned towers, deep caves or any other place of solitude.

Bugbear magi speak all goblinoid languages and eschew the use of any other language.

COMBAT

Bugbear magi are not the bravest of their kind, and they tend to linger at the rear of large combats, letting others soften up the enemy before going into battle themselves. They save their most powerful spells for late in the battle to appear less of a threat than they truly are.

When forced into single combat, a bugbear mage will attempt to turn invisible and wait for the best time to attack. They use ranged weapons first, then *magic missile* before retreating to heal themselves (if necessary). When they reenter the fray they follow the same procedure. Unless captured near their abode, they are unlikely to fight to the bitter end. If gravely injured, they retreat and prefer to live with defeat, rather than die in glory.

Their special status deflects criticism that would apply in normal bugbear society.

Spell-like Abilities (Ex): The bugbear mage possesses a few magical abilities its kin do not have. At will – *mage hand* and *magic weapon*; 4/day – *magic missile*; 3/day – *mage armor*; 2/day – *cure serious wounds* and *invisibility*. These abilities are as the spells cast by a 9th-level caster (save DC 12 + spell level).

Regeneration (Ex): A bugbear mage's skull rack is indeed a focus for its power. When within 30 feet of the skull rack, a bugbear mage can regenerate 8 hp per round and the creature's spell-like abilities are doubled in number. Should the bugbear mage's skull rack be destroyed, the creature loses all spell-like abilities except for *mage hand* and *magic weapon*, and suffers a temporary loss of 10 hp until the skull rack is rebuilt to its former number of skulls.

Skills: Bugbear magi have a +4 racial bonus on Move Silently checks.

BUGBEAR MAGE SOCIETY

Bugbear magi are respected and feared by their brethren and most other goblinoid races, though hobgoblins take a particular disliking to them. Hobgoblin hunting parties that happen upon a lone bugbear mage will certainly slaughter it, if possible.

When war is afoot, the bugbear mage instinctively becomes aware of it, and travels to the nearest encampment of bugbear warriors to rally their courage for the upcoming battle. Bugbear magi act as combat leaders, lingering at the rear of a troop and serving as attack support and bolstering the morale of their troops. When victory is imminent, they step to the forefront of battle to deliver their most devastating attacks, thereby claiming much of their glory and prestige. Though war chiefs and other bugbear leaders take their advice, they do not necessarily follow it.

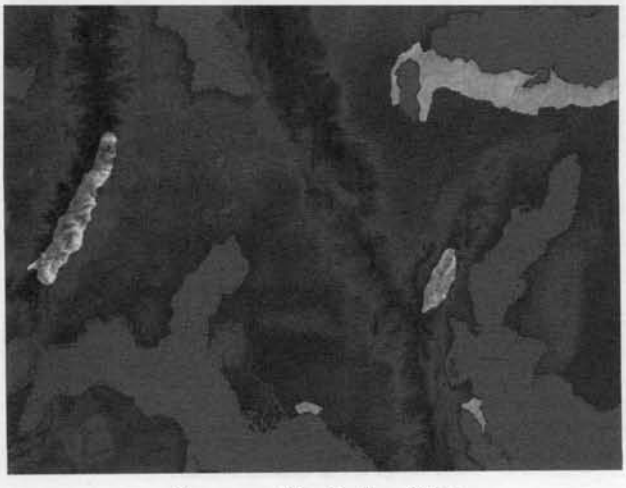
The bugbear magi are known for their skull collections. They assiduously collect the skulls of those they kill. The skulls are taken to their secret abodes, and collected in vast piles and racks for study and display. Few know the reason for this, though some surmise that the skull racks actually provide them with their powers.

Bugbear magi are always male, and they never take wives, nor do they ever mate. They are born sterile and completely incapable of fathering children. They arrive only as accidents or "gifts from the gods." Like other bugbears known to be sterile, they are cast out of normal society and made to live on their own. However, they do still have a special place in bugbear society. In fact, they are often excepted from rules applicable to others, and never subjected to the same punishments as other societal members.

ON TELLENE

Bugbear magi often live along the periphery of tribal areas occupied by standard bugbears. Little is known of these goblinoids as their capture and killing is rare, and in some areas popular opinion considers them myths or legends invented by bored adventurers and storytellers.

In Rosaleta, rumors are flying about a fierce bugbear barbarian with a magical sword, and it is possible that a bugbear mage is somehow involved. Other possible locations for bugbear magi could be in the bugbear tribes of the Adiv Hills, Elenon Mountains, Rytarr Forest, Sotai Gagalia Headlands and the Zoan peninsula. Within larger cities, the only likely place to find a bugbear mage would be Shrogga-pravaaz, the city of giants.



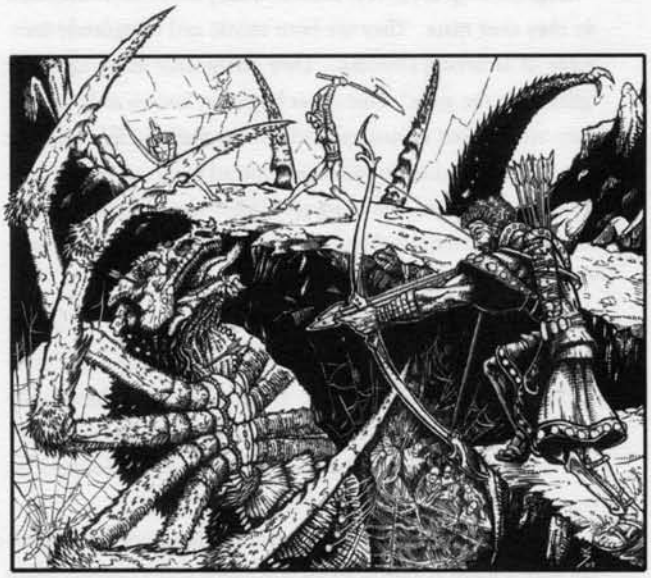
The range of the Bugbear Magi

CHASM LURKER

Huge Magical Beast
Hit Dice: 6d10+12 (45 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Base Attack/Grapple: +6/+21
Attack: Bite +11 melee (2d6+7)
Full Attack: Bite +11 melee (2d6+7) and 4 leg rakes +7 melee (1d4+3)
Space/Reach: 15 ft./15 ft.
Special Attacks: Improved grab, rake 1d4+3, web
Special Qualities: Darkvision 60 ft., immunity to mind-influencing effects, low-light vision, tremorsense 60 ft.
Saves: Fort +7, Ref +9, Will +4
Abilities: Str 24, Dex 13, Con 15, Int 11, Wis 10, Cha 12
Skills: Balance +5, Climb +16, Jump +16, Move Silently +4, Tumble +4
Feats: Iron Will, Lightning Reflexes, Weapon Focus (leg rake)
Environment: Any warm or temperate land
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Huge); 13-18 HD (Gargantuan)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Chasm lurkers attack whenever hungry or threatened. With its tremorsense, and ability to sense motion in its webs, a chasm lurker has ample warning of any attack.



Round 0: Sense opponent approaching.

Round 1: Bite attack Huge enemy or leg rake smaller enemies.

Round 2: Full attack.

Round 3: Repeat from round 2; or flee to safety if severely wounded.

This bizarre, eight-legged creature resembles a hybrid of lizard and spider. It uses its ability to scale walls to hide within chasms and under bridges to surprise its prey.

The chasm lurker has a wide mouth lined with sharp teeth, a lizard-like body covered with black and gray scales, and eight spider-like legs. These long legs are between 1 and 2 feet thick, covered with stiff gray and black hairs, and reach up to 20 feet from their sockets. The creature is 10 feet wide and 25 feet long, with a short stumpy tail that only adds another 5 feet to its length. A chasm lurker weighs around 4,000 pounds.

A chasm lurker lives for up to 20 years, and mates only once in its lifetime. Females are capable of spawning up to eight eggs that take three months to hatch. A lurker's eggs have a distinct odor, causing them to occasionally be scavenged by wild animals, so only one or two usually survive to adulthood. Once the egg hatches, the young chasm lurker must find food and a suitable dwelling place of its own.

It is extremely rare for more than one lurker to inhabit the same area. Its physiology has developed so that living beneath chasms, bridges and similar structures is optimal for its hunting practices. With the size of the beast, though, having more than one in the same location limits movement and reduces the amount of available food. If more than one lurker attempts to inhabit a chasm already claimed by one of its kind, a fight for dominance will quickly ensue. This begins with the usurper merely pushing on its rival. It may be that one side or the other decides that it will lose and so leaves peacefully. Otherwise, combat begins immediately until one lurker is driven off or killed. These battles happen regardless of gender.

Chasm lurkers speak their own language, a tongue that sounds like a cross between Draconic and Terran.

COMBAT

Typically, the creature remains hidden in the shadows beneath a bridge or chasm. When creatures of significant mass approach, the chasm lurker lashes out with its toothy mouth, using the serrated tips of its legs primarily on smaller prey.

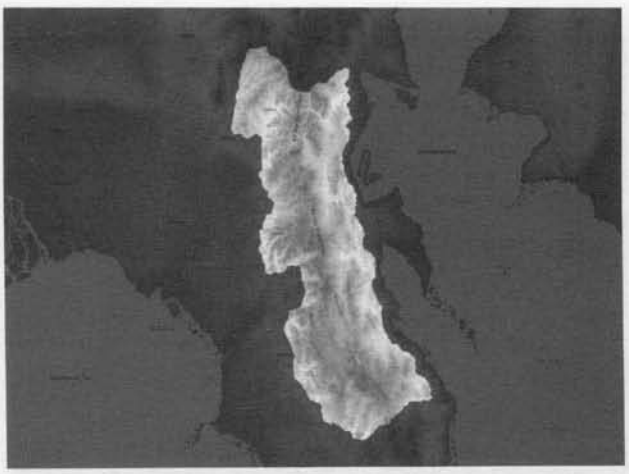
Improved Grab (Ex): A chasm lurker must hit with its bite or claw attack to use this ability. If it gets a hold, it can rake.

Rake (Ex): A chasm lurker that gets a hold can make four rake attacks with its serrated leg tips for 1d4+3 points of damage each.

Web (Ex): Chasm lurkers build sheets of sticky (though not very strong) webs for their nests and around their eggs. These 60-foot square sheets are positioned along the ground or between two surfaces to trap walking or flying creatures. Creatures who fail their Spot check (DC 20) do not notice the web, and become trapped in it (Escape DC 28, Break DC 26). Attempts to escape or break the web gain a +5 bonus if the victim has something to grab or walk on while pulling free. Each 5-foot section has 14 hit points and damage reduction 5/fire.

Chasm lurkers can move across their own webs at their climb speed and can determine the location of any creature touching the web. However, the chasm lurker is too heavy to support itself on a single strand. Also, a chasm lurker cannot shoot its web as an attack.

Tremorsense (Ex): Chasm lurkers can automatically sense the location of any living creature within 60 feet, provided both lurker and victim are in contact with the ground or the webs.



The range of the Chasm Lurkers

ON TELLENE

The most noteworthy documentation of the chasm lurker comes from an unnamed dwarven miner's journal, written in 545 I.R. The journal tells that, while mining for gems in the black basalt of the P'Rorul peaks, the miners encountered the chasm lurker (or as they called it, a "durm dorok," which roughly translates as "deep runner" in Merchant's Tongue). Only two returned from the pass.

Chasm lurkers have recently been seen as far north as the Counai Heights and Kakidela Mountains, though sightings are still more common in the P'Roruls.

CORANACH

Medium Magical Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +3/+5
Attack: Bite +7 melee (1d6+2 plus blood drain)
Full Attack: Bite +7 melee (1d6+2 plus blood drain) and claw +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain
Special Qualities: Darkvision 60 ft., low-light vision, stench
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 15, Dex 18, Con 16, Int 7, Wis 13, Cha 12
Skills: Listen +4, Spot +4
Feats: Improved Initiative, Weapon Finesse
Environment: Warm and temperate marsh
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Chaotic evil
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The coranach opens by charging its prey, slowing within a few feet before attacking.

Round 1: Uses stench.

Round 2: Bite attack on opponent.

Round 3: Uses blood drain.

Round 4: As round 3 or continues normal attack. A coranach continues attacking until slain.

These rare, predatory beasts are always on the prowl for weak prey. They draw strength from their foes, drinking the blood of their foes even as they slay them.

Coranaches are similar to ostriches in appearance. A long, scaly neck with a small head on top extends from the main body, which is thickly covered with dark brown or gray feathers. These creatures have small piercing blue eyes and a long, thin serrated beak. The legs are quite muscular, and taper from the body down to its massive clawed feet. Coranaches seem to care

nothing for cleanliness, for their bodies always appear unkempt and dirty. A typical coranach stands about 7 feet tall and weighs about 300 pounds, with most of that weight in the central body.

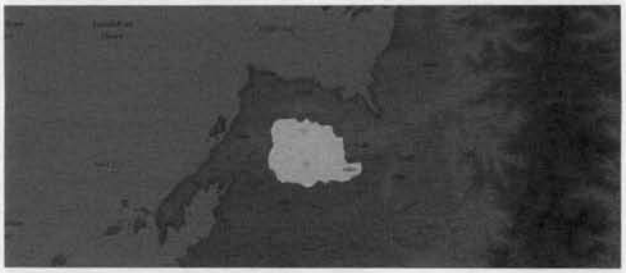
Coranaches are solitary creatures and only gather to mate and rear their young. From birth, coranaches are ravenously hungry. They require little sleep, hunting almost continuously. They have little fear and will attempt to feast on any living creature smaller than themselves. Coranaches hunt by standing in one spot with their necks stretched high, looking for potential prey. When they spot a likely victim, they stalk and then rush it. Their horrid, serrated beaks are filled with hundreds of small vessels that draw the blood from the bodies of those they bite.

COMBAT

When a coranach encounters its prey, it lifts its head up high and screeches loudly. It then lowers the head and charges towards its intended meal. The coranach first attacks with its beak to gain its bloody meal, using its claws later if necessary.

Blood Drain (Ex): Upon a successful beak attack, the victim must succeed at a Fortitude save (DC 13) or suffer blood loss in the form of 2d4 hit points. The coranach gains these hit points in addition to its total hit points. This ability can be used once per round, the hit points stacking with each successful blood drain. The additional hit points disappear after 1 hour.

Stench (Ex): A coranach's stench causes any living creature within 10 feet to suffer a -2 morale penalty (Fortitude save DC 14) to attacks, saves and checks. Creatures who successfully save cannot be affected again by the same coranach's smell for one day. A *delay poison* or *neutralize poison* spell will remove the effect from one creature. Coranaches are immune to their own smell and the smell of other coranaches.



The range of the Coranach

ON TELLENE

Coranaches are relatively uncommon, restricted largely to marshes where they rarely come into contact with humanoids. Recently, however, in the Avdoron Mires of southern Cosdol, the coranaches have begun to slowly venture outside the marsh, following the many tiny streams and rivers that flow into the marsh. The few surrounding villagers find them more than a nuisance as they prey on livestock, caravans and even people.

As if that were not reason enough to hunt the creatures, a booming trade in coranach feathers has begun, as wearing one or two of the wing feathers in hats has become rather fashionable in northern Eldor. Each coranach yields anywhere between 40 and 60 feathers, which can bring up to one gold piece per feather.

Coranaches are also rumored to be found in the Alubelok Swamp and the Ehniven and Mewhi Marshes. Of course, as coranaches prefer wet and marshy conditions, it is unlikely they could have migrated so far by natural means. This has led some adventurers and sages into the swamps in search of a means of teleportation between them. As yet, no one has been successful.

CRIMSON WORM

Huge Magical Beast
Hit Dice: 19d10+114 (218 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple: +19/+37
Attack: Bite +27 melee (2d8+15)
Full Attack: Bite +27 melee (2d8+15)
Space/Reach: 15 ft. (coiled)/10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Darkvision 60 ft., low-light vision, regeneration 2, SR 5, vulnerability to fire, water breathing
Saves: Fort +17, Ref +13, Will +8
Abilities: Str 30, Dex 15, Con 22, Int 6, Wis 10, Cha 3
Skills: Climb +12, Hide +2, Listen +9, Spot +8
Feats: Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment: Warm and temperate land and underground
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 20-38 HD (Gargantuan); 39-56 HD (Colossal)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The crimson worm attacks only if irritated by a high, shrill noise; otherwise it succumbs to its natural cowardice and flee.

Round 1: Full attack creature making, or responsible for, the noise.

Round 2: If opponent is held in mouth, attempt to swallow whole; or continue attack against same or new opponent.

Round 3: Repeat from round 2; or flee unless again irritated.

This scaly red muck-eater lives underground near bodies of fresh water. It is attracted to (and irritated by) high-pitched sounds.

A fully-grown crimson worm is about 25 feet long, 5 feet wide and weighs approximately 20,000 pounds. Its armored, many-segmented body is a deep red tinged with blue. Its head is flat, triangular in shape, and opens to reveal a lamprey-like mouth.

Crimson worms are red in color because their blood, like that of humans and animals, contains hemoglobin. However, unlike humans and animals, a worm's arteries and veins all lie in the outer layers of its skin. Amazingly, they have so many of them that this does not make them more vulnerable to critical hits. As hemoglobin can transport large amounts of oxygen, crimson worms can live in muddy, fouled water that even other swamp creatures would avoid. However, they are not aquatic by nature.

Crimson worms simply enjoy spending most of their time with their heads buried in mud, eating dirt and other foul mixtures.

It is rumored that these creatures are able to detect the use of magic, for their first attack is usually against a spellcaster. Sages speculate that the worm is somehow irritated by the arcane words issuing forth from a spellcaster's mouth. This is, of course, pure conjecture.

COMBAT

Crimson worms are simple and cowardly, if powerful, creatures and if threatened prefer to flee instead of attack. However, they are strangely irritated by high, shrill noises (such as a *shatter* spell, *sound burst* spell or even a simple whistle) and attack the creator of such a noise immediately. This first attack comes, naturally, from underground as the crimson worm launches itself towards its opponent.

Improved Grab (Ex): The crimson worm must hit with its bite attack to use this ability. If it gets a hold, it automatically deals bite damage and can attempt to swallow its opponent.

Swallow Whole (Ex): On a successful grapple check, a crimson worm can swallow an opponent that is three or more size categories smaller than itself (typical victims are Small or smaller). Once inside, the worm's stomach acid deals 1d6 points of acid damage, plus 1d12+8 points of crushing damage per round.

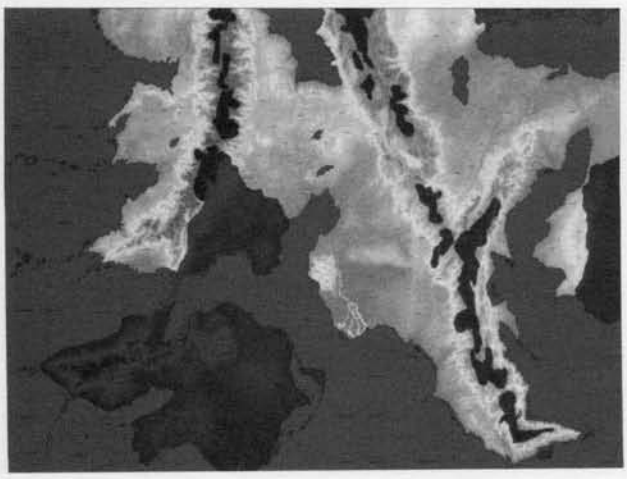
To escape from inside the worm, a swallowed creature must make a successful grapple check to climb out of the gizzard and up to the mouth. At this point, the victim must make another successful grapple check to break free.

A second means of escape is for a swallowed creature to cut its way out using claws or slashing weapons to deal 10 points of damage to the gizzard (AC 14). Once the victim exits, internal regeneration closes the hole. Each swallowed opponent must cut his or her own way out. A crimson worm's interior can hold the equivalent of up to four Small opponents.

Regeneration (Ex): Acids and bludgeoning weapons deal normal damage to a crimson worm. A crimson worm can regenerate any lost part of its body mass in 1d12 hours. If someone should hold the severed part directly against the wound, it reattaches instantly.

Vulnerabity to Fire (Ex): A crimson worm takes half again as much (50%) damage as normal from fire attacks, regardless of whether a save is allowed.

Water Breathing (Ex): Crimson worms can breathe underwater for 2d4 hours at a time.



The range of the Crimson Worm

ON TELLENE

Crimson worms can be found all across Tellene, with the exceptions of high mountains and deserts and the Svimohzish Isle. Crimson worms are often referred to as "sludge worms."

An old fable (typically spread by the Home Foundation) states that the crimson worms were created by the Rotlord and the Vicelord as revenge upon the Riftmaster for some imagined slight. Supposedly, the worms were sent to travel forth throughout Tellene, devouring spellcasters and depriving the Riftmaster of his worshippers. However, so the story goes, the Vicelord had left too much of his own personality in the worms, for their first act was to burrow beneath a fouled pool and eat excrement. Neither the clerics of the Rotlord nor the Vicelord appreciate this storytelling.

CYCLOPS, REANAARIAN

Large Giant
Hit Dice: 16d8+96 (168 hp)
Initiative: -1 (Dex)
Speed: 40 ft. (8 squares)
AC: 23 (-1 size, -1 Dex, +12 natural, +3 studded leather), touch 8, flat-footed 23
Base Attack/Grapple: +12/+27
Attack: Huge greatclub +22 (2d6+16)
Full Attack: Huge greatclub +22/+17/+12 (2d6+16)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rage
Special Qualities: Low-light vision, no depth perception, scent
Saves: Fort +16, Ref +4, Will +7
Abilities: Str 33, Dex 8, Con 22, Int 9, Wis 15, Cha 11
Skills: Climb +16, Jump +14, Listen +7, Spot +7, Tumble +1
Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, Track
Environment: Any mountains
Organization: Solitary, mated pair, family (3-6) or tribe (12-24)
Challenge Rating: 11
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: By character class
Level Adjustment: +5

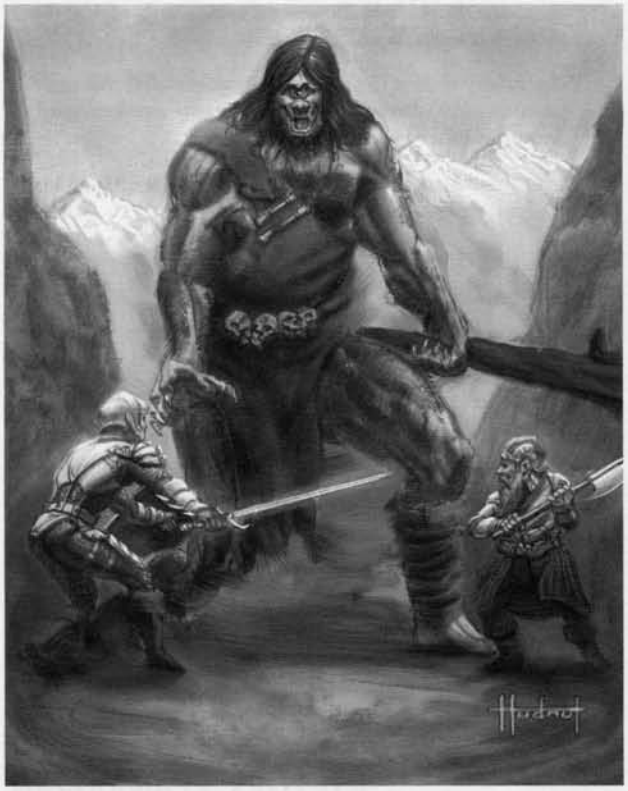
TACTICS ROUND BY ROUND

The cyclops, unlike most giants, does not use ranged attacks to its advantage, but chooses to overrun its opponents, using its massive strength and ability to rage to quickly overpower its prey.

Round 0: Rage.

Round 1: Overrun.

Round 2: Full attack.



Round 3: Move into flanking position and full attack.

Round 4: Repeat 3 until combat is finished or double move to flee combat.

The cyclops is a one-eyed giant that uses its brute force to destroy intruders as well as raid nearby villages.

From a distance, many confuse the cyclops with a rock or hill giant. Standing 12 feet tall, its flesh is gray and caked with dust. It wears the furs of rams, mountain lions and other creatures that thrive in its rocky terrain. When approached, however, the cyclops is easily identified by its single eye.

A cyclops lives for 800 years, reaching maturity after 120 years. A female is able to give birth every 50 years, but a family of more than four children is unusual. A mature cyclops weighs over 500 pounds and is rarely seen without a massive club of some kind or another, usually nothing more than a large log. Its hair is a thin, stringy black or bluish-gray. The rest of its body is covered in similar patches of hair which it conceals with armor, furs or leathers.

The cyclops is an extremely territorial creature. A family will claim a region as its own, defining its borders through rock paintings or marks in the ground. Once a cyclops has marked its territory, it does not allow other humanoid or giant races within its borders. It has no quarrel with animals or most monsters, that they roam freely across the mountain ranges. However, races as small as kobolds to as huge as storm giants are a threat to the cyclops' solidarity. Ogres often impede on marked territory and the two giant races battle frequently.

Cyclops speak Giant, though the more intelligent ones have been known to speak other languages.

COMBAT

Its tactics in combat are what separate the cyclops from other races of giants. Unlike some of its giant cousins, the cyclops does not carry a bag, or rocks for throwing purposes. With only one eye, the cyclops is unable to gauge distances of even moderate range. Because of this lack of depth perception, the cyclops is unable to use ranged weapons with any kind of accuracy.

Rage (Ex): The cyclops' fury is well known among its race and other giants. Although the creature does not use ranged weapons, during combat its strength and constitution increase, making it an unstoppable force of nature. The cyclops is capable of raging as a barbarian of a level equivalent to half its hit dice.

No Depth Perception (Ex): The cyclops does not use ranged weapons, as it is unable to gauge distances accurately. If the giant chooses to use a ranged weapon, it suffers a –8 racial penalty. For the same reason, the cyclops can overrun its opponent but not charge. Building momentum in such a short burst, the giant does not have the time to slow its pace and still attack properly.

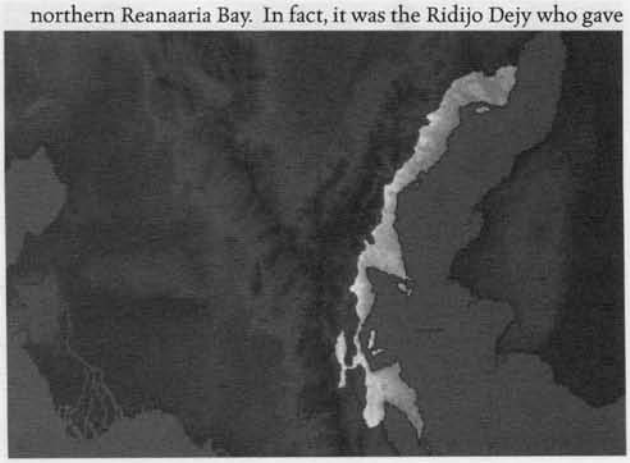
At short distances, the cyclops is intelligent enough to understand and estimate where its opponents are and suffers no penalties in melee combat.

CYCLOPS SOCIETY

Cyclops society is simple in its structure. Each family has a patriarch and every tribe has a shaman, a kalef. The kalef is the holy leader of the tribe, dictating everything from raids to migration. The kalef is chosen at birth by the eldest shaman of the tribe, removed from its family and given to the shaman to raise until such time as he or she assumes control of the tribe. A patriarch of fifty years or more will pledge himself and his family to a newborn kalef, such is the measure of their faith.

ON TELLENE

It is said that the cyclops originally came from a land to the north, migrating south through Torakk and then through Drhokker, to the somewhat warmer climates of Skarrna and northern Reanaaria Bay. In fact, it was the Ridijo Dejy who gave



The range of the Reanaarian Cyclops

THE CYCLOPS AND *DEITIES AND DEMIGODS*

Unlike the giant cyclops of *Deities and Demigods*, specifically designed for lands where the Olympian pantheon is worshipped, the cyclops of Tellene is simultaneously more and less barbaric. For example, while the Reanaarian cyclops does have a tribal structure with both family structure and the art of simple painting, they are not very intelligent, and almost never found wearing heavy armor. Furthermore, the Reanaarian cyclops greatly prefers livestock (not human brains) as its food of choice. The different combat tactics are noted in the text.

the giant its name, calling it the chycosh (now mutated into the Merchant's Tongue name of cyclops). They have continued to populate the area since, spreading south along the western side of the bay, raiding small villages and stealing livestock all the while.

Sightings of these creatures are rare, but Reanaarian sailors have occasionally claimed to see cyclops walking the coastline as far south as Zoa and as far north as Shyff. Dovarkk, a Fhokki ranger of Norr Bharr, has claimed that new tribes of giants have begun to populate Rytarr Woods, although the Torakki insist that no further tribes of cyclops have been seen crossing the plains from the north. Dovarkk refuses to be persuaded, however, insisting that the Torakki are simply looking in the wrong places.

The cyclops of Tellene worship the Battle Rager, whom they call Ugarik.

DARKLING SNATCHER

Small Humanoid (Goblinoid)
Hit Dice: 2d8 (9 hp)
Initiative: +3 (+3 Dex)
Speed: 20 ft. (4 squares)
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-4
Attack: Claw +5 melee (1d4-1)
or small dagger +5 melee (1d3-1)
Full Attack: 2 claws +5 melee (1d4-1),
or small dagger +5 melee (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft.
Saves: Fort +0, Ref +6, Will +3
Abilities: Str 8, Dex 16, Con 11, Int 10, Wis 11, Cha 17
Skills: Appraise +2, Hide +15, Listen +5, Move Silently +11, Spot +5
Feats: Blind-Fight[B], Weapon Finesse
Environment: Temperate or warm land and underground.
Organization: Solitary or pair
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +1

Tactics Round-by-Round

A darkling snatchers opens combat with spell-like powers, attempting to disorient its opponents so it can attack in more security.

Round 0: Cast *darkness*.

Round 1: Cast *silence*; or full attack.

Round 2: Cast *sleep*; or full attack.

Round 3: Full attack.

Round 4: Repeat from round 3; or flee if endangered.

Darkling snatchers are closely related to goblins, but rarely grow in numbers as quickly as their kin due to their mostly solitary existence. Where goblins rely on sheer numbers, the meat-loving darkling snatchers rely on stealth and a sense of fair play that rarely brings them into conflict with others.

Darkling snatchers stand 2 1/2 feet tall and appear to always be slightly hunched over. The creatures' skin is ash gray and covered with coarse patchy black hair that is slick with oil and grime. They have large tarsier-like heads with large bright eyes, and a mouth filled with sharp pointy teeth. These creatures wear old soiled rags for clothing.

Darkling snatchers speak Goblin and Merchant's Tongue.

COMBAT

Darklings rely on their stealth abilities to survive combat, often using their *darkness* and *silence* abilities to confound enemies while they single out weaker opponents or flee. Using these abilities in the close quarters of their lairs, a darkling can be a deadly opponent, especially if they have set traps.

Spell-Like Abilities: At will - *darkness* and *silence*; 2/day - *sleep*. These abilities are as the spells cast by a 4th-level caster.

Skills: Darkling snatchers gain a +8 racial bonus to Hide and Move Silently checks.

DARKLING SOCIETY

Unlike most goblinoids, darkling snatchers rarely live in a communal structure. This confuses most academics who acknowledge the creature's structured social behavior.

Darklings always leave some form of payment for the meat that they take. This payment is usually in the form of potatoes, mushrooms, turnips or radishes that they gather from their subterranean caves. Some scholars believe that if the payment is left undisturbed, the creature will recognize the dissatisfaction of its victims and will cease its activities. However, this remains to be proven.

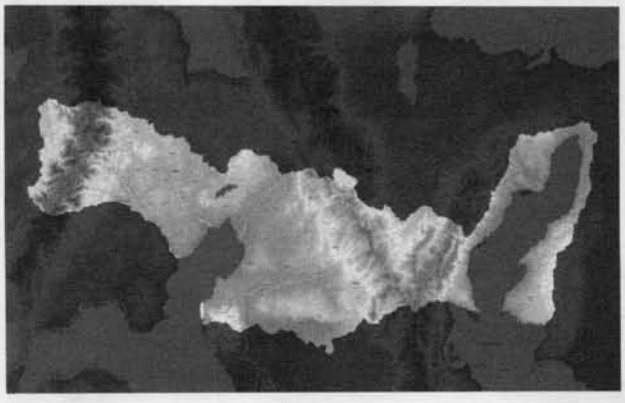
DARKLING CHARACTERS

A darkling snatcher's favored class is rogue, although clerics and other spellcasters are not unheard of. Darkling snatchers usually worship the Profitmaker. Darkling clerics choose two of the following domains: Luck, Trade or Trickery. (DMs without access to the KINGDOMS OF KALAMAR *Player's Guide* may substitute the Knowledge domain in place of the Trade domain.)

Most darkling spellcasters, like goblins, are adepts. Darkling adepts favor spells that fool or confuse enemies.

ON TELLENE

Darkling snatcher burrows can be found in rural areas throughout central Tellene, from western Eldor to eastern Reanaaria Bay. When not in their own burrows, darkling snatchers may occasionally be found in a villain's lair, exchanging its services as a guard in exchange for food.



The range of the Darkling Snatcher

The following story fragment is said to be a work of fiction, though the sage who penned it claimed it to be based on private conversations with a real darkling snatcher. Unfortunately, the truth may never be fully known. After the details of the story began to circulate, the sage was murdered by an angry farmer who had recently lost his youngest child.

"He scurried through the earthen tunnels, never having to duck under low roots. The sack over his shoulders occasionally made quizzical murmurs, but he ignored it. His ash grey skin blended in with the walls as he walked, although he knew he was safe. The Big Ones could not fit in here and would not dare send their young to hunt him, not since one of them succumbed to his traps. He felt no malice or spite against the Big Ones, since he had been raised properly. His mother had taught him the rules of commerce and the great tenet of their people: 'Fair exchange for all goods.' To not pay for food would be barbaric. Fortunately, there were many things with which the darkling could barter.

"He reached his lair quickly and uttered a few soothing words in a language even he had difficulty understanding. The sack quieted instantly and he settled in to sleep until the rise of Veshemo, smiling in anticipation of the feast that awaited him. Meat was a rare treat, yet he felt sure the farmer was willing to accept the mushrooms in exchange for that delicacy. He drifted contentedly as he believed the Big Ones paid no attention to the tunnels he now called home. And so he slept, peacefully, unaware of the forces searching for him."

DEEP STALKER

Deep stalkers are mysterious, reptilian creatures that dwell at the bottom of the sea. Deep stalker colonies provide a constant danger to surrounding aquatic life, as well as passing ships.

Deep stalkers make their colonies in the deepest, darkest parts of the ocean, and are therefore not encountered by many other creatures. Due to their rarity and dangerous nature, no one has ever been able to study the creatures, but some basic facts are known.

Deep stalkers seem to be fish, but many of their characteristics argue against this. They are bipedal, although they typically swim. When they do walk, they amble in a manner similar to a gorilla. They have some limited intelligence, but seem incapable of developing culture or a civilization. Most unusual about their nature is that they breed like insects, with eggs producing either drones, hunters or queens.

Newly hatched deep stalkers are indistinguishable from one another. It is impossible to tell drones from hunters from queens until at least the second week. At this point the hunters' jaws begin to elongate, and the queens begin to show their incredible size. If a colony comes under attack and many of its hunters or drones are killed, the next group of eggs produced will have an uneven ratio of drones to hunters. As a result of this the colony as a whole will come back into the nine drones for every one hunter ratio.

Deep stalker colonies are the junkyards of the sea. The outer rim of the colony is a collection of whale carcasses and sunken ships. These are the remains of the hunters' prey and are never cleared away. Within this refuse ring are the egg fields, and at the center of the egg fields is the queen. The stalkers do not build, and have no form of shelter, nor any particular need for it. Deep stalker hunters may dwell in the hulks of the ships they sink, or a colony may actually begin within a cave system, but these are rare occurrences.

Most deep stalkers have green, scaly skin that is darker along the back and lighter on the belly and fins. Their sunken eyes are set on each side of their head and are a deep black. All deep stalkers have webbed toes, as well as webbed fingers that end in long, vicious claws.

COMBAT

Deep stalkers are dangerous scavengers who will fight to the death to protect their colony. Drones are effective combatants on their own, particularly in large numbers, but when under the orders of a more intelligent hunter or queen they can be a vicious terror. Naturally, deep stalkers have many enemies.

Any civilized race will do their best to keep the stalkers from establishing a colony near them. Since the stalkers eat just about everything, they would quickly devour any undersea culture that could not defeat them or move away.

Deep stalkers also have problems with sharks. Sharks often come into the egg fields and dine on the weaker drones and the eggs. For this reason, most of the hunters stay near the colony at all times to defend against these attacks. While some scholars would like to classify these hunters as soldiers, they do not seem to be permanently on guard duty. It seems that they simply plan to be near the colony unless there are already enough hunters to defend it.

Freshwater Sensitivity (Ex): A deep stalker who is fully immersed in freshwater must make a successful Fortitude save (DC 15) or leave the freshwater immediately. On a failed roll, it suffers a -4 morale penalty to all attack rolls, saves and checks. The deep stalker must repeat the roll for every 10 minutes it remains immersed in freshwater.

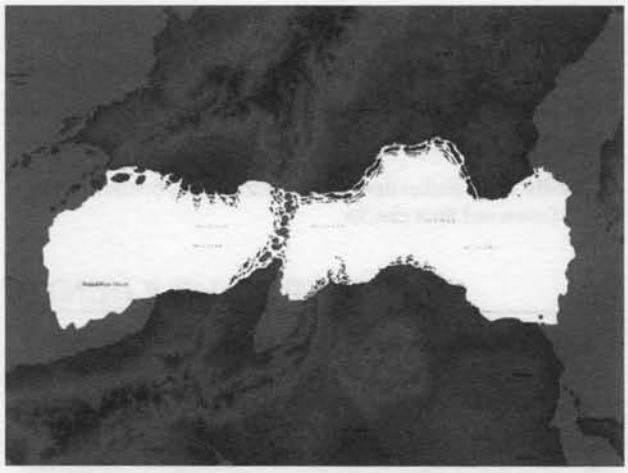
Hive Mind (Ex): All deep stalkers within 10 miles of their queen are constantly linked to her. If one deep stalker is aware of something, so are the remaining ones. If one deep stalker in a group of three or more is not flat-footed, then neither are the others. No deep stalker in a group of three or more can be considered to be flanked unless all of them are. For purposes of mind-affecting spells, a deep stalker is a single creature of the humanoid type with a Will save equivalent to that of the deep stalker queen.

Light Blindness (Ex): Sudden exposure to bright light (including a *daylight* spell or bright sunlight) blinds deep stalkers for 1 round. During this time, they suffer a -1 morale penalty to all attack rolls, saves and checks, as well as temporary blindness. Deep stalkers avoid the surface during daylight or if there are two or more bright moons in the night sky.

Blindsense (Ex): A deep stalker can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a deep stalker's blindsense is limited to a 15-foot radius. Deep stalkers are not fooled by illusions or other figments while underwater.

ON TELLENE

Deep stalkers are predominant deep in the Whimdol Bay region and the Straits of Svimohzia, though they can occasionally be found in other areas. Deep stalkers pose a constant threat to any creature (particularly merfolk) who come too near their precious egg fields.



The range of the Deep Stalker

DEEP STALKER DRONE

Medium Humanoid (Aquatic)
Hit Dice: 2d8 (9 hp)
Initiative: +0
Speed: 20 ft. (4 squares), swim 60 ft.
AC: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +1/+1
Attack: Claw +1 (1d6)
Full Attack: 2 claws +1 (1d6) melee and bite -1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Blindsense, darkvision 60 ft., freshwater sensitivity, hive mind, light blindness
Saves: Fort +0, Ref +3, Will -4
Abilities: Str 11, Dex 10, Con 10, Int 4, Wis 3, Cha 3
Skills: Hide +4, Listen +2, Spot +3, Swim +8
Feats: Multiattack
Environment: Any aquatic (saltwater)
Organization: Brood (2-5), pack (6-17), troop (18-36 plus 2-4 hunters), or horde (37-65 plus 5-7 hunters)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Deep stalker drones attack with single-minded savagery.

Round 0: Sense enemy approaching.

Round 1: Full attack nearest opponent.

Round 2: Repeat from round 1 until dead.

About 90% of the eggs produce drone deep stalkers. The drones perform a number of maintenance tasks, but their most important job is caring for the spawning grounds. The spawning grounds are like enormous "egg fields" where the eggs have been carefully placed after being taken from the queen. While the drones seem sexless, each is capable of fertilizing the eggs.

Drones stand about six feet tall, and have smaller mouths and teeth than the hunters.

COMBAT

Deep stalker drones fight only to defend the colony. They do not leave the colony to hunt for food unless under the command of a hunter.

Skills: Deep stalker drones receive a +4 racial bonus to Hide, Listen and Spot checks.

DEEP STALKER HUNTER

Medium Humanoid (Aquatic)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares), swim 60 ft.
AC: 17 (+6 natural, +1 Dex), touch 11, flat-footed 16
Base Attack/Grapple: +3/+5
Attack: Bite +5 melee (1d8+2)
Full Attack: Bite +5 melee (1d8+2) and 2 claws +3 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Blindsense, darkvision 60 ft., freshwater sensitivity, hive mind, light blindness
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 14, Dex 13, Con 12, Int 7, Wis 10, Cha 5
Skills: Hide +6, Listen +7, Profession (hunter) +8, Spot +7, Survival +8, Swim +10
Feats: Alertness, Multiattack
Environment: Any aquatic (saltwater)
Organization: Brood (2-5), pack (6-19), troop (2-4 plus 18-36 drones) or horde (5-7 plus 37-65 drones)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-6 HD (Medium)
Level Adjustment: -

Tactics Round-by-Round

Deep stalker hunters circle their opponents like sharks, attacking en masse.

Round 0: Sense opponents approaching, order drones to attack largest creature en masse.

Round 1: Move to flank.

Round 2: Full attack against uninjured enemy.

Round 3: Continue melee against same enemy, or full attack new opponent doing significant damage to hunters.

Round 4: Repeat from round 1.

The remaining 10% of the eggs produce the hunters. It is the hunters that most people would recognize as deep stalkers, for it is the hunters that have been known to attach themselves to passing ships.

Hunters stand about 7 feet tall, and have much larger mouths than the drones. Their teeth are far more devastating as well.

COMBAT

Once attached to a hull, the hunter chews its way into the ship, sinking it. This technique is similar to the hunters' typical way of bringing down its customary prey, whales. The hunters, usually in groups of three to seven, bring down the giants of the sea by clawing up into their bellies until they manage to kill them. The hunters are so skillful at this that, by attacking the whale from different directions as well as from below, they can often bring a whale down within 200 yards of the spawning ground. With the food so close, the immature deep stalkers have something to eat within range of their movement.

Improved Grab (Ex): To use this ability, the hunter must hit with a bite attack.

Skills: Deep stalker hunters receive a +4 racial bonus to Hide, Listen and Spot checks, and a +6 bonus to Survival and Profession (hunter) checks.

ly this is simply a rare mutation. Armless foulpitch demons have clawed wings that they use in place of hands.

On its home plane, the Plane of Shadow, the creature moves freely without care of those other denizens that call the place home. Its wings, although not giving it genuine flight, let it navigate off the ground for short periods of time.

Foulpitch demons live in dark places, avoiding any areas that have light. This limits the activities of foulpitch demons on the Prime Material Plane, as even the light of one moon causes them pain. In absolute darkness, however, the creature thrives.

COMBAT

The foulpitch demon prefers to attack en masse, overwhelming its foes rather than engaging in a one-on-one fight. The demons believe that the commotion that a horde of flapping wings creates gives them an advantage in combat. This tactic is not always an option, however. In those cases, the foulpitch demon uses its black skin and natural affinity for the darkness to hide itself, either using its *magic jar* spell or pouncing on its unsuspecting prey and inflicting as much damage as quickly as possible.

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

Pounce (Ex): Although it cannot fly, a foulpitch demon may use its wings to propel itself forward 30 feet (with an average height of 5 feet). A foulpitch demon that pounces upon a foe can make a full attack even if it has already taken a move action.

Rake (Ex): A foulpitch demon that successfully pounces and hits its opponent with both claw attacks may make two additional claw attacks as well.

Spell-Like Abilities: 1/day—*darkness, fear,* 1/week—*magic jar.* These abilities are as the spells cast by a 14th level caster (save DC 16 + spell level).

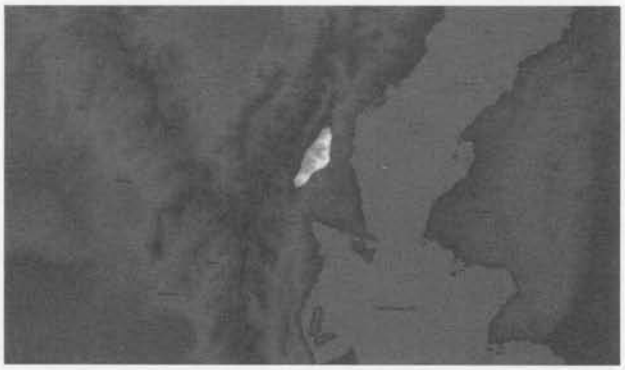
Vulnerability to Light: The foulpitch demon lives in absolute darkness, its body seemingly fortified by the black. When exposed to daylight or its equivalent (such as the *daylight* spell), the foulpitch demon suffers -4 to AC and takes double damage from all weapons. Torchlight or its equivalent, although not as painful as direct sunlight, causes the creature to suffer a -2 penalty to AC (it takes damage normally).

Skills: The foulpitch demon receives a +12 racial bonus to Hide checks.

ON TELLENE

Most of Tellene has no understanding of the foulpitch demon, as its forced confinement to the darker regions limits its travel, and migration is impossible without use of its *magic jar* spell. In places where darkness reigns, such as the underground cave system of Giilia, the foulpitch demon is said to thrive.

Foulpitch demons summoned during an eclipse have been known to spread death like a plague, and more than one myth tells of the foulpitch demon's coming (and the ensuing loss of life) when the light of all three moons goes dark.



The range of the Foulpitch Demon

DEVIL, GUARDIAN

Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 8d8+16 (52 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +8/+17
Attack: Claw +12 melee (1d8+5)
Full Attack: 2 claws +12 melee (1d8+5) and bite +10 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, spell-like abilities
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., immunity to fire, polymorphing and mind-affecting spells or abilities
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 20, Dex 13, Con 15, Int 11, Wis 11, Cha 19
Skills: Concentration +13, Decipher Script +11, Diplomacy +15, Intimidate +15, Knowledge (the planes) +11, Listen +13, Sense Motive +11, Spot +13, Survival +2 (on other planes), Use Magic Device +4 (+6 scrolls)
Feats: Alertness, Multiattack, Power Attack
Environment: Nine Hells of Baator
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always lawful evil
Advancement: 9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment: -

Tactics Round by Round

The guardian devil unswervingly completes its mission, even at the risk of its own existence.

Round 0: Activate *detect thoughts* if suspicious of intruders

Round 1: Activate *see invisibility* ability

Round 2: Breathe on as many opponents as possible; or full attack.

Round 3: Repeat from round 2 until destroyed, if possible.

Guardian devils are hulking monstrosities that serve their masters with uncanny ruthlessness.

The guardian devil stands about 9 feet tall, the etched muscles of its body adding to its intimidating size. The outsider has a wide, fanged jaw with two large horns coming from just above its eyes and sloping back across its head. The devil wears unchained platinum manacles on its ankles and wrists as a sign of obedience. Each massive hand ends in razor-sharp claws that are almost equal in length to its fingers. The guardian devil's hide varies from a burnished red to a deep brown to jet black.

Guardian devils speak Infernal. Those more intelligent guardians also learn Draconic by reading old tomes that are kept for eons in the lower planes. Rarely, if ever, does the creature speak a modern language.

COMBAT

The guardian devil does not shy away from combat, nor does it show mercy. It uses its breath weapon first, relying on its powerful claws to tear apart any that survive its fiery breath. A guardian devil will remain at its ordered location or duties unless specifically given permission otherwise.

Breath Weapon (Su): Three times per day, the guardian devil may breathe a 30-foot long cone of fire for 5d6 points of damage (Reflex save DC 20 for half damage). The guardian devil can use its breath weapon as a standard action.

Spell-Like Abilities: At will—*detect magic, see invisibility, tongues*; 3/day—*detect thoughts, protection from good/chaos.* These abilities are as the spells cast by a 14th level caster (save DC 18 + spell level).

GUARDIAN DEVIL SOCIETY

Life for the guardian devil is one of servitude, regardless of the plane it currently inhabits. In its native plane, the Nine Hells, the guardian devil is given the task of protecting treasure troves, rooms, palaces and so on. The guardian devil's purpose is to do as it is told and protect whatever it has been charged with. Its life has little other meaning.

Others with knowledge of the planes, that do not fear evoking the dark arts, often summon the creature to the Prime Material Plane to do their bidding. Fortunately, the creature's normally subservient position makes it much safer to summon than other outsiders. However, this practice still runs a risk. The guardian devil may be bound to the summoner, but its absence from its native plane may cause its master there to take notice. Some sorcerers have been extremely surprised to find an even more powerful devil arriving with the guardian devil when it is summoned. Very rarely do guardian devils make their way to the Prime Material Plane by their own volition.

Individually, the guardian devil is highly regimented. When grouped together, a hierarchy is established with a strict chain of command. There is no backstabbing or manipulation, for all guardian devils understand their duty and their place. Advancement comes through service and merit, and the outsider accepts this challenge and its role within its caste system.

ON TELLENE

As they must be summoned, these outsiders are rare on Tellene. It is said that stone carvings of the guardian devil can be seen among some Khydoban Desert ruins, where their hieroglyphs are roughly translated as "guardian daemon." This has led some sages to speculate that the fall of that ancient empire was at least partially caused by their dealings with the outer planes.

DOPPELGANGER, METAMORPH

Medium Aberration (Shapechanger)
Hit Dice: 8d8+19 (55 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple: +6/+8
Attack: Slam +8 melee (1d6+3)
Full Attack: 2 slams +8 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Change shape, darkvision 60 ft., immunity to *sleep* and charm effects, material transmutation
Saves: Fort +4, Ref +2, Will +6
Abilities: Str 15, Dex 10, Con 15, Int 6, Wis 10, Cha 7
Skills: Disguise +5, Hide +3, Listen +2, Spot +3
Feats: Alertness, Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: 9-18 HD (Medium-size); 19-22 HD (Large); 23-24 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

The metamorph doppelganger takes the shape of its opponent, attempting to disorient it as well as confuse its opponent's comrades.

Round 1: Use change shape to copy opponent's shape.

Round 2: Full attack.

Round 3: Continue melee against same opponent.

Round 4: Use change shape to resume true form; or use change shape to copy new opponent's shape.

Round 5: Repeat from round 2 until defeated or destroyed.

The metamorph doppelganger is a bizarre creature able to take on different shapes, as well as transmute itself into different materials.

In its true form, this creature resembles nothing more than a bipedal blob of hairless, oily yellow flesh. However, the metamorph is rarely found in this state. Instead, the metamorph takes the forms of objects, humanoids or nonhumanoids to remain hidden until prey approaches.

The metamorph cares little for humanoid society. Its main goal is simple – survival and protection of its territory. As the metamorph is often found in the underground dungeons and caves of other beings, it is often thought to be in league with the lair's owner. However, this is not the case – the metamorph doppelganger attacks both villain and hero with equal ferocity. Once the target has been vanquished, the metamorph reverts to its fleshy form and consumes its victim.

COMBAT

The metamorph doppelganger attacks any creature it encounters. If encountered in its natural state, it quickly assumes the same form as its opponent before attacking. When assuming a shape, the creature's ability scores remain the same as those of its natural form. Whatever form the metamorph takes, its attacks are still considered slam damage.

Change Shape (Ex): This ability is identical to that of the standard doppelganger, with the following exceptions. The metamorph can take the form of any Small or Medium creature or inanimate object. In humanoid form, the metamorph retains its natural attack.

Material Transmutation (Ex): The metamorph can transform its body into iron, mud, stone or wood as a move action. However, due to the mysterious arcane forces of Tellene, certain stages of transmutation must be followed.

A metamorph doppelganger cannot transmute into two different materials at the same time (such as a flesh creature holding an iron sword and wearing iron armor). However, it can use its change shape ability to appear composed of different materials, when in fact it is not.

Iron: This stage can only be reached by first transmuting to wood, then to iron. As the metamorph's body becomes iron, it gains a +2 bonus to AC as well as a +2 bonus to attack and damage rolls for slam attacks (in combination with the wood bonus, for a total of +3). When iron, the metamorph can only transmute to wood or return to flesh.

Mud: This stage can only be reached by first transmuting to stone, then to mud. Whatever stone form it previously possessed loses its sturdiness (the +2 AC, attack and dam-

age bonuses are lost). From the mud stage, the material can only transmute to stone.

Stone: The metamorph's body becomes stone, gaining a +2 bonus to AC as well as a +2 bonus to attack and damage rolls for slam attacks. In this stage, the metamorph can only transmute to mud or return to flesh.

Wood: As the metamorph's body becomes wood, it gains a +1 bonus to AC as well as a +1 bonus to attack and damage rolls for slam attacks. If the metamorph makes a slam attack with a natural roll of 1 or 2, or is struck by a natural attack roll of 19 or 20, it loses an additional point of AC. When wood, the metamorph can only transmute to iron or return to flesh.

ON TELLENE

This rare creature is rumored to have been created by the Confuser of Ways, who seeded it throughout the lands of Tellene. Some Impostors (the clergy of this deity) believe that the metamorph is in fact a protrusion of the Confuser of Ways extended into the Material Plane. Locating such a creature brings instant fame upon the finder, though (because of the metamorph's ferocity) such fame is typically short-lived.

DRAGON

The dragons of the KINGDOMS OF KALAMAR campaign setting are winged, reptilelike creatures similar in most respects to the dragons found in the D&D *Monster Manual*. They are known and feared for their size, physical prowess and magical abilities, and they become more powerful as they age (though with some loss of flying ability as their bodies age). The age range of a dragon can be found on Table 1-1: Dragon Age Categories.

TABLE 1-1: DRAGON AGE CATEGORIES

CATEGORY	AGE (YEARS)
Wyrmling	0-5
Very young	6-15
Young	16-25
Juvenile	26-50
Young adult	51-100
Adult	101-200
Mature adult	201-400
Old	401-600
Very old	601-800
Ancient	801-1,000
Wyrm	1,001-1,200
Great wyrm	1,201+

TABLE 1-2: DRAGON SPACE AND REACH

SIZE	SPACE	REACH
Tiny	2 1/2 ft.	0 ft.*
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large	10 ft.	5 ft.*
Huge	15 ft.	10 ft.*
Gargantuan	20 ft.	15 ft.*
Colossal	30 ft.	20 ft.*

*Identical to Space when using a bite attack.

SIZE

The dragons of Tellene range in length from about 1 to 6 feet upon hatching. Those that reach the status of great wyrm are generally more than 100 feet in length. A dragon's face and reach also increase with its size according to Table 1-2: Dragon Space and Reach.

COMBAT

In combat, dragons use their powerful claws and bite, along with breath weapons and/or special physical attacks, depending upon their size. Dragons prefer to fight from a distance, remaining out of melee combat until the foe has been worn down with ranged attacks. Older, more intelligent dragons will often observe their opponents and attempt to eliminate the strongest ones first, or at least avoid their attacks while picking off the weaker foes.

Table 1-3: Dragon Attacks details the physical attacks a dragon gains as it grows larger. The last two rows of the table give the attack and damage modifiers for each attack. The dragon gets its full attack bonus when biting, which is always its primary attack. Claw, wing and tail slap attacks are secondary, and are made at a –5 penalty. Crush and tail sweep are special attacks that do not require attack rolls. To determine the damage bonus for each attack, multiply the value given in the last row by the dragon's Strength bonus.

TABLE 1-3: DRAGON ATTACKS

SIZE	BITE	CLAW	WING	TAIL SLAP	CRUSH	TAIL SWEEP
Tiny	1d4	1d3	-	-	-	-
Small	1d6	1d4	-	-	-	-
Medium	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
Attack Bonus	Full	-5*	-5*	-5*	Reflex save	Reflex save
Damage Bonus	X1	X0.5	X0.5	X1.5	X1.5	X1.5

*Or -2 if the dragon has the Multiattack feat.

Bite: A dragon can also snatch an opponent with its bite attack (see the Snatch feat in the introduction).

Claw: A dragon can also snatch an opponent with its claw attack (see the Snatch feat in the introduction).

Wing: Even while flying, a dragon can slam opponents with its wings.

Tail Slap: A dragon can slap one opponent per round with its tail.

Crush: A flying or jumping dragon of at least Huge size can land on opponents (who are three or more size categories smaller than itself) as a standard action, using its whole body to crush them. The dragon can still attempt normal overrun or grapple attacks against larger opponents, of course. A crush attack affects as many creatures as can fit under the dragon's body (see Table 1-2: Dragon Face and Reach). Each creature in the affected area must succeed at a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking the listed amount of bludgeoning damage. If the dragon chooses to maintain the pin thereafter, treat it as a normal grapple attack. While pinned, the opponent takes crush damage each round.

Tail Sweep: A dragon of at least Gargantuan size can sweep with its tail as a standard action. The sweep affects creatures four or more size categories smaller than the dragon within a half-circle (diameter 30 feet for a Gargantuan dragon or 40 feet for a Colossal dragon), centered on the dragon's rear. Each affected creature that fails a Reflex save (DC equal to that of the dragon's breath weapon) takes the listed damage; a successful save halves the damage.

Grappling: Dragons do not normally use grapple attacks, though the Snatch feat (see the introduction) and their crush attacks still use normal grapple rules. If grappled by a creature the same size category as itself 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. A dragon can always use its breath weapon while grappling, as well as its spell-like or supernatural abilities, as long as it succeeds at a Constitution check.

TABLE 1-4: DRAGON BREATH WEAPONS (LINE AND CONE)

Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	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.

Breath Weapon (Su): A dragon may use its breath weapon as a standard action, once every 1d4 rounds. A blast from a dragon's breath weapon always starts at the mouth and extends in a direction of its choice, with an area as noted on Table 1-4: Dragon Breath Weapons (Line and Cone). If the breath weapon deals damage, each creature caught in the area can attempt a Reflex save (DC 10 + 1/2 dragon's HD + dragon's Constitution modifier; see individual entries for specific DCs) to take half damage. Saves against nondamaging breath weapons use the same DCs, but the types vary as noted in the descriptions. Most breath weapons come in two basic shapes: line and cone, though other varieties are also possible. The areas for line and cone breath weapon attacks vary with the dragon's size, as shown on Table 1-4: Dragon Breath Weapons (Line and Cone).

Blindsense (Ex): Unless otherwise specified, all dragons have the ability to pinpoint objects and creatures within a range of 60 feet. Opponents the dragon cannot see still have total concealment against the dragon. Against ethereal beings, a dragon's blindsense is limited to a 30-foot radius.

Frightful Presence (Ex): Young adult or older dragons can unsettle their foes simply by their mere presence. This ability occurs automatically whenever the dragon attacks, charges, flies overhead or swims by. 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. Creatures who succeed at a Will save (DC 10 + 1/2 dragon's HD + dragon's Charisma modifer) are immune to that dragon's frightful presence for 24 hours. On a failed Will save, a creature with 4 or fewer Hit Dice becomes panicked for 4d6 rounds; one with 5 or more Hit Dice becomes shaken for 4d6 rounds. Dragons are immune to the frightful presence of other dragons.

Immunities (Ex): All dragons are immune to *sleep* and parlysis spells and effects. Each kind of dragon is immune to one or two additional forms of attack no matter what its age, as listed in its description.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy conditions and twice as well in normal light. Most dragons also have darkvision with a range of 120 feet (the twilight dragon has echolocation instead).

Special Abilities: A dragon's special abilities vary depending upon its age and kind. It gains the abilities given for its age category plus all previous ones. The save DC (where appropriate, unless otherwise specified) is 10 + dragon's Charisma modifier + spell level.

Spells: Some dragons know and cast 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 vary depending upon its age and kind. It gains the abilities given for its age category plus all previous ones. The save DC is 10 + the dragon's Charisma modifier + spell level. All spell-like abilities are usable once per day unless otherwise specified.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as noted in the various descriptions.

TABLE 1-5: DRAGON OVERLAND FLYING SPEEDS*

Flight Speed	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 mile
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

*Treat these speeds as underwater swimming speeds for aquatic dragons.

Skills: Every dragon has skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice +3). The following skills are class skills for all dragons: Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Listen, Search, Sense Motive, Spot and Use Magic Device.

Feats: All dragons receive one feat plus an additional feat per 3 HD. Dragons favor Alertness, Blind-Fight, Cleave (claw or tail slap attacks only), Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (bite or claw), Wingover and any metamagic feat available to sorcerers.

Hover: 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. Other details found in the description of the Hover feat also apply.

DRAGON OVERLAND MOVEMENT

Dragons are very strong flyers and can cover vast distances quickly. Also, they do not tire as quickly as most other creatures. If a dragon attempts a hustle or forced march (see the D&D *Player's Handbook*), check for nonlethal damage once every 2 hours instead of every hour. Standard dragon speeds are listed on Table 1-5: Dragon Overland Flying Speeds.

DRAGON SOCIETY AND TERRITORY

Though all dragons are believed to have the same ancestry, most of the present variety keep to themselves, typically cooperating only with their own kind and with other types only under extreme circumstances.

Many sages of Tellene state that dragons are few in number, though this has not yet been confirmed in fact. (Those who set out to catalogue dragons rarely return – at least in one piece.) It is well known that some young adult dragons, particularly evil or less intelligent ones, tend to lay clutches of 1d4+1 eggs all around the countryside, leaving their offspring to fend for themselves upon hatching. However, only a small percentage of these dragons actually survive to reach adulthood, for most are exterminated by men, nature or other dragons. No dragon wants its horde stolen by another dragon, hence, it often eliminates the competition before it starts. Also, dragons require larger stretches of territory than more common monsters or animals (a single gargantuan dragon requires approximately 200 square miles) simply to support their existence. As such, most dragons see little to no point in sharing their food reserves with others. Of course, dragons that enjoy eating inorganic materials care less about their territory than do those that subsist upon the flesh of living creatures.

Some dragons (usually older and more intelligent ones) form families consisting of a mated pair and 1d4+1 young. Mated dragons are commonly adults or mature adults, while the offspring may be wyrmlings (01-10 on d%), very young (11-30), young (31-50), juvenile (51-90) or young adult (91-100).

Dragons will continue to mate and breed even beyond the mature adult stage, though it is rare to find a pair of such mated dragons together, as independence or the lust for treasure often drives them apart.

DRAGONHIDE

Armorsmiths occasionally work with the hides of slain dragons to produce masterwork shields or armor (see Special and Superior Items in the D&D *Player's Handbook*).

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 banded 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.

OTHER DRAGONS ON TELLENE

Chromatic dragons (black, blue, green, red and white) seem to be more common on Tellene than their metallic-colored kin (brass, bronze, copper, gold and silver). However, it could simply be that the metallic dragons are simply better at being discreet.

Young black dragons are said to occasionally roam the northeastern areas of the DuKem'p swamp, while the Elos and Khydoban deserts are each rumored to hide a great blue wyrm. A young green dragon has been reported in the Svomawhom Forest, while both green and red dragons are said to reside somewhere in the southern Elenon Mountain range. And aside from the white dragons inhabiting the far north, rumors say that the Flaymaster herself takes the form of a great white dragon in the upper Byth Mountains.

Metallic dragons are most often found to be protectors of the weak. For example, a young copper dragon has recently assumed his position as guardian of the Paliba Woods, while the citizens of Bronish praise their gold dragon protector as if he were a god. Some 400 years ago, paladin Rovak Fen'doral even rode Vevisalakale, a silver dragon, in defense of King Thedorus. However, no such friendships between humans and dragons are known to have occurred since then.

AQUATIC DRAGON

Dragon (Water)
Environment: Temperate and warm aquatic
Organization: Wyrmling, very young, young, juvenile and young adult; solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm or great wyrm; solitary, pair or family (1-2 and 2-5 offspring)
Challenge Rating: Wyrmling 4; very young 6; young 8; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26
Treasure: Double standard
Alignment: Usually lawful neutral
Advancement: Wyrmling 10-11 HD (Medium); very young 13-14 HD (Large); young 16-17 HD (Large); juvenile 19-20 HD (Large); young adult 22-23 HD (Huge); adult 25-26 HD (Huge); mature adult 28-29 HD (Huge); old 31-32 HD (Gargantuan); very old 34-35 HD (Gargantuan); ancient 37-38 HD (Gargantuan); wyrm 40-41 HD (Colossal); great wyrm 43-44 HD (Colossal)
Level Adjustment: Wyrmling +4; very young +5; young +6; others -

Tactics Round-by-Round

Aquatic dragons generally avoid combat, when possible. However, if faced with a great evil or aggressive opponent, their wrath is a danger to behold.

Round 0: Frightful presence (if young adult or older).

Round 1: Use sonic breath weapon to deal nonlethal damage, in an attempt to ward off enemies.

Round 2: Claw and bite attack.

Round 3: Use claw and bite attack; or special ability.

Round 4: Claw and bite attack.

Round 5: Use steam breath weapon.

Round 6: Repeat from round 1, but sonic breath weapon deals normal (not nonlethal) damage.

Aquatic dragons are intelligent, introspective and thoughtful. They tend to remain in their lairs for extended periods, contemplating, meditating and using their *greater scrying* ability to study life on the surface and in the various undersea kingdoms.

A wyrmling aquatic dragon has bright, light blue scales. As the dragon ages, the scales slowly change to a beautiful, iridescent silver sea-green. The ivory fangs of adults are the size of spears, with pearl-white talons the size of swords. Their length is so incredible that they cannot be seen all at once. Their bodies curl and coil throughout their lairs, and they often meet their own tail.

Aquatic dragons make their lairs in large underwater caverns. These caverns may be natural or constructed by them. Aquatic dragons favor shark and whale meat, though they also eat other seafood, such as aggressive sahuagin, tritons, deep stalkers, and entire schools of small fish.

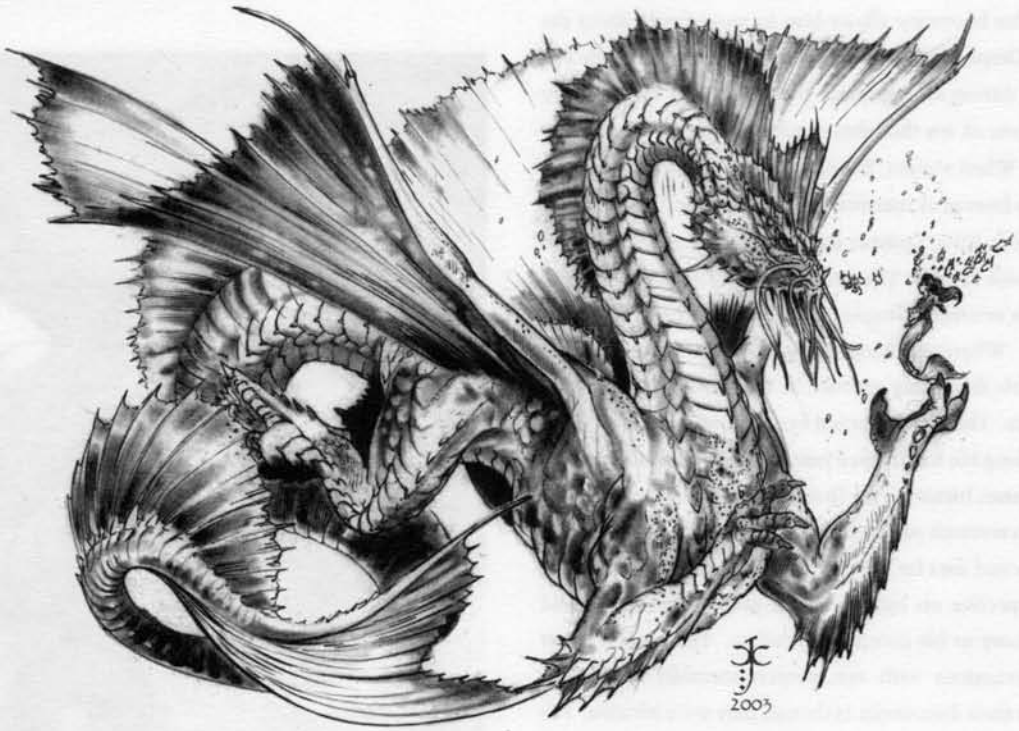
Though aquatic dragons can leave the water for limited periods of time, this is extremely rare. In fact, an aquatic dragon rarely even nears the surface of the ocean. It prefers to remain beneath the waves, where it is one of the undisputed rulers of the deep.

Table 1-6: Aquatic Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	9d12+27 (85)	15	10	16	15	16	13	+9/+11	+11	+9	+6	+9	2d10 (17)	-
Very young	L	12d12+48 (126)	18	10	18	15	16	13	+12/+20	+15	+12	+8	+11	4d10 (20)	-
Young	L	15d12+60 (157)	21	10	18	17	18	15	+15/+24	+19	+13	+9	+13	6d10 (21)	-
Juvenile	L	18d12+90 (207)	24	10	20	19	20	17	+18/+29	+24	+16	+11	+16	8d10 (24)	-
Young adult	H	21d12+105 (241)	26	10	20	19	20	17	+21/+37	+27	+17	+12	+17	10d10 (25)	23
Adult	H	24d12+144 (300)	29	10	22	21	22	19	+24/+41	+31	+20	+14	+19	12d10 (28)	26
Mature adult	H	27d12+189 (364)	32	10	24	21	22	19	+27/+46	+36	+22	+15	+21	14d10 (30)	27
Old	G	30d12+240 (435)	34	10	26	23	24	21	+30/+54	+38	+25	+17	+24	16d10 (33)	30
Very old	G	33d12+297 (511)	37	10	28	25	26	21	+33/+58	+42	+27	+18	+26	18d10 (35)	31
Ancient	G	36d12+360 (594)	40	10	30	27	28	23	+36/+63	+47	+30	+20	+29	20d10 (38)	34
Wyrm	C	39d12+429 (682)	42	10	32	29	30	25	+39/+71	+47	+32	+21	+31	22d10 (40)	36
Great wyrm	C	42d12+504 (777)	45	10	34	31	32	25	+42/+75	+51	+35	+23	+34	24d10 (43)	38

Table 1-7: Aquatic Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., swim 40 ft.	+0	18 (+8 natural), touch 10, flat-footed 18	Air breathing, speak with animals	-	-
Very young	40 ft., swim 60 ft.	+0	20 (-1 size, +11 natural), touch 9, flat-footed 20		-	-
Young	40 ft., swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	Endure elements	1st	-
Juvenile	40 ft., swim 60 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	Damage reduction 5/+1	3rd	-
Young adult	40 ft., swim 80 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	Frightful presence, hallucinatory terrain	5th	18
Adult	40 ft., swim 80 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	Damage reduction 10/+1	7th	20
Mature adult	40 ft., swim 80 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	Sending	9th	22
Old	40 ft., swim 100 ft.	+0	35 (-4 size, +29 natural), touch 6, flat-footed 35	Damage reduction 15/+2	11th	24
Very old	40 ft., swim 100 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38	Control water	13th	25
Ancient	40 ft., swim 100 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	Damage reduction 20/+3	15th	27
Wyrm	40 ft., swim 120 ft.	+0	40 (-8 size, +38 natural), touch 2, flat-footed 40	Greater scrying	17th	28
Great wyrm	40 ft., swim 120 ft.	+0	43 (-8 size, +41 natural), touch 2, flat-footed 43	Demand	19th	30



Without the worry of other dragons constantly competing for its territory, the aquatic dragon's bloodline has led to spell-like abilities that focus more on mental disciplines, rather than on the attack and defense that most surface dragons favor. Though it dislikes all evil dragons, the aquatic dragon's worst enemy is the black dragon, with its ability to corrupt water and charm underwater reptiles. The aquatic dragon's closest ally is the bronze dragon. Bronze dragons often keep the aquatic dragon informed of any surface threats that might encroach upon the sea. The aquatic dragon returns the favor, telling the bronze dragon of any strange creatures or giant storms heading towards land.

Aquatic dragons are wingless, and so cannot fly or use wing attacks. Otherwise, their standard abilities are identical to those described above.

Combat

An aquatic dragon typically uses its sonic attack to deal nonlethal damage, in hopes that the opponent will flee. If that fails, it follows through with a steam breath attack.

Breath Weapon (Su): An aquatic dragon has two types of breath weapon, a cloud of scalding steam breath or a cone-shaped sonic attack. The steam cloud covers an area 20 feet high, 25 feet wide and 50 feet long. Creatures within this area must succeed at a Fortitude save or take the amount of breath weapon damage listed on Table 1-6: Aquatic Dragons by Age. This weapon functions underwater as well, superheating the existing water across the same area and causing identical damage.

Creatures within the sonic cone must succeed at a Reflex save (same DC) to avoid sonic damage. An aquatic dragon may use its sonic attack to deal nonlethal damage instead of normal damage.

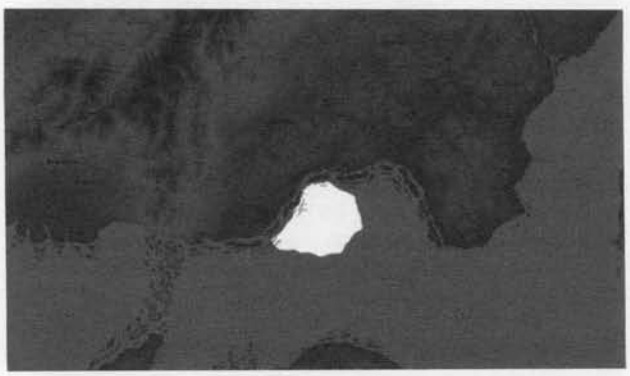
Air Breathing (Ex): The aquatic dragon can remain out of water for 1 hour per point of Constitution and can freely use its breath weapon, spells and other abilities even when not submerged.

Spell-Like Abilities: At will – *speak with animals*; 3/day – *endure elements* (radius 10 ft. x dragon's age category), *sending, control water*; 1/day – *greater scrying, demand*.

On Tellene

Near the merfolk kingdom of Neaesquatila, off the coast of Ehzhiman Bay, lives the great wyrm Paqurir Xastrasx, the last known survivor of an ancient breed of aquatic dragons. While once a hunter of unmatched skill, Paqurir has devoted the last few centuries of his life to the quest for peace and enlightenment. He believes that if he follows the correct line of questioning far enough, he will come to understand the nature of all things. He currently seeks the correct question to begin.

Paqurir has grown enormous during his sedentary meditations. So large in fact, that he would be hard pressed to leave his cave should the need ever arise. His incredible bulk is intimi-



The range of the Aquatic Dragon

dating, but his buoyancy allows him to move freely about the cave itself. Despite his search for peace, he can become violent if disturbed during an important thought. (It is important to note that some of his thoughts require months to completely formulate.) When violent, his size and strength enable him to dispatch any human or merman group with thoughtless ease.

The merfolk King Seuistus has developed a strong bond of friendship with Paqurir. The young king has learned when not to bother the venerable dragon, and when he is open for a long discussion. Whenever King Seuistus has a problem he is uncomfortable discussing at court, he will seek out Paqurir and ask his advice. The two have even been known to talk for days.

Paqurir's long life has allowed him to experience thousands of years of Tellene's history. This first hand knowledge, combined with his own research and interest in the world at large, puts his store of facts and data far beyond most other mortals. He has a unique perspective on history and is generally able to avoid bending history to his own interpretation. He has also spent years in discussions with the greatest merman minds and understands their discoveries as though they were his own. His continued search for knowledge makes him open to discussions with others as long as they are courteous and do not disturb him.

Paqurir is quite familiar with magic, but he prefers the "true" sciences. Philosophy is his forte, but he believes in having a deep understanding of all disciplines. This makes him a living encyclopedia on almost all subjects, particularly those that impact underwater life. Paqurir speaks Draconic, Aquan and many other languages. Paqurir's dislike of interruptions makes him surly at first, but he will quickly warm up to a witty visitor. If he becomes interested in a topic, he may lecture about it for hours and hours, and sometimes forgets that his guests may need to eat or replenish their air supply.

DESHADA DRAGON

Dragon (Cold)
Environment: Cold land
Organization: Wyrmling, very young, young, juvenile and young adult; trio or mass (4-12); adult, mature adult; solitary, pair, trio or mass (4-12 offspring)
Challenge Rating: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 6; adult 7; mature adult 8
Treasure: Double standard
Alignment: Usually neutral
Advancement: Wyrmling 2-3 HD (Tiny);
very young 4-5 HD (Small);
young 7-8 HD (Medium);
juvenile 10-11 HD (Medium);
young adult 13-14 HD (Large);
adult 16-17 HD (Large);
mature adult 19-20 HD (Huge)
Level Adjustment: Wyrmling +1; very young +2; young +2; juvenile +4; others -

Tactics Round-by-Round

Deshada dragons open combat with their breath weapon before entering melee.

Round 1: Breath weapon.

Round 2: Dive in for claw attack.

Round 3: Fly away and position for another attack.

Round 4: Dive in for bite attack.

Round 5: Repeat from round 1.

The Deshada dragon is neither the fiercest, the most beautiful, most intelligent, nor magnificent of dragons. Indeed, amongst dragons it often goes unnoticed because of its smaller size, shorter lifespan and rarity.

The Deshada dragon's torso is approximately the size of a large bull, but its tremendous wing span, long neck and tail give it the appearance of a greater size. The top of its scales and wings glisten white and silver, while those upon its underside glitter a frigid blue. The dragon's wings stretch out like a bat, while its flattened snout holds rows of teeth bounded by a jagged carapace. Male Deshada dragons are about one-third larger than females.

The Deshada dragon is lighter in mass than its more widely known kin, and it flies as much by gliding as it does by wing power. The dragon can stay aloft for great lengths of time, which accounts for its amazing ability to migrate vast distances.

Table 1-8: Deshada Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	1d12+2 (8)	9	11	15	5	7	5	+1/-8	+2	+4	+2	+0	1d4 (12)	-
Very young	S	3d12+9 (28)	11	11	16	7	7	7	+3/-1	+4	+6	+3	+1	2d4 (14)	-
Young	M	6d12+18 (57)	13	11	16	7	9	7	+6/+7	+7	+8	+5	+4	3d4 (16)	-
Juvenile	M	9d12+27 (85)	15	11	17	9	9	9	+9/+11	+11	+9	+6	+5	4d4 (17)	-
Young adult	L	12d12+48 (126)	17	11	18	9	11	9	+12/+19	+14	+12	+8	+8	5d4 (20)	15
Adult	L	15d12+60 (157)	19	11	18	9	11	9	+15/+23	+18	+13	+9	+9	6d4 (21)	16
Mature adult	H	18d12+72 (189)	21	11	19	11	12	11	+18/+31	+21	+15	+11	+12	7d4 (23)	19

Table 1-9: Deshada Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 150 ft. (clumsy)	+0	13 (+2 size, +1 natural), touch 12, flat-footed 13	Cold subtype	-	-
Very young	60 ft., fly 150 ft. (poor)	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	Mass attack	-	-
Young	60 ft., fly 150 ft. (average)	+0	17 (+7 natural), touch 10, flat-footed 17	Fast heal	-	-
Juvenile	60 ft., fly 150 ft. (average)	+0	20 (+10 natural), touch 10, flat-footed 20		-	-
Young adult	60 ft., fly 200 ft. (good)	+0	22 (-1 size, +13 natural), touch 9, flat-footed 22	Damage reduction 5/+1, frightful presence	1st	12
Adult	60 ft., fly 200 ft. (average)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25		2nd	14
Mature adult	60 ft., fly 200 ft. (average)	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	Damage reduction 10/+1	3rd	16

Deshada dragons dwell in the far northern climes, preferring the cold of high mountains and snow. Rather than possessing a lair, they build giant nests in and around crevices and ledges. Females nest alone to birth and raise the young; the males take no part in the process. Each Deshada dragon nest is littered with shiny coins, gems and other items. Once every 50 to 60 years, the Deshada dragons leave their nests and migrate south to a destination determined by instinct, rather than reason. Here, they gather in great masses to participate in their mating cycle where both males and females gather for the right to mate with the ranking members of either sex. These battles last several days and only a few, foolhardy folk have seen this altogether fabulous and strange occurrence.

When the mating season ends, with the dragons exhausted, they attack the local inhabitants in search of food to regain their strength for the long flight home. Fortunately for the locals, the Deshada dragon possesses healing abilities - a necessary evolutionary adaptation in response to the utter viciousness of the mating process. As such, the Deshada dragons need less food to recover than might be expected of a similar creature the same size.

Combat

Deshada dragons attack in a great frenzy as they swoop in flocks, hurling themselves into direct melee combat with reckless abandon.

Breath Weapon (Su): A Deshada dragon has one type of breath weapon, a line of pale glowing electricity similar in appearance to lightning.

Mass Attack (Ex): When fighting in a group, the dragon gains a +4 morale bonus to Will saves.

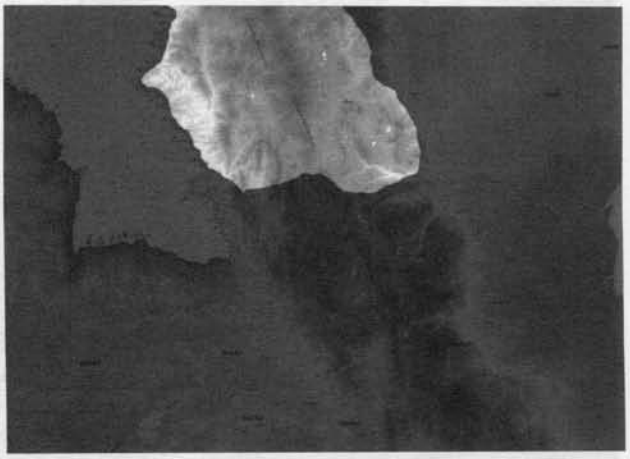
Fast Heal (Ex): The Deshada dragon heals 1 hit point of damage per round so long as it has half its available hit points. If the dragon is wounded below 50% of its hit points, it heals naturally.

On Tellene

The Deshada dragon spends the vast majority of its time far to the north of Lake Jorakk. (They have been seen as far south as the Byth Mountains, but these cases are rare.) They roost alone along barren mountaintops and crevices, diving from the cliff tops to unwary beasts.

Once every 50 years, a Deshada dragon's instinct drives it to fly south to the Deshada Mountains, where mating begins. Tales of longship crews seeing masses of dragons over Lake Jorakk also abound, the crews claiming that the bodies of dragons slain in mating fights sink to the lake bottom. However, without proof, such rumors are generally discounted.

The eggs of these creatures are much valued by alchemists, for the contents of a single Deshada dragon egg, properly distilled (as a Craft (alchemy) check DC 14), creates the equivalent of one *potion of cure light wounds*. Alchemists are in the hope of finding even more uses for these eggs, and will pay up to 50 gp per egg.



The range of the Deshada Dragon

TWILIGHT DRAGON

Dragon (Air)
Environment: Temperate and warm land
Organization: Wyrmling, very young, young, juvenile and young adult; solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm or great wyrm; solitary, pair or family (1-2 plus 2-5 offspring)
Challenge Rating: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20
Treasure: Double standard
Alignment: Usually lawful neutral
Advancement: Wyrmling 3-4 HD (Small); very young 6-7 HD (Medium-size); young 9-10 HD (Medium-size); juvenile 12-13 HD (Large); young adult 15-16 HD (Large); adult 18-19 HD (Huge); mature adult 21-22 HD (Huge); old 24-25 HD (Huge); very old 27-28 HD (Huge); ancient 30-31 HD (Gargantuan); wyrm 33-34 HD (Gargantuan); great wyrm 36-37 HD (Gargantuan)
Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +5; others -

Tactics Round-by-Round

Round 0: Observe enemies.

Round 1: Use frightful presence (if young adult or older) and breath weapon.

Round 2: Retreat.

Round 3: Use special ability or observe enemies from cover of twilight.

Round 4: Charge and repeat from round 1.

Twilight dragons are quick, agile flyers with sonar sensing abilities. They fly only during twilight or nighttime hours, when their special coloration helps them blend into the darkened skies.

Twilight dragons have the fewest scales of any known dragon, their protection coming mostly from their tough hide. Scales are usually limited to their thrice-segmented underbelly, their joints and limbs. The hide and scales of a twilight dragon are gray, almost white at birth, though by the time the dragon has reached adulthood its body is a smoky gray in color. As the dragon passes into old age, its coloration deepens to a dark gray. Aside from its color, a twilight dragon is distinguished by its smooth untattered wings, beaked head, trio of claw-like projec-

tions beneath the wing tips, smaller than usual teeth, thin low-set horns and connecting ear flaps.

Because twilight dragons fly only at night, they are unfamiliar to many people, and are often regarded as extremely rare. Most twilight dragons prefer warmer climates, though they will inhabit temperate zones as well (migrating south during the winter). Twilight dragons prefer to live in caves or abandoned mines, where they have seclusion and protection from harsh weather for their young.

The gestation period of a twilight dragon lasts only for five months, after which they have one to four eggs. A young twilight dragon develops quickly, and is able to fly within three weeks. Twilight dragons are unable to distinguish colors, though they possess echolocation to an acute degree. When in flight, the twilight dragon utters short bursts of high frequency sounds, using the echoes to help navigate and judge distances.

Aside from its echolocation (too high-pitched to be heard by most creatures), twilight dragons also emit other sounds to indicate their emotions. These clicking and purring sounds often precede mating. Buzzing and clicking noises are used to call to their young. The twilight dragon's horned ear flap is quite flexible and sensitive to these sounds.

Twilight dragons most often feed by grasping their prey with their talons and taking their meal back to their lair. However, they occasionally feed by scooping their prey into the fold of their wings and then consuming them while aloft. While doing so, their flying pattern appears slightly erratic – this has led some sages to speculate that the twilight dragons are poor flyers when, in fact, they are some of the best flyers. In twilight dragons, the three-part breastbone gives them flattened ribs, with some fusing of the vertebral joints – unlike other dragons with a single or no-segmented breastbone. These adaptations make the twilight dragon's frame quite light, allowing it to fly faster than many other dragons. Of course, it also has less armor protection than most other dragons.

Combat

Twilight dragons attack for three reasons: hunger, defense of self or defense of territory. Encroaching humans who build their strongholds too close to a twilight dragon's lair will often find themselves besieged. Twilight dragons prefer sneak attacks, using the cover of darkness to hide them from their victims. When in battle, they fly in, loose their breath weapon and fly out again into the darkness. The dragon then flies in from a completely different direction with a follow-up attack.

Breath Weapon (Su): Twilight dragons have one type of breath weapon, a ball of fiery phlegm. The dragon can spit this gooey substance from its mouth as a grenadelike weapon with a 20-foot range increment. Upon impact, the phlegm explodes, dealing damage to all creatures within a 20-foot radius. The exploding goo also sets fire to any combustibles (and damages objects) within the area. Reflex saves take half damage.

Echolocation (Ex): Though all twilight dragons can see, vision is actually one of their least important senses. To navigate, locate and catch prey, twilight dragons emit a series of supersonic cries through the mouth. This allows them to detect prey and other obstacles by the echoes reflected back. A twilight dragon's echolocation works as a standard dragon's blindsense, but with a range of 120 feet (60 feet against ethereal beings). Of course, even if the echolocation is somehow thwarted (such as by a *silence* spell), the dragon still can use the standard blindsense.

Table 1-10: Twilight Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	2d12+2 (15)	10	11	12	9	7	11	+2/-2	+3	+4	+3	+1	2d6 (12)	-
Very young	M	5d12+5 (37)	12	11	12	9	8	13	+5/+6	+6	+5	+4	+3	4d6 (13)	-
Young	M	8d12+16 (68)	14	11	14	11	10	13	+8/+10	+10	+8	+6	+6	6d6 (16)	-
Juvenile	L	11d12+22 (93)	16	11	14	11	12	15	+11/+18	+13	+9	+7	+8	8d6 (17)	-
Young adult	L	14d12+42 (133)	18	11	16	13	12	15	+14/+22	+17	+12	+9	+10	10d6 (20)	19
Adult	H	17d12+68 (178)	22	11	18	13	14	17	+17/+31	+21	+14	+10	+12	12d6 (22)	21
Mature adult	H	20d12+100 (230)	26	11	20	15	14	19	+20/+36	+26	+17	+12	+14	14d6 (25)	24
Old	H	23d12+115 (264)	28	11	20	15	15	21	+23/+40	+30	+18	+13	+15	16d6 (26)	26
Very old	H	26d12+156 (325)	30	10	22	17	15	23	+26/+44	+34	+20	+14	+16	18d6 (29)	39
Ancient	G	29d12+174 (362)	32	10	22	17	18	25	+29/+52	+36	+22	+16	+20	20d6(30)	31
Wyrm	G	32d12+224 (432)	34	10	24	19	18	25	+32/+56	+40	+24	+17	+21	22d6 (33)	33
Great wyrm	G	35d12+280 (507)	36	10	26	21	21	27	+35/+60	+44	+27	+19	+24	24d6 (35)	35

Table 1-11: Twilight Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 150 ft. (poor)	+1	12 (+1 size, +1 natural), touch 11, flat-footed 12	Echolocation	-	-
Very young	60 ft., fly 150 ft. (average)	+1	14 (+4 natural), touch 10, flat-footed 14	Twilight blend	-	-
Young	60 ft., fly 200 ft. (average)	+1	17 (+7 natural), touch 10, flat-footed 17		-	-
Juvenile	60 ft., fly 200 ft. (good)	+1	19 (-1 size, +10 natural), touch 9, flat-footed 19		-	-
Young adult	60 ft., fly 200 ft. (good)	+1	22 (-1 size, +13 natural), touch 9, flat-footed 22	Damage reduction 5/+1, frightful presence	-	
Adult	60 ft., fly 200 ft. (good)	+1	24 (-2 size, +16 natural), touch 8, flat-footed 24	Sound burst	1st	16
Mature adult	60 ft., fly 250 ft. (good)	+1	27 (-2 size, +19 natural), touch 8, flat-footed 27	Damage reduction 10/+1	3rd	18
Old	60 ft., fly 250 ft. (average)	+1	30 (-2 size, +22 natural), touch 8, flat-footed 30	Shatter	5th	19
Very old	60 ft., fly 250 ft. (average)	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	Damage reduction 15/+2	7th	22
Ancient	60 ft., fly 250 ft. (poor)	+0	34 (-4 size, +28 natural), touch 6, flat-footed 34	Shout	9th	23
Wyrm	60 ft., fly 250 ft. (poor)	+0	37 (-4 size, +31 natural), touch 6, flat-footed 37	Damage reduction 20/+2	11th	24
Great wyrm	60 ft., fly 250 ft. (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	Shadow conjuration	13th	26

Twilight Blend (Su): When the sun is only partially visible over the horizon (during sunrise and sunset), a twilight dragon can blend into the dimly lit sky, giving it one-half concealment. After the last of the sun's rays have disappeared over the horizon, this ability increases to nine-tenths concealment. Natural illumination (such as any natural fire, even if started by magic) does not negate this ability. However, unnatural illumination (*light, continual flame* and *daylight* spells, for example) will negate it. Twilight blend is ineffective against creatures with darkvision.

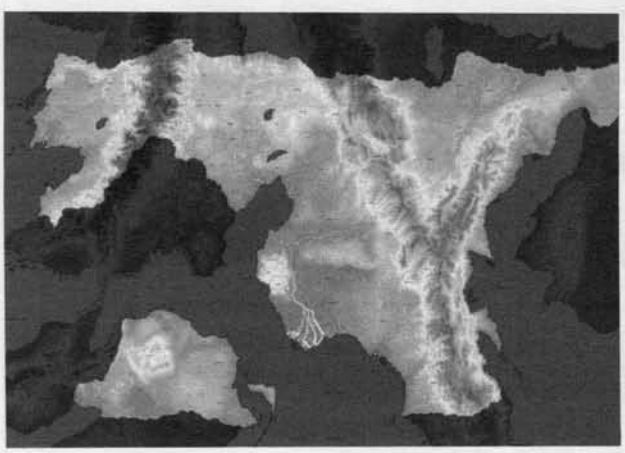
Spell-Like Abilities: 5/day – *sound burst, shatter*; 3/day – *shout*; 1/day – *shadow conjuration*.

On Tellene

Tyrrizeth Fallowtooth, also known in Eldor as "Night's Wrath," is possibly the oldest living land dragon on Tellene. He lives in a well-concealed cave high up in the South Welpremond Downs area in eastern Eldor, where he has resided for more than 1,200 years.

Twilight dragons are devoted parents, and Tyrrizeth was no exception. Almost 500 years ago, he left his mate Alvindra and his clutch of three wyrmling dragons at home while he hunted the foothills. When he returned home several hours later with several freshly killed bears, he was horrified to discover the decapitated, scorched body of his mate and no sign of his children or his modest treasure horde. His only clue was a dead human male wearing armor with the mark of Eldor.

He immediately set off towards the nearest human village, Shadriven (located near the present day location of Drirdven). Tyrrizeth began his attack by ripping the roof off a house and slaughtering the women and children inside, and interrogating the man about who had invaded his lair. The man, of course, knew nothing and was quickly dispatched. In a blind rage, Tyrrizeth continued his attack. With each person who failed to answer, he became more and more frustrated. He eventually began using his breath weapon on buildings and groups of people, and hunting the survivors in the nearby hills. By the morning, when he returned to his cave to bury his mate, he had destroyed the town of Shadriven and murdered almost all of its 1,100 inhabitants.



The range of the Twilight Dragon

The Welpremond Downs were soon thick with both Eldoran soldiers and adventurers seeking the wyrm they now called "Night's Wrath." His rage having mostly subsided, Tyrrizeth would only kill those who came within a few miles of his lair, swooping from out of the blackest night to kill entire parties, and then dumping the bodies in a crevasse near his lair. After a few years, the monarchy of Eldor lost interest in avenging the massacre, as there had been no further attacks on villages and almost half of their search parties had mysteriously disappeared. The occasional party of intrepid adventurers would still mysteriously vanish in the Downs, but Tyrrizeth was content to live in his solitude, and soon became a myth.

Unbeknownst to him, it was actually a group of stone dwarf scouts from deep in the Elenon Mountains who had stumbled upon his lair. They had quietly gathered forces a few miles away and hid themselves in another cave. After a week of waiting, they struck as soon as Tyrrizeth flew away, while Alvindra was sleeping. They had one of the few experienced dwarven wizards with them, and between their surprise and his wizardry, they were able to overcome her. The wyrmlings were subdued and muzzled. Leaving a human corpse to throw the male dragon off the scent, they carefully destroyed all evidence of their involvement.

The dwarves took the three young twilight dragons back to their deep underground homes, clipped their wings and enslaved them using means both magic and mundane. Eventually, when one young dragon broke free and slew six dwarves, a decision was quickly made that "their usefulness was at an end." Though some of their trainers objected, all three dragons were eventually destroyed (at least, so the trainers were told).

Tyrrizeth shunned contact with all other beings for many years. As he grew older, his natural powers of shadow conjuration developed. After much practice, he was able to form images of Alvindra and his children, now lost for hundreds of years. As he aged into a great wyrm, he focused all his energy into his shadow conjuration abilities, having images of his mate and children constantly by his side and venturing outside only for food, never treasure. One day he was surprised when the image of his beloved mate began speaking to him. He has since forgotten that Alvindra has died, and believes that the shadow images of her and the children are real, though he unconsciously maintains it and speaks to himself through this illusion. The shadow images disappear when he sleeps, but reappear the moment Tyrrizeth awakens. They have all the standard abilities of images created by *shadow conjuration*, but if anything is done to demonstrate their shadowy nature, Tyrrizeth will not believe it, and ruthlessly attacks those who "hurt his family." He has not noticed that he has aged more than 500 years while his illusive family have not changed. After centuries of isolation, he has decided to once again roam the countryside, to teach his phantom 'children' about the world at large.

DRAGON SHARK

Huge Magical Beast (Aquatic)
Hit Dice: 15d10+75 (157 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: Swim 60 ft. (12 squares)
AC: 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple: +15/+32
Attack: Bite +22 melee (4d6+13)
Full Attack: Bite +22 melee (4d6+13)
Space/Reach: 15 ft./15 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., keen scent
Saves: Fort +14, Ref +11, Will +6
Abilities: Str 28, Dex 15, Con 20, Int 6, Wis 12, Cha 8
Skills: Hide +5, Listen +6, Search +5, Spot +6, Survival +3 (+5 when following tracks), Swim +18
Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Swimming Attack*
Environment: Any aquatic
Organization: Solitary or pack (2-5)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 16-24 HD (Huge), 25-45 HD (Gargantuan)
Level Adjustment: -

Tactics Round-by-Round

Upon spotting or scenting its opponent, a dragon shark slowly circles its victim, observing it for 1d4 minutes. If the victim does not appear to present a threat, the dragon shark rapidly darts in and uses its bite attack.

Round 0: Observe enemies.

Round 1: Use bite attack or breath weapon (if possible).

Round 2: Retreat and circle opponent.

Round 3: Repeat from round 1.

This gluttonous creature combines the savagery of the shark with a cruel, primitive, dragon-like intelligence.

Dragon sharks have bodies like great white sharks, but the shape of their head indicates a possible gold dragon ancestor. If true, the dark nature of the shark long ago subsumed any remnant of a gold dragon's kindness. Dragon sharks demonstrate intelligence and simple social functions, but they are not concerned with culture or civilization.

A dragon shark has some things in common with both dragons and sharks. They are susceptible to feeding frenzies like sharks and have been known to hoard treasure like dragons. They hunt and attack out of malice and a desire to kill more than for simple survival.

Dragon sharks are completely aquatic and will quickly die if unable to return to the water. In addition, if they ever stop swimming, they begin to suffocate. This is due to the fact that they must constantly have high oxygen water flowing through their gills. They hunt in groups known as packs. These packs prey on every sea-born creature from the smallest fish to Medium whales, along with men and other creatures that travel over the surface of the water.

Dragon sharks speak a primitive version of Draconic. When they hunt, they have a supersonic cry that only other dragon sharks can hear, and they hunt in a way similar to hyenas.

COMBAT

The dragon shark enjoys playing with its food before eating. Against powerful opponents, it uses its breath weapon first.

Breath Weapon (Su): Cloud of superheated steam 30 feet high, 35 feet wide and 75 feet long, every 1d4 rounds; damage 10d10, Reflex half DC 16; effective underwater only.

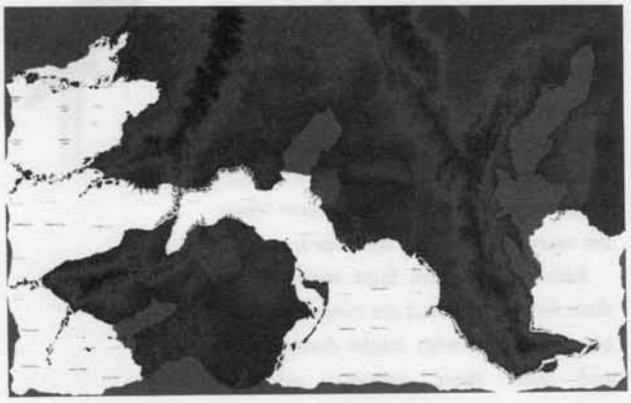
Keen Scent (Ex): A dragon shark uses this ability to detect living creatures in a 180-foot radius. It can detect blood in the water at ranges up to 5,280 feet (1 mile).

Feats: *Treat this feat as the Flyby Attack feat, though it only works underwater.

Skills: A dragon shark has a +8 racial bonus to Hide checks.

ON TELLENE

Dragon sharks are most often found in the warm waters surrounding the Isle of Svimohzia, though they have also been spotted in the southern Brandobian Ocean and the Sea of the Dead. The merfolk of the underwater city of Neaesquatila, as well as goldfins, sahuagin and deep stalker colonies, keep constant watch for these vicious creatures.



The range of the Dragon Shark

EATEN ONE

Medium Undead
Hit Dice: 5d12 (32 hp)
Initiative: +4 (Improved Initiative)
Speed: 10 ft. (2 squares), fly 30 ft. (poor)
AC: 18 (+3 natural, +1 small steel shield, +4 chain shirt), touch 10, flat-footed 18
Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d4+1 plus acid) or bastard sword +3 melee (1d10+1)
Full Attack: 2 claws +3 melee (1d4+1 plus acid) or bastard sword +3 melee (1d10+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acidic corpse, aura of hopelessness, devour stamina
Special Qualities: Curative transformation, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to acid and cold, undead traits
Saves: Fort +1, Ref +1, Will +4
Abilities: Str 12, Dex 11, Con -, Int 3, Wis 14, Cha 12
Skills: Listen +6, Move Silently +4, Spot +6
Feats: Alertness, Improved Initiative
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Often neutral evil
Advancement: 6-12 HD (Medium)
Level Adjustment: -

Tactics Round-by-Round

The eaten one slowly flies towards its opponents, hoping its foes will destroy it before its hunger overcomes it.

Round 0: Aura of hopelessness.

Round 1: Full attack opponent with least Constitution score.

Round 2: Repeat from round 1 until opponents are defeated; or devour stamina from fallen opponent.

An eaten one is an ooze-dripping undead creature, created from fallen heroes who have been partially consumed by oozes or other hideous creatures.

An eaten one resembles a floating skeleton, missing the lower half of its body and covered with a thin layer of slowly dripping ooze. Strangely, this ooze never seems to cease flowing, save when the eaten one has been destroyed.

Eaten ones retain faint memories of their former lives and are constantly seeking out heroes who might destroy them and end their current existence. Unfortunately, when the heroes actually approach the eaten one, its inner madness overcomes it, driving it to attack and drain the stamina of those who would end its anguish-filled existence.

Eaten ones may moan and groan, but do not speak or otherwise attempt to communicate.

COMBAT

Eaten ones slowly approach those whom they hope will end their painful existence. Unfortunately, the eaten one's aura of hopelessness typically overwhelms its opponents just as its hunger to drain heath overcomes its death wish.

In combat, eaten ones will always attack the most unhealthy foe first, sensing that he or she could be most easily overcome. With their foe eliminated, the eaten one drains its stamina to use against the next opponent, and so on up the chain until it has only the healthiest enemy to overcome.

Acidic Corpse (Ex): An eaten one is covered with a highly caustic ooze over its entire body. Touching an eaten one deals damage per round for 1d4 rounds or until the ooze is washed off, as follows: 1d6 points of acid damage to an organic creature or objects, 2d6 points of acid damage to a metallic creature or object, or 3d6 points of acid damage to a stony creature (such as an earth elemental) or object. A quart or more of water is needed to wash off the ooze.

Aura of Hopelessness (Su): An eaten one radiates a continual *symbol of hopelessness* effect (Will save DC 16) as a 30-foot radius emanation. A creature that fails its save is affected while within this area and for 1d6 minutes after leaving it. A successful save makes a creature immune to the eaten one's aura of hopelessness for 24 hours.

Devour Stamina (Su): An eaten one can transfer its opponent's Constitution score to itself by dealing a killing blow with a claw attack. This acquired stamina is used for hit points, Fortitude saving throws, resisting poison and similar threats, but lasts only for 24 hours. If an eaten one devours the stamina of a new victim while still possessing the stamina of the previous one, or if the victim's Constitution score would lower the eaten one's abilities below what it typically possesses, it uses the higher of the two scores.

Curative Transformation (Ex): A *remove curse* or *remove disease* spell, or a more powerful version of either, transforms an eaten one into a normal skeleton that can crawl with a speed of 10 feet. Neither spell restores any missing portions of the eaten one's body.

ON TELLENE

Eaten ones can be found wherever flesh-eating monsters and oozes roam. The caves of Giilia and the Krimppatu Mountains are whispered to contain such undead - bodies of former adventurers who were unable to crawl through narrow passages quickly enough to escape the fate of being partially devoured.

Some Kargi scholars claim that hobgoblins cannot become eaten ones, for not even an undead hobgoblin would be so dishonorable as to attack the weakest foe first. Plainly, they say, it would attack the healthiest foe first. Other Kargi speculate that the eaten ones might be restraining themselves by attacking the weaker enemies first, leaving the stronger foes ample time to dispatch the eaten one from its currently dishonorable existence.

ELEMENTAL SPAWN

Elemental spawn are creatures formed by the magical joining of two disparate elemental forces into one. Unlike the four more common types of elementals (earth, air, fire and water), these rare creatures live only in remote and isolated locations on the Prime Material Plane, where they are formed. For some unknown reason, only the energies of the Prime Material Plane are focused enough to keep an elemental spawn alive. Those that are "born" on the various Elemental Planes die almost immediately after birth. All elemental spawn grow to be at least of Huge size, and often larger.

The upper body of an elemental spawn can be quite humanoid in appearance, or have nothing more than two eyes and a mouth, depending upon the creature's whim. The lower half, however, is almost always a constantly morphing cloud, column or puddle of the appropriate material.

Unless otherwise noted, all elemental spawn can speak the languages of their "parents," though they rarely choose to do so.

COMBAT

Elemental spawn may be more peaceful or more dangerous than their parents, but all are distinctly territorial. They use their bodies as weapons, attacking anyone that disturbs them. All elemental spawn have elemental traits as described in the D&D *Monster Manual*.

ON TELLENE

Elemental spawn are quite rare on Tellene. In fact, the few adventurers who have encountered the more solid spawn (acid, lava and mud) often mistake them for some sort of bizarre golem, never understanding their true nature.

The best known authority on elemental spawn is, sadly, no longer thought to be among the living. Sarinu, a Kalamaran wizard living on the outskirts of Bet Kalamar, was this person. Shortly after his arrival in the city, having made a new home with his alchemical and magical equipment, Sarinu amassed what supplies he needed and sealed himself into his home. Sarinu went unseen for several weeks, until a passing cleric approached Sarinu's house, seeking donations for his church. The smell of death oozed out of every window and the bold cleric soon gained entrance. Markings of a summoning circle dominated the main room. Although there was no sign of life in the house, the cleric noted that all glass and crystal in the residence had been shattered, including the majority of the Kalamaran's laboratory. Sarinu, however, was gone.

ACID SPAWN

Huge Elemental (Fire, Water)
Hit Dice: 8d8+32 (68 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares), swim 20 ft.
AC: 20 (-2 size, +5 Dex, +7 natural), touch 13, flat-footed 15
Base Attack/Grapple: +6/+19
Attack: Slam +9 melee (2d6+7 plus acid touch)
Full Attack: 2 slams +9 melee (2d6+7 plus acid touch)
Space/Reach: 15 ft./15 ft.
Special Attacks: Acid touch
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits, vulnerability to earth
Saves: Fort +6, Ref +11, Will +2
Abilities: Str 21, Dex 21, Con 19, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5, Swim +13
Feats: Dodge, Improved Initiative, Power Attack
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Acid spawn enter melee combat as soon as possible, aiming for the strongest opponent.

Round 1: Charge strongest opponent; or full attack strongest opponent if in melee range.

Round 2: Full attack strongest opponent; or continue melee against same opponent; or full attack new opponent dealing significant damage to acid spawn.

Round 3: Repeat from round 2; or flee if severely injured.

A creature of fire and water, acid spawn are perhaps the most unusual elemental hybrid of them all.

The acid spawn appears as a fluctuating mass of yellow ooze whose merest touch can leave objects in its wake as puddles of steaming liquid, forever destroyed and useless.

Acid spawn speak Aquand and Ignan. The speech of an acid spawn is garbled by a high-pitched hissing, as if something were burning.

COMBAT

The acid spawn is perhaps the most violent of the elemental hybrids. The creature immediately engages in combat any time it encounters a creature that has any kind of martial ability (or the ability to inflict damage in the case of arcane spell casters, although this ability has to be recognized). Although squirrels

may go unharmed, something as simple as a fox will cause the spawn to attack. The creature is intelligent enough to not let such trivial creatures distract it while it battles others, placing emphasis on the creature that inflicts the most damage.

Acid Touch (Ex): Any living creature or object hit by an acid spawn's slam attack takes 2d4 points of acid damage. Unless the acid is neutralized (typically by immersing the wound or object in water), the acid remains for two more rounds, dealing another 2d4 points of damage each round.

Living creatures striking an acid spawn with natural weapons or unarmed attacks take acid damage as if hit by the spawn's slam attack.

Vulnerability to Earth (Ex): Completely immersing the acid spawn in earth will immobilize it.

Neutralization: Alchemists have a better understanding of just what an acid elemental spawn is in terms of composition than any person. A PC may make a Craft (alchemy) check (DC 18) to determine a means to neutralize the acid elemental. If the check is successful, the alchemist may concoct a counter-agent in his or her laboratory. This fluid weighs 8 pounds (1 gallon) and must be successfully applied all at once. Although this neutralization does not kill the elemental, it renders its acid touch useless and deals 4d8 points of damage. Its market price is 25 gp.

DUST SPAWN

Huge Elemental (Air, Earth)
Hit Dice: 8d8+32 (68 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 60 ft. (perfect)
AC: 19 (-2 size, +4 Dex, +7 natural), touch 12, flat-footed 15
Base Attack/Grapple: +6/+20
Attack: Slam +10 melee (2d6+9)
Full Attack: 2 slams +10 melee (2d6+9)
Space/Reach: 15 ft./15 ft.
Special Attacks: Dust mastery, dust storm
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits
Saves: Fort +10, Ref +6, Will +2
Abilities: Str 23, Dex 18, Con 19, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5
Feats: Flyby Attack, Improved Initiative, Power Attack
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

Dust spawn are subtle, and will attempt to appear as a natural dust cloud until within melee range.

Round 0: Activate dust storm.

Round 1: Approach enemies until their breathing is affected.

Round 2: Repeat from round 1; or full attack if within melee range.

Round 3: Repeat from round 2; or flee if overwhelmed.

A creation of earth and air, the dust spawn are strong and quick. With their semisolid bodies, dust spawns can batter their foes to the ground or make them choke to death.

A dust spawn simply appears as a cloud of dust with a humanoid face, roiling slowly over the ground.

Dust spawn speak Auran and Terran. The speech of a dust spawn resembles the light, echoing sound of pebbles rolling over rocks.

Combat

Their ability to change their size and density makes dust spawns very useful, particularly in areas of little vegetation where they blend more easily with the environment.

Dust Mastery (Ex): Any living creature that is airborne or touching a dusty surface suffers a –1 penalty to its attack and damage rolls against a dust spawn.

Dust Storm (Su): A dust spawn can transform itself into a cloud of dust once every 10 mintues and remain in that form for up to 4 rounds. In this form, the dust spawn can move through the air or along a surface at its fly speed.

The dust cloud is 100 feet wide, 40 feet high and obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures further away have total concealment (50% miss chance). Movement through the area is reduced to half normal.

Furthermore, the choking dust affects breathing. Creatures within the cloud must succeed at a Fortitude save (DC 18) or spend the round choking and coughing. A character that chokes for two consecutive rounds takes 1d6 points of nonlethal damage.

LAVA SPAWN

Huge Elemental (Earth, Fire)
Hit Dice: 8d8+48 (84 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), burrow 50 ft.
AC: 16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+20
Attack: Slam +11 melee (2d6+9 plus burn)
Full Attack: 2 slams +11 melee (2d6+9 plus burn)
Space/Reach: 15 ft./15 ft.
Special Attacks: Burn, fiery aura
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits, vulnerability to water
Saves: Fort +12, Ref +9, Will +2
Abilities: Str 23, Dex 16, Con 23, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5
Feats: Improved Initiative, Power Attack, Weapon Focus (slam)
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

Before attacking, the lava spawn observes its approaching prey to determine whether or not to attack, and who to attack first.

Round 0: Fiery aura, observe opponents.

Round 1: Full attack nearest opponent (spellcaster if possible).

Round 2: Continue melee attack; or attack new opponent dealing significant damage to lava spawn.

Round 3: Repeat from round 2; or burrow to safety if endangered.

Having a body of bubbling, red-hot earth, the lava spawn flows underground in search of its next prey.

Lava spawns are most commonly encountered by dwarves tunneling deep below the ground, for it is quite rare for a lava spawn to leave its underground habitat. A lava spawn does not speak. If a lava spawn attempts communication, it is through the motions of its "body" in a form of sign language generally recognizable only by other lava spawns.

The perversion of the lava spawn's existence has an instant and dramatic effect on other elementals, especially mist spawns and those from the Elemental Planes of Fire and Earth. If the lava spawn encounters another elemental, regardless of its type, combat is a foregone conclusion.

Combat

The lava spawn lies passively, masquerading as a natural lava stream or pool until a victim approaches. The spawn then transforms into a more humanoid shape and attacks.

Because of its molten nature, large groups do not intimidate a lava spawn. However, it is still intelligent enough to gauge such a group and decide if attacking is prudent. If the lava spawn finds itself in a situation where combat is going poorly, the creature uses its natural molten state to melt the earth beneath it and burrow to safety at great speed.

Burn (Su): Anyone hit by a lava spawn's slam attack takes 2d8 points of fire damage and must succeed at a Reflex save (DC 20) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire in the D&D *Dungeon Master's Guide*). A burning creature can take a move action to put out the flame.

Creatures striking a lava spawn with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and will catch fire unless they succeed at a Reflex save. Weapons fashioned of wood or metal that strike the lava spawn must make a Fortitude save (DC 20). Any weapons with an enhancement bonus (masterwork, adamantine or magical, for example) add the plus of the enhancement bonus to the Fortitude save. A failed save means the weapon deals no damage and is melted into a puddle of goo or burned to ash.

Fiery Aura (Ex): The lava spawn radiates heat in a radius of 20 feet. Any living creature within this radius must succeed at a Fortitude save (DC 14) or suffer 2 points of heat damage each round it remains within this radius. Treat this effect as an emanation (see Aiming a Spell in the D&D *Player's Handbook*).

Vulnerability to Water (Ex): Completely immersing the lava spawn in water will immobilize it.

MIST SPAWN

Huge Elemental (Air, Water)
Hit Dice: 8d8+32 (68 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
Speed: 10 ft. (2 squares), fly 60 ft. (perfect), swim 30 ft.
AC: 20 (-2 size, +6 Dex, +6 natural), touch 14, flat-footed 14
Base Attack/Grapple: +6/+17
Attack: Slam +10 melee (2d6+4)
Full Attack: 2 slams +10 melee (2d6+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Fog cloud, mist mastery
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits
Saves: Fort +10, Ref +12, Will +2
Abilities: Str 17, Dex 22, Con 19, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5, Swim +11
Feats: Flyby Attack, Improved Initiative, Weapon Finesse
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)

Tactics Round-by-Round

Mist spawns are arrogant, and will often attack immediately with a slam attack, rather than use their fog cloud to weaken enemies beforehand.

Round 0: Activate fog cloud to approach or flee.

Round 1: Approach enemies to weaken them; or full attack if within melee range.

Round 2: Repeat from round 1; or continue melee.

Round 3: Repeat from round 2; or flee if overwhelmed.

Covered in a shroud of fog, the mist spawn stalks the countryside in search of its next prey.

A mist spawn resembles an amorphous, faceless humanoid covered in fog. The mythology that has developed around the mist spawn has inspired countless adventuring parties to forge into the darkest woods and the deepest caverns in hopes of returning with a tale to inspire folklore. Most of these unwise travelers do not return from the murky depths. However, these dire results have yet to dissuade the populace from attempting to make a name at the mist spawn's expense.

Mist spawn speak Auran and Aquan. Their voices resemble soft, high-pitched whispers like the sound of steam escaping from a teapot.

Combat

When confronted by only a few opponents, a mist spawn will often remain in its humanoid shape, attacking with slam attacks. If the mist spawn feels overwhelmed, or simply does not wish to bother itself with combat, it can transform into a fog cloud to scare away all creatures inside it. However, the mist spawn has no sense of honor and does not feel shame for retreating from combat.

Fog Cloud (Su): A mist spawn can transform itself into a fog cloud once every 10 minutes, and can remain in that form for up to 4 rounds. As a fog cloud, it can move through the air or along a surface at its fly speed.

The fog cloud is 100 feet wide, 40 feet high and obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures further away have total concealment (50% miss chance). Movement through the area is reduced to half normal.

Furthermore, the fog weakens living creatures within it. Creatures within the cloud must succeed at a Fortitude save (DC 14) or become numb (-2 to all attacks and Dexterity based skill checks). Numbed characters must make a second Fortitude save (same DC) or become panicked (suffering a –2 morale penalty to saving throws). Panicked characters must flee.

Mist Mastery (Ex): Any living creature that is airborne or touching water suffers a –1 penalty to its attack and damage rolls against a mist spawn.

MUD SPAWN

Huge Elemental (Earth, Water)
Hit Dice: 8d8+40 (76 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), swim 40 ft.
AC: 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+22
Attack: Slam +12 melee (2d6+12)
Full Attack: 2 slams +12 melee (2d6+12)
Space/Reach: 15 ft./15 ft.
Special Attacks: Engulf, improved grab
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits, tremorsense 60 ft.
Saves: Fort +11, Ref +7, Will +2
Abilities: Str 26, Dex 13, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5, Swim +16
Feats: Cleave, Improved Initiative, Power Attack
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

Mud spawns open combat by attempting to grab and engulf the nearest opponent.

Round 0: Sense opponent approaching.

Round 1: Full attack nearest enemy.

Round 2: Engulf with successful grab; or continue melee against same opponent.

Round 3: Continue melee against same opponent; or full attack new opponent.

Round 4: Repeat from round 2; or flee if overwhelmed.

This earth and water hybrid is strong, but slow. Of all the elemental spawn, it is the most humanoid, and the one most likely to be mistaken for a golem.

A mud spawn simply appears as a huge humanoid composed of mud. Its face is nearly featureless, with empty, gaping holes for eyes and mouth.

Mud spawn speak Aquan and Terran. The speech of a mud spawn is disgusting, and most closely resembles the sound of a booted person squelching his or her steps through deep, clinging mud.

Combat

Mud spawn disguise themselves as natural pools of mud. When a victim approaches, the mud spawn transforms into its humanoid form and attacks.

Engulf (Ex): A mud spawn that gets a hold can press its victim into the spawn's body (usually the chest). Engulfed creatures are considered to be grappled and trapped within the spawn's body. Once inside, the engulfed creature begins to drown (refer to the rules on drowning in the D&D *Dungeon Master's Guide*). To break free, the victim must succeed at a Strength check (DC 22).

A mud spawn's interior can hold two Medium, four Small, eight Tiny, sixteen Diminutive or thirty-two Fine or smaller opponents.

Improved Grab (Ex): A mud spawn must hit with a slam attack to use this ability. If it gets a hold, it can engulf.

Tremorsense (Ex): A mud spawn can automatically sense the location of any living creature within 60 feet that is in contact with the ground.

SONIC SPAWN

Huge Elemental (Air, Fire)
Hit Dice: 8d8+32 (68 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), fly 75 ft. (perfect)
AC: 20 (-2 size, +8 Dex, +4 natural), touch 16, flat-footed 12
Base Attack/Grapple: +6/+18
Attack: Slam +12 melee (2d6+6)
Full Attack: 2 slams +12 melee (2d6+6)
Space/Reach: 15 ft./15 ft.
Special Attacks: Shatter, sound mastery
Special Qualities: Damage reduction 10/+2, darkvision 60 ft., elemental traits, natural invisibility
Saves: Fort +10, Ref +14, Will +2
Abilities: Str 18, Dex 27, Con 18, Int 6, Wis 11, Cha 11
Skills: Listen +6, Spot +5
Feats: Flyby Attack, Improved Initiative, Weapon Finesse
Environment: Any land, underground or appropriate element
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral
Advancement: 9-16 HD (Gargantuan); 17-24 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

The invisible sonic spawn waits in ambush, waiting for its constant jumble of strange, crystalline noises to lure in curious victims.

Round 0: Observe opponents approaching.

Round 1: Sound mastery to deafen opponents.

Round 2: Full attack against strongest opponent or spellcaster.

Round 3: Continue melee against same opponent; or full attack new opponent dealing damage to sonic spawn

Round 4: Repeat from round 3; or flee if endangered.

This fast, invisible creature of fire and air can be a difficult foe to dispatch. Fortunately, it is extremely rare, and can be detected by the songs that it sings.

However, the "song" of a sonic spawn is not technically a song, but rather a mostly random construction of sounds. The closest comparison would perhaps be a human who constantly hums or murmurs to himself. These sounds are often repetitions of words or phrases uttered by its victims, mixed in with the sounds of animals and nature. The sonic spawn uses this ability to make noises that will lure curious prey to it.

Certain spells will aid in the detection of a sonic spawn. A *see invisibility* spell reveals a cloudy outline of the spawn, while a *true seeing* spell reveals a roiling, glowing red vapor.

Sonic spawns can speak Auran or Ignan at any pitch or volume.

Combat

After using its song to lure its victims into position, the sonic spawn shrieks to deafen its opponents. It then slams its invisible arms into its foes with terrific force.

Shatter (Su): The sonic spawn shatters any non-magical crystalline object it touches, including glass, lenses, flasks and vials. The creature must make a successful melee touch attack. Magical crystalline objects are permitted a Fortitude save (DC 14) to avoid shattering.

Sound Mastery (Su): Once per minute, a sonic spawn can emit a high-pitched shriek that forces all living creatures within a 30 foot radius to make a Fortitude save (DC 18) or be deafened for 1d4 hours.

Natural Invisibility (Su): A sonic spawn remains invisible even when attacking. This ability is not subject to the *invisibility purge* spell.

ELEPHANTINE CREATURE

An elephantine creature most often results from an ancient curse released from a disturbed tomb or stolen artifact of an ancient jungle civilization. If such object was a loose article of jewelry, such as an amulet, it is often still seen hanging around the neck of the creature.

The elephantine creature looks like a larger, bulkier version of its former self, but with most of its body now resembling a three-trunked elephant. The new creature has two thick, sturdy legs and extremely shrunken arms that are now incapable of wielding any sort of weapon. The creature also has a small tail and three trunks hanging down from what used to be its humanoid face.

Elephantine creatures commonly exist in and around jungle areas. Those who locate common elephants often become their leader, fighting on their behalf and directing the herds to safe grazing pastures. Others wander the savannahs and deep jungles, searching for a means to restore their former selves. Unfortunately, there is no known cure.

An elephantine creature speaks the languages it knew in life.

SAMPLE ELEPHANTINE CREATURE

This example uses a 7th-level human fighter as the base creature. Note: certain abilities once possessed are no longer usable.

Elephantine Human

Large Aberration
Hit Dice: 7d8+42 (73 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +7/+18
Attack: Slam +13 melee (1d4+7)
Full Attack: 3 slams +13 melee (1d4+7) and stamp +8 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Trample
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +11, Ref +2, Will +2
Abilities: Str 24, Dex 11, Con 22, Int 2, Wis 10, Cha 11
Skills: Diplomacy +4, Handle Animal +10, Intimidate +6, Knowledge (nature) +3, Ride +6, Survival +5
Feats: Cleave, Great Cleave, Improved Initiative, Quick Draw, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword)
Environment: Warm and temperate land
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: By character class
Level Adjustment: +2

TACTICS ROUND-BY-ROUND

Not being able to use the weapons they used in life, elephantine creatures rely on their natural attacks in melee combat.

Round 0: Scent opponent.

Round 1: Full attack against strongest opponent.

Round 2: Continue melee against same opponent, or trample against second opponent within melee range.

Round 3: Repeat from round 2; or retreat if endangered.

COMBAT

An elephantine creature prefers to use its powerful slam attacks on creatures its own size, reserving the stamp attacks for smaller creatures. Even without the weapons it bore in its former life, its great Strength makes it a formidable opponent.

Trample (Ex): As a standard action during its turn each round, an elephantine creature can trample an opponent that is at least one size smaller than itself for automatic stamp damage. Trampled opponents who do not make attacks of opportunity against the elephantine creature can attempt a Reflex save (DC 20) to halve the damage.

CREATING AN ELEPHANTINE CREATURE

"Elephantine" is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). An elephantine creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Creatures of Large size or smaller increase by one size type to Huge (for example, Small increases to Medium, Medium to Large, and Large to Huge). Creatures of Huge or greater size do not change size. The creature's type changes to aberration.

Hit Dice: Change to d8.

Speed: Land speed -10 ft., other movement modes unchanged.

Table 1-12: Elephantine Damage

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

AC: +7 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: Elephantine creatures lose all the weapon attacks of the base creature.

Damage: Elephantine creatures have slam and stamp attacks. If the base creature does not have these attack forms, use the appropriate damage values based on the elephantine creature's size (see Table 1-12: Elephantine Damage). Otherwise, use the values from the table or the base creature's damage, whichever is greater.

Special Attacks: An elephantine creature loses all the special attacks of the base creature. Elephantine creatures also gain three slam attacks (or the base creature's number of slam attacks, whichever is higher), a stamp attack and the ability to trample.

Special Qualities: An elephantine creature has all the special qualities of the base creature, plus darkvision with a range of 60 feet and scent.

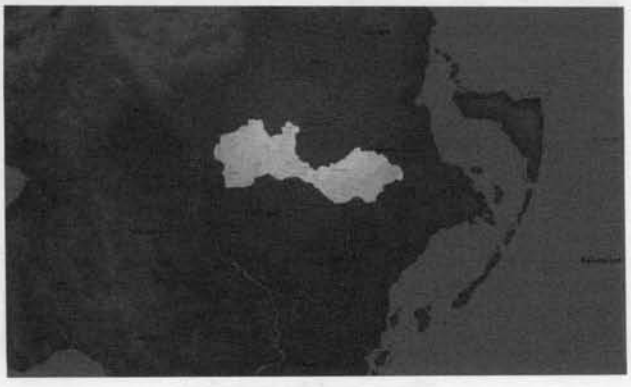
Scent (Ex): An elephantine creature can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Abilities: Adjust from the base creature as follows: Str +8, Dex -2, Con +8, Int -10 (2 minimum), Cha -3.

Skills: An elephantine creature gains a +8 racial bonus to Handle Animal checks for becoming an elephantine creature. If it gains further levels, it acquires skill points normally.

Feats: An elephantine creature gains no feats for becoming an elephantine creature, but if it gains levels, it acquires feats normally.

Environment: Any warm and temperate land.



The range of Elephantine Creatures

Organization: Same as base creature or solitary.

Challenge Rating: Same as the base creature.

Alignment: Always neutral.

ON TELLENE

If rumors be true, elephantine creatures exist near both the Obakasek and Vohven Jungles, though the only confirmed sighting so far was on the outskirts of the Awhom Forest, just north of the Vohven. While some scholars say that the creature was a human cursed by strange magics of the forest ruins, others argue the elephantine creature is not a cursed creature at all, but is in fact one of the original descendants of the ancient race (whose artifacts can still be found within the Awhom itself).

EMPATHOS

Medium Outsider (Chaotic, Evil, Extraplanar)
Hit Dice: 8d8+8 (44 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple: +8/+8
Attack: Claw +8 melee (1d6 plus hit point drain)
Full Attack: 2 claws +8 melee (1d6 plus hit point drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Empathic gaze, hit point drain, spell-like abilities
Special Qualities: Darkvision 60 ft., immunity to electricity and sonic, resistance to acid and cold 20, telepathy
Saves: Fort +7, Ref +7, Will +10
Abilities: Str 11, Dex 13, Con 12, Int 15, Wis 15, Cha 10
Skills: Concentration +12, Hide +12, Knowledge (arcana) +13, Knowledge (planes) +13, Listen +15, Move Silently +12, Search +13, Sense Motive +13, Spellcraft +13, Spot +15, Survival +2 (+4 on other planes or when following tracks), Use Magic Device +2 (scrolls)
Feats: Alertness, Iron Will, Quicken Spell-Like Ability
Environment: Windswept Depths of Pandemonium
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 9-16 HD (Medium); 17-24 HD (Large)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The empathos opens with its spell-like abilities, to determine if the approaching opponents are good. Unless attacked, it will not attack other evil creatures.

Round 0: *Detect good*; if good, prepare to attack.

Round 1: Attempt gaze attack against as many foes as possible.

Round 2: Repeat from round 1; or full attack afflicted enemies if gaze attack was successful.

Round 3: Continue melee against same opponent; or full attack new opponent.

Round 4: Repeat from round 3; or *plane shift* to safety if endangered.

An empathos is a mind-warping outsider often summoned by sorcerers to guard their lairs.

The empathos most closely resembles a black-robed skeleton whose left eye socket is glowing a bright, mesmerizing blue. It is most commonly summoned from its home plane, Pandemonium, by villains who desire the creature to protect their lairs. (For more information on magic circles and summonings, see pages 133-136 of the KINGDOMS OF KALAMAR supplement, the *Villain Design Handbook*.) Because of its skeletal nature and glowing eye, an empathos is occasionally mistaken for an eye of fear and flame (see the D&D *Book of Vile Darkness*) or a reliqus (see this book).

An empathos speaks Infernal, Celestial, Ignan and Draconic.

COMBAT

The empathos uses its empathic gaze to distract its opponents before moving into melee to attack with its claws and hit point drain. If overwhelmed, the empathos attempts to escape by plane shifting away.

Empathic Gaze (Su): Characters who meet the shining gaze of an empathos must make a Will save (DC 16). Those who fail this saving throw will suffer one of four different effects, depending upon the whim of the empathos.

Fear: All those within 20 feet of the empathos who meet its gaze must make a successful Will save or flee in terror for 1d2 rounds.

Lovelorn: A single creature no more than 40 feet from the empathos that meets its gaze must make a Will save or become smitten with desire for the nearest member of the opposite sex within sight. Both creatures must be an identical type. (For example, a humanoid can become smitten with desire for a humanoid, but not for a monstrous humanoid.) If there is no appropriate target within sight, the afflicted creature will begin to reminisce about someone from his or her past. In either case, the victim is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The victim may only take a single move action per turn. This affliction lasts for 1d4 rounds.

Pyrophobia: All within 30 feet of the empathos that meet its gaze must attempt a Will save or imagine themselves surrounded by flames and smoke as if by a *major image* spell. This hallucination is unaffected when struck. Characters affected by the hallucination will see flames and smoke all around them and suffer a -2 morale penalty on attack rolls, weapon damage rolls and saving throws for 1d3 rounds.

Sorrow: Everyone in a 10-foot cone that meets the emapthos' gaze must attempt a Will save or be overcome by sorrow over some past deed committed by (or against) them. Those so affected will be helpless for one round.

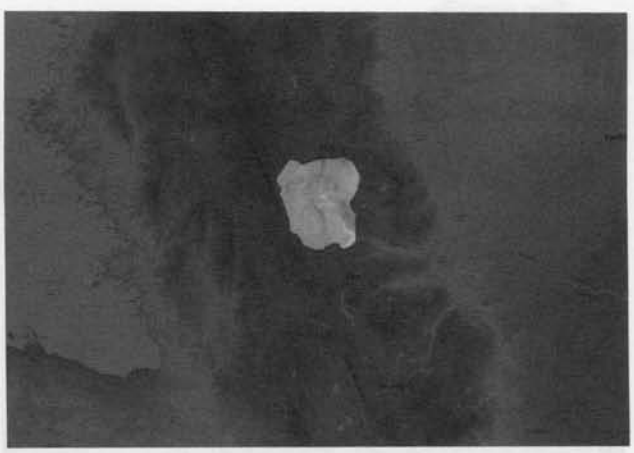
Spell-Like Abilities: At will - *detect chaos, detect evil, detect good, detect law; 1/day - desecrate, plane shift.* These abilities are as the spells cast by a 9th-level caster.

Hit Point Drain (Su): An empathos' claw attack can drain 1 hit point from the victim permanently and transfer it to the empathos (Fort save DC 15 negates). This hit point is in addition to the normal 1d6 points of damage dealt by the claw.

ON TELLENE

These creatures rarely appear on Tellene, or at least are rarely reported to do so. However, whispers currently circulating through the village of Tader, just south of Kako-Gyr, do give hint of at least one.

Supposedly, a spy (or escaped prisoner - the stories are not clear) from the nearby city spoke of a black-cloaked, skeletal figure with a glowing eye who sits on a wooden throne in a giant, multi-level stone chamber. When not on its throne, so the rumor goes, the creature walks slowly through the temple, its clothing carefully hiding any hint of its skeletal nature. Of course, such rumors (particularly those that come from the dark theocracy of Slen) are often exaggerated.



The range of the Empathos

FAIRY

Fairies are said to be among the most mystical of the winged fey. However, as they are equally as reclusive as most sprites (if not moreso), neither scholars nor druids have been unable to completely confirm this. Woodland fairies are serious minded and devote themselves to intellectual pursuits, and care little for the company of most sprites, whom they consider low-minded creatures. Urban fairies, on the other hand, are pranksters themselves and find the jovial sprites quite charming. Both urban and woodland fairies are typically glimpsed only by the most keen of observers.

Combat

Fairies fight their opponents with their spell-like abilities, preferring to avoid melee combat if at all possible.

Skills: All fairies have a +2 racial bonus to their Listen, Search and Spot checks.

URBAN FAIRY

Tiny Fey
Hit Dice: 1d6+4 (7 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +1/-10
Attack: Tiny short sword +6 melee (1d3-3/19-20)
Full Attack: Tiny short sword +6 melee (1d3-3/19-20)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Mimicry
Special Qualities: Damage reduction 10/cold iron, low-light vision, spell-like abilities
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 4, Dex 17, Con 12, Int 11, Wis 13, Cha 16
Skills: Balance +6, Escape Artist +6, Hide +15, Listen +6, Search +5, Spot +6, Survival +2 (+4 when following tracks), Use Rope +3 (+5 on bindings)
Feats: Toughness[B], Weapon Finesse
Environment: Temperate and warm forest
Organization: Solitary or pair
Challenge Rating: 2
Treasure: No coins; 50% goods; 50% items
Alignment: Usually neutral good
Advancement: 2 HD (Tiny)
Level Adjustment: +3

Tactics Round-by-Round

The urban fairy uses its spell-like abilities to distract its opponent and attack from hiding.

Round 0: *Invisibility.*

Round 1: *Grease* floor where opponents stand.

Round 2: Full attack strongest opponent or obvious spell-caster.

Round 3: Repeat from round 2; or *summon swarm* and flee.

The urban fairy, or "gruag," is the town and city-dweller of the fairy races. Though mostly benevolent, the gruag loves mischief, and often plays practical jokes on the larger, "clumsy" races.

A gruag is a well-dressed, long-haired fairy of either sex. It commonly dwells in house attics and barn lofts. Gruag are voyeurs, and enjoy observing the many strange peculiarities (so they believe) of the big folk. In exchange for food and undisturbed shelter, a gruag occasionally uses its *unseen servant* ability to help with household chores. If bread and milk is routinely set out for the gruag, it confines its mischief to a minimum - mostly distracting the big folk with strange sounds and misleading voices. However, if the gruag is threatened, or the offering of food is forgotten or ignored, its tricks become more violent. The greasing of stairs and the summoning of stinging insects is typical for an unhappy gruag.

Combat

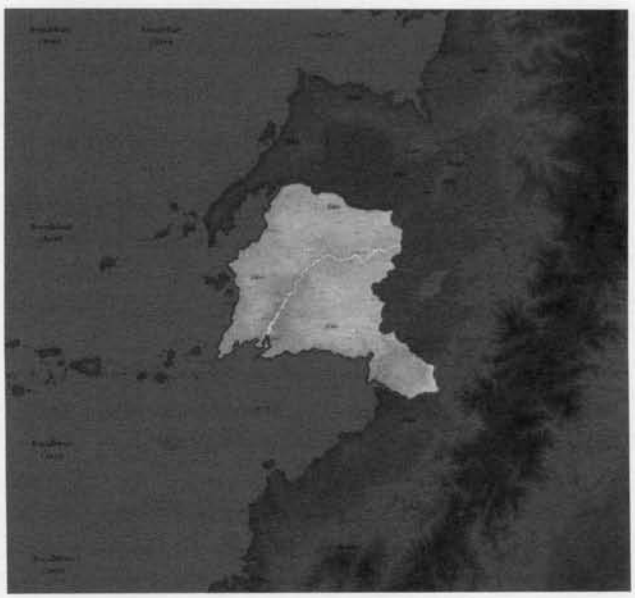
Gruag enter into combat only if captured or in immediate danger of losing their lives. They prefer to rely on their spell-like abilities to distract their opponents while they flee.

Mimicry (Ex): Gruag can imitate the sounds of almost any domesticated or wild animal found near their homes.

Spell-Like Abilities: At will - *ghost sound*; 3/day - *grease, invisibility* (self only), *tongues, unseen servant, ventriloquism*; 1/day - *summon swarm.*

On Tellene

The gruag can be found in several large towns and villages of the Sovereign Lands, and occasionally in cities with a population under 10,000. Gruag are most often found in cities near large wooded areas. As sightings of urban faires have frequently been reported in Eldor, several sages have claimed this as proof of the fairy grove in the nearby Lendelwood. Other sages have claimed this is mere coincidence, and cite the previous sages' preference for strong wine as "proof."



The range of Urban Fairies

WOODLAND FAIRY

Tiny Fey
Hit Dice: 1d6 (3 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
AC: 16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple: +1/-11
Attack: Tiny longbow +7 ranged (1d4-4)/x3
or tiny dagger +7 melee (1d2/19-20)
Full Attack: Tiny longbow +7 ranged (1d4-4)/x3
or tiny dagger +7 melee (1d2/19-20)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Spells, spell-like abilities
Special Qualities: Create fairy, create farisee, damage reduction 15/cold iron, defensive globe, low-light vision, symbiosis, threatening aura
Saves: Fort +0, Ref +6, Will +4
Abilities: Str 3, Dex 18, Con 11, Int 12, Wis 14, Cha 19
Skills: Escape Artist +7, Hide +17, Listen +5, Move Silently +7, Search +6, Sense Motive +6, Spot +5, Survival +4 (+6 when following tracks)
Feats: Improved Initiative[B], Weapon Finesse
Environment: Temperate and warm forest
Organization: Solitary, gang (2-4), band (6-11) or tribe (20-80)
Challenge Rating: 3
Treasure: No coins; 50% goods; 50% items
Alignment: Usually neutral good
Advancement: 2 HD (Tiny)
Level Adjustment: +6

Tactics Round-by-Round

Unless they or their forest groves are threatened, woodland fairies avoid combat.

Round 0: *Speak with animals* to gain allies in combat, activate defensive globe.

Round 1: *Mirror image.*

Round 2: Use *entangle* against opponents.

Round 3: Call animals to attack unentangled opponents, *dispel magic* against enemy spellcaster.

Round 4: Activate threatening aura and full attack.

Round 5: Repeat from round 4; or turn *invisible* and flee.

Woodland fairies are diminutive, elf-like winged beings that care little for anything outside of their own grove. They fight to protect themselves, but help others only when convenient.

Fairies appear as very tiny elves with beautiful, transparent wings, standing just under 1 foot tall. As they typically use their defensive globe when flying, they are frequently mistaken for will-o'-wisps. Both male fairies and female fairies exist, though most tales and stories focus on the female variety.

Sages speculate that fairies are the spirits of the land itself, and that harming them causes vegetation to wither and the health of the land to decline. Of the various humanoids, wood elves have the most frequent contact with fairies, but even they cannot give a firm answer on this topic. They value art and beauty very highly, and may make seemingly irrational decisions based on their need to preserve their art.

Fairies speak Auran and Low Elven.

Combat

Fairies rarely carry weapons, preferring to convince the local predators (bears, wolves, boars, and so on) to fight in their stead. In emergencies, such as an encroaching army of woodcutters, a tribe of fairies comes together to repel the threat to their grove - and a tribe of angry, spellcasting fairies is a sight to behold.

Spells: A woodland fairy casts druidic spells as a 7th-level caster (save DC 12 + spell level). Commonly prepared spells are: 0 – *detect magic, flare, guidance, light, resistance, virtue*; 1 - *calm animals, cure light wounds, entangle, faerie fire*; 2 – *barkskin, resist elements, wood shape*; 3 – *neutralize poison, summon nature's ally* III; 4 – *antiplant shell*

Spell-Like Abilities: At will - *speak with animals*; 3/day - *dispel magic, glitterdust, invisibility (self only), mirror image, sleep*; 1/day - *charm monster*. These abilities are as the spells cast by a 8th-level caster (save DC 12 + spell level).

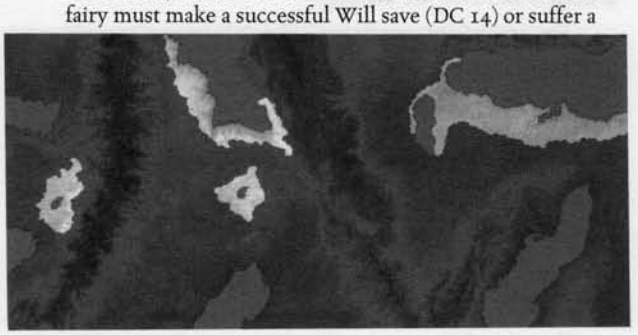
Create Fairy (Su): Woodland fairies can reproduce asexually by magical means, rather than sexually, if they so choose. Creating a new fairy takes a gang of three woodland fairies 1d6 hours, and is usually only done during population shortages or times of war. The new fairy is not under the command of its creators. It forms as a young adult, with features reminiscent of its creators.

Create Farisee (Su): Woodland fairies may create a farisee if a maiden drowns within its grove. Fairies feel a great sense of loss when a beautiful young woman is killed, hoping to preserve her beauty (and prevent the creation of an evil rusalka). Creating a farisee takes a gang of three fairies 1d6 hours. Farisee possess none of the memories they had in life, save for the last few minutes of their life. A farisee is not under the command of the fairy.

Defensive Globe (Su): As a free action, a woodland fairy can surround itself with a ball of glowing light with a radius of 2 feet. This light acts as a *minor globe of invulnerability* and a *magic circle against evil* as cast by a 4th-level wizard. The defensive globe can be dispelled, though the fairy can simply create it again on next round.

Symbiosis (Su): A woodland fairy is mystically bound to the land around it, within a 2-mile radius from the fairy's place of birth. Any fairy that leaves, or is removed from, this area will become ill and die within 2d6 hours.

Threatening Aura (Su): When a woodland fairy becomes angry, it can surround itself with an invisible aura as a free action. Any hostile creature within a 15-foot radius of the fairy must make a successful Will save (DC 14) or suffer a



The range of Woodland Fairies

-2 morale penalty to attacks, AC and saves for 1d4 hours, or until they successfully attack the fairy.

A creature that has broken the effect cannot be affected again (by that particular woodland fairy) for 4 hours. However, a creature that has broken the effect of one fairy may be immediately affected by a different fairy.

On Tellene

Woodland fairy homes on Tellene are typically great underground palaces, with vertical entrances and exits through large trees. At the present time, the largest fairy community is rumored to exist within Sentinels Grove - the grove of massive trees deep within the Lendelwood. In the dense fog that shrouds the entire grove, hundreds of fairies can enter and leave their underground homes undetected.

FARISEE

Medium Fey (Aquatic)
Hit Dice: 2d6 (7 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), swim 20 ft.
AC: 12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple: +1/+1
Attack: Touch +3 melee (1d3 nonlethal plus Strength drain)
Full Attack: Touch +3 melee (1d3 nonlethal plus Strength drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Charming gaze, Strength drain
Special Qualities: Damage reduction 5/cold iron, low-light vision, SR 14, water breathing
Saves: Fort +0, Ref +4, Will +4
Abilities: Str 10, Dex 14, Con 11, Int 12, Wis 13, Cha 17
Skills: Diplomacy +5, Escape Artist +7, Handle Animal +8, Hide +7*, Listen +6, Perform (dance) +7, Ride +5, Sense Motive +6, Spot +7, Swim +9, Use Rope +2 (+4 on bindings)
Feats: Weapon Finesse (touch)
Environment: Temperate and warm aquatic
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Usually chaotic good
Advancement: 3-4 HD (Medium)
Level Adjustment: +1

Tactics Round-by-Round

Farisee use their spell-like abilities to avoid direct melee combat where possible. Farisee open melee combat with their Strength drain ability when possible.

Round 0: Converse with strangers from a safe distance.

Round 1: Charming gaze against most attractive stranger, if enemy; or continue to converse with friendly strangers.

Round 2: Call charmed enemy to approach; or flee if attacked.

Round 3: Strength drain when charmed enemy can be touched; or flee if attacked.

A farisee is an attractive fey borne of a maiden's vengeance. Bound to its place of death, it waits to take its revenge upon those of evil intent.

Many women, despairing of life, have thrown themselves into rushing rivers, captured in eddies and currents and pulled beneath the cool water. Others meet a more foul end, strangled and cast off, or pushed into the waters. Still others are held beneath the waters until life escapes them. These victims become bound to the water that meted out their end.

A farisee appears as a pale, beautiful young maiden with a slender figure, soft voice, wild eyes and long wavy hair. Most farisee wear no clothing, though some have been reported as wearing unbelted dresses of leaves or white linens. Farisee are occasionally mistaken for the undead rusalka.

Farisee typically live in lakes and streams, or even along the sea coast. When a maiden is drowned near a fairy grove, it is possible for nearby fairies to transform the maiden's spirit into a farisee - nature's embodiment of sorrow. Creating a farisee takes three fairies 1d6 hours. A farisee is not undead – it is an entirely new magical being with the same appearance as the deceased maiden. The corpse remains in the water to decompose.

Farisee possess none of the same abilities or knowledge they had in life, except for languages. They lose all memory of their former lives, with the exception of the last few moments before their death. A farisee will die if the moisture in her hair (which must be water from its place of death) completely dries out.

Farisee speak Auran, plus any languages they spoke in life.

Farisee, Woodland and Urban Fairies

COMBAT

Farisee are subtle. When a traveler passes by, she attempts to lure them into a false sense of security by pretending to be a helpless maiden. She spins whatever story seems appropriate, depending upon the apparent nature of the passerby. If the victim attempts to take advantage of the farisee in some manner, she uses her charming gaze followed by her Strength damage ability.

If the potential victim is kind and polite, she answers any questions she is able to, without revealing her fey nature. Then, seemingly on a whim, she dives into the water and disappears.

Charming Gaze (Su): Any living opponent within 20 feet of a farisee must succeed at a Will save (DC 14) or become charmed for 1 day, as the *charm person* spell cast by a 4th-level sorcerer. A farisee can use this ability three times per day.

Strength Damage (Su): Five times per day, a farisee can use her touch to deal 1d6 points of temporary Strength damage to a living creature (half damage Fort DC 14). If reduced to Strength 0, the creature dies.

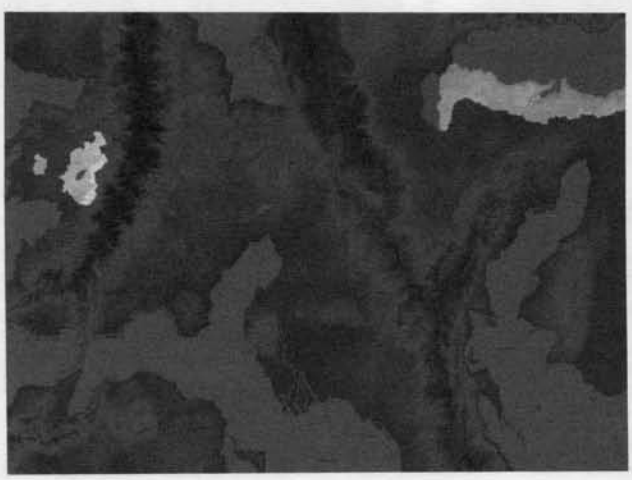
Water Breathing (Ex): A farisee can breathe underwater indefinitely, and is able to use its abilities freely underwater.

Skills: *A farisee receives a +5 racial bonus to Hide checks when in water.

ON TELLENE

Few tales of farisee have made it back to the human world of Tellene. Those that have seem to originate from the Lendelwood or Brolador Forest, and at least one occurrence in the Rytarr Woods. Stories from travelers deep in these forests tell of beautiful, charming maidens diving into sylvan pools, but it is hard to separate tales of farisee from those of the mischievous wood or water nymphs, or the evil rusalka.

One man, searching the Rytarr Woods for his sister lost many months previous, encountered her on the edge of a pool deep in the forest. She didn't shows any sign of recognizing him, but seemed charming and happy. The more he tried to convince her to come back with him, the more she ignored him. When he tried to grab her arm, she suddenly jumped back into the water. Her brother started a frantic underwater search. After several hours, he found her corpse wearing the same clothes she had worn on the day she disappeared. It had been there for many months, and he decided to leave it there. He visits the same pool often but the farisee has never again shown herself to him.



The range of the Farisee

FORLARR

Medium Outsider (Chaotic, Native)
Hit Dice: 3d8 (13 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple: +3/+3
Attack: Dagger +3 melee (1d4)
or touch +4 melee (1d3 plus heat metal)
Full Attack: Dagger +3 melee (1d4)
or touch +4 melee (1d3 plus heat metal)
Space/Reach: 5 ft./5 ft.
Special Attacks: Heat metal, unearthly fear, spell-like abilities
Special Qualities: Darkvision 60 ft., resistance to fire 10
Saves: Fort +3, Ref +4, Will +6
Abilities: Str 11, Dex 13, Con 11, Int 16, Wis 17, Cha 19
Skills: Bluff +10, Diplomacy +10, Disguise +4 (+6 to act in character), Hide +7, Intimidate +10, Knowledge (any one) +9, Listen +9, Search +9, Sleight of Hand +7, Spot +9, Survival +3 (+5 when following tracks)
Feats: Improved Initiative, Weapon Finesse (touch)
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral evil
Advancement: 5-9 HD (Medium)
Level Adjustment: +3

Tactics Round By Round

Round 0: Unearthly fear.

Round 1: Use *hold person* on armored opponent or grapple unarmored opponent.

Round 2: Use heat metal ability on armor or full attack unarmored opponent.

Round 3: Repeat 2 until opponent dies; or use *dimension door* to flee if overwhelmed.

The evolved descendants of the offspring of a beautiful nymph and the evil devil that enslaved her, the forlarr wander through the world, seeking vengeance on both good and evil alike.

Forlarr (especially those well-covered) appear to be human at first glance, standing from 5 to 6 feet tall and weigh around 140 to 190 pounds. A forlarr can be spotted by its demonic tail, tiny horns, pointed ears and shockingly white hair. Forlarr often grow their hair long and thick in an attempt to cover the horns, but with little success.

Forlarr are extremely rare, solitary creatures, living alone of their own choosing. They are violent and manipulative, constantly seeking out a new opponent to mentally torture and destroy. However, they also have occasional, unexpected outbursts of kindness that often become apparent only after the forlarr (or the victim he manipulates) has committed a hideous act. As the forlarr detest their own existence, they instinctually avoid others of their race.

Their inherent and extreme changes of mood towards others makes it difficult for the forlarr to take a mate. Although they reach maturity at around 18 years old, a forlarr usually only mates once in its entire life, if ever. Due to the ancestry of the forlarr, their offspring are always full-blooded forlarr males, not females or half-breeds of any kind. Sadly, the young often fall victim to the mood swings of the parent, as there is no sympathy or leniency among the species toward its young. All forlarr learn to be aggressive combatants at a very young age.

Ironically, simple murder is not enough for a forlarr. Although its nature is to hunt and to slay, it prefers to create new, original challengers for itself. The creature is also obsessed with being able to speak to all the creatures it meets. Using its many abilities, the forlarr infiltrates cities and towns and works at arranging a diabolical intrigue that will inevitably end in violence. It almost seems as if it is excited by the challenge of emotion and the complexity of interweaving self-interests. In the end, however, it all leads to the same outcome. The forlarr moves on, leaving only bodies in its wake.

Forlarr speak Infernal, Sylvan, Merchant's Tongue and any three human or demihuman languages, with one exception. Due to the secrecy of the elves, a forlarr never speaks High Elven.

COMBAT

Forlarr prefer to avoid direct combat, for they most enjoy leading their prey into traps, unexpected conflicts or other dangerous liaisons more harmful to soul than body. However, when they are forced to fight, they attack with shrewd tactics. One method is to convince an armored fighter to fight hand-to-hand, whereupon the forlarr will heat up his foe's armor and not release his grip until the foe dies, or the forlarr is killed or forcibly removed.

As soon as a forlarr kills a character, its dual nature becomes apparent. It will immediately show great remorse, even offering the victim's companions its services and powers. However, this period of friendship typically lasts only 1d6 days, at which time the forlarr's evil nature resurfaces, and it will again attack (or begin manipulating) anyone in sight.

Heat Metal (Ex): Once per day, with a successful touch or grapple attack, a forlarr can raise the temperature of any metal it touches to a searing heat, as the *heat metal* spell cast by a 9th-level caster. If the forlarr heats full plate armor, the wearer of the armor takes 3d6 points of fire damage each round contact is maintained. Wearers of magical and lesser metal armors take only 2d8 points of fire damage per round. An opponent that makes a successful Fortitude save (DC 12) receives only half damage.

Unearthly Fear (Su): The forlarr can evoke this ability once every 10 minutes. Those within 20 feet of the forlarr who look directly at it must succeed at a Will save (DC 15) or be affected by fear (as the *fear* spell cast by a 9th-level sorcerer). If the save is successful, that creature cannot be affected again by that forlarr's unearthly fear for one day. Devils, nymphs and other forlarr are immune to a forlarr's unearthly fear.

Spell-like Abilities: At will-*detect good/evil, hold person, magic circle against good/evil, suggestion*; 1/day-*dimension door*. These abilities are as the spells cast by a 9th-level caster (save DC 14 + spell level).

ON TELLENE

Although their history keeping is not as refined as other races, the nomadic Dejy tribes are said to have knowledge of the very first forlarr, which they call the "byanyir."

The first byanyir supposedly cursed the Creator, claiming that if the nymphs and devils had never existed, the byanyir would never have been born. As punishment, the Creator inflicted the creature with an even more severe dual nature, so that it would be prone to alternating bouts of anger and sorrow.

Many scholars believe that this legend is simply a moral story to teach children to be happy with their fate, and always respect the gods. These same scholars also insist that the forlarr is purely a creature of myth and legend.

GARGOYLE, URBAN

Small Magical Beast (Earth)
Hit Dice: 2d10 (11 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares), fly 20 ft (good)
AC: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +2/-3
Attack: Bite +6 melee (1d4-1)
Full Attack: Bite +6 melee (1d4-1)
and 2 claws +1 melee (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Damage reduction 15/+1, darkvision 60 ft., freeze
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 9, Dex 17, Con 11, Int 11, Wis 13, Cha 9
Skills: Balance +4, Hide +9*, Listen +4, Move Silently +5, Spot +3
Feats: Weapon Finesse
Environment: Any land and underground
Organization: Solitary, pair or wing (5-16)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 3-6 HD (Medium)
Level Adjustment: -

Tactics Round-By-Round

Urban gargoyles hide among other rooftop statues, allowing their prey to move past and then attacking from above.

Round 0: Hide among similar looking statues.

Round 1: Charge.

Round 2: Full attack; or fly away and hide on rooftops to escape if underestimated opponent.

Round 3: Repeat from round 2 until combat ends.

The vicious urban gargoyle is easily able to hide itself among the statuary of large cities, where it waits to attack its unsuspecting prey.

The urban gargoyle is perhaps the most varied creature on all of Tellene, as its natural evolution has adapted its features to match its surroundings in a classic example of survival of the fittest. Unlike the standard gargoyle of the D&D *Monster Manual*, the race of which always appears exactly the same, the urban gargoyle's features vary, depending upon the local style of architecture. Urban gargoyles whose physical features differ greatly from the local statuary are easily spotted and destroyed by the city resident, while those that resemble the local architecture are able to survive and breed. As such, urban gargoyles in Kalamar differ radically from those in the Wild Lands, which differ greatly from those in Svimohzia. A seasoned, worldly adventurer looking at five different gargoyles from five different regions could easily tell them apart.

In general, an urban gargoyle stands roughly 2-3 feet tall and weighs nearly 50 pounds. The curve and angles of its body are determined by the building styles of the area it calls home. It typically has two tiny horns and a pronounced, fanged jaw. Its skin is gray or charcoal black, appearing as stone, but it feels very much as flesh to the touch. This leathery skin has soft, fine hairs that often look like cracks if the light reflects off them properly. The urban gargoyle lives up to 5 years, reaching maturity after only a few months. The urban gargoyle typically reproduces no more than twice during its lifespan.

The urban gargoyle speaks its own language, a guttural mixture of Terran and the local humanoid language.

COMBAT

The gargoyle attempts to attack quickly and undetected. Watching its prey move by, a flock of gargoyles charge from the rooftops, attacking as they fly by. Once their victim is fallen, they haul the body to the rooftops for feeding. Once the body has been picked almost clean, the bones are scattered so that any investigators cannot find the true location of the victim's death and track the creatures down.

Freeze (Ex): An urban gargoyle can remain so still that, to any observer, it appears to be nothing more than a statue. The observer must make a successful Spot check (DC 20) to notice the creature is truly alive.

Skills: *Urban gargoyles receive a +8 racial bonus to their Hide checks when in urban areas, or when concealed against a background of worked stone.

URBAN GARGOYLE SOCIETY

Urban gargoyles are fierce predators by nature, and spend their time either hunting for food or patrolling their own kind. These attacks on their own kind come primarily when one of

the creatures is discovered with some kind of radical change in comparison to the local rooftop statuary or, if an urban gargoyle migrates to the area for some inexplicable reason and then does not fit in. The other urban gargoyles of the city quickly overwhelm the creature, attacking until the remains are no longer identifiable as those of an urban gargoyle's.

There is little obvious gender distinction between urban gargoyles, at least to the eyes of most humanoids. Also, sexuality plays no role in terms of clan leadership or relationship dominance. Urban gargoyles simply exist in a city to eat and reproduce. As long as all those present maintain the ruse of being part of the city architecture, there is rarely any conflict between the creatures.

URBAN GARGOYLE MIGRATION

Urban gargoyles are prevented from long-distance migration because of the varying artistic styles of the different human races. The creature is known to move within the borders of its home kingdom, as from Fodeta to Bet Seder, but not from Fodeta to Shrogga-pravaaz, for example. The urban gargoyle rarely engages in such migration, however, because of the difficulty in concealing itself over such a journey.

In those times when a radical new artistic style revolutionizes the architecture of an area, the urban gargoyle may be forced to flee the city. There are reported incidents of entire generations of urban gargoyles being exterminated after a city changed its style from linear rectangles to a more curved flow with as few corners as possible. This kind of risk causes the urban gargoyle to keep a vigilant watch on new buildings and new statuary, sometimes choosing to leave a city on the suspicion that change is coming, just to be safe. Otherwise, the urban gargoyle remains in the same city for its entire life.

ON TELLENE

Most major cities on Tellene are home to the urban gargoyle, with the heaviest populations found in the largest cities. Bet Kalamar, for example, has more urban gargoyles than any other city. The urban gargoyle prefers older, crumbling buildings or towers as few people pay them attention.

Seleran Herosa, a Kalamaran architect said by many to be insane, became fascinated with the creature and often built buildings with perches specifically made to attract urban gargoyles. He called it his mamara, his "living art." Seleran was eventually jailed when a flock of urban gargoyles killed a local lord for whom the architect had recently completed a project. Seleran was accused of the crime, although sentence was never passed. The use of trained urban gargoyles was a difficult theory to prove, and the architect was simply left in jail to rot, where the now-elderly man remains to this day.

The range of the Urban Gargoyle

GIANT, WOODLAND

Large Giant
Hit Dice: 10d8+40 (85 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +7/+18
Attack: Greataxe +13 melee (3d6+10)
Full Attack: Huge greataxe +13/+8 melee (3d6+10), or log +6 ranged (see text for damage)
Space/Reach: 10 ft./10 ft.
Special Attacks: Log throwing
Special Qualities: Log catching, low-light vision
Saves: Fort +11, Ref +3, Will +4
Abilities: Str 24, Dex 11, Con 18, Int 9, Wis 13, Cha 10
Skills: Craft (trapmaking) +4, Listen +5, Spot +5, Survival +5
Feats: Alertness, Cleave, Great Cleave, Power Attack
Environment: Any forest
Organization: Solitary or family (2-5)
Challenge Rating: 6
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +4

TACTICS ROUND-BY-ROUND

The woodland giant opens combat by activating any preset traps, or throwing logs at approaching enemies.

Round 0: Observe opponents approaching, activate traps.

Round 1: Throw log.

Round 2: Repeat from round 1; or full attack with greataxe if forced into melee.

Round 3: Repeat from round 2; or flee if overwhelmed.

Clad in furs and leathers, standing tall like the trees where it makes its home, the woodland giant uses its brute strength and an understanding of its environment to rule its territory.

The woodland giant stands only 10 feet tall, short in comparison to most of its kin. Aside from its height and thick facial hair, the giant could easily pass for a Fhokki ranger.

The woodland giant almost always dresses in hides of one kind or another, though most prefer clothes made from dire ani-

mal hides. The woodland giant's skin is a bronze red, with hair color ranging from mahogany to dark brown. Males never shave, for the length of a giant's beard is a sign of stature.

Female woodland giants do not grow beards. However, they do spend much time grooming their hair, trimming and braiding their beards as a sign of pride. There are even different braids for different purposes, distinguishing whether a female is single or married, a warrior or a shaman, and so on. Woodland giants weigh about 1,300 pounds, and live for approximately 300 years, reaching maturity around age 60.

Woodland giants speak Giant and Sylvan, though some may also know the local humanoid language.

COMBAT

Woodland giants prefer to set traps when defending their homes, using great swinging logs and spiked pit traps. If aware of aggressors, the giant stands behind large trees, waiting for the traps to be triggered. If the opponents avoid the traps, the giant steps out and throws several heavy, prepared logs before engaging in melee combat with its greataxe.

Log Throwing (Ex): Adult woodland giants are skilled log throwers, receiving a +1 bonus to attack rolls when throwing logs. The giant can hurl logs (weighing 40 to 50 pounds each) up to 4 range increments. Each range increment is 100 feet. A log ranges between 5 and 15 feet, depending on the giant's choice of weapon (and how far he could plausibly throw in a forest without hitting obstructions).

If the log is thrown on its end, like a spear, it deals 1d6 points of damage for each 5 feet of length (so that a 10 foot log would deal 2d6+7 points of damage to one 5 foot square). Thrown sideways, a log can hit up to three adjacent 5 foot squares, dealing 1d6+7 points of damage to each square on a successful ranged attack.

Log Catching (Ex): A woodland giant of at least Large size can catch Small, Medium or Large logs (or projectiles of similar shape like spears and javelins (but not arrows or bolts). This includes swinging log traps and similar devices. Once per round, a woodland giant that would normally be hit by a log or similar projectile can make a Reflex save to catch it as a free action. The DC is 15 for a Small log, 20 for a Medium one and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) However, the woodland giant must be ready for and aware of the attack.

WOODLAND GIANT SOCIETY

The woodland giant is a family, not clan, oriented creature. It is extremely rare for giant families to build their homes together, work cooperatively together or share common names. Rather, a male woodland giant, when claiming his personal territory, spends days or weeks, marking trees in a particular pattern so that other giants (and seasoned woodfolk) understand that they have passed into the giant's territory.

A giant's territory is confirmed by the building of a simple one-story, wooden cottage. This cottage is always large enough to accommodate a full family, regardless of whether the woodland giant has taken a mate. Females build their own houses as well, but as a means of shelter and only large enough to support themselves. When the giants finally do mate, the female will permanently remain with the male. Woodland giants mate for life and typically rear one to three children.

Woodland giants almost always worship nature deities. Although the giant is bound only to its family, religion is a unifying force that has brought the giants together more than once. Shamans are considered to be powerful seers and are often the one person capable of unifying the woodland giants in a common purpose. Woodland giant shamans cut off their beards as a sign to their kin that they have gained enlightenment and are now one step closer to their deity. Though this often gives the giant the choice of the best quality females, non-shamans do not shave their beards in attempts to attract females under false pretences. Those that do are quickly discovered and severely punished.

The range of the Woodland Giant

ON TELLENE

Woodland giants are perhaps one of the most frequently encountered of the giant races in the northern lands. Each of the forests of northern Tellene, from Cosdol to Drhokker, almost assuredly has at least one woodland giant residing therein.

As far as is currently known, the largest population of these giants can found in the Brindonwood. In 401 FC, a Dejy woodsman and his family ventured into the deep forest, hoping to find a valuable wood unique to the forest. Instead, they found several large houses spaced every handful of miles. No harm came to them until Chesha, the family's patriarch, claimed a small clearing and began chopping wood to build a house. The crash of falling trees quickly drew the attention of a number of woodland giants and Chesha and his family never returned to Narr-Rytarr. Not all encounters with the woodland giants are so deadly, of course.

Woodland giants usually worship The Bear, whom they call Hagraa, and often become druids or clerics of this deity.

GIBBERING TERROR

Medium Aberration
Hit Dice: 8d8+16 (52 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft. (6 squares)
AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +6/+11
Attack: Tentacle +11 melee (1d4+7)
Full Attack: 2 tentacles +11 melee (1d4+7)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, withering touch
Special Qualities: Crypt stench, darkvision 60 ft., light blindness, vulnerability to fire
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 20, Dex 14, Con 15, Int 6, Wis 7, Cha 15
Skills: Hide +6, Listen +4, Spot +3
Feats: Alertness, Blind-Fight, Track
Environment: Temperate and warm underground
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9-15 HD (Medium); 16-24 HD (Large)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The hideous smell of a freshly-opened crypt often distracts opponents from the gibbering terror's initial attack.

Round 0: Crypt stench.

Round 1: Move out of crypt and tentacle attack.

Round 2: Full attack.

Round 3: Repeat from round 2 until defeated; or flee from fire.

Gibbering terrors are hideously transformed human corpses. They lie silently in their crypts until awakened, whereupon they shamble forth to destroy all beauty and life in their path.

This man-sized creature has mottled gray skin that looks rotted in places. Small tentacles thrust out from all over its body, though they grow most profusely from the mouth (at least, where the mouth should be) and from the armpits. Where each arm should be grows an enormous tentacle. The creature gets its name from the fact that it constantly gibbers and babbles insanely.

No one knows the true origins of the gibbering terrors. They are alternately said to be the corpses of those who bartered with evil beings (and lost), those who worship dead gods, or those who live in areas rumored to be steeped with unworldly magic. Gibbering terrors are known to occasionally come from the corpses of alchemists, particularly those who experiment with pieces of strange, rare rocks that fall from the sky. Though gibbering terrors also appear in other circumstances, this has led some sages to speculate that these rocks give off a powerful aura that somehow affects the wielder.

COMBAT

Gibbering terrors are always found in coffins or sarcophagi. As soon as a large enough opening is created for a hand to squeeze into the sarcophagus, a mottled green tentacle shoots out and attacks the person on that side of the coffin (anyone helping to lift the lid should be considered flat-footed). A second tentacle emerges moments later and effortlessly pushes back the lid to reveal the thing.

The gibbering terror fears fire intensely and retreats from open flames. Otherwise, it fights to the death. If left alive, it follows its opponents after dark, tracking them incessantly wherever they go. It is theorized that once it has killed those that disturbed its resting place, it retreats back and lies in wait for the next hapless party.

Improved Grab (Ex): To use this ability, the gibbering terror must hit a Medium or smaller opponent with a tentacle attack. If it hits, it grabs hold and does automatic slam damage each round the hold is maintained, as it continually slams the opponent into the ground or nearest wall.

Withering Touch (Su): Once every 5 rounds, the touch of the creature's tentacles can act as a *rod of withering* (1d4 points of temporary Strength damage and 1d4 points of temporary Constitution damage). If it scores a critical hit, the damage is a permanently drained ability score. In either case, the victim negates the effect with a successful Fortitude save (DC 14).

Crypt Stench: Though not an actual ability of the gibbering terror, it is certainly worth noting that when a gibbering terror's crypt is opened, anyone who inhales the initial gust of foul air from the crypt must make a Fortitude save (DC 16) or become violently ill and temporarily lose 1d4 points of Constitution (regain 1 point per day). After the initial gust, it is easily avoided unless the crypt is entered before the tainted air dissipates (this takes 5 minutes).

Light Blindness (Ex): A gibbering terror becomes blinded for 1 round upon exposure to bright light. A gibbering terror also suffers a -1 morale penalty to all its attack rolls, checks and saves when in bright light. Bright light is defined as a daylight spell or natural sunlight.

Vulnerability to Fire (Ex): A gibbering terror takes half again as much (+50% damage as normal from fire attacks, regardless of whether a saving throw is allowed, or if the save is a success or failure.

ON TELLENE

Gibbering terrors can be encountered wherever a coffin containing a human corpse is buried. In fact, the latest gibbering terror to be reported on Tellene was in a crypt of the Hiereed Estate, in a wooded area near Zoa. To understand the possible origin of the gibbering terrors, it is worth examining this family's history.

The Hiereeds (High-REEDS) came to Zoa in 640 YND (459 IR) from the north, but refused to divulge from where. Immediately after their arrival, they built a huge manor house of stone and wood nestled deep in the forest away from the main road.

The patriarch of the Hiereeds was said to be a wizard who practiced magic of the blackest sort, conducting strange rites and worshipping dead gods in the manor house. People began catching glimpses of nightmarish things near the house and in the dark, twisted woods in which it lay, and the Zoan people began to dread passing anywhere near the manor house. After a local merchant went missing in the woods in 661 YND, several patrols from Zoa were sent into the woods to investigate the rumors (some went so far as to demand a search of the manor), but nothing untoward was found.

Then, in 664 YND (483 IR), a captain on a routine patrol in the woods returned with a ragged burlap bag – and none of his men. The suspicious bag was taken to one of the Council of Twelve - one of whom immediately went mad when he gazed inside. The bag was weighted down and dropped into the sea the same day. The captain, it is said, disappeared that same day. Though several more patrols were sent out to Hiereed manor, they were all unsuccessful at locating anything else out of the ordinary.

Six years later, the Hiereeds held a fabulous masque at their manor house. No one in living memory could remember hearing about such a gathering. Though none of the Zoan nobles attended (or were invited), many ships from far away lands, some of them quite strange-looking, docked in the bay. All that day, highly decorated, elegant closed coaches passed through the city on their way to the manor house, while disturbing-looking and thoroughly unruly, foreign sailors frequented the local taverns. Very late on the evening of the masque, the manor house caught fire. Some Zoans claim that it was lightning, others claim the wrath of some evil being, and others still whisper that it was neither, but angry locals who had enough of this madness and evil near their city. Whatever the cause, the manor house burned to the ground with all of the revelers inside, and only the foundation survived. The deaths remain a mystery to this day.

GOBLIN, SHASHYF

Small Humanoid (Goblinoid)
Hit Dice: 1d8+1 (5 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 15 (+1 size, +3 Dex, +1 buckler), touch 14, flat-footed 12
Base Attack/Grapple: +0/-5
Attack: Short sword +4 melee (1d4-1)
Full Attack: Short sword +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Teamwork
Special Qualities: Bunching, darkvision 120 ft.
Saves: Fort +1, Ref +5, Will -1
Abilities: Str 8, Dex 16, Con 13, Int 8, Wis 9, Cha 7
Skills: Climb +2, Hide +7*, Jump +2, Listen +1, Spot +1
Feats: Weapon Finesse
Environment: Temperate mountains and underground
Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts) or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs and 2-4 dire wolves)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +0

Tactics Round-by-Round

Shashyf goblins attack by rushing at their opponents in groups and attempting to grapple them.

Round 0: Flee if single goblin and gather gang to attack.

Round 1: Grapple opponent by using teamwork.

Round 2: Full attack grappled opponent.

Round 3: Repeat from round 1; or flee if endangered.

At first glance, the Shashyf goblin appears to be a frantic, easily distractible creature that continually climbs and jumps its way through its subterranean home. When in combat, however, it can be a savage killer.

A Shashyf goblin stands from 3 to 3 1/2 feet tall and weighs around 35 to 40 pounds. In appearance, they greatly resemble normal goblins, except that their skin is much lighter, varying in color from light red and yellow to white. Their forehead ridge is much more pronounced than that of a normal goblin, and Shashyf goblins are also proud of their spiky, dark black hair. They walk upright, but with many tiny hops and quick scurrying motions. Shashyf goblins usually live to be 50 years old, though some have been known to reach 70.

Strangely, Shashyf goblins despise whistling. They can abide laughing, singing and even humming, but whistling brings them to fits of almost uncontrollable anger.

Shashyf goblins speak Goblin, though the rarer Shashyf goblins with Intelligence scores of 12 or more also speak Hobgoblin or Merchant's Tongue.

COMBAT

As Small creatures, up to eight Shashyf goblins can grapple a single Medium opponent. Shashyf goblins only retreat when they are severely wounded and outnumbered.

Teamwork (Ex): For every two Shashyf goblins that are grappling an opponent, all Shashyf goblins receive a +2 competence bonus on attacks against that opponent.

Bunching (Ex): Shashyf goblins swarm over and around each other with ease, allowing up to four Shashyf goblins to occupy the same 5-foot-by-5-foot space.

Skills: Shasyf goblins receive a +3 racial bonus to Climb and Jump checks. *A Shashyf goblin's Hide check gains an additional +4 bonus in darkened areas underground.

SHASHYF GOBLIN SOCIETY

Soon after they settled their subterranean home, Shashyf goblins implemented division of labor in their society, as a type of caste system. The cleverest goblins became adepts, aristocrats and teachers (known as "goteruggaih"), while the bravest took the role of protectors and warriors (or "ashuggsak"). Goblins of average abilities ("martoggpa") became experts in charge of mining, production, food-gathering and growing, trade and supply. Finally, the least intelligent (called "subbererta") were given menial labors, serving primarily as commoners, slaves and pack bearers. Each caste lords its position over those below it, and

MORE GOBLINS

Some other (but not all) goblins of the *Kingdoms of Kalamar* campaign setting include the savage tribes of the Obakasek Jungle, the bloodthirsty clans of the Brindonwood, the bandit gangs of the Sotai Gaglia Highlands, and the Shano-Kyr clan, who can be found in and around the Narond Woods at the tip of the Yan Elenon Mountains. More "civilized" goblin individuals and families can even be found in the city of Oloseta!

marriage between the castes is forbidden. Small-scale caste revolts are rare, but not unheard of. The goteruggaih, backed by the ashuggsak, are often able to put down any small uprisings that may occur.

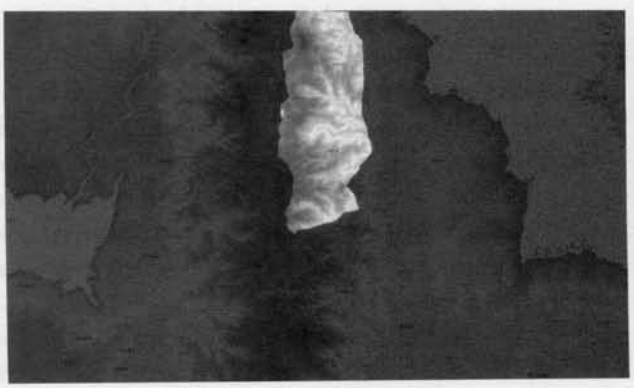
The different goblin castes can often be identified by cleanliness and dress, with the goteruggaih being the cleanest and best-groomed, and the subbererta being the dirtiest and worst-groomed. Hairstyle, however, is a more certain way of identifying a Shashyf goblin's caste. The noble goteruggaih wear metal (usually silver) rings in their well-groomed hair, while the brave ashuggsak groom their hair to resemble spikes. The average martoggpa tie their hair back in a braided pigtail or queue, but the low subbererta must keep their hair very short or even shaved.

Martoggpa are almost as skillful and industrious miners as dwarves. Metal plays a prominent part in Shashyf goblin society, with small chunks of it being used to purchase goods and services, just as humans use coins.

ON TELLENE

Once the slaves of Kruk-Ma-Kali, a group of goblins rebelled against the hobgoblin leader's power and sought refuge in the lonely Shashyf Hills, along the eastern slopes of the Krond Heights. Now their descendants call the Shashyf Hills home, living beneath the ground in an enormous goblin kingdom.

The cold, dry hills reportedly yield high quality iron, copper and silver, but the worgs that roam freely discourage any other creatures from further investigation.



The range of the Shashyf Goblins

GOLDFIN

Medium Monstrous Humanoid (Aquatic)
Hit Dice: 2d10+4 (15 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares), swim 50 ft.
AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+6
Attack: Scythe +6 melee (2d4+6) or claw +6 melee (1d4+4) or spear +3 ranged (1d8+4)
Full Attack: Scythe +6 melee (2d4+6) or claw +6 melee (1d4+4) or spear +3 ranged (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Unnatural allies, water mastery
Special Qualities: Blindsense 30 ft., darkvision 60 ft., keen sight, immunity to poison and paralysis, light blindness
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 19, Dex 13, Con 14, Int 11, Wis 12, Cha 14
Skills: Hide +4, Knowledge or Craft (any one) +3, Listen +3, Spot +3 Swim +12
Feats: Blind-Fight
Environment: Any aquatic
Organization: Solitary, pair, team (3-5 plus one 1st-level herder), squad (6-9 plus two 2nd-level herders and one 3th-level herder), school (10-19 plus four 2nd-level herders and one 5th-level finlord) or army (2-5 teams with one 6th-level finlord per two teams and one 8th-level master)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

TACTICS ROUND-BY-ROUND

Goldfins open combat by summoning allies, then using ranged weapons before entering melee combat.

Round 0: Use unnatural allies ability.

Round 1: Ranged attack with spear.

Round 2: Melee attack with scythe; attempt to force air-breathing opponents under water if any.

Round 3: Repeat from round 2 until killed or driven from the field.

Goldfins are members of a rare and graceful species of fish-like humanoids whose boldness and organized tactics make them powerful foes.

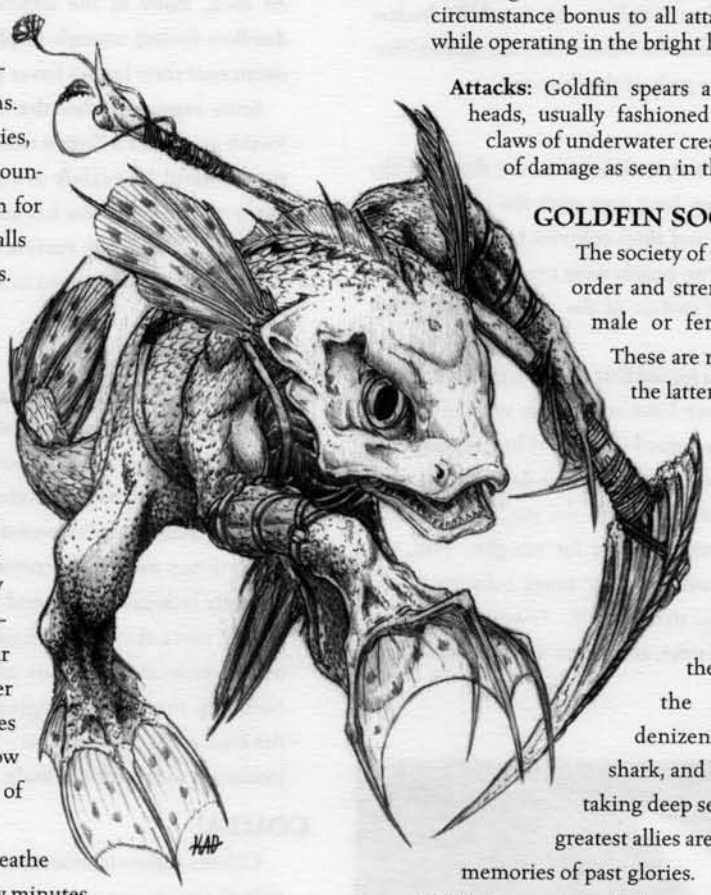
These deep-water humanoids are said to be distantly related to the kuo-toa. However, they are far less common than kuo-toa and less inclined to subterfuge. Goldfins are rarely encountered, for they seldom approach land and their long, exhausting undersea wars have left their population small and scattered.

Goldfins scaly bodies range in color from white to pale orange, with golden-colored fins and eyes. Their hands and feet are wide and delicate, with long webbed fingers and toes all ending in narrow, sharp talons. A narrow dorsal fin along its spine and the two long shoulder fins allow them to slow and guide themselves in even the most difficult currents. This, coupled

with a long tail that sweeps left and right, give the goldfin an advantage over kuo-toans in swimming and maneuverability.

Their heads are thick, the similarity to armored face-masks coming from the fact that the skull extends in two separate pieces over the shoulders. There is no flesh on these bony protrusions, which are often chipped in battle or even knocked off entirely. These bones do not heal. These skull plates cover the gills, located on the neck and running laterally from the shoulder to the base of the skull. A goldfin has but to tilt back his head for his skull plates to cover his entire gills, keeping them safe from harm. Further ridges in the skull protect the goldfin's large eyes.

The goldfins are proud folk, known in the deep waters for their straight forward approach to problems. They once lived in huge cities, carved out of underwater mountains, where they were known for wide, spacious tunnels and halls and opulently carved rooms. Though even the merfolk legends speak of a great king of the goldfins who ruled the sea far and wide, those days are long past. Brutal wars with the more violent underwater dwellers left the goldfin cities in ruin and neglect. Their populations greatly reduced, they could not support the world created by their forefathers. The goldfins never fully recovered from the ravages of war, and the deep waters now hold only distant memories of their former glory.



The goldfin is unable to breathe air, and will perish within a few minutes if removed from the water. Goldfins speak Aquan as their primary language, with many also knowing Draconic and Kuo-Toan.

COMBAT

The goldfins are organized in their attacks, fanning out to encircle their enemies and attack them from all sides, including below and above. The attack sequence is rapid, with each attacker flanking from a different direction to keep an opponent off guard. Unable to leave water, goldfin are skilled spearmen who use long spears with cords when attacking humanoids on boats.

Unnatural Allies (Su): Goldfins have the natural mental ability to summon the most fearsome underwater creatures to their aid. This works as the *summon nature's ally* VIII spell as cast by a 15th-level druid, except that it is only effective on aquatic animals.

Water Mastery (Ex): A goldfin gains a +1 attack and damage if both it and its opponent are underwater due to their strength and ability to maneuver.

Blindsense (Ex): A goldfin can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a goldfin's blindsense is limited to a 15-foot radius. Goldfins are not fooled by illusions or other figments while underwater.

Light Blindness (Ex): Exposure to sudden bright lights, such as a *light* spell, or even the bright light of the sun, blinds a goldfin for 1 round. Additionally, they suffer a -1 circumstance bonus to all attack rolls, saves and checks while operating in the bright light.

Attacks: Goldfin spears and scythes have serrated heads, usually fashioned from the hard shells or claws of underwater creatures. This deals +2 points of damage as seen in the statistics block.

GOLDFIN SOCIETY

The society of the goldfins is a simple one of order and strength. The stronger goldfins, male or female, command the lesser. These are referred to as Herders or Fins, the latter being the true rulers of their folk. They are led by a Master of the Fin, but call their kings (of which there are none known still to exist) the Lords of the Deep. Goldfins have no love for the kuo-toa or merfolk, but they are able allies of some of the greatest of the oceans denizens. They tame giant squid, shark, and barracuda as allies, and enjoy taking deep sea invertebrates as pets. Their greatest allies are the lobsterfolk, both sharing memories of past glories.

Goldfin homes have little to no furniture. Instead, goldfins build their homes to channel currents great and small. They sleep with eyes open (though covered with a protective membrane), floating on currents channeled through their rooms. They also eat in a similar fashion. Food is generally small fish, invertebrates, and deep-water crabs. This food is released from large nets above the dining halls, with the goldfins swimming to and fro eating what they can catch. Weak or sickly goldfin do not long survive, for the fastest and strongest snatch the best and most food.

The goldfins do not have the mammal's instinct for rearing young. They breed all year long, though most travel to their breeding grounds to do so. These areas are in the deepest oceans, and designed so that only the strongest goldfins can reach the inner chambers. The tunnels twist and turn through

jagged underwater caverns, against strong currents that only the bravest and most powerful goldfins can overcome. Many a silent cavern entrance plays witness to violence, with broken bodies of twisted scale and fin hurled out and back into the ocean.

Those females who survive the currents, the caves and the ravages of their natural enemies come to the great grotto to lay their eggs. The males who survive fertilize them. Despite the dangers, the honor of breeding is sought by all goldfins, male and female. Of course, these conditions have led to the further demise of the goldfins, making it more difficult to breed.

GOLDFIN CHARACTERS

An goldfin's preferred class is fighter. Most goldfin leaders are combatants of one stripe or the other, some are fighter/clerics. They pay homage to the gods of the deep seas.

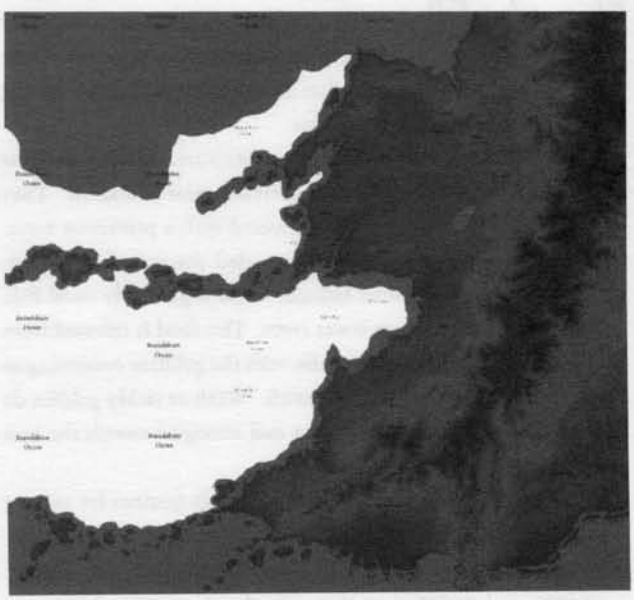
ON TELLENE

Proud goldfin cities once sprawled across the floors of the great Brandobian Ocean, but long wars with the sea trolls left many of their halls empty and their colonies bereft of wealth. The battles between these two people were titanic in nature and fought wholly beneath the surface of the sea, involving many other deep water folk.

The ever devious kuo-toa joined first one side then the other, sometimes fighting their own kind on opposite sides of the battle lines. The goldfin often arrived in battle riding the backs of huge kraken, while the great animals of the deep fought with them too. Neither side took victory in the war, so that in the end, many a goodly creature suffered for nought. Still, the goldfin suffered the greatest, for they never fully recovered from the loss of so many of their people. Few on the surface knew of these wars at the time, and fewer still know of them today for the wars are lost to time and the ever-shifting currents of the deep.

Today, the goldfin have abandoned their original homes. Their cities stand empty, occupied only by sharks, sea trolls and other deep sea creatures that made them their new home. The goldfin have retreated to areas undisturbed by men, merfolk and kuo-toa, living in deep water throughout most of the world's oceans. They form small bands of two or three dozen, though colonies are rare. Goldfin typically live in underwater caves or grottos, either natural or carved, perhaps by other goldfins in ages long past. They are very skilled at hiding their homes within deep sea vegetation, rock formations and the like. As such, many of the denizens of the deep, or those land dwellers foolish enough to ply underwater with magic, have swam near their homes never the wiser.

Some sages speculate that the fish-like humanoids of Lake Jorakk are in fact a distant tribe of goldfin, who worship one of the powerful lobsterfolk as a god. Though this theory is certainly plausible, no one has yet been able to explain how these particular goldfin can survive out of water, and how both they and the lobsterfolk arrived in Lake Jorakk from the Brandobian Ocean.



The range of the Goldfin

GOLEM

While the most famous and powerful golems are often constructed of robust materials such as clay, stone or iron, dabbling wizards constructed many other types of golems over the years. Many of these were discovered while practicing the art of golem construction on less expensive materials. While these golems typically lack in strength and toughness relative to their more famous peers, they are often much larger. This is due to the ease with which the materials can be gathered and assembled. Naturally, the basic principle for constructing lesser golems is the same as for other golems – capturing an elemental spirit and binding it to an artificial body.

COMBAT

Golems follow instructions from their creators explicitly. A golem's creator can command it, provided that it can see or hear the creator. The creator must also be within 60 feet of the golem. Otherwise, golems will follow their last instructions or revert to a simple action such as "remain here and attack any creature that appears."

Construct Traits: Golems have the construct features and traits as detailed in the D&D *Monster Manual*, except as noted below.

Immunity to Magic (Ex): The more powerful golems (bone, bronze, glass, hard wood, ice, leather, loam, and quartz) can completely resist most magical and supernatural effects, except where otherwise noted.

Spell Resistance (Ex): Lesser golems (chalk, salt, soap, soft wood, straw, twine and wax), though without the magic immunity of more powerful golems, do have some protection against magic.

CONSTRUCTION

Constructing one of the following golems works just as the standard golems found in the D&D *Monster Manual*. The body must first be assembled, followed by two months of magical rituals, before it comes to life.

GOLEMS BY CHALLENGE RATING

CR2	Salt
CR3	Chalk, Straw, Twine
CR4	Soap, Wax
CR5	Soft Wood
CR6	Glass
CR7	Leather, Quartz
CR8	Ice
CR9	Loam
CR10	Bone
CR11	Bronze

ON TELLENE

In the Sovereign Lands, golems can be found in many areas, depending upon the availability and cost of their materials in that land. Currently, the two best known golem creators are High Enchanter Velsin of Crandolen and Ziliana Abeilua of Zoa.

Valsin detests the macabre flesh golem and decries iron and stone golems as works of pride rather than effectiveness. He instead experiments with new types, as is said to be the original creator of the wax, straw and wood golems. Ziliana, a pensive blonde female, has published a two-volume treatise on golems and other magical constructs, humorously titled "Making the Perfect Man." Naturally, visitors view the many stone sculptures on her grounds with suspicion.

GOLEM, BONE

Large Construct
Hit Dice: 12d10+30 (96 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 24 (-1 size, -1 Dex, +16 natural), touch 8, flat-footed 24
Base Attack/Grapple: +9/+21
Attack: Slam +16 melee (2d10+12)
Full Attack: 2 slams +16 melee (2d10+12)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, improved grab
Special Qualities: Construct traits, damage reduction 20/+1, darkvision 60 ft., dread aura, half damage from piercing and slashing, immunity to magic, low-light vision
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 27, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Large); 25-36 (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 0: Dread aura.

Round 1: Charge into melee or full attack nearest opponent.

Round 2: Continue melee against same opponent; or full attack new opponent dealing significant damage to bone golem.

Round 3: Repeat from round 2 until destroyed; or flee on master's orders.

Fashioned from the bones of dead creatures, bone golems stand about 15 feet high and weigh around 3,000 pounds.

The bones of this construct are held together with metal pins or hinges, occasionally with pieces of rotting, stinking flesh still attached. These metal bound bones grate as the golem walks. Bone golems are used for all manner of purposes, but most often to stalk and terrorize as a symbol of the creator's power.

COMBAT

The bone golem enters melee combat quickly, dealing terrible damage with its uncovered hands.

Berserk (Ex): Each round a bone golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The bone golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The bone golem will then move on to cause more destruction. Once a bone golem goes berserk, no known method can regain control.

Improved Grab (Ex): A bone golem must hit with a slam attack to use this ability. If it gets a hold, it automatically deals slam damage each round the hold is maintained.

Dread Aura (Su): Living creatures within 10 feet of a bone golem feel anxious and jumpy, prone to being startled at the smallest sound or touch. While within this area, living creatures suffer a –6 morale penalty to skill checks and –2 morale penalty to all saving throws. Creatures with 5 or fewer Hit Dice must make a Will save (DC 16) or leave the area.

Half Damage from Piercing and Slashing (Ex): Bone golems have no flesh or internal organs, and so take only half damage from slashing or piercing weapons.

Immunity to Magic (Ex): Bone golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. A *raise dead* spell causes a bone golem to suffer an effective penalty of –2 to Strength and Dexterity for 2d6 rounds and behave as if fatigued. A *resurrection* spell deals 5d6 points of damage to a bone golem. The *bone rot* spell (from the KINGDOMS OF KALAMAR *Player's Guide*) deals only half damage (2d6 points) to a bone golem.

BONE GOLEM CONSTRUCTION

The bone golem consists of at least 3,000 pounds of bone and metal pins. The golem costs 20,000 gp to create, which includes 500 gp for the body. Assembling the body requires a successful Craft (carpentry) check (DC 15). The creator must be at least 14th-level and able to cast divine spells. Completing the ritual drains 1,000 XP from the creator and requires *animate objects*, *bless*, *prayer* and *summon monster* I.

GOLEM, BRONZE

Large Construct
Hit Dice: 15d10+30 (112 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 27 (-1 size, -1 Dex, +19 natural), touch 8, flat-footed 27
Base Attack/Grapple: +11/+25
Attack: Slam +20 melee (2d10+15)
Full Attack: 2 slams +20 melee (2d10+15)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, rust
Special Qualities: Construct traits, damage reduction 30/+1, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 30, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 16-30 HD (Large); 31-45 (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Breath weapon against as many enemies as possible.

Round 2: Charge into melee or full attack nearest armored opponent, attempting to deal corrosion.

Round 3: Continue melee against same opponent; or full attack new opponent dealing significant damage to bronze golem.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

Looking like bronze-colored humanoids with angular metal features, bronze golems stand around 10 feet tall and weigh approximately 1,500 pounds.

These constructs are typically fashioned in large plates joined together by smelting the edges, though a fine craftsman can make a bronze golem's 'skin' seamless. Bronze golems are mostly used for sieges, as their ability to corrode metals is invaluable in destroying weapons, castle door hinges and the like.

COMBAT

In combat the bronze golem swings its two great fists like hammers, battering its foe. When the opportunity presents itself, a bronze golem will attempt to cause corrosion to its opponent's weapons.

Breath Weapon (Su): Cloud of scalding steam, 10-foot cube directly in front of the golem. This cloud dissipates after 1 round. It may be used as a free action every 3 rounds; initial and secondary damage 2d8; Fortitude save (DC 16) half.

Rust (Su): By making a successful melee touch attack, a bronze golem may cause iron to corrode. This works as the *rusting grasp* spell cast by a 10th-level druid.

Immunity to Magic (Ex): Bronze golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. Acid-based spells, spell-like abilities and effects affect a bronze golem normally. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 1 point of damage it would otherwise deal. Bronze golems roll no saving throws against electricity effects.

BRONZE GOLEM CONSTRUCTION

The craftsman needs at least 4,500 pounds of bronze to construct a bronze golem. The golem costs 40,000 gp to create, which includes 2,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) check (DC 16). The creator must be at least 15th-level and able to cast arcane spells, (and have the assistance of a druid for the *rusting grasp* spell). Completing the ritual drains 1,100 XP from the creator and requires *geas/quest, limited wish, polymorph any object, rusting grasp* and *protection from energy*.

GOLEM, CHALK

Large Construct
Hit Dice: 4d10+30 (52 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 12 (-1 size, -1 Dex, +4 natural), touch 8, flat-footed 12
Base Attack/Grapple: +3/+8
Attack: Slam +3 melee (2d6+1)
Full Attack: 2 slams +3 melee (2d6+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, obscuring dust
Special Qualities: Construct traits, damage reduction 5/+1, darkvision 60 ft., inaudible, low-light vision, SR 8, vulnerability to water
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 13, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Warm and temperate land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to fight until either they or the enemy are destroyed.

Round 1: Use obscuring dust on as many foes as possible.

Round 2: Repeat from round 1 if necessary, or full attack.

Round 3: Continue melee against same opponent, or full attack new opponent dealing significant damage to chalk golem.

Round 4: Repeat from round 2 until destroyed; or flee on master's orders.

Chalk golems are difficult to create as they require wire casts, several dozen pounds of paste and 600 pounds of chalk powder. The wire, cast in the desired shape, usually that of an 8 to 9 foot tall humanoid, is set in a vat of paste, removed and covered in chalk. Once dry it is lowered in the vat again for more paste. The process is repeated until the creature is made whole. However, the dust is loose, and a walking chalk golem is always followed by a light cloud of dust. Though a chalk golem is quite heavy, the powder itself offsets the noise of its footfalls so that its movements give no indication of its presence.

COMBAT

Chalk golems are primarily used in combat to give cover for other, more powerful golems. If forced into melee combat, the chalk golem approaches close enough to unleash a wave of powdery dust at their opponents. It then attacks, pounding with its fists.

Berserk (Ex): Each round a chalk golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The chalk golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The chalk golem then moves on to cause more destruction. Once a chalk golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the chalk golem to obey his will, which requires a successful Charisma check (DC 19). A chalk golem's berserk chance resets to 0% after 1 minute of rest.

Obscuring Dust (Sp): Four times per day, a chalk golem can use obscuring dust as a free action. This ability works as an *obscuring mist* spell cast by a 5th-level wizard. The chalk golem's own vision is not obscured, and it gains a +4 attack bonus while the ability functions. This attack bonus is negated against characters with the Blind-Fight feat.

Inaudible (Ex): The powder coating a chalk golem ensure that it emits no sound from movement or bumping up against objects.

Vulnerability to Water (Ex): Being made of water soluble materials, these golems are particularly susceptible to water and take half again as much (+50%) damage from water-based attacks. Furthermore, causing damage to one of these creatures with water may start dissolving it (1 in 3 chance) and cause it to take a like amount of damage for the next 1d4 rounds. One gallon of water deals 1d8 points of damage to a chalk golem.

CHALK GOLEM CONSTRUCTION

The craftsmen needs at least 400 pounds of chalk powder, wire and paste. The golem costs 12,000 gp to create, which includes 800 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 13). The creator must be at least 10th-level and able to cast arcane spells. Completing the ritual drains 600 XP from the creator and requires *geas/quest*, *polymorph any object* and *obscuring mist*.

GOLEM, GLASS

Medium Construct
Hit Dice: 8d10+20 (64 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 18 (-1 Dex, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+11
Attack: Rake +11 melee (2d8+7)
Full Attack: 2 rakes +11 melee (2d8+7)
Space/Reach: 5 ft./5 ft.
Special Attacks: Berserk, color spray, slashing charge
Special Qualities: Construct traits, damage reduction 10/+1, darkvision 60 ft., immunity to magic, low-light vision, weakness
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 20, Dex 9, Con -, Int -, Wis 11, Cha 5
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9-16 HD (Medium); 17-24 (Large)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Use color spray against as many foes as possible.

Round 2: Charge against as many enemies as possible with slashing charge.

Round 3: Repeat from round 2 until destroyed, or full attack if forced into melee combat; or flee on master's orders.

Made from thousands upon thousands of shards of broken glass, these 5 to 6 foot tall constructs only vaguely resemble the humanoid form.

There are few smooth surfaces on glass golems. Even constructing one is dangerous, as the broken pieces of glass often cut even the most careful creator. Each piece of this construct must be welded to the larger mass, meaning that creating a glass golem is a very laborious process. Unlike stained glass golems (see the D&D *Monster Manual* II), glass golems are not two-dimensional. In fact, they are quite heavy, weighing about 500 pounds. Because of the complexity of their creation, glass golems are typically constructed slightly smaller than man sized. In natural or artificial light, glass golem bodies can catch the light and reflect it in a thousand rainbow beams.

Glass golems are made for mass combat, their main task being to charge into a fray while swinging their ragged, broken fists at whomsoever gets in the way. Only the extremely lucky opponent will escape a cut or gouge from a charging glass golem in mass combat.

COMBAT

Glass golems seem crazed in combat, flinging themselves to and fro in a mad attempt to cut as many foes as they can.

Berserk (Ex): Each round a glass golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The glass golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The glass golem will then move on to cause more destruction. Once a glass golem goes berserk, no known method can regain control.

Color Spray (Sp): By reflecting any existing light off its body, a glass golem can use *color spray* as a free action once every 3 rounds, with a range of 45 feet. This works as the spell cast by a 5th-level caster (save DC 11).

Slashing Charge (Su): During a glass golem's charge, it deals 1d8+2 points of damage to anyone within 5 feet. This is due to the long, jagged shards sticking out all over its body.

Immunity to Magic (Ex): Glass golems are immune to all spells, spell-like abilities and supernatural effects, except for those that are sonic-based (such as *ghost sound, shatter* and *silence*).

Weakness (Su): Glass golems are highly susceptible to bludgeoning weapons. Maces, hammers, flails and the like deal double damage against glass golems.

GLASS GOLEM CONSTRUCTION

The glass golem consists of 500 pounds of glass shards, and costs 10,000 gp to create (this includes 1,000 gp for the body). Assembling the body requires a successful Craft (glassblowing) check (DC 15). The creator must be at least 14th level and able to cast arcane spells. Completing the ritual drains 800 XP from the creator and requires *geas/quest, limited wish, polymorph any object* and *stoneskin*.

GOLEM, HARD WOOD

Large Construct
Hit Dice: 13d10+30 (101 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 25 (-1 size, -1 Dex, +17 natural), touch 8, flat-footed 25
Base Attack/Grapple: +9/+22
Attack: Slam +17 melee (2d10+13)
Full Attack: 2 slams +17 melee (2d10+13)
Space/Reach: 10 ft./10 ft.
Special Attacks: Warp wood
Special Qualities: Construct traits, damage reduction 25/+1, darkvision 60 ft., flammable 10, immunity to magic, low-light vision
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 14-26 HD (Large); 27-39 (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Warp wood against enemies wielding wooden items.

Round 2: Full attack against nearest opponent.

Round 3: Continue melee against same opponent, or full attack new opponent dealing significant damage to hard wood golem.

Round 4: Repeat from round 2 until destroyed; or flee on master's orders.

Hard wood golems resemble a jumble of logs, boards, branches and roots nailed together to form a large, hulking humanoid. Hard wood golems stand about 14 to 16 feet tall and weigh about 1,700 pounds.

Golems fashioned from hard woods, such as oak or cherry, are very stout constructs and are ideal for use in war, heavy construction and other similar tasks. Their size and weight make them perfect for battering down doors and tearing through wooden or dirt embankments.

A hard wood golem does not speak or communicate in any way.

COMBAT

After using its ability to warp any shields, doors and the like protecting its opponent, the hard wood golem uses its fists to batter people and obstacles down.

Warp Wood (Su): A hard wood golem can warp wood three times per day. This works as the *warp wood* spell cast by a 5th-level druid.

Flammable (Ex): Hard wood golems are particularly susceptible to fire damage and thus take double damage from fire-based attacks. If such an attack allows a save, the hard wood golem takes double damage on a failure, never on a success.

Furthermore, causing a certain amount of fire-based damage to this creature sets it aflame, whereupon it continues to take half that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion in water or earth will douse the flames.

Immunity to Magic (Ex): A hard wood golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted. A *warp wood* spell drives the golem back 90 feet and deals 2d12 points of damage to it. A *wood shape* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

HARD WOOD GOLEM CONSTRUCTION

The hard wood golem consists of any hard wood (typically cherry, maple, oak, pine and walnut). The craftsman needs at least 3,000 pounds of wood. The golem costs 20,000 gp to create, which includes 1,500 gp for the body. Assembling the body requires a successful Craft (carpentry) check (DC 14). The creator must be at least 12th level and able to cast arcane spells (and have the assistance of a druid for the *warp wood* spell). Completing the ritual drains 1,800 XP from the creator and requires *geas/quest, polymorph any object* and *warp wood*.

GOLEM, ICE

Large Construct
Hit Dice: 11d10+30 (90 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 21 (-1 size, -1 Dex, +13 natural), touch 8, flat-footed 21
Base Attack/Grapple: +8/+19
Attack: Slam +14 melee (2d8+10 plus chill touch)
Full Attack: 2 slams +14 melee (2d8+10 plus chill touch)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, chill touch
Special Qualities: Construct traits, darkvision 60 ft., damage reduction 15/bludgeoning, immunity to cold and magic, low-light vision, vulnerability to fire
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 24, Dex 9, Con -, Int -, Wis 11, Cha 4
Environment: Cold land
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 12-22 HD (Large); 23-33 (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most ice golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Full attack nearest opponent using slam and chill touch.

Round 2: Continue melee against same opponent, or full attack new opponent dealing significant damage to ice golem.

Round 3: Repeat from round 2 until destroyed; or flee on master's orders.

With an icy body displaying a humanoid skeleton at their core, ice golems are a frightening construct to behold.

Ice golems are formed by freezing water around a large skeleton (typically that of an ogre), and repeating the process until the desired size is reached. Ice golems can be shaped in hard, angular forms or in attractive, smoother ones. Depending upon the thickness and cloudiness of the ice the skeleton is sometimes easy to see, though as if looking through a prism. If fashioned with care, ice golems are one of the most beautiful of golems. Their forms can be ugly or attractive, feminine or masculine, and (if fashoined to resemble a specific humanoid) very accurate.

Ice golems never communicate in any way.

COMBAT

In wintry or cold climes, ice golems are strong and dangerous opponents, though they are very vulnerable to heat damage.

Berserk (Ex): Each round an ice golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The ice golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The ice golem will then move on to cause more destruction. Once an ice golem goes berserk, no known method can regain control.

Chill Touch (Su): Any living creature struck by an ice golem's slam attack suffers an additional 1d6 points of damage. If the victim fails a Fortitude save (DC 14), he or she also takes 1 point of temporary Strength damage.

Immunity to Magic (Ex): Ice golems are immune to all spells, spell-like abilities and supernatural effects, except for those that are fire-based and as follows. The *corrupt water* ability (such as that of a black dragon) can *slow* (as the spell) the ice golem for 2d6 rounds. The *destroy water* ability (like that of a blue dragon) deals 4d6 points of damage. The ice golem gets no saving throw for either of these effects.

Vulnerability to Fire (Ex): Ice golems are particularly susceptible to fire damage and thus take half again as much (+50%) damage from fire-based attacks.

ICE GOLEM CONSTRUCTION

An ice golem weighs about 1,800 pounds and costs 15,000 gp to create, including the cost of procuring a (typically ogre) skeleton. Assembling the body requires a successful Craft (sculpting) check (DC 15). The creator must be at least 13th level and able to cast arcane spells. Completing the ritual drains 700 XP from the creator and requires *geas/quest, polymorph any object* and *wall of ice.*

GOLEM, LEATHER

Large Construct
Hit Dice: 10d10+30 (85 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple: +7/+17
Attack: Slam +12 melee (2d8+9)
Full Attack: 2 slams +12 melee (2d8+9)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, constrict, improved grab
Special Qualities: Construct traits, damage reduction 15/+1, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 22, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Slam attack against nearest opponent.

Round 2: Constrict held opponent, or continue melee against same opponent; or full attack new opponent dealing significant damage to leather golem.

Round 3: Repeat from round 1 until destroyed; or flee on master's orders.

Leather golems are creatures out of nightmare, standing around 14 feet tall and weighing almost 1,000 pounds

A leather golem's body is made of cured leather strips of various sizes and colors, each stitched tightly together with sturdy black leather cord. The inside of a leather golem would be hollow, were it not stuffed with all manner of refuse. These golems are rarely attractive, and have imperfect stitching, poorly cut pieces and unskilled sewing that leads to overlapping and twisted leather. The faces are almost always pulled too tight and the mouths made into hollow gaping, holes. It has standard humanoid proportions, though long strips of leather hang from its fingertips, which it uses quite effectively in combat.

Leather golems are generally used as servants, and are slightly more desirable than straw or twine in that they are more durable and more resistant to elements. They walk with a stiff-legged gait, the leather creaking as they move. Leather golems cannot speak.

COMBAT

Leather golems attack with two fists, using their hanging finger straps to hold and deal constricting damage to their opponent.

Berserk (Ex): Each round a leather golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The leather golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The leather golem will then move on to cause more destruction. Once a leather golem goes berserk, no known method can regain control.

Constrict (Ex): With a successful grapple check, a leather golem uses the long leather straps that form its fingers to deal 1d8+1 points of damage against Large or smaller opponents.

Improved Grab (Ex): A leather golem must hit with its slam attack to use this ability. If it gets a hold, it can constrict.

Immunity to Magic (Ex): A leather golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A *mending* spell cast on a leather golem heals 1 point of damage per caster level.

LEATHER GOLEM CONSTRUCTION

The leather golem consists of many large strips of boiled leather, along with smaller strips of leather for stitching, for a total weight of 800 pounds of leather. The creator will also need around 100 pounds of cloth stuffing.

The leather golem costs 20,000 gp to create, which includes 600 gp for the construction of the body. Assembling the body requires a successful Craft (leatherworking) check (DC 12).

The creator must be 10th-level and able to cast arcane spells. Completing the ritual drains 900 XP from the creator and requires *geas/quest, polymorph any object* and *resist energy (fire)*.

GOLEM, LOAM

Large Construct
Hit Dice: 12d10+30 (96 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 23 (-1 size, -1 Dex, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple: +9/+21
Attack: Slam +16 melee (2d8+12)
Full Attack: 2 slams +16 melee (2d8+12)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk
Special Qualities: Construct traits, darkvision 60 ft., damage reduction 15/slashing, immunity to magic, low-light vision
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 26, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Large); 25-36 (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most loam golems stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Slam attack against nearest opponent.

Round 2: Continue melee against same opponent; or full attack new opponent dealing significant damage to loam golem.

Round 3: Repeat from round 1 until destroyed; or flee on master's orders.

Built primarily from rectangular blocks of earth held together by rope, these constructs (also known as dirt golems) have perhaps the strangest shapes of all golems. A loam golem looks like a strange, blocky creature with an extremely angular body, limbs and wide flat feet. A loam golem's head is simply another block of earth tied in place for a head.

The soils used do not have to be pure and as such these golems are frequently made with grass, stones and small twigs bound within them. Loam golems move stiffly, and wear no clothing. Loam golems smell strongly of earth.

Loam golems are used both for combat and construction, being used to shape mounds, dig moats and build ramparts.

COMBAT

With the natural strengths of the earth itself, a loam golem can be a fearsome opponent.

Berserk (Ex): Each round a loam golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The loam golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The loam golem will then move on to cause more destruction. Once a loam golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the loam golem to obey his will, which requires a successful Charisma check (DC 19). A loam golem's berserk chance resets to 0% after 1 minute of rest.

Immunity to Magic (Ex): Loam golems are immune to all spells, spell-like abilities and supernatural effects except as follows. A *move earth* spell deals 3d12 points of damage and drives the loam golem back 120 feet. A *disintegrate* spell deals 1d12 points of damage and slows the golem (as the slow spell). An *earthquake* spell cast at a loam golem deals 5d10 points of damage and halts it from moving that round. The loam golem gets no saving throws against any of these effects.

LOAM GOLEM CONSTRUCTION

The loam golem consists of many blocks of loam. The craftsmen needs at least 1,500 pounds of dirt. The golem costs 15,000 gp to create, which includes 75 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 14). The creator must be at least 12th-level and able to cast arcane spells. Completing the ritual drains 700 XP from the creator and requires *geas/quest, polymorph any object* and *stoneskin*.

GOLEM, QUARTZ

Large Construct
Hit Dice: 9d10+30 (79 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22
Base Attack/Grapple: +6/+15
Attack: Slam +10 melee (2d6+7)
Full Attack: 2 slams +10 melee (2d6+7)
Space/Reach: 10 ft./10 ft.
Special Attacks: Blur, lethal shock
Special Qualities: Construct traits, damage reduction 30/+1, darkvision 60 ft., immunity to magic, low-light vision
Saves: Fort +3, Ref +4, Will +4
Abilities: Str 21, Dex 12, Con -, Int 10, Wis 12, Cha 6
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10-18 HD (Large); 19-27 (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 0: Activate blur.

Round 1: Use lethal shock against nearest armored foe.

Round 2: Full attack against same opponent; or full attack new opponent dealing significant damage to quartz golem.

Round 3: Repeat from round 1 until destroyed, or full attack if forced into melee combat; or flee on master's orders.

Also known as the rock crystal golem, the quartz golem has transparent, roughly faceted features. It stands from 9 to 10 feet tall and weighs about 3,000 pounds. At first glance, a casual observer may confuse the quartz golem with a slightly worn down glass golem.

However, quartz golems can appear in several different colors, depending upon the type of quartz with which they are made. These include the amethyst (violet), carnelian (vivid brownish-orange), chalcedony (bright apple green), citrine (orange), onyx (black), rose quartz (pale pink), smoky quartz (brown) and tiger's eye quartz (golden-yellow) golems. Regardless of color, all quartz golems have the same statistics.

Though carved from many pieces of quartz, these golems do contain a flawless quartz sphere about 6 inches in diameter. Like other gemstone golems (as seen in the D&D supplement, *Monsters of Faerun*), this gem holds the key to the construction process. If the quartz golem is killed, it will collapse into dust, leaving the sphere unscathed.

Quartz golems understand the language of their creators, but do not speak.

Combat

In battle, quartz golems attack much as their kin – with their powerful fists.

Blur (Su): A quartz golem can blur itself three times per day. This works as the *blur* spell cast by a 10th-level wizard.

Lethal Shock (Su): Once every 2 rounds, a quartz golem can deliver an electrical shock to a single target within 20 feet. This shock deals 3d8 points of damage (Reflex save DC 12). Characters wearing a metal breastplate or better metal armor take 4d8 points of damage (same DC to save).

Immunity to Magic (Ex): Quartz golems are immune to all spells, spell-like abilities and supernatural effects, except as follows. Sonic spells, spell-like abilities and effects affect a quartz golem normally.

Quartz Golem Construction

The craftsman needs at least 2,500 pounds of quartz. The golem costs 50,000 gp to create, which includes 2,500 gp for the body. Assembling the body requires a successful Craft (gemcutting) check (DC 16). The creator must be at least 15th-level and able to cast arcane spells. Completing the ritual drains 1,400 XP from the creator and requires *geas/quest, polymorph any object, limited wish* and *blur*.

GOLEM, SALT

Medium Construct
Hit Dice: 2d10+20 (31 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 11 (-1 Dex, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (2d6+1)
Full Attack: 2 slams +2 melee (2d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Berserk, corrosion
Special Qualities: Construct traits, damage reduction 5/+1, darkvision 60 ft., low-light vision, SR 5, vulnerability to water
Saves: Fort +0, Ref -1, Will +0
Abilities: Str 12, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-6 HD (Medium); 7-9 HD (Large)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most rock salt golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Charge into melee or full attack nearest armored opponent, attempting to corrode the enemy's armor.

Round 2: Continue melee against same opponent; or full attack new opponent dealing significant damage to salt golem.

Round 3: Repeat from round 1 until destroyed; or flee on master's orders.

These cumbersome constructs require an extraordinary amount of rock salt. When completed, the salt golem is roughly 5 feet in height and is very wide and stocky, weighing about 300 pounds. Of all the lesser golems salt golems serve a wide variety of purposes, as sentries, servants or soldiers. They are useful in many terrains, as they suffer little wear and tear from the environment. However, their vulnerability to water often causes their master to keep them indoors.

COMBAT

Salt golems attack with their two jagged fists, pounding an enemy for all they are worth.

Berserk (Ex): Each round a salt golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The salt golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The salt golem will then move on to cause more destruction. Once a salt golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the salt golem to obey his will, which requires a successful Charisma check (DC 19). A salt golem's berserk chance resets to 0% after 1 minute of rest.

Corrosion (Ex): A salt golem that makes a successful touch attack causes the target metal to decrease in hardness. Armors primarily composed of metal (at least 3/4 of the total material) lose 4 points of AC. Armor that drops to 0 AC or less is destroyed. Metal weapons receive a –2 to all attack and damage rolls. Magical weapons and armor are unaffected.

Vulnerability to Water (Ex): Being made of water soluble materials, these golems are particularly susceptible to water and take half again as much (+50%) damage from water-based attacks. Furthermore, causing damage to one of these creatures with water may start dissolving it and cause it to take a like amount of damage each round.

CONSTRUCTION

The salt golem consists of rock salt, of which the craftsman needs at least 300 pounds. The golem costs 5,000 gp to create, which includes 300 gp for the body. Assembling the body requires a successful Craft (sculpt) check (DC 12). The creator must be at least 10th-level and able to cast arcane spells (and have the assistance of a druid for the *rusting grasp* spell). Completing the ritual drains 500 XP from the creator and requires *geas/quest, polymorph any object* and *rusting grasp*.

GOLEM, SOAP

Large Construct
Hit Dice: 5d10+30 (57 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 13 (-1 size, -1 Dex, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple: +3/+9
Attack: Slam +4 melee (2d6+3)
Full Attack: 2 slams +4 melee (2d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, soap
Special Qualities: Construct traits, damage reduction 10/+1, darkvision 60 ft., low-light vision, regeneration 2, SR 9, vulnerability to water
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 HD (Large)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most soap golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Use soap on target area underneath as many foes as possible or against single weapon-wielding opponent.

Round 2: Full attack nearest opponent.

Round 3: Continue melee against same opponent, or full attack new opponent dealing significant damage to soap golem.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

A soap golem's humanoid body stands about 9 feet tall and weighs some 400 pounds.

Perhaps the strangest of all the golem kind, a soap golem is constructed from a central core of porous rock, around which fired lye and ash is bound. The golem is not solid but rather thick, and amorphous. Though the soap does not spill nor fall from the golem it can ooze down their flank or splatter upon the ground. The rock that is the center of the golem houses the elemental spirit, and also allows the soap to regenerate itself and heal the golem when it is wounded. Soap golems move with a slow, shuffling walk.

COMBAT

In combat, the soap golem causes an area to become covered with soap film, so that its foes will fall or otherwise become unbalanced. It then attacks with its fists, pounding a foe to death.

Berserk (Ex): Each round a soap golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes

uncontrolled and goes on a rampage. The soap golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The soap golem will then move on to cause more destruction. Once a soap golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the soap golem to obey his will, which requires a successful Charisma check (DC 19). A soap golem's berserk chance resets to 0% after 1 minute of rest.

Soap (Sp): Four times a day, a soap golem may cause a single target or area to become covered with a slick, soapy film. This works as the *grease* spell cast by a 5th-level wizard. The slippery substance does not hamper the golem in any way.

Regeneration (Ex): Fire and acid deal normal damage to a soap golem.

Vulnerability to Water (Ex): Being made of water soluble materials, these golems are particularly susceptible to water and take half again as much (+50%) damage from water-based attacks. Furthermore, causing damage to one of these creatures with water may start dissolving it and cause it to take a like amount of damage each round.

SOAP GOLEM CONSTRUCTION

The soap golem consists of ash and lye. The craftsman needs at least 450 pounds of ash and 450 pounds of lye. The golem costs 20,000 gp to create, which includes 900 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 13). The creator must be at least 11th-level and able to cast arcane spells. Completing the ritual drains 800 XP from the creator and requires *geas/quest, polymorph any object* and *grease*.

GOLEM, SOFT WOOD

Large Construct
Hit Dice: 7d10+30 (68 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +5/+12
Attack: Slam +7 melee (2d8+3) or 3 splinters +3 ranged (1d4)
Full Attack: 2 slams +7 melee (2d8+3)
or 3 splinters +3 ranged (1d4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, hurl splinters
Special Qualities: Construct traits, damage reduction 10/+1, darkvision 60 ft., flammable 10, low-light vision, SR 11, vulnerability to wind, weakness
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 16, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Warm and temperate land
Organization: Solitary or gang (2-4)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Hurl splinters against nearest unarmored opponent (preferably spellcaster).

Round 2: Repeat from round 1, or slam attack if forced into melee.

Round 3: Retreat at first available opportunity; or continue melee against same opponent if unable to flee from melee.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

Soft wood golems are seemingly fragile wooden constructs, standing 10 to 12 feet tall and weighing only around 200 pounds.

Such constructs are made from balsa, bamboo or similar lightweight wood, laced or bound with some manner of resin or glue. As such woods are difficult to shape, soft wood golems appear more like bizarre treants than anything else. Naturally, soft wood golems are rarely used for war or combat. They are quite susceptible to fire and bludgeoning weapons tend to shatter them easily.

COMBAT

Soft wood golems attack by hurling splinters at their foes. They will avoid melee combat whenever possible.

Berserk (Ex): Each round a soft wood golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The soft wood golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The soft wood golem will then move on to cause more destruction. Once a soft wood golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the soft wood golem to obey his will, which requires a successful Charisma check (DC 19). A soft wood golem's berserk chance resets to 0% after 1 minute of rest.

Hurl Splinters (Ex): With a flick of the wrist, a soft wood golem can loose a volley of three wooden splinters as a standard action. This attack has a range of 30 feet with no range increment. A splinter threatens a critical hit on a natural attack roll of 19 or 20. A soft wood golem can only fire twelve spikes per day.

Flammable (Ex): Soft wood golems are susceptible to fire damage and thus take double damage from fire-based attacks. If such an attack allows a save, the golem takes double damage on a failure, never on a success.

Furthermore, causing a certain amount of fire-based damage to a soft wood golem sets it aflame, whereupon it continues to take half that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion in water or earth will douse the flames.

Vulnerability to Wind (Ex): A windstorm or greater wind (either natural or magical) affects a soft wood golem as if it were a creature one size smaller.

Weakness (Ex): Due to their fragile nature, soft wood golems are subject to being shattered. All bludgeoning weapons do double damage.

SOFT WOOD CONSTRUCTION

The soft wood golem consists of any soft wood (primarily bamboo). The craftsman needs at least 800 pounds of this wood. The golem costs 15,000 gp to create, which includes 400 gp for the body. Assembling the body requires a successful Craft (carpentry) check (DC 14). The creator must be at least 12th-level and able to cast arcane spells. Completing the ritual drains 700 XP from the creator and requires *geas/quest, polymorph any object* and *true strike*.

GOLEM, STRAW

Large Construct
Hit Dice: 3d10+30 (46 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 11 (-1 size, -1 Dex, +3 natural), touch 8, flat-footed 11
Base Attack/Grapple: +2/+7
Attack: Slam +2 melee (2d6+1)
Full Attack: 2 slams +2 melee (2d6+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, summon swarm
Special Qualities: Construct traits, damage reduction 5/slashing, darkvision 60 ft., flammable 5, immunity to cold, low-light vision, SR 6, vulnerability to wind
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 12, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Warm and temperate land
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Summon swarm to attack nearest flame-wielding opponent or spellcaster.

Round 2: Full attack nearest unarmored opponent (preferably spellcaster) not wielding flame.

Round 3: Continue melee against same opponent; or full attack new opponent dealing significant damage to straw golem.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

Straw golems are a strange collection of straw bound with longer straw cords, knots and cloth. Straw golems amble, more than walk, as the straw is not the most solid element for their legs. As straw comes cheaply, straw golems are often large, between 14 and 16 feet tall in height and 300 pounds in weight. Fire in particular is deadly for straw golems, but heavy winds too can sweep them off their feet.

Many small creatures (primarily rats, spiders, centipedes and flying beetles) build their nests inside a straw golem. Fortunately, the golem's creator often takes this into account, giving the golem the ability to summon these vermin for assistance.

COMBAT

Straw golems summon their nesting vermin to attack, then enter combat with their matted fists when the opponent is distracted by the vermin.

Berserk (Ex): Each round a straw golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The straw golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The straw golem will then move on to cause more destruction. Once a straw golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the straw golem to obey his will, which requires a successful Charisma check (DC 19). A straw golem's berserk chance resets to 0% after 1 minute of rest.

Summon Swarm (Sp): Twice per day, a straw golem may summon forth the many vermin that dwell inside its body and direct them to attack a single Large or smaller target. This works as a *summon swarm* spell cast by a 4th-level wizard.

Flammable (Ex): These creatures are particularly susceptible to fire damage and thus take double damage from fire-based attacks. Straw golems cannot save against fire.

Furthermore, causing a certain amount of fire-based damage to this creature sets it aflame, whereupon it continues to take that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion, or thoroughly covering the creature, in water or earth will douse the flames.

Vulnerability to Wind (Ex): A severe or greater wind affects a straw golem as if it were two sizes smaller.

STRAW GOLEM CONSTRUCTION

The straw golem consists of straw, cord and string. The craftsman needs at least 490 pounds of straw, plus approximately 10 pounds of cord and strings. The golem costs 1,000 gp to create, which includes 50 gp for the body. Assembling the body requires a successful Craft (weaving) check (DC 12). The creator must be at least 10th-level and able to cast arcane spells. Completing the ritual drains 400 XP from the creator and requires *geas/quest, polymorph any object* and *summon swarm*.

GOLEM, TWINE

Large Construct
Hit Dice: 4d10+30 (52 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (6 squares)
AC: 11 (-1 size, -1 Dex, +3 natural), touch 8, flat-footed 11
Base Attack/Grapple: +3/+8
Attack: Slam +3 melee (2d6+1)
Full Attack: 2 slams +3 melee (2d6+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, entangle
Special Qualities: Construct traits, damage reduction 5/slashing, darkvision 60 ft., flammable 10, immunity to cold, low-light vision, SR 7, vulnerability to wind
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 13, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most twine golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Entangle nearest flame-wielding opponent or spellcaster.

Round 2: Full attack against entangled opponent; or full attack new opponent if entangled opponent still wields flame.

Round 3: Continue melee against same opponent; or full attack new opponent dealing significant damage to twine golem.

Round 4: Repeat from round 1 until destroyed; or flee on master's orders.

A twine golem is 12 feet tall and weighs around 300 pounds. Its body is created from thick twine bound around thin wooden staves, intricately laced to create a form capable of housing the actual spirit of the golem and finally caked in a thick resin, glue or similar material, in order for it to hold the desired form and keep the staves from moving within the whole.

COMBAT

When attacking, the twine golem lumbers forward, trying to drive an enemy back with the ferocity of their attack.

Berserk (Ex): Each round a twine golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The twine golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The twine golem will then move on to cause more destruction. Once a twine golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the twine golem to obey his will, which requires a successful Charisma check (DC 19). A twine golem's berserk chance resets to 0% after 1 minute of rest.

Entangle (Sp): Three times per day, a twine golem can target a single creature within a 30-foot radius, using its own body to *entangle* as the spell cast by a 3rd-level druid.

Flammable (Ex): Twine golems are particularly susceptible to fire damage and thus take double damage from fire-based attacks unless a save is allowed for half damage.

Furthermore, causing a certain amount of fire-based damage to this creature sets it aflame, whereupon it continues to take that amount of damage each following round. The statistics block includes the numerical rating for this damage. Total immersion, or thoroughly covering the creature, in water or earth will douse the flames.

Vulnerability to Wind (Ex): A severe or greater wind affects a twine golem as if it were one size smaller.

TWINE GOLEM CONSTRUCTION

The twine golem consists of wooden staves, twine and resin. The craftsman needs at least 100 pounds of wood and 400 pounds of twine. The twine golem costs 1,500 gp to create, which includes 75 gp for the body. Assembling the body requires a successful Craft (weaving) check (DC 12). The creator must be at least 10th-level and able to cast arcane spells. Completing the ritual drains 400 XP from the creator and requires *geas/quest, animate rope* and *polymorph any object.*

GOLEM, WAX

Large Construct
Hit Dice: 5d10+30 (57 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +3/+9
Attack: Slam +4 melee (2d6+3)
Full Attack: 2 slams +4 melee (2d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk
Special Qualities: Construct traits, damage reduction 10/+1, darkvision 60 ft., low-light vision, regeneration 4, SR 10, vulnerability to fire
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Large); 11-15 (Huge)
Level Adjustment: -

Tactics Round-by-Round

Though golem tactics vary depending upon the commands of their creator, most golems are ordered to stand their ground against invaders and fight until either they or the enemy are destroyed.

Round 1: Flee to warn master or bring reinforcements (if possible); or full attack nearest opponent.

Round 2: Continue melee against same opponent, or full attack new opponent dealing significant damage to wax golem.

Round 3: Repeat from round 2 until destroyed; or flee on master's orders.

A wax golem's real form is that of a dripping shiny humanoid figure with indistinct features and slightly asymmetrical body parts, standing about 15 feet tall and weighing about 750 pounds. Its skin can be any color, from impure ivory to obsidian, although lighter colors are more common. A wax golem wears no clothing or jewelry.

COMBAT

Wax golems are not designed to be creatures of mass combat. Instead, they are used as sentries, or perhaps to attack a specific opponent.

Berserk (Ex): Each round a wax golem is in combat, there is a cumulative 1% chance that its elemental spirit becomes uncontrolled and goes on a rampage. The wax golem will attack the nearest living creature (whether friend or foe) or, if no creature is near, it will attempt to smash the closest object smaller than itself. The wax golem will then move on to cause more destruction. Once a wax golem goes berserk, the creator can try to regain control as long as he or she is within 60 feet. The creator must attempt to persuade the wax golem to obey his will, which requires a successful Charisma check (DC 19). A wax golem's berserk chance resets to 0% after 1 minute of rest.

Regeneration (Ex): Acid and fire deal double damage to a wax golem.

Vulnerability to Fire (Ex): A wax golem takes normal damage from fire attacks even on a successful save.

WAX GOLEM CONSTRUCTION

The wax for a wax golem is poured into a humanoid mold and allowed to harden for several days. The golem costs 1,800 gp to create, which includes both the mold and the wax materials. Assembling the golem requires a Craft (sculpting) check (DC 14). The creator must be 10th-level and able to cast arcane spells. Completing the ritual drains 500 XP from the creator and requires *geas/quest, seeming, polymorph any object* and *nondetection*.

GREEN APE

Large Magical Beast
Hit Dice: 4d10+8 (30 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), climb 20 ft.
AC: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+13
Attack: Claw +8 melee (1d6+5)
Full Attack: 2 claws +8 melee (1d6+5) and bite +3 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, rend 2d6+7
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +6, Ref +7, Will +1
Abilities: Str 21, Dex 17, Con 14, Int 8, Wis 11, Cha 12
Skills: Balance +4, Climb +15, Jump +6, Listen +3, Spot +3, Tumble +3
Feats: Alertness, Power Attack
Environment: Warm forest
Organization: Solitary, pair or family (5-12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The green ape uses its heightened intelligence and brute force to overpower its prey. If necessary, it can spit a sticky, web-like mucus to immobilize its prey.

Round 0: Move to flank.

Round 1: Charge.

Round 2: Full attack.

Round 3: Repeat 2 until combat is over or spit a web.

Round 4: Full attack any who remain.

Round 5: Swing through trees to escape if necessary.

Moving through the trees of its jungle home, the green ape is a massive, powerful creature that uses both strength and spell-like ability to hunt its prey.

A green ape appears similar to a normal ape but is taller (approximately 10 feet) and heavier (up to 800 pounds). However, a green ape walks with bent knees and an exaggerated slump in its broad shoulders, making it appear only about 7 feet tall. The green ape has a maximum lifespan of 55 years, but typically only lives half that long for a variety of territorial reasons. In that time, it mates once a year or three times every 2 years. The offspring reach maturity after 8 years.

The green ape has its own language, which is a rough dialect of Sylvan. The creature has no written language, although it does have a number of symbols it leaves in the mud and on trees that represent key meanings, such as a gathering ground or favored hunting place.

COMBAT

The green ape is an intelligent creature and weighs conflict appropriately. Regardless of whether it is the hunter or the hunted, it treats combat with the same amount of seriousness. When engaging in aggressive activities, whether provoked or instigated, the green ape uses the same tactics.

The family fights using cooperative tactics, utilizing their strength, speed and climbing abilities to surround and overpower its enemies. If such basic tactics seem to be ineffective, the green ape is capable of spitting out a thick web of phlegm that becomes semi-hard within seconds after exposure to the open air.

Breath Weapon (Su): Green apes have one type of breath weapon, a ball of smelly expectorate. The green ape can spit this horrible-smelling substance from its mouth as a grenadelike weapon with a 10-foot range increment. Upon impact, the expectorate sticks to its target. Any living creature struck by the substance suffers a -2 morale penalty (Fortitude save DC 14) to attacks, saves and checks. Any living creatures within 10 feet of this expectorate must also save (Fortitude save DC 12) or suffer a –1 morale penalty to attacks, saves and checks.

Creatures who successfully save cannot be affected again by the same green ape's smell for one day. The *delay poison* or *neutralize poison* spells remove the effect from one creature. Green apes are immune to their own smell and the smell of other green apes.

Rend (Ex): If a green ape hits with both claw attacks, it latches onto its opponent and tears the flesh, dealing an additional 2d6+7 points of damage.

Skills: A green ape, like all creatures with a climb speed, has a +8 racial bonus to Climb checks. A green ape can take 10 on its Climb checks even when rushed or threatened.

GREEN APE SOCIETY

The green ape is extremely family-oriented, and it is uncommon to see a green ape traveling alone. Those that are seen alone are most frequently a male setting out to form its own pack. Most typically, though, the green ape travels in a group (family) of five to twelve members. The group is led by the dominant (alpha) male and contains a varying number of females and males, females having the more dominant presence.

The large number of females is essential to the breeding of the family, which takes place every 8 to 10 months. The alpha male has the pick of the family and may breed with more than one of the females. The remaining males may then breed with any females that were not already claimed. The family as a community raises the resulting offspring. Upon reaching maturity at about 4 years of age, young males leave the family to begin their own pack. Young females may remain or possibly join a wandering male.

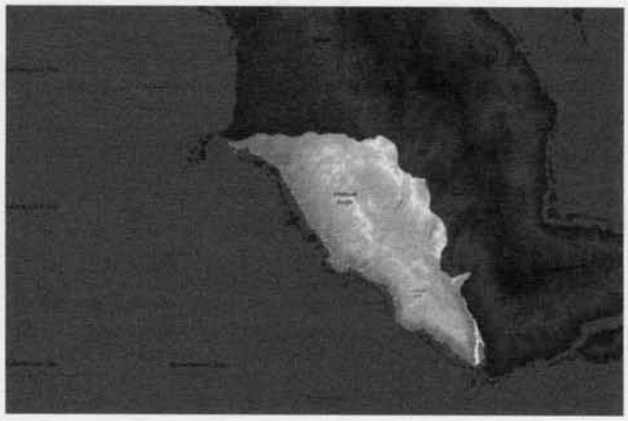
The green ape has no specific territorial boundaries, but is extremely protective of the family unit. Other creatures, regardless of intentions or disposition, are not tolerated within the family's occupied area (such an area is typically a 15-foot diameter circle per green ape). Invasion of this boundary draws a rough, guttural cry of warning by the alpha male. If the situation is not resolved, the entire family works as a unit to expel any trespassers.

As the rainy season ends, the green ape families move on. The combined strength of the family limits the number of predators, but green ape families may still run into problems during their travels, encountering a variety of jungle tribes and creatures that feel threatened by the family's progress through the jungle.

ON TELLENE

The barbarian natives of the Obakasek Jungle, especially the fierce goblin tribe known as the Kumasu Karu, make venom from the phlegm of the green ape. They use this venom on darts to bring down small prey. The specific nature of this poison is detailed on page 117-118 of the KINGDOMS OF KALAMAR *Player's Guide*.

Tigerus lamia also favor the green ape for its large quantities of meat, and enjoy the challenge that hunting it provides. Hunting a green ape without injury or, at least without mishap, is truly an accomplishment. Some tribes of tigerus are said to have developed rituals about the hunt, sending their youth to hunt the green ape alone. Those that are able to fell the beast and return are welcomed back into the tribe as adults.



The range of the Green Ape

GUARDIAN EFFIGY

Diminutive Construct
Hit Dice: 5d10 (27 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (4 squares)
AC: 25 (+4 size, -1 Dex, +12 natural), touch 13, flat-footed 25
Base Attack/Grapple: +3/-10
Attack: Diminutive longsword +6 melee (1d3-1/18-20)
Full Attack: Diminutive longsword +6 melee (1d3-1/18-20)
Space/Reach: 1 ft./0 ft.
Special Attacks: Breath weapon
Special Qualities: Construct traits, damage reduction 20/+1, darkvision 60 ft., improved jump, low-light vision, magic immunity, vulnerability to rust
Saves: Fort +1, Ref +0, Will -4
Abilities: Str 8, Dex 9, Con -, Int -, Wis 1, Cha 12
Environment: Any land and underground
Organization: Solitary, pair or group (4)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Tiny)
Level Adjustment: -

Tactics Round-by-Round

A guardian effigy usually begins combat only if the object or location it guards is threatened.

Round 1: Breath weapon against as many foes as possible, approach worst-injured enemy with jump.

Round 2: Full attack against injured enemy.

Round 3: Continue melee against injured enemy, or attack new enemy.

Round 4: Repeat from round 1; attack until death or recalled by master.

A guardian effigy is a construct similar to a shield guardian, but much smaller. It is designed to surprise and for quick, darting in and out combat, rather than protection.

This construct appears to be a diminutive (6 inches to 1 foot tall) metal figurine of a shapely female holding a longsword (often as if readying to attack). Constructing a guardian effigy requires a combination of powerful magic and crafting ability. The guardian effigy typically serves as a sentinel for powerful spellcasters, guarding objects or locations of arcane power.

COMBAT

Once activated, guardian effigies are tenacious in combat. Though mindless, they have the "programmed" ability to use strategy and tactics and can react appropriately in combat situations. A guardian effigy's longsword is actually part of its body and cannot be removed. This means that the only way to disarm a guardian effigy is to chop off its hand. A guardian effigy cannot be reasoned with.

Breath Weapon (Su): First round of combat - cloud of poisonous gas, 5-foot cube directly in front of the effigy lasting 1 round, free action every 1d4+1 rounds; Fortitude save (DC 13), initial damage 1d4 temporary Constitution, secondary damage death. The save is Charisma-based.

Improved Jump (Ex): A guardian effigy receives a +30 bonus to all jump-related checks, and may *jump* as the spell of the same name.

Magic Immunity (Ex): A guardian effigy is immune to all spells, spell-like abilities and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the effigy and cures 1 point of damage for each three points of damage it would otherwise deal. For example, a guardian effigy hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The effigy rolls no saving throw against fire effects.

Vulnerability to Rust (Ex): A guardian effigy is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

A guardian effigy costs 10,000 gp to create. This cost includes the effigy's physical body (iron costing 80-100 gp), the keyed object (typically an ornate chest or coffin valued at a minimum of 100 gp) and all the material and spell components that are consumed or become a permanent part of the effigy.

The first task is to carve the effigy's physical body. The creator of the guardian effigy may hire someone to perform this task, though this requires the crafter make a successful Craft (metalworking) check (DC 16).

The next requirement task is to attach the effigy to a particular object, using wax or some other light sealant that the effigy can easily break. The effigy is most often attached so that, to the casual observer, the effigy simply appears to be a decoration.

Finally, the effigy must be animated and keyed to the chosen object. This involves an extended magical ritual that requires two entire weeks to complete. The character who attempts the ritual must be a minimum of 12th level and have the Craft Magic Arms and Armor and Craft Wondrous Item feats. The crafter must labor for at least 8 hours each day in a specially prepared workroom or laboratory. This chamber is a combination of a smithy and an alchemist's laboratory, and costs no less than 1,000 gp to establish.

When not working on the effigy, the character may rest, eat, sleep or talk, but perform no other activity. If personally constructing the body, the crafter may perform the ritual and the crafting simultaneously. If the crafter misses a day, the ritual fails and must be begun again. All money spent is lost (excluding the base material cost and the cost to establish the laboratory). XP spent is not lost.

Completing the ritual drains 2,000 XP from the creator and requires *limited wish, cloudkill, jump, keen edge, make whole* and *shield* to be cast on the final day of the ritual. The spells may come from outside sources, such as scrolls, but the creator must cast them personally.

KEYING AN EFFIGY

The guardian effigy remains immobile until two rounds after the object it is guarding is opened. (This means that the offender's guard is probably relaxed, assuming that once the object is safely opened, the danger is over). At the end of the second round, the guardian effigies will come to life, attacking the PCs on the next round.

Even if the guardians are removed from the object (simple wax - no break roll needed), they will remain dormant until either the chest is opened, or they are removed to a distance of 40 feet from the object. At that point, they will come to life and attack.

Alternatively, the creator may key the effigy to an amulet. In this case, the effigy gains these special qualities: guard, shield other and find master. This amulet costs 500 gp and requires a successful Craft (metalworking) check (DC 12). The caster must also cast the *locate object* and *shield other* spell on the final day of the ritual.

Shield Other (Sp): The wearer of the keyed amulet can activate this defensive ability if within 100 feet of the guardian effigy. Just as the spell of the same name, this transfers to the effigy half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Guard (Ex): The guardian effigy moves swiftly to defend the amulet wearer by its side, blocking blows and disrupting foes. All attacks against the amulet wearer suffer a -2 deflection penalty.

Find Master (Su): No matter the distance, as long as they are on the same plane, the guardian effigy can find the amulet wearer (or just the amulet, if removed after the effigy is called). If the wearer dies but the amulet is intact, the guardian effigy carries out the last command given. If the effigy is with its creator at this time, it defends the body from anyone who comes within 10 feet.

ON TELLENE

It is uncertain exactly who the creator of the first guardian effigy was. Some say that it was first developed by an ancient Pekalese lich queen, while others attribute its creation to Lerasonul, the most famous graduate of the College of Magic in Bet Rogala and still others claim it was Dorama, a Kalamaran duchess from the Time of Misfortune.

The guardian effigy is occasionally (and wrongly) called other names, depending upon the object it protects. These names are typically coffin guardian, treasure guardian and so on. This has greatly inconvenienced several foolish adventurers who expected to encounter a shield guardian (a giant, imposing humanoid construct), and blundered into multiple guardian effigies protecting a magical shield.

Supposedly, the adventurer who is most knowedgeable about how to battle this construct is a deep gnome named Domarth.

GUARDIAN FAMILIAR

Small Outsider (Extraplanar, Lawful)
Hit Dice: 1d8 (4 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
Base Attack/Grapple: +1/-3
Attack: Claw +2 melee (1d4)
Full Attack: 2 claws +2 melee (1d4) and bite +0 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Nine lives
Special Qualities: Darkvision 60 ft., SR 10
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 10, Dex 12, Con 10, Int 2, Wis 10, Cha 10
Skills: Hide +9, Listen +4, Move Silently +5, Spot +4
Feats: Improved Initiative[B], Multiattack, Weapon Finesse[B]
Environment: Peaceable Kingdoms of Arcadia
Organization: Solitary
Challenge Rating: 9
Treasure: Double standard
Alignment: Usually lawful good
Advancement: 2-3 HD (Small)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The guardian familiar opens combat with a claw attack, and will rarely leave its assigned territory, even to continue combat.

Round 0: Observe, remain passive unless threatened.

Round 1: Claw attack nearest enemy.

Round 2: Full attack against nearest enemy.

Round 3: Repeat from round 2; if reborn, repeat from round 0.

Appearing as a small black cat, this magical guardian has nine lives with which to protect the treasure of its summoner.

The guardian familiar, a native of the Plane of Arcadia, always resembles a small black cat when first seen. If a creature attacks, the guardian familiar, or attempts to steal the treasure it guards, the guardian familiar will attack until it is destroyed, if possible. However, this is not the end for the guardian familiar. Each time it is killed, the guardian familiar immediately comes back to life, growing progressively larger and stronger each time. A guardian familiar's maximum size is equivalent to that of a puma.

The guardian familiar will not voluntarily leave its treasure, and will rarely travel out of sight of the treasure, even to attack.

COMBAT

A guardian familiar remains passive unless it, or the treasure it guards, is threatened. In this case, it attacks with its claws followed by a bite attack. If its opponents halt their attack, the guardian familiar will return to the treasure.

Nine Lives (Ex): The guardian familiar has nine lives. Each time it is slain, up to the 9th time, it is instantly reborn stronger than before. At each rebirth, it gains a magical bonus of +1 to Hit Dice, AC, SR, attack and damage, as well as +5 feet to its movement. Thus, if it is slain four times, it will be reborn as a 5HD creature with AC 16, SR 14, a speed of 50 feet, and do 1d4+4 points of damage with each claw and 1d6+4 damage with its bite.

Provided the spell resistance is overcome, the increasing power of the familiar can be stopped by any of the following spells: *disintegrate, flesh to stone, temporal stasis,* or *wish.* An *unholy word* spell banishes it back to its plane of origin. It has only animal intelligence and returns to rest on top of the treasure (as well as returning to its original shape) if melee is suspended, regaining any of the lives it lost as well. Though it starts out as a small black cat, it reaches the size of a bobcat by its largest growth cycle.

Skills: Guardian familiars receive a +4 racial bonus to Listen and Spot checks.

ON TELLENE

As an outsider, the guardian familiar's territory depends upon its summoner. However, it has been rumored that such a creature was encountered in a fallen castle within the Obakasek Jungle. Here, it is said, the creature rests patiently, lying on a heavy chest beside an ornately decorated throne of brilliant gold.

Unfortunately, the surrounding area is occupied by the savage jungle tribesmen of the Belsona and Hachita tribes, both of whom dislike strangers...

HAG, TUNNEL

Medium Monstrous Humanoid
Hit Dice: 8d8+11 (47 hp)
Initiative: +1 (Dex)
Speed: 20 ft. (4 squares)
AC: 21 (+1 Dex, +10 natural), touch 11, flat-footed 20
Base Attack/Grapple: +8/+14
Attack: Claw +14 melee (1d6+9)
Full Attack: 2 claws +14 melee (1d6+9)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dwarven traits, spell-like abilities
Special Qualities: Bolster, darkvision 60 ft., dwarven traits, immunity to fear
Saves: Fort +3, Ref +7, Will +7
Abilities: Str 22, Dex 12, Con 13, Int 13, Wis 13, Cha 10
Skills: Appraise +1 (+3 alchemy), Craft (alchemy) +12, Hide +7, Listen +9, Move Silently +6, Spot +8
Feats: Alertness, Combat Casting, Toughness
Environment: Any underground
Organization: Solitary or covey (3 hags plus 1-8 orcs and 1-4 trolls)
Challenge Rating: 4 or 12 (covey)
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

TACTICS ROUND BY ROUND

The tunnel hag is a predator and rarely waits for its prey to enter its territory. Instead, it actively hunts its next victim, using illusory magic to appear non-threatening before destroying its prey

Round 0: *Change self* to appear as a dwarf or gnome

Round 1: Use *deeper darkness* to confuse its prey

Round 2: Use *fear* against any fighter types

Round 3: Full attack on magic wielders or remaining foes

Round 4: Full attack until combat is over, or use *deeper darkness* to escape

The tunnel hag is a pale white, ghost-like crone. It lives below ground, stalking other races that live below the earth and using their remains for its foul rituals.

In the darkness of the underground, a tunnel hag may often be mistaken for a normal (if somewhat gaunt) female dwarf. However, when a light is shined upon the hag, her pale white skin, pink eyes and gray hair reveal her true nature. Her features are gaunt, the bone seeming to press through the flesh, and her appearance is in all ways horrifying. The tunnel hag lives for an undeterminable number of centuries, using mystic potions and stews brewed from the entrails of its victims.

The tunnel hag stands 5 1/2 feet tall and weighs just over 100 pounds. She dresses in blackened leathers and furs, although prefers wool or cotton if she can obtain any. She always carries a leather satchel that she can stuff organs and other wet objects in, although rarely does she keep treasure in such a thing.

A tunnel hag speaks Dwarven and Terran, although it often picks up different dialects over the years.

COMBAT

Tunnel hags will first use their spell-like abilities to distract their opponents or cause them to flee, before entering into melee. If part of a covey, the tunnel hag will always send its minions to fight for it.

Dwarven Traits: Tunnel hags have the dwarven racial traits as detailed in the D&D *Player's Handbook*.

Bolster (Su): Up to 12 HD worth of creatures fighting alongside a tunnel hag are immune to fear spells and effects.

Spell-like Abilities: At will—*change self, dancing lights, ghost sounds* and *pass without trace*, 3/day—*deeper darkness, fear* and *tongues*. These abilities are as spells cast by a 9th-level caster (save DC 15 + spell level).

TUNNEL HAG SOCIETY

The tunnel hag rarely associates with other hags, even those of its own kind. The aged creature is obsessed with amassing power and cheating death, and with these motivations comes an extremely suspicious nature. Most tunnel hag coveys are short-term endeavors cut short by the betrayal of one of the members.

Coveys form most frequently as a matter of necessity. If a tunnel hag finds herself living in a place with high populations of stone dwarves, deep gnomes or shadow elves, it may join forces with other tunnel hags as a means of survival. Where one hag is potent, a covey seems unstoppable. Multiple hags, with their physical might, spell-like abilities and henchman are often able to overwhelm the other races and use their remains for their evil purposes. However, once a covey dominates a particular area, mistrust and suspicion quickly sets in and the union of hags dissolves.

A hag often makes deals with orc tribes, allowing them to hunt her prey for her. Her presence is a rallying cry, a fiendish creature that evil orcs use as a standard. With a hag in their numbers, an orc band is said to feel no fear.

HAG STEW

By using a corrupt form of alchemy, a female dwarf can use a number of powders, herbs and organic materials to brew a concoction to extend her life. This stew, of sorts, requires a dozen different types of bloods, varying sizes of bones and a small list of organs belonging to different races. Although the stew prolongs the dwarf's life, she quickly becomes addicted to the substance and spends the rest of her days constantly hunting for the correct ingredients to make more.

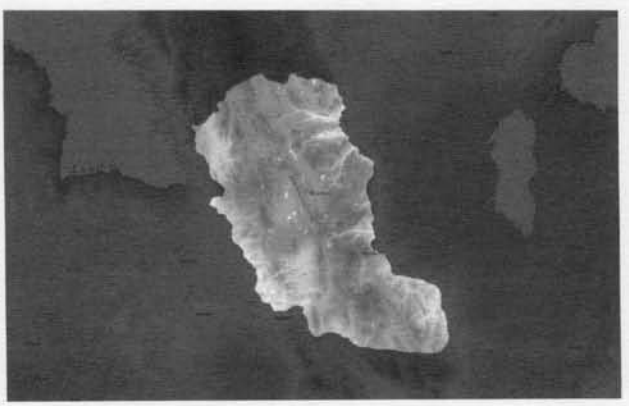
The stew proves poisonous to non-dwarven females and males of all races, reacting poorly with their physiognomy. Female dwarves, strangely, find the stew quite potent. Although it renders them infertile and causes their skin to wither, dry and crack, it does halt the aging process. A female dwarf who drinks a quart or more of this substance becomes a tunnel hag.

A hag must consume her stew at least once a month. Without it, she begins aging, the process accelerating to account for all the missed years. Most hags die within days of this effect. Often, a tunnel hag buries sealed jars of stew in a secret cave or crypt as a reserve supply.

Hag Stew: Ingested DC 13; initial damage 1d6 temporary Con, secondary damage unconsciousness; DC 20 to create; market price 150 gp.

ON TELLENE

Few races brave the deep places frequently enough to encounter the tunnel hag, though dwarven legends are littered with tales of the "garmore imdal," which the Kalamarans roughly translate as "magic crone." Though not confined to dwarven settlements, they are primarily found in the tunnels beneath or near such cities.



The range of the Tunnel Hag

The hidden city of Draska, in particular, is said to be the home of a particularly powerful tunnel hag. It is certain that the dwarven elders would be quite relieved to hear that the creature is no more, though only dwarves and Fhokki would likely be allowed in to hunt for it.

HARPY, GRAVE

Medium Monstrous Humanoid
Hit Dice: 5d8+10 (32 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), fly 80 ft. (average), burrow 10 ft.
AC: 13 (+3 Dex), touch 13, flat-footed 10
Base Attack/Grapple: +5/+4
Attack: Claw +4 melee (1d4-1 plus decaying touch)
Full Attack: 2 claws +4 melee (1d4-1 plus decaying touch) or club +4 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Decaying touch, summoning song
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 9, Dex 16, Con 14, Int 8, Wis 9, Cha 10
Skills: Bluff +3, Listen +3, Perform (song) +2, Spot +2
Feats: Dodge, Flyby Attack
Environment: Temperate land and underground
Organization: Solitary or pair
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Tactics Round-by-Round

Grave harpies will use their summoning song for as long as possible before engaging in melee combat.

Round 1: Use summoning song to attack enemies.

Round 2: Repeat from round 1 or full attack and decaying touch if forced into melee.

Round 3: Repeat from round 2; or fly away if endangered.

These feathered, flesh-eating harpies lurk near graveyards in search of corpses for their meals. In a pinch, however, living flesh serves a grave harpy just as well.

Grave harpies naturally prefer to live near graveyards, although those who maintain such burial places often drive them away. Once their vigilance fails, however, the grave harpies move in to compete with ghouls and other creatures in consuming the dead. When graveyards are unavailable or too well protected, grave harpies search for battlefields, ghost towns and abandoned ruins.

A grave harpy resembles an ugly, withered human female with the lower body, legs and wings of a large black bird. They often use the leg bones of their victims as clubs.

COMBAT

Grave harpies use their summoning song to destroy enemies, until forced into melee combat. Unless the grave harpy is ravenous from hunger, it will drag its victim away to rot for at least two days before consuming it.

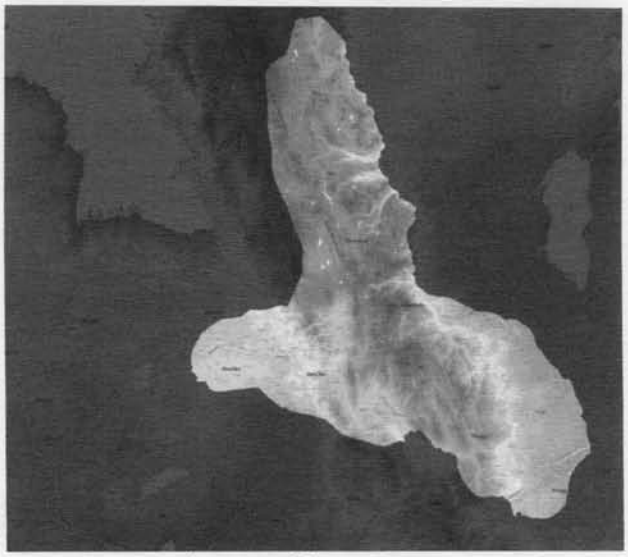
Decaying Touch (Su): The grave harpy's touch causes the temporary loss of 1d4 points of Constitution (Fortitude save DC 12). A creature reduced to Constitution 0 dies.

Summoning Song (Su): The song summons 1d4 rats each round. The rats appear within 100 feet of the harpy and attack her enemies as she directs. A bard can negate this effect with his countersong ability.

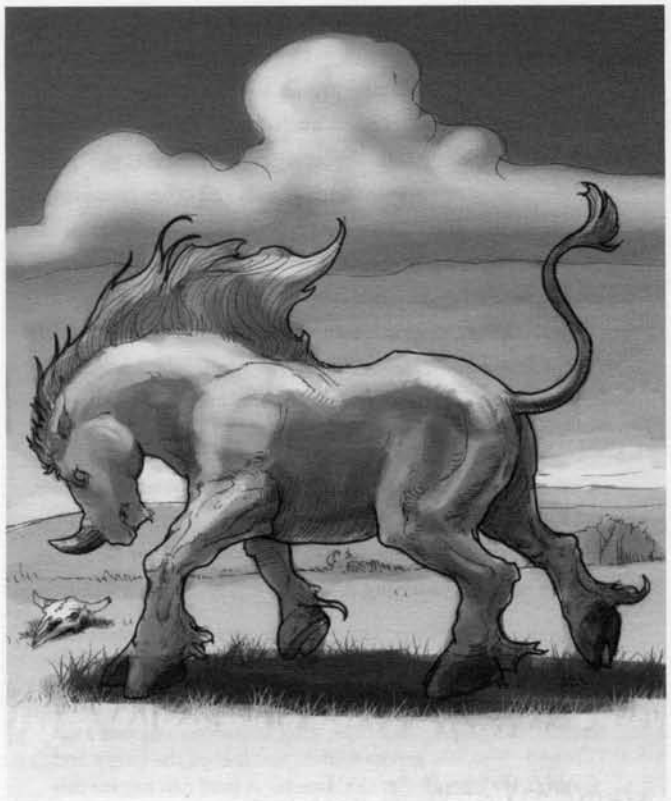
Skills: Grave harpies have a +2 racial bonus on Bluff and Listen checks.

ON TELLENE

These foul creatures are said to have been first spotted along the slopes of the Deshada Mountains, at the temple Kako-Gyr, when they swooped in and began to feed upon the victims of the Ministry of Misery. Ever so slowly, they have begun to be spotted further south, in Shynabyth, Paru'Bor and Tharggy.



The range of the Grave Harpy



HERDING BEAST

Large Magical Beast
Hit Dice: 6d10+42 (75 hp)
Initiative: +2 (Dex)
Speed: 50 ft. (10 squares)
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +6/+16
Attack: Gore +11 melee (1d6+6)
Full Attack: Gore +11 melee (1d6+6)
and 2 hooves +6 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Frightful presence
Special Qualities: Darkvision 60 ft., immunity to charm and compulsion spells or effects, scent
Saves: Fort +12, Ref +7, Will +3
Abilities: Str 22, Dex 14, Con 24, Int 8, Wis 13, Cha 8
Skills: Listen +8, Spot +7
Feats: Alertness, Combat Reflexes, Multiattack
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 (Huge)
Level Adjustment: -

Tactics Round-by-Round

The herding beast is very aggressive and attacks any creature it sees as hostile upon sight to protect its herd.

Round 1: Frightful presence.

Round 2: Full attack against opponent nearest the herd; or against opponent directly threatening the herd.

Round 3: Repeat from round 1; or fight until near death, then attempt to flee and scatter the herd.

The herding beast is the feared and admired protector of the massive herds of elk, bison and similar animals that wander the plains of the world.

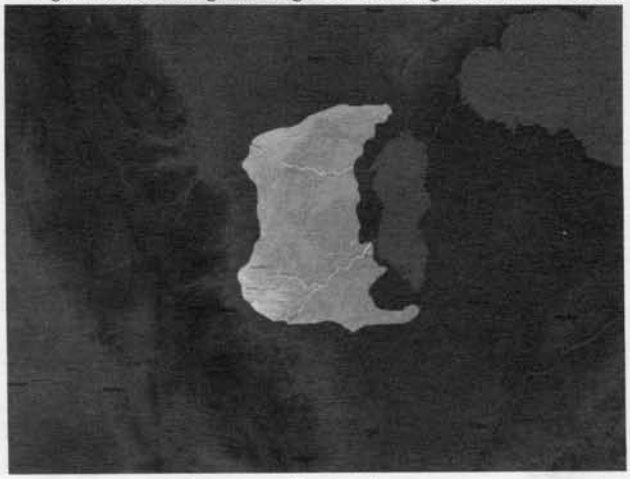
This unusual creature wanders the plains with large herds of elk, deer, oxen or any other herding and grazing animals. It protects these herds from predators of any type, and stays with them for months to years, depending on its own personal and unfathomable rhythms. Gentle in nature, the herding beast grazes alongside its adopted herd, rarely disturbing the natural order of things.

A typical adult herding beast grows to 8 feet in length (not including the tail), stands 6 feet tall at the shoulder and weighs around 2,000 pounds. Its fur grows long during winter and short during summer, ranging in color from dark brown to blonde. The creature has a large, horselike body with a leonine tail and a single horn, much like a rhinocerous.

The herding beast never travels with its own kind except during mating season, and is occasionally found alone or with no associated herd. While alone, they are not aggressive unless directly threatened. The herding beast tends to ignore most creatures, even those obviously carnivorous ones who happen to linger nearby. Approximately every 14 months, the beasts seek each other out with distinctive bellows and calls. Should two males happen upon a female simultaneously, a tremendous and violent mating struggle begins, with the winner taking the female. The gestation period for a herding beast is 6 months, always ending with the birth of a solitary offspring. After birth, the young herding beast travels with its mother for only a few months before lumbering off on its own.

COMBAT

Only when the herd is threatened will the herding beast rouse itself from its bovine-like stupor. Standing upon its hind legs, and bellowing warnings and challenges to friend and foe



The range of the Herding Beast

alike, the herding beast then slams its hooves to the ground. With the ground still shaking, it charges those who threaten the herd. Using its horn, it attempts to gore its opponent and then stomps with its hooves.

Frightful Presence (Ex): Before reaching a foe, the herding beast rears itself upon its hind legs and bellows a challenge and warning. The appearance and sound of this is so fierce that it tends to terrify all but the hardiest of foes. All opponents within 200 feet of the herding beast must succeed at a Will save (DC 12) or be panicked for 2d6 rounds. Characters who successfully save are immune to the herding beast's frightful presence for 1 day.

ON TELLENE

The rare herding beast is said to be found only in the plains between the Byth Mountains and the Rytarr Woods. Some Dejy tribes of the north and the wild lands are said to hunt the herding beast and take its bones for their supposed magical qualities. Other tribes value the herding beast greatly because it keeps a primary food source safe and healthy, and will fight their own to keep the creature safe.

HIVE HORROR

Medium Magical Beast (Swarm of Fine Creatures)
Hit Dice: 3d10+3 (19 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 60 ft. (good)
AC: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +3/-2
Attack: Swarm (1d6 plus venom)
Full Attack: Swarm (1d6 plus venom)
Space/Reach: 5 ft./0 ft.
Special Attacks: Distraction (DC 12), venom
Special Qualities: Darkvision 60 ft., hive mind, swarm traits
Saves: Fort +4, Ref +5, Will +3
Abilities: Str 1, Dex 14, Con 12, Int 10, Wis 11, Cha 11
Skills: Hide +6, Listen +4, Spot +4
Feats: Improved Initiative, Iron Will
Environment: Warm and temperate land
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: -
Level Adjustment: -

Tactics Round-by-Round

The hive horror relies on its distraction ability to nauseate and disorient its opponents, and upon its swarm traits to avoid taking weapon damage.

Round 0: Activate distraction.

Round 1: Swarm strongest opponent or obvious spellcaster.

Round 2: Repeat from round 1; or flee if endangered.

A hive horror is a swarm of bees that has gained intelligence through some unknown magic.

The form of a hive horror is a semi-humanoid one, its body made up of hundreds or thousands of honeybees. They take great delight in tormenting beings with more "solid" forms. A hive horror can disperse at will, though it loses its intelligence.

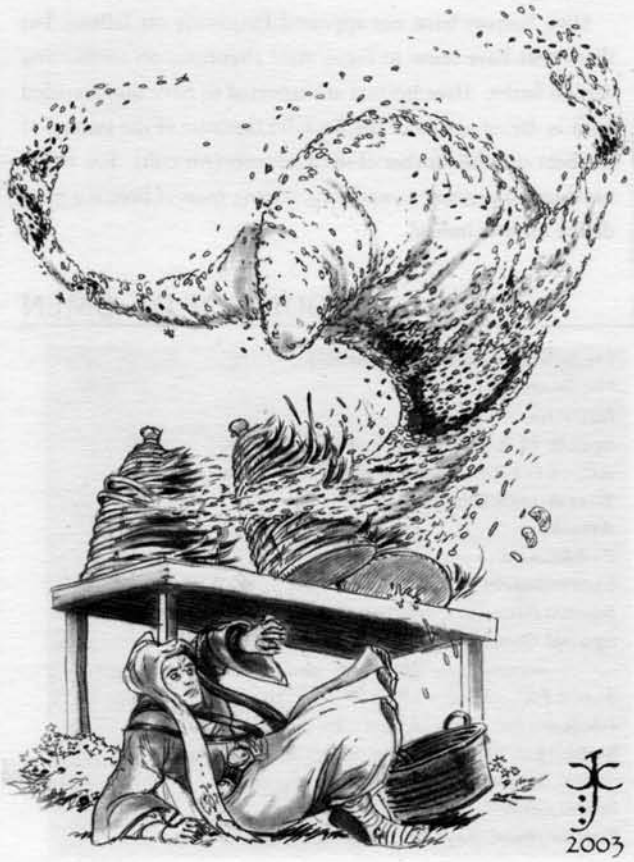
Hive horrors speak Auran. Their voices sound like many small, droning and buzzing creatures speaking simultaneously.

COMBAT

Hive horrors are temperamental creatures, and often seem to attack without provocation. However, the truth is that hive horrors are easily angered by sudden movements and loud noises, and will immediately attack any creature that angers them. Unlike nonmagical bee swarms, the hive horrors are far too densely packed (and intelligent) to allow other creatures to move through them, even slowly.

Distraction (Ex): Any intelligent creature vulnerable to a hive horror's damage that begins its turn with a hive horror in its square is nauseated for 1 round; a Fortitude save (DC 12) negates. A hive horror's constant buzzing and humming requires a spellcaster to make a successful Concentration check (DC 20 + spell level) when spellcasting or concentrating on spells within 10-feet of the hive horror. A character using skills requiring patience and concentration within this 10-foot area also requires a Concentration check (DC 20).

Venom (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d6 Con. The save DC is Constitution-based.



Hive Mind (Ex): A hive horror has a hive mind, making it vulnerable to mind-affecting spells. For purposes of such spells, the hive horror is a single creature of the magical beast type.

Swarm Traits (Ex): A hive horror is not subject to critical hits or flanking, and is immune to all weapon damage. A hive horror reduced to 0 hit points or fewer is dispersed, though damage taken up to that point does not affect its ability to attack or resist attack. A hive horror cannot be staggered or reduced to a dying state by damage. It also cannot be bull rushed, grappled, or tripped and cannot grapple another.

A hive horror is immune to spells and effects that target a specific number of creatures, with the exception of mind-affecting spells. A hive horror has a –10 penalty to saving throws versus area effects or spells, such as grenadelike weapons or some evocation spells. If the area attack does not allow a saving throw, the hive horror takes double damage instead.

Winds affect a hive horror as if it were a Fine creature, and deal 1d6 points of nonlethal damage to the hive horror per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind). A hive horror that takes nonlethal damage sufficient to exceed its current hit points is dispersed, and does not reform until its current hit points exceed its nonlethal damage.

ON TELLENE

Natural honeybee hives on Tellene are mostly found in the hollows of dead or damaged trees, while those on the Svimohzish Isle can also be found on tree limbs, cliff crevices or in animal burrows.

Hive horrors have not appeared frequently on Tellene, but those that have seem to focus their attentions on tormenting certain faiths. Hive horrors are reported to have masqueraded both as divine agents of the Founder (because of the symbol of the bee) and the Mother of the Elements (Air cult). For, to the uneducated peasant, a swarming, talking mass of bees is a most divine miracle indeed.

HOUND OF ILL-OMEN

Medium Undead (Incorporeal)
Hit Dice: 4d12 (26 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares), fly 30 ft. (perfect)
AC: 18 (+4 Dex, +4 deflection), touch 18, flat-footed 14
Base Attack/Grapple: +2/+2
Attack: -
Full Attack: -
Space/Reach: 5 ft./5 ft.
Special Attacks: Cursed howl, cynophobia, Wisdom drain
Special Qualities: Darkvision 60 ft., incorporeal, manifestation, superior low-light vision, turn resistance +4, undead traits
Saves: Fort +3, Ref +5, Will +7
Abilities: Str -, Dex 18, Con -, Int 6, Wis 16, Cha 18
Skills: Hide +17, Listen +18, Search +12, Spot +18, Survival +3 (+5 when following tracks)
Feats: Great Fortitude, Track
Environment: Any land and underground

Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium)
Level Adjustment: -

HOUND OF ILL-OMEN (AGAINST ETHEREAL OPPONENTS)

Medium Undead (Incorporeal)
Hit Dice: 4d12 (26 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares), fly 30 ft. (perfect)
AC: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Bite +2 melee (1d6+3)
Full Attack: Bite +2 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Cursed howl, cynophobia, Wisdom drain
Special Qualities: Darkvision 60 ft., manifestation, superior low-light vision, turn resistance +4, undead traits
Saves: Fort +3, Ref +5, Will +7
Abilities: Str 15, Dex 18, Con -, Int 6, Wis 16, Cha 18
Skills: Hide +17, Listen +18, Search +12, Spot +18, Survival +3 (+5 when following tracks)
Feats: Great Fortitude, Track
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium)
Level Adjustment: -

Tactics Round-by-Round

A hound of ill-omen will always avoid combat if possible, preferring to manifest and disappear at will.

Round 0: Observe opponents.

Round 1: Manifest to chosen victim.

Round 2: Cursed howl against chosen victim.

Round 3: Disappear or allow attack against itself to cause Wisdom drain; or full attack ethereal enemies.

Round 4: Repeat from round 3; or flee if endangered.

Said to be a legendary beast that appears as a portent of death, the hound of ill-omen affects both the mental and physical state of whoever sees it.

A hound of ill-omen appears as a dark, shadowy hound standing some 5 feet tall at the shoulder. However, it is said that the physical characteristics of the hound vary from region to region, and may even depend upon the viewer's thoughts.

The hound appears to only one person, though it is unknown exactly how or why the hound chooses its victim. The victim will hear the hound briefly howl before it vanishes from sight, leaving the victim puzzled but seemingly unharmed. Some sages speculate that the hound of ill-omen appears only to those characters who have greatly offended their patron deities by performing flagrant acts not appropriate to their alignment.

COMBAT

If somehow forced into combat on the Material Plane, a hound of ill-omen will often let its opponent succeed in a melee attack to cause Wisdom drain.

Cursed Howl (Su): A hound of ill-omen can howl as a standard action. The character who hears the howl is cursed for the next 1d10 wounds he or she receives, as each of these wounds causes quadruple damage. If *remove curse* is cast on the victim within one turn of hearing the howl, the victim will only be cursed for the next 1d6-1 wounds (1 wound minimum). Until all the wounds have been taken, no magical healing (such as a *cure light wounds* spell or potion) will have any effect on the character.

Cynophobia (Su): Those characters that sight a hound of ill-omen will be plagued by nightmares of vicious, slobbering hounds. Furthermore, these dreams cause the character to fear dogs of any type, and suffer a –2 morale penalty on all attack rolls, skill rolls or other rolls against or relating to dogs. These nightmares (and the accompanying penalties) last for 1d4 days, or until the requisite number of wounds have been received, whichever is longer.

Wisdom Drain (Su): Living creatures who successfully touch or strike a hound of ill-omen, whether with weapon or flesh, must succeed at a Will save (DC 16) or suffer 1d6 points of temporary Wisdom drain.

Manifestation (Su): When it manifests, a hound of ill-omen usually becomes visible only to a single person, though multiple sightings are possible. When it manifests, the hound remains incorporeal. A manifested hound can be attacked by opponents both on the Material and Ethereal Planes.

Superior Low-Light Vision (Ex): Hounds of ill-omen can see four times as far as a human in low-light conditions.

Skills: A hound of ill-omen receives a +12 racial bonus to Hide, Listen, Search and Spot checks.

ON TELLENE

The hound of ill-omen does, in fact, vary in appearance depending upon the viewer's native land. For example, a Brandobian merchant might see a riding dog, while a Kalamaran noble might encounter a hunting dog and a Reanaarian guard from Saaniema might see a Saaniemian war dog. The appearance of the hound always matches the closest Medium hound with which the viewer is most familiar.

Some clerics of the Old Man and other worshippers at the Temple of Armed Conflict say that the hounds of ill-omen comes to those that have seriously offended their deity. Though this is impossible to prove, the sheer flavor of the rumor makes it quite widespread, and stories of the hound can be found throughout Tellene.

HULKING GROWLER

Large Giant (Cold)
Hit Dice: 8d8+48 (84 hp)
Initiative: +4 (Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +6/+17
Attack: Slam +12 melee (1d8+10)
Full Attack: 2 slams +12 melee (1d8+10)
Space/Reach: 10 ft./10 ft.
Special Attacks: Crush, spell-like abilities
Special Qualities: Damage resistance 5/piercing, low-light vision
Saves: Fort +12, Ref +2, Will +4
Abilities: Str 24, Dex 11, Con 22, Int 8, Wis 10, Cha 8
Skills: Climb +8, Hide +0*, Jump +9, Listen +3, Spot +3, Tumble +2
Feats: Alertness, Improved Initiative, Iron Will
Environment: Cold mountains
Organization: Solitary, pair, family (mated pair plus 1-4 offspring) or tribe (8-32 plus 1 alpha)
Challenge Rating: 6
Treasure: Standard
Alignment: Often neutral
Advancement: 9-18 HD (Large); 19-28 HD (Huge)
Level Adjustment: +3

Tactics Round-by-Round

Hulking growlers open combat from hiding with their spell-like abilities, in the hopes of keeping enemies out of their territory.

Round 0: Observe trespassers from hiding.

Round 1: *Cause fear* or *sleep* against trespassers.

Round 2: End combat if trespassers flee or drag away bodies if trespassers fall asleep; or full attack.

Round 3: Full attack or crush.

Round 4: Repeat from round 4; or flee if overwhelmed.

Hulking growlers are simple omnivores found in high mountainous regions. Though peaceful, they know no fear. A hulking growler uses its great strength and magical abilities to defend its territory.

The hulking growler is covered with long, shaggy fur that is either a light gray or a pure white. It stands 8 to 10 feet tall when upright, and weighs between 700 and 1,000 pounds. When running, a hulking growler moves in an ape-like manner, its back bent over and well-muscled arms hanging down so that its knuckles almost touch the ground.

Hulking growlers speak their own dialect of Giant.

COMBAT

Hulking growlers prefer to remain isolated from the society of other humanoids, using their magical abilities to keep others away. However, hulking growlers understand the notion of combat very well, and a hulking growler driven to combat is a formidable opponent. Their tough hides also protect well against slashing and bludgeoning weapons.

Crush (Ex): The hulking growler can jump on top of an opponent at least two size categories smaller than itself, and crush the victim against the ground for 1d8+14 points of damage. The target may make a Reflex save (DC 21) for half damage.

Spell-like Abilities (Ex): 3/day: *cause fear* and *sleep*. These are as the spells cast by a 4th-level caster (save DC 14 + spell level).

Skills: *The hulking growler's natural fur provides it a +7 racial bonus to Hide checks when in areas of snow and ice.

HULKING GROWLER SOCIETY

Hulking growlers mate for life. Two of the beasts together may breed up to four children, and that group will stay together until those offspring move on to form their own families.

The alpha position of each family is decided during mating season. Physically, there is little difference between the male and female, so the dominant role is established in a brief combat. The first to beat the other one into submission is the head of the family, regardless of gender. Once this has been established, all members take their orders from the alpha.

When multiple families come together in a tribe, the alpha member of the tribe must be chosen. Like the head of each family, the head of the tribe is chosen by combat among the alphas. The alpha figure of each family takes his or her orders from the tribal alpha figure. The hulking growlers care little for civilization outside of their own tribes.

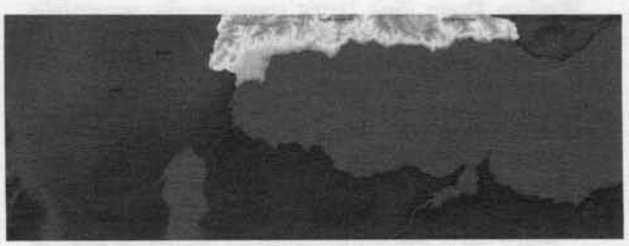
If the tribal alpha figure is killed, dies or is removed from the tribe, the remaining alphas hold another combat to choose their new leader. Whenever a hulking growler's mate is killed, the growler attempts to find its killer or captor, and the creature's fury is easily released on those that would keep it from its mate.

ON TELLENE

Very few civilized races have ever seen the hulking growler, though legends of it do exist among the Torakki. Perhaps the most famous is the story of Glenrardd, a mighty Torakki chieftain. A pack of gorfadd were terrorizing the Fhokki tribes, killing its warriors while they hunted for food to feed their people. Tired of seeing his people not return, Glenrardd took his greataxe and entered the Jorakk Mountains by himself. He returned two weeks later, dressed all in white furs. His people fed for weeks on the meat of the gorfadd pack the chief had slain.

Since that time, as the snows have receded, the hulking growler has moved north into the Jorakk Mountains and the memory of it has faded, left only to those bards that savor the old ways. Stories circulate that Jorakk ogre tribes in that region, led by ogre mages with powerful enchantments, have managed to enslave the beast and use it for their heavy labor. Those that have broken free are known to have annihilated entire tribes in their rage.

Though they despise the common ogre, hulking growlers have occasionally been known to accept Drhokkeran ogres as mates. Their offspring always take after their hulking growler parent.



The range of the Hulking Growler

HYPNOSNAKE

Huge Magical Beast
Hit Dice: 4d10 (22 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
AC: 16 (-2 size, +5 Dex, +3 natural), touch 13, flat-footed 11
Base Attack/Grapple: +4/+13
Attack: Bite +3 melee (1d4+1 plus poison)
Full Attack: Bite +3 melee (1d4+1 plus poison)
Space/Reach: 15 ft. (coiled)/10 ft.
Special Attacks: Improved grab, paralyzing gaze, poison, swallow whole
Special Qualities: Darkvision 60 ft., immunity to charm and compulsion spells or effects, spell-like abilities, telepathy
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 12, Dex 16, Con 10, Int 5, Wis 12, Cha 18
Skills: Climb +9, Hide +1, Listen +4, Move Silently +3, Spot +3, Swim +9
Feats: Alertness, Improved Initiative
Environment: Temperate and warm hills
Organization: Solitary
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 5-12 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

The hypnosnake opens with its paralyzing gaze and spell-like abilities, attempting to paralyze or charm its enemies before entering melee combat.

Round 1: Paralyzing gaze against Small or smaller enemies; or charm person or charm monster against Medium or larger creatures.

Round 2: Attempt to swallow paralyzed enemy or command charmed enemy; or full attack if forced into melee.

Round 3: Repeat from round 1; or flee.

Hypnosnakes are intelligent, cruel vipers that capture their prey by means of their mind-affecting abilities.

The hypnosnake measures 24 feet long and around 2 feet in diameter. Its scale colors range from deep green to black, and its eyes are a surprising blue. The hypnosnake has no other distinguishing marks that reveal its species to the untrained observer.

The hypnosnake has no established societal tendencies. It is an individual creature and not prone to associating with others of its kind, except when mating. Once a year, at the beginning of winter, hypnosnakes travel to a regional location that bears some instinctual significance. There, the reptiles fall into a writhing mass, constituting a type of mating orgy. Female hypnosnakes produce upwards to 100 offspring. Once born, the baby hypnosnakes are left to their own survival and not cared for by either gender. Only 10% of that number survives the first week, and only 1% survives to adulthood. The hypnosnake has a lifespan of 12 years and reaches maturity after the age of 2.

The hypnosnake does not take slaves in the classic sense. Where some creatures build a large retinue to surround themselves with a buffer zone, the hypnosnake prefers to be left alone as to not draw attention to itself. It may, however, have a number of humanoids enslaved to do its bidding at the same time. The creature frequently dominates those with a weak will, and young hypnosnakes sometimes pose as a familiar when they succeed in ensnaring a wizard or sorcerer.

By means of their telepathy, hypnosnakes understand, but cannot speak, the language of every individual they come in contact with. They only communicate mentally.

COMBAT

Hypnosnake tactics rely heavily on their paralyzing gaze and spell-like abilities. Against Medium or larger opponents, the hypnosnake will attempt to charm the opponent into following its bidding. Against Small or smaller opponents, the creature will use its paralyzing gaze, then proceed towards its victim and begin to swallow it whole. If these attacks fail, a hypnosnake will flee.

Improved Grab (Ex): A hypnosnake must hit with its bite attack to use this ability. If it gets a hold, it automatically deals 1d4 bite damage and can attempt to swallow a Small opponent.

Paralyzing Gaze (Ex): Those within 30 feet who meet the hypnosnake's gaze must make a successful Will save (DC 16) or be paralyzed for 2d6 x 10 minutes.

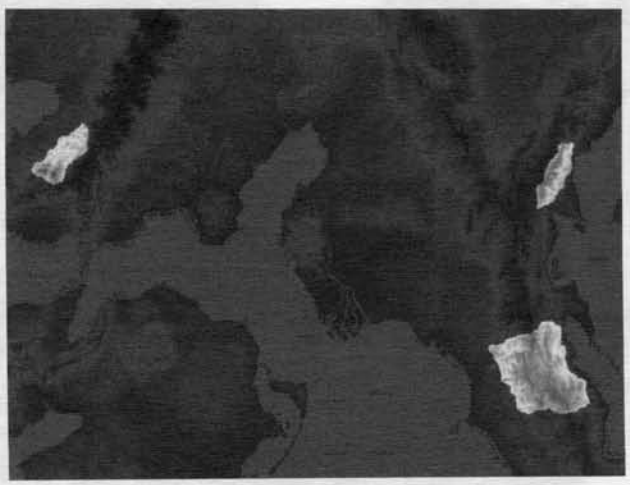
Poison: Fortitude save (DC 12); initial and secondary damage 1d6 temporary Constitution damage. This poison is injected through the fangs on a successful bite attack.

Swallow Whole (Ex): By temporarily dislocating its lower jaw, a hypnosnake that makes a successful grapple check can try to swallow a grabbed opponent of Small or smaller size.

Swallowed opponents take 1d8+6 points of crushing damage, plus 1d6 points of acid damage per round. However, a swallowed opponent can force its way up the gizzard with a successful grapple check, where another successful grapple check is needed to break free of the mouth. Alternatively, a swallowed opponent may cut its way out by using claws or a Tiny or Small slashing weapon to deal 25 points of damage to the gizzard (AC 11). After the creature exits, muscular action closes the hole, and other swallowed opponents must also cut their own way out.

A hypnosnake's interior can hold one Small, two Tiny, four Diminutive or eight Fine or smaller opponents at a time. However, it is rare for a hypnosnake to swallow more than one opponent at a time.

Spell-like Abilities: 3/day - *charm person*; 1/day - *charm monster*. These are as the spells cast by a 9th-level sorcerer (DC 14 + spell level).



The range of the Hypnosnke

ON TELLENE

Hypnosnakes live primarily in the Sotai Gagalia Headlands, where they prey upon gnome settlements and other humanoid travelers who come for the restorative Uursu springs. However, these creatures are also said to be found in the Welpremond Downs, P'Tikor Hills and Neebau Cliffs.

Very few people have ever seen a hypnosnake, and most that do usually do not live to tell the tale. Still, there are a few with the mental fortitude to resist the snake's charms and remember the encounter with the blue-eyed snake. Most discard the story as drunken rambling, but those that have survived know the horror of which the storyteller speaks.

IMPERVIGEN

Large Aberration
Hit Dice: 4d8+19 (37 hp)
Initiative: +0 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +3/+10
Attack: Claw +5 melee (1d4+3)
Full Attack: 4 claws +5 melee (1d4+3) and bite +0 melee (2d6+1 plus poison)
Space/Reach: 10 ft./10 ft.
Special Attacks: Poison
Special Qualities: Damage reduction 15/wood, darkvision 60 ft., fast healing 2, SR 10, vulnerability to wood
Saves: Fort +5, Ref +1, Will +4
Abilities: Str 16, Dex 11, Con 18, Int -, Wis 11, Cha 3
Skills: Climb +11, Hide +0*, Jump +11, Move Silently +10, Spot +10, Tumble +4
Feats: Toughness
Environment: Warm land
Organization: Solitary or colony (2-6)
Challenge Rating: 3
Treasure: Standard items, 10% coins and goods
Alignment: Always neutral
Advancement: 5-7 HD (Large); 8-10 (Huge)
Level Adjustment: -

Tactics Round-by-Round

The impervigen is crafty, hanging in trees or other overhangs waiting to scoop an unwary victim into its grasp.

Round 0: The impervigen observes its intended victim, and if more than one, attempts to find the weakest one.

Round 1: Claw attack against weakest enemy (preferably unarmored).

Round 2: Bite attack follows with poison.

Round 3: Continues with bite attack; or withdraws into the tree or overhang if attacked by other opponents.

Round 4: Repeat from round 1.

Impervigens are rare, wonderful and terrifying spider-like aberrations. Those who know of the beast avoid it. Those who do not will suffer unending pain.

The impervigen looks much like a gigantic spider with spiraling red and yellow patterns curving across a bulbous body some 10 feet in diameter. However, an impervigen has twice as many legs, each hinged and jointed at six points, giving the creature a great range of motion. The multiple hinged joints allow the creature to move the legs as a normal spider does, or to rise over their torsos. At the end of each leg and along both sides of its spine are thousands of small spines, shaped much like barbed hooks. The impervigen uses these to cling to trees, rock escarpments, vines and so on. The creature's multi-jawed mouth, on the underside of its torso, has two sets of jaws as different as night and day. The prominent jaw sports two thick, and altogether hollow, fangs from which it injects its poison. The second set of jaws possesses no true teeth, but rather hardened cartilage with which the spider uses to grind its meal and devour it.

The impervigen makes its home in the high jungle canopy, near watering holes or caravan trails where traffic in men or beasts is not uncommon. Once the impervigen has chosen a nest and settled in, it rarely leaves. The impervigen can go months between meals, an ability that has proven to be very advantageous to its eating and breeding habits.

The impervigen is an asexual creature, spawning during the rainy seasons. Once the eggs are laid, the creature must fetch copious amounts of food for the offspring to eat when they hatch (generally in 1d4 weeks). Any creature caught by the impervigen is paralyzed and hauled back to the top of the tree where it is bound in a sticky residue ejected from the spider. This residue preserves the flesh for up to 2d4 weeks. This way, when the spawn hatch, they have an immediate food source. After the food in the nest is devoured, which generally takes a week or so, the spawn scatter to the five winds. Until they grow to full size, the offspring live on small insects, bats and fruit.

The impervigen ejects its waste from the top of its dome. This thick green viscous substance has a sweet aroma, attracting all manner of insects. The goo hardens fairly quickly, quite often capturing the insects in it. As the impervigen is incapable of dissolving gems, metal and similar material, it is possible to occasionally find small treasures within this amber-like substance.

COMBAT

When satisfied that none have detected it, the creature settles into a hunting stance. It clings to the trees with eight of its legs, its horrid maw facing down. The other eight legs spread out in a wide pattern, held high above the trail. It drops its arms and scoops up its prey, thrusting it quickly into its massive maw to be injected with poison, paralyzed and hauled back up the tree.

Poison (Ex): Bite, Fortitude save (DC 16); initial damage 1d8 temporary Constitution damage, secondary damage, paralyzation for 2d4 days.

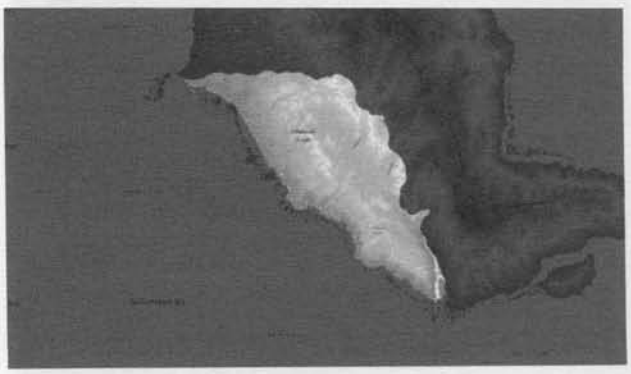
Vulnerability to Wood (Ex): An impervigen takes half again as much (+50%) damage from wooden weapons (such as clubs and quarterstaffs), a fact that jungle tribesmen make it well worth their time to know. An impervigen cannot heal damage caused by wooden weapons with its fast healing ability, though it can heal naturally. *Cure wounds* spells and other magic heal this damage normally.

Skills: Impervigens receive a +6 racial bonus to Jump checks and a +8 on Move Silently and Spot checks. *When in a forest or jungle canopy, impervigens receive a +6 racial bonus to Hide checks.

ON TELLENE

The impervigen inhabits the Obakasek jungle, and is almost unheard of beyond its borders. The creature feeds primarily on the jungle's goblinoid inhabitants, preferring this easy prey over larger, stronger jungle residents (such as the tigerus lamia).

The tigerus, though they rarely see the creatures, are well acquainted with them through stories passed down from their fathers. The amber is gathered and used in various religious ceremonies such as rites-of-manhood, blessing a hunt and other similar activities.



The range of the Impervigen

KOTA LIZARD

Large Magical Beast
Hit Dice: 4d10+15 (37 hp)
Initiative: +2 (Dex)
Speed: 60 ft. (12 squares)
AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +4/+13
Attack: Bite +8 melee (2d4+5)
Full Attack: Bite +8 melee (2d4+5)
and 2 claws +3 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, pounce, rake 1d8+3
Special Qualities: Darkvision 60 ft., scent, spell reflection
Saves: Fort +7, Ref +6, Will +1
Abilities: Str 20, Dex 15, Con 16, Int 6, Wis 11, Cha 11
Skills: Listen +3, Spot +3, Survival +5
Feats: Alertness, Toughness
Environment: Warm forest
Organization: Solitary, pair or herd (4-20)
Challenge Rating: 3
Treasure: None
Alignment: Neutral
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)
Level Adjustment: -

Tactics Round-by-Round

Hallet lizards attempt to avoid combat but if pressed they attack with their beak.

Round 1: Bite attack with improved grab.

Round 2: If successful improved grab, rake attack.

Round 3: Repeat round 1 until drives off opponent until it can break off combat and escape.

Kota lizards are clever beasts that dwell in jungles and are often used as mounts by enterprising native peoples.

These large bipedal reptiles are similar in size to some horses, standing about 5 feet tall at the shoulder, 6 to 7 feet long (not including the 5 to 6 foot-long tail) and weighing approximately 1,400 pounds. Kota lizard hide is brown, with splotches of dark yellow that mimic sunlight falling through the tree canopy.

Kota lizards are built for rapid speed, with long toes and legs jointed like those of the greater dinosaurs. They stand, walk and run on the balls of their feet. Their arms are long in comparison to a dinosaur, however. Their fingers are long and capped with thick black talons. The lizard's head is wide, with horns protruding from its skull and cheek.

Kota lizards travel alone or in small herds, quietly feeding on almost anything they come across. They primarily eat carrion, fruit and pulped wood, but do not shy away from a meal of flesh. They are not keen hunters, with poor vision and hearing, but rely on their sense of smell. When threatened, a kota lizard fills two loose skin sacks (located on the underside of its neck) with air, thrashes its beak and croaks loudly. This serves to alert the herd, who also begin to croak and pass along the warning to others of their kind.

Kota lizards are slightly more intelligent than most reptiles and are highly social. They travel in tight knit family groups and care for their young well. A male (also known as a "bull") kota surrounds himself with a dozen or so females (or "cows"), who all work together in order to safeguard their young. Females lay their eggs in nests dug out of thick vegetation, while the whole herd stands guard, rarely moving more than a mile from the nest itself. Only the alpha female is bred, the other cows vying for position with her and each other. When the young hatch, they are ready to move within a few short hours.

COMBAT

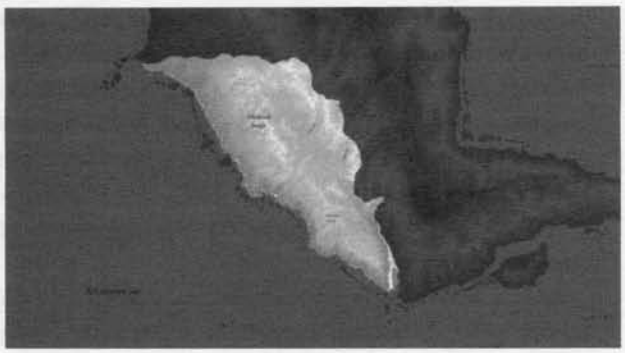
The kota lizard's first reaction to a threat is to run. If it cannot, it croaks as loudly as possible (to warn the herd) before attacking. The kota lizard attacks by leaping upon its enemy and using its powerful claws and beak to rend the victim to shreds.

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

Pounce (Ex): A kota lizard that leaps upon a foe during the first round of combat can make a full attack even it if has already taken a move action.

Rake (Ex): A kota lizard that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the kota lizard pounces on an opponent, it can also rake.

Spell Reflection (Su): Any spell, spell-like ability or magic item that a kota lizard successfully resists bounces back at the caster or user. If the caster or user fails a caster level check (DC 15), he or she becomes the reflected spell's target (or point of origin for the reflected spell's effect, if appropriate). A *dispel magic* spell cast on the kota lizard suppresses its spell reflection ability for 1 round (provided it is not reflected).



The range of the Kota Lizard

ON TELLENE

The kota lizards are common in the Obakasek jungle, where many have been domesticated and serve the local goblin tribes as mounts, beasts of burden and hunting companions. They are highly adapted to the jungle life and can survive its dangers far easier than most horses or other livestock. Many a goblin chieftain rides to war mounted on these large lizards, sometimes with wood and thatch saddles strapped to the kota lizard's back. Though they shy away from heavy charges, and do not wear armor readily, the kota lizards are perfect mounts for light cavalry.

Most goblins use them to dart forward in battle, hurl javelins and flee, while the more bold leap from the backs of the lizards and into the fray. Whatever their use in battle, the lizards enjoy a good reputation in the jungles of Obakasek and the jungle goblins prize them above most forms of wealth.

Kota lizards breed well in captivity and are often traded as livestock. The owners of kota lizards prize them, much as men do horses or dogs. Some goblins have been said to give their lives before sacrificing their kota lizard mount. The largest and most powerful kota lizards are kept in pits up to 30 feet deep, and usually only brought out for larger battles and skirmishes with invading humans or the tigerus lamia of the region.

LAMIA, TIGERUS

Medium Magical Beast
Hit Dice: 10d10+20 (75 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 60 ft. (12 squares)
AC: 17 (+1 Dex, +5 natural, +1 small wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +10/+12
Attack: Claw +12 melee (1d8+2)
or longsword +12 melee (1d8+2)
Full Attack: 2 claws +12 melee (1d8+2)
or longsword +12/+7 melee (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +9, Ref +8, Will +5
Abilities: Str 14, Dex 13, Con 14, Int 13, Wis 15, Cha 11
Skills: Balance +7, Concentration +8, Hide +11, Knowledge (nature) +3, Listen +6, Move Silently +9, Spot +6, Swim +5, Survival +4 (+6 in aboveground natural environments)
Feats: Cleave, Great Cleave, Improved Initiative, Power Attack
Environment: Warm forest, hill, mountains and plains
Organization: Solitary, pair, gang (2-4) or tribe (10-20)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +4

Tactics Round by Round

Tigerus lamia prefer to surprise their prey, hiding behind trees or in high grasses where their prey cannot see them. Then they pounce on their victims, charging in quickly, using claws or weapons to debilitate their prey as quickly as possible.

Round 0: Observe opponents from under cover.

Round 1: Move to flank or pounce

Round 2: Full attack (or rake if successful pounce)

Round 3: Full attack (or rake if successful claw)

Round 4: Repeat from 2 until combat finishes; or move back into cover to escape to safety.

Tigerus lamia are noble, dignified creatures that prefer to live in solitude amongst their own kind. However, they can be most savage and retaliate in kind when attacked.

Tigerus appear similar to the standard lamia found in the D&D *Monster Manual*, but with a human torso atop the body of a tiger (rather than a lion, deer or goat). Tigerus live to be 80

years old and reach adulthood at age seven. Their birth cycle operates like that of a human, with a 9 month gestation period, although having more than two children is considered to be a large family.

Tigerus live in small tribes, building wooden huts and leather lean-tos for their young. The elder, more traditional lamia still sleep in the open. Lamia favor raw meat, and eat their meals in communal fashion. Cooked food is becoming a delicacy and, along with salt and other spices, has given the tigerus a whole new culinary experience. Using fire for food is considered reckless by elder lamia and is shunned by most. For the younger creatures, however, it is an entirely new aspect that they explore with fervor when given the opportunity.

Elder tigerus also favor isolation from outsiders, being abrasive to visitors and those of their own race that ask about the outside world. Though this has not led to violence, it has sparked more than one heated argument.

Tigerus speak Celestial and Sylvan. However, the lamia dialect of Sylvan is so distant from the actual language that a speaker of one can only make out two to three words in a sentence of the other. The more intelligent tigerus often speak a gravelly form of the local humanoid tongue.

COMBAT

The tigerus are nature's warriors and have been content in that role for centuries. When confronted with conflict, they are quick to engage, using their speed and agility to maneuver into position where they can use their strong legs and claws.

If conflict is not instigated, the tigerus appear to be a peaceful race. Such appearances fall away when the call of nature's defense is heard, and then they become rabid hunters and warriors, slaughtering transgressors without remorse.

Improved Grab (Ex): A tigerus must hit with a claw attack to use this ability. If it gets a hold, it can rake.

Pounce (Ex): A tigerus that leaps onto an opponent during the first round of combat can make a full attack even if it has already taken a move action. Anytime a tigerus pounces on an opponent, it can rake.

Rake (Ex): A tigerus that gets a hold, or successfully pounces, can make two rake attacks (+12 melee) with its hind legs for 1d8+2 damage each.

Spell-like Abilities: At will – *speak with animals*; 1/day – *bear's heart**, *charm person or animal*, *detect snares and pits*. These are as the spells cast by a 9th-level druid (save DC 11 + spell level).

*DMs without access to the KINGDOMS OF KALAMAR *Player's Guide* may replace the *bear's heart* spell with *greater magic fang*.

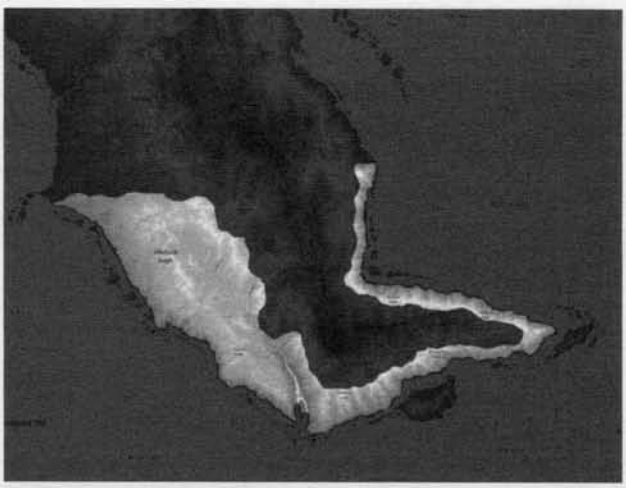
Skills: Tigerus receive a +2 racial bonus to Balance, Hide and Move Silently checks.

ON TELLENE

The name tigerus is a Kalamaran adaptation of "tigurisnuk" (meaning "jungle lamia" in Goblin, roughly translated). The tigerus inhabited the Obakasek Peninsula (and what is now Tarisato) long before the Kalamarans migrated to their present home. While the dwarves lived beneath the earth mining precious metals, the tigerus lived above ground sleeping in the open and moving in small prides. Their chief rival for this jungle territory were the goblins, though they were then much fewer in number and easily driven off. Such a life continued for centuries with little change until the first appearances of humans.

Reris, a Kalamaran logger, was the first to encounter the tigerus, as he understood them to be called. After their encounter with Reris (and the soldiers that followed), the lamia have constantly retreated from human civilization, choosing to confine themselves deep in the Obakasek Jungle. Unfortunately, the goblinoid population has greatly increased, and the tigerus now find themselves limited to small portions of the jungle, rarely venturing outside its canopy. Although explorers and adventurers have occasional contact with the tigerus, their presence on Tellene has, for the most part, been lost in the annals of history.

The tigerus worship the Bear, whom they call Gremenym, raising idols to it that reflect their own image. All creatures are welcome within the lamia's territory as long as they adhere to the teachings of Gremenym.



The range of the Tigerus Lamia

LIZARDFOLK, ZEK'IRA

Medium Humanoid (Aquatic, Reptilian)
Hit Dice: 2d8 (9 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 20 ft.
AC: 15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +1/+1
Attack: Claw +1 melee (1d4)
Full Attack: 2 claws +1 melee (1d4) and tail slam -1 melee (1d3) or javelin +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Qualities: Regeneration
Saves: Fort +0, Ref +3, Will +1
Abilities: Str 11, Dex 10, Con 11, Int 12, Wis 13, Cha 12
Skills: Appraise +1 (+3 leather, hide or wood), Balance +5, Craft (leather, hide or wood) +4, Jump +8, Spot +4, Survival +4, Swim +8
Feats: Multiattack
Environment: Temperate and warm marsh
Organization: Gang (2-5), band (6-10 plus 50% noncombatants), nest (11-19 plus 50% noncombatants plus 1 shaman of 1st-4th level plus 1 chieftain of 2nd-4th level) or tribe (30-60 plus 50% noncombatants plus 1 shaman of 2nd-5th level and 1 shaman of 6th-9th level plus 2 fighters of 3rd-6th level and 1 chieftain of 4th-10th level)
Challenge Rating: 1
Treasure: 25% coins, standard goods and items
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +1

Tactics Round-by-Round

Zek'ira prefer to open combat from an ambush.

Round 0: Observe opponents from hiding.

Round 1: Move to flank.

Round 2: Full attack.

Round 3: Repeat from round 2; or flee if endangered.

Tellenian lizardfolk (called zek'ira) are reptilian marsh-dwellers with a complex society, bound by tradition and pride in their homelands. They are tenacious fighters with long memories for injustices.

Zek'ira vary in height, weight and coloration almost as greatly as the human populations. Most zek'ira stand about 6 to 6 1/2 feet tall, not including their 3 to 4 foot-long tails. Their hide tends to be greenish-yellow, with spots of darker green scattered over their entire body except for the underside. The underside of a zek'ira's body is a lighter yellow than the rest of the body, becoming nearly white. A zek'ira's head has a bone structure and cheek horns similar to that of a dragon, hinting at a possible shared ancestry. Zek'ira have large neck gills, can breathe underwater, and are natural swimmers. Their primary diet consists of small, swamp-dwelling animals, though they have been known to eat plant and insect life as well.

Zek'ira speak Draconic as their natural language, though most also speak the prominent human or demi-human language of the area.

COMBAT

Zek'ira avoid direct confrontation when possible. Though they will not back down from a fight if provoked, threatened, or humiliated. Many have a basic sense of battle tactics and strategy, and they are particularly good at the art of the ambush. The zek'ira know how to fight cooperatively and work together, making them much more dangerous than they first appear.

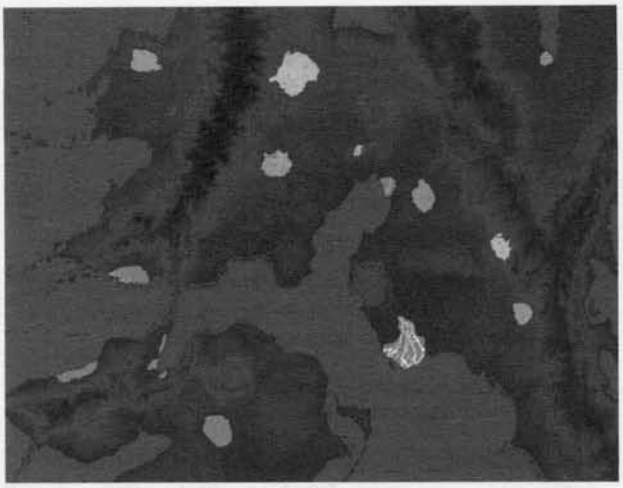
Regeneration (Ex): A zek'ira that loses a limb can regrow it in 1d4+2 months. Holding the severed pieces of the limb together allows them to reattach in 1d4 hours.

Skills: Their long, sturdy tails give the zek'ira a +4 racial bonus to Balance and Jump checks.

ON TELLENE

Few other races have had dealings with lizardfolk, who call themselves "zek'ira," (meaning "people") in their language. Those who have return with few stories or insights. Most humans and demi-humans prefer to avoid them. Some races have hunted them like animals for their hides, or for use as slaves. Those few have only confirmed most zek'ira's ideas about outsiders - that they are cruel, stupid and uncivilized.

Rumors and stories about the zek'ira abound. Some mothers tell their children horror stories about "alligator people" to keep



The range of the Zek'Ira

them from venturing too far into the swamps. There is a legend (that anyone who frequents taverns or inns in the Young Kingdoms is sure to have heard) that the zek'ira who live in DuKem'p Swamp sneak into town, kidnap people from off the streets and drag them into the swamps. There, it is said, they disembowel their victims, cook and eat the entrails, and then stuff and display the bodies in their tribal halls. Those stories have not been verified, but many claim to have known people who were dragged into the swamps.

Few people realize how generally peaceful zek'ira are. For the most part, they fight only to protect their homes.

ZEK'IRA SOCIETY

As testament to their peaceful natures, there have been no recorded battles between organized zek'ira soldiers and any other human or demi-human settlement. Lizardfolk prefer to keep to themselves because of the superstition and cruelty of those who stereotype them.

Most zek'ira villages consist of small huts built around stone ruins. These huts are made of the local vegetation.

While zek'ira are generally peaceful they can also at times be fierce. Those who threaten the homeland or the well-being of any member of a lizardfolk tribe will soon see the foolishness of such an act. In their element, not too many humans or demi-humans are a match for the power and swiftness of an enraged lizardfolk.

Lizardfolk do face many threats, however. They all fear the destruction of their wetlands, which are threatened by settlements and an increasing number of travelers wishing to cross the area. Larger monsters, especially dragons, are a threat to zek'ira although the frequency of such encounters is rare.

Slavers have been known to try to capture lizard men, but few have succeeded. (Most zek'ira fear slavers nonetheless.) Tribal elders tell a story about a lizardman named Jazeer'ka, a well-respected elder, who was overpowered while he was hunting alone. They say he was dragged into a human village, mocked, beaten, and humiliated. He was made to dance in the tavern for the amusement of drunken miners who threw bottles and food at him. His clothing was stripped off and he was displayed naked. When several drunks began to use him for target practice, he broke loose and began to attack. He killed several before he was skewered with a lance, dragged into the street and strung up from a tree. They say his body hung in the street, where young boys and girls would throw stones and dogs chewed at it. Finally, members of his tribe snuck into town at night, cut him down and brought him back into the swamp for a proper cremation.

Lizardfolk are often skillful artisans, especially adept at leatherwork and weaving. It is said a garment made by zek'ira can keep out the strongest rain and the coldest chill. A few pieces of their work can be found in shops specializing in rare items, and they have sold for tremendous prices.

Females and children play an important part in zek'ira society. Males and females are partners in a sense, and disrespect between men and women is not tolerated. Children are brought up in loving, but very strict, families. Elders are included in family dwellings and are greatly respected. Male zek'ira are surprisingly gentle with their offspring, and it is most often the females who bring discipline and order to the family. Males protect females and children from outside harassment with everything they have. It is the ultimate disgrace to the entire tribe if a female or child is harmed. Both males and females hunt, including children. Their survival training begins at an early age.

Lizardfolk worship a variety of gods, but the most common include the Eye Opener and The Bear. Lizardfolk tend to worship gods who have the power to protect their lands. When the sek'ira live pious lives, it is said, the gods provide them the ability to remain hidden from the rest of the world and even grant them protection from dragons.

Most zek'ira believe their race is the original race of all creation on Tellene. They believe every other type of intelligent being is descended from their blood but were cursed by other gods. Now these beings must live without the benefit of being true people. Their spirits, therefore, are inherently twisted and evil. All the lizardfolk can do now is protect the true way, and continue to live in that truth. What the other races do, unless their activities become a threat is of no concern. Their existence is simply a fact of life, however unpleasant.

There are humans and demi-humans who are accepted by zek'ira, and vice versa. Some of these have shown the spirit of truth, the lizardfolk say, and have even been adopted as part of the zek'ira society. Some zek'ira have even been known to join bands of humans or demi-humans in seeking knowledge and adventure.

THE SLA'ZEEN

There is a small tribe of zek'ira living in the Tharakka Morass known as the Sla'Zeen, or "wild ones." They have thrown off the traditions of their elders and have taken to aggressive acts. Their chief, Zee'linn, has said, "We will no longer tolerate oppression

by weaker races. We will fight, and we will fight hard. We will slay every one who sets foot within our lands." The power of this group, however, is still very limited and they know it. They only attack sporadically outside their own wetlands, which is almost surrounded by the hobgoblin nation of Norga-Krangrel.

Sla'Zeen warriors sometimes slink out from the Morass into small villages, where they commit acts of terror, burning homes, mutilating livestock and even slitting throats. For the most part, they train and wait. They wait for their victims to come to them, and they wait for the day when their power will become great enough to punish the unworthy races. They wish to become a force to be reckoned with. It is said their shamans lead the wild ones in depraved acts of worship to unholy deities, in order to gain arcane knowledge and power. Who knows... one day they may be a great force for terror within the Young Kingdoms.

Most zek'ira denounce the activities of these rogues and teach their children to avoid following such blasphemous paths. Still, a few young lizardfolk of both genders have wandered off to join this group, to the sorrow of their families. Some have left their tribe in bitterness after attacks upon their village by humans. They have rejected the worship of the traditional gods, and seek a way to avenge the wrongs they feel their race has suffered.

ZEK'IRA CHARACTERS

A zek'ira's most favored class is shaman, though clerics, druids and fighters are also occasional choices. Most zek'ira clerics worship either The Eye Opener or The Bear, though other choices (such as The Powermaster) are also possible. Zek'ira clerics of The Bear carry talismans of their faith at all times - usually a small carved wooden bear, a silver acorn or both.

LOBSTERFOLK

Medium Monstrous Humanoid (Aquatic)
Hit Dice: 4d8+11 (29 hp)
Initiative: +2 (+2 Dex)
Speed: 5 ft. (1 square), swim 40 ft.
AC: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple: +4/+8
Attack: Pincer +9 melee (2d6+4)
Full Attack: 2 pincers +9 melee (2d6+4) and tail slap +4 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, squeeze, tail slap
Special Qualities: All-around vision, blindsense 30 ft., darkvision 60 ft.
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 19, Dex 14, Con 14, Int 10, Wis 12, Cha 10
Skills: Hide +6, Knowledge (nature) +2, Spot +7, Survival +5 Swim +12
Feats: Toughness, Weapon Focus (pincer)
Environment: Any aquatic
Organization: Solitary, covey (2-4), knot (5-10) or nest (11-20)
Challenge Rating: 3
Treasure: 1/10th coins; double goods; double items
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +2

Tactics Round-by-Round

When in melee, the lobsterfolk will retract their heads most of the way into their exoskeletons. They then charge forward, relying on their great strength and hard armored shell.

Round 0: Retract head.

Round 1: Charge into melee.

Round 2: Pincer attack against nearest opponent (preferably unarmored).

Round 3: Squeeze held opponent; or full attack.

Round 4: Repeat from round 3; or flee if overwhelmed.

The nomadic lobsterfolk live in saltwater areas, roaming the undersea for cultural relics. It is rumored that, long ago, lobsterfolk were once a great underwater society.

The lobsterfolk are grotesque. They have huge oversized arms ending in lobster-like claws. Their heads form a bizarre cone with two small eyestalks jutting out from either side.

Round 1: Charge into melee.

Round 2: Pincer attack against nearest opponent (preferably

have no legs. They have lobster-like tails and are capable of

swimming quickly. It is fortunate that they are so quick because despite the fact that they are a sentient race, many other races consider them a delicacy.

Lobsterfolk often ally themselves with other races or cultures in an effort to protect their young. The race is in such jeopardy that their young are the highest priority. They hope to one day regain their numbers and their glory.

Most lobsterfolk encountered are aristocrats; the information in the above statistics block is for a 1st level aristocrat (see page 39 in the D&D *Dungeon Master's Guide* for more information).

Lobsterfolk speak Aquan.

COMBAT

Lobsterfolk seldom act in an aggressive manner. Although they are capable of fighting, they are a passive people and prefer to settle disputes in other ways. They attack with their claws and can cause a great deal of damage with them.

Improved Grab (Ex): To use this ability, the lobsterfolk must hit with a pincer attack.

Squeeze (Ex): A lobsterfolk that seizes an opponent automatically deals pincer damage, with an additional 1d6 points of bludgeoning damage for each round the hold is maintained.

Tail Slap (Ex): A lobsterfolk can slam enemies with its tail once per round.

All-Around Vision (Ex): The eyestalks of a lobsterfolk allow it to look in any direction, giving it a +4 racial bonus to Spot and Search checks. Opponents do not gain a flanking bonus when attacking a lobsterfolk.

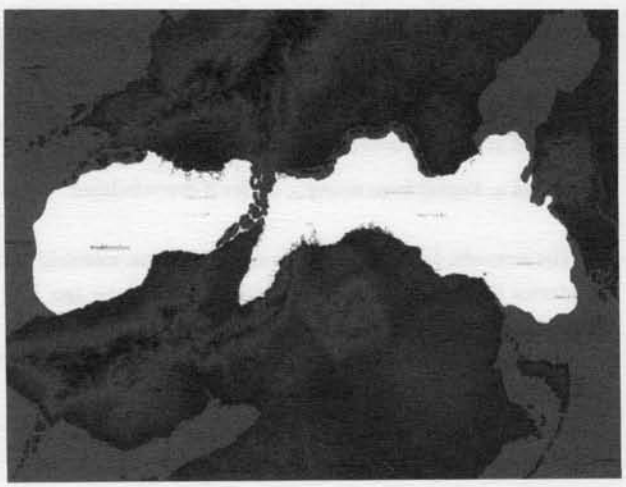
Blindsense (Ex): A lobsterfolk can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a lobsterfolk's blindsense is limited to a 15-foot radius. Lobsterfolks are not fooled by illusions or other figments while underwater.

ON TELLENE

The lobsterfolk (who call themselves "crusteceaolothrops") are refugees from a great underwater catastrophe. Once the rulers of a great aquatic city, they wander the sea searching for relics of their lost culture. They prize these remnants above all else and every shard discovered becomes a family heirloom.

Their city, whose name has been lost over time, was larger than Bet Kalamar, and populated by lobsterfolk, merfolk and even sahuagin. Somewhere off the coast of Whimdol Bay, everyone lived in a utopian peace until the Great Tragedy. The legends say that the Great Tragedy was an "immense opening of the sea floor" in which the city collapsed into the core of the planet. Almost all the lobsterfolk were killed in the disaster, and the race faced starvation and possible extinction.

The surviving lobsterfolk worked hard to live in the rough environment in which they now found themselves. Some adapted; most died. The peace that lasted for decades was shattered as merfolk and sahuagin battled for the pieces and artifacts from the fallen lobsterfolk civilization. Many scholars believe that much of the merfolk culture is based on what the lobsterfolk developed before their fall, especially architecture and art.



The range of the Lobsterfolk

MIND FLAYER SERVITOR

Medium Aberration
Hit Dice: 4d8+8 (26 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 13 (+3 natural), touch 10, flat-footed 13
Base Attack/Grapple: +3/+5
Attack: Claw +5 melee (1d6+2)
Full Attack: 2 claws +5 melee (1d6+2) and tentacle +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict, improved grab, psionics
Special Qualities: Darkvision 60 ft., SR 15, telepathy 120 ft.
Saves: Fort +3, Ref +1, Will +5
Abilities: Str 14, Dex 10, Con 14, Int 14, Wis 13, Cha 13
Skills: Bluff +5, Concentration +6, Hide +3, Intimidate +3, Knowledge (any one) +9, Listen +6, Move Silently +2, Spot +6
Feats: Alertness, Improved Initiative
Environment: Any underground
Organization: Solitary, pair, brood (3-5) or patrol (6-12 plus 1 mind flayer leader)
Challenge Rating: 4
Treasure: None
Alignment: Usually lawful evil
Advancement: By character class.
Level Adjustment: +3

TACTICS ROUND-BY-ROUND

Mind flayer servitors attack only if they are pressed.

Round 0: Detect thoughts to determine strongest opponent.

Round 1: Uses improved grab against the strongest opponent.

Round 2: Uses claw attack against the strongest opponent.

Round 3: Fight until greatly injured or endangered and attempts to flee.

A mind flayer servitor is a weaker offshoot of the more powerful mind flayers (also known as illithids). They exist only to serve their masters and care for the great elder brain pool.

A servitor is similar in appearance to a normal mind flayer, though its rubbery hide is colored a fishbelly white. They stand only about 5 feet tall, but as they do most of the actual physical work for their masters, they are slightly more muscular than their more intelligent kin. The servitor has five claw-like fingers, and a long, thick tentacle-like protrusion that hangs down from the back of its head. It is often curled around the waist, but is never so long as to reach the ground. The tentacles on its face are shorter and do not possess the octopus-like suckers that the standard mind flayer uses to grasp its opponent. Servitors wear little, or very loose, clothing, due to the fact that they have several small tentacles extending from both sides, between their armpits and waist. These act as small "manipulator" tentacles for touching and holding small items, but are ineffectual in combat.

If anything, the servitors are even more cruel than their masters. They are possessed of a great knowledge of the world, for much of what their masters know, these creatures hear of and learn. But they are not possessed of the power that a true mind flayer has, further, they are bound to their mentors and unable to take advantage of their knowledge. This deficiency makes them mean-spirited, and when coupled with the natural evil of the breed, makes for a horrid jailer or whip-master. Futhermore, as some illithids are afforded greater respect within the community, so are the servitors, and the servitors of greater illithids take extreme pleasure in lording their position over the servants of lesser illithids. Woe betide any enemy who should fall into their hands, for they are considered "the least of all" and will be spared no pain.

COMBAT

Mind flayer servitors are cowards at heart, and fear combat. If attacked or ordered to do so by their mentors they first command whatever lesser servitors or slaves that may be present into the battle. They use their psionic and spell like ability to attack from a distance. If pressed by their mentors or physically attacked, they use their long claws and tentacles.

Constrict (Ex): A mind flayer servitor that gets a hold may wrap its large head tentacle around the victim and proceed to squeeze, dealing 1d4 points of damage per round.

Improved Grab (Ex): To use this ability, the servitor must hit a Small or smaller creature with its back tentacle. If it grabs hold, it may constrict.

Psionics (Sp): A servitor may *detect thoughts* at will, as the spell cast by an 8th-level sorcerer (save DC 15).

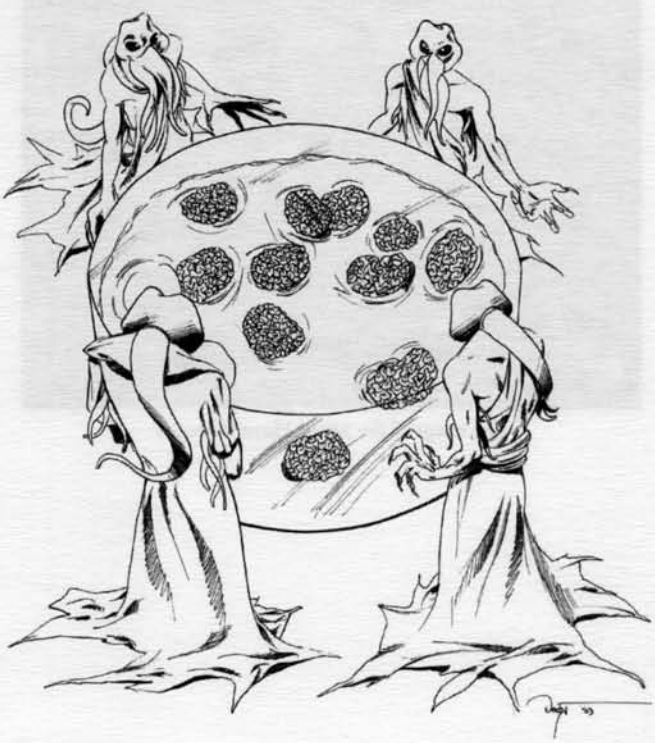
Telepathy (Su): Mind flayer servitors can communicate telepathically with any creature up to 100 feet away. The target creature must have a language.

SERVITOR SOCIETY

Servitors have only two roles in the mind flayer community. The most common are those that physically serve a mind flayer. These operate as the whipmasters of their mentors. They control the slaves and make certain that they accomplish whatever tasks were set before them. They command the minions in battle, often leading any attack against the enemy. These are fiercely loyal to the mind flayer and do not recognize any cruelty or neglect that the mentor visits upon him.

However, there are other servitors in the mind flayer hierarchy that are less willful and not prone to independence. These servitors perform the most menial of tasks, though they also tend to the center of their community, those foul pools holding the elder-brains. This pool is almost essential for the collective survival of the mind flayer community, for within lies the combined knowledge of those mind flayers and servitors who have died. Their bodies, not allowed to rot or be buried are laid carefully in the Elder-brain pool, there to dissolve in the horrid liquid. This thick brine has a palpable smell so strong that only those well accustomed to rotting flesh can abide it. In fact, to come within 40 feet of the pool is to become nauseated (Fortitude save DC 14), as the nauseated condition in the D&D *Dungeon Master's Guide*, for 1d4 rounds.

It is this pool that these shambling servitors keep. They watch and guard, making certain that nothing falls into the pool. In this way they keep it safe from the corruption of worldly elements. Such servitors are also the ones responsible for lowering the dead mind flayer corpses into the pool. This position in the mind flayer hierarchy, with control of access to the pool, gives these servitors far more power than even they realize. They are not permitted, for instance, to allow any single mind flayer access to the pool. If one does attempt to enter the elder-brain pool unescorted the servitors sound the alarm. Too,



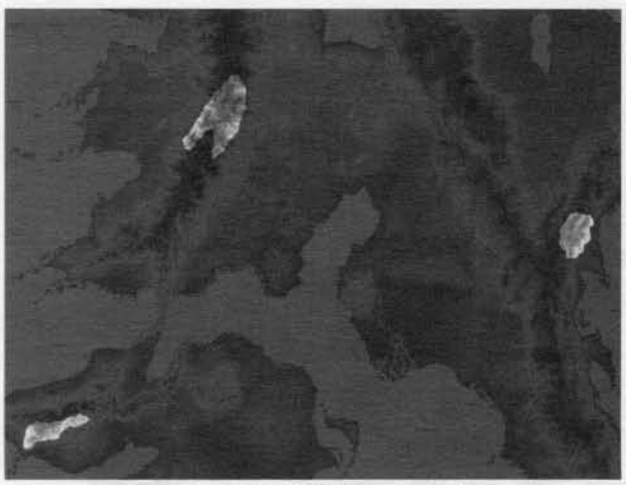
they could partake of the fluid in the elder-brain pool, and in so doing gain the greater knowledge and perhaps the abilities of the mind flayers themselves.

At times, servitors are found wandering alone and lost. This can mean only that their mentor has been slain or even abandoned them. These luckless creatures spend their remaining days in the sorrow of their loss, often ending in madness and death.

ON TELLENE

Though it is said that mind flayers exercise no true power in the politics and cultures of Tellene, it is also rumored that they are, in fact, the true power behind the Secret Network of the Blue Salamander. Otherwise, illithids and their servitors are rarely heard of on Tellene – at least, with the following exceptions. Some human slaves, who escaped from Ul-Karg, claimed that illithids and dark elves dwell and prosper beneath the Krimppatu Mountains, while the Krangi have also reported encountering mind flayers in the natural and worked passages that extend for great depth below Rinukagh.

Finally, Giilian myth says that mind flayers live in the deepest part of the tunnel complex near the city, but the people of Giilia do not like to spread the rumor. They have enough real monsters of their own without fabricating stories about mind flayers and their servants.



The range of the Mind Flayer Servitor

MINOTAUR LIZARD

Huge Magical Beast
Hit Dice: 7d10+35 (66 hp)
Initiative: +0 (Dex)
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 14 (-2 size, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +7/+23
Attack: Bite +13 melee (2d6+8)
Full Attack: Bite +13 melee (2d6+8)
and gore +11 melee (1d6+4)
and tail slap +11 melee (1d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Blood drain, improved grab, pin
Special Qualities: Darkvision 60 ft., immunity to *maze* spells, scent
Saves: Fort +10, Ref +5, Will +5
Abilities: Str 27, Dex 10, Con 20, Int 8, Wis 12, Cha 6
Skills: Climb +10, Listen +5, Spot +5
Feats: Iron Will, Multiattack, Power Attack
Environment: Warm hills and desert
Organization: Solitary, mated pair or nest (3-7)
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral
Advancement: 8-14 HD (Huge); 15-21 HD (Gargantuan)
Level Adjustment: -

TACTICS ROUND BY ROUND

The minotaur lizard surprises its prey from hiding, using the desert sand to its advantage.

Round 0: Hide behind a sand dune.

Round 1: Use scent ability to follow prey.

Round 2: Full attack against solitary or weakest opponent.

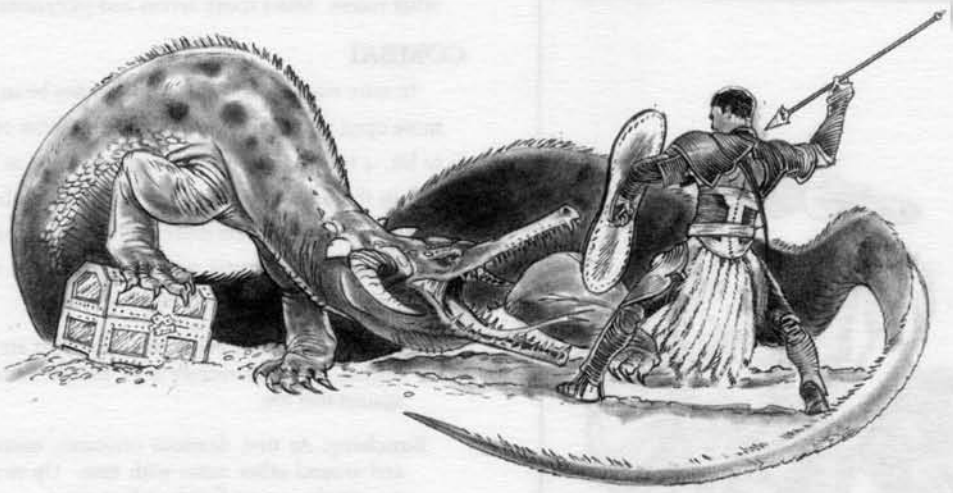
Round 3: Repeat from round 2 or burrow to escape combat.

The minotaur lizard thrives on the blood of others. It makes its home in a complex system of burrows and ditches, waiting to surprise and devour its next meal.

A minotaur lizard stands only 3 feet tall, but measures about 28 feet long from head to tail and weighs about 1,500 pounds. A minotaur lizard is a quadruped, with a long tail, extended neck and horned head. A small, narrow row of spikes runs down its back, from its neck all the way to the tip of its tail. It uses its long tongue in a manner similar to a snake. Covered in brown, gray and black scales, the creature's color acts as a natural camouflage.

The minotaur lizard takes its name from its habitat – large, twisted ditches leading into an equally curved tunnel system little wider than the creature itself. If working as a pair or nest, minotaur lizards do not scale down the size of the trenches they typically build. Instead, each builds its own lair to connect with the others. These tunnels and pits usually stretch thousands of feet, twisting, turning and crossing themselves dozens of times over.

Minotaur lizards love the glint of shiny objects, and will drag or push them deep into their lair. Unlike dragons, minotaur



lizards are not concerned with the value of the objects they hoard. If the objects are severely scuffed or otherwise lose their shine, they will push them out of their lairs in disgust.

The minotaur lizard never gets lost in its own burrows or minotaur mazes.

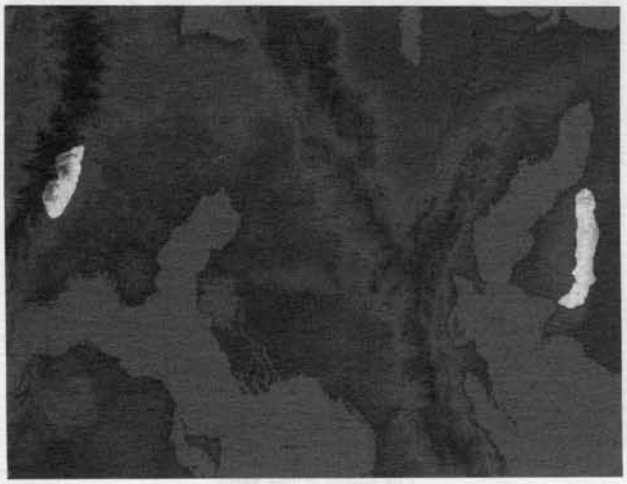
COMBAT

Minotaur lizards often leave one or more shiny objects just outside the entrance to their lairs, knowing that humanoids also prize such items. When their target approaches, they rush out of their burrows and attack.

Blood Drain (Ex): By pinning its opponent, a minotaur lizard may also drain blood, dealing 1d4 points of temporary Constitution drain each round the pin is maintained. This damage is in addition to the bite damage inflicted by the pin.

Improved Grab (Ex): To use this ability, the minotaur lizard must hit a Large or smaller opponent with its bite attack. If it gets a hold, it may pin.

Pin (Ex): The minotaur lizard that gets a hold may pin its opponent to the ground, dealing 1d6+4 points of bite damage each round the pin is maintained.



The range of the Minotaur Lizard

ON TELLENE

Minotaur lizards are native to several areas of Tellene, with their primary lands in the eastern Arajyd Hills. Here, they prey freely on their favorite food - kobolds. The minotaur lizards are also known to exist in the eastern Elenon Mountain range, but in fewer numbers. It is rumored this is because the Krangi keep the minotaur lizard population in check, at least within their own borders.

MITE

Tiny Humanoid
Hit Dice: 1d8+3 (7 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/-10
Attack: Dagger +4 ranged (1d4-2) or club +0 melee (1d6-2)
Full Attack: Dagger +4 ranged (1d4-2) or club +0 melee (1d6-2)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Teamwork
Special Qualities: Bunching, low-light vision
Saves: Fort +0, Ref +4, Will +0
Abilities: Str 6, Dex 14, Con 10, Int 8, Wis 10, Cha 9
Skills: Hide +12, Listen +4, Spot +4
Feats: Alertness[B], Toughness
Environment: Warm land and underground
Organization: Pair, bunch (3-4), pack (5-11), mob (12-20), drove (21-42)
Challenge Rating: 1/2
Treasure: Standard coins; double goods and items
Alignment: Usually lawful evil
Advancement: 2-3 HD (Tiny)
Level Adjustment: +0

Tactics Round-by-Round

Mites fight in groups of two or more on a single opponent, never less. Outnumbered or solitary mites flee if possible. If prevented from fleeing, the mite pretends to be mute, deaf or stupid. Mites have even been known to fake unconsciousness.

Round 0: Flee or playact if alone; if in a pair or greater, prepare to attack.

Round 1: Ranged dagger attack against (preferably unarmored) enemy.

Round 2: Full attack against injured or nearest enemy.

Round 3: Repeat from round 2; or flee if overwhelmed.

Mites are thieves, packrats and slobs. They often live in large warrens connected to a dragon's lair, where they can steal quickly and retreat into their lair of honeycombed tunnels.

Mites stand 1 1/2 to 2 feet tall and weigh 20 to 25 pounds. Their warty skin is a light brown, and they have long, twisted and pointed ears. Their eyes are brown. The males always have short, shaggy beards, though they rarely grow mustaches. They dress in rags and their general appearance is unkempt, to say the least. Mites reach adulthood at 10, and generally live to be about 30. Any mite 40 years or older is considered ancient.

Mite warrens are all natural caves and cracks that form a dark, natural maze of sorts. No ceiling is more than four feet high and most of them are even less. Many passages are widened to allow two mites to walk abreast, but all of them are too small for Medium creatures to comfortably traverse. Mite warrens are constantly covered with trash, refuse and waste.

Mites are led by a king (the strongest and fastest mite) and no other rulers. Mites speak Terran and (occasionally) Draconic.

COMBAT

In mite warrens, large weapons cannot be used except in the more open areas. Creatures that are Medium or larger suffer -4 to hit, -4 to AC, and only move at half speed as long as they are within the mite warrens. Most tunnels are about 3 feet wide, meaning that characters must go single file. The mites can walk two abreast in the caves, with the result that they are able to fight side-by-side against a single intruder.

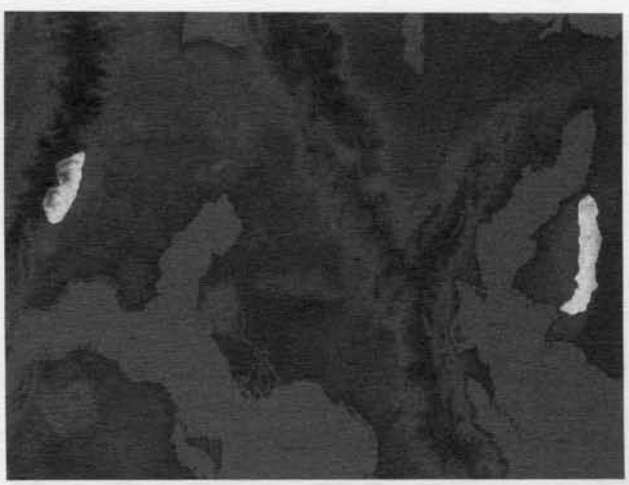
Teamwork (Ex): For every two mites that are grappling an enemy, all mites receive a +2 morale bonus on attacks against that foe.

Bunching: As tiny, dextrous creatures, mites swarm over and around other mites with ease. Up to six mites can occupy the same 5-foot-by-5-foot space.

Skills: Mites receive a +2 racial bonus to Listen checks.

ON TELLENE

Mites are most common in the southern Arajyd Hills, though they have also been reported in the Elos Desert as well. As long as the climate is warm, they have a secure underground warren and there is a nearby population (or dragon) to steal from, mites can thrive. To any dwarf or dragon of the Sovereign Lands, a mite is an infestation to be wiped out. Why exactly the mites collect treasure is unknown, as there is no record of them ever purchasing anything with it, and when valuables are found they are often buried under mounds of garbage. One group of sages argue that they simply collect everything, junk and jewels, and just like to live near dragons, who affords them some protection at the small price of occasionally eating those he catches. Other sages argue that mites are attracted to the shiny nature of precious materials, though their intentional garbage collection argues against this.



The range of the Mite

MOUNTAIN WORM

Small Magical Beast
Hit Dice: 1d10+4 (9 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 21 (+1 size, +3 Dex, +7 natural), touch 14, flat-footed 18
Base Attack/Grapple: +1/-5
Attack: Bite +5 melee (1d4-2)
Full Attack: Bite +5 melee (1d4-2)
Space/Reach: 5 ft./0 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., tremorsense 60 ft.
Saves: Fort +3, Ref +5, Will -1
Abilities: Str 7, Dex 17, Con 12, Int 6, Wis 9, Cha 8
Skills: Hide +7, Jump +12, Listen +3, Spot +3
Feats: Alertness[B], Toughness[B], Weapon Finesse
Environment: Cold land and underground
Organization: Solitary, brood (2-3) or pack (4-12)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Small)
Level Adjustment: -

Tactics Round-by-Round

Mountain worms open combat by jumping from ambush and using their breath weapon, before entering melee.

Round 0: Sense enemy approaching.

Round 1: Jump towards opponent and breath weapon.

Round 2: Full attack same opponent; or full attack new opponent if previous opponent is defeated.

Round 3: Repeat from round 1; or flee.

A mountain worm is an aggressive, four-legged worm-like creature with poisonous breath and an amazing jumping ability.

An adult mountain worm is 2 to 3 feet long and weighs no more than 15 pounds. Its hide is typically white or brown, though other mountain worms have patches of other colors as well.

Mountain worms are found only in high mountain ranges, where their color gives them good camouflage as they crawl along the rocky, snowy slopes. They have small, tooth-filled maws more like a mammal's mouth than a worm's or lizard's mouth, but their most unusual features are their four vestigial legs. These legs can be extended to anywhere from 3 to 6 inches, and are used to feel about for food or to jump large distances.

Little is known about how mountain worms reproduce. For some reason, mountain worms are found in larger numbers during the winter rather than, as most sages expect, the warmer seasons.

Mountain worms do not speak, though they hiss when angry.

COMBAT

Mountain worms leap towards their opponent, loosing their poison gas breath as soon as they are within range and then following up with a bite attack.

Breath Weapon (Ex): A mountain worm has one type of breath weapon, a cloud of poison gas measuring about 1 foot square. The poison cloud immediately deals 1d4 points of temporary Constitution damage and another 1d4 points of temporary Constitution damage 1 minute later. To avoid this damage, a successful Will save (DC 11) must be made each time.

Tremorsense (Ex): Mountain worms with tremorsense can sense the location of any living creature (in touch with the ground) within 60 feet.

Skills: Mountain worms gain a +14 racial bonus to Jump checks.

ON TELLENE

The mountain worms are found primarily in the Byth Mountains, where they feed on other creatures such as mountain goats and newborn rocs.

MUMMY

While the standard mummy or mummy lord found in the D&D *Monster Manual* is sufficient for most campaigns, the deserts of Tellene are home to several more varieties of these undead creatures, as detailed in this section.

All mummies speak the languages they knew in life, though many may also speak modern tongues, depending upon how much contact they have had with the outside world.

COMBAT

Mummies are vicious opponents in melee combat, using their powerful blows and other abilities much to the detriment of their foes.

While some mummies of the Sovereign Lands have special abilities unique to themselves, most mummies on Tellene have the following supernatural abilities.

Despair (Su): Upon sighting a mummy, the viewer must make a successful Will save (DC 16 unless otherwise noted) or become paralyzed with fear for 1d4 rounds. A creature cannot be affected by the same mummy's despair ability more than once in a 24-hour period.

Mummy Rot (Su): With the exception of the rattlebone mummy, mummies have the ability to inflict a supernatural disease (slam, Fortitude save DC 16 unless otherwise noted, incubation period 1 minute; damage 1d6 Constitution and 1d6 Charisma) known as mummy rot. Mummy rot affects the victim until he or she reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a true disease. A character attempting to cast any conjuration (healing) spell to cure mummy rot must succeed at a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must be broken with either the *break enchantment* or *remove curse* spell (either one requires a DC 20 caster level check). If successful, the caster level check is no longer necessary and the mummy rot can be cured as any normal disease.

ON TELLENE

Thousands of years ago the first human inhabitants of the Sovereign Lands, the Dejy, ruled a great empire. This empire, which was actually a series of loosely knit kingdoms, dynasties, and cultures, was truly united only in one fashion: faith. Across the civilized Dejy lands the people revered the same deities in the same ways (though a few minor local beliefs continued in some areas). One belief held by the common Dejy faith was that the Gods would, in some far-distant time, call upon the spirits of the dead to re-inhabit their bodies in preparation for the final battle of the War of the Gods. In this war, the fate of all creation would be decided. To that end, the Dejy of those ancient days practiced the art of mummification, hoping to preserve the bodies of the dead until the day they would be needed for the great battle. Those that could afford to do so also took extraordinary steps to preserve their persons and tombs from the ravages of time, thieves and dark priests.

Embalming of the dead is exclusively a human tradition. Neither the elves nor the dwarves use embalming techniques; they are said to have more potent magical means of preserving their dead. The first full-fledged mummies were supposedly created some 5,000 years ago, during the rise of the early Dejy kingdoms in the western lands of what is now known as the Elos Desert (most of which was then under the waters of Elos Bay). The mummies of this Dejy empire, like the empire itself, pass through three stages: Early (5000 to 4000 BP), Middle (4000 to 3000 BP) and Late (3000 to 2000 BP) Periods, with the mummies varying according to the culture and technology of the time. Two other eras, the Interregnal Period (ca. 2000 BP through 1000 BP) and the Modern Period (1000 BP to present) are also worth noting.

For easy reference to the modern reader, these times are listed as BP (Before Present). Conversions to the various calendars of the KINGDOMS OF KALAMAR campaign setting are listed in Table 1-12: BP Calendar Conversion. In order, they are Imperial Reckoning (Kalamaran), Year of the King (Brandobian), Year of New Discovery (Reanaaria Bay), Coming of Miznoh (Svimohzish) and the Fhokki Calendar (Wild Lands).

EARLY PERIOD MUMMIES

Early Period mummies (ca. 5000 to 4000 BP) represent the earliest attempts at the preservation of the body, and thus tend to be rather primitive in nature. The body was placed in a fetal position, wrapped in loose linen sheets and preserved with a mixture of aromatic spices and preservative chemicals. The mummies were then placed in large fired clay jars, which were sealed with lead and washed in gold, silver or copper depending on the status of the deceased. Wealthier families also had various gemstones and plates of gold wrapped in the mummies of their family members. The jars were then buried in clan held cemeteries, which were guarded by clan members.

Gravesites were marked with a large stone block, usually trapezoid in form and covered in paintings of the deceased performing their favorite activities (though the grave markers of the nobles were more often covered in painted bas-relief than simple paintings). Near the end of the period, subterranean mausoleums were constructed for the wealthier noble clans,

Table 1-12: BP Calendar Conversion

Period	BP	I.R.	Y.K.	Y.N.D.	C.M.	F.C.
Early	5000 to 4000	-4437 to –3437	-3956 to -2956	-4256 to –3256	-4626 to –3626	-4581 to -3581
Middle	4000 to 3000	-3437 to –2437	-2956 to –1956	-3256 to -2256	-3626 to –2626	-3581 to –2581
Late	3000 to 2000	-2437 to -1437	-1956 to –956	-2256 to -1256	-2626 to –1626	-2581 to –1581
Interregnal	2000 to 1000	-1437 to -437	-956 to 44	-1256 to –256	-1626 to –626	-1581 to –581
Modern	1000 to present	-437 to 563	44 to 1044	-256 to 744	-626 to 374	-581 to 419

and the jars of the deceased were placed in niches; small shrines were also constructed in the mausoleums, that the descendents of the deceased could pay their ancestors proper homage. Many of these mausoleums were trapped in order to prevent thieves from stealing the various valuable trappings and to keep followers of the Harvester of Souls from abusing the bodies of the dead.

One type of Early Period mummy is the Thinchejany, or "rattlebone" mummy.

MIDDLE PERIOD MUMMIES

During the height of the Dejy Empire, known as the Middle Period (ca. 4000 to 3000 BP), mummification went from a simple interment technique to a full-blown ritual of the Dejy faith. The embalming process became a highly specialized practice, and embalmers became a lower level class of the nobility just below the priests. Only the nobility and the wealthier common clans could afford the full mummification process; commoners had to settle for lesser forms of mummification.

This improved mummification consisted of three separate processes. First came the removal and separate mummification of major organs, including the liver, heart, stomach and brain. Then there was the ritualized bathing of the body in special liquids that preserved the flesh; the organs were placed back in their proper positions afterward. Finally, after the organs were placed back in the body, the body was wrapped in fine linen or silk, each limb and digit wrapped separately, in order that the body might be fully articulated. As in the Early Period era wealthier clans had gems, gold, jewelry and sometimes even magic items such as amulets, scrolls and wands wrapped in the linens of the mummy. The mummies were then sealed in stone caskets, which were placed in special niches in either communal or clan held mausoleums. Some of the more powerful and wealthy folk had full crypts of their own, replete with grave goods such as weapons, foodstuffs, treasures and common goods.

Most mausoleums from this period were above ground affairs, built of stone and flanked by temples. Others were subterranean and hidden from common knowledge. Intricate mechanical traps usually guarded these mausoleums while a few had magical wards and guardian beasts (usually golems in the form of deities or sphinxes).

Two types of undead mummies are typically encountered at burial sites from this era: the hijarjany ("blood mummy") and the shojarijany ("noble mummy").

LATE PERIOD MUMMIES

The art of mummification reached both its apogee and nadir during the Late Period of the Dejy Empire (ca. 3000 to 2000 BP), also known as the Warring Kings Era (or, to the elves, the Age of Legends). During this period, the mostly united Dejy Empire shattered into a number of small warring states, usually centered on worship of a few allied evil deities. The Dejy developed new (and in some cases, vile) techniques of mummification during their thousand year descent into barbarism. As the clergy held great sway over the kingdoms, they were (in many cases) able to usurp the bodies of the dead in order to help assure success in the inter-kingdom wars of the time.

While the basic method of mummification did not change to any great degree, the nature of the spices, chemicals and treatments were altered and often combined with magical incantations to create undead servants. Thus, for the first time, the bodies of the dead were used en masse by the living in their wars and battles; many were also used to guard temples and tombs. It is thought that most gods condoned these practices only when the person that was to be mummified granted their body to the temple willingly; usually less than 1 in 20 persons were considered worthy of the "honor" of serving both deity and king in such a manner. Of course, clerics of the evil gods had no compunction in using whomever they desired for whatever purpose they wished. Some of these evil faiths developed rituals that mummified heretics and followers of good gods while they were still alive, creating horrible undead servants through their ceremonies.

Most tombs during the Late Period were great and elaborate constructions, usually dedicated to the king, the nobles or to the members of the religious hierarchy. The lower classes were buried in common plots that flanked the great mausoleums and pyramids of the kings (step pyramids in the beginning and middle of the era, true pyramids toward the end). All tombs were guarded by beings living and undead, as well as by traps, golems and curses, as the wars between the kingdoms were fierce and tombs were often targets of desecration and destruction. (As such, few remain intact to this day). Many tombs were subterranean and hidden far from the cities from which the clergy and kings ruled. Thus, tombs may still be found undisturbed in distant wastes, sheltered mountain valleys and deep forests.

Several diverse types of undead mummies can be encountered in Late Period tombs. Most common are the jhurijany, or "servitor mummies. Shojarijany, "noble mummies" representing the great nobles of the Dejy kingdoms, as well as the lesser royalty, are as common in tombs from the Late Period as they are from the Middle. Also to be found are the shijarinjany, or "royal mummies," rare and powerful mummies representing great kings and heroes of the Late Period. Another very powerful type of mummy is the ghoskinjany, known as "heretic mummies," or simply "the Damned."

MUMMIES AND *SAVAGE SPECIES*

In the Late Period, dogs, cats, snakes and even the occasional monster or two were mummified to serve either as companions for their deceased masters or as guardians of the tombs. To create non-human mummies to serve in this capacity, the DM may wish to use the "Mummified Creature Template" on pages 126-128 of the official D&D supplement, *Savage Species*.

THE INTERREGNAL PERIOD

The years between the fall of the two major Dejy Empires and the rise of the Kingdom of Brandobia were rife with migrations, wars, interracial strife and simple chaos and destruction. Few Dejy realms remained to quell the arrival of the barbarians from the south (the Brandobians and Fhokki in the early centuries, Reanaarians and Kalamarans in the later centuries); as the folk of most Dejy states reverted to a more primitive society from which they have yet to emerge. Some few states were rebuilt or were founded upon the ruins of older states (the Kingdom of Kadar, from the *Midnight's Terror* adventure, was one such kingdom).

Still, the art of mummification remained alive, though most of the higher and darker ceremonies were lost. The Brandobians that settled in the western Elos region (by this time fully desert) adopted some of the processes of mummification, though it never reached the level of importance in early Brandobian society as it had among the Dejy. Most Brandobian mummification tradition was lost when the Brandobians migrated across the Elenon Mountains and were influenced by the elves of the western lands. The Fhokki rejected mummification outright due to its connection with dark magic, while the early Reanaarians were too busy dealing with humanoid incursions to worry overly much about the long and complex ceremonies required of mummification. The Kalamarans, the last of the human peoples to migrate to the mainland (late in this period), adopted some of the practices of the Dejy, though they adapted mummification to their own religious and cultural ways.

The Dejy mummies of this era are of low quality, as are most of the tomb complexes. Most of the spices and chemicals required were not available, so the enbalmers had to make do with the lesser quality materials that were at hand. As a result, most mummies from this era are brittle and disintegrate when touched, though those found in some regions are more sturdy than others. The hidden subterranean tomb predominated throughout the period, for barbarian invasions and thievery were common, as were the dire clergy of vile faiths that desired to usurp the bodies of the dead for their own needs. Commoners were buried in situ, as most could not afford even the least embalming; only nobles and royalty were mummified during this era. Most tomb complexes were simply cut out of the side of a hill, with little care to the style and décor, though notable exceptions can be found. Grave goods were commonly poor, as most states were at the time.

Kalamaran mummies are rare, as mummification was usually reserved for the great lords, heroes and clergy of the Kalamaran tribes. Kalamaran mummies invariably included a mask, of the most precious material that could be had, from shells to gold. The greatest kings and lords of the period were covered entirely in beaten gold and precious gems. Kalamarans interred their dead in stone sarcophagi which were placed in large circular pits. These were subsequently covered by dirt up to ground level, then covered with more dirt and stones to form a small hill; the larger the hill, the greater the lord. Now, the decorative stones that once marked these tombs have been destroyed by the ravages of time and scavengers, and such tombs are often indistinguishable from a natural hill.

Most undead mummies from the interregnal period conform to the standard mummy of the D&D *Monster Manual*, though Kalamaran mummies that are covered in metals tend to have a better armor rating than normal. These mummies gain a +2 bonus to AC, though some mummies may have lesser or greater AC bonuses, depending upon the type of metal and the quantity of it.

THE MODERN PERIOD

The modern period of mummification began about the time of the founding of the Kingdom of Brandobia (ca. 1000 BP to present). By the beginning of this period, most major barbarian migrations were over and the various kingdoms were able to concentrate less on warfare and more on the development of other aspects of their culture and society. The Kalamarans were also expanding, founding new lands and kingdoms as bands and tribes moved into the regions now known as Tokis and Pekal and there merged with the native Dejy peoples. Mummification remained mostly confined to the region between the Legasa Peaks and the Byth-Ka'Asa Mountain ranges, though some Dejy states still practiced it in the Khydoban Desert region.

CA. 1,000 BP THROUGH 550 BP

The quality of mummification improved throughout the early centuries of the modern era, mostly due to the reopening of trade routes and the availability of proper materials. Tombs once again became elaborate affairs, especially in the wealthier lands, though they never approached the complexity and vastness of the Late Period tomb complexes.

With the religious reasons behind mummification mostly relegated to ancient myth and legend, the Dejy adopted the Kalamaran practice of reserving mummification for the greatest members of their society. Most common folk were simply interred with the minimal necessary embalming and placed in wooden caskets, while full-fledged mummification, along with great sarcophagi and tombs, were reserved only for kings, princes, high priests and their followers.

The Dejy barbarian tribes had kept little knowledge of their ancient ways, especially of mummification, though they did tend to inter their dead in caves whenever possible. The Shadojy tribes of the north also wrapped their dead chiefs and notables in linen blankets and buried them in an ancient tomb complex hidden in the Brindonwood. Kalamaran traditions during this era followed in the same vein as in the latter centuries of the Late Period, with the notable addition of statuary to most towers and the development of clan based cemeteries around ancient ancestral tombs.

Ca. 550 BP to 300 BP

Many ancient Dejy traditions were lost between the Brandobian, Krangi and Kalamaran invasions of the late 5th and early 6th centuries YK. The remaining Dejy kingdoms were shattered and wiped from the face of the earth; survivors either assimilated into the invaders' culture or escaped into the wilds where they joined their barbaric brethren. The art of mummification was mostly lost during this era, and thus most modern Dejy kingdoms (notably Shynabyth and Thybaj) have no tradition of mummification. In fact, the Brandobians of the eastern Empire actively suppressed the tradition.

By this period, Kalamaran mummification was nearly extinct as well. On occasion, however, the head of a noble household might begin to follow the rituals of ancient Dejy religion. (In some social circles, this was considered quite fashionable.) Likewise, the funerary practices are also followed, though with a modern twist. The deceased is doused with preservatives, and their abdominal cavities are hollowed out and filled with hot pitch, myrhh and other spices. Furthermore, the body is not wrapped in cloth. Instead, they are dressed in their best finery and almost completely covered in funeral garlands (usually lillies, roses or violets). The ancient funerary mask had also been abandoned. Instead, a full-fledged stone bas-relief of the interred lay upon the sarcophagus as though the sarcophagus were a bed (though the deceased was usually shown wearing his armor and weapons, if he was a combatant). Nobles and heroes from this era were buried in either aboveground or belowground mausoleums.

Though this era was said to give rise to the maralen'kor, or "ghost mummies," these creatures are really no more than the ghosts of those interred in tombs of the upper class Kalamarans. Likewise, any undead that rise from such dead are zombies, not mummies.

Ca. 300 BP to present

The popularity of mummification once again rose slightly after the House of Bakar seized the Kalamaran Empire. Noble houses and wealthier merchant clans competed to build more elaborate tombs and decorate the mummified bodies of the deceased of their clans. For a brief time glass sarcophagi were all the rage, and the heavily decorated mummies of parents and grandparents were openly and proudly displayed in tombs and temples in the core Kalamaran kingdoms (Kalamar, Tarisato, Basir, Tokis and Dodera). The folk of the modern Young Kingdoms, however, were far more conservative, and treated the deceased with far more respect. Around 100 BP, the old full-body mummy form went out of style (due to the high cost) and the full limb and digit mummification process again came to the fore. Today only the wealthiest can afford to mummify the dead; most are satisfied with simple embalming and covering by a linen cloth (usually blessed by a cleric of a good faith, to preserve against dark magic). Cremation became more popular among the folk of the Young Kingdoms during the various secession wars, as the dead were always able to be turned against their own by the unscrupulous wizards and clerics of the Empire; interment still dominates.

MUMMY, BLOOD (HIJARJANY)

Medium Undead
Hit Dice: 5d12+3 (35 hp)
Initiative: +2 (-2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 14 (-2 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Slam +4 melee (1d6+3 plus mummy rot)
Full Attack: 2 slams +4 melee (1d6+3 plus mummy rot)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, mummy rot
Special Qualities: Blood dependent, damage reduction 5/+1, darkvision 60 ft., undead traits, vulnerability to fire
Saves: Fort +1, Ref -1, Will +4
Abilities: Str 14, Dex 7, Con -, Int 6, Wis 11, Cha 12
Skills: Hide +2, Listen +4, Move Silently +2, Spot +4
Feats: Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 3
Treasure: 1/2 coins; 50% goods; no items
Alignment: Always lawful evil
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: -

Tactics Round By Round

Round 0: Despair

Round 1: Full attack against nearest living enemy to cause mummy rot.

Round 2: Continue melee against same enemy until mummy rot inflicted; or full attack against new enemy to cause mummy rot.

Round 3: Repeat from round 2 until blood mummy or enemies are defeated; or feast upon slain enemies if combat is ended.

Claiming dominion over the its territory, the blood mummy assails any who would trespass, draining them of their lifeblood.

A well-fed blood mummy looks little different than its ancestors did when they walked the earth. Living exclusively in the desert, it dresses from head to toe in robes, protecting itself from the scorching sun. From a distance, travelers may think it a simple desert nomad. Confronting the mummy, however, most are overwhelmed by its sheer malignancy.

The blood mummy stands from 5 to 5 1/2 feet tall, weighing approximately 100 pounds. Its skin ranges from dark brown to bronze red, though this appearance begins to deteriorate when the creature does not feed for an extended period of time. A starving blood mummy's flesh will begin to rot, eventually falling off its bones entirely. When the creature falls to such a

dilapidated state, it succumbs to weakness and falls dormant until it tastes blood again.

It is easy to tell how hungry a blood mummy is based on its physical state. A starving mummy is incapable of maintaining its humanoid form if it is hungry. The flesh rots off its bones and it appears much like a wight or zombie.

COMBAT

Blood mummies are vicious creature, and will enter melee combat to feed on anyone who enters their territory.

Despair (Su): The Will save DC against a blood mummy's despair is 13.

Mummy Rot (Su): The save DC against a blood mummy's mummy rot is 13.

Blood Dependent (Su): The mummy must feed on a number of creatures equal to its total hit dice each year. These creatures must be of equivalent size as the blood mummy. Smaller beings must be consumed in greater number (e.g. two Small creatures are equivalent to a single Medium one). For each month beyond a year that a blood mummy goes hungry, it loses three points of Strength for each creature lacking from its total. After a year, if a 5 HD blood mummy has only consumed 3 creatures, it loses 6 points of Strength every month until its hunger is satisfied. If the mummy's Strength score reaches 0, the creature falls dormant until it is fed again (typically by other blood or noble mummies).

ON TELLENE

Blood mummies can be found from the Elenon Mountains in the west to the Khydoban Desert in the east. Some are even found along the northern coast of Svimohzia, which was home to no few Dejy colonies long ago. The blood mummy (known as the "hijarjany") results from mummification that excluded the removal of the organs (usually common folk).

MUMMY, HERETIC (GHOSKINJANY)

Medium Undead
Hit Dice: 9d12+3 (61 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 23 (+2 Dex, +11 natural), touch 12, flat-footed 21
Base Attack/Grapple: +4/+12
Attack: Slam +12 melee (1d6+12 plus mummy rot)
Full Attack: 2 slams +12 melee (1d6+12 plus mummy rot)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, despair, mummy rot, spell-like abilities
Special Qualities: Damage reduction 5/+1, darkvision 60 ft., resistance to fire 15, undead traits, vulnerability to fire
Saves: Fort +5, Ref +5, Will +9
Abilities: Str 26, Dex 14, Con -, Int 10, Wis 16, Cha 16
Skills: Hide +14, Listen +15, Move Silently +14, Spot +15
Feats: Great Fortitude, Improved Initiative, Power Attack, Toughness
Environment: Any land and underground
Organization: Solitary or tomb (1 blood mummy plus 1-12 skeletons, 1-4 wights, 1-6 zombies and 1-4 ghasts)
Challenge Rating: 7
Treasure: Standard coins and goods; double items
Alignment: Always lawful evil
Advancement: 10-20 HD (Medium); 21-30 HD (Large)
Level Adjustment: -

Tactics Round By Round

The heretic mummy opens with spell-like abilities, leaving its followers to handle melee combat where possible.

Round 0: Despair; activate *protection from good*; order any followers to attack.

Round 1: Breath weapon on as many enemies as possible.

Round 2: Cast *giant vermin* or *Alaki's black tentacles.*

Round 3: Cast *insect plague.*

Round 4: Cast *ray of enfeeblement* against strongest opponent or spellcaster.

Round 5: Repeat from round 2; or full attack if forced into melee.

Round 6: Continue melee against same enemy; or retreat from melee to repeat from round 2.

Round 7: Repeat from round 6; or *whirlwind* to safety if severely endangered.

Most feared are the ghoskinjany, the "heretic mummies," simply called "the Damned." These beings were horridly tortured and then mummified alive, a process that granted them great power and a terrible hatred for anything living.

Heretic mummies resemble most other mummies, but can be easily distinguished by their wrappings, which bear hideous, arcane scrawls and runes. Should a heretic mummy's wrappings

ever come loose, the viewer will still be able to see the marks of torture inflicted upon it shortly before its original death. Heretic mummies may also wear or carry equipment it was familiar with in its previous life, but they care nothing for the gaudy trappings or finery favored by royal mummies.

COMBAT

When the heretic mummy initiates combat, it sends its entire retinue forward, en masse. This is meant to weaken its opponents before the creature engages in melee combat itself.

A tomb of heretic mummies combines its forces or has them advance in a flanking maneuver. The heretic mummy itself, after letting this force overwhelm or at least weaken its foes, will then advance, utilizing its spell-like abilities as well as its slam attacks.

Breath Weapon (Su): Twice per day, as a standard action, a heretic mummy can exhale a dense 20-foot cone of fine sand. The blowing sand blocks all sight within its area (including darkvision). Movement through the area is reduced to half normal, and all nonmagical fires within the area are extinguished. The sand remains in the air for 1d3 rounds before it dissipates.

Despair (Su): The Will save DC against a heretic mummy's despair is 17.

Mummy Rot (Su): The save DC against a heretic mummy's mummy rot is 17.

Spell-Like Abilities (Ex): At will-*destroy water, detect magic, read magic*; 5/day-*protection from good, ray of enfeeblement*; 5/day-*fly, giant vermin, insect plague*; 3/day-*Alaki's black tentacles*, control winds, gentle repose, move earth*; 1/day-*create greater undead*; 1/week-*whirlwind*. These abilities are as the spells cast by a 15th-level caster.

*This spell is commonly known in other campaign settings as *Evard's black tentacles*, and can be found in the D&D *Player's Handbook* under that name.

HERETIC MUMMY SOCIETY

It is possible to encounter a heretic mummy on its own, but the creature typically retains a retinue of undead – most being the remains of the mummy's former victims. The creature radiates leadership among the undead, however, and undead encountering the heretic mummy are drawn into its thrall.

Some unfortunate adventurers may have the displeasure of encountering a number of heretic mummies that have been entombed together. As if such monsters are not formidable opponents on their own, each will have its own retinue to be defeated. There is no established hierarchy among heretic mummies, but there is also no subterfuge. The mummies cooperate perfectly with one another, accepting that what is good for one is good for all.

ON TELLENE

The heretic mummy can be found in the ancient Late Period tombs of great rulers, whom it has either eliminated or forced to serve. Rumors of extremely powerful heretic mummies are often told among the nomads of the Khydoban Desert, and the whispered words "Ramataj Rock" will often cause the evoking of holy signs of protection.

MUMMY, NOBLE (SHOJARIJANY)

Medium Undead
Hit Dice: 6d12+3 (42 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 16 (-1 Dex, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +3/+6
Attack: Slam +6 melee (1d6+4 plus mummy rot)
Full Attack: 2 slams +6 melee (1d6+4 plus mummy rot)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, mummy rot, shocking gaze
Special Qualities: Damage reduction 5/+1, darkvision 60 ft., undead traits, vulnerability to fire
Saves: Fort +4, Ref +1, Will +6
Abilities: Str 16, Dex 8, Con -, Int 6, Wis 12, Cha 13
Skills: Hide +4, Listen +5, Move Silently +4, Spot +5
Feats: Great Fortitude, Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary or clan (1 noble mummy plus 2-6 blood mummies)
Challenge Rating: 4
Treasure: Standard coins and items; double goods
Alignment: Always lawful evil
Advancement: 7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment: -

TACTICS ROUND BY ROUND

The noble mummy opens with its shocking gaze, leaving its blood mummy followers to handle melee combat where possible.

Round 0: Despair; order any followers to attack.

Round 1: Shocking gaze against strongest enemy or spellcaster; or full attack if forced into melee.

Round 2: Continue melee against same opponent; or gaze attack new opponent.

Round 3: Repeat from round 1; or flee if endangered.

The Shojarijany, or "noble mummy," resulted from the best mummification process available during the Middle Period.

Noble mummies resemble the standard mummy, and are most often found in the tombs or ancient ruins of their clan (assuming such ruins still exist). They will seek out other, lesser mummies to serve them and protect their ancient territory, even against those who have settled there hundreds or thousands of years later. Noble mummies often lead blood mummies by promising them food.

Through a strange combination of the mummification process and the magical forces that create undead, the metal jewelry and items wrapped within the noble's wrappings have given it the ability to shock its foes. The noble mummy also uses this ability to keep its servants in line. Noble mummies typically wear jewelry or finery, though they limit themselves to only

a few pieces of such, in order not to anger the more powerful royal mummies.

COMBAT

Noble mummys are quite straightforward in during combat. If they see prey, they order their minions to immediately attack, while remaining in the background to deal damage with their shocking gaze.

Despair (Su): The Will save DC against a noble mummy's despair is 14.

Mummy Rot (Su): The save DC against a noble mummy's mummy rot is 14.

Shocking Gaze (Su): Once per round, as a standard action, the noble mummy can deal 2d4 points of damage with a gaze attack. This gaze attack has a range of 40 feet and a Will save DC of 14.

ON TELLENE

Shojarijany and Middle Period burial sites can be found from the Elenon Mountains in the west to the Khydoban Desert in the east; a few are even found along the northern coast of Svimohzia, which was home to many Dejy colonies during that era. However, unlike other mummies, the noble mummies can also be found in many Late Period burial sites as well.

MUMMY, RATTLEBONE (THINCHEJANY)

Medium Undead
Hit Dice: 4d12+3 (29 hp)
Initiative: +1 (-3 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 12 (-3 Dex, +5 natural), touch 7, flat-footed 12
Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d4+1)
Full Attack: 2 claws +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, rattle
Special Qualities: Darkvision 60 ft., resistant to blows, undead traits, vulnerability to fire
Saves: Fort +1, Ref -2, Will +4
Abilities: Str 12, Dex 5, Con -, Int 6, Wis 10, Cha 11
Skills: Hide +3, Listen +4, Spot +4
Feats: Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary, warden squad (2-4) or guardian detail (6-10)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment: -

Tactics Round By Round

The rattlebone mummy attacks from ambush where possible.

Round 0: Activate rattle.

Round 1: Full attack against nearest enemy.

Round 2: Continue melee against same opponent; or full attack new opponent dealing significant damage to rattlebone mummy.

Round 3: Repeat from round 1; or flee if endangered.

Thinchejany, or "rattlebone," mummies guard the graves and lands of their long deceased clans, and receive their name from the way their bones shake and rattle inside their wrappings. Often, little flesh remains on these mummies, leading observers to confuse them with some sort of skeletal undead.

These Early Period mummies greatly deteriorated over time due to the poor quality of the clay jars and the techniques used to preserve them, though untold riches can still be found among their tattered remains in the cemeteries and mausoleums of the wealthier clans.

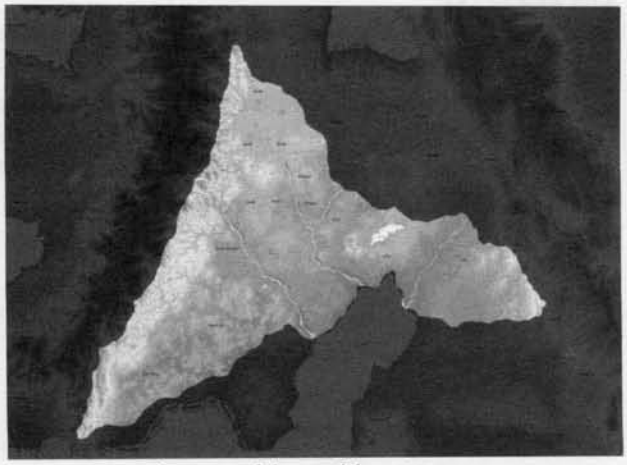
COMBAT

In combat, the rattlebone mummys seek the best place to ambush or surprise an opponent. Unfortunately, as they move, their bones shake and rattle inside their wrappings, often giving away their position. However, the rattlebone mummy is patient, and holds still for hours on end while waiting for its prey.

The rattlebone mummy has no mummy rot ability.

Despair (Su): The Will save DC against a rattlebone mummy's despair is 12.

Rattle (Ex): The constant shaking and rattling of this creature's bones unnerves creatures with fewer than 3 HD, requiring them to make a successful Will save (DC 12) or be shaken. Creatures with 3 or more HD do not have to make a Will save, but all Concentration checks by creatures within 100 feet of the rattlebone (provided they can hear the rattling) suffer a –2 morale penalty. Unfortunately for the mummy, this constant rattling usually prevents them from achieving surprise.



The range of the Rattlebone Mummy

ON TELLENE

Rattlebone mummies and Early Period burial sites are usually found only in the western Elos Desert region and the western Young Kingdoms, though a few have been discovered as far south and east as Tokis and Dodera.

MUMMY, ROYAL (SHIJARINJANY)

Medium Undead
Hit Dice: 8d12+3 (55 hp)
Initiative: +4 (Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 19 (+9 natural), touch 10, flat-footed 19
Base Attack/Grapple: +4/+10
Attack: Slam +10 melee (1d6+9 plus mummy rot)
Full Attack: 2 slams +10 melee (1d6+9 plus mummy rot)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, dominating gaze, mummy rot
Special Qualities: Damage reduction 5/+1, darkvision 60 ft., resistance to fire 10, undead traits, vulnerability to fire
Saves: Fort +4, Ref +2, Will +7
Abilities: Str 22, Dex 10, Con -, Int 6, Wis 13, Cha 14
Skills: Hide +6, Listen +6, Move Silently +6, Spot +6
Feats: Great Fortitude, Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary or tomb (1 noble mummy plus 4-8 servitor mummies and 1-2 noble mummies)
Challenge Rating: 6
Treasure: Double standard
Alignment: Always lawful evil
Advancement: 9-16 HD (Medium); 17-24 HD (Large)
Level Adjustment: -

Tactics Round By Round

The royal mummy opens with its domination ability, leaving its followers to handle melee combat where possible.

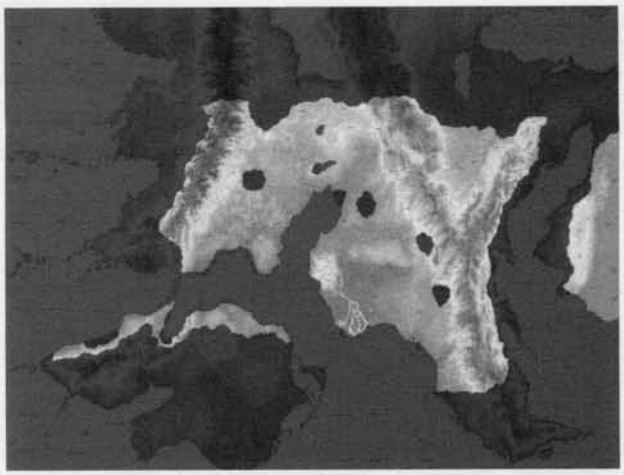
Round 0: Despair; order any followers to attack.

Round 1: Attempt to dominate strongest enemy or spellcaster; or full attack if forced into melee.

Round 2: Repeat from round 1; or flee if endangered.

Shijarinjany, the "royal mummies," were rare even in the ancient days, and today are few and far between. They represent the greatest kings and heroes of the Late period, and are among the most powerful of the undead extant on Tellene today.

Royal mummies can be distinguished from noble mummies by the amount of jewelry and finery that they wear. Aside from the possessions they were buried with, royal mummies collect the treasures of those they kill, choosing only the best and leaving the spoils for their servants. Like noble mummies, royal mummies are rarely found alone. They prefer to inhabit the ruins of their ancient kingdoms, using their servants to drive off or kill anyone they consider an intruder.



The range of the Royal Mummy

COMBAT

The royal mummy prefers to dominate and use its opponents, rather than destroy them. However, if it finds someone whom it cannot command, it orders its servants to attack.

Despair (Su): The Will save DC against a royal mummy's despair is 16.

Mummy Rot (Su): The save DC against a royal mummy's mummy rot is 16.

Dominating Gaze (Su): Any creature within 30 feet that meets the royal mummy's gaze falls instantly under its influence as though by a *dominate person* spell (Will DC 16 negates).

ON TELLENE

The royal mummy is typically encountered in Late Period ruins or tombs, accompanying their followers (servitor and noble mummies). As already noted, Late Period tombs may still occasionally be found undisturbed in the distant wastes, sheltered mountain valleys or deep forests across the Sovereign Lands.

MUMMY, SERVITOR (JHURIJANY)

Medium Undead
Hit Dice: 7d12+3 (48 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 17 (-1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+7
Attack: Slam +7 melee (1d6+6 plus mummy rot)
Full Attack: 2 slams +7 melee (1d6+6 plus mummy rot)
Space/Reach: 5 ft./5 ft.
Special Attacks: Despair, mummy rot, wail
Special Qualities: Damage reduction 5/+1, darkvision 60 ft., resistance to fire 5, undead traits, vulnerability to fire
Saves: Fort +4, Ref +1, Will +6
Abilities: Str 18, Dex 9, Con -, Int 6, Wis 13, Cha 14
Skills: Hide +4, Listen +6, Move Silently +4, Spot +6
Feats: Great Fortitude, Improved Initiative, Toughness
Environment: Any land and underground
Organization: Solitary, gang (2-4) or staff (5-20)
Challenge Rating: 5
Treasure: Standard coins; 75% goods; 50% items
Alignment: Always lawful evil
Advancement: 8-14 HD (Medium); 15-21 HD (Large)
Level Adjustment: -

TACTICS ROUND BY ROUND

The servitor mummy opens with its wail, attempting to weary its foes before entering melee combat.

Round 0: Despair.

Round 1: Wail; or full attack if forced into melee.

Round 2: Repeat from round 1; or attempt to flee if endangered.

Jhurijany, or "servitor mummies," were created from commoners as servants to the kings, priests and to the undead masters. They are often found in the company of royal mummies and heretic mummies.

At first glance, servitor mummies appear little different from the standard mummy. However, a careful observer will note that the servitor mummies are even more stooped, emaciated and withered.

COMBAT

Servitor mummys will often cover themselves with sand and lie in wait for an opponent to approach. Once the opponents have passed them, they stand up out of the sand, wailing before they attack from behind.

Despair (Su): The Will save DC against a servitor mummy's despair is 15.

Mummy Rot (Su): The save DC against a servitor mummy's mummy rot is 15.

Wail (Su): The wail of a servitor mummy echoes through the hearts of those who hear it like the cry of someone bound by endless years of toil and service. A servitor mummy can wail as a standard action. Anyone within 20 feet of a wailing servitor mummy must make a Fortitude save (DC 15) or become magically fatigued for 1 round. A servitor mummy is immune to its own wail as well as the wails of other servitor mummies.

ON TELLENE

One of several diverse types of undead mummies that can be encountered in Late Period tombs, the servitor mummy is commonly found in the tombs of great rulers, or accompanying royal mummies or heretic mummies. As noted previously, Late Period tombs still exist undisturbed in distant wastes, sheltered mountain valleys and deep forests across much of Tellene.

PIERCER, TELLENIAN

Small Aberration
Hit Dice: 1d8 (4 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 5 ft. (1 square), climb 5 ft.
AC: 17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple: +0/-3
Attack: Gore +1 ranged (1d6 +1d6 per 20 ft. fallen) or slam +2 melee (1d2 plus 1d4 acid)
Full Attack: Gore +1 ranged (1d6 +1d6 per 20 ft. fallen) and slam +2 melee (1d2 plus 1d4 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid
Special Qualities: Darkvision 60 ft., freeze
Saves: Fort +0, Ref +0, Will +0
Abilities: Str 12, Dex 10, Con 10, Int 1, Wis 6, Cha 1
Skills: Climb +11*, Hide +6*
Feats: Improved Initiative
Environment: Underground
Organization: Bunch (2-5) or colony (5-20)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2-4 HD (Medium)
Level Adjustment: -

Tactics Round-by-Round

Piercers lurk on damp, dark ceilings, waiting to drop onto whatever food source steps beneath them.

Round 0: Observe prey approaching.

Round 1: Gore prey passing underneath.

Round 2: Slam solitary opponent to dissolve; or freeze if opponent was not alone.

Round 3: Continue to freeze until prey's companions (if any) depart; or full attack too-curious opponents until dead.

Piercers are bizarre subterranean creatures, an almost perfect imitation of a common stalactite.

With their thin, pointed bodies and rough, stone-like exoskeleton, piercers simply appear to be no more than natural, small stalactites. A piercer's tough underside has several small openings, from which can extend a mass of 1-foot-long tentacles. These tentacles enable the piercer to climb, as well as hold itself fast to the ceilings of caves, caverns, and other damp, dark areas. A typical piercer is 3 to 4 feet long and weighs about 50 pounds. Larger piercers are uncommon, but have been found to grow up to 7 feet long.

COMBAT

When a living creature passes underneath, the piercer drops straight down in an attempt to gore it. Piercers are attracted both by body heat and any light source the creature might be carrying. On a successful gore, the piercer removes itself from the victim's body and attempts to slowly dissolve and consume it with its acidic tentacles. If the attempt to impale was unsuccessful, the piercer will most likely "play dead" in an attempt to resemble a common stalactite.

While solitary by nature, groups of them have been known to set traps wherein one of them falls onto a member of a party, and while they are gathered about their comrade, the other piercers fall together into the group.

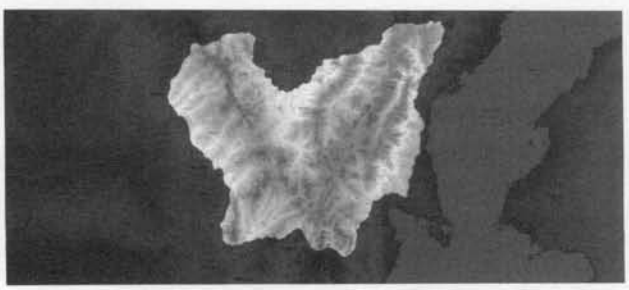
Acid (Ex): A piercer's tentacles produce a digestive acid able to dissolve both metal and organic material. Any melee hit against metal or organic material deals acid damage. This acid is ineffective against rock or stone.

Freeze (Ex): A piercer can retract its tentacles into its base, and hold itself so still that it appears to be a stalactite. An observer must succeed at a Spot check (DC 15) to notice the piercer is really alive.

Skills: *A piercer's tentacles confer a +2 racial bonus to Climb checks on rock and stone. Furthermore, a piercer has a +10 racial bonus to Hide checks when on cavern ceilings.

ON TELLENE

Piercers inhabit many of the lower reaches of dwarven cities and abandoned dwarven outposts, particularly those in the Kakidela Mountains and the Counai Heights. Though they prefer caves, they have been discovered in some noble houses in Dodera with high ceilings, where they live in almost perpetual shadow.



The range of the Tellenean Piercer

PLAGUE BOAR

Medium Magical Beast
Hit Dice: 6d10+30 (63 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple: +6/+11
Attack: Gore +11 melee (2d6+5 plus disease)
Full Attack: Gore +11 melee (2d6+5 plus disease) and bite +6 melee (1d4+2 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, ferocity, rage
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +10, Ref +6, Will +3
Abilities: Str 20, Dex 12, Con 20, Int 8, Wis 9, Cha 6
Skills: Listen +4, Spot +3
Feats: Improved Initiative, Iron Will, Power Attack
Environment: Any forest, plains, hill and marsh
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 7-12 HD (Medium-Size); 13-18 HD (Large)
Level Adjustment: -

Tactics Round-by-Round

The plague boar rushes into combat upon scenting its prey, attempting to overpower its enemies before they can fight back.

Round 0: Scent enemies.

Round 1: Charge into melee combat.

Round 2: Full attack nearest opponent (preferably unarmored).

Round 3: Continue melee against same enemy; or full attack against new enemy, and rage.

Round 4: Repeat from round 3; or flee if severely wounded.

The plague boar roams the land spreading death and disease to all it encounters.

The plague boar stands 3 feet tall at the shoulder and 5 feet long from snout to tail. The creature's fur ranges from white to mahogany brown to black. The coloration of the fur varies from area to area, much like the fur of a bear.

Though the plague boar reproduces sexually, it does not have a pack or herding instinct. In fact, a plague boar encountering another immediately flies into a rage and attacks (with the exception of mating season). Battle continues until one is dead. Strangely, the plague boar is not so ill-tempered with other creatures, and will only attack those who disturb them. Of course, as an intelligent creature, it understands that humanoids may mistake it for a boar and actually attempt to capture it. The creature relishes this thought, understanding that by merely standing still it has an opportunity to spread its disease.

Plague boars understand Abyssal, but do not have the capacity to speak. An expert linguist may be able to decipher its speech, but to the untrained, it sounds like snorts and grunts.

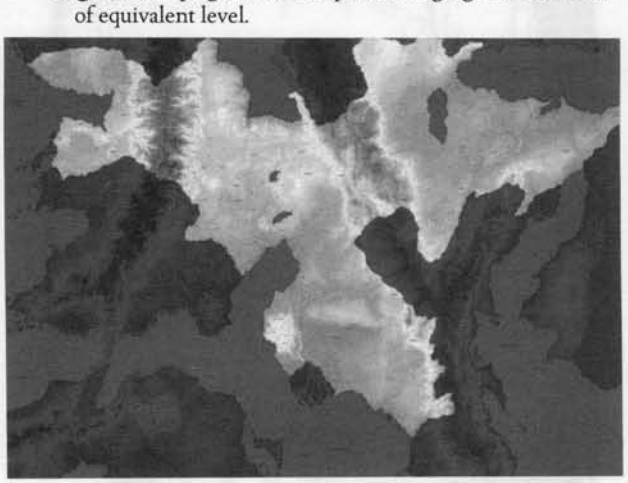
COMBAT

The plague boar enjoys combat, and most often fights to the death. A plague boar only flees combat when it has less than 10 hit points remaining.

Disease (Su): The plague boar's fur is infested with fleas that carry the Black Plague. Coming in contact with the creature, either physically or by touching it with a weapon or other object, causes the fleas to leap from the plague boar to the new host. The opponent contracts the Black Plague (Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int). The victim must make three successful Fortitude saves in a row to recover from the Black Plague. More information about the individual stages of the Black Plague (aka Kiss of the Rotlord) can be found on page 131 of the Kingdoms of Kalamar *Player's Guide*.

Ferocity (Ex): A plague boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Rage (Ex): A plague boar is capable of raging as a barbarian of equivalent level.



The range of the Plague Boar

ON TELLENE

Though ranging throughout the temperate lands of Tellene, the plague boar is primarily found in remote areas of Brandobia (primarily Cosdol and northern Eldor).

No one truly knows how the plague boar first appeared on Tellene, but the favored legend is as follows. One Godday long ago, clerics of the the Vicelord kidnapped the youngest daughter of a Brandobian duke. Before he could set off in pursuit, servants informed him that his field was infested with the Green Rot and all his crops would soon die. Furious, the duke cursed both the Rotlord and the Vicelord in a single long, drawn-out breath. Unfortunately, both gods were listening.

The Vicelord responded by bringing forth the largest, most savage boars of the land to ravage the duke's fief. The boars destroyed crops, killed men and livestock, and forced the people into the protection of the duke's keep. This completed, the Rotlord then touched the boars with his will, whereupon they began to spread a virulent plague as well.

Most boars were eventually killed, but some survived. The plague boars bred, and slowly spread throughout the Sovereign Lands, leaving only the Isle of Svimohzia untouched. Though this story is an excellent tale, some sages point out that it fails to explain the racial variations in color – particularly the white-furred plague boars of Torakk.

POLTERGEIST

Small Undead (Incorporeal)
Hit Dice: 2d12 (13 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 0 ft. (0 squares), fly 30 ft. (perfect)
AC: 14 (+1 size, +1 Dex, +2 deflection), touch 14, flat-footed 13
Base Attack/Grapple: +1/-3
Attack: Thrown weapon +3 ranged (damage per weapon)
Full Attack: Thrown weapon +3 ranged (damage per weapon) or thrown improvised item -1 ranged (damage per item)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 60 ft., incorporeal, invisibility, +2 turn resistance, undead traits
Saves: Fort +0, Ref +1, Will +3
Abilities: Str -, Dex 13, Con -, Int 10, Wis 10, Cha 14
Skills: Concentration +6, Listen +4, Search +4, Sense Motive +4, Spot +4
Feats: Blind-Fight, Multiattack[B]
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Usually lawful evil
Advancement: 3-5 HD (Small)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Poltergeists open combat with their spell-like abilities. As incorporeal creatures, they feel little fear of melee combat.

Round 0: Invisible.

Round 1: *Mind fog* against as many foes as possible.

Round 2: *Fear* against as many foes as possible.

Round 3: *Telekinesis* to hurl one or more creatures or objects.

Round 4: Repeat from round 3; or flee if endangered.

Poltergeists are incorporeal creatures that feed on emotions - particularly fear. Their favorite pastime, aside from smashing crockery, is to cause emotional distress in a child or young woman.

These creatures are most often found in households with children, where they can cause the greatest fear. At first, the creature confines itself to what appear to be childish tricks. These include: making loud knocking, scratching and thumping sounds on walls, breaking delicate items and shaking beds. It is always most active at night. If it chooses to announce its presence more obviously, it resorts to making articles fly recklessly around the room. It is speculated that poltergeists are often attracted to a particular person, often a child, with whom it feels some connection. The reason behind the poltergeists strange behavior in "haunting" particular individuals is unknown.

Poltergeists do not speak.

COMBAT

If confronted, poltergeists use their mind fog, fear and telekinesis spell-like abilities, in that order. It uses its telekinesis to hurl any loose object towards those assaulting it.

Spell-like Abilities: 1/round - *fear, mind fog, telekinesis.*

Incorporeal (Ex): Can be harmed only be other incorporeal creatures, +1 or greater magic weapons or magic. A poltergeist has a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will and its own attacks pass through armor. A poltergeist always moves silently.

Invisibility (Ex): A poltergeist is always invisible. It cannot be seen, even with darkvision. Hence, no one has been able to describe one.

ON TELLENE

Poltergeists tend to inhabit areas where large amounts of sentient beings were killed. They have been known to cause chaos in a particular household for several months, and then mysteriously disappear and then begin wreaking havoc again years later, with no discernible pattern. The area around Napalido, in Cosdol, is one of the most frequently visited by poltergeists. Since the great battles between the early Kalamaran empire and Brandobia this area has seen more than its share of bloodshed.

Poltergeists seem to most frequently haunt children who have some magical talent – and this has lead to recurring problems at the School of Magic attached to the Cosolen Military Academy.

RATFOLK

Medium Humanoid
Hit Dice: 2d8+2 (11 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Short sword +2 melee (1d6+1)
or sling +4 ranged (1d4+1)
Full Attack: Short sword +2 melee (1d6+1)
or sling +4 ranged (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Immunity to disease, low-light vision, scent
Saves: Fort +1, Ref +6, Will +0
Abilities: Str 12, Dex 16, Con 12, Int 9, Wis 11, Cha 8
Skills: Hide +5, Listen +2, Move Silently +6, Spot +2
Feats: Improved Initiative
Environment: Any land
Organization: Solitary, gang (4-6) or band (10-100)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually evil
Advancement: As character class
Level Adjustment: +0

Tactics Round-by-Round

Ratfolk open with ranged weapons (from behind cover when possible), before entering melee combat as a mob.

Round 0: Scent opponents approaching and prepare ambush.

Round 1: Ranged weapon attack against strongest enemy.

Round 2: Repeat from round 1, or join other ratfolk in melee against a single opponent; or use short sword on nearest opponent if unwillingly forced into melee.

Round 3: Continue melee against same enemy; or retreat to set up new ambush further ahead.

Ratfolk are furtive, slinking creatures that serve as trackers and spies for stronger, more cunning evil creatures.

Ratfolk are lightly covered with deep black fur. Their bodies are humanoid in appearance, but their heads closely resemble those of rats. Unlike their tiny cousins, most ratfolk have small tails (less than 2 feet long) or none at all. Ratfolk stand about 4 feet tall and weigh around 60 pounds.

Though it looks like a wererat in hybrid form, a ratfolk is no shapechanger. On their own, they live in small communities that readily scatter if necessary to escape being killed or driven away by larger monsters.

Some ratfolk bands may keep krenshars as guards or hunting animals. Ratfolk have a +4 racial bonus to train these animals. All ratfolk are amused rather than frightened by the krenshar's scare ability.

COMBAT

Ratfolk primarily use short swords for ambushing enemies. Ratfolk rogues use their sneak attacks as often as possible in combat. When possible, they attack by ranged weapons for as long as they can after the initial surprise attack. In melee, they usually attack a single target as a mob, working together effectively.

Skills: A ratfolk gains a +2 racial bonus to Hide and Move Silently checks.

RATFOLK CHARACTERS

A ratfolk's favored class is rogue, and ratfolk leaders are usually fighter/rogues or barbarian/rogues. Ratfolk spellcasters and clerics are rare. Surprisingly, they make good monks, although they favor practicality over idealism in a fashion that sometimes frustrates monastic teachers from other races.

ON TELLENE

Ratfolk are rare on Tellene, though stories of ratfolk abound. Local Brandobian folktales hold that ratfolk were born of a hideous magical experiment performed by clerics of the Rotlord, while Fhokki legend states that they were formed by the hand of the Rotlord himself. The fact that most ratfolk spellcasters on Tellene are followers of the Rotlord lends a certain credibility to these tales.

Ratfolk in larger cities dwell in sewers, where they are less likely to be discovered. In other areas, they may dwell in Rotlord temples or in the home of a Pestilent One.

RELIQUS

Medium Undead
Hit Dice: 3d12 (19 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 17 (+2 natural, +5 bronze armor), touch 10, flat-footed 17
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1) or greatsword +2 melee (2d6+1)
Full Attack: 2 claws +2 melee (1d4+1)
or greatsword +2 melee (2d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gem blast
Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, +2 turn resistance, undead traits
Saves: Fort +3, Ref +1, Will +3
Abilities: Str 12, Dex 10, Con -, Int -, Wis 10, Cha 11
Feats: Great Fortitude, Improved Initiative
Environment: Any land and underground
Organization: Any
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large), 7-9 HD (Huge)
Level Adjustment: -

Tactics Round-by-Round

The reliqus stands guard for its master, attacking all foes upon sight.

Round 1: Gem blast against as many foes as possible; or full attack if unable to use gem blast.

Round 2: Repeat from round 1 until destroyed.

This skeletal creature is a powerful undead warrior often used by liches to guard their lairs. Its powers vary with the color of the gems in its eyes.

Reliquae appear similar to skeleton warriors, with the addition of glowing gems in their eye sockets. Similar to skeletons, a reliqus can only understand fairly simple commands - it does not take independent action. However, such commands can include a combination of up to any three basic instructions. Such a command could include "patrol this corridor and kill anyone not wearing our symbol," or "walk north until you encounter a human, kill it, and bring the body back here."

The statistics above describe reliquae created from human-sized corpses. A reliqus formed from a larger corpse might have different statistics from those listed above.

COMBAT

Typically, a reliqus will fight until it is destroyed. Unless a flicker of light reveals the color of the gems it has in place of eyes, it is difficult for opponents to know what type of reliqus they are facing - at least until after it strikes. There are four types of gems that define the four types of reliquae: amethyst, diamond, emerald, sapphire. Each reliquis has the same gem in both eye sockets.

Gem Blast (Su): A reliqus's eye gems are magicked to each allow the use of a different spell. All the spell-like abilities used through the gems function as if cast by a 3rd-level wizard. These gems can be salvaged as non-magical gems following the destruction of a reliqus.

Amethyst: An amethyst reliqus can fire three simultaneous magic missiles once every 4 rounds, at either single or multiple targets. The eyes are 50 gp amethysts and glow a deep lavender during use.

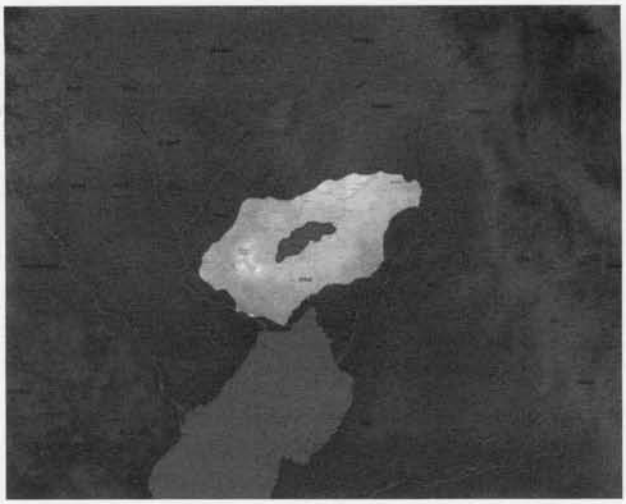
Diamond: A diamond reliqus shoots a 100 ft. range lightning bolt once every 4 rounds. The eyes are 100 gp diamonds that glow white when in use.

Emerald: An emerald reliqus conjures a stinking cloud once every 4 rounds. The emerald eyes are gems worth 75 gp each and glow green during use.

Sapphire: A sapphire reliqus can blast a cone of cold once every 4 rounds. The gems are sapphires worth 150 gp each and glow blue when in use.

ON TELLENE

The reliquae of Tellene are rumored to be the creation of Queen Simura, a former ruler of Pekal who turned to the dark arts of necromancy late in her reign. It is whispered that a few of these creatures were somehow removed intact from the (now lich-) queen's underground stronghold, and they now may be found guarding the underground lairs of other evil beings. These particular reliquae are also armed with leaf-bladed greatswords and bronze banded mail (treat as banded mail with an AC of +5) in the style of the queen's guard from whom they



The range of the Reliqus

were created many years ago. Other powerful liches or necromancers may have learned how to create reliquae based on the still extant examples. These new reliquae may have different armor or weapons than those listed.

ROCK SERPENT

Small Magical Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), burrow 20 ft.
AC: 18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17
Base Attack/Grapple: +4/+0
Attack: Disintegration ray +6 ranged touch (3d6)
or tail slam +6 melee (1d3)
Full Attack: Disintegration ray +6 ranged touch (3d6)
or tail slam +6 melee (1d3)
Space/Reach: 10 ft. (coiled)/5 ft.
Special Attacks: Eye ray
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 10, Dex 13, Con 13, Int 2, Wis 10, Cha 6
Skills: Hide +5, Listen +6, Spot +5
Feats: Alertness, Improved Initiative, Weapon Finesse[B]
Environment: Warm and temperate underground
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium-Size); 9-12 HD (Large)
Level Adjustment: -

Tactics Round-by-Round

Round 1: Use disintegration rays against nearest opponent or against opponent threatening dragon master (if any).

Round 2: Full attack against injured enemy; or use disintegration ray against enemy attacking with ranged weapon.

Round 3: Repeat from round 2; or flee if over half of its hit points are lost and there is no dragon master to protect.

The rock serpent is a rare, snake-like creature that is favored by certain dragons as pets and guardians for their lairs.

This mottled brown snake-like creature is typically 4 feet long. Amazingly, it has no mouth. Instead, it feeds by shooting a disintegration ray from (what appear to be) its nose slits to vaporize rocks. It then 'breathes' in the dust and gas through its skin for sustenance.

The most likely creatures to have a rock serpent as a pet are copper, gold, and silver dragons. This is partially due to the fact that they live in the mountains, where the rock serpent is commonly found, and partially because they do not mistreat their pets, like an evil dragon would. Though the creature only has animal intelligence, it is very loyal to its master.

COMBAT

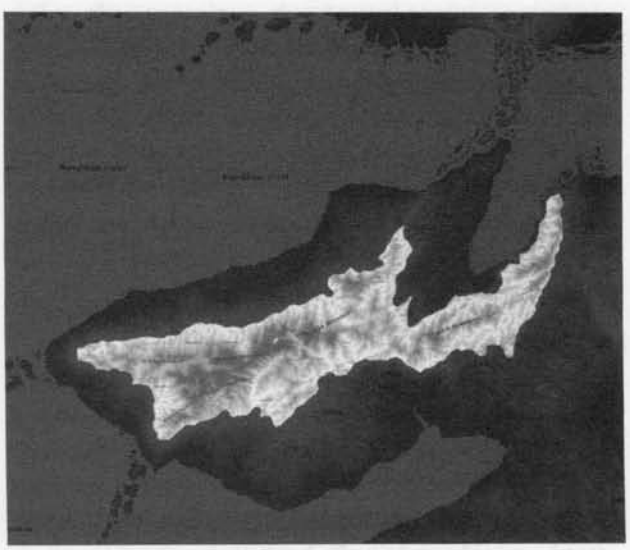
A rock serpent typically fights only to defend its territory, fleeing when it loses half its hit points or more. However, a rock serpent befriended by a dragon will fight to the death to protect its master, its master's lair, or even its master's corpse.

Disintegration Ray (Su): The rock serpent's weapon is a 20-foot long disintegration ray that deals 3d6 points of damage at will (Fortitude DC 12 half). Otherwise, this works as the *disintegrate* spell.

ON TELLENE

The rock serpent ("shapazhan" in Svimohzish) was first discovered in the Whisvomi Hills, on the northern slopes of the Dashahn Mountains, and for hundreds of years it was exclusively found there. Only recently has it been reported further sound and west, in the Krimppatu and Tanezh Mountains. It is rumored that the rock serpent was driven away by some type of predator that feeds on these creatures, but it is more likely that human and hobgoblin encroachment has simply forced the rock serpent to look for safer territory elsewhere.

Though the rock serpent has no treasure of its own, it often guards the hoards of dragons. Svimohz wizards say that its brain can be used as a component when creating a *ring of spell storing*, which reduces the cost of the materials by 10,000 gp.



The range of the Rock Serpent

ROOFTOP PROWLER

Medium Aberration
Hit Dice: 5d8+5 (27 hp)
Initiative: +8 (Dex)
Speed: 30 ft. (6 squares), climb 30 ft.
AC: 20 (+8 Dex, +2 natural), touch 18, flat-footed 12
Base Attack/Grapple: +3/+6
Attack: Claw +11 melee (1d6+3)
Full Attack: 2 claws +11 melee (1d6+3) and bite +6 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d6+1
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +9, Will +4
Abilities: Str 17, Dex 27, Con 12, Int 13, Wis 10, Cha 12
Skills: Balance +11, Climb +14, Hide +11, Jump +5, Listen +3, Move Silently +10, Spot +3, Survival +3, Tumble +10
Feats: Great Fortitude, Weapon Finesse
Environment: Warm and temperate lands
Organization: Solitary or pair
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: -

Tactics Round by Round

The rooftop prowler hides itself in the shadows of inconspicuous places like the tops of archways or the walls of tall buildings. Then it pounces on its prey, tearing them apart as quickly as possible.

Round 0: Hide and observe prey

Round 1: Pounce on opponents from above

Round 2: Full attack (or rake if successful pounce)

Round 3: Repeat from 2 or flee if overwhelmed

Hidden among the shadows high above the city streets, the rooftop prowler hunts the unsuspecting prey walking below.

A rooftop prowler measures 4 1/2 to 5 feet long, not including its tail (about 3 feet long) and weighs approximately 200 pounds. The creature has a lifespan of 30 years, reaching maturity at age six. A rooftop prowler's face most closely resembles a human with bat-like features, allowing it to hide easily among the variety of statues that line the highest stone buildings. Its body, however, is more akin to a cat, narrow but muscular with a long tail. Its arms are more humanoid, but without an opposable thumb. The rooftop prowler walks on all fours, with its head low to the ground.

The rooftop prowler is a carnivore, its diet consisting mostly of raw flesh. As it is an urban dwelling creature only, it is capable of eating cooked meat as well, sometimes stealing it from its prey. The prowler's food must be high in fat and thus, the creature hunts mostly women and small children whose bodies naturally have a higher fat content. It also preys on local farmers' markets when the country folk bring hogs and other animals into the city.

The rooftop prowler speaks its own language, a mix of Abyssal and Terran. It often speaks the dominant tongue of whatever city it resides in. The creature has no written language.

COMBAT

While hunting, the prowler prefers to rest patiently in secret on some type of ledge, wall or overhang. When its prey passes by, the creature pounces on its victim.

If the prowler is being hunted, its tactics are very similar. If it does not have time to fully assess the strength of its pursuers, it immediately runs for terrain that typically cannot be traversed by normal city dwellers (such as high walls or the underbelly of archways). From there it appraises the situation and decides whether to fight or flee.

If the prowler gets a good look at its hunters, it decides whether or not direct conflict is a viable option. If the pursuer is an individual or a small group of apparently weaker stock, the prowler does not mind direct confrontation. In recent times, however, this bait and trap kind of situation has led to the capture of numerous rooftop prowlers. If the creature believes its adversary to be stronger or dangerous, it instead flees as before, perching itself someplace where it can regroup and begin hunting its hunter. Its first pounce often determines the outcome of the battle, and the prowler is well aware of that fact.

Improved Grab (Ex): A rooftop prowler must hit with a bite attack to use this ability. If it gets a hold, it can rake.

Pounce (Ex): If a rooftop prowler leaps upon a flat-footed foe, it can make a full attack even if it has already taken a move action.

Rake (Ex): A rooftop prowler that gets a hold can make two rake attacks (+11 melee) with its hind legs for 1d6+1 damage each. A rooftop prowler that pounces on an opponent can also rake.

ROOFTOP PROWLER SOCIETY

The rooftop prowler is a solitary creature, rarely hunting in pairs and never hunting in packs. When the prowler does hunt in pairs, the two are always the same gender. Not only will a female not hunt with a male, but when the two sexes encounter one another, the female either attacks the male until he flees the area, or she flees the area herself.

Female prowlers give birth only once in their life. Twins, one male and one female, grow to half their total size in utero, immobilizing the female prowler during the later months of pregnancy. The female never truly gives birth, rather, the two offspring violently tear their way from their mother's womb. Because of this certain death, female rooftop prowlers avoid mating, violently if necessary. This explains the female's hostility toward the other sex. The female does not necessarily kill its potential mater, allowing a male to flee if necessary, but the creature does not cease its attack until the male is driven off or dead.

Males also initiate such combat during the mating season. Understanding that the female does not willingly mate, the two engage in combat. In an effort to mate, the male will die attempting to subdue the female. If he is successful, the male follows the female for the next year, the length of the incubation period. When the female eventually becomes disabled, after approximately five months, the male hunts for her, bringing her food so that she may live - at least, until the offspring are born. Once the young tear their way to freedom and the female dies, the male leaves for good, leaving them to fend for themselves.

This unwilling relationship between male and female provides an innate sort of population control. Although the rooftop prowler is an intelligent creature, this only allows it to think of more devious ways to eliminate competition. Males feel no remorse in fighting to the death over a female. Females, too, have no qualms dispatching males for their own survival. Some of the more unscrupulous males actually allow another male prowler to fight for mating rights, only to race in when combat has finished and kill the victor.

ON TELLENE

Bet Kalamar, the largest city in the known world, currently has an unknown population of the creature. In fact, beginning in 433 I.R., the rooftop prowler became such a problem that a bounty was laid on its pelt. The city officials paid 10 gp apiece and the monster was quickly eradicated.

With the rooftop prowlers gone from the city, the urban gargoyles quickly gained a solid foothold over the prowler's former territory. Though the rooftop prowler is rumored to have returned to Bet Kalamar in recent years, this has not yet been verified. A few knowledgeable citizens speculate that the urban gargoyles are quickly eliminating any rooftop prowlers who invade their territory. It is even thought that the rooftop prowlers may have moved their habitat to another area of the city, such as the sewers, where they are again starting to breed.

RUSALKA

Medium Undead (Aquatic)
Hit Dice: 5d12 (33 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Claw +6 melee (1d4+6)
Full Attack: 2 claws +6 melee (1d4+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Confusing mist
Special Qualities: Darkvision 60 ft., kiss of Wisdom, spell-like abilities, undead traits
Saves: Fort +1, Ref +3, Will +5
Abilities: Str 18, Dex 14, Con - , Int 13, Wis 13, Cha 15
Skills: Concentration +12, Hide +13, Listen +12, Spot +12, Swim +13
Feats: Alertness, Dodge
Environment: Any aquatic and marsh
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Chaotic evil
Advancement: 6-10 HD (Medium)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Rusalka target the most haughty or boisterous in a group.

Round 0: Confusing mist.

Round 1: *Charm person.*

Round 2: If *charm person* successful attempts to pull opponent down; or claw attack.

Round 3: Repeat from round 1 on next opponent.

Rusalka are the undead spirits of women who have met an untimely end through drowning, whether by murder or suicide. These creatures now haunt the bog, swamps and waters where they met their tragic end.

Because of their aquatic nature and pure white skin, rusalka are occasionally mistaken for farisee. However, unlike the more peaceful fey, the face of a rusalka always appears proud and haughty, occasionally distorted with the cruelty of their final moments. Also, rusalka have disheveled white hair, long dirty nails and drooping breasts. Rusalka cloak themselves in mists and thin white fogs, drifting along the banks of rivers or over the marshes that are their homes. On rarer occasions, rusalkas may be found in wells or mills, where they terrorize the locals with their seductive calls.

The rusalka's mist is always cool and very damp, leaving thick traces of water on gear and clothing. As the mist settles on the hapless victims, the rusalka makes her appearance. She rises slowly from the water, her face alone breaking the surface.

Those who see her glimpse what looks much like a corpse in the water. In a sing-song voice, she then calls out to those present, asking for aid against the perils of the river. Her voice appears caught up by the mist, seemingly coming from one direction and then another. The rusalka will never attack women, unless it was a woman who was the cause of their death.

Whether the evil creature uses her charm or false beauty, many a poor fool has moved off into the water to rescue her - only to meet a tragic end. The rusalka waits until her victim comes within reach, so as to attack from close quarters. She wraps her arms around the victim, waiting for him to pull her from the water, then tries to throttle him. She chokes her victims slowly, often allowing them a respite only to commence again. She also may hold the victim under the water, lifting them back from a watery death seemingly at the last minute.

On other occasions, the rusalka takes on a pleasing form and offers herself as reward for her rescue. She is always gentle in her lovemaking, taking great pains to prove to the man that she means him no harm. But her nature is too strong, and eventually she kills these men also, strangling or drowning them without sufferance.

If more than one person approaches the rusalka, she slips beneath the water, moves off a little and rises again. She calls more ardently, trying to separate at least one person from the party or group. She often succeeds, as few can resist offering aid to a woman in need.

If an enterprising adventurer delivers the person who originally killed the rusalka to her, and allows her to slay it in revenge, she is mollified and the curse of her creation is broken. Before vanishing into true death, the rusalka grants her champion the one thing she can give -knowledge of the world beyond.

COMBAT

Rusalka first cast their mist in order to confuse their victims. They go to great pains to separate one of the party members from the rest, usually targeting the most handsome or the one who seems most arrogant. At this point, she charms him and pulls him into the water to kill through strangulation or drowning.

Confusing Mist (Su): A rusalka continually emits a mist as a *fog cloud* spell cast by a 10th-level sorcerer. Any characters that enter the mist created by the rusalka must make a Will save (DC 14) or become confused (as the condition detailed in the D&D *Dungeon Master's Guide*). Other effects of the mist are the same as the *misdirection* spell as cast by a 10th-level sorcerer.

Kiss of Wisdom (Su): A simple kiss from a cured rusalka grants 1 additional point of Wisdom to the recipient. This gift can only be bestowed on one individual. After it is given the rusalka fades into the mist, with the mist dispersing soon after.

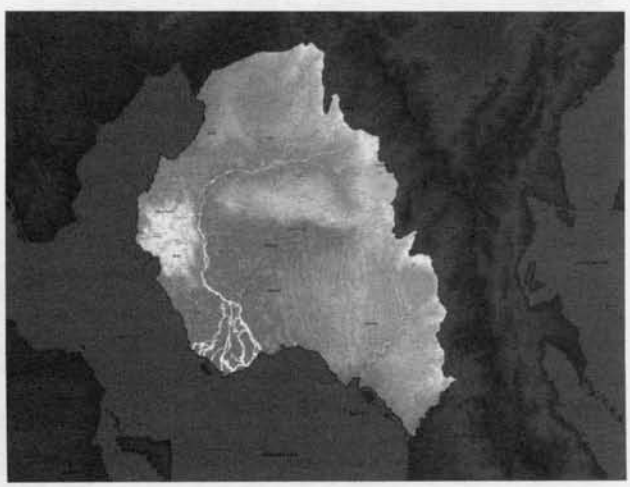
Spell-Like Abilities: 5/day-*alter self, charm person.* Caster level 10th; save DC 14 + spell level.

ON TELLENE

Some Kalamaran scholars say that the ancient origins of the rusalka lie in the Ep'Sarab Swampland, where three witches lay buried in three separate, but adjoining mounds. In the year 458 IR, river pirates led by the famous brigand Caran Bluetooth plundered the mounds. When they did so they roused the souls of the three witches. These evil incarnations rose from the dead in raging madness, hounding the greater part of the crew to death. Only a few escaped, fleeing south down the Badato River. One of these, Caran's brother Malaran, is thought to have escaped with a powerful magic ring. He fled into the swamps and for a great while wandered listlessly, without home or any kind of shelter. The witches, not satisfied with destroying the pirates, lay a curse on the water and all the water that earned the pirates their livelihood.

The curse had greater impact than the witches ever dared hope and soon the spirits of women tormented in life rose from the surrounding bogs and rivers; the rusalka had come to Kalamar. The plague soon spread south and north, being reported as far north as the Otekapu swamps and the E'Liral River, and as far south as the E'Korus Rivers. They have become a serious plague on certain stretches of these rivers and merchants grumble and complain about their losses in ship's captains and crew. The merchant guilds are clamoring for the local rulers to hire soldiers to destroy these creatures, but few respond. The guilds, left to their own devices, are hiring men and priests to wage war on these strange creatures.

It is thought by some scholars that if the items stolen from the women, including the ring, are returned and the bodies set back in their mounds that the curse will end across Tellene. Of course, if there is truth to these tales none may say for certain.



The range of the Rusalka

SAND WORM

Gargantuan Magical Beast
Hit Dice: 10d10+50 (105 hp)
Initiative: +2 (-2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), burrow 30 ft.
AC: 14 (-4 size, -2 Dex, +10 natural), touch 4, flat-footed 14
Base Attack/Grapple: +10/+30
Attack: Bite +14 melee (2d6+12)
Full Attack: Bite +14 melee (2d6+12)
Space/Reach: 20 ft. (coiled)/15 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Darkvision 60 ft., tremorsense 60 ft.
Saves: Fort +12, Ref +7, Will +2
Abilities: Str 27, Dex 7, Con 20, Int 2, Wis 5, Cha 3
Skills: Listen +6, Spot +5
Feats: Alertness[B], Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Environment: Warm land and underground
Organization: Solitary or brood (2-3)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 11-20 HD (Gargantuan); 21-30 HD (Colossal)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Sand worms burst out of the sand when within 15 feet of their prey, and commence attacking.

Round 0: Sense enemy approaching.

Round 1: Full attack.

Round 2: Attempt to swallow held opponent; or continue melee.

Round 3: Repeat from round 1; or flee if overwhelmed.

This enormous dun-colored worm can be found throughout many desert lands. It lies in wait for passing travelers before surging up from the serene sands and devouring everything it finds.

A mature sand worm is about 40 feet long, 8 feet wide and weighs approximately 20,000 pounds. Sand worms are asexual. They produce strings of tiny eggs that give birth to the next generation. The eggs are each about 4 inches long, though the strings can be up to 40 ft long. These eggs are laid near oases or desert trails where the sand worm knows predators (desert trolls, leucrotta and dragons, for example) are frequent. The predator eats the egg, whereupon the sand worm hatches inside the creature's digestive organs. Here, it nests and feeds on both the creature and what the creature eats. Of course, eventually it becomes too large for its host. At this point the host dies. The young worm devours the corpse before moving on.

COMBAT

Sand worms only attack when hungry. Upon sensing its prey, it moves towards it, burrowing forward just beneath the surface of the desert. It is not at all subtle in its movement, and the moving mound of sand can easily be spotted by an alert observer. Once it is within 15 feet of its prey, the worm bursts from the earth and attacks.

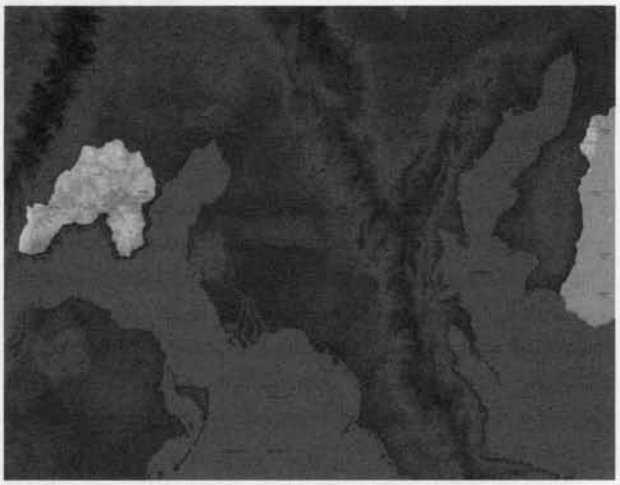
Improved Grab (Ex): To use this ability, the sand worm must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole (Ex): On a successful grapple check, this creature swallows an opponent of Large or smaller size. Once inside, the worm's stomach acid deals 1d6 points of acid damage, plus 1d12+8 points of crushing damage per round.

To escape from inside the worm, a swallowed creature must make a successful grapple check to climb out of the gizzard and up to the mouth. At this point, the victim must make another successful grapple check to break free.

A second means of escape is for a swallowed creature to cut its way out using claws or slashing weapons to deal 10 points of damage to the gizzard (AC 20). Once the victim exits, internal regeneration closes the hole. Each swallowed opponent must cut its own way out. A sand worm's interior can hold up to two Large opponents.

Tremorsense (Ex): Sand worms can detect any living creature (in touch with the ground) within 60 feet.



The range of the Sand Worm

ON TELLENE

The sand worm is a vicious predator that originates within the Elos desert. Unfortunately, approximately 100 years ago, it was transported to the Khydoban by an unwitting Dejy man who died in torment on the burning sands.

A sand worm's natural enemy is the rock sphinx, a creature found only in the Elos desert. Without its natural enemy, the sand worm has freely roamed the Khydoban, growing to even larger sizes than those recorded in the Elos. Fortunately for settlements in the Khydoban, it only hunts when it is hungry.

SHADOWCAT

Small Magical Beast
Hit Dice: 2d10+2 (13 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares)
AC: 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple: +2/-3
Attack: Claw +7 melee (1d4-1)
Full Attack: 2 claws +7 melee (1d4-1) and bite +2 melee (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce
Special Qualities: Darkvision 60 ft., limited regeneration 1, telepathy, yield
Saves: Fort +4, Ref +7, Will +2
Abilities: Str 8, Dex 19, Con 13, Int 2, Wis 15, Cha 6
Skills: Balance +5, Hide +9, Jump +4, Listen +8, Move Silently +8, Spot +4, Tumble +6
Feats: Alertness[B], Weapon Finesse
Environment: Cold and temperate mountain
Organization: Solitary or family (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small), 5-6 HD (Medium)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The shadowcat watches its prey and attacks after making sure that the prey is unaware of its presence.

Round 0: Observes the prey.

Round 1: Uses pounce abililty and makes a melee attack.

Round 2: Continues to attack if the prey cannot easily fight back; or jumps away from combat and waits for another opportunity to attack.

Round 3: Once away from the prey, the shadowcat allows itself to heal for 1d4 rounds.

Round 4: The shadowcat repeats round 0.

Shadowcats are secretive creatures that prowl the frozen peaks and high regions of mountains. These semi-telepathic cats are ferocious, and make mountainous journeys even more perilous.

Combining keen sight and hearing, semi-telepathic ability, and cunning animal intelligence, shadowcats lie in wait for their prey, scanning the area for mental activity, emotions, or thoughts. This makes them a threat to even the stealthiest prey.

Shadowcats are gray or white-haired felines, standing about 2 feet tall at the shoulder and resembling a small, gaunt version of a sabre-toothed cat. Shadowcats have long legs, a thick, long neck, and massive jaws with 2 to 3 inch-long fangs. Their form is unusually lithe, even for a cat.

Shadowcats are superb hunters. They are reluctant to venture out in daylight, preferring to hunt at night or on cloudy days. Although usually solitary hunters, they have been known to gather in large packs during the winter months. Due to their coloration, they have an extraordinary ability to hide in the snow, and they are highly adept at moving through steep and rocky terrain. In addition, its coat magically blends with the shadows around it. This coat is highly valued by wielders of arcane magic, for it is believed to possess magical qualities.

COMBAT

Shadowcats attack by stealth. They pounce and then retreat to heal while their prey weakens. They attempt to knock larger prey off steep cliff faces, when possible. They do not stand and fight except to compete with other shadowcats over territory. If cornered, and unable to leap to higher ground, a shadowcat fights to the end, relying on its natural healing to recover from anything less than lethal wounds.

Pounce (Ex): If a shadowcat leaps upon a flat-footed foe, it can make a full attack even if it has already taken a move action.

Limited Regeneration (Ex): The shadowcat regenerates 1 hit point per round when in natural or magical darkness.

Telepathy (Su): Shadowcats communicate telepathically with any creature within 50 feet. They do not use any language, but rather rely on emotions and simple reactionary responses.

Yield: The hide of a shadowcat, when worn as a cloak, grants a +3 circumstance bonus to the wearer's Hide checks. Two shadowcat hides are sufficient to make a cloak for a Tiny character, or 4 hides for Small, 8 hides for Medium, 12 hides for Large and 16 hides for a Huge character.

Skills: Shadowcats receive a +4 racial bonus to Hide, Jump, Listen and Move Silently checks.

SHADOWCAT SOCIETY

Shadowcats breed once a year, with females giving birth to litters of 2 to 3 cubs. These cubs are highly prized, particularly by dwarves, for young shadowcats are easily trained. Tamed shadowcats develop a pack mentality and remain loyal to their master until death. Such relationships are generally reciprocal, for the shadowcat's telepathic ability allows its master to establish a heightened emotional bond.

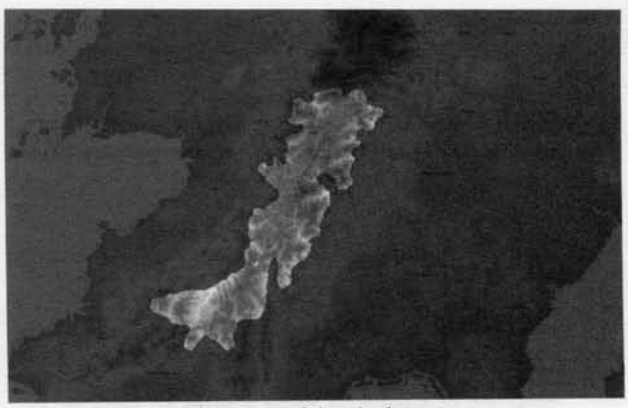
Shadowcats prey upon fowl, rodents, and sometimes goats and sheep. Unusually, shadowcats have a taste for familiars. Sages theorize that the magical link that binds familiars to their masters attracts the semi-magical shadowcats.

ON TELLENE

These very rare cats haunt the high wastes of the Elenon Mountains. They once had an extraordinary range and could be found in much of the temperate zones of the whole of Tellene. As humans, elves, dwarves and others spread, however, the population and homeland of the shadowcats shrunk.

Shadowcats were hunted mercilessly, both for their dangerous nature and telepathic ability. The mature cats were hunted without mercy for the danger they posed to livestock and settlements. Cubs were taken in hope of rearing them for domestication. The shadowcat does not, however, breed well in captivity and after a short while the creature had vanished from most of the lowland countries. Though rumors abound and sightings of them are occasionally reported in all parts of Tellene, the reports are unsubstantiated. Thus, the shadowcats is known to exist only in the Elenon Mountains.

In the past several hundred years some mountain dwarves have taken to protecting and domesticating shadowcats for use as guides or hunting companions. Still, the shadowcat population is small for not even the indomitable dwarves have found a way of breeding the cats in captivity.



The range of the Shadowcat

SHARJANI

Once mortal men and women who drank vampire blood in a horrid ceremony, these creatures now form a powerful cult dedicated both to power and to their ancient vampire lord.

A Sharjan is not a 'true' vampire. Sharjani do not drain life levels when attacking and cannot turn into vapor, bats or wolves. They do not have any control over wolves or other creatures of the night. They are able to move about in sunlight, though they prefer the night as sunlight causes them pain and weakens their powers. Holy symbols have no effect on the Sharjani. Clerics cannot turn Sharjani, as they are not true undead - they are humanoids, somewhat akin to enchanted creatures.

Sharjani appear to be normal humans when they are satiated with human blood. When they have not drunk human blood in more than a day they become pale, their faces become haggard and drawn-out, and their fangs become prominent. If a Sharjan continues to go without blood, it starts to rot and wither, possibly even entering a state of hibernation. A Sharjan in such a condition who senses human blood becomes crazed with the need to satiate itself in a blood rage.

There are four varieties of Sharjani, ranging from "least" Sharjani all the way up to the powerful Sharjani lords. Though the least and Lesser Sharjani are created from any humanoid or monstrous humanoid creature, the more powerful "greater" Sharjan and Sharjan "lord" are created only through a special blood ceremony. The creations of diseased Sharjani are foul creatures known as the Rhajghani pseudo-ghouls.
Sharjani speak whatever languages they spoke in life.

COMBAT

Sharjani typically conceal themselves until their prey comes within reach, then strike. If the battle turns against them, they retreat and attempt to find a weaker victim with which they can replenish their vitality. Sharjani suffering from blood rage will attack, without regards to friend or foe, until death.

Blood Rage (Ex): While in the blood rage, the Sharjan seeks to drink the blood of any human or demihuman in sight. The Sharjan temporarily gains +4 to Strength, +4 to initiative checks, and doubles all bite damage. While in the blood rage, the Sharjan loses its fast healing ability, but it regains 1 hit point per 2 points of damage inflicted by its bite. The raging Sharjan only uses the bite attack. Once fully healed, the rage subsides and the Sharjan regains its normal human appearance and fast healing abilities, but loses any bonuses to hit, damage, and initiative caused by the rage. Note that a Sharjan can heal damage while in the blood rage only by drinking blood; their normal regenerative abilities are latent due to a lack of blood in their system.

Create Spawn (Su): If a Sharjan drains a PC of all of her hit points from bite attacks, the PC must make a Fortitude save (DC 10 + 1/2 the Sharjan's hit dice + the Sharjan's Constitution modifier) or rise as a Least Sharjan.

Improved Grab (Ex): This ability works normally, except a Sharjan can use it on creatures the same size as itself.

Blood Craving (Ex): If they have not drunk human blood in over a week they turn positively feral in appearance, lose their regeneration abilities, and are reduced to 75% of their maximum hp. If they have not drunk human blood in over a month they begin to rot and wither. At this point, if any human blood is available nearby they enter into a blood rage. If no humans are present, they enter into a state of hibernation and await the scent of human blood. In either case they are reduced to 50% of their normal maximum hit points. Sharjani in hibernation awaken in a blood rage 1d3 rounds after first scenting humans in the area.

Sharjani may drink the blood of other Sharjani to satiate their hunger, though only the blood of a lower ranked Sharjani is palatable. The blood of similarly ranked or superior Sharjani does not satiate their hunger, and actually operates as a poison, causing 1d4 damage per point drained. A Fortitude save (DC 15) saves for half damage.

Fast Healing (Ex): The Sharjan heals a certain number of hit points every round, except for damage dealt by silver or magical weapons.

Narsharjani Affliction (Su): There is a 20% chance (plus 5% per consecutive bite in combat) that this affliction is transmitted to the victim. The affliction turns the bitten character into a Rhajghan, or pseudo-ghoul, under the control of the attacking Sharjan, unless he makes a Fortitude save at DC 10 + 1/2 the Sharjan's hit dice + the Sharjan's Constitution modifier. Immediately after a failed save, the victim falls into a paralyzed state for 2d6 rounds, then rise as a Rhajghani.

Vulnerability to Sunlight (Ex): In sunlight, Sharjani lose their fast healing ability, as well as any bonuses to initiative. They also lose any attack bonuses to their base attack. Sharjani (with the exception of Least Sharjani) also lose one hit point per round of exposure to sunlight and cannot heal until they are out of the light for one full hour. They have additional penalties to attack and initiative in sunlight based on their Sharjan status (Least: -1; Lesser: -2; Greater: -4; Lords: cannot take any action other than moving out of the light and attacking anyone preventing them from moving out of the light, as if in a blood rage.)

Vulnerability to Water (Ex): Sharjani lose one-third of their maximum hit points every round they are in contact with running water. After three rounds of exposure to running water, the Sharjan is permanently dead. Holy water inflicts 1d6 points of damage to Sharjani.

Slaying A Sharjan

Driving a wooden or silvered stake through a Sharjan's heart instantly incapacitates it. However, if the stake is removed, they begin to heal, and in 1d8 rounds they become fully functional at the hit point total they were at before being staked. They are permanently killed if their head is cut off and burnt to ashes while they are staked. If a Sharjan takes enough damage from silver or magical weapons to reduce its hit points to zero or less, it can die like a normal human. If it reaches zero hit points or less and succeeds at a Constitution check (DC 15), it lives and heals 1 hp per day; otherwise it is truly dead.

THE LEAST SHARJAN TEMPLATE

"Least Sharjan" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Table 1-13: Sharjani Bite Damage

Size	Bite Damage			
	Least Sharjan	Lesser Sharjan	Greater Sharjan	Sharjan Lord
Fine	-	1	1	1d2
Diminutive	-	1d2	1d2	1d3
Tiny	1	1d3	1d3	1d4
Small	1d2	1d3	1d4	1d6
Medium	1d3	1d4	1d6	1d8
Large	1d4	1d6	1d8	2d6
Huge	1d6	1d8	2d6	2d8
Gargantuan	1d8	2d6	2d8	4d6
Colossal	2d6	2d8	4d6	4d8

The bite of a Lesser Sharjan, Greater Sharjan, or Sharjan Lord can create a Least Sharjani. Least Sharjani never advance to Lesser Sharjani unless they partake of the blood of Sharjanjir during the blood ceremony (as outlined below).

AC: The base creature's natural armor improves by +3.

Attacks: The base creature gains a bite attack.

Damage: Least Sharjan have bite attacks. If the base creature does not have this attack form, use the appropriate damage values based on the Least Sharjan's size (see Table 1-13: Sharjani Bite Damage). Otherwise, use the values from the table or the base creature's bite damage, whichever is greater.

Special Attacks: A Least Sharjan retains all the special attacks of the base creature, as well as blood rage and improved grab.

Special Qualities: A Least Sharjan has all the special qualities of the base creature, plus darkvision with a range of 60 feet, fast healing 1/2 rounds, scent, vulnerability to sunlight and water.

Saves: As the base creature, with a +4 racial bonus to Fortitude and Will saves. This racial bonus is reduced by 2 points against effects caused by Greater Sharjani, and is completely negated against effects caused by Sharjani Lords.

Challenge Rating: Same as the base creature +1.

Advancement: By character class. Every level gained moves the character's alignment one step towards chaotic evil.

Level Adjustment: +1

THE LESSER SHARJAN TEMPLATE

"Lesser Sharjan" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

AC: The base creature's natural armor improves by +5.

Attacks: The base creature gains a bite attack.

Damage: Lesser Sharjan have bite attacks. If the base creature does not have this attack form, use the appropriate damage values based on the Lesser Sharjan's size (see Table 1-13: Sharjani Bite Damage). Otherwise, use the values from the table or the base creature's bite damage, whichever is greater.

Special Attacks: A Lesser Sharjan retains all the special attacks of the base creature, as well as blood rage, create spawn and improved grab.

Special Qualities: A Lesser Sharjan has all the special qualities of the base creature, plus darkvision with a range of 60 feet, fast healing 1, immunities, Narsharjani affliction, scent, vulnerability to sunlight and water.

Immunities (Ex): Lesser Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Greater Sharjani or Sharjani Lords. They are have a -2 penalty to save against those effects caused by Sharjani Lords.

Saves: As the base creature, with a +4 racial bonus to Fortitude and Will saves. This racial bonus is reduced by 2 points against effects caused by Greater Sharjani, and is completely negated against effects caused by Sharjani Lords.

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

Challenge Rating: Same as the base creature +2.

Advancement: By character class. Every time the Lesser Sharjan gains a level, there is a percentage chance equal to the character's level plus her Intelligence score that she becomes chaotic evil. Even if this does not happen, the character's alignment moves one step towards chaotic evil.

Level Adjustment: +2

The Lesser Sharjan Blood Ceremony

The lowest ranks of the true Sharjani are created through the blood ceremony by drinking the preserved blood of Sharjanjir. When a cultist joins the inner circle, either of the prime cult or a cell, he must drink the blood of his terrible "god."

The cultist then makes a Fortitude save (DC 15), with a -2 circumstance penalty per stage of alignment from chaotic evil (-2 for chaotic neutral and neutral evil, -4 for chaotic good, true neutral, or lawful evil, -6 for neutral good or lawful neutral, or -8 for lawful good). A failed save indicates that the character is permanently dead (*raise dead* or *resurrection* spells do not work, although a *wish* will). A successful save indicates that the cultist still dies, though he rises from the dead three days later as a Lesser Sharjani.

When being created, Lesser Sharjani have a percentage chance (equal to their Intelligence score + their level) to maintain their mortal alignment, as the process quickly turns them to the ways of chaos and evil. Even if they succeed at this and do not turn immediately to chaotic evil, their alignment shifts one point in that direction. Lesser Sharjani are only controllable by their ruling Greater Sharjan or Sharjan Lord, never by any other Greater Sharjani or Sharjani Lord. This is because the blood of Sharjanjir consumed in the blood ceremony is mixed with the blood of the ruling Sharjan of their cell.

THE GREATER SHARJAN TEMPLATE

"Greater Sharjan" is a template that can only be added to a Lesser Sharjan (referred to hereafter as the base creature). Greater Sharjani are created through a special blood ceremony in which a Lesser Sharjan again drinks the preserved blood of Sharjanjir. The Sharjan must make a Fortitude save (DC 17) or die permanently; not even a *wish* could raise a creature that dies thusly, though a deity could raise the deceased. A successful save indicates that the cultist is transformed into a Greater Sharjan. Greater Sharjani are only controllable by their own ruling Sharjan Lord, never any other.

This template uses all the Lesser Sharjan's statistics and special abilities except as noted here.

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

Speed: Increase by 10 ft.

AC: The base creature's natural armor improves by +2.

Special Attacks: A Greater Sharjan retains all the special attacks of the base creature, except the save DC against Narsharjani affliction is 12.

Special Qualities: A Greater Sharjan has all the special qualities of the base creature, plus better healing (adjust to fast healing 2), slightly better immunities and *spider climb*.

Immunities (Ex): Greater Sharjani are immune to sleep, poison, paralysis, and mind-affecting spells, except for those caused by Sharjani Lords. They have a -1 penalty to save against those effects caused by Sharjani Lords.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will (self only).

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

Feats: Gains Improved Initiative (if the base creature does not already have it) and Toughness.

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: +3

THE SHARJAN LORD TEMPLATE

"Sharjan Lord" is a template that can only be added to a Greater Sharjan (referred to hereafter as the base creature). Sharjan Lords are created through a special blood ceremony in which a Greater Sharjan drinks the blood of Sharjanjir directly from the veins of this ancient vampire. The Sharjan must make a Fortitude save (DC 19). Failure indicates that the Sharjan dies permanently; and not even a wish could raise a creature whom dies thusly. However, intervention of a deity could raise the deceased. A successful save indicates that the cultist is transformed into a Sharjan Lord. Sharjani Lords are only controllable by Sharjanjir himself.

This template uses all the Greater Sharjan's statistics and special abilities except as noted here.

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

Speed: As the base creature, plus: Fly, 20 feet (good), if the base creature does not already have the ability to fly.

AC: The base creature's natural armor improves by +2.

Special Attacks: A Sharjan Lord retains all the special attacks of the base creature, except the save DC against Narsharjani affliction is 15.

Special Qualities: A Sharjan Lord has all the special qualities of the base creature, with better healing (adjust to fast healing 3), plus cold and electricity resistance 20.

Abilities: Adjust from the base creature: Str +2, Con +2.

Feats: Same as the base creature, plus Combat Reflexes and Improved Unarmed Strike.

Challenge Rating: Same as the base creature +2.

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: +5

SAMPLE SHARJAN

This example uses a 2nd-level human fighter as the base creature.

Greater Sharjan

Medium Humanoid
Hit Dice: 2d12+9 (22 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 26 (+2 Dex, +7 natural, chainmail +5, heavy wooden shield +2), touch 12, flat-footed 24
Base Attack/Grapple: +2/+4
Attack: Longsword +5 melee (1d8+2) or bite +4 melee (1d4+2)
Full Attack: Longsword +5 melee (1d8+2) and bite +0 melee (1d4+2) or shortbow +4 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood rage, create spawn, improved grab
Special Qualities: Darkvision 60 ft., fast healing 2, immunities, Narsharjani affliction, scent, spider climb, vulnerability to sunlight and water
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 12
Skills: Intimidate +4, Listen +6, Ride +8, Spot +6
Feats: Alertness, Combat Reflexes, Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (longsword)
Challenge Rating: 4

Combat

Sharjani that have not drunk human blood within 24 hours will attack in blood rage.

RHAJGHANI PSEUDO-GHOUL TEMPLATE

"Rhajghani" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). The bite of a Lesser Sharjan, Greater Sharjan, or Sharjan Lord with the Narsharjani affliction can create a Rhajghani pseudo-ghoul. The affliction can be reversed by a *remove disease* or *remove curse* spell, provided the spell is cast by a higher level spellcaster than the Sharjan that bit the victim. With a successful spell, Intelligence points lost return at the rate of 1/day. The three hit points from Toughness are lost, and in addition, the character loses three more hit points permanently.

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

Speed: Reduce by 10 feet.

AC: The base creature's natural armor improves by +3.

Damage: Rhajghani have bite and claw attacks. If the base creature does not aready have these attack forms, use the appropriate damage values based on the Rhajghani's size (see Table 1-14: Rhajghani Bite and Claw Damage). Otherwise, use the values from the table or the base creature's bite and claw damage, whichever is greater. The base creature loses all other attacks it previously possessed, and will no longer carry a shield if it had one.

Special Attacks: A Rhajghani retains all the special attacks of the base creature, as well as improved grab.

Special Qualities: A Rhajghani has all the special qualities of the base creature, as well as immunities.

Immunities (Ex): Immune to paralysis, *sleep*, mind-affecting spells and effects.

Table 1-14: Rhajghani Bite and Claw Damage

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

Abilities: Decrease from the base creature as follows: Int –6 (minimum 3).

Feats: Same as the base creature, plus Weapon Finesse and Toughness.

Alignment: Always chaotic evil.

Advancement: None. Characters cannot gain experience as a Rhajghani.

Level Adjustment: +2 (cohort).

SAMPLE RHAJGHANI

This example uses a 2nd-level human fighter as the base creature.

Rhajghani Pseudo-Ghoul

Medium Humanoid
Hit Dice: 2d10+5 (16 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares)
AC: 20 (+2 Dex, +3 natural, +5 chainmail), touch 12, flat-footed 18
Base Attack/Grapple: +2/+2
Attack: Claw +4 melee (1d2)
Full Attack: 2 claws +4 melee (1d2) and bite –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Immunity to mind affecting spells or effects, paralysis and *sleep*
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 11, Dex 14, Con 12, Int 4, Wis 12, Cha 12
Skills: Hide +4, Intimidate +2, Listen +5, Ride +5, Spot +5
Feats: Alertness, Blind-Fighting, Improved Initiative, Lightning Reflexes, Toughness, Weapon Finesse
Challenge Rating: 2

COMBAT

Rhajghani love ambushes, and will almost always strike from hiding.

ON TELLENE

More than a thousand years ago, in the chaos of the Dark Age wrought by the fall of the Dejy Empire, came a vampire named Shanjanjir. Wishing to rule his own kingdom one day, Sharjanjir founded the Brotherhood of Blood, a dark cult that still exists today. Realizing that he could not rule by day, Sharjanjir decided that he needed powerful servants who could rule in his stead but who would ever be dependent upon him, regardless of their own power. Thus it was that he created the first Sharjan, or pseudo-vampire, to be this servant. Sharjani are also known as sar'dan'var in the Ancient Kalamaran tongue.

The Sharjani were mortal men and women who drank the vampire's blood during a special blood ceremony. This blood gave them portions of the vampire's powers, yet they could still walk in sunlight for brief periods and (for the most part) blend easily into human society. The vampire mixed his blood with special substances and performed mystic ceremonies in order to make his blood potent in this fashion.

The Brotherhood of Blood, or the Sharjani Lords, as they became known, ruled much of the northwestern Young Kingdoms region for hundreds of years, before the rise of the Kalamaran Empire. They suffered a great disaster some 900 years ago, and most of the Sharjani died in a great flood. A few of the Sharjani Lords survived, as did the original vampire, Sharjanjir. However, the Sharjani Lords had tired of following orders and wished to rule in their own names. Thus, they turned on their master and buried him in his undead state far beneath the earth, where he is rumored to still lie dormant today. Wisely, before they did this, they each acquired and stored a large amount of his blood.

The remaining Sharjani Lords then determined that the best plan would be to keep their distance from each other. They separated, each taking the remnants of his own followers with him to distant lands. Of the thirteen who were said to survive at the time of the sundering, only six are believed to exist today (as only Sharjanjir can create more Sharjani Lords). One cult that remains extant is found in the city of Korem, and is ruled by Vujoth Tharis, a powerful Sharjani Lord wizard. Vujoth is one of the more patient Sharjani Lords, and thus has been the most successful.

The Brotherhood of Blood in Korem keeps a low profile. They only drink the blood of slaves captured in war, Dejy nomads bought in Ek'Gakel, or the mostly-human dregs captured from Norga-Krangel (less palatable, due to the influence of hobgoblin blood). Also, they rarely drain their slaves unto death, and keep them around as Rhajghani ghouls, which they may drain at their leisure.

Vujoth Tharis has few goals at this time. His followers, mostly warriors, desire to rekindle the ancient ways of their "forefathers," by carving out their own kingdom. They believe that they could do so by pitting Korak against Norga-Krangel in a huge, apocalyptic battle. They could then build their own kingdom on the ruins of both realms. Another alternative currently being considered is the subversion of the Koraki government, though this is a less desirable alternative to the militant and chaotic members of the cult. Vujoth is biding his time to determine the exact, best route to take. After all, if he is careful, he truly does have all the time in the world.

CURRENT SHARJANI CULTS ON TELLENE

As noted above, scholars believe there to be only six remaining Sharjani Lords. Some also speculate that Sharjanjir is only "sleeping" deep beneath the earth due to the treachery of his Lords, and may reawaken if the right circumstances come to pass.

Unfortunately, such scholars have no idea exactly what the right circumstances are…

The cult of Vujoth Tharis is outlined below; the DM is welcome to define the nature of the five remaining cults. The other five cults can be found in Brandobia, Kalamar, Reanaaria Bay, Svimohzia, and the Wild Lands.

BROTHERHOOD OF BLOOD

Alignment: Chaotic Evil

SYMBOL: Skull with vampire fangs.

COLORS: White, black and blood red.

GARB: Warrior-style clothing, in the favored colors.

LOCATION: Ruined castle outside the city of Korem, in the militocracy of Korak, of the Young Kingdoms.

ENTITY: Vujoth Tharis, 12th-level Sharjani Lord wizard.

LEADER: Kemari Koleni, 9th-level male Greater Sharjani fighter.

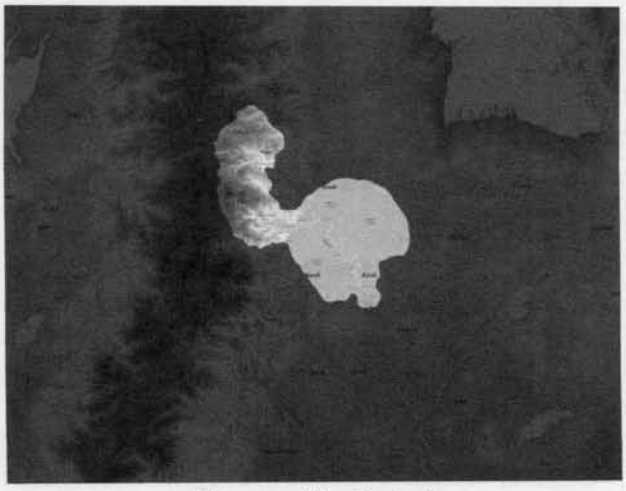
INNER CIRCLE: Nine Lesser Sharjani, of various classes, 3rd through 7th level.

LAY MEMBERS: Twenty-seven human fighters (1st through 5th level), eighty-one 1st-level warriors, and fifteen rogues (1st through 5th level).

Treasure: 7,000 sp, 6,000 gp, 2,000 pp, and 4,400 gp worth of assorted gems and jewelry, *tome of clear thought +2*, *scroll of spell resistance*, *brooch of shielding*, *figurine of wondrous power* (ebony fly), and three *Ioun stones*.

Vujoth possesses all the magical items; the other members of the inner circle each possess one minor item (often a *+1 sword* or *+1 armor*).

MAGICAL RESOURCES: The members of the inner circle are extremely powerful beings in and of themselves.



The range of the Sharjani

SHARJANI ADVENTURES ON TELLENE

Sleeping Bear Rock, a pinnacle of rock being all that remains of an ancient volcano, is located deep in the desolate country of the Sanakir Hills, north of the City-State of P'Bapar, in the Young Kingdoms. Trapped within this cave-riddled rock is a dangerous group of Sharjani, waiting for someone to release them from their slumber. DMs interested in introducing this area, and the Sharjani, to their players may wish to check out "The Hungry Undead" adventure, found within the *Kingdoms of Kalamar* multi-module *Harvest of Darkness*.

Vujoth is a highly accomplished wizard; he has access to a large number of spells from across the world. Vujoth does not grant abilities to his followers.

GOALS: The goals of the cult are nebulous at this time, but at their heart include assuring a constant flow of slaves to the region and the protection of Vujoth from outside forces (mostly other Sharjani Lords).

SHEET PHANTOM

Medium Undead
Hit Dice: 7d12 (45 hp)
Initiative: +4 (Dex)
Speed: 0 ft. (0 squares), fly 20 ft. (perfect)
AC: 14 (+4 Dex), touch 14, flat-footed 10
Base Attack/Grapple: +3/+3
Attack: Slam +7 melee (see text for damage)
Full Attack: Slam +7 melee (see text for damage)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 2d6, improved grab
Special Qualities: Create spawn, darkvision 60 ft., enchanting presence, suggest, +4 turn resistance, undead traits
Saves: Fort +2, Ref +6, Will +9
Abilities: Str 10, Dex 19, Con —, Int 12, Wis 19, Cha 15
Skills: Bluff +12, Diplomacy +8, Disguise +12 (+14 acting), Hide +14, Intimidate +6, Perform +12, Sense Motive +14, Sleight of Hand +8
Feats: Skill Focus: Bluff, Skill Focus: Disguise, Weapon Finesse
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 8-14 HD (Medium)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The sheet phantom uses its innate supernatural ability to charm its enemy into wearing it as a garment. Once this is successful, or if it fails, the sheet phantom will then enter melee combat.

Round 0: Activate enchanting presence.

Round 1: Constrict; or full attack if enemy was not charmed.

Round 2: Repeat from round 1; or flee if overwhelmed.

Sheet phantoms are the maligned spirits of those betrayed by friends and family members. They return for revenge by inhabiting a piece of fabric related to their betrayal and death.

A sheet phantom is bent on revenge, and attacks only those who betrayed it in life - or those who stand in the way of itsvengeance. Most often, the creature inhabits a particular garment or piece of fabric, whether a cheap cotton dress or expensive leather coat, fascinates its prey and then crushes it to death. However, rather than killing its victim outright, the creature may first use its enchanting presence for embarrassment. Sending the victim out into the public, where the sheet phantom can charm its victim into performing lewd or otherwise embarrassing acts, is a favorite tactic.

The sheet phantom receives its name from its most often used fabric (the sheet of a violated marital bed) but any fabric will serve its purpose. The creature itself has no physical form, and will only appear as it did in life on the Astral Plane. On the Prime Material Plane, even the most powerful spells (such as *true seeing*) reveal only an amorphous glow. The sheet phantom adds no weight to the items it inhabits and cannot possess any items not primarily composed of fabric. When not inhabiting some fabric, the sheet phantom is invisible, incorporeal and completely powerless.

COMBAT

The sheet phantom is at a disadvantage in normal melee combat. It cannot propel itself in such a manner that it causes slam damage and it has no appendages to allow it to wield a weapon. Often, a sheet phantom will pretend to be normal clothing, hoping to enchant its victim into wanting to put it on. If this fails, the creature flies forward and attempts to forcefully put itself on. Once on, it begins to constrict until its target is dead.

Constrict (Ex): A sheet phantom deals 2d6 points of damage with a successful grapple check. If the fabric has already been donned, the sheet phantom does not need to make a grapple check to constrict.

Improved Grab (Ex): To use this ability, the sheet phantom must hit with its slam attack. If it gets a hold, it may constrict or attempt a grapple check to forcefully don itself. A failed grapple check means that the creature was unsuccessful and is flying in an adjacent square.

Create Spawn (Su): If a person dies because of a sheet phantom's constricting ability, or as a result of damage caused by another source while wearing the sheet phantom, the victim rises as a sheet ghoul in 1d4 days. This may be prevented by casting *protection from evil* on the body before that time has expired.

Enchanting Presence (Su): At will, a sheet phantom can cause anyone observing it to want to put it on their body. This functions as a *charm person* spell (caster level 7th; save DC 15). Donning the fabric is a standard action. Once the garment has been donned, the sheet phantom may constrict or suggest.

Suggest (Su): At will, a sheet phantom can suggest an embarrassing course of action to its wearer. This functions as a *suggestion* spell (caster level 7th; save DC 15). A typically humiliating suggestion is: "It's very warm today – wouldn't you be more comfortable if you took off all your clothes but me? Good – now let's go shopping."

Sheet Ghoul

A sheet ghoul is identical to the standard ghoul found in the D&D *Monster Manual*, with the following exceptions.

COMBAT

A sheet ghoul cannot create spawn, and its touch does not cause paralyzation. This is replaced by another unusual ability.

Acid Spray (Ex): A sheet ghoul can spray a stream of acid from both nostrils simultaneously, dealing 1d6 points of damage to a single target within 10 feet. A successful Reflex save (DC 17) halves the damage. This ability can be used once per round.

ON TELLENE

No one knows for certain where the sheet phantom originates, for the first documented case of the sheet phantom has been corrupted by urban legend. Coincidentally (or not), this sheet phantom was the spirit of an expert Mendarn tailor, Blesdar Forband. Blesdar was said to make the most magnificent clothing known throughout the region. But one customer, a noble by the name of Granden, refused payment until he saw perfection. Blesdar locked himself in his shop and worked.

Completing his fifth attempt, the tailor proudly presented his work to the noble. Granden turned down his efforts yet again. Finishing his sixth attempt with an unexpected speed, Blesdar presented himself at the noble's home to show off his latest creation. It was there that he realized the truth – Granden had cruelly kept Blesdar working so that he could spend time with the tailor's wife. Collapsing from exhaustion and shock, Blesdar died. He was mourned only by those that knew and appreciated his work.

The following week, Granden took the tailor's last creation from his wardrobe, intending to wear the exquisite ensemble at his next ball. There, he was the talk of the party. When asked where he had commissioned such wonderful clothing, Granden claimed that his wife had made them for him. Moments later, Granden fell to the floor dead. The noble's chest had been crushed in.

Supposedly, since that event, sheet phantoms have appeared across the lands of Tellene. Some say Blesdar's fabric had been resold and his vengeful spirit curses any who uses it. Others say that the story is no more than myth and some type of unseen demon stalks the land. The Brandobians call this creature a "blesdar," with no other understanding of what it may be.

SILENI

Medium Fey
Hit Dice: 5d6+5 (22 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+2
Attack: Gore +4 melee (1d6)
Full Attack: Gore +4 melee (1d6) or sling +4 ranged (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Nightmare song, pipes
Special Qualities: Damage reduction 5/cold iron, low-light vision
Saves: Fort +2, Ref +6, Will +5
Abilities: Str 11, Dex 14, Con 12, Int 10, Wis 13, Cha 13
Skills: Bluff +8, Diplomacy +7, Disguise +5 (+7 acting), Hide +10, Intimidate +7, Listen +11, Move Silently +10, Perform +10 (pan pipes, song, plus any two others), Sleight of Hand +8, Spot +11
Feats: Glib Tongue*, Weapon Finesse
Environment: Any temperate forest
Organization: Solitary or pack (3-12)
Challenge Rating: 2 (without pipes) or 4 (with pipes)
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 6-10 HD, 11-16 HD (always Medium-size)
Level Adjustment: +2

Tactics Round-by-Round

The sileni prefers to use its pipes to wear down its opponents for days before it actually attacks. Once its prey is sufficiently exhausted, it then strikes using simple but direct means.

Round 0: Wait until prey is asleep and then play pipes.

Round 1: Repeat 0 for a number of days until prey's abilities are depleted; flee if discovered.

Round 2: Attack

Round 3: Full attack

The sileni, also known as goatlings, are devious creatures. Sileni take advantage of their similarities to satyr legends to dupe their prey out of treasure and other goods.

A sileni has the body of a human, but its head and upper torso resemble that of a goat. It stands roughly 4 feet tall and weighs only 65 pounds. It keeps to the woods, singing, dancing and frolicking – at least, during the day. Its life is one of playfulness and indulgence, though this life of fun requires other, innocent creatures for it to take advantage of. During the daytime, a sileni often uses its pipes to put a party of adventurers to sleep and then steal their valuables or to charm and seduce especially comely women. Unlike the half-satyr (see Appendix C), all offspring of a sileni and a human are born as sileni. The sileni lives for 300 years, reaching maturity at the age of 40.

At night, the sileni's nature is entirely different, as the daytime playfulness and frivolity are replaced with maliciousness and cunning. Even the tunes played by their pan pipes are different.

Under the cover of darkness, sileni often ambush travelers, as well as raid homes and farms. By using their pipes on their victims, the sileni can gain both food and wealth. Any lonely building or traveler is at risk of becoming a victim in a nighttime sileni raid.

Most Sileni speak Sylvan, though some also know Abyssal, Goblin or the predominant human language of the area.

COMBAT

The sileni has no interest in combat. Its strength is in the magic its creates with its musical ability. Although the creature fights to defend itself, it rarely instigates a physical conflict. When forced to fight, it uses its horns (and whatever weapons it may possess) to do as much damage as quickly as possible, so that it may retreat and utilize its pipes more effectively.

Nightmare Song (Su): Twice per day, a sileni may sing a dark song with its goatlike voice. All creatures within a 60-foot radius must make a Will save (DC 13) or be affected as by a *nightmare* spell cast by a 10th-level sorcerer. Animals automatically fail their save, including paladin mounts (if applicable) and any awakened animal companions and familiars. The sileni may sing this song at any time, but prefers to do so at night.

The sileni may choose to play this blood-curdling song from its pipes, instead of singing it, but is still limited to the maximum of twice per day.

Pipes (Su): The majority of sileni in a pack carry pan pipes, with which they can play a variety of magical tunes. In the hands of other beings, these pipes have no special powers, although a bard may use it as an instrument if she so chooses. The magical ability comes from the creature itself, not the pipes. Creatures that successfully save against any of the sileni songs may not be affected by the same sileni again for 24 hours.

During the daytime, a sileni limits itself to playing the tunes most common to satyrs (*charm person, fear* and *sleep*, as the spells cast by a 10th-level sorcerer). All creatures within a 60-foot radius (with the obvious exceptions of satyrs and sileni) must make a successful Will save (DC 13) or be affected by the sileni's chosen tune. This DC increases by +1 with each sileni playing simultaneously.

At night, however, the sileni's pipe playing shows its evil nature by playing the nightmare song (see above).

Skills: Sileni receive a +4 racial bonus to Hide, Listen, Move Silently, Perform and Spot checks.

Feats: *The Glib Tongue feat, detailed in the KINGDOMS OF KALAMAR *Player's Guide*, gives a +4 bonus to all Bluff and Diplomacy checks that involve speaking.

SILENI SOCIETY

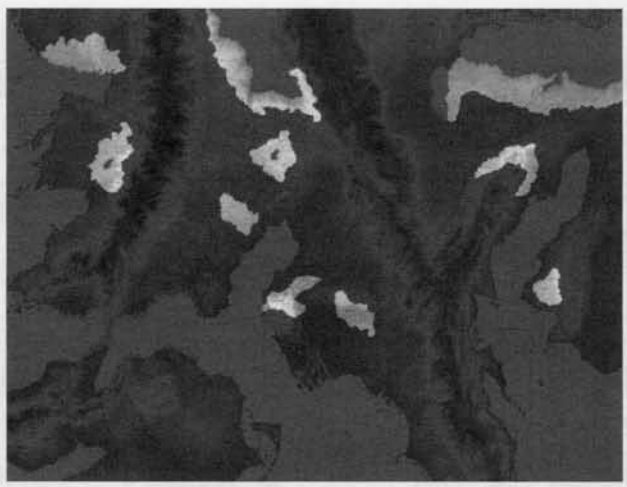
The sileni pack travels together out of cooperation for mutual benefit. There is no established hierarchy or leadership, only the group leads itself, going wherever the majority decides. Any goatlings that are not willing to accept the pack's decisions are free to leave. Similarly, mating is equally carefree. Males and females mate when the notion hits them and have no commitment to one another after the act. Sileni offspring are raised by the pack. If sileni young are separated from the group by an attack, there is no effort to find them again. The offspring must fend for themselves.

Unfortunately for the sileni, packs occasionally draw attention from forest dwellers that understand the creature's true nature. Druids, surface elves, dryads and treants are known to attack sileni packs, even when unprovoked. As such, sileni will also travel alone, in hopes of avoiding these conflicts.

ON TELLENE

Most of the major temperate forests on Tellene have housed a sileni pack at one time or another. Pekal's Brindonwood, for example, has seen more sileni than perhaps any other region. In 493 IR, farmers north of Lake Eb'Sobet claimed that a pack was terrorizing their cattle to the point that they would not give milk. Worse, constant stampedes in the middle of the night did damage to both property and nerves. Although a small military contingent was sent to deal with the matter, they eventually suffered debilitating fatigue and failed to eliminate even a single sileni.

In 463 IR, a Dejy merchant named Sharyth claimed to have lost his entire caravan to a sileni pack. When passing through the Nanakary Forest, Sharyth and all his guards fell victim to the creatures. A local druid found them a few days later, stripped of their valuables and tied to the trees, but fortunately still alive.



The range of the Sileni

SLAVERING GORGER

Medium Humanoid (Goblinoid)
Hit Dice: 2d8+4 (13 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +1/+4
Attack: Claw +4 melee (1d4+3)
Full Attack: 2 claws +4 melee (1d4+3)
and bite +2 melee (1d3+1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jugular swipe, spit poison
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 17, Dex 12, Con 15, Int 9, Wis 10, Cha 6
Skills: Hide +2, Listen +3, Move Silently +2, Spot +4
Feats: Alertness[B], Multiattack
Environment: Temperate or warm plains
Organization: Solitary, gang (2-4), pack (5-17) or tribe (18-36)
Challenge Rating: 3
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +1

Tactics Round by Round

The slavering gorger attempts to immobilize its prey and kill it quickly, using a combination of poison and strength.

Round 0: Grapple strongest looking opponent

Round 1: Bite grappled opponent.

Round 2: Kill opponent paralyzed by poison; or spit on second grappled opponent.

Round 3: Grapple a second target; or kill first paralyzed opponent.

Round 4: Poison new grappled opponent; or kill second paralyzed opponent.

Round 5: Full attack if poison is ineffective; or flee if no opponents have died.

These bestial, savage humanoids roam the plains of the world, constantly on the prowl as they move from place to place with the changing seasons.

Slavering gorgers are dangerous, primitive humanoids that superficially resemble a combination of a bugbear and a gnoll. However, slavering gorgers are larger, tougher and more aggressive than either. Slavering gorgers stand just under 8 feet tall and weigh almost 500 pounds. Its long, clawed hands and feet appear oversized for its body. Its face is bestial, with an extended jaw and a black, hairy mane that extends from forehead down to the middle of its back. Females do not grow a mane, but a small "topknot" of hair instead. Both males and females have thick, broad shoulders, with unusually hard and dense skin. These hides vary in color from a deep yellowish-brown to black, and their eyes are yellowish with brown pupils.

The slavering gorger gets its name from the fact that the creature produces large amounts of thick saliva that constantly drips from its fanged mouth. This saliva is also used to paralyze prey. Slavering gorgers live for 40 years, reaching maturity at the age of eight. However, young gorgers are quite capable of fending for themselves within a few days of birth. Even a two-year-old gorger has been known to disembowel a human. Slavering gorgers are too primitive to craft their own metal weaponry, but can use any simple or martial weapon scavenged from a fallen foe.

Slavering gorgers prefer small bipeds (such as gnomes, halflings and animals) as their main source of food. Such adversaries can be deadly in their own right, however, and if a gorger is not able to incapacitate or kill its prey within a few moments, the creature gives up its hunt and pursues other food. It may then seek out a less intelligent animal instead.

Slavering gorgers, when in a mated pair, do not share food. A corpse must be split entirely in two before either creature feeds. Often, each gorger takes an extremity of its fallen prey and the two pull, quartering the corpse until it comes apart at the weaker joints. If this is not possible, the creatures use their teeth and claws to dissect their meal. Once the fallen beast is broken in half, the two can feed.

A slavering gorger speaks a gutteral form of Goblin.

COMBAT

The slavering gorger's combat tactics vary depending on the number of opponents it faces. The creature has an ingrained sense of invulnerability and faces as many creatures as would be foolhardy enough to face it. When fighting groups, it typically sends each of its attack in a different direction, attempting to fell as many foes as quickly as possible.

Regardless of the number of combatants, the gorger attempts to pinpoint the most skilled melee fighter in any given encounter, spitting paralytic poison in its face and tearing out its

throat. This usually serves to intimidate the rest of its prey and gives it an edge in combat.

Jugular Swipe (Ex): When successfully grappling, a slavering gorger may use its teeth to bite its opponent's throat. A successful hit deals double damage. If its grappling opponent succumbs to the creature's poison, the gorger may perform a coup de grace as a standard action.

Poison (Ex): Contact, Fortitude save (DC 13) negates; initial damage 1d6 temporary Dexterity, secondary damage paralyzation (as the condition in the D&D *Dungeon Master's Guide*).

A slavering gorger can spit its poison in a line 10 feet long. Once a slavering gorger uses this ability, it cannot use it again until 1d3 rounds later.

SLAVERING GORGER SOCIETY

To see slavering gorgers interacting with one another, one would be deceived as to their violent nature. Unknown males, when encountering one another, merely sniff around, measuring one another. Unless food or potential mates are scarce, the two rarely engage in any kind of violent exchange. After reaching a satisfactory understanding of one another, the two males peacefully share or both depart the area.

Mated pairs join for life. Their relationship is composed of near-constant contact, scratching, rubbing and removing any small parasites that latch onto their backs. This relationship affects their composure in combat as well, as the two creatures do not like to put too much distance between one another. The two willingly suffer a disadvantage if it means remaining within a comfortable distance. This relationship is not offered to offspring. In fact, neither parent invests any time with offspring once they are born. The tribe raises the child communally.

SLAVERING GORGER CHARACTERS

A slavering gorger's favored class is barbarian. Most alpha male gorgers are barbarians or barbarian/shamans. Most gorger clerics worship the Creator of Strife (whom they call Gur-Haad), and can choose any two of the following domains: Chaos, Destruction, Evil and Tempest.

ON TELLENE

The slavering gorger can be found in several areas of Tellene, as well as being perhaps one of the most dangerous humanoids roaming the Svimohzish plains. The "stagg," as it is known in Fhokki, is infamous in both Torakk and Drohkker, having roamed the plains since the first Fhokki migration. There are few stagg left, however. The Fhokki tribes hunt the creature religiously, sparing none, not even the smallest or youngest.

Certain Dejy tribes of the Young Kingdoms have similar traditions for the creature that they call the "nahejiny," often using it as a test of manhood. Fortunately, a young Dejy warrior is never expected to fight the monster alone, but when the tribes feel it is time, the young warriors hunt as a band and attempt to bring back as many najehiny hides as possible. A Dejy warrior wearing najehiny teeth or claws is considered to be a great warrior, someone to be feared and respected.

SPHINX, ROCK

Large Magical Beast
Hit Dice: 9d10+54 (103 hp)
Initiative: +1 (Dex)
Speed: 50 ft. (10 squares), burrow 40 ft., fly 10 ft. (poor)
AC: 25 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 14
Base Attack/Grapple: +9/+18
Attack: Claw +13 melee (1d6+5)
Full Attack: 2 claws +13 melee (1d6+5) and bite +8 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Pounce, rake 1d6+2, spell-like abilities
Special Qualities: Damage reduction 15/+1, freeze, immunities
Saves: Fort +12, Ref +7, Will +7
Abilities: Str 20, Dex 12, Con 23, Int 19, Wis 18, Cha 16
Skills: Decipher Script +12, Hide +5, Intimidate +15, Jump +15, Knowledge (arcana) +16, Knowledge (nature) +6, Listen +12, Spellcraft +6, Spot +12, Survival +10, Tumble +3, Use Magic Device +3 (+5 scrolls)
Feats: Combat Expertise, Eidetic Memory*, Instant Stand*, Power Attack
Environment: Any desert
Organization: Solitary or triad (1-3)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually neutral
Advancement: 10-18 HD (Large); 19-27 HD (Huge)
Level Adjustment: +4 (cohort)

Tactics Round by Round

The rock sphinx is extremely protective of its territory and hunts most intelligent creatures that move through its chosen home.

Round 0: Freeze to appear as a statue.

Round 1: Use *clairaudience/clairvoyance* ability when creatures are nearby.

Round 2: Use *see invisibility.*

Round 3: Pounce.

Round 4: Full attack (or rake if successful pounce).

Round 5: Repeat from round 4.

Round 6: *Whirlwind* if overwhelmed; or follow fleeing opponents.

Rock sphinxes are territorial creatures with a generally leonine appearance, except for their large batlike wings and the rocky hide that covers their entire bodies.

The rock sphinx has the body and mane of a lion, but the head of a man. A rock sphinx measures around 10 feet from head to tip of tail, standing around 4 feet tall. The creature weighs approximately 3,000 pounds.

Rock sphinxes use their front paws for burrowing. Larger sphinxes often use this to hide their true size, covering their lower half in the sand. Rock sphinxes often hide their treasure in such holes, before covering them up and lying down on top. The rock sphinx enjoys hoarding treasure, whether it is precious metals, gems or artwork. However, it is just as likely to give

away the most valuable item it possesses as it is to attack a fully-loaded caravan. Most desert dwellers choose to avoid it altogether, although many pursue the creature in hopes of obtaining its hoard.

If a traveler knows of the sphinx and challenges it to a contest of intellect before any kind of aggressive action has been taken, the rock sphinx always accepts. It loves to prove its dominance of mind, not just physical ability. Riddles are its favorite and it will gladly risk its entire treasure for one item from its opponent. After all, with such a long lifespan, regaining treasure is not difficult.

A rock sphinx speaks Sphinx and Draconic, along with an ancient form of the regional human or humanoid language.

COMBAT

Although not a savage killer, the rock sphinx is every bit as territorial as its relatives (if not moreso) and cares little whether the trespass was deliberate or unintentional. The rock sphinx allows its prey to approach, standing absolutely still to appear as a statue. In an instant, it pounces on its victim, focusing all its abilities on one person at a time. From there it annihilates all its adversaries, taking whatever valuable possessions they possessed.

If combat goes badly, the rock sphinx burrows to safety. Its path quickly closes as the sand simply caves in behind it as it burrows.

Freeze (Ex): Like a gargoyle, a rock sphinx can hold itself so still that it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the sphinx is actually alive.

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

Rake (Ex): A rock sphinx that pounces onto a creature can make two rake attacks with its hind legs for 1d6+2 points of damage.

Spell-Like Abilities: At will—*detect magic* and *comprehend languages*; 3/day—*clairaudience/clairvoyance, read magic*, and *see invisibility*; 1/day—*detect scrying, locate object, dispel magic, legend lore* and *tongues*; and 1/week – *whirlwind*. These abilities are as the spells cast by a 16th-level caster (save DC 17 + spell level).

Immunities (Ex): Being a desert-bound creature, the rock sphinx is immune to damage from dehydration or heat. However, it is still affected by fire spells normally.

Feats: *Dungeon Masters without access to the KINGDOMS OF KALAMAR *Player's Guide* may replace the Eidetic Memory feat with Skill Focus: Knowledge (arcana), and replace the Instant Stand feat with the Improved Initiative feat.

ROCK SPHINX SOCIETY

These rare creatures live for up to 10,000 years, usually reproducing only once during that time. Such a lifespan has a dramatic effect on its perception of the world, viewing the passing of a few centuries as nothing more than a passing of the moons.

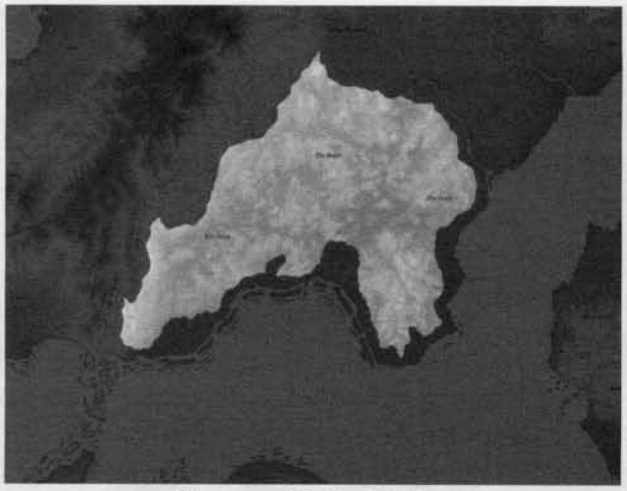
Unlike other sphinxes, the rock sphinx is asexual. It has no desire or motivation to search out a gynosphinx or any other female of its kind. Being an asexual creature, the reproduction of a rock sphinx is extremely unique. Such a goal is the only reason why more than one rock sphinx will be found in the same place at the same time. Three sphinxes positioned to form a perfect equilateral triangle that do not move for 100 years are able to focus the blowing sands to form a new rock sphinx. The creature burrows itself free from the earth already at full size. Once this act of creation is complete, the other three sphinxes separate, leaving the newborn and resuming their solitary lifestyle.

ON TELLENE

Lost deep in the endless wastes of the Elos Desert, stone structures still remain, standing half-buried under the sands of time. Houses, temples and buildings of unknown purpose made out of great blocks of stone and a long-forgotten mortar have survived centuries of sandstorms and drought. Whether these are relics of an ancient Dejy civilization, or fossils of a race lost in history, is unknown.

Though some Dejy tribes do understand the Elos, knowing where to find water and how to avoid the desert's dangers, even they rarely venture into the deep desert. Those creatures that do, however, may occasionally encounter the rock sphinx.

In 547 I.R., rumors spread that the rock sphinxes had begun to make their way further east in the Elos, following the Salt Trail to Prompeldia. The stories were ignored until Najay, a down-on-his-luck merchant returned from the desert wealthier than any other merchant in all of Prompeldia. He claimed to



The range of the Rock Sphinx

have solved a sphinx's riddle, and the creature gave him its treasure. Najay was imprisoned for theft, but was later released when another merchant made a similar claim.

SPRITE

Brownie

Tiny Fey
Hit Dice: 1d6+1 (4 hp)
Initiative: +4 (Dex.)
Speed: 20 ft. (4 squares)
AC: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple: +0/-11
Attack: Tiny dagger +6 melee (1d2-3)
or tiny composite shortbow +6 ranged (1d3)
Full Attack: Tiny dagger +6 melee (1d2-3)
or tiny composite shortbow +6 ranged (1d3)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Spell-like abilities, teamwork
Special Qualities: Bunching, damage reduction 5/cold iron, low-light vision, SR 14
Saves: Fort +3, Ref +6, Will +5
Abilities: Str 5, Dex 19, Con 12, Int 14, Wis 16, Cha 14
Skills: Appraise +2, Craft (any one) +5, Diplomacy +4, Escape Artist +7, Hide +15, Knowledge (nature) +5, Listen +8, Move Silently +9, Search +7, Sense Motive +6, Spot +8, Survival +6, Use Rope +4
Feats: Great Fortitude[B], Weapon Finesse
Environment: Temperate forest
Organization: Solitary, pair or family (2-5)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: 2-3 HD (Tiny)
Level Adjustment: +3

Tactics Round-by-Round

Brownies open combat with their spell-like abilities, attempting to confuse their enemies so that they can escape.

Round 0: Activate *confusion*.

Round 1: Activate *mirror image* and attempt to flee; or activate *mirror image* and ranged attack.

Round 2: Continue ranged attack against enemies; or full attack if forced into melee.

Round 3: Repeat from round 2; or *dimension door* to safety if endangered.

A brownie lives a simple life among its own kind. Often, a brownie secretly observes passing travelers and offers them help - but only if they are in dire need.

Brownies stand about 20 inches tall, resembling tiny humans with long noses and pointed ears. They have brown skin and wrinkled faces, so even the youngest brownies appear older than they really are. Brownies live in forested areas, caves, hollow trees, or underground warrens. Some brownies wear no clothes, while others wear tattered rags and still others travel to cities and dress themselves at the height of fashion. Brownies have tough skin, and are said to be the hairiest of the small fey. It is rumored that the first brownies were the offspring of halflings and pixies, and that they live for up to 1,000 years.

Most brownies speak Sylvan, Halfling and the regional human language, as well as the languages of common animals.

Combat

Brownies enter combat as a last resort when protecting themselves, their families, or their territory. Otherwise, they prefer to avoid combat, and use their many abilities to avoid capture.

When forced into combat, brownies compensate for their small size by gathering en masse. Although a pack may be easily abused, a brownie tribe of nearly one hundred can be overwhelming for any foe. In most circumstances, when brownies are faced with inevitable combat, they prefer to charge forward in a screaming, disorganized mass, hoping to hide their numbers and overbear their opponents through appearance alone.

Spell-Like Abilities: 1/day-*protection from evil, ventriloquism, dancing lights, continual flame, mirror image, confusion,* and *dimension door.* These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Teamwork (Ex): For every two brownies that grapple an enemy, all brownies receive a +2 morale bonus on attacks against that foe.

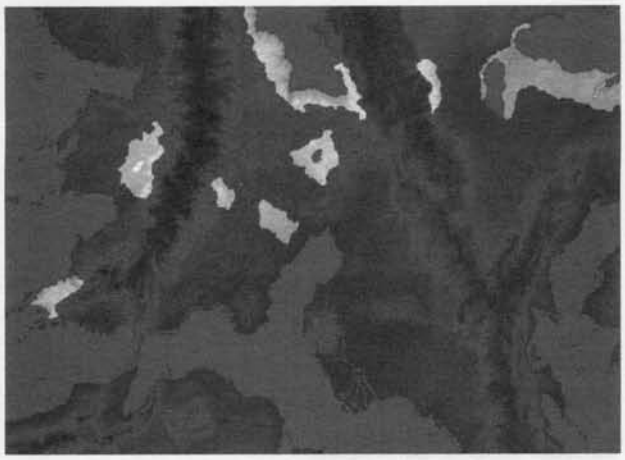
Bunching: As tiny, dextrous creatures, brownies swarm over and around other brownies with ease. Up to six brownies can occupy the same 5-foot-by-5-foot space.

Skills: Brownies receive a +2 racial bonus to Listen, Move Silently, Search and Spot checks.

On Tellene

Brownie clans are most commonly found in the Lendelwood and Kalalali Forests, where they can live quietly, assured that the forest is under the protection of the elves.

Most of the civilized races have always ignored the brownies. The elves actually classified the ashani as vermin for a good portion of their history. Zachani Bojhardi, a halfling druid was the first to actually accept the brownies. He utilized their zeal and



The range of the Brownie

massive numbers to help protect his grove and later introduced the tribes to other druids that inhabited the Kalalali Forest.

In the years following Bojhardi's acceptance of the brownie, as he named them, they have spread through the Kalokopeli Forest, the Brindonwood and the Ryakk Woods. Druids and rangers have come to accept them as a permanent part of their woodland homes and the brownies have been quick to accept their self-appointed roles as guardians of the forest.

However, brownies can also be found in other areas, such as the Crondor or Narond Woods of southern Mendarn. Adventurers passing through the Narond woods have been heard to encounter two kindly old brownies named Lema and Voldor who live in a well-camouflaged warren beneath a copse of trees. Supposedly, this old married couple has dwelt there together for over 400 years. They are intimately familiar with the area and even know most of the animals by name. Voldor, the male, is a frequent visitor to the port city of Dayolen, where he trades for goods he cannot get in either the forest or the nearby village of Yelden.

Leprechaun

Tiny Fey
Hit Dice: 1d6+1 (4 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares)
AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +0/-11
Attack: Tiny dagger +5 melee (1d2-3)
or tiny composite shortbow +5 ranged (1d3)
Full Attack: Tiny dagger +5 melee (1d2-3)
or tiny composite shortbow +5 ranged (1d3)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, low-light vision, SR 16
Saves: Fort +1, Ref +5, Will +2
Abilities: Str 5, Dex 16, Con 12, Int 16, Wis 11, Cha 16
Skills: Bluff +6, Diplomacy +5, Disguise +3 (+5 acting), Escape Artist +6, Heal +3, Hide +14, Intimidate +5, Knowledge (nature) +5, Listen +7, Move Silently +6, Sleight of Hand +14, Spot +3, Search +5, Survival +3, Use Rope +3
Feats: Skill Focus (sleight of hand)[B], Weapon Finesse
Environment: Any forest or hill
Organization: Solitary or gang (2-4)
Challenge Rating: 1
Treasure: Double gold coins
Alignment: Often chaotic neutral
Advancement: 2-3 HD (Tiny)
Level Adjustment: +3

Tactics Round-by-Round

Leprechauns open combat with their spell-like abilities, attempting to distract their enemies so that they can steal the enemy's wealth and escape.

Round 0: Activate *invisibility*.

Round 1: Activate *major image* and ranged attack; or activate *major image* and approach enemy.

Round 2: Continue ranged attack; or sleight of hand to pick enemy's pockets; or full attack if forced into melee.

Round 3: Repeat from round 2; or flee if endangered.

Leprechauns are first-rate con artists who enjoy taking advantage of others. They pursue gold over any other coin or trinket, and can be very dangerous for novice adventurers to encounter.

Leprechauns are tiny fey, standing between 18 and 24 inches tall. They are light gray in color with reddish noses (which may originate from their strong fondness for wine). Like brownies, their skin is wrinkled. Their chaotic nature often keeps them from associating with others of their kind, though some leprechauns have been known to form gangs consisting of additional leprechauns and other small fey.

Leprechauns delight in causing trouble for vulnerable travelers. It seems the only way one is guaranteed safe from them is to travel in numbers, since rumor has it that they never waylay more than two travelers at once.

Most leprechauns speak Sylvan, Halfling and Brandobian.

Combat

Rather than entering combat directly, leprechauns confuse and frighten their victims with illusions, steal their coins and any other seemingly valuable or important items, and then leave the victim in a dazed and weakened state. They often add a final touch of humiliation as they take their leave, stealing the victim's pants or pouring honey on their heads.

Spell-Like Abilities: At will - *ventriloquism, invisibility, polymorph any object* (non-living material only), and *major image*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13+ spell level).

Skills: Leprechauns receive a +4 racial bonus to Listen and Sleight of Hand checks.

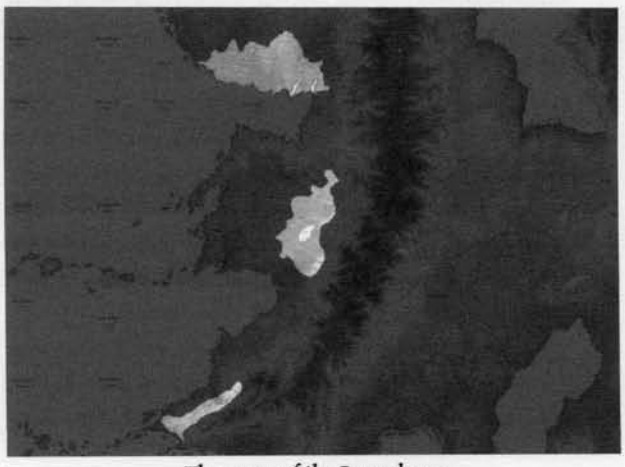
On Tellene

So far, leprechauns have been encountered solely in Brandobia. While most leprechauns favor cold climates like those found in northern Cosdol, explorers in southern Mendarn have also reported encountering such creatures.

Not far from the brownies in the Narond Woods, a gang of seven pixies and three leprechaun ruffians are said to be constantly waylaying travelers. They mainly do this just for fun, but they are also amassing a small hoard of treasure. One adventurer who claims to have met this gang states that they are mainly interested in wine (particularly vintages from Shyta-na-Dobyo), potions, and gems. It is uncertain to what uses they put their treasures, but it is surely not for the good of anyone else.

STURM-WOLF

Large Animal
Hit Dice: 6d8+6 (36 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 50 ft. (10 squares)
AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d4+4)
Full Attack: 2 claws +7 melee (1d4+4) and bite +5 melee (2d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Ferocity, improved grab, rage, thrash
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 18, Dex 15, Con 13, Int 2, Wis 10, Cha 4
Skills: Hide +4, Listen +2, Spot +2, Survival +3*
Feats: Alertness, Improved Initiative, Multiattack
Environment: Cold and temperate land
Organization: Solitary, pair or pack (3-8 plus 50% cubs plus 1 leader)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large)
Level Adjustment: -



The range of the Leprechaun

Tactics Round-by-Round

As a pack, sturm-wolves normally single out a victim before savagely attacking. If there are any other targets in the area, the pack takes pursuit once it has downed its first target.

Round 0: Scent enemies approaching.

Round 1: Bite attack.

Round 2: Thrash bitten enemy; or full attack new enemy.

Round 3: Repeat from round 2 until defeated.

Sturm-wolves are a species of highly aggressive carnivore that closely resembles the common wolf. However, there are some major differences. They stand from 4 to 5 feet tall at the shoulder and are just over 8 feet long. Sturm-wolves have forepaws with lethal claws that resemble those of a bear. Sturm-wolves also have powerful frames that resemble those of a bear. In the dark, a sturm-wolf can easily be mistaken for a large cave bear. The coat of a sturm-wolf is usually coal black, though various shades and patterns of two or more colors have been reported.

Sturm-wolves have an excellent sense of smell. They can normally detect the scent of any large game in a given area up to miles away. Sturm-wolves communicate very effectively with barks and high-pitched howls. They use these to reveal themselves to other sturm-wolves in the area.

COMBAT

Sturm-wolves are notorious for overkill; not always killing just to feed, but for the sake of a kill alone. Sturm-wolves become enraged when wounded and severe blows, shouting and so on will drive the creatures into a fever pitch. From this point, they do not withdraw until either their wounds prevent them from carrying on the attack or they are killed.

The powerful jaws of the sturm-wolf are used to snap the neck of large game animals. The sturm-wolf lunges at its prey, locking its jaws about the animal's neck and use its massive weight to aid in breaking the neck.

Ferocity (Ex): A sturm-wolf is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Rage (Ex): A sturm-wolf is capable of raging as a barbarian of a level equivalent to its hit dice.

Improved Grab (Ex): To use this ability, a sturm-wolf must hit with its bite attack. If it gets a hold, it can thrash.

Thrash (Ex): A sturm-wolf that gets a hold can use its powerful jaws and head to make a thrashing attack for 1d8 additional points of damage.

Skills: Sturm-wolves gain a +4 racial bonus to Hide checks. *They also receive a +4 racial bonus to Survival checks when tracking by scent.

STURM-WOLF SOCIETY

Sturm-wolves are social creatures and are rarely found alone or far from a pack. Packs are territorial, and their territories are very large as it takes a relatively large number of game animals to support a pack. Territories can average from 25 square miles to 50 square miles. Often the chosen territory will be bordered by a large stream or river, where game animals tend to congregate. The pack will constantly roam within the bounds of its territory, rarely spending more than a day at the same location. The main exception is during mating season, usually early spring, when the pack disperses for short periods of time. It is during this time that sturm-wolves, especially the males, will be encountered alone.

Normally the males (particlarly the leader) of a pack will be required to vie for leadership numerous times, as their status in the pack will be constantly challenged. When the pack reforms after mating season, a series of ritual fights break out between the males. Those who were too young or inexperienced to beat their competitors during the previous season will try again. If the current leader has grown too old or slow, he will be quickly dislodged from his role. After losing within their own pack, some males venture into another pack's territory to challenge the males of that pack.

STURM-WOLF ECOLOGY

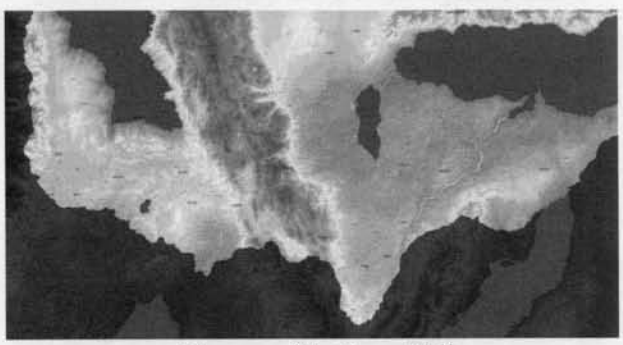
Sturm-wolves prefer large grazing game such as deer, bison, and when the opportunity affords itself, sheep and cattle. They will, however, attack any animal encountered in their territory.

Due to their tendency towards overkill, sturm-wolves often deplete their territories of game to the point that a pack cannot support itself. It may then attempt to expand its territory or abandon it in favor of new ranges. Depending on the size and strength of a pack, it may be able to force another pack from its territory. If not, a pack may become uprooted and roam for months in search of a hunting range it can control; humans most often encounter these sort of packs. Such a pack will often encroach upon human-settled lands and attack livestock as well as the human inhabitants.

ON TELLENE

A few sturm-wolves captured as cubs have been successfully domesticated and trained. Some Dejy tribes and Fhokki clans have used them quite successfully as war-dogs. There is a danger, however. No amount of training or bond between master and sturm-wolf seems to be able to overcome the wolf's tendency to become outraged when attacked or provoked. When sufficiently enraged, the sturm-wolf often becomes oblivious to friend or foe, and many a trainer has found himself the victim of his own loyal pet.

The teeth and claws of a sturm-wolf can demand as much as 200 gp in the larger cities. The hide of a sturm-wolf can bring up to 500 gp.



The range of the Sturm-Wolf

SWORDWRAITH, SKARRNID

Medium Undead
Hit Dice: 5d12 (32 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 18 (+1 Dex, +5 breastplate, +2 large metal shield), touch 11, flat-footed 17
Base Attack/Grapple: +2/+5
Attack: Longsword +5 melee (1d8+3 plus Strength damage) or heavy crossbow +3 ranged (1d10)
Full Attack: Longsword +5 melee (1d8+3 plus Strength damage) or heavy crossbow +3 ranged (1d10)
Space/Reach: 5 ft./5 ft.
Special Attacks: Strength damage
Special Qualities: Darkvision 60 ft., incorporeal jaunt, summon aid, turn resistance +2, undead traits, unnatural aura, vulnerability to daylight
Saves: Fort +1, Ref +2, Will +5
Abilities: Str 17, Dex 13, Con -, Int 10, Wis 12, Cha 8
Skills: Hide +6, Intimidate +7, Listen +6, Search +5, Sense Motive +4, Spot +7, Survival +1 (+3 when following tracks)
Feats: Blind-Fight, Improved Initiative
Environment: Any land and underground
Organization: Solitary, company (2-3), squad (4-9) or platoon (10-40)
Challenge Rating: 5
Treasure: None
Alignment: Always lawful evil
Advancement: 6-10 HD (Medium)
Level Adjustment: -

Tactics Round-by-Round

A Skarrnid swordwraith opens combat with ranged weapons, attempting to eliminate spellcasters and other opponents with ranged weapons before entering melee combat.

Round 1: Ranged attack against spellcaster or enemy using ranged weapons.

Round 2: Repeat from round 1; or attack with longsword and Strength damage if in melee.

Round 3: Incorporeal jaunt and continue melee attack against same enemy; or full attack new enemy.

Round 4: Repeat from round 3; or wail to summon aid if endangered.

Swordwraiths are the evil spirits of defeated soldiers, come back from the darkness to wreak vengeance on any living creature that in some way resembles their former opponents.

The flesh of a swordwraith is gone; only a skull with glowing eyes is visible beneath their helmets. Typically, its lower jaw has completely fallen away, though this does not stop it from talking when it so chooses. A swordwraith wears heavy armor and carries a shield, but can be armed with whatever it carried in life.

If a swordwraith is impressed with its opponent's fighting prowess, it might deign to speak with them (though conversations are generally limited to insults and death threats). Strangely, swordwraiths still believe they are alive, fighting the battle they had lost in life. They do not believe opponents who tell them they are dead. Even if it can be proven that they no longer live, a swordwraith's typical response is to proudly announce that "not even death stops a true warrior," and promptly forget the fact. No one is sure if swordwraiths naturally appear in the aftermath of battles turned massacre, or if dark necromantic magic is necessary.

Swordwraiths speak the language they spoke in life.

COMBAT

As they are veteran warriors, groups of swordwraiths typically attack in battle formations. A lone swordwraith often lures its opponents into overconfidence by letting them successfully attack one or more times, then using its incorporeal jaunt ability to avoid further attacks and better position itself.

Strength Drain (Su): Living creatures struck by a swordwraith's melee weapon must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Strength drain.

Incorporeal Jaunt (Su): A swordwraith can shift from solidity to an incorporeal state as a free action, and shift back again as (or during) a move. When incorporeal, the swordwraith can only be harmed by magic, other incorporeal creatures or +1 or better magic weapons. When incorporeal, it also has a 50% chance to ignore damage from any corporeal source, it can pass through solid objects at will, its own attacks pass through armor and it always moves silently. A swordwraith cannot use this ability to move through any solid objects that have been blessed.

Summon Aid (Su): When badly hurt (at half hit points or less) a swordwraith can let out a loud, mournful wail that alerts all other swordwraiths within 60 feet to come to its aid.

Unnatural Aura (Su): Animals can sense a swordwraith's presence within 30 feet, and do not willingly approach any closer. If forced, they become panicked until either they or the swordwraith move out of that range.

Vulnerability to Daylight (Ex): Swordwraiths are powerless in natural (not magical) sunlight and flee from it unless somehow restrained.

SKARRNID SWORDWRAITHS AND THE *FIEND FOLIO*

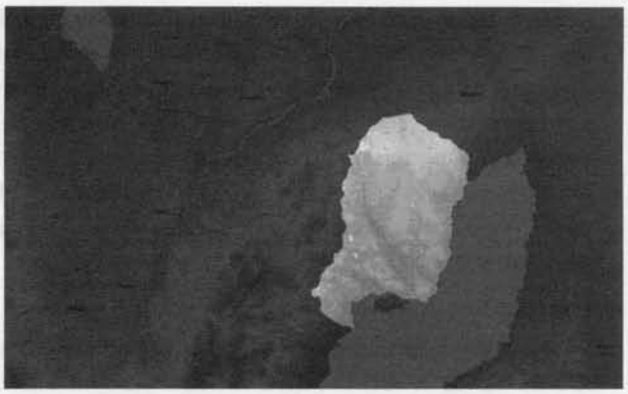
If you are using the D&D *Fiend Folio*, note that the swordwraith presented in that book does not typically exist in the *Kingdoms of Kalamar* campaign setting. However, DMs interested in using the *Fiend Folio* swordwraith on Tellene may simply choose to introduce it in an area other than Skarrna, while using the Skarrnid swordwraith only for that particular region.

ON TELLENE

Though swordwraiths can be encountered throughout Tellene in areas that once suffered horrific battles, one area in particular is worth noting. Around midnight, the horror comes to Raddik, a small Fhokki village that lies near the southwestern border of Skarrna, east of the Rokk Woods. Townspeople lie still in their beds and shudder as they hear what sounds like the approach of men in armor: the creaking of leather, the clink of metal and the march of feet.

Ever since a small, grass-covered cairn of Reanaarian soldiers near the town was disturbed by a grave robber, the swordwraiths began to nightly assault the townsfolk, whom they refer to as "stinking Fhokki barbarians." Fortunately for the townsfolk, the gates, the village wall and many of the houses were blessed during their construction.

The first night, after raiding several houses and murdering a few people who wandered the streets at night, the townsfolk found that simply securely locking the doors and windows was



The range of the Skaarnid Swordwraith

sufficient to keep the fiends out of their homes. The next night the gates were closed, but one of the swordwraiths called over the walls that if they were closed again, the creatures would build siege engines and destroy the entire town. The gates were left open, and now the things seem content to simply terrify the villagers each night.

TARANTUBAT

Tiny Magical Beast
Hit Dice: 1/2 d10 (2 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares), climb 10 ft., fly 40 ft. (average)
AC: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: Bite +5 melee (1d3-4)
Full Attack: Bite +5 melee (1d3-4)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Cocoon, frightful presence, poison, web
Special Qualities: Bunching, darkvision 60 ft.
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 3, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills: Climb +4, Hide +15, Jump +4, Listen +5, Move Silently +4, Spot +10
Feats: Alertness[B], Weapon Finesse
Environment: Temperate and warm land and underground
Organization: Colony (2-12) or swarm (5-20)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 1 HD (Tiny); 2-3 HD (Small)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Tarantubats open combat by attacking a single enemy in groups, never alone.

Round 1: Full attack enemy to inflict poison.

Round 2: Continue melee against same opponent; or flee to safety to await paralyzation of enemy.

Round 3: Repeat from round 1; or web paralyzed enemy.

Tarantubats are aggressive, bat-like arachnids. Though a single tarantubat is a minor threat, a swarm of them can easily overwhelm a group of unprepared adventurers.

Tarantubats are dull-black in color and have hairy bodies and legs similar to a tarantula, with the addition of leathery, bat-like wings and a fluttery flying style reminiscent of bats. As these tiny beasts can be commanded by vampires, one often encounters them in proximity to such wicked undead.

Taratubats prefer to live underground or in the shelter of caves. Their bodies are about 4 inches in diameter, with a wingspan of about 2 feet.

COMBAT

Tarantubats hunt in numbers by flying around opponents and attempting to deliver poison through means of a bite. Victims who become paralyzed by Strength loss will be encased in a cocoon. The tarantubats then feed upon the encased victim at their leisure.

Even if a victim becomes paralyzed due to their poison, tarantubats only begin the process of building the cocoon if not threatened by other creatures. If they successfully paralyze an opponent and are driven away, they return as soon as they are able, in order to see if the victim is still available for cocooning. Tarantubats also build webs as traps.

Bunching: As tiny, flying creatures, tarantubats swarm their opponents with ease. Up to five tarantubats can occupy the same 5-foot-by-5-foot space.

Cocoon (Ex): Victims paralyzed by Strength loss will be encased in a cocoon (Break free with a Strength check DC 21). It takes a tarantubat about an hour to encase a victim in a cocoon if the victim is the same size or smaller than the tarantubat. Larger victims can take twice as long per size category (two hours for a Small creature, four for a Medium, etc.).

Frightful Presence (Ex): Seeing three or more tarantubats flying is so unnerving to the viewer that he or she must make a Will saving throw (DC 10) or become shaken (see the D&D *Dungeon Master's Guide*) for as long as he or she sees the tarantubats flying. Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls and saving throws. This ability can affect creatures with up to 1 HD (up to 2-3 HD for Small tarantubats).

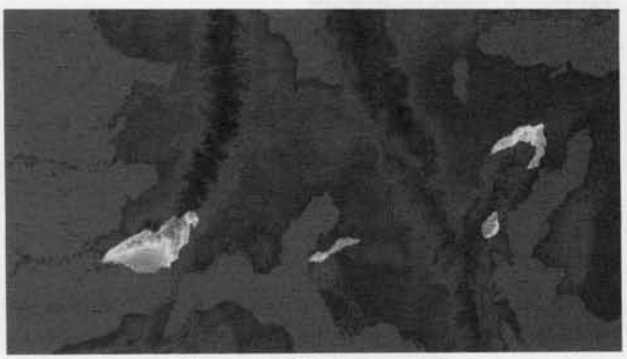
Poison (Ex): Bite, Fortitude save (DC 10); initial and secondary damage 1 Str.

Web (Ex): Though they can cast a web eight times a day, people who are attacked by them rarely see this since it only affects targets up to one size smaller than themselves. More often, the tarantubats construct a sheet of sticky webs from 5 to 60 feet square depending on the number of individuals spinning the web. Creatures who stumble into the webs (Spot check DC 20) become trapped as though by a successful net attack. The web anchors the target in place, allowing no movement. Victims can escape or burst from the web with the following difficulty classes: Escape Artist DC 15 (Tiny webs), 17 (Small webs), 19 (Medium); Break DC 21 (Tiny), 23 (Small), 25 (Medium). Hit points for each five foot section are: 1 (Tiny), 3 (Small) and 5 (Medium). All webs have damage reduction 4/fire.

Skills: Tarantubats receive a +4 racial bonus to Hide checks and a +6 racial bonus to Jump and Spot checks.

ON TELLENE

Tarantubats are also known as "tel-tulmeramika," which means "half-spider, half-bat" when loosely translated from Low Elven. Significant colonies of tarantubats are said to be located in a cave within the Rokk Woods, a deep cave near the city of Gillia, the foothills of the Yan Elenon Mountains and the northern reaches of the Edosi Forest.



The range of the Tarantubat

THUNDER LIZARD

Huge Magical Beast
Hit Dice: 7d10+35 (73 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), fly 80 ft. (average)
AC: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple: +7/+24
Attack: Claw +14 melee (2d6+9)
Full Attack: 2 claws +14 melee (2d6+9)
and bite +12 melee (1d8+7)
and tail slap +12 melee (1d6+7)
Space/Reach: 15 ft./15 ft.
Special Attacks: Screech, snatch
Saves: Fort +10, Ref +8, Will +2
Abilities: Str 28, Dex 16, Con 20, Int 2, Wis 11, Cha 11
Skills: Hide +1, Listen +2, Spot +2
Feats: Flyby Attack, Improved Initiative, Multiattack
Environment: Temperate and warm desert
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral
Advancement: 8-14 HD (Huge); 15-21 HD (Gargantuan)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

The thunder lizard spots its enemy from above and swoops down to attack the victim.

Round 1: Snatch victim.

Round 2: Drop opponent.

Round 3: Melee attack if needed.

Round 4: Repeat from round 1 until creature is slain.

This creature is a flying reptile out of legend, plying the skies with agility and grace. Thunder lizards are known to carry off both people and animals for their meals.

The body of a thunder lizard is thin, bony and roughly 20 feet in length (not counting its 15 to 20 foot long tail) and sports a great barrel chest. With long hind legs, toes and claws, it perches more than stands and walks with a clumsy gait. Its forearms are long and winged. These wings run the length of the arm to the body proper, where they extend along the creature's flank to its hind legs. The wings span a total width of 80 feet. The thunder lizard has a long tail and neck, both averaging about half the length of the body. Its head is as narrow as the neck and sports an elongated jaw lined with thin, razor sharp teeth. Furthermore, its head is capped with a thick, bony protrusion, and similar, if slightly smaller, protrusions run the length of the reptile's back and tail. These are solid bone and very hard. The age of a thunder lizard is best estimated by the condition of the wings, for the membrane is thin and suffers damage easily. Older thunder lizards have wings sporting many holes and tears.

It is the color of the creature that marks it as truly unique among desert dwellers. The main neck, body, legs and tail is a dusty brown, while the head is a combination of light greens and yellows. Its wings, however, are a dusty bluish-purple, reflecting the blood-filled capillaries beneath the membrane.

These colorful creatures do not need water, for their bodies are covered with scores of tiny glands, or water pockets. These glands farm the clouds of moisture. When the thunder lizard needs moisture it soars aloft into the nearest bank of clouds, spreads it wings and glides slowly through. The pockets open wide, like small sails, allowing the creature to take the water into its body.

A mature thunder lizard lives to be over 150 years old, taking a mate and breeding once every 50 years. The courting process can be long, sometimes taking two to three years. The coupling takes places in flight, though the eggs (two to four) are laid in the sand. The female remains with the eggs for the month it takes them to hatch, while the male brings food for her survival. After the eggs hatch, the male flies away. The female remains with the hatchlings until they are old enough to fly (generally within six months).

Thunder lizards speak Draconic.

COMBAT

In battle, the thunder lizard swoops down upon its intended victim from great heights at tremendous speed. It attempts to snatch up the target, and as soon as it reaches a height of approximately 300 feet, releases the victim to fall to the ground. Once the victim is dead, the thunder lizard feasts on the remains.

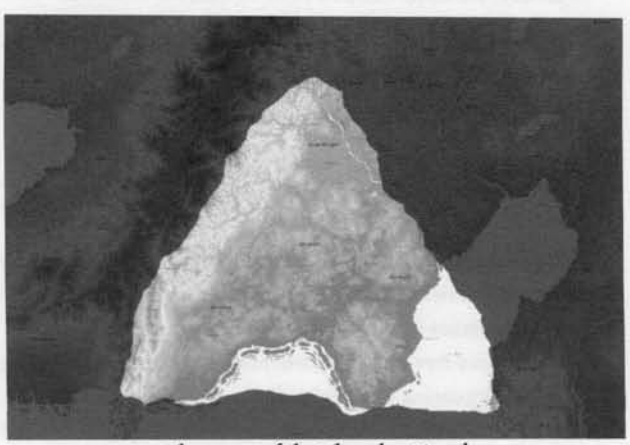
Screech (Ex): Once per minute, the thunder lizard can emit a sonic cry that inflicts 4d4 points of damage and deafens creatures within 20 feet. Creatures recover from the deafness in 2d6 minutes. Creatures who succeed at a Fortitude save (DC 13) suffer half damage and no deafness.

Snatch (Ex): A creature flung by a thunder lizard after being snatched travels 10 feet and suffers 2d6 points of damage. If the thunder lizard flings its victim while flying, the victim takes this damage or the appropriate falling damage, whichever is greater.

ON TELLENE

The thunder lizards dwell in the Elos desert, where they soar over the blowing sands and nest in ancient ruins. Though rare even in the desert, they are at times seen gliding over the waters of the Elos Bay, as far south as the city of Alnarma, and as far north as the Ashul Weald.

Some Dejy nomads of the region speak of a past alliance between the thunder lizard and their ancestors, much like the legendary Rovak Fen'doral, the paladin who rode a silver dragon named Vevisalakale. Some claim they know how to ride the



The range of the Thunder Lizard

beasts, and others claim that they have actually done it. Whatever the truth of the matter, the creatures are a rare and wonderful sight and looked upon by the locals as a harbinger of good tidings.

Thunder lizard eggs sell for up to 500 gp each in the few cities of the Elos, but for little more than their novelty, as the eggs need the constant warmth of their mother's body to hatch. When, on the rare occasion they are seen in market, a Dejy merchant is often heard to remark, "Now if you can hatch those eggs and get the beasts to carry men and their gear, well that would be a trade worth having." Suffice it to say, though rumors of ancient Dejy riding the backs of these wonderful creatures abound, few believe them.

TREANT, UNDEAD

Huge Undead
Hit Dice: 8d12+3 (55 hp)
Initiative: -4 (Dex)
Speed: 15 ft. (3 squares)
AC: 21 (-2 size, -4 Dex, +17 natural), touch 4, flat-footed 21
Base Attack/Grapple: +4/+21
Attack: Slam +11 melee (2d6+13)
Full Attack: 2 slams +11 melee (2d6+13)
Space/Reach: 15 ft./15 ft.
Special Attacks: Animate trees, warping touch
Special Qualities: Darkvision 60 ft., half damage from piercing and bludgeoning, undead traits, vulnerability to fire
Saves: Fort +2, Ref -2, Will +10
Abilities: Str 29, Dex 3, Con —, Int 7, Wis 15, Cha 7
Skills: Hide -1*, Listen +3, Knowledge (nature) +6, Spot +3, Survival +5
Feats: Iron Will, Power Attack, Toughness
Environment: Any forest
Organization: Solitary or grove (4-7)
Challenge Rating: 7
Treasure: Standard
Alignment: Often neutral evil
Advancement: 9-18 HD (Gargantuan); 19-27 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

The undead treant pretends to be a normal, dead tree until its opponents are surrounded by trees. It then animates other trees to attack.

Round 1: Animate two trees to uproot.

Round 2: Full attack; command trees to attack.

Round 3: Repeat from round 2; or animate all dead or warped trees within range and flee.

The undead treant is a once-benevolent servant of nature now corrupted and twisted into a shell of its former self. Gnarled and barren, the treant spreads corruption throughout the forest.

The undead treant is a gnarled, hollow-looking, barren plant creature. Appearing as a blighted oak tree, the treant's trunk is covered with grayish-white bark, set with deep grooves and spills black sap. Its boughs are empty, its branches ending in lifeless twigs resembling a decrepit old man's withered fingers. Its face is composed of knots and holes. When its mouth opens, moths, spiderwebs and locusts spill out with a foul rush of air.

Like a normal treant, the creature can pass for a tree if it so chooses. The treant reveals itself as it uproots and begins killing the healthy trees that surround it. Very rarely do undead treants gather in groups, preferring a life of solitude. For all its despair and isolationism, many treants prefer a more proactive approach to their current state of being. Such undead treants gather in groves of four to seven, spreading their warping touch faster and unmercifully to the forest they call home. This unification usually draws the attention of elves, fey, forest gnomes, druids, rangers and living treants.

Although these opposing forces have combated undead treants in the past, they are still no closer to understanding where these undead treants come from. The undead treants certainly do not multiply like natural creatures, nor do certain spells (those that normally create undead) work on dead trees.

Undead treants speak Sylvan, although they rarely speak. When they do, their voices sound like a foul wind; a low moan filled with despair. Speech is slow and representative of the treant's diminished state: long sighs, sagging branches and lack of conviction. Life is anguish and the undead treant would prove that fact to the forest dwelling creatures that believe it an endless celebration.

COMBAT

The undead treant does not seek to hunt or kill other creatures. Instead, its goal is to transform the surrounding area into

an undead shell of its former self. An undead treant's lair is easily discernable by the number of warped and corrupted trees that dominate the area.

Combat with an undead treant is a dangerous task, as it is difficult to damage and its greatest weakness (fire) is hard for responsible opponents to take full advantage of in a forest setting.

Animate Trees (Sp): An undead treant can animate dead or warped trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as an undead treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to the *liveoak* spell as cast by a 12th-level druid.

Warping Touch (Sp): An undead treant twists, distorts and corrupts any wooden objects it touches at will, most often trees. This touch kills trees and blights the area around which the undead treant lives. This ability is similar to the *warp wood* spell as cast by a 12th-level druid.

Half Damage (Ex): Piercing and bludgeoning weapons only deal half damage to an undead treant, with a minimum of 1 point of damage.

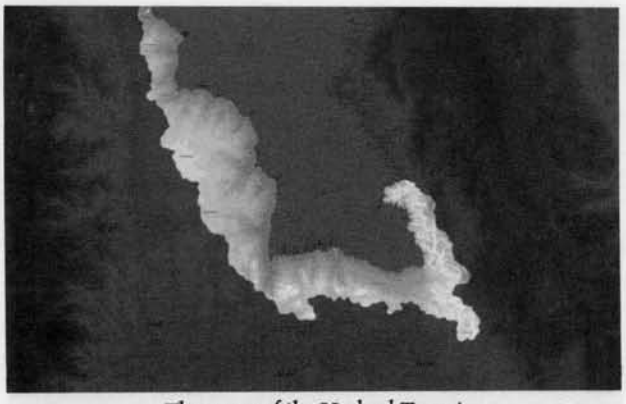
Undead Traits: Undead treants lose their plant type and traits when becoming undead, and gain the type and undead traits as detailed in the D&D *Monster Manual*.

Vulnerability to Fire (Ex): An undead treant is extremely dry and flammable. The creature suffers triple damage (+200%) from fire attacks unless the attack allows a save, in which case it takes triple damage on a failure or half again as much (+50%) damage on a success. The treant also has a 10% chance of catching fire when struck by lightning or other electrical attacks. This deals normal burning damage (see the *Dungeon Master's Guide*).

Skills: *Undead treants receive a +8 racial bonus to Hide checks when in forested areas. This bonus increases to +16 in forested areas with many dead trees, or during winter, when even living trees have lost their leaves.

ON TELLENE

There are parts of the old forests that no longer bloom. Here, in even the brightest days of summer, trees stand barren and gray.



The range of the Undead Treant

In 540 IR, a Dejy ranger by the name of Njetha came across a part of the Brindonwood where the trees and all the brush about them were dead. A chill ran down his back, as he knew the place was cursed. But he did not know how, or by whom. Readying his quarterstaff, Njetha advanced into the area, hoping to discern some cause for the widespread death – expecting perhaps an unholy shrine or alter. Much to his surprise, his quarterstaff shriveled and fell to the ground as a giant, dead tree reached down and touched it. He fled the area, telling other rangers of the "feja" tree, the unholy one. Other rangers have since seen the place and know of its curse, but have not found a suitable solution to the problem.

Amongst the druids and rangers, theories of the undead treant abound, though none of them have been proven. One theory states that trees the monster animates become undead themselves. Another speculates that the undead treant's touch passes on the undead curse to others of its kind. One more blames evil druids and their blighting magic, creating such creatures to serve out their bidding. And yet one more assumes that when an undead treant kills a living treant, it passes on its curse much like a vampire.

With the creation process still unknown, there are few ways to stop the beast from spreading across the forests. The elves have had some small successes with controlled fires, but they know it is all too easy to let the blaze spread out of their control and thus are loath to employ this defense.

TROGLODYTE, SCA'LARA

Medium Humanoid (Reptilian)
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
AC: 17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1) or greatclub +2 melee (1d10+1)
Full Attack: 2 claws +2 melee (1d4+1) and bite +0 melee (1d4)
or greatclub +2 melee (1d10+1)
or longspear +2 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Darkvision 90 ft., stench
Saves: Fort +5, Ref +3, Will +0
Abilities: Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 10
Skills: Listen +2, Spot +3
Feats: Multiattack
Environment: Temperate and warm marsh, mountains and underground
Organization: Solitary, bunch (2-4) or war pack (5-11 plus 1 leader of 3rd-6th level)
Challenge Rating: 1
Treasure: 50% coins; 50% goods; 50% items
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

Tactics Round by Round

The sca'lara troglodyte attacks quickly and fiercely, overwhelming its opponent and looting any valuables it may be carrying.

Round 0: Sca'lara troglodytes wait in hiding.

Round 1: Release stench

Round 2: Move to flank with other members of the pack, if any; or flee if number of opponents is equal to twice that of the sca'lara forces.

Round 3: Full attack.

Round 4: Repeat 3 until opponent is dead or number of opponents is equal to twice that of the sca'lara forces.

A savage crossbreed of troglodyte and lizardfolk, these creatures are sometimes found in troglodyte tribes, where they serve as elite warriors.

The sca'lara troglodyte has soft, moist flesh covered by a rigid layer of light green scales, with the underbelly being a pale yellow. A sca'lara troglodyte stands four and a half feet tall, but has a very narrow frame. It weighs only 100 pounds. It walks erect, using its tail to sweep the earth behind it, making it difficult to track the creature. Its black eyes reflect light easily and appear to glow red in torchlight. Aside from the scales, the sca'lara is also recognizable by the thick, bony crest that extends from its forehead to the base of the neck.

The sca'lara enjoys destruction, and when bored will use its claws to tear the bark off tree trunks in a haphazard pattern. Since the creature does not know how to read or write, the markings have no literary meaning, and are often mistaken for the marks of a bear. The sca'lara's noxious stench vapors react poorly with the newly exposed wood, eventually sickening the plant from exposure and turning its exposed bark a sickly green. Rangers and druids can use their survival skill (DC 15) to recognize the markings as those of a sca'lara. These markings also allow such wilderness protectors to keep track of sca'lara movement.

The sca'lara troglodyte speaks Draconic.

COMBAT

Sca'lara troglodytes prefer to attack en masse, but are more than willing to fight alone if necessary. Each sca'lara is a capable warrior bred from birth to do nothing other than fight. It knows no fear and accepts almost any challenge it is given by its tribe.

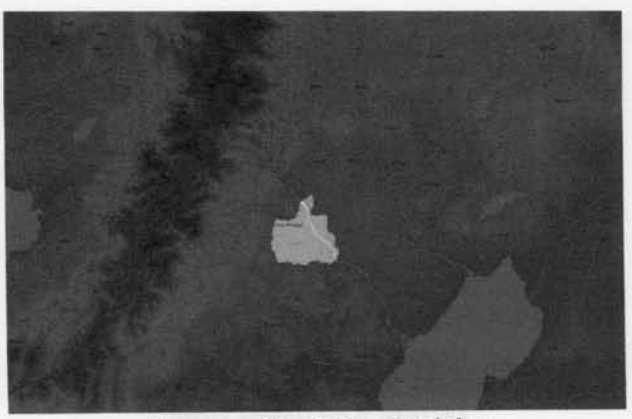
If a sca'lara or a war pack is out raiding without specific instructions, it typically does not engage groups it does not outnumber. A sca'lara is willing to face a foe one on one, but does not engage a force that outnumbers it.

Stench (Ex): At will, a sca'lara may secrete an oily, musklike chemical with a horrible stench. All creatures within 30 feet of the sca'lara troglodyte must succeed at a Fortitude save (DC 13) or be overcome with nausea. The nausea lasts for 10 rounds and deals 1d6 points of temporary Strength damage. Sca'lara and other troglodytes are immune to this stench.

SCA'LARA SOCIETY

A sca'lara war pack is set with a regimental hierarchy. From the onset, an alpha male is chosen whom the pack follows religiously. In this chain of command, a leader is always available regardless of any fatalities within the group. If the alpha male falls, he is immediately replaced. The group is unswervingly loyal to its troglodyte tribe, the alpha male taking his orders from the tribal leader.

There are no female sca'lara troglodytes; the race is exclusively male. It is intentionally bred that way. A sca'lara troglodyte is given a female troglodyte or lizardfolk mate when the leadership decides to increase the number of sca'lara within the tribe. All offspring are born as sca'lara.



The range of the Sca'Lara Troglodyte

SCA'LARA CHARACTERS

A sca'lara troglodyte's favored class is cleric, and most sca'lara leaders are clerics. Sca'lara clerics typically worship the Seller of Souls (whom they call Gozzug) and can choose any two of the following domains: Death, Evil, Retribution and Trickery.

ON TELLENE

Sca'lara troglodytes were first spotted in the Tharakka Morass, a dark, overgrown swamp on the Ek'Ridar river in the lands of Norga-Krangrel. Within this swamp reside tribes of lizardfolk, troglodytes and yuan-ti, whose combined might has often proved dangerous to the inhabitants of the adjacent hobgoblin kingdom, as well as the militocracy of Korak. It is thought that they have not yet spread out of the swamp, though some rangers speak of similar creatures in the DuKem'p and Kannej Swamps as well.

TROLL

HISTORY OF THE TROLLS OF TELLENE

Long ago, the Gods of Tellene were formed by the Creator to bring Her creation to fruition. The Gods determined that as they themselves served the Creator, they too would have beings serve them. Thus, the Creator granted the Gods servants in the form of Spirits, beings formed from the essences of their various planes, and thus tied to the Outer Planes rather than the Prime Material. This satisfied the Gods for an age or three, as they caused their servants to build their Planes into that which most pleased them, forming their own realities separate and distinct from that of the Prime. Then, as the amusements of their own private cosmos waned, the Gods sought to expand their influence onto the Prime Material Plane. Unfortunately, they discovered that their Spirit servants were less than satisfactory for this purpose. The Creator had built limitations into them, such that they might affect the Prime Material Plane only through the natives of that Plane. Thus, the Gods sought to convert the various races of the Prime Plane to their causes.

The Creator had brought various races into being upon the Prime Material Plane that Her Plan for Creation might be realized. These races included the Animals, Dragons, Dwarves, Elves and various other primitive creatures. The Dragons were aloof, convinced of their own superiority as the chosen mortals of the Creator (for they were the most powerful beings on Tellene), and thus spurned many overtures of the Gods. The Dwarves and Elves did not entirely suffice for the purpose of the Gods, for those beings had their own ties to Earth and Forest. Thus, they turned to the Animals and various primitive creatures in their quest for servants. There, they discovered a race of primitive beings, not unlike modern Humans (perhaps the forerunners of that race), and saw in them a spark of intellect, the capacity for thought and a kernel of will. The Gods gathered the finest of the specimens of these beings and infused them with a share of their Godly might. Though it was but an infinitesimal portion of their might, that portion forged each of these beings into an entity of formidable power and prowess. Thus were created the Titans.

The Titans were originally created of stuff both mortal and Divine, and thus were at home on both the Prime Material Plane and the planes of their respective Gods. For an age the Titans were the dominant beings on Tellene, and their great wars, triumphs and tragedies have come down to the modern peoples as the kernel of the most ancient myth cycles (in which the early Dragons, Elves and Dwarves played no small part). But for all that they were a part Divine, the Titans were mortal, and had mortal failings. At the end of their age, a full third of the host of the Titans sought to usurp the power of the Gods (some say at the behest of the Confuser of Ways).

The War of the Titans and the Gods lasted for a thousand years. In the end the Titans were defeated, though at a great cost to the Gods themselves. For of the remaining Titans that had not rebelled against the Gods, fully one half supported the Gods, while the other half had remained neutral. Thus, the Titans were split into three equal parties – rebels, loyalists and neutrals. During the War of the Titans and the Gods, many Spirits of the Planes, corrupted by their contact with the mortal Prime Material Plane, had also turned from the ways of the Gods. A third of these Spirits joined the Titans in their rebellion, another third remained loyal to the Gods, while the final third were neutral.

At the end of the War, the Gods meted out punishment or rewards to the various factions. The Rebel Titans were cast into the great pit of Tartarus, there to remain for all eternity to contemplate their lost mortality and Divinity. The Neutral Titans were bereft of their Divine essence, though they were still much greater then their ancient ancestors might ever have aspired to be - these Titans were the first Giants. The Loyal Titans were rewarded by infusion of the Divine essence that was bereft from the Fallen Titans and the Giants, and were granted eternal residency upon the Outer Planes.

Of the Spirits, the Rebel Spirits were cast out from the Planes, Inner and Outer, beyond the veil of Creation and into Nothing. The Neutral Spirits were cast into the Elemental Planes, where they became the first genies. The Loyal Spirits were granted greater power and prestige, and were given mightier and more noble forms, becoming the first Angels, Devils, Demons and similar entities.

Now the tale concerns the Giants, the remnants of the Neutral Titans that remained on the Prime Material Plane. Bereft of their divine essence and cast off by the Gods, the Giants were forced to survive by their own might. Thus, they cast about in the chaotic remnants of their fallen realms for any alliance, advantage or information that might help them survive and prosper. They discovered kindred "spirits" in the genies of the Elemental Planes, and through them many clans of Giants sought and gained the alliance of the elements, becoming the progenitors of the various Fire, Frost and Storm giants. Other giants sought power in the very land itself; these were the prog-

enitors of the Trollish races, though the first Trolls were much grander and mightier than their long-fallen descendants. For several millennia the Giants and the Trolls eked out an existence that was a mere shadow of their former glory, though such was still awe-inspiring to the Elves, Dwarves and primitive Humans. It was just at that moment, when the Giants and Trolls had clawed their way back to some semblance of an orderly civilization, that the great War of the Gods occurred. Their nascent civilization was shattered by the Divine battles, as Titans, Angels, Demons and Things Less Savory clashed across the Outer, Inner and Prime Planes. The Gods sought every advantage they could get, and the Gods of Chaos and Evil saw great potential in the Trolls.

He Whose Name is Not, the Dead God of Chaos and Evil, was the first to corrupt Trolls to His cause. His Demons mated with the Trolls thus corrupted, which gave birth to the race of Demonic Trolls, spawned of Chaos and Evil. This Dead God of Chaos and Evil granted a portion of these beings to each of the other Gods of Chaos and Evil, who in turn molded them to their whims. Thus were created the High Trolls, above whom ruled the Demonic Trolls. These High Trolls were the captains and lieutenants of the mortal armies of the Gods of Chaos and Evil, formed of the rabble tribes of the early humanoid races.

The High Trolls, in turn, began to mate with various Humanoids as well as with the other Trollish races. These degenerate mixed breeds often deserted the cause of the Gods of Chaos and Evil, knowing little more than the base hungers of the body. These deserters formed the core of the various clans of Trolls still found throughout Tellene: the standard Troll, the ubiquitous Moss and Stench Trolls, and the rarer Arctic, Sand and Sea Trolls. The chaotic procreative methods of the race even continue today, as is evidenced by the existence of the half-troll.

In time, the War of the Gods came to an end, as the Gods saw a greater potential for power and glory in the manipulation of the developing Human cultures than in futile (and oft fatal) divine war. Ironically, He Whose Name is Not was slain in battle against his "allied" Gods of Chaos and Evil when they turned against him near the end of the war. Their patron lost, the Demonic Trolls turned to their own amusements, while the other races of High Trolls remained in the service of their respective patrons or turned rogue. Rumors persist of a last, dying remnant of the Elder Trolls that live somewhere beyond the horizon, still striving to reach their ancient glories of long ages passed.

In addition to the standard D&D troll (considered a "lesser" troll), the following trolls also exist on Tellene.

GREAT TROLLS

Elder Troll: This is the original Trollish race, a branch of the Giants (themselves Fallen Titans, the True Children of the Gods), uncorrupted by the gods of Chaos and Evil. Elder Trolls tower over their smaller kin.

Demonic Troll: Cousins to the Elder Trolls, these are the last remnants of the ancient Trolls who followed the ways of the gods of Chaos and Evil during the War of the Gods.

HIGH TROLLS

Brought into the fold by the Gods of Chaos and Evil after their fall through Demonic influence, these Trolls are the ultimate racial manifestation of their Gods' whims and desires. These are the most intelligent of all Trollkind, save for Elder and Demonic Trolls.

Chaos Troll: The most intelligent of the High Trolls, the Chaos Trolls exists only to spread chaos, misery and distrust among other races. Following in the footsteps of its creator, the Confuser of Ways, it uses its natural abilities to shapechange into other forms.

Mindreaver Troll: These minions of the Prince of Terror exist only to spread madness and nightmares. The Mindreaver Trolls use mental powers and illusions to reduce opponents to whimpering ruin...

Ravager Troll: Like their Patron, the Vicelord, these creatures are obese and most vile. Both males and females take every opportunity to violate any being they can for the sheer pleasure. Female trolls may later give birth to Half-Trolls...

Rot Troll: These trolls are festering, half-dead entities, covered in vermin, rotted by plague and pestilence. These followers of the Rotlord travel extensively in order to spread plague and death among the other races of Tellene.

Storm Trolls: These trolls travel from region to region aiding followers of the Creator of Strife in their efforts to bring down those who are lucky or fortunate. Of course, should the followers of the Discordant One have too much success, they too may find themselves brought down.

LESSER TROLLS

These Trolls are the base type of Troll, degenerated from their ancient forebears, the Elder Trolls. They are known primarily through their geographical propensity, as most are too stupid to be of much use to the various Gods of Chaos and Evil.

Arctic Troll: These trolls inhabit snow-capped mountains and areas of ice and snow.

Cave Troll: This rocklike troll resides deep underground.

Moss Troll: The Moss Troll is a resident of swamps and various woodlands.

Sand Troll: These desert inhabitants love the heat, but fear water.

TROLLS BY CHALLENGE RATING

CR 4	Rot, Sea, Storm
CR 5	Arctic, Cave, Moss, Sand, Stench
CR 6	Chaos, Mindreaver, Ravager
CR 9	Demonic
CR 11	Elder

Sea Troll: These aquatic trolls live in saltwater and sometimes freshwater, preferring not to return to the land.

Stench Troll: The Stench Troll lives only in hilly and mountainous areas.

TROLL, ARCTIC

Large Giant (Cold)
Hit Dice: 7d8+49 (80 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +5/+16
Attack: Bite +11 melee (1d6+7)
Full Attack: Bite +11 melee (1d6+7) and 2 claws +6 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Qualities: Darkvision 90 ft., limited regeneration 5, low-light vision, scent
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 24, Dex 14, Con 24, Int 4, Wis 10, Cha 6
Skills: Hide +1*, Listen +4, Move Silently +5, Spot +4
Feats: Alertness, Iron Will, Track
Environment: Cold land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +6

Tactics Round-by-Round

In combat, arctic trolls slink and follow their prey as long as possible, seeking a place to ambush an opponent.

Round 0: Stalk opponent.

Round 1: Grapple weakest opponent.

Round 2: Full attack against grappled opponent; or full attack against new opponent dealing significant damage to arctic troll.

Round 3: Repeat from round 2; or retreat to heal if hit points are reduced to 15 or less.

Arctic trolls (also known as snow trolls) are especially adapted to the cold and frigid arctic environments in the far north of the world. Their off-white skin (with splotches of light brown) gives them excellent cover in the rolling tundra and snowy wastes of the north. They follow their prey by using keen senses of smell and tracking abilities. As scavengers and opportunistic hunters, they eat anything.

Arctic trolls are on the large side, being close to 8 feet in height. Their weight ranges greatly throughout the year. During the lean winter months they can drop to as low as 250 pounds and in late summer can get up to 1,500 pounds. These trolls are very long-limbed and often lumber about on all fours like a quadruped. They have wider and longer noses than most trolls, and small ears.

Arctic trolls speak Giant.

COMBAT

Arctic trolls attack ferociously, attempting to grapple an opponent and then, using their massive jaws, chew it to bits. They are unyielding and quite often fight to the death.

Cold subtype: Arctic trolls take no damage from cold, but suffer double damage from fire and heat-based effects on a failed save.

Limited Regeneration (Ex): Arctic trolls only regenerate in weather conditions less than 35°F and greater than 20% relative humidity. If the temperature rises above 45° F they are slowed to half speed.

Skills: *An arctic troll's off-white and light brown splotchy skin bestows a +8 racial bonus to Hide checks when in the arctic or snow-capped mountainous areas where it lives.

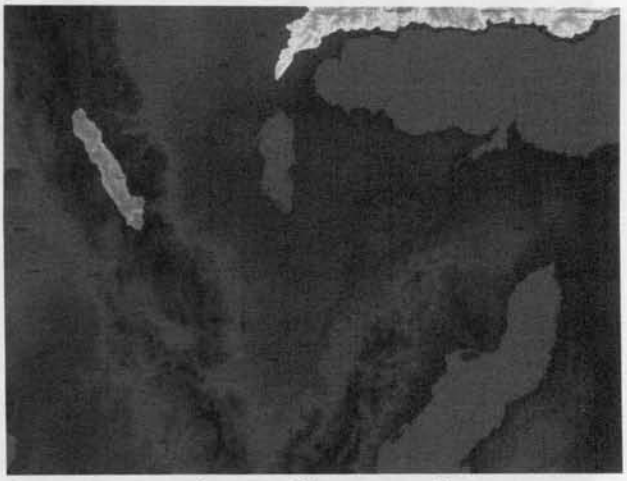
ARCTIC TROLL SOCIETY

Arctic trolls travel alone or in small packs. They live in ice caves or large and thick areas of underbrush. As with many groups of trolls, there is no discernable social order within to the groups, with a simple "might makes right" structure. Approximately half of all arctic trolls are females. When delivering their young, female arctic trolls seclude themselves for months at a time to prevent males and competing females from eating the young.

As opportunistic feeders, arctic trolls eat any living thing they can get their claws on, be it rabbit or human. They are also often found eating corpses and other rotted meats. Unlike most trolls, arctic trolls do not pile the bones of the eaten near their abodes. They prefer to eat them where they are caught.

ON TELLENE

Arctic trolls are rare on Tellene. They are found only in high (such as the Byth) mountains and the far north of the world, many miles above Lake Jorakk.



The range of the Arctic Troll

TROLL, CAVE

Large Giant
Hit Dice: 6d8+36 (63 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple: +4/+14
Attack: Slam +9 melee (1d10+6)
Full Attack: 2 slams +9 melee (1d10+6) and bite +4 melee (1d4+3)
Space/Reach: 10 ft./10 ft.
Special Qualities: Darkvision 90 ft., light blindness, limited regeneration 5, low-light vision
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 22, Dex 16, Con 23, Int 5, Wis 9, Cha 4
Skills: Climb +7, Hide +1, Listen +2, Spot +2
Feats: Blind-Fight, Iron Will, Stunning Fist
Environment: Warm and temperate underground
Organization: Knot (2-12)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +5

Tactics Round-by-Round

Cave trolls observe their opponents from hiding, using traps (where possible) to injure or eliminate the strongest opponents before entering melee combat.

Round 1: Charge foes.

Round 2: Full attack nearest enemy; or charge nearest enemy using ranged weapons or spells.

Round 3: Continue full attack against same enemy.

Round 4: Repeat from round 2; or flee if overwhelmed.

Cave trolls (also known as rock trolls) are forbidding beasts feared by every dungeon or cave explorer.

As strong as rocks and cruel as fate, cave trolls live in the deepest and darkest corners of abandoned caves and underground fortresses. They reside in these dark spaces throughout most of their lives, leaving only to search out other caves or dungeons to exploit. They kill without remorse and without reason. Any chance they have to kill, they take, and they usually do not eat the mess they leave behind.

Cave trolls stand around 10 to 11 feet tall (or would, if they ever stood upright) and weigh about 3,000 pounds. Cave trolls walk in an ape-like, lumbering manner with their clenched, unclawed fists brushing the ground. A cave troll's skin is very rock-like, with colors from dark brown to black. A blocky head with tiny white eyes sits atop their torso.

COMBAT

In combat cave trolls are devious and cunning. They move around, climb on top of ledges to leap upon enemies and try to circle around and take their foes by surprise. Some are even known to set crude traps of falling rocks and pits. When they close, they pound their enemies mercilessly until they fall unconscious to the floor. They only use their teeth as a last resort since they are fairly weak.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds cave trolls for 1 round. In addition, cave trolls suffer a –2 morale penalty to all attack rolls, checks and saves while operating in bright light.

Storm, Sea, Rot, Ravager and Cave Trolls

Limited Regeneration (Ex): Acid deals normal damage to a cave troll. However, cave trolls cannot regenerate in sunlight. A cave troll cannot reattach a severed limb or body part.

CAVE TROLL SOCIETY

Cave trolls live in small groups and are rarely found alone. They have a strong sense of clan and defend one another unto death. There is a hierarchy amongst cave trolls. A chief and his mate rule over a clan and are the only ones allowed to breed. Members of a clan do not fight each other, and may come together to attack a common foe or defend a common ground.

Cave trolls, as one might suspect, live in caves or underground. They prefer natural caverns to man made ones. The reason is that man-made caves offer fewer routes of travel and smooth walls that are difficult to hide along, whereas roughed caverns offer many tunnels and portals through which to travel. They prefer moving into the farthest recesses of both areas to stay out of the way of many potential enemies. Occasionally they are forced to move from cave to cave. If this cannot be accomplished by underground conduits, the cave trolls travel above ground during the darkest of night to find other caves.

ON TELLENE

On Tellene, cave trolls can be found in almost any underground environment. Their migratory nature and ability to travel at night have afforded them the opportunity, over the years, to travel the width and breadth of the known world. Because they dislike densely populated areas, they are never found near towns, cities, occupied caverns or dungeons.

TROLL, CHAOS

Large Giant
Hit Dice: 6d8+30 (57 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 20 (-1 size, +2 Dex, +5 natural, +4 chain shirt), touch 11, flat-footed 18
Base Attack/Grapple: +4/+13
Attack: Claw +8 melee (1d6+5)
Full Attack: 2 claws +8 melee (1d6+5) and bite +3 melee (1d2+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 6, scent
Saves: Fort +10, Ref +6, Will +4
Abilities: Str 20, Dex 14, Con 20, Int 16, Wis 15, Cha 6
Skills: Bluff +7, Disguise +7 (+9 acting), Hide +5, Listen +11, Sleight of Hand +8, Spot +11
Feats: Alertness, Blind Fight, Lightning Reflexes
Environment: Any land and underground
Organization: Solitary, gang (2-4) or knot (5-12)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

TACTICS ROUND BY ROUND

The chaos troll tries to ascertain the strongest opponent and attacks that creature with determination.

Round 0: *Detect thoughts* is used to find the strongest creature.

Round 1: Attack with claws.

Round 2: Continue melee attack.

Round 3: Uses *alter self* ability to confuse the opponents.

Round 4: Continue melee attack.

Round 5: Use one of the following: *dispel law, protection from law,* or *word of chaos.*

Round 6: Continue melee attack; or flee if in danger of failing or death.

The most intelligent of the high trolls, the chaos trolls exist only to spread chaos, misery and distrust among other races. They can assume the shapes of many different creatures and hide within any of those societies. Their ultimate goal is to create strife and discord wherever they go, usually managed by assuming an identity that is involved in several illegal activities. They usually choose to assume the identity of well-known (though not too well known) individuals with a good deal of influence in their community. They then proceed to poison every relationship through their unacceptable behavior or murder.

In their natural state, chaos trolls appear almost identical to common trolls (see the D&D *Monster Manual*). They are tall, around 9 feet in height, have green skin, thin faces, wide smiles and greenish brown hair. They are lanky and muscular with long sharp claws and jagged teeth. However, their eyes are the one aspect that distinguishes them from other trolls. The eyes of a chaos troll always change color when they are in their natural state. They shift from blue to red to green to yellow and all colors in between. Even after death, their eyes shift color.

There is no natural habitat for a chaos troll. They wander the world, taking on the appearance and aspects of anyone they choose. They are found in cities, villages, and military encampments. They cause problems wherever they go - even in orc, hobgoblin and bugbear societies. They are also not drawn to any particular lifestyle. In some places they assume the identity of wealthy people, while in others that of a common farmer is the identity of choice. Though they have the ability to assume the shapes of many creatures, their smell sometimes gives them away. Chaos trolls stay near water in order to bathe.

Chaos trolls speak Giant and at least two human or demi-human languages.

COMBAT

Chaos trolls scan the surface thoughts of those arrayed against them to determine who is the greatest threat. They attack that individual mercilessly. If need be, they cast spells, but otherwise they attack with claws or a weapon of choice.

Spell Like Abilities: At will–*alter self, detect thoughts*; 3/day–*protection from law*; 2/day–*shatter*; 1/day-*dispel law, word of chaos*. These abilities are as the spells cast by a 9th level caster (save DC 10 + spell level).

CHAOS TROLL SOCIETY

Chaos trolls have no social organization. The closest they come to having a functioning society is when several chaos trolls gather together to bring a community to its knees. In this instance, each troll involved joins in a loose knit organization with a general plan on how to assume the identities of several people and start chaos in the city. It is during these instances that male and female chaos trolls meet to mate. The female generally has the power of the selection, while the male waits patiently and enjoys what he can get.

Chaos trolls are opportunistic feeders. They eat anything and have no preference for any particular food. Food to them is rather drab as a concept and an actuality. Their one weakness is wine, beer and other spirits. When chaos trolls consume alcohol, they begin to lose their powers of deception and ability to maintain a disguise. If they imbibe enough, they lose the power of thought detection and if they become intoxicated, they lose control over their assumed identity and begin to revert to their true form. None know of this weakness other than chaos trolls. As such, they tend to shy away from powerful drinks.

Chaos trolls do not attempt to acquire wealth or power. Instead, they seek to cause as much pain and discord as they can. It matters not whether their victims are human, elf, orc, or even other trolls. They manage this by slaying a leader or some influential person, and by assuming their identity. They then engage in a series of petty to felonious crimes, including blackmail, murder, theft, lying, cheating or whatever else they can manage to cause chaos. Once a community is in an uproar, they leave and seek out a new target.

ON TELLENE

Few know much about this strange creation of the Confuser of Ways. Its nature and origins are shrouded in mystery, and its locations and culture are likewise only guessed at. The chaos troll makes its appearance at all levels of society. It is alternately found in high courts trying to sow discord amongst nobles through innumerable machinations, and in the lower segments of societies amongst thieves' guilds and farmers doing the same.

Many have hidden themselves so well in certain societies that they have been there for years. It is rumored that several have attained positions of power and wealth such that they have significant influences in those communities in which they live.

On occasion, hunts have been organized to locate these creatures and root them out. One of the most successful and most bizarre occurred in Nythok some years ago. A noble claimed there were a few too many odd things happening within his community. Blaming it upon chaos trolls, he set up an inquisition. Though only one chaos troll was discovered, the town was thrown into an uproar of paranoia in which several persons, including many nobles, were killed as conspirators. In truth, the one chaos troll found was the noble organizer of the inquisition and his discovery was purely by accident.

TROLL, DEMONIC

Large Giant
Hit Dice: 10d8+70 (115 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple: +7/+19
Attack: Claw +14 melee (1d6+8)
Full Attack: 2 claws +14 melee (1d6+8) and bite +9 melee (1d6+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+12, stun, spell-like abilities
Special Qualities: Darkvision 90 ft., immunity to electricity and poison, low-light vision, regeneration 6, scent, telepathy
Saves: Fort +14, Ref +6, Will +7
Abilities: Str 26, Dex 16, Con 25, Int 16, Wis 15, Cha 13
Skills: Diplomacy +10, Hide +12, Intimidate +10, Knowledge (any one) +12, Listen +12, Sense Motive +11, Spot +12
Feats: Blind-Fight, Improved Initiative, Iron Will, Power Attack
Environment: Any land and underground
Organization: Solitary or war band (2-20)
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment: -

TACTICS ROUND-BY-ROUND

Demonic trolls howl to gather forces and position them to flank enemies; or use telepathy to gather forces where silence is needed.

Round 1: *Darkness.*

Round 2: Stun as many opponents as possible.

Round 3: Charge into melee; or full attack nearest enemy.

Round 4: Continue melee; or retreat to heal.

Round 5: Repeat from 4; or retreat to flank.

Round 6: Repeat from round 2; or *blasphemy* and telepathically order others to flee if severely endangered.

The most devious of trolls, coached in war for aeons beyond counting, demonic trolls are masters of deceit and tactical geniuses in close quarter combat.

Demonic trolls are similar in shape to the common troll, but are much more horrifying to look upon. They stand 14 feet tall, yet they bear little weight upon their thin frames. Their skin ranges in color from jet black to dark red, with clusters of small bony spurs and yellowish warts. Their arms are long and hang to their knees. The heads of demonic trolls are tall and thin, with broad toothy mouths and massive fangs. Their eyes stretch up and out, gleaming intently at all around them.

Demonic trolls speak Abyssal and Giant.

COMBAT

Once a demonic troll finds a particularly vulnerable target, it gathers other demonic trolls to its side in preparation for attack. This is managed by a series of howls and screams that can be heard for many miles around - much akin to coyotes calling the pack to a kill. The first demonic troll to howl becomes the war chief.

Attacks are fairly well organized with feints and flanking maneuvers used to deceive their foes or draw them out into open combat. They move in and out of combat to heal themselves and give the impression that they are retreating.

Rend (Ex): If the demonic troll hits with both claw attacks, it can tear its opponent's flesh, automatically dealing an additional 2d6+12 points of damage.

Stun (Sp): With a powerful howl, a demonic troll can stun creatures within 30 feet. Opponents with 40 or fewer hit points are stunned automatically for 3d4 rounds. Those with 41 to 80 hit points are allowed a Will save (DC 16) or will be stunned for 2d4 rounds. Opponents with 81 to 120 hit points are allowed a Will save (DC 14) or will be stunned for 1d4 rounds. Creatures with greater than 120 hit points are unaffected.

Stunned creatures cannot act and lose any Dexterity bonus to their AC, while the demonic troll gains a +2 bonus to attack the stunned opponent. A demonic troll can use this attack once every 1d4 rounds. Demonic trolls are immune to the howl of other demonic trolls.

Spell-Like Abilities: 3/day–*darkness, blasphemy, desecrate, dispel good.* These are as the spells cast by a 13th-level sorcerer (DC 16 + spell level).

Regeneration (Ex): Cold and acid deal normal damage to a demonic troll. Fire, however, is no more effective than other weapons.

When a demonic troll loses a limb, the lost portion regrows in 3d6 minutes. A demonic troll may instantly reattach the severed limb by holding it to the stump. A demonic troll cannot regenerate if immersed in water.

Telepathy (Su): Demonic trolls can communicate telepathically with creatures within 100 feet that speak Giant.

DEMONIC TROLL SOCIETY

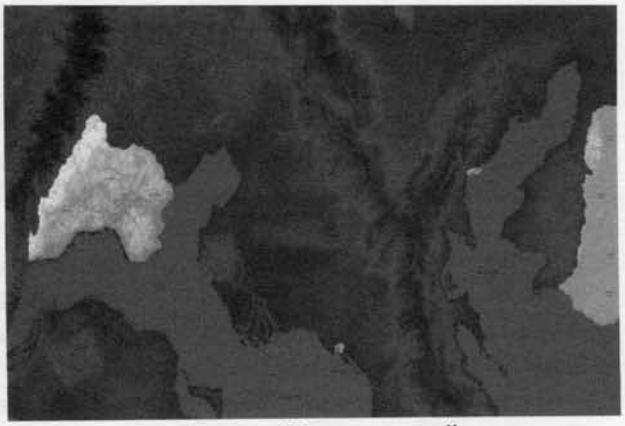
Demonic trolls have no permanent habitat. They travel from place to place looking for abandoned forts, caves, villages or other ruins to call home for a short period of time. If these ruins are already occupied, they will kill everything in sight and feast upon the remains for days. Aside from the fleshy remains, demonic trolls break open the bones, suck out the marrow and toss the remains into a huge bone pile in the center of their new home. These bone piles also serve as areas of worship.

When traveling, demonic trolls do so in war bands, loosely organized under the command of a war chief. Rather than directing combat, however, the war chief generally just encourages the fighters to move forward to the slaughter. Occasionally these bands break down and the demonic trolls begin squabbling amongst themselves instead of fighting a common foe. They eschew the use of weapons and clothing, considering them impure weapons of war.

Demonic trolls understand that females and children are a weak spot in most humanoids' defense. As such, they often kidnap lone peasant women or children and hold them for ransom, though they are not interested in the gold. Instead, they simply kill the person offering the ransom money. They have also been known to tie children to their bodies to discourage foes from attacking.

ON TELLENE

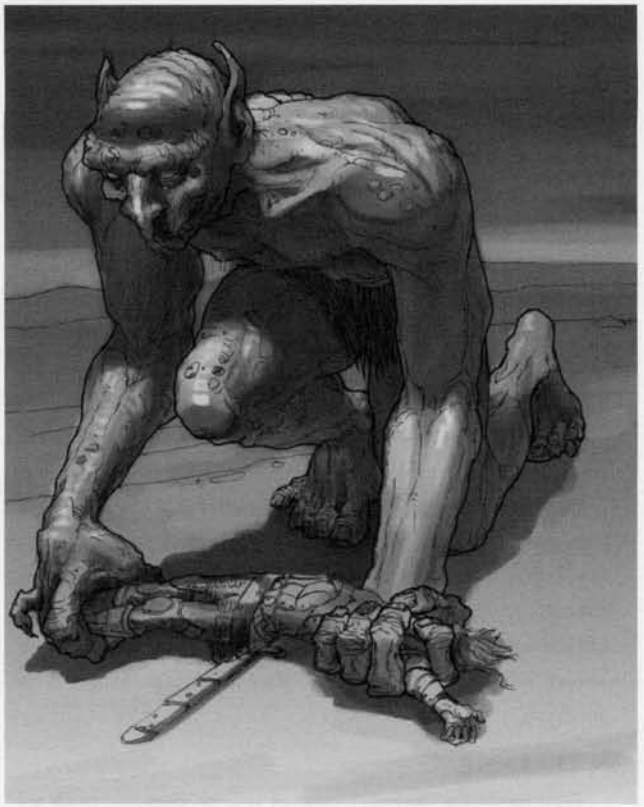
Fortunately for the inhabitants of Tellene, demonic trolls are quite rare. In fact, it is rumored that less than two dozen demonic trolls still roam the known world. The latest tales of demonic troll sightings come from the Elos and Khydoban deserts, the rocky island of Ucea and even certain ruined sections within Bet Kalamar.



The range of the Demonic Troll

TROLL, ELDER

Huge Giant
Hit Dice: 16d8+128 (200 hp)
Initiative: +4 (Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 19 (-2 size, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple: +12/+30
Attack: Slam +20 melee (2d6+10)
Full Attack: 2 slams +20 (2d6+10) and bite +15 melee (1d8+5)
Space/Reach: 15 ft./15 ft.
Special Attacks: Improved grab, spell-like abilities, wrack
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 7, scent
Saves: Fort +18, Ref +5, Will +10
Abilities: Str 30, Dex 10, Con 26, Int 11, Wis 16, Cha 14
Skills: Climb +11, Diplomacy +4, Hide +2, Knowledge (any two) +7, Listen +7, Sense Motive +8, Spot +7
Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack
Environment: Any underground
Organization: Solitary
Challenge Rating: 11
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment: -



Tactics Round-by-Round

On those rare occasions when they are forced to fight, elder trolls blanket the area with darkness before joining battle. Elder trolls use their spell-like abilities first, before moving into melee.

Round 0: *Protection from good*; order followers to attack

Round 1: *Darkness*; or *dismissal* against extraplanar creatures.

Round 2: *Cause fear*; or *darkness* if *dismissal* was unsuccessful.

Round 3: *Spectral hand.*

Round 4: *Ghoul touch* and approach strongest opponent.

Round 5: Full attack against strongest opponent.

Round 6: Continue melee against strongest opponent; or attack next strongest opponent if strongest is downed.

Round 7: Repeat from round 6; or *antimagic field* and flee if endangered.

Elder trolls are the first, the most powerful and the rarest trolls, imbued with the magic of the Titans and the creation of the universe.

In comparison to their lesser kin, elder trolls are gigantic. They stand about 18 feet in height and weigh approximately 3,500 pounds. Elder trolls are also the least grotesque of the trolls, with more human and elven features. Their hands and feet have five (not three) unclawed digits, though they often let their nails grow long. An elder troll's body is muscular, with much less distortion and knobbiness than their more common relatives. Their skin is light green in color, and they are often hairless.

Elder trolls wear clothing and armor when it suits them, though this is rare. They prefer to wear simple loincloths or nothing at all.

Elder trolls speak Abyssal, Draconic, Giant and Undercommon.

COMBAT

Elder trolls rarely venture forth from their great halls, preferring their minions handle their work and fight their battles for them. In their great halls, they sit and contemplate the demise of their people and plan a foul revenge upon those who brought it about.

Improved Grab (Ex): To use this ability, an elder troll must hit with a slam attack. If it gets a hold, it can wrack.

Spell-Like Abilities: At will–*darkness, read magic*; 5/day–*detect good, protection from good*; 3/day–*cause fear, dispel magic*; 2/day–*ghoul touch, spectral hand*; 1/day–*antimagic field* and *dismissal*. These are as the spells cast by a 12th-level wizard (DC 20 + spell level).

Wrack (Ex): An elder troll that gets a hold can attempt to pull its opponent apart, dividing the victims body into two equal pieces. This attack automatically deals an additional 2d6+10 points of damage.

Regeneration (Ex): Fire deals normal damage to an elder troll. Acid, however, is no more effective than other weapons.

When an elder troll loses a limb, the lost portion regrows in 2d6 minutes. An elder troll may instantly reattach the severed limb by holding it to the stump.

ELDER TROLL SOCIETY

Elder trolls do not live communally, though they keep in contact with one another through various meetings and through intermediaries. Elder trolls prefer solitude, and do not enjoy the company of other living things (except for other elder trolls). Elder trolls keep servants and minions to do their business for them, but such minions soon learn to be rarely seen or heard. An elder troll whose solitude is disturbed may choose to kill at a moment's notice, on a mere whim.

Each elder troll has a name unique unto itself. These names are considered holy and are rarely, if ever, known by anyone outside of their own enclave.

Elder trolls live in vast underground lairs, and have no preference for climate, being fairly unaffected by cold or heat. Their abodes are gigantic - as befits their size - but are also rambling structures that have rooms, apertures and halls constantly added to them. The halls are generally bare and empty of any accouterments that one generally associates with powerful creatures. Elder trolls are spartan creatures who prefer lives of simplicity. However, all elder troll lairs will have prisoner cells, a forge, a treasury and a small temple.

Elder trolls are finicky eaters. Though they have a broad diet (for trolls) they have a definite preference for raw human,

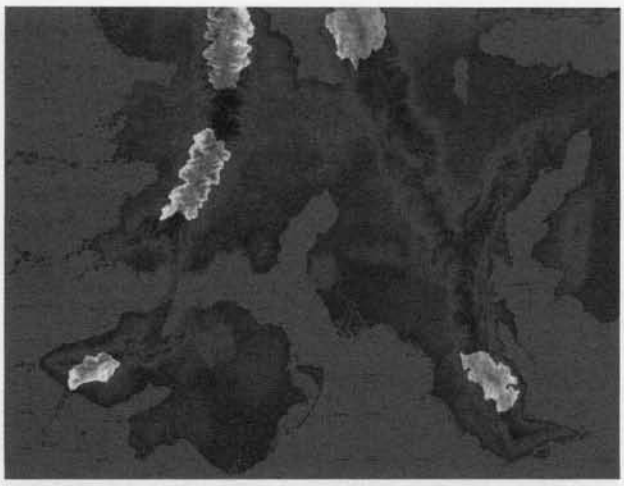
halfling and elven flesh. They rarely do the hunting themselves. Instead, the elder troll's minions do the hunting for it and bring the food back to the lair for preparation. In many cases, they bring the meal still living.

Should its privacy ever be breached, an elder troll becomes furious. It blusters and screams, pounding the floors and walls of its throne room to gather its minions about it. When its servants appear, it then sends them off in large groups to seek out the intruders. Elder trolls are rarely found without their minions. Even on the rare occasions when they travel from place to place, they take their minions with them. Such minions are most often lesser or high trolls, particularly chaos and ravager trolls. However, bugbears, ogres, orcs, evil stone dwarves, deep gnomes and dark elves can also be found within the lair of an elder troll.

ON TELLENE

Like demonic trolls, elder trolls are said to be quite rare in the Sovereign Lands, with less than a half-dozen elder trolls said to remain. Though no proof exists, elder troll lairs are said to be found deep within the Deshada, Elenon and Krimppatu Mountains, as well as the Krond Heights and P'Rorul Peaks.

An old wives' tale from Emosvom tells of a veritable city of elder trolls deep within the Vohven. These rumors describe a series of great palaces connected by white causeways deep within the marshy recesses of the southern coastal regions. As elder trolls are known to prefer dark lairs beneath the ground over great, white above-ground palaces, this is no doubt only a wild story.



The range of the Elder Troll

TROLL, MINDREAVER

Large Giant
Hit Dice: 8d8+48 (84 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +6/+16
Attack: Claw +11 melee (1d6+6)
Full Attack: 2 claws +11 melee (1d6+6) and bite +6 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Psionics, spell-like abilities
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 8, scent
Saves: Fort +12, Ref +5, Will +4
Abilities: Str 22, Dex 17, Con 22, Int 10, Wis 11, Cha 12
Skills: Bluff +7, Diplomacy +3, Disguise +1 (+2 acting), Hide +1, Intimidate +7, Listen +5, Sleight of Hand +5, Spot +5
Feats: Alertness, Iron Will, Power Attack
Environment: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

TACTICS ROUND BY ROUND

The mindreaver troll begins combat by altering itself into something non-threatening and approaching its opponent.

Round 0: *Alter self.*

Round 1: Uses *demoralize* to break the will of the selected victim.

Round 2: Uses *cause fear* to scatter the party.

Round 3: Pursues demoralized victim and uses *brain lock* to disable victim.

Round 4: Seizes disabled victim.

Round 5: Casts *darkness* and flees with intended victim.

Mindreaver trolls are a unique breed of trolls that travel the countryside, sowing terror and fear amongst all humanoid races for no discernable purpose. They are feared far and wide by humans, elves, dwarves, orcs, goblins and all others who may happen across their path. Their hideous appearance combined with their innate ability to cast several horrifying spells and alter people's perception of things makes these trolls truly daunting foes.

The mindreaver troll appears in many respects like its cousin, the common troll (see the D&D *Monster Manual*). They stand around 9 feet tall and come in various shades, from brownish green to an orange-mustard color. Huge arms drag almost to the ground while long legs keep it upright, yet stooped. Its bulky head is a mash of flesh, pustules, sores and scabs topped by thick, stringy hair ranging in color from red to green.

Mindreaver trolls speak Giant, plus the dominant language of the region they inhabit.

COMBAT

The mindreaver troll eschews direct combat most of the time, preferring to terrify opponents using its various abilities. It generally only attacks unarmed or otherwise defenseless appearing individuals. It usually starts out by using *fear* or *demoralize*. This is followed by an *alter self* ability in which the troll appears as some dreadful creature such as a ravenous displacer beast or some form of powerful undead, like a heretic mummy.

If the mindreaver is forced into combat with well armed individuals, it fights in much the same way, but attempts to split groups up using a combination of spells and then chase down the loners or weakest appearing members for a quick kill. It rarely fights to the death. Though the mindreaver attempts to defend its home to the best of its ability, it will not give its life in that defense. This is not true of attacks on sacred places. In this case, the mindreavers sacrifice themselves wholeheartedly.

Psionic Powers Known: 1st-level-*demoralize, disable*; 2nd-level-*brain lock*; 3rd-level-*crisis of breath*. These are as the powers manifested by a 5th-level psion. DMs not using psionics in their campaign may replace these powers with the following additional spell-like abilities: 3/day – *cause fear, scare*; 2/day – *confusion*; 1/day – *dream*.

Spell-like Abilities: 3/day – *darkness*; 2/day – *alter self*; 1/day – *bestow curse, major image, nightmare*. These abilities are as the spells cast by a 11th-level sorcerer (save DC 15 + spell level).

MINDREAVER TROLL SOCIETY

Although mindreaver trolls are almost always found alone, they do, on rare occasions, gather in larger groups. There are sacred sites for the mindreaver trolls that are hidden deep underneath the earth or in the most inaccessible recesses of forests and mountains. Here, they worship their dark god without fear of discovery.

The trolls rarely attack to kill. Their essential intent is to sow terror amongst a local population. They do this by hiding beneath bridges, in temples, barns or any remote and hidden area where they are likely to encounter a host of uneducated and poorly armed individuals. Their intent is to terrify. They do not necessarily seek to kill the people they scare. They are satisfied simply with driving people to insanity. They use this tactic to extract treasure or other items from those they "attack."

Their weak spot is in gathering food, for mindreaver trolls prefer the brains of cows, pigs and sheep to all else. Sometimes, all it does is terrify lone herders so that it can leap upon and devour an animal. This particular habit has given rise to many myths and misunderstandings about the mindreaver and cattle killings in rural areas. This also brings rangers, sheriffs, bounty hunters, magicians and other seeking to find the origin of these strange killings.

When confronted in or near their lairs the attitude of the mindreaver troll changes. Here, it becomes very deadly. Experts at subterfuge, trap making and deception, the mindreaver goes to any lengths to attack a foe from afar and weaken it before pouncing upon them at the last possible moment.

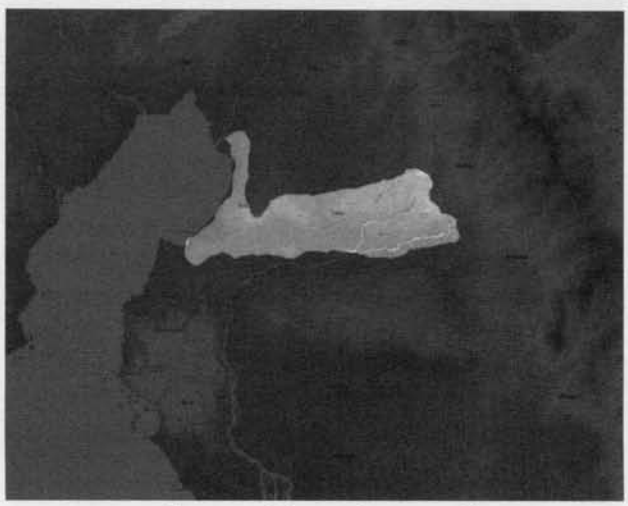
Another occasion in which they are exceedingly dangerous is near their sacred areas. These are usually small, crude alcoves or outdoor pedestals with elaborate statuary on display. They defend these religious centers unto death. Often when these places are discovered, there are numerous mindreaver trolls located within the vicinity.

ON TELLENE

Recent and careful observers of unusual occurrences have noted the mindreaver troll's presence near isolated thorps, villages and towns in central and eastern Tokis and along the northern periphery of Kalamar.

Mindreavers tend to congregate in regions where there is much strife and central authority has collapsed. In Tokis, the mindreavers found that the outer provinces have become less guarded and several villages and thorps are no longer patrolled. The area is rife for the waylaying of peasants and the killing of cattle since few bother to chase or hunt them down.

Though it is surmised in the halls of the learned that the mindreavers build temples to the Prince of Terror, these temples have so far remained undiscovered. However, there is one city where a temple is almost certainly located. The dwarf, Tarnin Gidnaus, happened across a mindreaver troll in Shyta-Thybaj some years back. Though the troll died in the scuffle that ensued, Tarnin descended into the depths of the city's old quarry in hopes of finding a clue to its origin. Tarnin was never heard from again.



The range of the Mindreaver Troll

TROLL, MOSS

Large Giant
Hit Dice: 4d8+24 (42 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares)
AC: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple: +3/+12
Attack: Claw +7 melee (1d8+5)
Full Attack: 2 claws +7 melee (1d8+5)
and bite +2 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d8+6
Special Qualities: Darkvision 90 ft., freeze, fast regeneration 6, low-light vision
Saves: Fort +10, Ref +4, Will +2
Abilities: Str 21, Dex 12, Con 23, Int 5, Wis 12, Cha 8
Skills: Climb +6, Hide +7, Listen +3, Spot +3
Feats: Improved Initiative, Lightning Reflexes
Environment: Warm and temperate forest and swamp
Organization: Band (2-20)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +4

Tactics Round-by-Round

Moss trolls use their ability to appear as part of the terrain, attacking as soon as an opponent comes within range.

Round 1: Full attack nearest opponent.

Round 2: Continue attack against same opponent; or begin full attack against new opponent.

Round 3: Repeat from round 2; or flee to freeze and regenerate.

Moss trolls (also known as forest, jungle, swamp or woodland trolls) are fierce "pack" trolls that roam swamps and low-lying woodlands of most climates. They tend to congregate during the winter in larger bands in deep caverns, only to come out during the warmer months. They do not need a lot to eat and use summer feedings to get through the winter months.

Moss trolls are so named because of their unblemished, pure green skin that is completely covered by short, moss-like hair. The only areas of their body not covered are the palms of their hands and the soles of their feet. The only parts of their hide that are not green are their piercing red eyes and dark lavender tongues. They are short and stumpy (around 6 feet in height) with small arms and legs. Their arms end in large, powerful hands and thick claws. Moss troll maws have many sharp teeth and are often bared before combat to terrify opponents.

COMBAT

Moss trolls are very simple in their approach to combat. They hide along a forest path where humanoids often pass, then attack immediately when their prey arrives. They are rarely concerned about odds, and will attack the strong as readily as the weak. A severely injured moss troll flees and freezed itself until it heals enough to attack again.

Rend (Ex): A moss troll that hits with both claw attacks can rend its opponent's flesh, automatically dealing an additional 2d8+6 points of damage.

Fast Regeneration (Ex): Fire and acid deal normal damage to a moss troll. A moss troll who loses a limb or body part may regrow it in 1d6 minutes. The moss troll can reattach the severed body part instantly by holding it to the stump.

Freeze (Ex): A moss troll can hold itself so still that it appears to be a lichen and moss-covered rock or mound of dirt. An observer must succeed at a Spot check (DC 18) to notice the moss troll's true form.

Skills: Moss trolls gain a +8 racial bonus to Hide checks.

MOSS TROLL SOCIETY

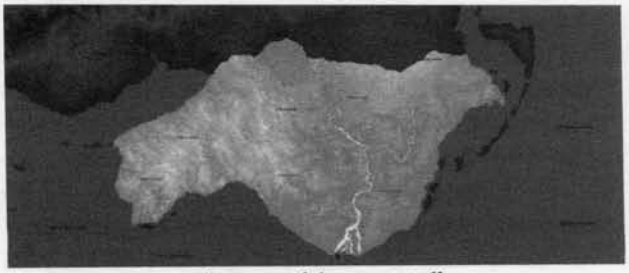
Moss trolls live in groups or clans. There seems to be no order to these groups, but generally they do not fight one another as status and leadership do not concern them. The females of the groups are treated as males and allowed to join in equally with every exercise. Their life cycle is tied to the winter snows.

When the snows stop falling, the trolls leave their deep caverns in search of food. Many times this takes them out into the plains and up into the mountains, where they come in conflict with stench trolls. When winter approaches, they gather in larger groups and move back to the woods or swamps in search of old caves or places to hide out during these cold months. Many times these caverns become packed thick with trolls and are very treacherous to erstwhile explorers.

As with most lesser trolls, the moss trolls are opportunistic feeders. They will eat anything in their path. They often hunt as large groups and corral their prey into an area from which others spring a surprise attack. They prefer to hide and await a good moment to attack their opponent while they are unaware rather than using frontal assaults. Once an attack is in motion, the trolls work themselves up into a frenzy, like sharks at sea. They devour their prey on the spot. It is easy to tell when a moss troll has been through an area because the ground is covered in blood and the fleshy rags of unlucky prey.

ON TELLENE

Moss trolls are most common to the continent island of Svimohzia, particularly the Vohven Jungle. There, bloodthirsty jungle trolls constantly harass the farms and homes that border their wooded home. However, they can occasionally be found in the forests of the northern continent as well.



The range of the Moss Troll

TROLL, RAVAGER

Large Giant
Hit Dice: 7d8+49 (80 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares)
AC: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +5/+15
Attack: Slam +10 melee (1d6+6)
or giant warhammer +10 melee (2d6+9/x4)
Full Attack: 2 slams +10 melee (1d6+6)
and bite +5 melee (1d6+3)
or giant warhammer +10 melee (2d6+9/x4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 8, scent
Saves: Fort +12, Ref +4, Will +4
Abilities: Str 22, Dex 15, Con 24, Int 12, Wis 14, Cha 6
Skills: Hide +2, Intimidate +9, Listen +6, Sense Motive +9, Spot +7
Feats: Cleave, Improved Critical (giant warhammer), Power Attack
Environment: Warm and temperate land and underground
Organization: Solitary or gang (2-8)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

Tactics Round by Round

The ravager trolls enter combat swinging their great warhammers seeking to disable their opponents.

Round 1: Attack with warhammer.

Round 2: Cast *cause disease* on fallen opponent; or continue melee.

Round 3: Repeat from round 1; or use *ghoul touch* to disable the opponents who are down, and cast *cause disease* on the fallen.

The ravager troll is grotesque, even amongst trolls. This troll can be found throughout most of Tellene, but is so rare as to be thought non-existent even in most of the lands they inhabit. They travel in small, organized bands within large territories that they consider their stomping grounds. Within their areas, the ravager trolls seek out the purest of things and attempt to destroy them for no other reason than to destroy something beautiful or kind. Secretive, sly and cowardly, these trolls try not to attract much attention. They generally pick easy targets or those who would not be greatly missed.

The ravager troll is a huge, plodding pale lime-colored beast around 10 feet tall in height. Its bulk is immense, with its weight approaching 3,000 pounds. Despite this, it moves with relative ease. Large rolls of fat hang from its frame like gelatinous ooze. The skin is covered in small red and yellow buboes and pustules that ooze a reddish purple puss. Its smell is that of rotting corpses and offal. Atop its mangled head and large jowls sits thick, cream-colored hair. Often these trolls carry massive warhammers that resemble large wooden mallets more than the typical metal hammer.

Ravager trolls speak Giant, plus the dominant human or demihuman language of the region.

COMBAT

Ravager trolls prefer to fight when they believe they have a good chance of winning. Otherwise, they do everything in their power to avoid a fight. Considering this, they often attack remote villages, lone travelers, farmers or explorers.

Their favorite tactic is to make a small attack, killing a few people for foodstuffs and causing disease and pestilence amongst the others. Their hope is that a contagion will travel throughout the populace. After the disease has set in, they return and to slay as many as possible before stealing back into their hideaways.

In face-to-face combat, ravager trolls work with their great warhammer, attempting to subdue opponents rather than kill them. After their victims have been subdued, they cast disease-causing spells upon them, take a few for a fattening up and hope the survivors spread contagion.

Spell-Like Abilities: 4/day–*cause disease*; 3/day-*ghoul touch*; 2/day–*diminish plants*. These abilities are as the spells cast by a 8th-level caster (save DC 11 + spell level).

RAVAGER TROLL SOCIETY

These trolls live in small enclaves, and tribal or clan groups. Ravager trolls can be found in almost any clime, though they tend to avoid areas of extreme weather. As such, they are not found in deserts, swamps, high mountains or arctic areas. Other than this, they can be found in most any climate. They live both underground and above.

When found underground, the ravager troll tends to choose shallow caves or small complexes with many egresses in case of trouble. Above ground they are found in old abandoned buildings, castles or other places long unused. They never build anything themselves. Their homes are usually nasty places filled with heaps and piles of remnants of many meals. Ravager trolls prefer human flesh above all other meat, but consider elves and dwarves to be particularly delicate morsels.

The clan groups they belong to are very tight-knit. A single male chief rules them. The chief has absolute power over the remainder of the group. Half of all groups are female trolls. Generally, the chief allows male ravager trolls to remain in the group until shortly after puberty, when they are forcibly ejected from the clan and forced to wander on their own. Occasionally, those ejected take one or two females with them. In this way, new clans come into existence and spread throughout the world.

Ravager trolls war with one another constantly. It is probable that ravager trolls kill more of their own kind than anything else due to their incessant squabbling over territorial rights. When not fighting one another, they spill out into the communities around them, wreaking havoc wherever they go. One of their

favorite past times is to attack a community, take some "food" and spread disease. After the disease sets in, they come back to finish off the community.

As mentioned, their favorite food is human. This is considered a solid meat which fills the belly. Other species, like elf, dwarf and halfling are considered delicacies and usually reserved for special occasions and after-meal treats. Many times, after capturing someone, the troll takes the victim back to its lair and fattens it up - before chopping it to bits and eating it. They also quite enjoy sucking the marrow from the bones of the dead.

The females, after mating with the chief (the only person they are allowed to mate with) can give birth to all manner of half-troll creatures. It is an odd fact that the ravager troll is responsible for the population and well being of many other groups of trolls. Trolls born to the clan who are obviously not ravager trolls are only allowed to remain with the clan until they reach maturity. These strange births are possible because female ravager trolls have the ability to take the seed of any living creature and combine it with their own to give it life. Not surprisingly, although female ravager trolls are supposed to mate only with the chieftain, on raids they mate with almost anything.

ON TELLENE

Ravager trolls are well known and despised by all, even their own kind. They have been hunted and driven out of most civilized communities and even some of the less civilized ones. Hence, they are difficult to find. The most current stories passing through the taverns of Brandobia place the ravager trolls primarily in the Elenon Mountains. However, this has not yet been proven.

Ravager trolls worship the Vicelord and attempt, as best as their meager minds allow, to resemble this deity. No one mistakes a troll for the Vicelord, and most Insulters find the troll's appearance a mockery more than a resemblance. Ravager trolls gather in various hidden locations to worship at their sacred sites. These usually consist of large bone piles that glitter like ivory beneath the moonlight.

TROLL, ROT

Large Giant
Hit Dice: 8d8+56 (92 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft. (8 squares)
AC: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (1d6+5)
Full Attack: 2 claws +10 melee (1d6+5) and bite +5 melee (2d4+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Bite of the Rotlord, improved grab, spell-like abilities
Special Qualities: Darkvision 90 ft., limited regeneration 10, low-light vision, scent, vulnerability to sunlight
Saves: Fort +13, Ref +6, Will +6
Abilities: Str 21, Dex 19, Con 25, Int 7, Wis 14, Cha 4
Skills: Hide +5, Listen +5, Spot +5
Feats: Improved Initiative, Improved Unarmed Strike, Iron will
Environment: Warm and temperate underground
Organization: Solitary or gang (2-4)
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

TACTICS ROUND BY ROUND

The rot troll watches its opponents from its hiding place and leaps out among them, attacking with its claws.

Round 0: Watch its opponents to find the easiest one to grab.

Round 1: Attack with claws; if successful with improved grab, use Kiss of the Rotlord.

Round 2: Repeat from round 1 against same or different opponent; or cast *summon swarm* and flee. If all opponents are disabled, then the troll either makes sure all have been bitten, or begins casting *contagion* or *create undead* among its victims.

Rot trolls, though among the more slow-witted of the great trolls, are also among the most powerful. They reside underground and in the sewers of larger metropolitan areas. From these places they occasionally venture to ravage communities and peoples with diseases most foul before returning to their dark abodes. They are half dead and require no food for sustenance. They essentially kill things when necessary but ideally, they cause living creatures to join the ranks of the half-dead.

Rot trolls are tall and thin, ranging in height from 11 to 12 feet, and weighing between 1,000 and 1,800 pounds. Their skin is taut, dry and colored a deep ochre. Its skin flakes incessantly, with huge flakes dropping off and occasionally exposing the tissue beneath. Sometimes, so much skin drops off that only bone remains. Their heads are large, and their mouths are massive, covered in rows of glistening teeth. Large ears flap on the side of their bald heads, and orange-yellow eyes gleam at all who look upon them.

Rot trolls live in remote and dismal places. They can be found in swamps with thick canopies, in deep tunnels underground, and the sewers of large cities. In swamps they seek out large, rotted trees and crawl into their boles. In dungeons and deep tunnels, they tend to go as deep as possible and linger in remote corners near stagnant waters. In large cities, they move to sewers and ensconce themselves in the deepest, most remote portions thereof.

Regardless of exactly where a rot troll makes its home, it is always near a source of stagnant water. This keeps its skin from becoming completely dry and flaking off. If a rot troll's skin become completely dry, it will start to slowly slough off, and it will die.

Rot trolls speak Giant.

COMBAT

Rot trolls enter combat with great stealth. They hide themselves in dark corners and back alleyways (while in cities) and spring upon some poor unsuspecting passerby. They beat their foes to a near death, then grab and gnaw on them. The fangs of a rot troll contain venom that turns those bitten into the half-dead. Once the venom is delivered, the foe goes catatonic and the rot troll releases him. Within hours, the victim becomes a rot troll. It then proceeds to crawl into a pit to regenerate and await its own chance to attack.

If the rot troll is pressed by more than one foe, it sends its vermin swarm upon them in the hopes it will distract his enemies long enough to allow for an escape. If not, the rot troll enters combat with great spread and alacrity, intent upon pummeling his opponents into submission. After which, he bites them and leaves them to join the ranks of the half-dead.

Bite of the Rotlord (Su): During a bite attack, the rot troll releases a venom from its canine teeth. The target then falls unconscious (as the condition defined in the D&D *Dungeon Master's Guide*). If the creature bitten fails a Fortitude saving throw (DC 18), it will slowly transform into a rot troll. The victim must make three successful Fortitude saving throws in a row to recover. If unsuccessful, the victim wanders into a sewer or other dark place attempting to avoid any contact for at least 3 months. During this time, the transformation into a rot troll completes.

Improved Grab (Ex): To use this ability, the rot troll must hit a creature of Small, Medium or Large sized creature with its bite attack. If it gets a hold, it can use its bite of the Rotlord ability.

Limited Regeneration (Ex): A rot troll must be able to submerge itself for at least 1 hour per day. If it does not, the troll loses its ability to regenerate, and loses 10 hp per hour (through sloughing skin) until dead. Only dumping the skeleton into stagnant water can only revive them. After being submerged in stagnant water for 1 to 3 days, the troll begins to regenerate at its normal rate. Fresh, free flowing water does nothing.

Spell Like Abilities: 4/day–*contagion*; 3/day–*create undead*, *summon swarm*. These abilities are as the spells cast by an 11th-level caster (save DC 11 + spell level).

Vulnerability to Sunlight (Ex): Rot trolls avoid the sun as it speeds up the drying process. In sunlight, rot trolls must submerge for at least 1 hour during every 12 hour period or lose their ability to regenerate.

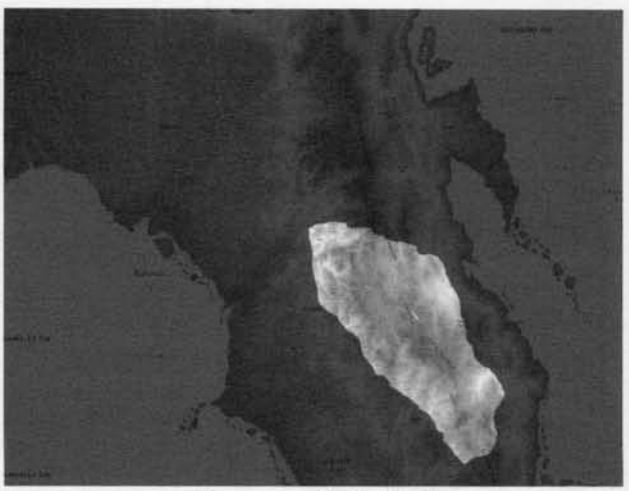
ROT TROLL SOCIETY

Rot trolls almost always live alone. There is no society, no mating, and no eating. Rot trolls exist for one purpose, the spread of pestilence of the half-dead to all living communities. Rot trolls do not collect treasure since they kill on the spot and leave the corpse where it falls. The only treasures found in their lairs are that of erstwhile victims. Their lairs are barren dismal affairs.

Rot trolls do not mate. They propagate by spreading their horrid disease to others with their venomous bite. Other trolls also steer clear of rot trolls for this very reason. When rot trolls travel, they do so with swarms of rats and other vermin close to help carry out the spread of pestilence. Rot trolls leave their abodes once or twice a year. The rest of the time they seem to hibernate. In reality, they enter a trance-like state and stare into the distance, perhaps recalling their life as a living creature, perhaps yearning for a complete death. While in this state, rot trolls are fairly vulnerable. Once roused, they become formidable enemies.

ON TELLENE

Rot trolls are most commonly found in deep caves in the P'Rorul Peaks, though they travel extensively in order to spread plague and death among Tellene.



The range of the Rot Troll

TROLL, SAND

Large Giant (Fire)
Hit Dice: 6d8+36 (63 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +4/+14
Attack: Claw +9 melee (1d6+6)
Full Attack: 2 claws +9 melee (1d6+6)
and bite +7 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Darkvision 90 ft., fire subtype, limited regeneration 5, low-light vision, tremorsense 60 ft., vulnerability to water
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 22, Dex 16, Con 22, Int 8, Wis 9, Cha 6
Skills: Hide +0*, Listen +2, Spot +3, Survival +4
Feats: Alertness, Iron Will, Multiattack
Environment: Warm desert
Organization: Solitary or gang (2-4)
Challenge Rating: 4
Treasure: None
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +5

Tactics Round-by-Round

Sand trolls are extremely fond of ambushes, and often bury themselves in the sand near an oasis. When prey approaches, these large, hideous, sand-colored humanoids burst from the desert floor and attack.

Round 0: Sense enemies approaching.

Round 1: Approach enemy's mount and full attack.

Round 2: Continue melee against mount; or full attack enemy if forced into melee.

Round 3: Repeat from round 1 until at least three total mounts or enemies are slain; or flee to safety if overwhelmed.

Sand trolls (also known as desert trolls) are found only in the driest desert climates. Their sandy brown skin allows them to hide easily amongst the windswept sands, while they trail their prey. Living in the wasteland as they do, sand trolls are opportunistic hunters who will eat almost any living thing.

Sand trolls are slightly smaller and thinner than the average troll, standing about 7 feet tall in height, and weighing around 350-450 pounds. Otherwise, except for their mottled brown coloration and shorter noses, sand trolls resemble the standard troll.

These relatives of the troll family live in gangs of 2-10, making their lairs in desert caves or abandoned ruins. Unlike standard trolls, these creatures revel in heat and flames. Fire causes them no harm. hence they boldly approach an open flame or actually plunge through a wall of fire.

COMBAT

Sand trolls have developed an interesting strategy for obtaining meals with little effort or danger to themselves. Using their natural camouflage, they lie in wait for a caravan to approach. Once within a few dozen yards, they rush forward to attack but focus their attention on the party's mounts. When at least three creatures have been slain, they disengage from the melee (unless they are having an incredibly easy time of it) and regroup in a position from which they can observe the prey. Once the travelers have (most likely) stripped the mounts of gear and moved on, the trolls return to feast on the remains. If successful, they continue to stalk the caravan and employ the same tactics over and over until they take a severe beating.

Rend (Ex): A sand troll that successfully hits with both claw attacks can latch onto its opponents body and rend the flesh, automatically dealing an additional 2d6+9 points of damage.

Fire Subtype: Sand trolls take no damage from heat or fire, but suffer double damage from cold-based effects on a failed save.

Limited Regeneration (Ex): Sand trolls only regenerate in weather conditions greater than 85°F and less than 20% relative humidity. If the temperature falls below 45° F, they are slowed to half speed.

Tremorsense (Ex): A sand trolls can automatically sense the location of any moving creature within 60 feet, provided that both troll and victim are in contact with the ground.

Vulnerability to Water (Ex): Water deals 1d4 points of damage per pint (8d4 per gallon) to sand trolls. The only way to permanently kill these creatures is to soak them in water or do a sufficient amount of damage from cold-based spells. If immersed in water for 10 minutes or longer, their bodies melt away into a slurry of wet sand.

Skills: *A sand troll's mottled brown coloring bestows a +8 racial bonus to Hide checks when in deserts.

ON TELLENE

At least one cunning pack of sand trolls is known to hunt the border regions of the Khydoban Desert. So far, they have been reported no further east than the eastern side of the Arajyd Hills. However, due to the lack of survivors who return from the harsh desert, reports are few.

The range of the Sand Troll

It is still uncertain whether the Elos Desert contains sand trolls. Rumor has it that they were exterminated by even more vicious creatures than themselves, but there is still no proof either way.

TROLL, SEA

Large Giant (Aquatic)
Hit Dice: 8d8+32 (68 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (4 squares), swim 60 ft.
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +6/+15
Attack: Claw +10 melee (1d6+5)
Full Attack: 2 claws +10 melee (1d6+5)
and bite +8 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+7
Special Qualities: Amphibious, blindsense 30 ft., deafened, light blindness, low-light vision
Saves: Fort +10, Ref +4, Will +2
Abilities: Str 21, Dex 14, Con 19, Int 4, Wis 7, Cha 6
Skills: Hide +5, Listen +2, Spot +2, Survival +2, Swim +13
Feats: Alertness, Iron Will, Multiattack
Environment: Warm and temperate aquatic
Organization: Solitary, gang (2-4) or clan (12-24)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +6

Tactics Round-by-Round

Sea trolls circle their opponents like sharks, sizing their opponents up before attacking.

Round 0: Sense opponents approaching.

Round 1: Move to flank.

Round 2: Full attack against nearest enemy.

Round 3: Continue melee against same enemy, or full attack new opponent doing significant damage to sea troll.

Round 4: Repeat from round 1.

The sea troll is a rare and wonderful troll indeed. They exist only in saltwater, deep in the oceans and seas of the world. These scaly trolls swim and dive beneath the waves, keeping one eye open for those who intrude upon their territory. Their stealthy attacks and ability to hide in the water are especially forbidding.

Sea trolls are a shimmering sea-green color, varying in shades of light and dark. Their skin is scaly like that of a fish, and their muscles are taut. Unlike their freshwater cousins, sea trolls are completely hairless. When on land, they stand some 8 to 9 feet at the shoulder, with the head and neck hanging down from the shoulders. When in water, a sea troll measures up to 12 feet in length. Their webbed hands and feet are long and thick with razor sharp claws. Upon their torso sits one of the most unusual troll faces to behold. Filled with hate, it juts out like a spear looking for a heart, above a neck lined with gills. Its red eyes shine dully in the darkest depths and brightest days. Sea trolls have no ears, and weigh around 1,000 pounds.

COMBAT

Their harsh environment, mixed with the harsh social climate, has made sea trolls fierce opponents. They attack without mercy, though often after a kill they grab their meal and swim into the distance, leaving the remaining living unharmed.

Rend (Ex): If a sea troll hits with both claw attacks, it can rend the opponent's flesh, automatically dealing an additional 2d6+7 points of damage.

Amphibious (Ex): Sea trolls can survive out of the water only for 1 hour per 2 points of Constitution (after that time limit has expired, sea trolls "drown" in air. Refer to the drowning rules in the D&D *Dungeon Master's Guide*).

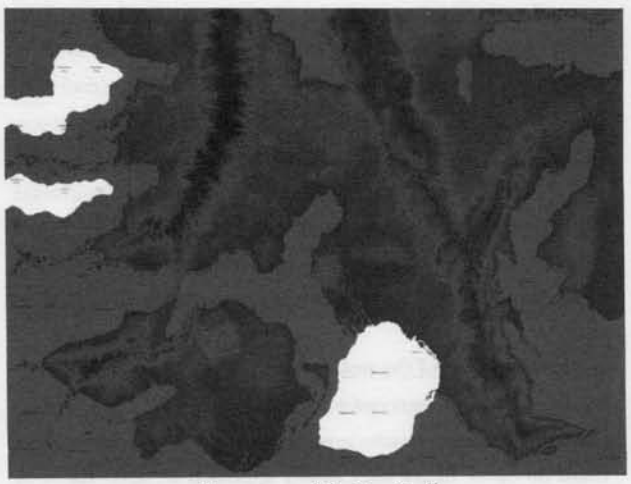
Blindsense (Ex): A sea troll can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a sea troll's blindsense is limited to a 15-foot radius. Sea trolls are not fooled by illusions or other figments while underwater.

Deafened (Ex): Sea trolls have no ears. When on land, sea trolls cannot hear, suffer a –4 penalty to initiative and cannot make Listen skill checks.

Light Blindness (Ex): Sudden exposure to bright light (including a *daylight* spell or bright sunlight) blinds sea trolls for 2 rounds. During this time, they suffer a -2 morale penalty to all attack rolls, saves and checks, as well as temporary blindness.

Underwater Sense (Ex): A sea troll can sense most creatures underwater within a 30-foot radius. This ability negates any effects of blindness, invisibility or poor visibility. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a sea troll's underwater sense is limited to a 15-foot radius. Sea trolls are not fooled by illusions or other figments while underwater.

Skills: A sea troll gains a +4 racial bonus to Hide checks when underwater.



The range of the Sea Troll

SEA TROLL SOCIETY

Sea trolls live alone or in small clans, and have a very discernable social order. The strongest rules the others and does so with absolute authority. Much like ferocious wolves, the sea troll clans can be violent and bloody as pecking orders are constantly being established. Only the most senior and strongest troll is allowed to breed and he does so often, such that the small underwater caves these trolls live in are littered with young. Also, unlike most of their cousins, they do not eat their young but spend great care in ensuring that they reach maturity.

Sea trolls establish areas which they consider theirs and mark them out with the skulls of the dead (weighted down by rocks). They defend their territory against all interlopers - even other sea trolls. They live in small caves found in submerged rocky areas, often near the coastline. As mentioned, these caves are generally filled to overflowing with young sea trolls.

Sea trolls are opportunistic feeders and eat nearly anything in their path. Living amongst the fishes as they do, food is not scarce and the greatest killer amongst sea trolls is slaughter rather than starvation. As food is not shared after the young reach a certain age, they become responsible for their own intake. Competing with their larger kin is difficult, and the most successful move out for a short time until attaining full height before returning - if at all.

ON TELLENE

On Tellene, sea trolls are primarily found deep off the Brandobian coastline and the Kalamaran Bay. Sea trolls prefer to avoid Whimdol Bay and the Straits of Svimohzia, where they are often assaulted by masses of deep stalkers. The sea troll is the natural enemy of the goldfin.

SEA TROLLS AND SCRAG TROLLS

In the Kingdoms of Kalamar campaign setting, the scrag troll as seen in the D&D Monster Manual can be found only in freshwater areas. The sea troll is limited to saltwater.

TROLL, STENCH

Large Giant
Hit Dice: 5d8+30 (52 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+14
Attack: Giant club +9 melee (2d6+7)
Full Attack: Giant club +9 melee (2d6+7)
or 2 claws +9 melee (1d6+7) and bite +4 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Stench
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent
Saves: Fort +10, Ref +2, Will +1
Abilities: Str 24, Dex 12, Con 23, Int 8, Wis 7, Cha 7
Skills: Listen +2, Spot +2
Feats: Iron Will, Power Attack
Environment: Any hill or mountain and underground
Organization: Band (4-20)
Challenge Rating: 4
Treasure: Standard
Alignment: Always chaotic evil
Level Adjustment: +4

TACTICS ROUND-BY-ROUND

When confronting a foe, stench trolls tend to try and surround it and close from all sides.

Round 1: Move to flank strongest opponent; or full attack nearest opponent if unable to flank.

Round 2: Full attack strongest opponent en masse; or continue melee against current opponent.

Round 3: Repeat from round 2; or flee if endangered.

Stench trolls (also known as hill or mountain trolls) are massive trolls found in rough-and-tumble lowlands and mountains. They live in clans and build large rambling structures in hidden valleys and remote areas. They are the most organized of trolls and one of the few trolls that use weapons in combat. However, stench trolls are also cowardly and flee combat more often than most other trolls.

Stench trolls are large and tan, hairy, muscular and appear much like an oversized human at a distance. Only close proximity reveals their true nature. They have overly large, gnarly hands, clawed feet and a stench to rival almost other creature in Tellene. They stand as high as 9 feet and weigh in at 600-700 pounds. Their faces are squarish and upon their head is a large tuft of back sticky hair. Their bodies often have hair upon them.

Stench trolls speak Giant.

COMBAT

Stench trolls rarely attempt a head-on attack and when alone usually just run away when confronted. After closing, they proceed to use their massive clubs to beat their enemies into small piles. They often get carried away and continue beating the dead until they are mush. A stench troll will flee combat if it loses 10 or more hit points in a single blow.

Stench (Ex): With their horrible stench, stench trolls cause any creature within 10 feet to suffer a -2 morale penalty (Fortitude save DC 18) to attacks, saves and checks. Creatures who successfully save cannot be affected again by the same stench troll's smell for 1 day. The *delay poison* or *neutralize poison* spells remove the effect from one creature. Stench trolls are immune to their own smell and the smell of other stench trolls.

STENCH TROLL SOCIETY

Stench trolls live in clans and large family groups. They have a fluid system of leadership. Those trolls that are the most valuable are the ones that bring in the most food. This has had the interesting affect of bringing to the fore the most intelligent of the stench trolls - though this still is not saying a lot. Considering this, stench trolls have developed a social system somewhat more advanced than that of their cousins. They actually wear crude clothing, carry clubs into combat and socialize with one another by telling tales and stories.

They build large interconnected houses from which they conduct raids. These structures are crude and simple but suffice to keep the inhabitants a little more safe and dry than they otherwise would have been. They locate these as far from any other habitations as possible and try to keep their locations secret by finding deep valleys or secluded areas to build in. Many times these buildings have crude walls around them and temples in the center. Great bone piles lie outside their habitats.

Stench trolls are inveterate killers of humans, dwarves, elves, halflings and other similar creatures. They tend to ignore the other humanoid races other than giants, with whom they occasionally form alliances.

ON TELLENE

Stench trolls are uncommon, being found primarily in the Shynako Hills, where they present a particularly bad problem to small farming villages. Fortunately, the infantry division of Bynarr is usually capable of keeping them at bay.

Certain scholarly halfling clerics of the Wild Lands speculate that, though the stench troll's is fairly civilized, its innate cowardice prevents the gods from using it to manipulate events on Tellene.

The range of the Stench Troll

TROLL, STORM

Medium Giant
Hit Dice: 5d8+5 (27 hp)
Initiative: +0 (Dex)
Speed: 30 ft. (6 squares)
AC: 19 (+5 natural, chain shirt +4), touch 10, flat-footed 19
Base Attack/Grapple: +3/+5
Attack: Longsword +5 melee (1d8+2)
Full Attack: Longsword +5 melee (1d8+2)
or longbow +3 ranged (1d8)
or 2 claws +5 melee (1d4+2) and bite +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 4, resistance to electricity 25, scent
Saves: Fort +5, Ref +1, Will +3
Abilities: Str 14, Dex 11, Con 13, Int 13, Wis 14, Cha 7
Skills: Hide +2, Jump +8, Listen +7, Ride +6, Spot +7, Tumble +2
Feats: Cleave, Power Attack
Environment: Warm and temperate mountains
Organization: Gang (2-12), knot (4-24) or band (8-32)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: -

TACTICS ROUND BY ROUND

Storm trolls unleash magic upon their opponents and then rush in and attack. If time permits they begin their attack with *call lightning.*

Round 0: *Sleet storm, call lightning.*

Round 1: *Ice storm.*

Round 2: Troll presses and attacks with longsword.

Round 3: Repeat round 2 until opponent is disabled; or *whirlwind* and flee if overwhelmed.

The storm troll is warlike, organized, rapacious, cruel and tactically intelligent. The storm trolls travel in small to large bands. They often organize associated troops of the "willing" to help them in their numerous crusades.

Storm trolls are not large for trolls, only standing some 5 to 6 feet in height. They are also somewhat skinny with small round bellies. Large round heads with big ears and bulbous eyes dominate their appearance. However, their muscles are tightly knit and bunched, ready to spring into action at a moment's notice. They have an uncanny ability to go great lengths of time with no food or other sustenance. They almost always wear chain shirts of very fine make, and carry swords and bows into combat. The leaders usually carry shields and wear elaborate helmets.

Storm trolls are simply scavengers. They eat almost anything that has meat on its bones. The only creatures they will not eat are other trolls. This has little to do with kinship, for they are eager to kill as many of their kin as they are anything else. It is because troll meat is horrible and hardly worth the effort of dismemberment.

Storm trolls speak Giant and the dominant human or demi-human language of the area in which they reside.

COMBAT

Storm trolls are fearsome warriors. They attack without mercy and almost always fight to the death when pressed. Before entering combat they array themselves beneath large banners and unleash a hail of misery down upon their enemies, via their spells. They then charge pell-mell into combat, aiming for leaders or other personages of note, hoping that by killing them the rest of their opponents will flee. If faced with a particularly canny or powerful enemy, they use their auxiliary troops to absorb blows while peppering the enemy with arrows and spells before attacking. When all else fails, the trolls give up on plans and tactics and just attack.

Spell-like Abilities: 3/day-*call lightning*; 2/day-*sleet storm*; 1/day-*ice storm*; 1/week-*whirlwind*. These are as the spells cast by an 8th-level caster (DC 12 + spell level).

STORM TROLL SOCIETY

Storm troll lairs are simple and sparse, but large enough to allow the collection of many a troop, should they be so desired. They are also horrible places where prisoners and food are kept. Humans, dwarves, orcs, kobolds and whatever else the storm trolls can find are ushered into large pens and used for food. They are also tortured in great halls and sporting rooms to the great delight of the entire clan. Outside these abodes one can find the ubiquitous bone piles that characterize many troll homes or sacred sites.

The reason storm trolls are said to be found all over the world is simple - they go on very long raiding trips. The standard plan is to drop down from the mountains, gather as many troops as possible along the way, then race off deep into the surrounding woods or plains and attack less well organized or fortified towns. These they raze to the ground and cart off many prisoners. The long raids serve two purposes; the first is to throw off pursuit and the second is to acquire status in their society. The latter is very important to the storm trolls. Status is gained through military prowess and the killing of as many great personages as possible. Erstwhile leaders gather their war bands and travel far into enemy territory to attack a village and capture or kill a cleric, paladin or noble. If they succeed, they are roundly applauded back at home and allowed to lead an even larger war party the next time. The constant one-upmanship has created a veritable race for destruction and only those nations with well organized defenses are capable of fending them off.

Once they attain great status, the warriors are allowed to mate with females. The female storm trolls, for their part, reside in ignominy. They are locked away in cages and cells, where they await food and mates. Though many might consider this cruel and unjust, it is simply a part of storm troll society. This is because the females are far more bloodthirsty than the males and attack anyone or anything they consider a rival. This usually results in many female deaths, as well as the deaths of males.

On occasion, a messianic figure will arise amongst them, one especially influenced by the Creator of Strife. This figure unites numerous tribes and bands under its banner and leads them on a crusade. This crusade is one of desecration. The messiah comes to know of a particular temple or person that needs to be destroyed. The temple is usually very popular or well known, as is the person (if one is targeted). The messiah leads an army to destroy the target. The crusade is usually successful, so surprising, bold and audacious are the attacks. However, this often attracts the ire of powerful enemies who bring ruin to the messiah.

ON TELLENE

Although storm trolls are rumored to be found everywhere, in actuality they live only in remote mountainous regions. Storm trolls derive much of their strength through a direct communion with the Creator of Strife. This is best accomplished, for them, via large temples located on top of very remote and inaccessible mountaintops. These temples sit atop large subterranean complexes wherein the storm trolls make their homes.

They are a very rare breed of trolls and so, as a race, have a minimal impact upon Tellene. They do not usually attack well-organized kingdoms, fearing reprisal, but attack smaller areas undergoing civil wars or areas that are far removed from large standing armies. They travel from region to region aiding followers of the Creator of Strife in their efforts to bring down those who are lucky or fortunate. Of course, should the followers of the Discordant One have too much success, it is likely that they too will be struck down.

TURSA

Huge Magical Beast (Aquatic)
Hit Dice: 11d10+11 (71 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 20 ft. (4 squares), swim 30 ft.
AC: 16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple: +11/+26
Attack: Bite +16 melee (1d8+10)
Full Attack: Bite +16 melee (1d8+10)
Space/Reach: 15 ft./10 ft.
Special Attacks: Capsize, improved grab, swallow whole
Special Qualities: Blindsense 30 ft., darkvision 60 ft., scent
Saves: Fort +10, Ref +10, Will +4
Abilities: Str 25, Dex 17, Con 13, Int 2, Wis 12, Cha 2
Skills: Hide -3*, Listen +4, Spot +4, Survival +4, Swim +18
Feats: Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment: Any aquatic
Organization: Solitary or mated pair
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 12-22 HD (Gargantuan); 23-33 HD (Colossal)
Level Adjustment: -

Tactics Round-by-Round

Before attacking a ship, the tursa first observes it from a distance of several hundred feet for 3d6 rounds. The monster then closes with the vessel at a rate of 30 feet per round.

Round 0: Approach vessel.

Round 1: Full attack nearest opponent; or attempt to capsize vessel.

Round 2: Attempt to swallow held opponent; or full attack nearest opponent in water.

Round 3: Repeat from round 1; or submerge and flee if endangered.

A monster of legend, the tursa rises from the deep waters to attack passing ships in search of its favorite food – humanoid flesh.

A tursa most closely resembles a brontosaurus with a snake-like neck some 7 to 8 feet long, about the thickness of a man's body. Its head, which is very dragon-like in appearance, moves from side to side in a peculiar manner reminiscent of a cobra. The tursa is approximately 20 feet long, not including its 8-foot-long tail.

A small, soft dorsal fin runs down the length of the creature's back. This fin flexes as the body moves, and some scholars speculate that this gives its wide body some extra stability while swimming. Others state that the fin, like the beast's horns, is purely ornamental (used when attracting a mate, for example).

COMBAT

If the creature takes more than 10 points of damage as it approaches the target vessel (from a ballista, for example), it submerges and swims to the ship underwater, attacking once it arrives. If the tursa takes more than 30 points of damage, it gives up on the attack and attempts to flee.

Capsize (Ex): A submerged tursa that surfaces under a boat or ship less than 20 feet long capsizes the vessel 90% of the time. It has a 40% chance to capsize a vessel from 20 to 60 feet long and a 10% chance to capsize one over 60 feet long.

Improved Grab (Ex): A tursa that hits with a bite attack automatically deals bite damage and can try to swallow.

Swallow Whole (Ex): On a successful grapple check, this creature swallows an opponent of Small or smaller size. Once inside, the tursa's stomach acid deals 1d6 points of acid damage, plus 1d6+4 points of crushing damage per round.

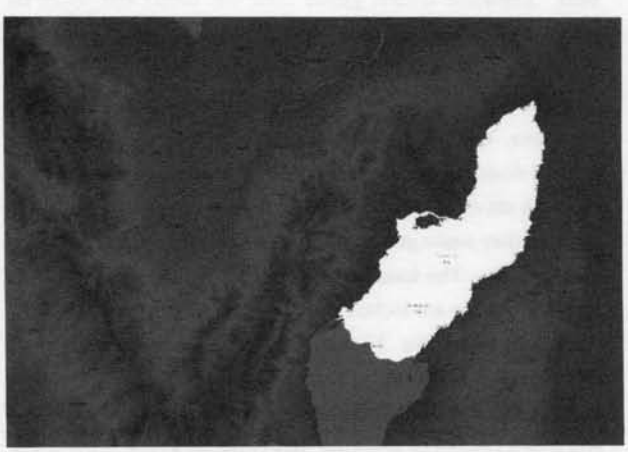
To escape from inside, a swallowed creature must make a successful grapple check to climb out of the gizzard and up to the mouth. The victim must make another successful grapple check to break free. Alternatively, a swallowed creature to cut its way out using claws or slashing weapons to deal 10 points of damage to the gizzard (AC 17). A tursa's interior can hold up to two Small opponents.

Blindsense (Ex): A tursa can locate creatures underwater within a 30-foot radius. Against creatures with no central nervous system (such as constructs, ethereal beings, oozes and undead), a tursa's blindsense is limited to a 15-foot radius. Tursas are not fooled by illusions or other figments while underwater.

Skills: *A tursa gains a +4 racial bonus to Hide checks while underwater.

ON TELLENE

The tursa, or "umihaebi," as it is known in Reanaarese, is a constant threat to the smaller ships of the northern Reanaaria Bay area. Though the umihaebi is most common north of Ardarr-Norr, it has occasionally been reported as far south as Saaniema. A lone Kalamaran sailor reported spotting such a creature in the Elos Bay as well, but so far his is the only such report.



The range of the Tursa

Some adventurous young Skarrns consider hunting the tursa a challenge. To prove their manhood, a small group sets out in a keelboat, armed to the teeth, in hopes of drawing the creature to the surface. If they attract the attention of one and survive its first pass, the Skarrns attack once the tursa has surfaced. It is a great honor to bring back a piece of hide as a trophy, and more than a few Skryvalkkers (local rulers) first achieved renown upon accomplishing this feat.

VAMPIRE CACTUS

Medium Plant
Hit Dice: 4d8+12 (30 hp; 12 leaves 2 hp each, core 6 hp)
Initiative: +4 (Improved Initiative)
Speed: 0 ft. (0 squares)
AC: Leaves 13 (+3 natural), touch 10, flat-footed 13;
core 22 (+2 natural, +10 cover), touch 10, flat-footed 22
Base Attack/Grapple: +3/+4
Attack: Needle +3 ranged (1 plus blood drain)
Full Attack: 12 needles +3 ranged (1 plus blood drain)
Space/Reach: 5 ft./10 ft.
Special Attacks: Blood drain
Special Qualities: Blindsense 30 ft., low-light vision, plant traits, regeneration 4, tremorsense 60 ft., vulnerability to fire
Saves: Fort +7, Ref +1, Will -1
Abilities: Str 12, Dex 10, Con 16, Int 1, Wis 6, Cha 4
Skills: Listen +4, Spot +3
Feats: Alertness, Improved Initiative
Environment: Any desert
Organization: Solitary or patch (2-4)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Medium-size); 8-12 HD (Large)
Level Adjustment: -

Tactics Round-by-Round

If the vampire cactus senses anyone coming within range, it attacks.

Round 0: Sense prey approaching.

Round 1: Needle attack (6 max) against target within 10 feet.

Round 2: Blood drain injured enemy, or reel in missed needles; needle attack (6 max) against new target within 10 feet.

Round 3: Repeat from round 1.

A vampire cactus is a tall, multi-leafed plant that grows in desert areas. Once a creature approaches, the plant strikes quickly, draining the blood from its unlucky victim.

This dangerous plant has 12 fleshy leaves growing out of its base. Sprouting from the center of these 6-foot long leaves is a bright yellow stalk that rises to 6 feet in height, and is covered with short, sharp spines. The leaves from the base are long, climbing up about half the height of the plant and drooping outward. Each leaf is a dusty green color with a narrow band of yellow around the edge, ending in a pointed, needle-like white tip.

COMBAT

The plant attacks by firing its needles at targets within 10 feet. The needles remain attached to the plant by a thick thread-like substance that uncoils from inside each leaf. All 12 needles can be fired at the same time, though no more than six can attack a single target. Any needles that miss are quickly "reeled" back in and fired again the next round. Once a victim is dead, the plant reels in its needles and readies them to fire at the remaining targets.

The 12 large leaves surrounding the core of the plant provide it with nine-tenths cover (+10 to AC). An attack roll that misses the core may strike the leaves (see "Striking the Cover Instead of a Missed Target") in the D&D *Player's Handbook*.

A vampire cactus can only be killed by destroying the plant's core. Slicing off all of its leaves does not kill it, for the plant regenerates all leaves and threads quickly. However, destroying all the leaves is the best way to reach the core. The vampire cactus cannot attack with the missing leaf. When six leaves have been destroyed, the core's protection is reduced to AC 6 (+2 natural, +4 cover). When nine leaves have been destroyed, the core's protection is AC 4 (+2 natural, +2 cover). When all leaves are destroyed, the core has AC 2 (natural, no cover).

Blood Drain (Ex): If a vampire cactus hits with a needle attack, it can drain blood. This deals 1d3 points of temporary Constitution damage each round per attached needle. Once the plant has drained 15 points of Constitution, it becomes sated and reels in its needles. The plant is then harmless for 48 hours, unless it is further attacked.

Regeneration (Ex): Acid and slashing weapons deal normal damage to a vampire cactus. A vampire cactus that loses a leaf can regrow it in 1d6 minutes. Should someone hold the severed leaf to the core, the vampire cactus can reattach it instantly.

Tremorsense (Ex): The vampire cactus can sense the location of any living creature within 60 feet, providing the creature is in contact with the ground.

Vulnerability to Fire (Ex): Fire-based attacks do half again as much (+50%) damage to a vampire cactus.

ON TELLENE

The vampire cactus is found mainly along the eastern edge of the Arajyd Hills, though travelers have also said to encounter

The range of the Vampire Cactus

them much deeper within the Khydoban Desert. The vampire cactus is known as the "hajjyk vos," in the Dejy language. Contrary to its name, vampires and vampire cacti are rarely found together – there is no connection between them, beyond the superficial resemblance of their feeding habits.

VILA

Medium Fey
Hit Dice: 4d6 (14 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft. (6 squares), fly 80 ft. (good)
AC: 11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple: +2/+2
Attack: Claw +2 melee (1d4)
Full Attack: Claw +2 melee (1d4) or shortbow +3 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fearful shout
Special Qualities: Damage reduction 5/cold iron, low-light vision, spell-like abilities, symbiosis
Saves: Fort +1, Ref +5, Will +7
Abilities: Str 11, Dex 13, Con 11, Int 15, Wis 16, Cha 17
Skills: Appraise +2 (+4 Craft related), Craft (any one) +9, Diplomacy +5, Escape Artist +6, Handle Animal +8, Hide +6, Knowledge (nature) +9, Listen +8, Move Silently +6, Ride +3, Sense Motive +10, Spot +10, Survival +10 (in above ground natural surroundings), Use Rope +1 (+3 on bindings)
Feats: Alertness, Animal Affinity®, Improved Initiative
Environment: Temperate and warm forest and mountain
Organization: Solitary, pair, trio or grove (4-9)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful evil
Advancement: 5-8 HD (Medium), 9-12 HD (Large)
Level Adjustment: -

Tactics Round-by-Round

The vila opens combat with its fearful shout to drive off weaker foes, followed by spell-like abilities to disable the strongest fighter or spellcaster

Round 1: Fearful shout against as many foes as possible.

Round 2: *Blindness* against spellcaster.

Round 3: *Deafness* against strongest opponent.

Round 4: Repeat from round 2; or full attack against strongest opponent or spellcaster.

Round 5: Repeat from round 4; or fog cloud and flee if overwhelmed.

A vila is an evil, possessive nature spirit rumored to be distant kin of dryads and nymphs. Though jealous and malicious, the vily do follow their own rules of conduct.

Vily appear as beautiful elven females with long reddish-brown curly hair, and skin like moonlight, white and pure. Vily are always clothed either in green leaves or a shimmering white material. They are frequently mistaken for dryads, but unlike

their dryad kin, a vila's hair color and complexion does not change with the seasons.

The vily live in mountain forests, and consider themselves the guardians of their territory. Should a human settlement (or that of any other race) start to encroach upon their perceived territory, vily may poison streams, shoot hunters with arrows, and attack others with fright, blindness or deafness-causing spells. Vily are very jealous of their beauty, and do not like to see beauty in other females. However, vily always protect lost children in their territory, as well as the animals and plants that reside therein.

Vily speak Sylvan, as well as the speech of animals and plants, and the common human or demihuman language of the area.

COMBAT

Vily will readily attack anyone who violates their territory, typically using their fearful shout to drive off lesser foes, then blinding and deafening those that remain. Finally, it finishes off the opponents with its claw or shortbow attack. If overwhelmed, it will fly away – to return later with more of its kind.

Fearful Shout (Ex): At will, a vila can unleash a terrible shout. This attack acts as a *fear* spell cast by an 11th-level sorcerer. A successful Will save (DC 12) negates the effects of the shout. Characters that successfully resist the shout, however, become nauseated for 1d4 rounds (as the nauseated effect in the D&D *Dungeon Master's Guide*). Once a vila shouts, it must wait 1d6 rounds before it can do so again. It can shout no more than three times per day.

Spell-like Abilities (Ex): 3/day-*blindness/deafness, cure light wounds, disinter*®; 1/day-*fog cloud, polymorph self, raise dead.* Caster level 11th; save DC 15 + spell level.

*This spell can be found on page 169 of the KINGDOMS OF KALAMAR *Player's Guide*. DMs without this book may substitute *detect undead* instead.

Symbiosis (Ex): A vila's life is bound to the tree that birthed it, though not to any particular area. If a vila feels that her tree is safe, she may not visit it for many years. This is rare, however, for a vila will die if her tree is cut down. Vily are most often born of beeches, firs, or various fruit or nut-bearing trees. The older and larger the tree, the more powerful and larger the vila; the vily of the ancient trees in the deep forests are indeed a force to be reckoned with. A vila's tree does not radiate magic.

VILA SOCIETY

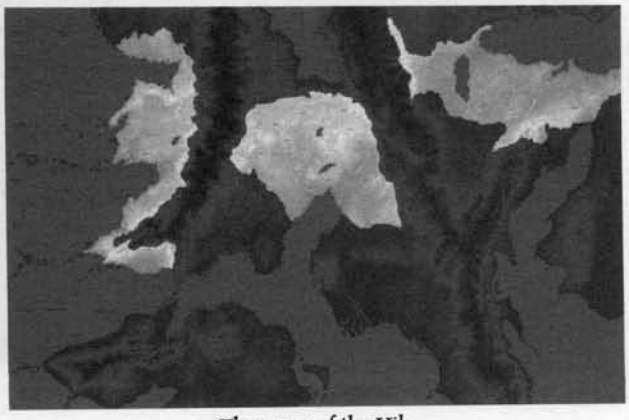
Though vily prefer their own company, they have been known to enter into relationships with those of other races. It is even said that vily have married human and elven men, though their constant jealousy often causes severe problems.

On rare occasions, a vila may abduct a character (this sometimes involves being shot by a vila's arrow) and offer him or her a choice. The abducted may either leave the vila's territory and never return under threat of death, or become the vila's servant for a period of either 3, 7, 13 or 21 years. These servants are known as "vileniki," and do not age until the term of service ends. When the term of service is ended, the abducted is free to go, and resumes aging normally. Former vileniki are immune to mind-affecting spells and effects, gain the ability to use *charm person* twice per day (caster level equals Hit Dice, save DC 11), and gain a +2 racial bonus to Hide and Move Silently checks. Vily will always avenge a former vileniki's death.

It is also possible to become a vila's blood-sister. (The vily call both males and females their blood-sisters.) There are two ways to accomplish this, the first way being simple, though difficult to arrange - help the vila when she is in trouble. This could involve driving off a great force invading her territory, rescuing her from a powerful captor, etc.

The second option requires that the character first locate the vila's tree. Next, a certain ritual must be performed during a full moon. This involves drawing a circle around the vila's tree with a birch-twig broom, then placing certain remnants of a horse (the head and tail, three hairs from the mane, at least 4 ounces of manure, and a severed hoof with flesh remaining) within this circle. The person must sit or stand inside the circle, hold up his or her right hand and loudly recite a particular chant in Sylvan or other language this particular vila is known to speak. The chant is as follows: "Blood-sister Vila! I have sought you over fields, I have sought you over meadows, I have sought you over lakes, I have sought you over woods, I have sought you over mountains, I have sought you over rocky mountain peaks and I have sought you over decaying castles, because I want you to come to me and become my blood-sister."

When the vila appears, she must be immediately told "Blood-sister! Vila! I am your beloved sister and I have found you!" If multiple vily arrive, they must each be greeted in the same manner. The character will be granted one favor (provided that it is within the vila's power to grant), and passage through any vila's territory without fear of vily attacks. This granting of passage lasts for the remainder of the character's natural life, and will only be rescinded if the character harms a vila or her territory. Vily have also been known to transform themselves into horses or falcons to serve as mounts or spies for their blood-sisters.



The range of the Vila

ON TELLENE

So far, vily have only been found in Brandobia, the Young Kingdoms and the Wild Lands. The Fhokki woodcutters and hunters fear the vily, for they lose many men to them in the Rytarr Woods. This has given rise to a Fhokki saying that, loosely translated into Merchant's Tongue, states "Whether the vila is white or black, she will always be a bad vila." Or, to put it another way, "the only good vila is a dead vila."

An old wives' tale from Ek'Gakel states that those who are born on either Pelsday or Veshday can sense the trees inhabited by vily, and that the vily may be sympathetic to such persons.

VULTURE, GIANT

Large Magical Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +3 (Dex)
Speed: 10 ft. (2 squares), fly 70 ft. (average)
AC: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +4/+12
Attack: Claw +7 (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4)
and bite +2 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Qualities: Darkvision 60 ft., keen scent
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills: Knowledge (nature) +5, Listen +6, Spot +7,
Survival +6 (+8 in aboveground natural environments)
Feats: Alertness, Flyby Attack
Environment: Warm and temperate forest, hill, mountains and plains
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral evil
Advancement: 5-8 HD (Huge); 9-12 HD (Gargantuan)
Level Adjustment: -

Tactics Round-by-Round

The giant vulture prefers to use its long neck to attack its opponents as it flies by.

Round 0: Scent incoming opponents.

Round 1: Flyby and bite.

Round 2: Repeat from round 1; full attack if grounded or flee to safety if overwhelmed.

The giant vulture is favored as a mount by many evil races, though its craned neck and razor claws make it quite a formidable opponent on its own.

The giant vulture has a long, red craned neck that stretches from a body covered with white-tipped black feathers. Its body is 10 feet long from beak to tail feathers; its neck alone is 2 1/2 feet long. Its wingspan is a massive 26 feet, which makes it difficult for the bird to take off from the ground. As such, its nests are always at tree level or higher. Domesticated vultures typically have a high, specially-made perch so the bird can flap its wings properly. Like all birds, the giant vulture is extremely light, weighing only 150 pounds.

Giant vultures live for 60 years, reaching maturity after 10. A female vulture lays one to three eggs every 2 years, caring for the young until they are able to fly on their own. This child rearing is a violent process, often putting the mother at risk as she combats creatures that attempt to raid her nest.

The giant vulture understands Auran but does not have the capacity for speech. However, it is intelligent enough to learn other languages, including complex commands, over the course of its training.

COMBAT

The giant vulture prefers not to engage in combat at all, but rather prey on carcasses of creatures already slain. It is much easier for the bird to drive off a big cat or bear dining on a corpse, than to engage creatures that are equally skilled in the air (such as the giant eagle or the giant owl). The giant vulture's keen sense of smell draws it to carrion easily, and the vulture's heightened intelligence allows it to hunt more effectively. Typically, the bird will allow the hunter to eat its fill, eventually falling asleep. Then the giant vulture flies down and carries off its new found meal to a new, safer location.

Keen Scent (Ex): A giant vulture can notice creatures by scent in a 180-foot radius and detect blood at ranges up to 1 mile.

GIANT VULTURE SOCIETY

Giant vultures are solitary creatures, associating with others of their kind only during mating. A giant vulture has no strictly defined territory. Rather, the bird makes a nest in some secluded tree or mountain crevasse. Though the giant vulture shares the skies, and often carrion, with others of its kind, the nest is for it (and its offspring, if female) alone.

The most fearsome hunter of the giant vulture is - the giant vulture. This is also why mating pairs do not remain together. Although the often inaccessible nest protects its eggs from most scavengers, the eggs are not as easily cared for once they hatch. Male vultures are known for raiding nests while the mother is hunting for food. Hatchlings are an easy target, as they are helpless to defend themselves.

GIANT VULTURE TRAINING

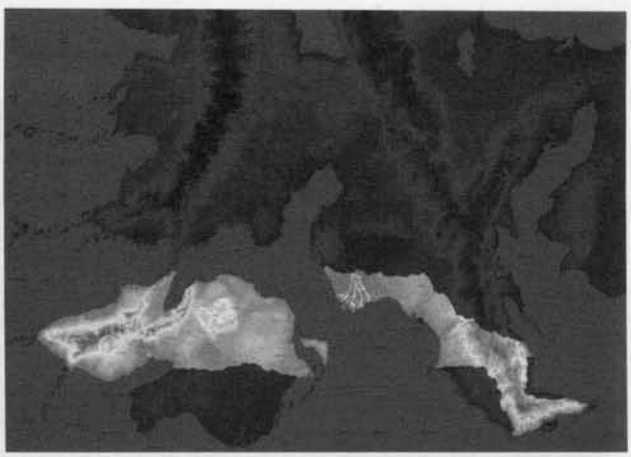
Training a giant vulture as an aerial mount requires a successful Handle Animal check (DC 18 for a young creature or DC 20 for an adult) and that the creature be willing.

Giant vulture eggs are worth 500 gp apiece on the open market, while chicks are worth 1,000 gp each. Professional trainers charge up to 1,000 gp to rear or train a giant vulture, and riding one requires an exotic saddle. A giant vulture can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 15).

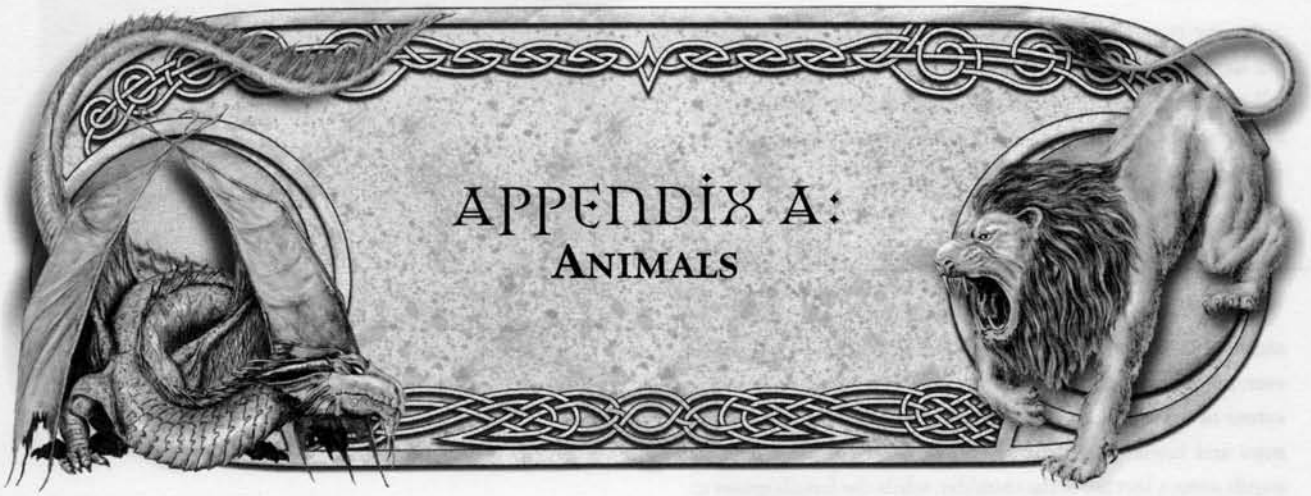
Carrying Capacity: A light load for a giant vulture is up to 200 pounds; a medium load, 201-300 pounds; and a heavy load, 301-400 pounds.

ON TELLENE

The golden halflings of the Lopoliri Mountains are thought to be the earliest breeders of giant vultures. A halfling ranger by the name of Araz Murkam was said to be the first to domesticate the bird, though the practice also began in Ul-Karg about a hundred years later, in the year 31 CM. For a period, the Kargi attempted to build vast aviaries to breed the vulture for military purposes. Unfortunately for the Kargi, they soon discovered the viciousness of the male bird as entire generations of giant vulture young were lost to infanticide. The cost was so great that the Kargi leaders soon abandoned the plan and released the vultures back into the wild.



The range of the Giant Vulture



APPENDIX A: ANIMALS

Thoughout Tellene, animals are used as beasts of burden, commodities, protection and even as pets. This appendix provides statistics for new animals, as well as providing additional information on several animals whose statistics may be found in the D&D *Monster Manual*.

Animals have the animal traits as detailed in the D&D *Monster Manual*.

Buying Animals

Table A-2: Animal Pricing summarizes those animals a character can generally purchase. Other certain rare animals or exotic beasts, such as a smiladon, may only be available in certain regions – in this case, the far north (above Lake Jorakk).

Regardless, all of these animals may be used as animal companions as described in the D&D *Dungeon Master's Guide*. They may also be trained, as long as a character succeeds at the appropriate Handle Animal check (as seen in the D&D *Player's Handbook*).

Untrained domestic animals are similar to their trained counterparts, except they are generally younger when encountered for sale. In addition, they cannot be "handled" until they are trained; however, they can be "pushed." Failing a push check with an untrained animal by 10 or more can result in the animal attacking the creature attempting to push it.

When a trained animal is purchased, it will already know how to do 1d4 tasks (selected by the DM). Unless otherwise stated, the price on Table A-2: Animal Pricing is for an untrained animal. A trained domestic animal generally costs twice as much as an untrained one. A trained exotic animal costs approximately 10 times as much as the untrained version.

For information and pricing of barding, saddles and other tack, see Chapter 7 of the D&D *Player's Handbook*.

Totem Animals

Characters playing a shaman (a variant core class, see pages 45-48 of the Kingdoms of Kalamar *Player's Guide*) may wish to use some of the creatures herein as totem animals.

The statistics for certain totem animals (bear, boar, buffalo/bison, eagle, horse, owl, snake and wolf) can be found in the D&D *Monster Manual*. The remaining totem animals (bobcat/lynx, deer, fox, hare, several more types of horses, and the panther/puma) can be found in the following sections.

DMs looking for new totems may also choose to create their own from the animals in this book.

ALPACA

An alpaca is a wooly mammal similar to a llama, but only about half the size. Alpacas live in the eastern heights of Brandobia, and can be domesticated. Its thick, fine fur may be used to make clothing. Alpacas are not used for pack animals, being much more valuable for their fur.

An alpaca weighs about 100-175 pounds and stands some 3 feet tall at the shoulder. Though the llama and the alpaca can interbreed, this is rarely done, as it produces a creature that is not as strong as a llama and with coarser fur than an alpaca.

Alpaca
Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Bite +2 melee (1d3+1)
Full Attack: Bite +2 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 12, Dex 13, Con 12, Int 1, Wis 10, Cha 4
Skills: Listen +5, Spot +4
Feats: Alertness
Environment: Cold mountains
Organization: Solitary or herd (4-16)
Challenge Rating: 1
Alignment: Always neutral
Advancement: -

APE

An ape is an aggressive, gorilla-like creature originating on the large island of Svimohzia. These large creatures stand 6 feet tall and weigh almost 500 pounds. They are omnivorous, their diet consisting of fruits or anything they can kill and catch. For statistics, see the D&D *Monster Manual*.

AVLEDOR

An avledor is an equine-like animal found in and above the most northern reaches of Cosdol. Unlike a normal horse, however, the avledor has vaguely porcine facial features, even to the extent of having small tusks! It also has slightly greater bone mass and harder feet than its equine kin. The male avledor stands some 5 feet tall at the shoulder, while the female grows to just over 4 feet tall at the shoulder.

Male avledor weigh about 800 to 900 pounds, with females weighing around 700 pounds. Avledor life is hard, and few live past the age of 20.

Avledor live in small, permanent groups (known as bands) that inhabit the plains and mountains north of Cosdol. These bands do not inhabit one particular area, but migrate with the seasons, as well as with changing food resources.

The male breeds with several females, and defends these mares from both predators and other males. The leader of the band is usually the oldest and strongest male. Between ages 1 and 4, the young leave the band (alone or with other young) to form new bands.

Avledor prefer to live in bands, and the only avledor encountered alone will be a young avledor seeking to form his own band, or one that is very old. When an avledor senses that death is near, it leaves the herd to be on its own and die in peace.

Avledor are difficult to domesticate, and are almost never found south of the Voldorwoods or east of the Krond Heights. However, a rare few have been captured and domesticated by brave souls in the town of Dorndern. These particular avledor can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for an avledor is up to 175 pounds; a medium load, 176-350 pounds; a heavy load, 351-525 pounds. An avledor can drag 2,625 pounds.

Combat

Ferocity (Ex): An avledor is a tough fighter, and continues to fight without penalty even when disabled or dying. Further details can be found in the D&D *Player's Handbook*.

Avledor
Large Animal
Hit Dice: 3d8+12 (25 hp)
Initiative: +1 (Dex)
Speed: 50 ft. (10 squares)
AC: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+8
Attack: Hoof +3 melee (1d4+2)
Full Attack: 2 hooves +3 melee (1d4+2) and bite –2 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Ferocity
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +4, Will +0
Abilities: Str 15, Dex 13, Con 17, Int 2, Wis 8, Cha 5
Skills: Listen +4, Spot +4
Feats: Alertness, Toughness
Environment: Cold and temperate land
Organization: Solitary or band (1-4 males plus 3-12 females and 6-12 offspring)
Challenge Rating: 2
Alignment: Always neutral
Advancement: -

BABOON

These powerful, aggressive primates are found throughout the woodlands and savannas of Svimohzia. They stand 2 to 4 feet tall and weigh approximately 50 to 90 pounds, with a tail up to 2 feet long. They have a grayish coat of fur, with reddish, bare skin on their rear and face. Baboons are omnivores, and live in communities containing one adult male and up to 40 females and young.

For statistics, see the D&D *Monster Manual*.

BAT

Small nocturnal mammals resembling winged rodents, bats are small insectivores found all throughout all Tellene. In fact, a cave complex just over a mile west of the city of Gillia holds one of the largest colonies of bats on Tellene. Sixteen million bats live in a huge underground cavern system that has yet to be fully explored by anyone, even the dwarves. Bats typically feed on insects, though they may also eat fruit.

The average bat is 3 to 4 inches long, with a wingspan of 8 to 11 inches. (For statistics of the common bat, see the D&D *Monster Manual*.) However, many larger, more dangerous bats do exist. The Svimohzish yellow-winged bat is some 4 1/2 feet long with a total wingspan of 8 feet! Fortunately, it too is an insectivore.

Combat

Blindsense: All bats can "see" by emitting high-frequency sounds that are inaudible to most other creatures. This allows them to locate objects and creatures within 20 feet (80 feet for Medium bats).

Opponents still have 100% concealment against a bat with blindsense.

Skills: Bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsense is negated.

Bat, Svimohzish Yellow-Winged
Medium Animal
Hit Dice: 2d8+6 (15 hp)
Initiative: +6 (Dex)
Speed: 20 ft. (4 squares), fly 40 ft. (good)
AC: 20 (+6 Dex, +4 natural), touch 16, flat-footed 14
Base Attack/Grapple: +1/+4
Attack: Bite +4 melee (1d8+4)
Full Attack: Bite +4 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Blindsense 80 ft., low-light vision
Saves: Fort +6, Ref +9, Will +2
Abilities: Str 16, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills: Listen +9, Move Silently +9, Spot +9
Feats: Alertness
Environment: Warm forest, hill, plains and underground
Organization: Colony (10-40) or crowd (10-50)
Challenge Rating: 1
Alignment: Always neutral
Advancement: -

BEAR

This heavy quadruped has long shaggy hair and hooked claws. Various types of these dangerous creatures can be found throughout Tellene. In temperate forests, there are black, blond and cinnamon-colored bears. These 5 foot long omnivores are usually not dangerous unless their cubs or food supply is threatened.

The brown bear, with its large head, short tail and rounded ears, is found in temperate mountain forests, open meadows, and river valleys. The brown bear of Tellene is a carnivore, weighing up to 1,000 pounds and standing approximately 10 feet tall when reared up on its hind legs.

It is rumored that, far to the north of Shadesh Bay, long, lean white (or polar) bears are common. However, this has not been confirmed with any degree of reliability.

For statistics on black, brown or polar bears, see the D&D *Monster Manual*.

BISON

This aggressive herd animal stands about 6 feet tall at the shoulder, 6 to 7 feet long and weighing some 800 to 2000 pounds. Though protective of their own, they prefer flight to fight.

On Tellene, sturdy bison hide makes excellent leather products, including armor, saddles for the Drhokkeran horses, and backing for heavier armors. Several independent Dejy tribes follow the huge herds of bison that roam from the Hadaf Highlands to the Shashyf Hills.

For bison statistics, see the D&D *Monster Manual*.

BOAR

A boar is a foul-tempered wild pig most common to the lands of Brandobia. A boar is about 3 feet tall and 4 feet long, and covered in coarse, gray-black fur.

For boar statistics, see the D&D *Monster Manual*.

BULL

Thisa horned male bovine is used primarily for breeding cattle. A grown bull typically weighs over 1300 pounds and stands 5 to 6 feet tall at the shoulder.

Interestingly, the city of Fymar's largest statue is a massive bull of a type no longer living in the area. Herds of bright red bulls whose horns curled tightly in a vertical twist once roamed the plains. Whether disease, hunting or disaster brought them low, no one seems to know.

Combat

A dehorned bull replaces the gore attack with a butt attack (dealing only 1d8+4 damage).

Rage (Ex): When a bull enters combat, it may enter a rage similar to that of barbarian rage. Each round of combat, the bull should make a Will saving throw versus DC 15 during his action. If it fails, it will enter a rage.

As in barbarian rage, it gains +4 Strength, +4 to Constitution and a +2 morale bonus to Will saves. However, it suffers a –2 AC penalty. The rage lasts eight rounds and may not be ended voluntarily.

Bull
Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 13 (-1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Gore +6 melee (1d8+6)
Full Attack: Gore +6 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Rage
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +4, Will +1
Abilities: Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills: Listen +6, Spot +6
Feats: Alertness, Endurance
Environment: Warm and temperate land
Organization: Solitary
Challenge Rating: 2
Alignment: Always neutral
Advancement: 6-7 HD (Large)

CAMEL, DRAFT

A draft camel is similar to a riding camel, except it has been bred to carry more weight. In the underworld of Thygasha, a common swindle is to sell sickly draft camels with minor illusions cast on them to give the illusion of health.

Needless to say, player characters who attempt such a swindle will likely be subject to the public justice of angry buyers.

Carrying Capacity: A light load for a draft camel is up to 400 pounds; a medium load, 401-700 pounds; a heavy load, 701-1000 pounds. A draft camel can drag 5,000 pounds.

Draft Camel
Large Animal
Hit Dice: 3d8+12 (25 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares)
AC: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple: +2/+10
Attack: Bite +5 melee (1d4+6)
Full Attack: Bite +5 melee (1d4+6)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +1
Abilities: Str 19, Dex 16, Con 16, Int 1, Wis 11, Cha 4
Skills: Listen +5, Spot +5
Feats: Alertness, Endurance, Toughness[B]
Environment: Warm and temperate desert, hill and mountains
Organization: Domesticated
Challenge Rating: 1
Alignment: Always neutral
Advancement: 4-5 HD (Large)

CAMEL, RACING

A racing camel is a breed of riding camel that has been bred to be faster (and often meaner) than an ordinary camel. These camels come from the Khydoban Desert, but are occasionally transported to Kalamar for use in circuses.

Racing Camel
Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +4 (Dex)
Speed: 60 ft. (12 squares)
AC: 14 (-1 size, +4 Dex, +1 natural), touch 13, flat-footed 10
Base Attack/Grapple: +2/+10
Attack: Bite +5 melee (1d4+6)
Full Attack: Bite +5 melee (1d4+6)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +7, Will +1
Abilities: Str 18, Dex 18, Con 14, Int 1, Wis 11, Cha 4
Skills: Listen +5, Spot +5
Feats: Alertness, Endurance
Environment: Warm and temperate desert, hill and mountains
Organization: Domesticated
Challenge Rating: 1
Alignment: Always neutral
Advancement: 4-5 HD (Large)

CAMEL, RIDING

Cantankerous, single-humped riding camels ("dromedary") are most common in and around the city of Miclenon, as well as the other cities of the Elos Desert, while two-humped camels are more likely to be found in the northern Elos Desert, along the Norga Tors. Camels generally stand about 6 to 7 feet tall at the shoulder and weigh 1,000 to 1,500 pounds.

For statistics on riding camels, see the D&D *Monster Manual*.

CAT, BIG HUNTING

The big hunting cats of Tellene range from 4 to 10 feet long, excluding the tail. The cheetah, jaguar, leopard and lion are common to Svimohzia, while the snow leopard (so called because of its white coat) can be found in high, snowy elevations of central Tellene. Tigers may be found in the Obakasek Jungle.

The statistics of the cheetah, leopard, lion and tiger are listed in the D&D *Monster Manual*. Other statistics are listed below.

CAT, BIG HUNTING (JAGUAR)

The jaguar, most commonly found in southern Tarisato and the Obakasek Jungle, is often confused with the leopard because of the similarity of their fur. However, a jaguar's spots are actually black rings with dots inside (known as rosettes). Furthermore, the jaguar is heavier and has a larger head and shorter tail.

A jaguar weighs between 100-300 pounds and can grow up to 6 feet in length.

Combat

Pounce (Ex): If a jaguar leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A jaguar that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d3+1 damage each. If the jaguar pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the jaguar gains an additional +8 racial bonus to Hide checks.

Jaguar
Medium Animal
Hit Dice: 4d8+12 (30 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (1d6+4)
Full Attack: Bite +7 melee (1d6+4)
and 2 claws +2 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake

Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +8, Will +2
Abilities: Str 18, Dex 18, Con 16, Int 2, Wis 12, Cha 6
Skills: Balance +5, Climb +13, Escape Artist +4, Hide +6*, Listen +4, Move Silently +5, Spot +4, Swim +4
Feats: Agile, Alertness
Environment: Warm forest and plains
Organization: Solitary or pair
Challenge Rating: 2
Alignment: Always neutral
Advancement: 5-6 HD (Medium)

CAT, BIG HUNTING (PUMA)

The puma can be found in the forests and hills of central Tellene as well as the Svimohzish Isle. In colder areas and higher mountainous regions, the puma's coat grows longer to provide additional protection against the cold. The color of the puma's spotless fur also varies from region to region, with the Svimohzish puma being mostly brown or black, and the puma of the larger continent varying from slate gray (northern) to yellowish and sandy brown (central) to light reddish brown (southern). A puma weighs between 100-175 pounds and is typically 4 1/2 to 5 feet in length.

In Merchant's Tongue, the puma is also known as the catamount, cougar, deercat, king cat, mountain lion, mountain screamer, panther, red tiger, silver lion and sneak cat.

Combat

Pounce (Ex): If the puma leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A puma that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the puma pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the puma gains an additional +8 racial bonus to Hide checks.

Puma
Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple: +2/+6
Attack: Bite +6 melee (1d6+4)
Full Attack: Bite +6 melee (1d6+4) and 2 claws +1 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 18, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +6, Climb +14, Hide +4*, Listen +3, Jump +4, Move Silently +6, Spot +3
Feats: Alertness, Weapon Finesse
Environment: Any forest, mountain and plains
Organization: Solitary
Challenge Rating: 2
Alignment: Always neutral
Advancement: 4-5 HD (Medium)

CAT, BIG HUNTING (SMILADON)

This ferocious cat has reddish-brown or yellowish-brown fur, and lives only in the north, far above Lake Jorakk. It weighs between 500-600 pounds and is 9-10 feet in length.

Combat

Smiladon (sabre-toothed) cats wait in ambush, then pounce onto an opponent. They use their claws to deliver crippling wounds, followed by a savage bite attack or a temporary retreat as they wait for their prey to die. They do not hold their prey with their teeth, as a struggling opponent might break its teeth.

Pounce (Ex): If a smiladon leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A sabre-toothed cat that pounces on an opponent can make two rake attacks (+6 melee) with its hind legs for 1d8+6 damage each.

Skills: *In areas of tall grass or heavy undergrowth, the smiladon gains an additional +4 racial bonus to Hide checks.

Smiladon
Large Animal
Hit Dice: 7d8+28 (59 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +5/+15
Attack: Claw +10 melee (1d8+6)
Full Attack: 2 claws +10 melee (1d8+6) and bite +5 melee (2d6+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +7, Will +3
Abilities: Str 23, Dex 14, Con 19, Int 2, Wis 12, Cha 6
Skills: Balance +2, Hide +1*, Jump +6, Listen +4, Move Silently +4, Spot +4, Survival +4
Feats: Alertness, Endurance, Track
Environment: Cold plains, hills and mountains
Organization: Solitary
Challenge Rating: 5
Alignment: Always neutral
Advancement: 8-12 HD (Large)

CAT, DOMESTIC

The average domestic cat weighs between 6-12 pounds and stands around 8-10 inches tall at the shoulder. The coloration of the animal's fur ranges from solid white to brown to black and combinations of each.

The Dream Weavers (clerics of the Night Watchman) have a springtime celebration known as the Festival of the Cat. Here, copious amounts of food and wine are consumed, and any stray cats quickly find themselves well fed.

For statistics on the common domestic housecat, see the D&D *Monster Manual*.

CAT, SMALL HUNTING

These trained hunting cats generally range between 2 and 4 feet long, excluding the tail. Small hunting cats exist in many areas of different, and often differ greatly in appearance, size and behavior.

CAT, SMALL HUNTING (CIVET)

The fur coat of this cat ranges in color from light to dark brown or yellow-gray, and is covered with spots, stripes and blotches. Unfortunately for the civet, the Svimohz peoples consider its meat a delicacy. Civets dwell only in central and southern Svimohzia.

This mostly nocturnal creature will eat almost any living or dead creature it can find, up to the size of a small antelope. However, it also eats numerous berries, fruits and vegetables. Civets do not use their paws to catch food, but pick it up with their teeth. Their bodies are long and slender, and can squeeze through any opening large enough to fit their head.

An average male civet weighs between 15-40 pounds and stands about 1 1/2 foot tall at the shoulder. Female civets weigh between 12-35 pounds and stands about 1 foot tall at the shoulder. Both males and females are 2-3 feet long, excluding the tail.

COMBAT

Pounce (Ex): If a civet leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Skills: *In areas of tall grass or heavy undergrowth, the civet gains an additional +8 racial bonus to Hide checks.

Civet
Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (6 squares), climb 10 ft.
AC: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +1/-2
Attack: Bite +4 melee (1d4+1)
Full Attack: Bite +4 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +3, Climb +9, Hide +6*, Listen +4, Move Silently +4, Spot +4
Feats: Alertness[B], Weapon Finesse
Environment: Warm forests and plains
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (CLOUDED LEOPARD)

Clouded leopards can be found primarily in Tarisato and the Obakasek Jungle, and their beautiful coat is much prized among the Kalamarans. It is rumored that the tigerus lamia (see this book) are the main suppliers of this beautiful fur.

Clouded leopard fur is quite distinctive, with colors ranging from dark brown to ochre yellow. Six black lines run from the nape of the neck to the flank where the stripes fade into blotches or rosettes. The tail is long, bushy and ringed and tipped with black.

Efforts to breed clouded leopards in captivity have proven largely unsuccessful, for a male will attack and kill a female if both are placed in captivity together.

An average clouded leopard weighs 35-60 pounds and is 3 to 3 1/2 feet in length, excluding the tail.

COMBAT

Pounce (Ex): If a clouded leopard leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A clouded leopard that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 damage each. If the clouded leopard pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the clouded leopard gains a +8 racial bonus to Hide checks.

Clouded Leopard
Small Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +3 (Dex)
Speed: 40 ft (8 squares)., climb 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Bite +5 melee (1d6+2)
Full Attack: Bite +5 melee (1d6+2) and 2 claws +0 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d3+1
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1

Abilities: Str 15, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills: Balance +4, Climb +10, Hide +7*, Listen +5, Move Silently +3, Spot +5
Feats: Alertness[B], Weapon Finesse
Environment: Warm forest
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (FISHING CAT)

Fishing cats are good swimmers, and are often seen eating crustaceans, fish, frogs and snakes. However, they also prey on cattle, dogs, goats and poultry. Their fur coat is olive gray, and patterned with rows of parallel black spots or stripes along the spine.

The fishing cat weighs about 25 pounds and grows up to 3 feet long, not including its 1 1/2-foot long tail. It also has webbed feet. Fishing cats can be found in the DuKem'p swamp, and occasionally alongside the many rivers of the Young Kingdoms, Tarisato and the Obakasek Jungle.

Combat

Pounce (Ex): If a fishing cat leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A fishing cat that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d4+1 damage each. If the fishing cat pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the fishing cat gains an additional +8 racial bonus to Hide checks.

Fishing Cat
Small Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), swim 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Claw +5 melee (1d4+2)
Full Attack: 2 claws +5 melee (1d4+2) and bite +0 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d4+1
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 7
Skills: Balance +4, Hide +9*, Listen +4, Move Silently +3, Spot +4, Swim +10
Feats: Alertness[B], Weapon Finesse
Environment: Warm and temperate swamp and forest
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (GOLDEN CAT)

The golden cat's colors range from the most common colors of fox-red and golden brown to black, brown, or gray. Their coats may be plain or spotted, and many have gray markings behind the ears that serve to identify their species from other cats. An additional gray line runs from the inside corner of each eye to the top of the head. A golden cat weighs 14-25 pounds and is 3 feet in length.

Varieties of golden cats can be found in Mendarn, the Delnondrian Islands, the Young Kingdoms, southern Tarisato and the Obakasek Jungle. Like the clouded leopard, the golden cat's pelt is much prized by local inhabitants.

Combat

Pounce (Ex): If a golden cat leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A golden cat that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 damage each. If the cat pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the golden cat gains an additional +8 racial bonus to Hide checks.

Golden Cat
Small Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Bite +5 melee (1d4+2)
Full Attack: Bite +5 melee (1d4+2) and 2 claws +0 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d3+1
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 15, Dex 16, Con 14, Int 2, Wis 12, Cha 7
Skills: Balance +3, Climb +10, Hide +8*, Listen +5, Move Silently +3, Spot +5
Feats: Alertness[B], Weapon Finesse
Environment: Warm and temperate land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (LYNX)

This brown to reddish to tan-colored cat has thick fur decorated with many black streaks and spots. It has a short, or bobbed, tail along with longish tufts of fur that extend down from its cheeks and up from the tips of its ears. A lynx is also recognizable by the ruff of fur around its neck. They have longish back legs and larger than normal feet that act as "snowshoes" in winter snows.

A lynx weighs about 20 pounds and is 3 1/2 feet long. They can be found throughout Tellene, with the exception of the Svimohzish Isle.

Lynx of more northern areas have a black tail, while southern lynx have a black tail tipped with white. These southern lynx are known as bobcats.

Combat

Pounce (Ex): If the lynx leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A lynx that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 damage each. If the lynx pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the lynx gains an additional +8 racial bonus to Hide checks.

Lynx
Small Animal
Hit Dice: 2d8+6 (15 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple: +1/+0
Attack: Claw +6 melee (1d3+3)
Full Attack: 2 claws +6 melee (1d3+3)
and bite +1 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d3+1
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +7, Will +1
Abilities: Str 16, Dex 18, Con 16, Int 2, Wis 12, Cha 7
Skills: Balance +4, Climb +11, Hide +8*, Listen +5,
Move Silently +5, Spot +5
Feats: Alertness[B], Weapon Finesse
Environment: Cold and temperate forest
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (MARGAY)

Margays, small yellowish-brown cats with dark brown rosettes and blotches and a ringed tail, spend most of their lives in the dense treetops, and are excellent climbers. In fact, the margay is the only cat with ankle joints that can rotate through 180 degrees, enabling it to climb headfirst down upright trees. The margay has small ears, and is occasionally mistaken for an ocelot though it has longer legs and tail.

A margay weighs 10-18 pounds and is 2 feet in length. It can only be found in deep within the Obakasek Jungle. Margays are also refered to as "long-tailed spotted cats."

Combat

Pounce (Ex): If the margay leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Skills: *In areas of tall grass or heavy undergrowth, the margay gains an additional +8 racial bonus to Hide checks.

Margay
Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 30 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Claw +5 melee (1d2+2)
Full Attack: 2 claws +5 melee (1d2+2)
and bite +0 melee (1d2+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 15, Dex 16, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +4, Climb +12, Hide +7*, Listen +4,
Move Silently +3, Spot +4
Feats: Alertness[B], Weapon Finesse
Environment: Warm forest
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (OCELOT)

The ocelot spends most of its time in its home, within an area of dense, thick brush, and coming out at night to hunt. Like many domestic cats, the diet of the ocelot is primarily made up of rodents. Unlike most cats, however, ocelots love to swim. Ocelots can be found in and around the Obakasek Jungle.

Ocelot fur is short and not as thick as the similarly furred margay, and marked with both spots and rosettes that typically run in parallel chains along their sides. Their tail, however, is ringed.

A typical ocelot weighs between 15-30 pounds and is 3-4 feet long.

Combat

Pounce (Ex): If the ocelot leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): An ocelot that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 damage each. If the ocelot pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the ocelot gains an additional +8 racial bonus to Hide checks.

Ocelot
Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft., swim 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1
Attack: Claw +5 melee (1d3+2)
Full Attack: 2 claws +5 melee (1d3+2)
and bite +0 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d3+1
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 15, Dex 17, Con 13, Int 2, Wis 12, Cha 8
Skills: Balance +4, Climb +10, Hide +7*, Listen +4, Move Silently +5, Spot +4, Swim +10
Feats: Alertness[B], Weapon Finesse
Environment: Warm forest
Organization: Solitary, pair or team (3-6)
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (PAMPAS CAT)

Though the pampas cat is most commonly found among pampas grass (a tall, ornamental, reed-like grass common to Basir, southern Kalamar and Tarisato), varieties of this cat can also be located further north in Kalamar's temperate forests, the Alubelok Swamp and thoughout the Ka'Asa mountain range. Pampas cats are never found in tropical forests, such as the Obakasek and Vohven Jungles.

The pampas cats living in hills and mountains typically have gray fur, with reddish stripes that occasionally break up into spots. The cats of other regions, however, have a longer, yellowish-brown coat with a muted pattern. On both varieties, these stripes are mostly visible on the limbs and underbelly. Pampas cats are often hunted for their beautiful fur.

A typical pampas cat weighs about 8-14 pounds and is 2 feet in length.

Combat

Pounce (Ex): If the pampas cat leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

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

Rake (Ex): A pampas cat that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d2+1 damage each. If the pampas cat pounces on an opponent, it can also rake.

Skills: *In areas of tall grass or heavy undergrowth, the pampas cat gains an additional +8 racial bonus to its Hide checks.

Pampas Cat
Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +1/-2
Attack: Bite +4 melee (1d3+1)
Full Attack: Bite +4 melee (1d3+1)
and 2 claws +2 melee (1d2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d2+1
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +1
Abilities: Str 13, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills: Balance +2, Climb +9, Hide +6* Listen +5, Move Silently +2, Spot +5
Feats: Alertness[B], Multiattack[B], Weapon Finesse
Environment: Cold and temperate land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CAT, SMALL HUNTING (SERVAL)

The serval, a small cat common to western Svimohzia, has a light brown coat with dark spots and streaks, along with a black-tipped tail. The serval's long, slim legs serve it well when hunting small prey (frogs and rodents, most often) in long grass. Serval leap high, pouncing on their food to prevent its escape. Alternatively, they may jump upinto the air, clapping their front paws around small flying prey, such as birds and insects.

A serval also has a long neck, a small, delicate head and unusually large, bat-like black ears with white spots. These ears have excellent auditory capabilities and allow the serval to easily locate its prey. A serval weighs 30-40 pounds, stands just under 2 feet tall at the shoulder and grows up to 3 feet in length.

Combat

Pounce (Ex): If the serval leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Skills: *In areas of tall grass or heavy undergrowth, the serval gains an additional +8 racial bonus to its Hide checks.

Serval
Small Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares), climb 20 ft.
AC: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +1/-1

Attack: Claw +5 melee (1d3+2)
Full Attack: 2 claws +5 melee (1d3+2) and bite +0 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pounce
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 7
Skills: Balance +3, Climb +10, Hide +7, Listen +7, Move Silently +3, Spot +4
Feats: Alertness[B], Weapon Finesse
Environment: Warm land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Small)

CHICKEN

A chicken is a domesticated fowl, kept by many commoners of Tellene for its ability to produce eggs (and meat, when necessary). Many breeds of chickens exist in Tellene, but the average weighs approximately 2 to 4 pounds and stands about 1-foot tall.

On Tellene, where the gods are known to exist, the chicken (not the egg) came first. An average chicken has 1 hit point.

A male chicken is known as a rooster, and has a comb-like fin on his chin and head. An average rooster also has 1 hit point. A castrated rooster is known as a capon.

COW

A domesticated herd animal found in many areas of Tellene. The average cow weighs 800 to 1,500 pounds and stands about 5 feet high at the shoulder. Cow hides, or leather, are used to make garments and armor, as well as in the creation of tools and many other items. Cow milk is used to make cheese, butter and other foodstuffs. A young cow is called a calf.

For statistics of an average cow, use the bison entry in the D&D *Monster Manual*.

COYOTE

Living in the open plains and brushy areas of central Tellene, this gray-furred animal is very unpopular with farmers who breed chickens, rabbits and other small animals. Fortunately, coyotes will only hunt domestic herd animals, such as a cow, in groups of at least two or more. As the coyote prefers easier, smaller game, such attacks are rare. Most coyotes living near human settlements are quiet, while the coyotes of the wilderness are known to bark and howl quite frequently.

The coyote is the best runner of the canine family (including wolves), and can leap up to 15 feet. An average coyote stands from 1 to 2 feet tall, with a body length of about 3 feet (not including the foot-long tail). A coyote weighs some 20 to 50 pounds.

COMBAT

A typical coyote attacks its prey by biting the throat of its victim, causing multiple stab wounds just below the ear and behind the jaw at the jugular vein.

Skills: Coyotes receive a +6 bonus to Jump checks. *Coyotes also receive a +2 racial bonus to Survival checks when tracking by scent.

Coyote
Medium Animal
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +0/+0
Attack: Bite +1 melee (1d4)
Full Attack: Bite +1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +3, Will +0
Abilities: Str 10, Dex 12, Con 10, Int 1, Wis 10, Cha 5
Skills: Hide +2, Jump +6, Listen +2, Move Silently +3, Spot +2, Survival +1*
Feats: Alertness[B], Weapon Finesse
Environment: Warm and temperate plains
Organization: Solitary, pair or pack (3-8)
Challenge Rating: 1/2
Alignment: Always neutral
Advancement: 2-3 HD (Medium)

DEER

Roaming the open plains and forests of Tellene, deer are a constant source of both nourishment and raw materials to the Dejy and Fhokki tribes, as well as the elves. The deer is the favored animal of the Friends of the Fields (clerics of the Raiser).

The average male deer, or buck, of northern Tellene stands about 3 1/2 to 4 feet tall at the shoulder and weighs some 300 pounds. The female of the species, or doe, is slightly shorter and may weigh only a third as much as the male.

Further south, a typical adult buck will stand about 3 feet tall at the shoulder and weigh only 125 pounds. A female doe from the southern regions weighs about 95 pounds. A young deer is known as a fawn.

COMBAT

Only the male of the species grows antlers; the female does not, and so cannot gore. These are not true horns, but actually bony outgrowths from the skull. Antlers are shed every year, and begin regrowing in the spring, shortly after the previous set is shed. New antlers are not immediately hardened as they grow, but instead are covered with a soft tissue that provides a supply of blood and minerals to the antlers. It takes about 5 months for the antlers to completely regrow. At this point, the blood supply ceases to flow, and the soft covering dries. It is shed as the buck rubs his antlers against trees, when they turn into the hard, sharp weapons that the male of the species uses in combat.

Most human rangers measure the age of the buck by its antlers, as young bucks (16-18 months old) almost always have spikes, while mature bucks about 4 years old typically have branched antlers with about eight points. The antlers of old bucks, however, may be slightly smaller and abnormal. (In some areas of the Wild Lands, calling an elderly person an "old buck" may be taken with either pleasure or anger, depending upon the region and the person.) Some elven rangers claim that the size of antlers depends on the buck's diet, and so have made a careful study of tooth wear in deer, which they consider a much more reliable way to judge the age of such creatures.

*A deer prefers to run rather than attack. Its hoof attack is always treated as a secondary attack and adds only half the deer's Strength bonus to damage.

Deer
Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 50 ft. (10 squares)
AC: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Gore +2 melee (1d6+1) [male only]
or hoof* +0 melee (1d3)
Full Attack: Gore +2 melee (1d6+1)
and 2 hooves* +0 melee (1d3) [male]
or 2 hooves* +2 (1d3) [female]
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +1, Ref +6, Will +1
Abilities: Str 12, Dex 16, Con 13, Int 2, Wis 12, Cha 10
Skills: Hide +3, Jump +4, Listen +4, Move Silently +3, Spot +4
Feats: Alertness[B], Multiattack
Environment: Any forests and plains
Organization: Solitary, pair or herd (6-30)
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Medium)

DOG

The dog statistics presented in the D&D *Monster Manual* describe fairly small dogs, such as terriers. Larger dogs that are bred with a focus towards hunting, guarding and war are further detailed below.

Some breeds of dogs, such as the beagle, are popular both for hunting as well as for the pets of nobles. In these cases, the breed will differ depending upon the purpose it was bred for; use the statistics for the hunting dog or common dog when appropriate.

DOG, GUARD

This trained dog typically accompanies a guard as he or she patrols a building or other arean armored warrior. Some breeds of guard dog common to Tellene are listed here, though there are many more. The region name shows where such guard dogs are most common, though they are not limited to these areas.

Merchant's Tongue names some breeds as the: akbash (Reanaaria Bay), doberman (Young Kingdoms), golden retriever (Brandobia), mastiff (Kalamar) and ridgeback (Svimohzia). The German shepherd (Wild Lands) is known on Tellene simply as the shepherd dog.

Combat

Improved Grab (Ex): A guard dog must hit a Medium or smaller opponent with a bite attack to use this ability. If it gets a hold, the guard dog automatically deals bite damage each round it maintains the hold.

Skills: A guard dog has a +4 bonus to Jump checks. *It gains a +4 bonus to Survival checks when tracking by scent.

Guard Dog
Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2 (Dex)
Speed: 40 ft. (8 squares)
AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+4
Attack: Bite +4 melee (1d6+4)
Full Attack: Bite +4 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +3, Jump +7, Listen +5, Move Silently +2, Spot +8, Swim +3, Survival +1*, Tumble +2
Feats: Alertness[B], Skill Focus (Spot)[B], Track
Environment: Any land
Organization: Domesticated
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-5 HD (Medium)

DOG, HUNTING

This dog is used for hunting game. For example, early in their settlement of the north, the Fhokki domesticated wild dogs to help them hunt – a practice that continues to this day.

The region name shows where some breeds are common, though they are not limited to these areas. The hunting beagle, for example, is found in Brandobia and the Young Kingdoms.

In Merchant's Tongue, some hunting dogs are the: basenji (Svimohzia), elkhound (Wild Lands), grayhound (Reanaaria Bay), molossus (Kalamar) and pointer (Young Kingdoms). The Irish setter (Brandobia) is known simply as the setter.

Combat

Skills: A hunting dog has a +4 bonus to Jump checks. *It gains a +8 bonus to Survival when tracking by scent.

Hunting Dog
Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2 (Dex)
Speed: 50 ft. (10 squares)
AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Bite +3 melee (1d6+3)
Full Attack: Bite +3 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +3, Jump +6, Listen +2, Move Silently +3, Spot +2, Survival +4*, Swim +2, Tumble +3
Feats: Skill Focus (Survival), Track[B]
Environment: Any land
Organization: Domesticated
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-5 HD (Medium)

DOG, RIDING

A riding dog is a medium-sized canine capable of carrying a Small person (usually a lightfoot halfling) on its back. Riding dogs are often fitted with specially constructed saddles and bridles, though they may also be ridden bareback.

The halflings of Kaleta, among others, raise fierce dogs for both riding and hunting. They do not sell the dogs, except on rare occasions - dogs are part of the family. If a stranger can convince a halfling to sell a dog, the dog is probably untrainable, diseased or stolen. Some specific riding dogs are the collie (Brandobia), huskie (Wild Lands) and St. Bernard (Wild Lands and Young Kingdoms, known as the cattle dog).

For statistics on riding dogs, see the D&D *Monster Manual*.

DOG, SAANIEMIAN WAR

This medium-sized dog has been well-trained for war. These animals can even make trip attacks! These war dogs come from the kennels of Major Baenar, cleric of the Temple of Armed Conflict in the city of Saaniema, where they are highly esteemed.

Combat

Trip (Ex): A Saaniemian war dog that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the dog in return.

Skills: *A Saaniemian war dog gains a +4 bonus to Survival when tracking by scent.

Saaniemian War Dog
Medium Animal
Hit Dice: 3d8+12 (25 hp)
Initiative: +3 (Dex)
Speed: 40 ft. (8 squares)
AC: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d6+4)
Full Attack: Bite +5 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +2
Abilities: Str 17, Dex 16, Con 17, Int 2, Wis 12, Cha 6
Skills: Balance +4, Hide +3, Jump +3, Listen +4, Move Silently +3, Spot +3, Survival +3*, Swim +4, Tumble +4
Feats: Alertness, Toughness, Track[B]
Environment: Any land
Organization: Domesticated
Challenge Rating: 2
Alignment: Always neutral
Advancement: 4-5 HD (Medium)

DONKEY

These long-eared, horse-like animals can be found thoughout most of Tellene. For statistics on donkeys or asses, see the D&D *Monster Manual*. A donkey is also known as an ass.

The typical donkey stands from 4 to 5 1/2 feet tall at the shoulder, can be up to 6 1/2 feet long and weighs about 600 pounds. Donkeys can live to be up to 40 years old.

For the statistics of the donkey, see the D&D *Monster Manual*.

DUCK

A wild or domesticated waterfowl with short webbed feet, typically weighing 3 to 5 pounds and standing about 2 feet tall. Ducks may be found in forests, mountains, prairies, marshes, and along the coast in any temperate or tundra-like climate, as long as there is some small body or flow of water. An average duck has one hit point.

ELEPHANT, LABOR

The largest domesticated land animal, the elephant has thick skin, a long trunk and two ivory tusks. Elephants are native to the island of Svimohzia and the Obakasek peninsula, though they have been transplanted to other areas of Tellene (with limited success). These herbivores are often used as mounts or beasts of burden.

The average Svimohzish labor elephant stands from 12 to 13 feet tall, weighing between 11,000 and 14,500 pounds. The standard Obakasek labor elephant stands from 10 to 12 feet tall, weighing between 7,000 and 10,500 pounds. For game statistics, see the D&D *Monster Manual*. (Treat the Indian elephants as

Obakasek elephants and the African elephant as a Svimohzish elephant.)

Carrying Capacity (Obakasek): A light load for a labor elephant is up to 540 pounds; a medium load, 541-900 pounds; a heavy load, 901-1300 pounds. A labor elephant can drag 7,875 pounds.

Carrying Capacity (Svimohzish): A light load for a labor elephant is up to 720 pounds; a medium load, 721-1200 pounds; a heavy load, 1201-1740 pounds. A labor elephant can drag 10,500 pounds.

ELEPHANT, WAR

These animals are similar to Svimohzish elephants but are trained and bred for strength and aggression. A war elephant can fight while carrying riders, but each rider cannot attack unless he or she succeeds at a Ride check (DC 10). Svimohzish armies primarily use the war elephant, though it may be found in the hands of Kalamaran armies (in very limited quantities).

Carrying Capacity: A light load for a war elephant is up to 900 pounds; a medium load, 901-1500 pounds; a heavy load, 1501-2175 pounds. A war elephant can drag 10,500 pounds.

Combat

Trample (Ex): A war elephant can trample Medium or smaller opponents for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) for half damage.

War Elephant
Huge Animal
Hit Dice: 12d8+60 (114 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 15 (-2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +9/+28
Attack: Gore +18 melee (2d8+16)
Full Attack: Slam +18 melee (2d6+11)
and 2 stamps +13 melee (2d6+5);
or gore +18 melee (2d8+16)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 2d8+16
Special Qualities: Low-light vision, scent
Saves: Fort +13, Ref +8, Will +7
Abilities: Str 32, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +13, Spot +11
Feats: Alertness, Diehard, Endurance, Iron Will, Skill Focus (Listen)
Environment: Warm forest and plains
Organization: Domesticated
Challenge Rating: 9
Alignment: Always neutral
Advancement: 13-24 HD (Huge)

FALCON, TRAINED

This hunting bird is some 15 to 20 inches long, with a total wingspan of 3 to 4 feet and weight of approximately 2 pounds. The falcon is found in forests and plains, though it prefers seaside cliffs, mountains and stony hillsides. Untrained falcons live in mated pairs and savagely defend their territory against other birds of prey. Trained falcons are used in falconry, the popular hunting sport of nobles and royalty. When diving to attack, a falcon may reach speeds of up to 200 miles per hour. The falcon is also the favored animal of the Truthseekers (clerics of The True).

For statistics of an average falcon, use the hawk entry in the D&D *Monster Manual*, with this change: fly 70 ft. (average).

FERRET

This tiny, weasel-like hunting animal is sand-colored, weighs 1 to 2 pounds and is 1 1/2 to 2 feet long.

For ferret statistics, use the weasel entry in the D&D *Monster Manual*, reducing the DC for Handle Animal checks by -2. Ferrets are easier to train than ordinary weasels.

FOX

There are three types of foxes commonly found on Tellene: the gray, red and polar (or arctic) fox. Most live in or near woodlands, with dens in hollow logs, beneath large rocks and buildings. Their diet consists of invertebrates, berries, grains, birds, small mammals and reptiles, fish, insects, eggs and even carrion.

The gray fox can be found primarily throughout Kalamar, the Young Kingdoms and the Wild Lands. Due to the prolific nature of the red fox, the gray fox has almost been driven out of Brandobia. A gray fox stands about 1 foot tall at the shoulder and weighs 7 to 13 pounds, with a body length of up to 1 1/2 to 2 1/2 feet and a tail length of 1 to 1 1/2 feet.

The red fox is often seen in Brandobia, Kalamar, the Young Kingdoms and the Wild Lands. It is a prolific breeder, and often occupies territory that was previously the domain of the gray fox. A red fox stands about 1 to 1 1/2 feet tall at the shoulder and weighs 6 to 24 pounds, with a body length of up to 2 to 2 1/2 feet and a tail length of 1 to 1 1/2 feet.

The polar (or arctic) fox resides in the northern Wild Lands and above. It has short legs and ears and hairy foot pads. Its white (or rarer gray-blue) fur keeps it very warm, and is greatly prized by the Fhokki. In summer, its fur changes to brown and returns to white in late fall. The polar fox eats small mammals such as lemmings and tundra voles, as well as carrion. It stands about 1 foot tall and weighs 6 to 10 pounds, with a length of up to 2 feet and a tail about 1 foot long.

Combat

Skills: *Foxes use their Dex modifier with their Climb skill. **In areas of thick brush and heavy undergrowth, gray, red and polar (if brown or gray-blue furred) foxes gain a +5 bonus to their Hide skill. White-furred polar foxes gain this +5 bonus to their Hide skill when in snow-covered lands.

Fox
Tiny Animal
Hit Dice: 1/2 d8+1 (3 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares)
AC: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple: +0/-11
Attack: Claw +5 melee (1)
Full Attack: 2 claws +5 melee (1) and bite +0 melee (1)
Space/Reach: 2 1/2 ft./0 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 5, Dex 16, Con 12, Int 2, Wis 13, Cha 8
Skills: Balance +3, Climb +3*, Hide +11**, Listen +2, Move Silently +4, Spot +2
Feats: Weapon Finesse
Environment: Any land
Organization: Solitary, pair or family (mated pair plus 2-8 offspring)
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: 1 HD (Small)

GOAT

This common farm animal is known for its voracious appetite. The hair of the common goat can be used for weaving, its meat for eating and its milk for drinking and cheesemaking. In the Adiv Hills, the herding of sheep and goats is the primary occupation. A young goat is called a kid.

In Bet Dodera, visitors are often surprised (and angered) by the native goats that apparently wander freely through the city, blocking traffic and surreptitiously eating the wares of local merchants. The goat is the favored animal of the Covetous Ones (clerics of the Corrupter).

Goats can weigh up to 300 pounds and grow to around 3 feet tall at the shoulder. Goats range widely in color, from whites to browns to blacks and mixtures of the above.

Goat
Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +0/-5
Attack: Butt +0 melee (1d4-1)
Full Attack: Butt +0 melee (1d4-1) and bite –5 melee (1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +3, Will +0
Abilities: Str 8, Dex 13, Con 11, Int 1, Wis 11, Cha 5
Skills: Balance +2, Escape Artist +2, Hide +3, Listen +2, Spot +2
Feats: Alertness
Environment: Warm and temperate land
Organization: Solitary or herd (2-12)
Challenge Rating: 1/2
Alignment: Always neutral
Advancement: 2-3 HD (Small)

GOAT, TRAINED PACK

This goat is specially trained for carrying loads. Trained pack goats are often used by Small characters in mountainous terrain where a larger pack animal would be unable to tread safely.

Carrying Capacity: A light load for a trained pack goat is up to 15 pounds; a medium load, 16 to 45 pounds; a heavy load, 46 to 80 pounds. A trained pack goat can drag 75 pounds.

Trained Pack Goat
Small Animal
Hit Dice: 2d8 (9 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/-3
Attack: Butt +2 melee (1d4)
Full Attack: Butt +2 melee (1d4) and bite –3 melee (1)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +3, Will +0
Abilities: Str 11, Dex 13, Con 11, Int 1, Wis 11, Cha 5
Skills: Balance +3, Escape Artist +4, Listen +2, Spot +2
Feats: Alertness
Environment: Warm and temperate land
Organization: Domesticated
Challenge Rating: 1/2
Alignment: Always neutral
Advancement: 3-4 HD (Small)

HARE

Also known as rabbits, these small herbivores can be found throughout Tellene, with the exception of the Svimohzish Isle (unless imported from the main continent). Hares typically have brownish-gray fur, though other colors (typically black, white or a mixture of the two) are also possible. Like deer, male and female hares are also known as bucks and does.

Hares have long ears and long hind legs, which they thump as warning signals to other hares. They typically weigh between 2 1/2 and 5 pounds, with a length of up to 16 inches.

COMBAT

Skills: *Hares gain a +5 bonus to Hide checks in areas of thick brush and heavy undergrowth.

Hare
Tiny Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: +4 (Dex)
Speed: 50 ft. (10 squares)
AC: 16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple: +0/-12
Attack: -
Full Attack: -
Space/Reach: 2 1/2 ft./0 ft.
Special Qualities: Low-light vision, scent
Saves: Fort -1, Ref +6, Will +0
Abilities: Str 2, Dex 18, Con 9, Int 2, Wis 10, Cha 10
Skills: Hide +13*, Listen +3, Spot +3

Feats: Alertness
Environment: Warm and temperate plains
Organization: Solitary, pair, trio or warren (4-30)
Challenge Rating: 1/8
Alignment: Always neutral
Advancement: -

HAWK, TRAINED

A hunting bird with sharp talons and a strong hooked beak. The typical hawk is some 1 to 2 feet long. Depending upon the type of hawk encountered, it may have a total wingspan of 1 1/2 to 5 feet and a weight of anywhere from 1/2 to 4 pounds. They are typically found in temperate areas. The hawk is the favored animal of the deity known as the Great Huntress.

For the statistics of an average hawk, see the D&D *Monster Manual*.

HORSE, DRHOKKERAN CHARGER

These massive horses are the largest mounts bred on Tellene. In Segeleta, these horses are very popular, and are often used as overpriced draft animals. Korem's heavy cavalry (chainmail and shield with lance and sword) also mount themselves on monstrous Drhokkeran chargers.

Today, because of their alliance with the Dejy horsemen, Drhokker has the finest cavalry on Tellene (with the exception of the horse clans themselves). Drhokker ranchers now sell and trade these horses to their neighbors. Before each sale, the selling merchant will neuter the horse, thus allowing Drhokker to remain Tellene's sole source of the charger.

A Drhokkeran charger can fight while carrying a rider, though the rider himself cannot attack unless he succeeds at a Ride check (DC 10). A Drhokkeran charger is ready for heavy work by age three. Like most horses, a Drhokkeran charger can live to be up to 25 years old, but starts to grow old around age 15. These older horses need more care and attention from their owner to make sure they are comfortable.

Carrying Capacity: A light load for a Drhokkeran charger is up to 330 pounds; a medium load, 331-660 pounds; a heavy load, 661-990 pounds. A Drhokkeran charger can drag 4,950 pounds.

Drhokkeran Charger
Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +1 (Dex)
Speed: 40 ft. (8 squares)
AC: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Hoof +6 melee (1d6+4)
Full Attack: 2 hooves +6 melee (1d6+4)
and bite +1 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills: Listen +7, Spot +7
Feats: Alertness[B], Endurance, Run
Environment: Cold and temperate land
Organization: Solitary
Challenge Rating: 2
Alignment: Always neutral
Advancement: 6-10 HD (Large)

HORSE, HIGHLAND DANCER

Highland dancers are the bright and agile horses found on the eastern plains of Svimohzia. These horses, although small among equines, are loyal, bright and unnaturally dexterous. Their colors run from chalk white to charcoal gray, often with spots on the sides and legs. Many people make the mistake of assuming that if these small horses are useless in warfare, but this is not the case. In fact, Zha-nehzmish houses 700 soldiers, all of them mounted on light highland dancers.

A highland dancer can fight while carrying a rider, though the rider cannot attack unless he succeeds at a Ride check (DC 10). These animals are usually ready for useful work by age two, but not for warfare until after age three.

Carrying Capacity: A light load for a highland dancer is up to 190 pounds; a medium load, 191-380 pounds; a heavy load, 381-500 pounds. A highland dancer can drag 2,850 pounds.

Highland Dancer
Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +2 (Dex)
Speed: 60 ft. (12 squares)
AC: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +2/+9
Attack: Hoof +4 melee (1d6+3)
Full Attack: 2 hooves +4 melee (1d6+3)
and bite -1 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 17, Dex 15, Con 17, Int 2, Wis 13, Cha 6
Skills: Listen +6, Spot +6
Feats: Alertness[B], Endurance, Run
Environment: Warm forest and plains
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 4-6 HD (Large)

HORSE, GAKETAN MARE

Gaketan steeds are bright animals prized for their speed and stamina. Gaketans are capable of maintaining a gallop for great distances and the rider who wishes to race virtually anything on Tellene will win if he is mounted on a Gaketan. "Faster than a Gaketan mare" is a common expression of superlative speed in the Sovereign Lands.

A Gaketan steed cannot fight while carrying a rider. Riders of a Gaketan gain a +2 bonus to their Ride checks when urging the

horse to great speeds or feats of endurance. These animals are usually ready for useful work by age two.

Carrying Capacity: A light load for a Gaketan is up to 210 pounds; a medium load, 211-420 pounds; a heavy load, 421-630 pounds. A Gaketan can drag 3,150 pounds.

Gaketan Mare
Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1 (Dex)
Speed: 60 ft. (12 squares)
AC: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +2/+8
Attack: Hoof +3 melee (1d4+3)
Full Attack: 2 hooves +3 melee (1d4+3)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +6, Spot +6
Feats: Alertness[B], Endurance, Run
Environment: Warm and temperate land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 4-6 HD (Large)

HORSE, DRAFT

This large beast of burden is typically used as a pack animal and cart-puller. The statistics presented here describe a heavy horse slightly smaller than the Drhokkeran charger, but built more for dragging than carrying capacity. As it symbolizes oppression, the draft horse is the favored animal of the Bringers of the New Order (clerics of the Overlord). A draft horse cannot fight while carrying a rider. This animal is usually ready for useful work by age two.

Carrying Capacity: A light load for a draft horse is up to 310 pounds; a medium load, 311-600 pounds; a heavy load, 601-870 pounds. A draft horse can drag 5,450 pounds.

Draft Horse
Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1 (Dex)
Speed: 50 ft. (10 squares)
AC: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+10
Attack: Hoof +5 melee (1d4+4)
Full Attack: 2 hooves +5 melee (1d4+4)
and bite +0 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 18, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +6, Spot +6
Feats: Alertness[B], Endurance, Run
Environment: Any land
Organization: Domesticated
Challenge Rating: 1
Alignment: Always neutral
Advancement: -

HORSE, HEAVY

This is a large working horse, the best breeds of which come from Gaketa and Drhokker. A heavy horse cannot fight while carrying a rider. This animal is usually ready for heavy work by age three.

For the statistics of a heavy horse, see the D&D *Monster Manual*.

HORSE, HEAVY WAR

This heavy horse is trained and bred for strength and aggression. The heavy warhorse is ridden by heavy cavalrymen to interdict any opposing heavy horsemen and, if successful, to ride down missile troops or crash into the flanks of an infantry formation. A heavy warhorse can fight while carrying a rider, though the rider cannot attack unless he succeeds at a Ride check (DC 10). These animals are usually ready for warfare by age three.

For the statistics of a heavy warhorse, see the D&D *Monster Manual*.

HORSE, LIGHT

A light horse is any smaller breed of working horse. A light horse cannot fight while carrying a rider. This animal is usually ready for work by age two.

For the statistics of a light horse, see the D&D *Monster Manual*.

HORSE, LIGHT WAR

Light warhorses are common throughout Tellene, particularly in the hands of light cavalrymen who are neither trained nor equipped for close order combat. Armed with a powerful composite bow, the cavalrymen use the speed of their light warhorses to put them in a position where they can attack vulnerable targets, such as rearguard troops or artillery, as well as to harass heavy cavalry. The light warhorses also have secondary tasks of running down routed troops and performing reconnaissance. A light horse can fight while carrying a rider, though the rider cannot attack unless he succeeds at a Ride check (DC 10). These animals are not usually ready for warfare until age three.

For the statistics and carrying capacity of a light warhorse, see the D&D *Monster Manual*.

HORSE, MIDDLING

The statistics presented here describe breeds of working horses too heavy and big-boned to be considered light horses, but still not large enough to be treated as a heavy horse. Two real-world examples would be the Friesian and the Tennessee walking horse. These horses are usually ready for useful work by age two.

Carrying Capacity: A light load for a middling horse is up to 175 pounds; a medium load, 176-350 pounds; a heavy load, 351-525 pounds. A middling horse can drag 2,625 pounds.

Middling Horse
Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1 (Dex)
Speed: 55 ft. (11 squares)
AC: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+8
Attack: Hoof +3 melee (1d4+3)
Full Attack: 2 hooves +3 melee (1d4+3)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +6, Spot +6
Feats: Alertness[B], Endurance, Run
Environment: Any land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: -

HORSE, MIDDLING WAR

These animals are similar to middling horses, but are trained and bred for strength and aggression. A middling warhorse can fight while carrying a rider, but the rider cannot also attack unless she succeeds at a Ride check (DC 10). These horses are usually not ready for warfare before age three.

Carrying Capacity: A light load for a medium warhorse is up to 265 pounds; a medium load, 266-530 pounds; a heavy load, 531-795 pounds. A medium warhorse can drag 3,975 pounds.

Middling War Horse
Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1 (Dex)
Speed: 55 ft. (11 squares)
AC: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +2/+9
Attack: Hoof +4 melee (1d6+3)
Full Attack: 2 hooves +4 melee (1d6+3)
and bite -1 melee (1d3+1)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills: Listen +7, Spot +7
Feats: Alertness[B], Endurance, Run
Environment: Any land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: -

HORSE, MINIATURE

The miniature horse stands just under 2 feet tall at the shoulder and weighs around 15 to 20 pounds. They are bright, affectionate, easy to train and eager to please.

The miniature horse is said to live on an island)some 150 miles west of Nordolen) where, rumor has it, there are no predators and even the birds are flightless. The miniature horse's combat ability comes from playful fights with others of its breed. As such, these wild horses have no fear of man and can easily be approached and picked up.

The existence of this island was proven by a few rare miniature horses that were brought to the mainland from a sailing ship, where they ended up in royal gardens and the cages of traveling performers. Unfortunately, many more died on the trip.

COMBAT

*A miniature horse prefers to run rather than attack. Its hoof attack is treated as a secondary attack.

Miniature Horse
Tiny Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: +4 (Dex)
Speed: 40 ft. (8 squares)
AC: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple: +0/-12
Attack: Hoof +1* melee (1)
Full Attack: 2 hooves +1* melee (1)
Space/Reach: 2 1/2 ft./2 1/2 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 3, Dex 18, Con 10, Int 2, Wis 13, Cha 6
Skills: Hide +12, Listen +2, Spot +3
Feats: Weapon Finesse
Environment: Warm and temperate plains
Organization: Solitary, pair or herd (3-15)
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: -

LLAMA

This plain or spotted herd animal stands some 3 to 4 feet at the shoulders (or 5 to 6 1/2 feet including the neck and head) and weighs between 250 to 450 pounds. Aside from being sturdy pack animals in mountainous terrain, llamas can also provide wool and milk. On Tellene, llamas can be found in temperate grasslands and mountainous areas.

Carrying Capacity: A light load for a llama is up to 25 pounds; a medium load, 51 to 75 pounds; a heavy load, 76 to 100 pounds. A llama can drag 375 pounds.

Llama
Medium Animal
Hit Dice: 2d8 (9 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (5 squares)
AC: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +1/+3
Attack: Bite +3 melee (1d4+4)
Full Attack: Bite +3 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +0
Abilities: Str 14, Dex 15, Con 11, Int 1, Wis 10, Cha 4
Skills: Balance +5, Listen +3, Spot +3
Feats: Alertness[B], Endurance
Environment: Any mountains and plains
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Medium)

MAMMOTH, WOOLY

These creatures, with their huge curved tusks, long dense hair and slightly smaller ears, can be found far to the north of Lake Jorakk. They never travel very far south, if at all, for they are ill fitted for survival in warmer regions. The average wooly mammoth stands 13 to 16 feet tall.

Carrying Capacity: A light load for a wooly mammoth is up to 900 pounds; a medium load, 901-1500 pounds; a heavy load, 1501-2175 pounds. A wooly mammoth can drag 10,500 pounds.

Wooly Mammoth
Huge Animal
Hit Dice: 14d8+84 (147 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
AC: 18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +10/+29
Attack: Gore +19 melee (2d8+16)
Full Attack: Slam +19 melee (2d6+11)
and 2 stamps +14 melee (2d6+6);
or gore +19 melee (2d8+16)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 2d8+16
Special Qualities: Low-light vision, scent
Saves: Fort +15, Ref +4, Will +7
Abilities: Str 32, Dex 10, Con 23, Int 2, Wis 13, Cha 7
Skills: Listen +14, Spot +12
Feats: Alertness, Diehard, Endurance, Iron Will,
Skill Focus (Listen)
Environment: Cold plains
Organization: Solitary or herd (6-30)
Challenge Rating: 9
Alignment: Always neutral
Advancement: 15-28 HD (Huge)

MONKEY, TRAINED

This small, dark-furred primate stands 18 to 27 inches tall (with a 20 to 35 inch long tail) and weighs some 12 to 32 pounds. Monkeys can be found in the jungles and grasslands of Svimohzia and the Obakasek peninsula. While wild monkeys eat flowers, fruits and leaves, trained monkeys prefer more human food such as apples, carrots, grapes, oranges and other potherbs. A trained monkey lives for a maximum of 30 years.

For the statistics of these monkeys, see the D&D *Monster Manual*.

MULE

While a donkey is another name for an ass, a mule is the stubborn hybrid of the ass and the horse. All of these cranky creatures are common beasts of burden on Tellene.

In fact, many followers of the Enlightener believe that their deity influences the mules owned by worshippers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere it is usually for a good reason.

The average mule stands about 5 feet tall and weighs around 1,200 pounds. For the statistics of the mule, see the D&D *Monster Manual*.

OTTER

Otters have long, slender bodies covered with dark brown fur, with the exception of their underbelly, which is gray or brown. Its rear paws are webbed, making for improved swimming.

An adult otter measures 3 to 4 feet long, including their foot-long tail, and weigh about 15 to 25 pounds. Females typically weigh less than the males. The typical otter lives up to 12 years, reaching reproductive maturity at the age of two. However, some otters (in captivity) have been known to live up to age 25.

Otters are most commonly found in the rivers of Brandobia, Kalamar and the Young Kingdoms. The Banetan economy rests heavily on otter fur and some refer to their industry as "otter farming." Otters are both playful and graceful, and many nobles desire them as pets.

Otter
Small Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: +3 (Dex)
Speed: 20 ft. (4 squares) swim 30 ft.
AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple: +0/-7
Attack: Bite +4 melee (1d4-3)
Full Attack: Bite +4 melee (1d4-3)
Space/Reach: 5 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 4, Dex 16, Con 10, Int 2, Wis 13, Cha 6

Skills: Hide +8, Listen +3, Move Silently +5, Spot +3, Swim +5
Feats: Alertness[B], Weapon Finesse
Environment: Warm and temperate aquatic
Organization: Solitary or pair
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: 1-2 HD (Small)

OX

On Tellene, the ox is a type of male bull with long, shaggy (or short) brown hair, short sturdy legs and broad hooves.

An ox generally stands about 4 to 5 feet at the shoulder and weighs approximately 900 pounds. Unlike the bull, the ox is often used as a beast of burden and for plowing and agricultural work.

The ox is the favored animal of the Seekers of the Three Strengths (clerics of the Powermaster).

Carrying Capacity: A light load for an ox is up to 100 pounds; a medium load, 101-250 pounds; a heavy load, 251-400 pounds. An ox can drag 2,100 pounds. However, an ox cannot exert themselves for more than 8 hours per day. For this reason, few caravans use oxen as transport.

For other statistics of an average ox, use the bison entry in the D&D *Monster Manual*.

PARTRIDGE

A prized game bird found primarily in Brandobia and northern Kalamar. An average partridge stands 1 to 1 1/2 feet tall, weighs about 2 to 3 pounds and has one hit point.

PEACOCK

A peacock is an exotic, bird standing some 3 to 4 feet tall, with highly decorated tail feathers spanning some 4 feet. The peacock is primarily found on the Obakasek peninsula. Its feathers are highly prized by nobles and royalty.

An average peacock has two hit points.

PIG

A pig is a wild or domesticated swine with thick, hairy skin. Pigs can be found throughout Tellene, and are commonly found on farms where they are raised for their meat. As meat is often served in the houses of the middle and upper classes, a successful pig farmer can do very well for himself. There are many various breeds of pigs on Tellene, including the Elenon Saddleback, Kalamaran White, Rokalel Red, Sisalasido Hog and U'Rudaketan Potbelly.

For the statistics of an average pig, use the boar entry from the D&D *Monster Manual*, replacing the gore attack with a bite attack doing equal damage.

PIGEON

A pigeon is a short-faced bird standing about 6 inches to 1 foot tall and weighing 1 pound. Carrier pigeons are trained to carry small written messages or very tiny packages (up to 2 ounces) to a specific individual, while homing pigeons are trained to travel to a specific location. Carrier and homing pigeons can travel 300 to 500 miles and more – one way!

The pigeon is the favored animal of Journeymen (clerics of the Traveler). Both carrier and homing pigeons have a speed of 5 feet, a fly speed of 15 ft. (average) and one hit point.

PONY

A pony is a small breed of horse, standing under 5 feet tall at the shoulder. Ponies are typically used as cheap mounts, beasts of burden or pets for the children of wealthy nobles. A pony cannot fight while carrying a rider.

For the statistics and carrying capacity of the pony, see the D&D *Monster Manual*.

PONY, WAR

Ponies are also used by the smaller races, such as dwarves, gnomes and halflings, as warponies. From the dwarven city of Draska, a company of 200 warpony-mounted cavalry patrols the Hadaf Highlands as far as the Brindonwood, with occasional jaunts to Shyta-na-Dobyo to trade their excellent swords for that city's equally fine wine.

A warpony can fight while carrying a rider, but the rider cannot attack unless she succeeds at a Ride check (DC 10). For statistics of the warpony, see the D&D *Monster Manual*.

RAM

This is a male sheep with large, rear-curving horns. A ram stands some 3 1/2 feet tall at the shoulder and weighs approximately 285 to 330 pounds.

The ram can be found in cold, temperate and desert areas with rocky cliffs, ridges and slopes. It eats grassy vegetation and scattered shrubs, with water being of primary importance in desert areas.

COMBAT

Overrun (Ex): A ram may overrun as part of a charge action, as detailed in the D&D *Player's Handbook*.

Ram
Medium Animal
Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)
Speed: 30 ft. (6 squares)
AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Butt +2 melee (1d6+1)
Full Attack: Butt +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Overrun
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will -1
Abilities: Str 13, Dex 14, Con 12, Int 2, Wis 8, Cha 4
Skills: Balance +3, Listen +3, Spot +3
Feats: Alertness[B], Ram
Environment: Any land
Organization: Solitary
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-6 HD (Medium)

SHARK, XAABOEMIO SEA

The Xaaboemio Sea shark has a reputation for being a ghoul-like undead beast that paralyzes its prey with fear. In actuality, it is a slow-moving shark that has developed a taste for drowning sailors and a method for acquiring such fare.

The Xaaboemio Sea shark uses its tough snout to smash the planks of small boats in the hopes of sinking or overturning them, knocking their meal into the water. A group of these sharks, working together, can sink the largest galley. Fortunately, they are only found in the Xaaboemio Sea (also known as the "Sea of the Dead") a turbulent ocean just south of the Khydoban Desert.

Combat

Ram (Ex): By making a full-move action, the shark can ram the bottom of a ship. The shark's ram attack inflicts 2d8+4 points of damage against the ship's hull and can score a critical hit on an attack roll of 20 for double damage. The ram attack is too slow to use effectively in combat against another creature.

Keen Scent (Ex): A Dead Sea shark, like other sharks, can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile. A Dead Sea shark can also detect a large quantity of wood (such as a ship) up to half a mile away.

Swimming Attack: *This feat is identical to the Flyby Attack, except that it works only underwater.

Xaaboemio Sea Shark
Large Animal (Aquatic)
Hit Dice: 8d10+8 (52 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: Swim 40 ft. (8 squares)
AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+14
Attack: Bite +9 melee (2d6+6)
Full Attack: Bite +9 melee (2d6+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Ram
Special Qualities: Blindsense 30 ft., keen scent
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 18, Dex 14, Con 13, Int 1, Wis 12, Cha 2
Skills: Listen +8, Spot +9, Swim +12
Feats: Alertness, Improved Initiative, Swimming Attack*
Environment: Warm and temperate aquatic
Organization: Solitary, school (2-5) or pack (6-11)
Challenge Rating: 3
Alignment: Always neutral
Advancement: 9-10 HD (Large); 11-12 HD (Huge)

SHEEP

This beardless, wooly herbivore stands about 3 to 3 1/2 feet at the shoulder and weighs from 75 to 200 pounds. Sheep are raised throughout Tellene as producers of wool for clothing, the world's finest coming from sheep raised in the Shynako Hills.

The sheep is also the favored animal of the Peacemakers (clerics of the Peacemaker).

Combat

*A sheep prefers to run rather than attack. Its bite attack is treated as a secondary attack.

Stampede (Ex): A frightened herd of sheep flees as a group in a random direction (but always in the opposite direction from what they perceive as danger). Sheep will run over anything of size Medium or smaller that gets in their way, dealing 1d6 points of damage for every five sheep in the herd. A successful Reflex save (DC 16) halves the damage.

Sheep
Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (+1 Dex)
Speed: 30 ft. (6 squares)
AC: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +0/-4
Attack: Bite -4* melee (1d3)
Full Attack: Bite -4* melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Stampede
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +3, Will -2
Abilities: Str 10, Dex 12, Con 12, Int 2, Wis 6, Cha 4
Skills: Balance +2, Hide +2, Listen +1, Spot +1
Feats: Alertness
Environment: Warm and temperate hills and plains
Organization: Solitary or herd (6-30)
Challenge Rating: 1/3
Alignment: Always neutral
Advancement: 2 HD (Medium)

SNAKE

Some (but not all) of the most poisonous snakes on Tellene reside in the countryside around Balelido, as well as the Obakasek and Vohven jungles. Of course, both poisonous and

constricting snakes can be found throughout Tellene. The snake is also the favored animal of the Confuser of Ways.

A snake's size, coloration and even its characteristics may determine the particular type of snake one is viewing. One snake in particular (the "gif nort" in Fhokki, or "sleepy weed" in Merchant's Tongue) is an aquatic snake known for its lack of energy. The peoples along Lake Adesh extract this venom, coating their spear tips and arrowheads with it for hunting.

For the statistics of average snakes, see the D&D *Monster Manual*. Treat the sittik as a tiny viper with a Dexterity of 12.

SONGBIRD

A songbird is any tiny bird whose warbling or chirruping ability resembles a song. A few examples are the chickadee, lark, robin, sparrow, swallow, thrush, warbler and wren. Songbirds are often captured and sold (or given as presents) to sweethearts, ladies-in-waiting, and noble and royal women.

An average songbird has one 1 hit point.

SWAN

This large, white waterfowl has a graceful neck and attractive appearance. Ownership of a small, well-kept swan pond is much prized by many in the upper classes as a status symbol. In fact, the shipbuilders of Shyff have used a trademark swan emblem as their symbol of quality for over 100 years.

An average swan has two hit points.

WEASEL, TRAINED

These small, aggressive predators are about 15 inches long and weigh approximately 1/2 pound. Weasels are found in temperate Tellene and throughout most of the northern lands.

For the statistics of the common weasel, see the D&D *Monster Manual*.

ZAMULBAH

This unusual animal is found only along the southern reaches of the Svimohzish Isle, within the Vohven Jungle. Here, it is used as a beast of burden by jungle-dwellers and those fortunate enough to locate and capture one. The zamulbah is only occasionally seen in the hands of the wealthy in nearby cities, and rarely elsewhere outside of the jungle itself.

It is rumored that some pygmy tribes living deep in the Vohven Jungle use the zamulbah for mounts, as well as for status symbols, trade and barter, and even food (provided that the owner is hungry enough). Small wooden carvings of the creature are quite popular as decorations, or toys for the youngsters, among the citizens of Emosvom and Zenshahn, as well as the small villages on the jungle outskirts.

A zamulbah typically weighs about 1,700 pounds and stands 5 to 6 feet tall at the shoulder. Its hide is yellow, with brown patches not unlike that of a giraffe. Its body appears similar to a brahma bull or ox, with great mass and muscle.

The placid expression on the creature's face leads some to think it slow and stupid, though it can put up quite a fight if provoked.

Carrying Capacity: A light load for a zamulbah is up to 310 pounds; a medium load, 311-600 pounds; a heavy load, 601-870 pounds. A zamulbah can drag 5,450 pounds.

Skills: *Because of its mottled coloring, a zamulbah gains a +4 bonus to Hide checks when in jungles.

Zamulbah
Large Animal
Hit Dice: 6d8+18 (45 hp)
Initiative: +1 (Dex)
Speed: 30 ft. (6 squares)
AC: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +4/+13
Attack: Gore +8 melee (1d8+7)
Full Attack: Gore +8 melee (1d8+5)
and 2 hooves +3 melee (2d4+2)
Space/Reach: 10 ft./5 ft.
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +6, Will +4
Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 8
Skills: Hide -3*, Listen +7, Spot +6
Feats: Alertness, Endurance, Iron Will
Environment: Warm forest and plains
Organization: Solitary, pair or herd (6-18)
Challenge Rating: 2
Alignment: Always neutral
Advancement: 7-9 HD (Large)

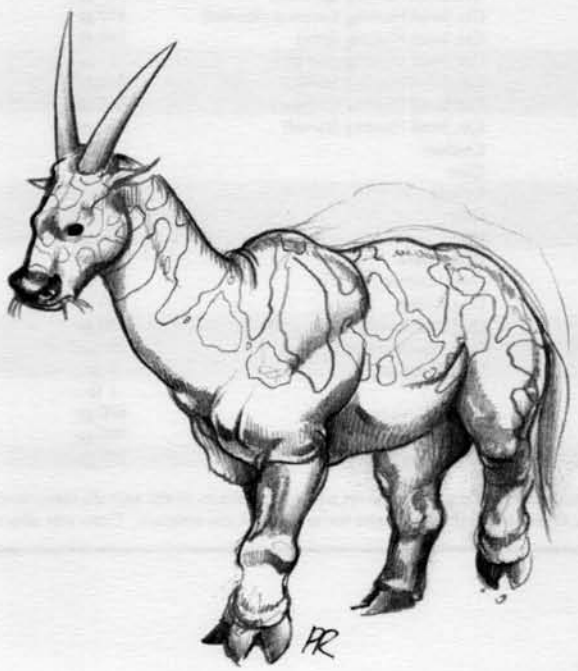


Table A-1: Animal Accessories

Item	Cost	Weight (lb.)
Animal call, various	1 gp	1/2
Bird cage, brass	5 sp	2
Bird cage, wooden	1 sp	1
Choke chain	3 gp	1/5
Feed, exotic mount/pet (per day)	1 sp	10 lb.
Feed, standard mount (per day)	5 cp	10 lb.
Leash, large	5 sp	1
Leash, small	4 sp	1
Muzzle	8 cp	1/4
Rodent cage, brass	8 sp	3
Snake wrangling stick	2 cp	-
Snare, fowl, large	3 gp	3
Snare, fowl, small	1 gp	2
Trap, bear	12 gp	15
Trap, boar	7 gp	8
Trap, eel	3 gp	2
Trap, rabbit	4 gp	3
Trap, lobster	5 gp	5

Table A-2: Animal Pricing*

Animal	Cost
Alpaca	40 gp
Ape	30 gp
Avledor	1,200 gp
Baboon	40 gp
Badger	5 gp
Boar	10 gp
Bat	1 sp
Bat, Svimohzish Yellow-winged	10 gp
Bear	10 gp
Bison	20 gp
Bull	15 gp
Calf	5 gp
Camel, draft	15 gp
Camel, racing	40 gp
Camel, riding	15 gp
Capon	1 sp
Cat, Big Hunting (cheetah)	2,100 gp
Cat, Big Hunting (jaguar)	1,600 gp
Cat, Big Hunting (leopard)	1,400 gp
Cat, Big Hunting (leopard, snow)	1,500 gp
Cat, Big Hunting (lion)	4,900 gp
Cat, Big Hunting (puma)	1,500 gp
Cat, Big Hunting (tiger)	5,900 gp
Cat, Big Hunting (tiger, sabre-toothed)	6,900 gp
Cat, Domestic	1 sp
Cat, Small Hunting (civet)	280 gp
Cat, Small Hunting (fishing)	250 gp
Cat, Small Hunting (golden)	150 gp
Cat, Small Hunting (leopard, clouded)	430 gp
Cat, Small Hunting (lynx)	240 gp
Cat, Small Hunting (margay)	120 gp
Cat, Small Hunting (ocelot)	260 gp
Cat, Small Hunting (pampas)	820 gp
Cat, Small Hunting (serval)	330 gp
Chicken	2 cp
Cow	10 gp
Coyote	15 sp
Deer	20 gp
Dog	25 gp
Dog, Guard	50 gp
Dog, Hunting	35 gp
Dog, Riding	150 gp
Dog, War, trained	100 gp
Dog, War, untrained	50 gp
Donkey or ass	8 gp
Duck	1 sp
Elephant, labor	600 gp
Elephant, war	900 gp
Falcon, Trained	500 gp
Falcon, Untrained	100 gp
Ferret, Trained	75 gp
Ferret, Untrained	7 gp
Fox	15 gp
Goat, Common	1 gp
Goat, Kid	5 sp
Goat, Trained Pack	10 gp
Goose	2 sp
Hare	8 cp
Hawk, Trained	400 gp
Hawk, Untrained	80 gp
Horse, Drhokkeran Charger	450 gp
Horse, Highland Dancer	300 gp
Horse, Gaketan Mare	200 gp
Horse, draft	200 gp
Horse, heavy	200 gp
Horse, heavy war	400 gp
Horse, light	75 gp
Horse, light war	150 gp
Horse, middling	150 gp
Horse, middling war	275 gp
Horse, miniature	9,000 gp
Lamb, coarse wool	10 gp
Lamb, fine wool	20 gp
Llama	75 gp
Monkey, Trained	200 gp
Monkey, Untrained	45 gp
Mule	12 gp
Ox	15 gp
Partridge	5 cp
Peacock	5 gp
Pig	3 gp
Pig, Suckling	1 gp
Pigeon	1 cp
Pigeon, Carrier	150 gp
Pigeon, Homing	110 gp
Pony	30 gp
Pony, war	100 gp
Ram	30 gp
Rooster	8 cp
Shark, Dead Sea	175 gp
Sheep, coarse wool	2 gp
Sheep, fine wool	10 gp
Snake	3 gp
Songbird	2 sp
Swan	4 gp
Weasel, Trained	75 gp
Weasel, Untrained	5 gp
Zamulbah	8,400 gp

*These costs are the typical prices paid by inhabitants of the animal's native land for a strong, healthy adult animal. Residents of other lands may pay much more or much less, depending upon their desire for, or need of, the creature. Costs may also vary depending upon the apparent age and health of the individual animal.

APPENDIX B:
TELLENE VARIANTS

The monsters in this section detail various creatures found on Tellene that, while different from their kin in the D&D *Monster Manual*, are still similar enough that they do not need their own statistics block. The majority of changes to the following Tellene-specific monsters are points of flavor, and detail the habitat, society and so on of these particular variants. Any minor changes to the statistics block of the original monster are noted within the text itself.

DOPPELGANGERKIN, MIRROR

This rare, mutant offspring of a standard doppelganger cannot control its metamorphosing powers. It is locked in a world without a true identity, hunted by all that discover its true nature.

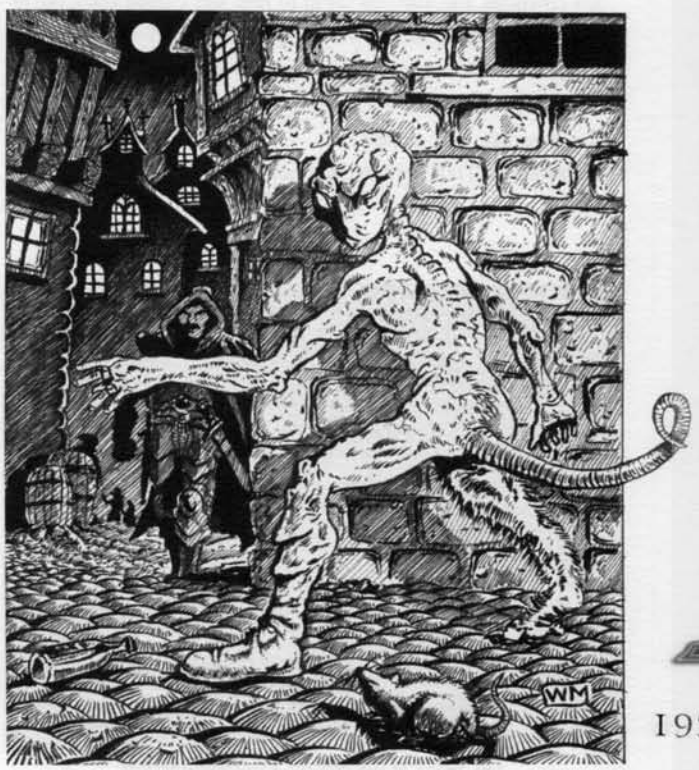
There are very few accurate descriptions of a mirror, as the creature is rarely seen in its true form. Most often, stories of the mirror are contributed to a regular doppelganger. In fact, the two creatures are almost identical in appearance and more than likely share some kind of blood relation. The mirror has a humanoid shape large and unblinking eyes, an asymmetrical, bulging hairless head and long, gangling arms. Its rib cage pushes at the skin, giving it a corpse-like appearance, although its legs are muscular and the creature is quite dexterous. Some go so far to conclude that the mirror is an undead doppelganger, and clerics have occasionally been known to give blessings to their congregations to protect them from its evil.

The mirror doppelganger stands roughly 5 feet tall but only weighs around 90 pounds. When it comes near a humanoid or animal, its body transforms to take on certain aspects of the other creature, perhaps even growing or shrinking in size and mass to match. (A mirror doppelganger's body can increase or decrease its size and mass by 50%.) If there are no living creatures within this radius, the mirror doppelganger may take the shape of any humanoid being between 4 and 8 feet tall.

The mirror doppelganger is a solitary creature, although not by choice. It mates and breeds like other humanoids, though this is typically only with another doppelganger. The mirror doppelganger travels from place to place with no specific agenda or hopes, merely looking for its next meal and a bit of shelter. Generally it is met with fear and violence and the creature often turns violent in retaliation, posing as different people when possible and stirring up general chaos within a community.

The mirror doppelganger is capable of living for up to 125 years, though very few actually live to old age as they are hunted or killed when discovered. The mirror doppelganger reaches maturity after 15 years.

A mirror speaks whatever language is most common in its current incarnation. This is typically a local human language. Its mind reading abilities generally allow it to replicate other lan-



guages, although it rarely understands what it is saying in the entirety and never truly learns the language in this fashion.

Except for the following, a mirror doppelganger's statistics are identical to the standard doppelganger detailed in the D&D *Monster Manual*.

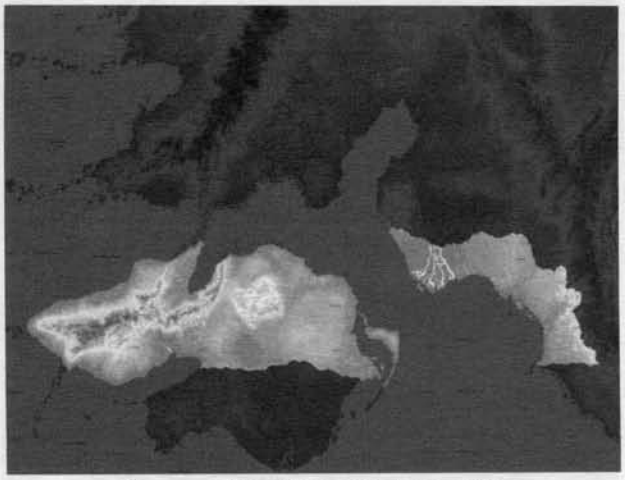
Medium Monstrous Humanoid (Shapechanger)

Change Shape (Su): A mirror doppelganger can assume the shape of any Small or Medium humanoid. However, each time the creature comes within 20 feet of a living creature, it must make a Will save (DC 15). A failed roll means that its body involuntarily begins to take on characteristics of the other creature. The mirror doppelganger does not need to see or touch the focus of its change. As a standard action, it can attempt to force a change back to its own form or a new one, but must first succeed at a Will save (DC 20). If there are multiple humanoids within 20 feet, the transformation is random and occurs every 1d4 rounds.

ON TELLENE

Certain ancient legends tell of the creation of the doppelganger by the Confuser of Ways, though none have been able to explain the existence of the mirror doppelganger. The most-repeated story, however, comes from the city of Tarisato, in the year 526 I.R. Repeated sightings of mirror doppelgangers made many people wonder if it was some warped kind of troll, or perhaps scouts of a bizarre new race planning to invade.

A Svimohzish merchant passing through at the time recalled the story of the "mahdaniz," as he called them, that his grandfather had told him as a child. This long, convoluted story tells how the doppelgangers rose against their creator in a long, mysterious conflict of deception. The Confuser of Ways defeated his creations and allowed them to live, but cursed their blood. The deity stated, so the story goes, that every third doppelganger born would be unable to control its powers, and be hunted and feared for as long as it managed to survive. By 527 I.R., the creature had disappeared from the area, though some Tarisatans still tell the old merchant's story.



The range of the Mirror Dopplegangerkin

MINOTAUR, PLAINS

The plains minotaur is a fierce and savage warrior, preferring to live on the open lands rather than secreted away in an underground labyrinth.

A plains minotaur stands approximately 8 feet tall and weighs around 600 pounds. Its arms are powerful, its axe is sharp and its black fur is short and sleek. This fur covers its entire body, except for its hooves and fingers. The skin exposed on its fingers is equally black and its nails are short.

This creature lives to be 120 years old, gaining maturity after the first fifteen. The age of this creature can be determined most effectively by the color of its horns. A young bull will have white or ivory horns, while a mature adult has black horns and an elder has gray horns. Horns are also the easiest way to determine gender, as only male plains minotaurs have horns.

The plains minotaur speaks Giant, and has identical statistics to the standard minotaur.

PLAINS MINOTAUR SOCIETY

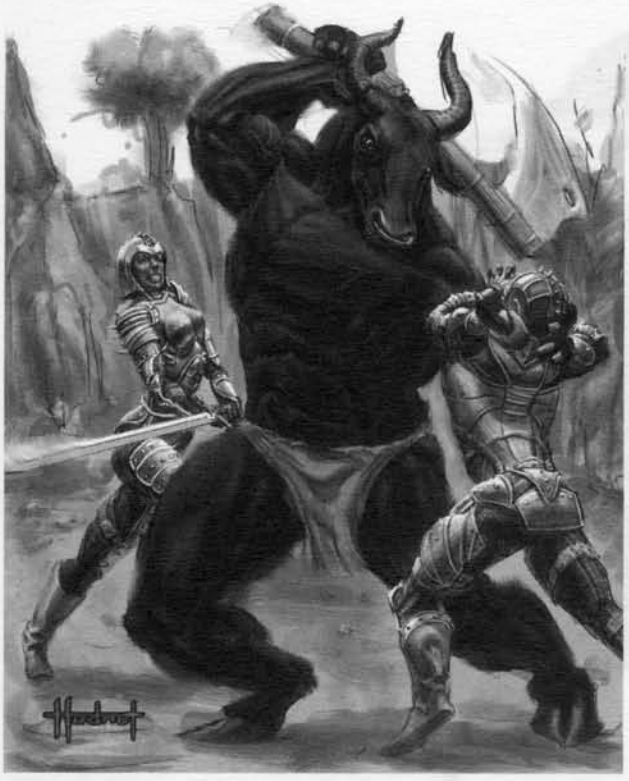
The plains minotaur, for its bipedal nature and increased intelligence, lives much like that of its distant bovine ancestors. For each family, there is a single bull and one to three heifers, all of which the bull mates with. The females produce offspring once every spring, producing one or two children. These heifers and their children remain with the bull until the male offspring are able to go off on their own.

Unlike their brethren, plains minotaurs care nothing for extensive mazes, complex caverns or labyrinths. Plains minotaurs do not get along with their subterranean relatives, and males attempting to lay claim to an area have been known to enter labyrinths to challenge them. This often leads to conflict, as such mazes are typically found on islands or in rural areas where the plains minotaur is most dominant. The plains minotaur's need for dominance is also the creature's best means of population control. For those males left on an island with a dominant bull, conflict arises upon maturity. Most male plains minotaurs are slain by their fathers, eventually falling to one of their children as old age sets in.

The plains minotaur is omnivorous, feeding off of whatever food is available in their territory. Although a minotaur may survive on plants and roots, it prefers meat. In those rare instances when meat is scarce and the plains minotaur has exhausted the plant supply in its area, it has been known to engage in cannibalism. Since the bull of the family frequently slays its male young, there is a ready supply of meat for the rest of the family when times are the most dire. If this resource has been exhausted as well, the family typically migrates, the bull feeding off the rest of the family until a new territory is claimed.

ON TELLENE

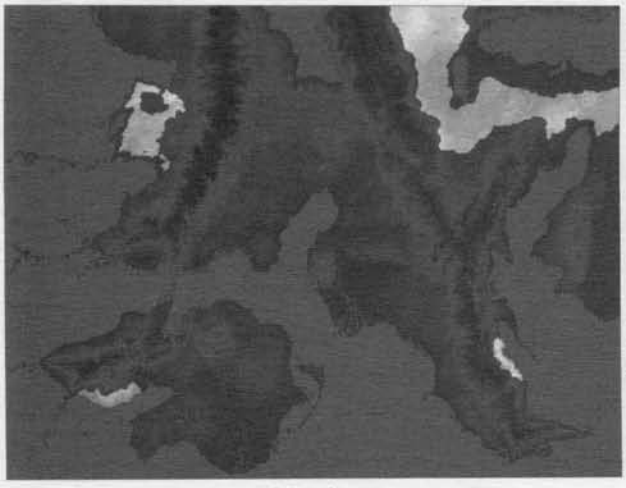
Legend says that the first plains minotaur was found in southern Reanaaria Bay in the year 617 YND, when a ship sailing to Zoa from Dynaj was blown off course by a hurricane, and land-



ed on a small, unnamed island. Unfortunately, the island was already claimed by a family of plains minotaurs. The captain was the only one to survive, leaving behind his log in hopes of sparing any more souls the same, gruesome fate. He put to sea in a skiff, never to be seen again.

Twelve years later, a similar ship discovered the island in a similar manner, but this time the crew had better luck in escaping. Taking the captain's log with them, they brought the story to the mainland. Mysteriously, no one has yet been able to relocate the island of the plains minotaurs.

Since that time, rumors have surfaced claiming the existence of other plains minotaurs. Stories come from all over the Sovereign Lands, particularly the plains of Torakk and Drhokker, the eastern Neebau Cliffs, the plains of Eldor and even southern Ul-Karg.



The range of the plains minotaur

OGRE, DRHOKKERAN

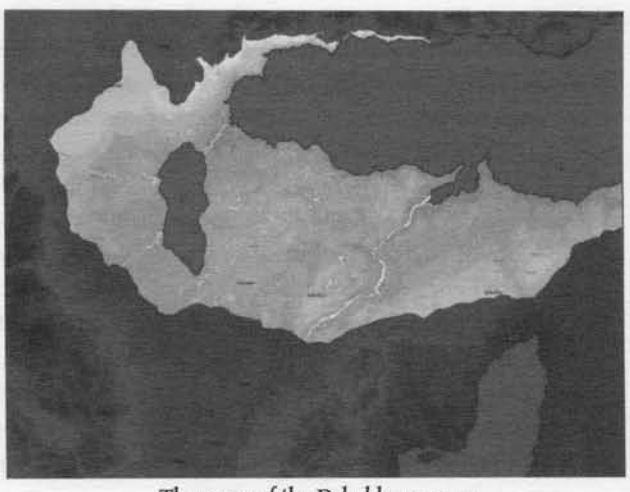
The Drhokkeran ogre is a large, oafish brute most often found in the northern lands of Tellene.

A Drhokkeran ogre appears to be mostly human, but stands about 8 to 9 feet tall. Its head is deformed, with sunken black eyes, slightly pointed ears, a piggish nose and an unusually large mouth. It is no more hairy than an average human, its hair growing in colors of brown or black. Its back is slightly hunched, and it runs clumsily.

In Merchant's Tongue, the word "ogre" describes more than just a type of giant. It is a common insult for people born with deformities or afflicted by body-wracking diseases or ailments. In fact, the Drhokkeran ogres are rumored to be the descendents of misshapen Fhokki cast from their tribes. This is hardly surprising, when one considers that in more rural, superstitious communities, entire families have been banished for giving birth to what people perceived as an ogre child.

Like the standard ogre, the Drhokkeran ogre is forced to survive by raiding and scavenging what they can. Being shunned from civilized societies and forced into isolation in the wilderness, they travel in pairs or bands for protection.

With the exception of its speed (20 ft.) and location (cold and temperate land and underground, never aquatic), the Drhokkeran ogre has the same statistics as the standard D&D ogre. As far as is currently known, there is no such thing as a Drhokkeran ogre mage.



The range of the Drhokkeran ogre

TARRASQUE, AQUATIC

Deep within the Elenon Mountain range, miles to the north of Dijishy, lies the Great Valley. Still deeper within the Great Valley lies a large mountain lake, known as the Black Lake. However, the Black Lake is not named for its appearance, for the lake is filled with crystal-clear, fresh, crisp and cool water. The lakebed is visible out to a hundred feet, where it suddenly drops off into unknown depths. The long lake stretches several miles to the northeast and southwest, its narrower dimension appearing to span just two or three miles.

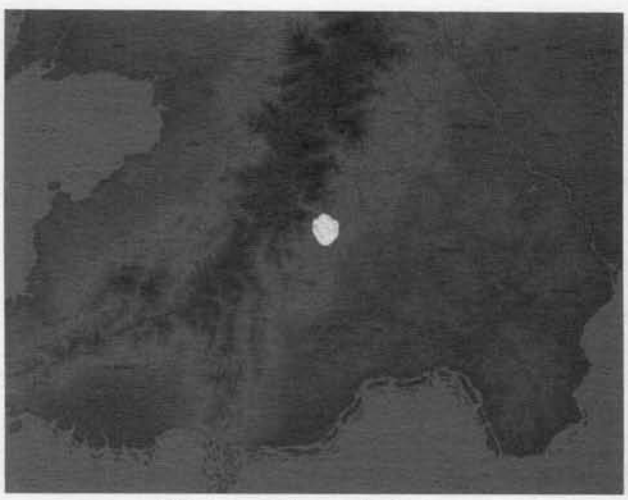
The lake takes its name from what lies within those depths. The Beast of the Lake has dwelt here for unknown ages, and earned the lake the name Mravnargoln, "the Black Lake," from the Krangi. Even so, they do not realize that the depths of the lake reach deep beneath the earth, to an ever-dark sea of unlit shores. In centuries long passed, a creature arose from the unplumbed depths; a creature so vile and monstrous that it brings pause to all. The Beast of the Lake rises but rarely, only when some foolhardy hobgoblin swims or paddles his small fishing boat too far out into the lake. Even so, it does not automatically arise any time someone moves across the lake; none can fathom its true motivation.

For a brief time some adolescent hobgoblins made a ritual of testing their "adulthood" by going out to the center of the Lake. Since most of them died (many actually drowned rather than being eaten by the Beast), this is now rare. Nowadays, sensible hobgoblins regard the waters with a deep sense of superstition and fear, except for the few intellectually challenged who decide to test their luck.

Those few scholars willing to contemplate the existence of the Beast of the Lake debate whether it is in fact the singular tarrasque in existence. Some speculate that the aquatic tarrasque may be a separate species, usually before suffering a nervous breakdown.

Except for the following, this tarrasque statistics are identical to that presented in the D&D *Monster Manual*.

Colossal Magical Beast (Aquatic)
Speed: 20 ft. (4 squares), swim 20 ft.
Skills: same, plus Swim +25



The range of the aquatic tarrasque

COMBAT

If the water of the lake is only minimally disturbed, it is possible to move upon or within it without disturbing the Beast. If one Medium creature dives in per round, the Beast will not be disturbed (less than a 1% chance). For each additional Medium creature there is a 1% chance the Beast notices and "investigates." Large and Huge creatures count as two Medium for this purpose, Gargantuan count as four, and Colossals as eight. Two small creatures count as one Medium. Creatures smaller than Small-sized do not attract the Beast's attention without vigorous effort (such as thrashing about in the water). If the Beast does take an interest, it arrives 3d10 rounds after the disturbance.

Every round of combat, there is a 7% chance the Beast stops fighting (for motives of its own), and simply returns to the depths of the Lake.

Immunities: The aquatic tarrasque has fire, poison, disease, water and cold immunities.

Rush (Ex): This works as the standard tarrasque, but it cannot be used underwater.

Water Breathing (Ex): The aquatic tarrasque has gills, making it equally adept in the water or on land, though (luckily for all) it much prefers the water. In fact, the Beast has never, to anyone's knowledge, left the Black Lake.

YUAN-TI, SHAFANIVAR

In the KINGDOMS OF KALAMAR campaign setting, yuan-ti (called shafanivar) are primitive, snake-like humanoids ranging throughout the lands of Tellene and the Svimohzish Isle. Unlike the more peaceful lizardfolk, the society of these evil creatures is forged in blood, regulated only by the worship of evil. Shafanivar are tactical fighters, and plan their campaigns of terror with equal genius.

Like the humans from which they came, the shafanivar also vary in height, weight, coloration and appearance depending upon the region from which they come and the snakelike features they possess. Most shafanivar stand about 5 to 6 feet tall, not including their tail. Their scales may vary wildly in color, though they tend towards greenish-brown overall. Shafanivar diet consists primarily of small mammals, though they have been known to eat humans, demihumans and humanoids as well.

Shafanivar speak their own language (a raspy, hissing form of Svimohzish), though most also speak Abyssal, Draconic and Merchant's Tongue.

PUREBLOODS, HALFBLOODS AND ABOMINATIONS

A shafanivar typically appears as either an abomination (a giant snake with a single human feature such as a head or arms) or a halfblood. Halfblood shafanivar appear as humans with obvious snakelike features, such as one or more of the following: a snake head, flexible torso, a tail in place of legs, snakes instead of arms, scales instead of skin, or legs and a snake tail. Shafanivar are constantly attempting to "breed out" their human features, and so pureblood shafanivar (humans with subtle snakelike features such as eyes or a forked tonuge) are rare.

Interestingly, the bloodline terms (pureblood, halfblood and abomination) mentioned above come from humans who have encountered the shafanivar. The shafanivar themselves reverse the terms, referring to those with the most human blood as abominations, and those appearing most like a snake as purebloods. All mention of these terms within this text refers to the human terms.

SHAFANIVAR CHARACTERS

Like the yuan-ti listed in the D&D *Monster Manual*, the favored class for shafanivar purebloods and halfbloods is ranger, while abominations prefer the cleric class.

Shafanivar clerics worship the Confuser of Ways, whom they call Gushz (prounounced "guhzzzzz") and can choose any two of the following domains: Chaos, Evil, Scalykind and Trickery. (DMs without access to the KINGDOMS OF KALAMAR *Player's Guide* may replace the Scalykind domain with the Destruction domain.)

OTHER YUAN-TI

Aside from the Ehnivisss cult, other yuan-ti also exist in other areas of Tellene and the Isle of Svimohzia. The Krangi are often forced to deal with the striped yuan-ti of the Tharakka Morass, while monster hunters in Dijishy often do battle with sand-colored yuan-ti to the south of that city. Other yuan-ti on Svimohzia include three yuan-ti leaders currently in Ashoshani, actively recruiting human followers – and sacrifices – for their cult. Though these are not all of the yuan-ti found on Tellene, they are certainly rumored to be the most dangerous…

THE EHNIVISSS CULT

This half-blooded yuan-ti cult operates out of the Ehniven Marsh, where they spend much of their time capturing innocents and worshipping their dark god.

All Ehniviss shafanivar are halfbloods with snake heads and scales instead of skin. Otherwise (at least statistically speaking), there is no difference from the Ehnivisss cult and the half-blooded yuan-ti found in the D&D *Monster Manual*. However, it is worth pointing out this particular cult as an example of the first reported yuan-ti on Tellene.

EHNIVISSS HISTORY

Centuries ago, a small group of Meznamishii branched off from their worship of the Confuser of Ways to form a new cult. Unlike other followers of this deity, these shafanivar felt that to sacrifice items from other religions' temples and altars was not a true sacrifice for the Great Deceiver. Instead, his sacrifice should be blood!

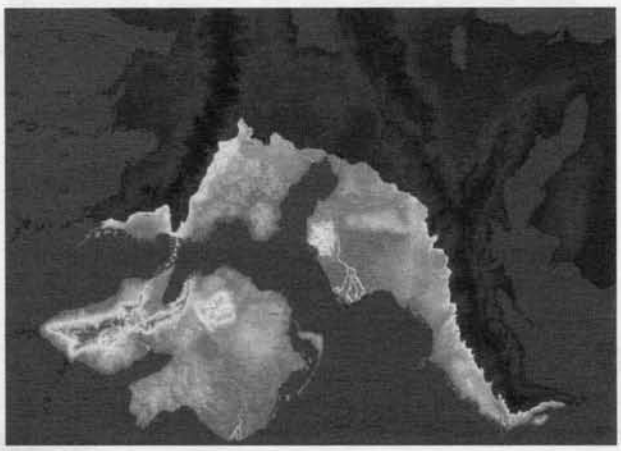
Of course, it was not long before a few kidnappings and unusually bloody ceremonies forced the shafanivar to flee Mezhnamish. Left alone in the wilds, the outcasts forged their way into the Ehniven marshland and built a temple to their deity. (This ziggurat, constructed directly in the swamp's center, has four large, snake-like towers that can barely be seen over the treeline.) For many years, the shafanivar (now calling themselves the Ehnivisss) lived quietly, subsisting from the local flora and fauna, as well as abducting the occasional traveler.

Then, with the release of the Overlord and the corruption of Pel Brolenon, the outcasts found a solid source of income. The villagers, using a poison extract taken from an Ehniven Marsh snake, began to raid the small towns and villages of Meznamish and the Whisvomi Forest, selling their captives to Pel Brolenon and Ul-Karg.

After a time, the Ehnivisss also began experimenting with arcane magic. They evoked the black arts, making pacts with evil forces in the hope of making themselves more like their deity (whom they imagined as a giant snake).

The Confuser of Ways, seeing the devotion of his worshippers, corrupted the Ehnivisss' bodies so that their children began to be born with snakelike features. Further, the youngest children slowly grew into monstrous versions of their old selves, with snake-like heads and scaly bodies. Over time, the entire village succumbed to the evil of their god and any trace of their Svimohzish heritage was lost beneath a body of scales.

Now, all Ehnivisss are born with snake heads and scales instead of skin. The ziggurat still crests over the treeline as a testament of their worship, though the creatures themselves are rarely seen. In fact, the Ehnivisss are unknown to almost all but the few Brandobians, Kargi and Meznamishii who deal with them on a routine basis. Stories of snake-people snaking into villages under cover of darkness to steal helpless townsfolk are popular in the region, however.



The range of the yuan-ti

APPENDIX C: HALF-RACES

On the world of Tellene, strange interminglings of races occasionally can occur.

Though half-elves, half-hobgoblins and even half-orcs are the most common half-blooded races (see the KINGDOMS OF KALAMAR *Player's Guide*), some others are also worth noting. Though extremely rare, much more so than the three noted above, several other half-races are known to exist in the lands of Tellene. If he or she so chooses, a Dungeon Master may introduce the following new half-races as adversaries for the player characters, or even new PC types.. These offspring come from diplomatic pairings between dissimilar races, or when humans are captured by other creatures and forced to mate.

Some sages say that only humans may effectively crossbreed with some other nonhuman races. Whether this is due to the natural physiology of humans, or if the deities themselves have some hand in it, is not known. However, it does seem to have some basis in fact. For example, a human may crossbreed with a dwarf, but dwarf and hobgoblin cannot crossbreed (it is said).

Exceptions to this belief have been reported, however, for there is some scant evidence of a bizarre crossbreed of hobgoblin and orc known as an "uk-karg" (see the KINGDOMS OF KALAMAR supplement, *Strength & Honor: the Mighty Hobgoblins of Tellene*). Another exception is the "tel-amhothlan," a half-elf/half-orc (see below) that owes its existence to the fact that orcs will often mate with captured elves, and that the Creator of Strife used the elven form in creating his orc race. For more information on the origin of the orcs, see the KINGDOMS OF KALAMAR supplement, *Fury in the Wastelands*.

The tel-amhothlan and uk-karg have given rise to the theory that the demihuman races, particularly orcs and goblinoids, may be as capable at crossbreeding as humans. Of course, such speculations have not yet been proven to the general satisfaction of most philosophers.

In the following seven cases of crossbreeding listed below, the offspring only has a 25% chance to grow to full term (half-breed offspring often develop complications when both parents are of greatly differing races, such as human and gnoll). Half-breeds that survive the birthing process have a 50% chance of surviving past their first month. Those that do survive the first month have a 75% chance to live a normal lifespan, while the other 25% die at middle age. As such, the population of these half-breeds equals no more than 1 half-blood for every 500,000 humans.

HALF-DWARF

Half-dwarves (known as "adumark" in Dwarven) are the offspring of dwarves and (typically) Kalamaran or Shynabyth humans. Half-dwarves are most often born to wealthy or noble families, as dwarven children are married off in the hopes of bringing peace (or at least greater mining privileges) to the human noble's lands. Being distrustful of humans, most dwarven parents insist the human and any offspring live with them (as hostages, though they are too polite to say so). The adumark may or may not be accepted among either their dwarven or human parent's culture, depending upon the society in question. Generally, the dwarven society is more accepting than that of the humans, for they know of the Kalamaran ego and arrogance all too well.

Personality: The adumark try to fit into whatever society they live in. Their eagerness to conform often leads them to be even more gruff and reserved than a full-blooded dwarf or as outgoing and adventurous (and with as little respect for the past) as the most daring human.

Physical Description: Half-dwarves typically stand from 5 to 5 1/2 feet tall and weigh from 125 to 250 pounds. They most closely resemble stocky humans, and are occasionally mistaken for a Defohy (Dejy) or an unusually short Fhokki. Their skin is usually light brown, though they typically take their eye color from the human parent. Half-dwarves are considered to be adults around age 25 and can live to be over 200 years old.

Relations: Half-dwarves get along best with humans, dwarves and hobgoblins (particularly the sil-karg). They can tolerate gnomes and halflings, but think of them as children. If raised in the dwarven fashion, adumark tend to mistrust elves.

Alignment: Half-dwarves are most likely to be lawful neutral or chaotic good, though evil adumark are also possible - particularly those living in Shynabyth, near Slen.

Half-Dwarf Lands: The adumark do not have their own lands. They share space with either the humans (in eastern Kalamar or western Shynabyth) or with their dwarven parent (in the dwarven cities of Karasta or Draska).

Religion: Half-dwarves are most likely to follow Sunila the Watcher, though Nisakil the Peacemaker, Moimli the Guardian, or Gilli the Coddler are also strong possibilities.

Language: Half-dwarves speak several languages, a trait common to wanderers and diplomats. Many speak Dwarven, and nearly all speak Merchant's Tongue as well as their human parent's native language.

Adventurers: Half-dwarf adventurers are rare, but those who do choose to leave the safety of their homelands are most often clerics. Classes such as bards, druids, sorcerers, wizards, spellsingers and other fighting classes are less common, but not unknown. Because of their innate clumsiness, half-dwarves almost never become monks, rangers, rogues, infiltrators or Basiran dancers.

HALF-DWARF RACIAL TRAITS

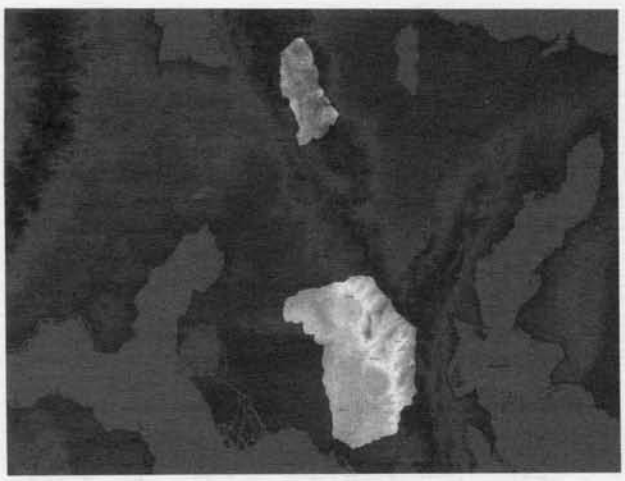
+2 Wisdom, -2 Dexterity: Growing up as the child of two frequently warring races brings half-dwarves greater understanding of the world, though their bodies are often awkward to manipulate, like a human child still going through puberty.

Medium: As Medium creatures, adumark have no special bonuses or penalties due to their size.

Half-dwarf base land speed is 25 feet. However, their speed is not reduced even when carrying a light, medium or heavy load or wearing light, medium or heavy armor.

Darkvision: Half-dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and adumark can function just fine with no light at all.

Dwarf Blood. For all special abilities, magic item usage and other effects, half-dwarves are considered dwarves. Adumark, for example, can use special dwarf weapons and magic items with racially specific powers as if they were dwarves.



The range of the Half-Dwarves

+1 racial bonus on saving throws versus poisons. Even adumark half-dwarven blood is resistant to poisons.

+1 racial bonus on saving throws against spells and spell-like effects. Even half-dwarven blood is resistant to magic spells.

+1 racial bonus on Appraise and Craft checks that are related to stone or metal.

Automatic Languages: Dwarven, plus the human parent's regional language. Bonus Languages: Any (other than secret languages such as Druidic).

Favored Class: Cleric. When determining whether a multiclass adumark suffers an XP penalty, his highest-level class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

Half-Mountain Dwarves: Same as above, but with no stonecunning, an Appraise check that focuses on metal items rather than stone, and a +1 racial bonus to Survival checks. Half-mountain dwarves are known by other dwarves as "rurmok."

Half-Stone Dwarves: Same as above, but with a +1 racial bonus when using the Hide in Shadows, Move Silently or Search skills underground and a +2 racial bonus on Craft checks related to stone. Also, all half-stone dwarves (known by other dwarves as "durovar") are ambidextrous.

HALF-GITHZERAI

Half-githzerai (or "haragitu" as they are called in Kalamaran) are rare on Tellene, though not unheard of. Like half-dwarves, the haragitu are typically born of political alliances between the githzerai and the humans of Tellene. Marriages for love are extremely rare, as the hard-hearted githzerai breed with the humans merely to secure allies in their fight against the githyanki. The humans agree to the exchange in the hopes of gaining powerful allies, rich trade goods, or items from outside their own realm.

Because of Kalamar's great military power, most githzerai seek alliances-by-marriage within that kingdom. However, Brandobia, Svimohzia, Zoa (because of their use of steel) and Trarr (perhaps because of its rumored juncture between the planes) are also likely places where the haragitu may be found.

Personality: Regardless of which parent raises them, half-githzerai tend to be silent and serious, keeping their own counsel in the manner of their githzerai parent.

Physical Description: Half-githzerai have thin, muscular bodies with angular facial features and small noses. With the exception of most half-githzerai/half-Svimohz, the skin of a haragitu has a slightly yellow tinge, the overall effect making them appear sickly. They stand half a head over 6 feet tall and weigh approximately 160 pounds. Their eyes tend to be gray or a peculiar shade of light yellow or green. The haragitu have a lifespan slightly longer than a typical human.

Relations: Half-githzerai get along with no one well, though they tend to feel more comfortable around gray

elves, whose similar height and serious attitude makes them feel less different than among humans. Due to their githzerai parent's strong influence, they also favor the company of monks of any race.

Alignment: The haragitu try to avoid questions of ethics, focusing instead on the principles of order and chaos. Hence, they are mostly neutral.

Half-Githzerai Lands: Haragitu have no lands of their own. Their parents commonly dwell on the plane of Limbo in a hidden monastery, returning to the human lands to exchange goods for more reinforcements. As haragitu do not have the ability to plane shift, those who are abandoned on Tellene (for one reason or another) are forced to live their lives away from one the githzerai part of their heritage. Haragitu are most commonly found only in the larger cities of Kalamar, Brandobia, and Svimohzia, with some occasionally found in Trarr and Zoa.

Religion: A half-githzerai is most likely to follow the Powermaster, though the Old Man and the Mule are also popular choices.

Language: The half-githzerai do not have a language of their own, and tend to speak the language of the culture that raised them. This means that haragitu are likely to speak the secret tongue of the githzerai, along with the regional language of their human parent. Many also speak Merchant's Tongue.

Adventurers: Half-githzerai favor the life of a monk (particularly among sects that value privacy), fighter, sorcerer, or psion. However, their human half is quite versatile, and the haragitu may be found among many other classes as well.

HALF-GITHZERAI RACIAL TRAITS

+2 Dexterity, -2 Constitution: As the offspring of an outsider and a human, half-githzerai have light, agile bodies. However, their weak blood gives them less health and stamina, with a greater susceptibility to diseases and toxins.

Medium: As Medium creatures, half-githzerai have no special bonuses or penalties due to their size.

Haragitu base land speed is 30 feet.

Spell Resistance: A haragitu has spell resistance equal to 2 + 1 per character level.

Outsider Blood. For all special abilities, magic item usage and other effects, half-githzerai are considered outsiders. Haragitu, for example, can use outsider weapons and magic items with racially specific powers as if they were outsiders.

Automatic Languages: The secret githzerai tongue, plus one regional human language. Bonus Languages: Abyssal, Celestial, Infernal and Merchant's Tongue.

Favored Class: Monk. When determining whether a multiclass haragitu suffers an XP penalty, her highest-level monk class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

HALF-GNOLL

Half-gnolls, like half-goblins, are the offspring of gnolls and captured human prisoners. In their savage tribal life, there is little chance that the youngster will survive – though it does happen from time to time. Gnolls are rarely, if ever, raised by their human parent.

Half-gnolls are known as "vraaark" in Gnoll, "drelsibar" in Brandobian, "govalij" in Dejy (Elos), "jhekkarr" in Fhokki, "kinimal" in Kalamaran, "raarornaer" in Reanaarian, and "zolansahr" in Svimohzish.

Personality: Half-gnolls are ambitious, brutal, chaotic, and untrustworthy, traits often common to both of their parents. Vraaark prefer solitude to the tribal life of gnolls or the human community, and speak little. They prefer to let their actions speak for them.

Physical Description: Half-gnolls stand about 6 to 7 feet tall and commonly weigh from 180 to 220 pounds. Their skin is dark, with a brown or black mane-like head of hair. Their bodies are often quite hairy or covered with a thin coat of fur. They also have wide, pointed ears on each side of their menacing face. Half-gnolls are considered adults at age 10 and can live to be up to 70 years old. Vraaark are almost always male, and all vraaark are sterile.

Relations: Vraaark raised by a gnoll tribe will beare as savage and bloodthirsty as any gnoll. The usual temporary alliances they make are with bugbears, hobgoblins, ogres, orcs, and trolls, and are inevitably temporary. If raised by their human parent, vraaark will dislike most other humanoids. Regardless of parentage, half-gnolls are most often found allying themselves with half-hobgoblins, half-ogres, half-orcs, and half-trolls.

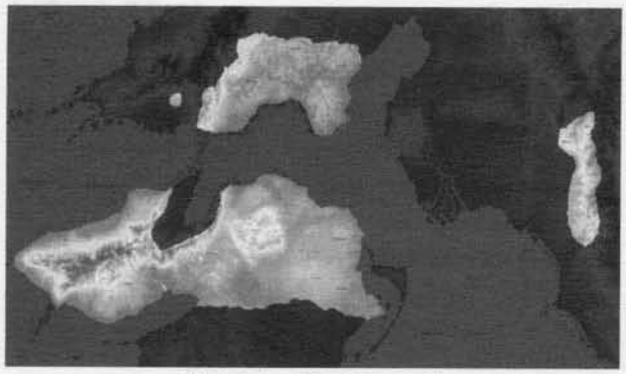
Alignment: Vraaark are almost always chaotic, with most being evil. If raised by the human parent, vraaark with other characteristics (good and neutral) can occasionally be found. Of course, since the human parent is unlikely to be the one in charge, such half-gnolls are very rare. Regardless of parentage, lawful vraaark are almost unheard of.

Half-Gnoll Lands: As a race, half-gnolls do not possess any lands. They are most likely found with the gnoll tribes of the Alufalik-P'Sapas Hills and the Elos Desert. In larger cities, vraaark are typically encountered in Shroggapravaaz and Vrendolen. However, as gnolls can be found in many areas of Tellene, they are not limited to these locations.

Religion: Vraaark tend to worship the chaotic evil deities of Tellene, particularly the Confuser of Ways and the Prince of Terror. More neutral vraaark worship the Battle Rager, Storm Lord, Emperor of Scorn and the Seller of Souls.

Language: Like most half-breeds, vraaark generally speak the language of the parent raising them. Those who become wanderers often pick up other languages as well.

Adventurers: Because of their tribal and animalistic nature, and their need for solitude, vraaark who become adventurers typically become rangers. Other common adventurer types are barbarians, fighters, brigands, and gladiators. Other classes are uncommon, and wizards and sorcerers are extremely rare. A half-gnoll never becomes a paladin or Basiran dancer.



The range of the Half-gnolls

HALF-GNOLL RACIAL TRAITS

+2 Strength, -2 Intelligence, -2 Charisma: Though strong, half-gnolls have a definite bestial streak with an accompanying lack of intelligence.

Medium: As Medium creatures, half-gnolls have no special bonuses or penalties due to their size.

Vraaark base land speed is 30 feet.

Darkvision: Vraaark can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and half-gnolls can function just fine with no light at all.

Gnoll Blood. For all special abilities, magic item usage and other effects, half-gnolls are considered gnolls. Vraaark, for example, can use special gnoll weapons and magic items with racially specific powers as if they were gnolls.

+1 racial bonus to Listen and Spot checks

Automatic Languages: Gnoll or the human parent's regional language. Bonus Languages: Goblin, Hobgoblin, Merchant's Tongue and Orc.

Favored Class: Ranger. When determining whether a multiclass vraaark suffers an XP penalty, his highest-level ranger class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

HALF-GNOME

Unlike dwarves and githzerai, rock gnomes are less unlikely to form arranged marriages with humans. This is generally because most humans see nothing that a gnomish alliance could offer them. However, male gnomes are said to be quite ardent suitors, and it is not uncommon for a human female to become smitten (at least temporarily) with one. As such, half-gnomes are occasionally found around Reanaaria Bay, where interaction between the races is frequent. Far less often, half-gnomes may come from Svimohzia and or the Young Kingdoms.

Personality: Half-gnomes (known as "daruukala" or "littlebones" in Reanaarian and "shirazi" in Gnome) are curious, adventurous and light-hearted. Of the half-human races, the daruukala are perhaps the most adaptable to life under any circumstance.

Physical Description: Half-gnomes stand from 4 to 4 1/2 feet tall and commonly weigh from 70 to 75 pounds. Even with their slightly larger-than-normal ears, eyes and noses, the daruukala are often mistaken for unusually short humans. Their skin is a light or medium tan, their hair is usually brown or black and their eyes are often a sea-green color. Half-gnomes reach maturity around age 25 and can live to be over 200 years old.

Relations: Half-gnomes get along well with almost everyone, though they favor the company of gnomes and humans first, followed by half-elves, halflings, full-blooded elves, and dwarves. Half-gnomes can easily tolerate hobgoblins and sil-karg, though they greatly dislike orcs of all kinds.

Alignment: Half-gnomes can be of any alignment, though good aligned are more common than evil. Neutral outnumbers chaotic, though chaotic outnumbers lawful.

Half-Gnome Lands: Half-gnomes do not have their own lands. Though they are typically found in Reanaaria Bay, they are wanderers, and can be found throughout Tellene.

Religion: Half-gnomes favor worship of Kalborn the Traveler, Laulla the Raconteur, Jeday the Guardian, and Lanari (Risk).

Language: Daruukala all speak the language of their human parent, Merchant's Tongue and Gnome. Half-gnomes raised in a gnomish community may also speak Goblin or Draconic.

Adventurers: Half-gnomes are most likely to adventure as a means of satisfying their curiousity about the world. They generally become bards, wizards (specifically illusionists), sorcerers, rangers, or rogues. Other classes are potential, if less likely, options. Clerics, druids, monks, and barbarians are very rare.

HALF-GNOME RACIAL TRAITS

+2 Wisdom, -2 Strength: Due to their small size, half-gnomes are not as strong as a full-blooded human. Fortunately, they quickly learn from any mistakes.

Medium: As Medium creatures, half-gnomes have no special bonuses or penalties due to their size.

Half-gnome base land speed is 25 feet (15 feet in medium or heavy armor).

The range of the Half-gnome

Low-Light Vision: Half-gnomes can see twice as far as a human during conditions of poor illumination (moonlight, starlight, torchlight and similar conditions). A half-gnome is still able to distinguish colors and details when using low-light vision.

Gnome Blood. For all special abilities, magic item usage and other effects, half-gnomes are considered gnomes. Daruukala, for example, can use special gnome weapons and magic items with racially specific powers as if they were gnomes.

+1 racial bonus on saving throws against illusions.

+1 racial bonus on Listen and Craft (alchemy) checks. A half-gnome's ears and nose are more sensitive than that of a human.

Automatic Languages: Gnome, Merchant's Tongue and the human parent's regional language. Bonus Languages: Any human regional language (if raised in a predominantly human area) or Draconic, Dwarven, Low Elven, Giant, Goblin, Hobgoblin and Orc (if raised in gnome settlements).

Favored Class: Bard. When determining whether a multiclass daruukala suffers an XP penalty, his highest-level bard class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

Half-Forest Gnomes: Same as above, but 6 inches taller and darker skinned. Also a +1 racial bonus to Diplomacy checks instead of Listen checks, and a favored class of rogue. Half-forest gnomes are known as "shinamar" by other gnomes.

Half-Deep Gnomes: Same as above, but with darker skin, a +1 racial bonus to Fortitude saves against poison instead of Listen checks and a favored class of fighter. Also, all half-deep gnomes have bonus languages of Undercommon and Terran. Half-deep gnomes are called "shimyth" in Gnome.

HALF-GOBLIN

Half-goblins (known as "fieri" - pronounced fee-ear-ee) have been around for as long as half-hobgoblins. They are much less common, however, and are usually bred from Dejy humans captured by goblin raiders and slavers. Much like half-orcs and other mixed breeds, these unfortunate souls are generally shunned by both human and goblin culture, though for different reasons. The humans are disgusted by the thought of half-goblins, while purebred goblins are jealous of the half-goblins's greater height and range of abilities.

Personality: Fieri are often hateful of their own existence, and strive to prove themselves to others. Among goblins, this means that the fieri will be quite outgoing and vicious. They often end up starting their own tribe. A fieri raised by humans, however, tends to be somewhat shy, inquisitive and principled. Both have their own personal code of conduct (for good or bad) that they live by.

Physical Description: Half-goblins stand half a head over 4 feet tall and commonly weigh from 60 to 70 pounds. Their height comes from their human side, yet they are almost always scrawny and thin. In spite of their height, a couching posture often makes them look slightly smaller than they are. Their skin color is that of their human parent, but with a strong orange or red tint. Their eyes can be light green, light brown or yellow. Their goblin blood also gives them broad noses, slightly pointed ears and a sloped forehead. Fieri are considered adults at age 15 and can live to be around 80 years old.

Relations: Half-goblins spend most of their time with goblins or humans, depending on the culture that raised them. They avoid hobgoblins, who automatically treat them as inferior. They do, however, share a bond with half-hobgoblins and even half-orcs. They dislike gnomes and halflings particularly.

Alignment: Though lawful evil is a common trend, individual fieri can be of any alignment. For example, they might

follow the malefic ways of their goblin parentage (usually neutral evil) or reject it entirely. As with sil-karg, their human parentage contributes to an individuality that makes them hard to predict.

Half-Goblin Lands: Fieri do not have their own lands. They are most often found living with their goblin parent in hobgoblin cities or goblin encampments. These encampments are found in the Brindonwood, the Obakasek Jungle and the Sotai Gagalia Headlands, as well as the Krond Heights with its Odril and Shashyf foothills. In predominantly human cities, half-goblins are most likely to be found in Oloseta and Vrendolen.

Religion: The Corrupter, the Dark One, and the Seller of Souls are popular choices among half-goblins. As they are often persecuted and starved, they tend to avoid the Flaymaster, Locust Lord, and the Emperor of Scorn.

Language: Fieri speak the language of the culture where they are brought up, though they often learn to speak other languages as well.

Adventurers: Half-goblins are natural adventurers, rarely staying long in one place. Too often they find themselves a reviled outsider or, at best, an exotic curiosity. A half-goblin's speed makes it an excellent brigand or rogue. Fieri barbarians come from young half-goblins left in the wild to fend for themselves at a very young age. They are uncommon, but not unheard of. Other classes for a fieri could be the fighter, ranger, wizard, infiltrator, or shaman. Other classes are rare.

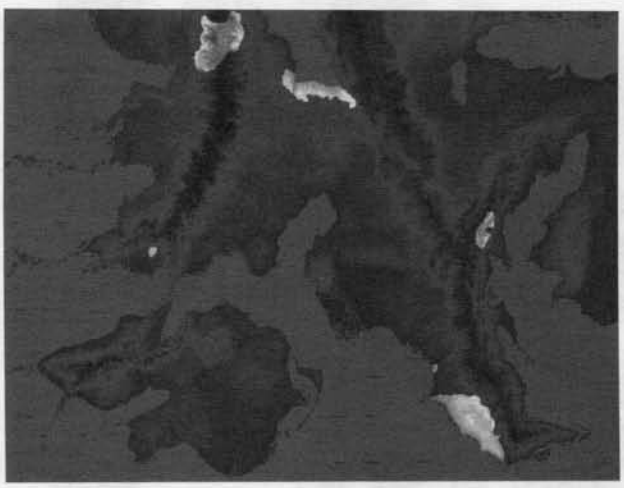
HALF-GOBLIN RACIAL TRAITS

+2 Dexterity, -2 Strength; or +2 Dexterity, -2 Wisdom and –2 Charisma: All fieri are agile and quick, though some are blessed with greater physical power (than a normal goblin), while other fieri are wiser and more attractive.

Medium: As Medium creatures, half-goblins have no special bonuses or penalties due to their size.

Half-goblin base land speed is 25 feet (15 feet in medium or heavy armor).

Darkvision: Fieri can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and fieri can function just fine with no light at all.



The range of the Half-goblins

Goblin Blood. For all special abilities, magic item usage and other effects, half-goblins are considered goblins. Fieri, for example, can use special goblin weapons and magic items with racially specific powers as if they were goblins.

+1 racial bonus to Reflex saves. Regardless of their origin, goblins are quite dexterous.

Automatic Languages: Goblin, plus one regional human language. Bonus Languages: Draconic, Giant, Hobgoblin, Infernal and Merchant's Tongue.

Favored Class: Brigand. When determining whether a multiclass fieri suffers an XP penalty, his highest-level brigand class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*). For those without the KINGDOMS OF KALAMAR *Player's Guide*, the rogue class may be substituted for the brigand.

HALF-SATYR

Half-satyrs are the unusual offspring of satyrs and seduced human females. Nine times out of ten, the child dies young (from natural occurrences or angry mobs). However, there is still that small chance that the child will reach adulthood.

As the hairy satyrs primarily haunt the northern forests (the Voldorwoods of Brandobia, the Brindonwood of northern Ek'Gakel, and the Khorren and Rytarr Woods of the Wild Lands), their mates and offspring are also found in these areas. Gakites and Fhokki females are the most common human parents to bear a half-satyr, followed by Brandobians. Kalamaran, Reanaarian, and Svimohzish half-satyrs are unheard of.

Half-satyrs are known as "vrastand" in Modern Brandobian, "koremo" in the regional Gakite tongue, and "lhokkarr" in Fhokki. In Sylvan, half-satyrs are called "meirbhurm."

Personality: Half-satyrs, in stark contrast to their fey parentage, are mostly serious minded, though the mischievous side of their personality often appears at the least likely of times. This seriousness likely comes from the hardships and taunting they suffered in their youth and adoles-

cence, while they tried to come to terms with their unusual nature.

Physical Description: Half-satyrs stand about 5 feet tall and commonly weighs from 110 to 130 pounds. Half-satyrs are considered adults at age 18 and can live to be up to 130 years old. Half-satyrs are almost always male.

Relations: In general, half-satyrs prefer the solitude of the forests to the overwhelming obscurity of a festival crowd. Meirbhurm feel the most kinship with humans, satyrs, elves (who they view as the guardians of the forests), and other half-breeds. They enjoy the company of gnomes and halflings, though they are slightly distrustful of dwarves and hobgoblins. They cannot stand orcs.

Alignment: Because of the injustice they often suffered in childhood, half-satyrs favor good or neutral. Of course, their fey nature also leads them to favor chaos over law. In general, most half-satyrs are chaotic good or chaotic neutral, though any alignment is possible.

Half-Satyr Lands: Half-satyrs have no lands of their own. They usually live with their mother (the satyr father often being too hard to locate) in small farms or isolated cottages along the edges of the northern forests.

Religion: Half-satyrs generally worship Raconteur, the Great Huntress, the Watcher, Risk, or the Laugher. Choices for more neutral half-satyrs are the Mother of the Elements (Earth or Air corners) or the Bear. Evil half-satyrs (of which there are mercifully few) worship the Vicelord.

Language: A half-satyr speaks his mother's regional language and usually Merchant's Tongue. A half-satyr raised by his father also (or instead) speaks Sylvan, and is often familiar with other languages used by typical forest-dwellers.

Adventurers: Half-satyrs are often loners and wanderers, taking to adventuring as a means of distraction from their lives. Their high Charisma and Dexterity makes them excellent bards and sorcerers. They also become druids, shamans, rangers or even fighters, though less frequently.

HALF-SATYR RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Strength, -2 Intelligence: Though half-satyrs have animal-like quickness and agility along with an unworldly charisma, they also have the lessened strength common to fey and the reduced intelligence of their animal-like nature.

Medium: As Medium creatures, half-satyrs have no special bonuses or penalties due to their size.

Half-satyr base land speed is 35 feet (25 feet in medium or heavy armor).

The range of the Half-satyrs

Low-Light Vision. Half-satyrs can see twice as far as a human during conditions of poor illumination (moonlight, starlight, torchlight and similar conditions). A half-satyr is still able to distinguish colors and details when using low-light vision.

Fey Blood. For all special abilities, magic item usage and other effects, half-satyr are considered fey. Half-satyrs, for example, can use special fey weapons and magic items with racially specific powers as if they were fey.

Natural Weapon. A half-satyr can use its a head butt as a natural weapon, doing 1d4-3 points of bludgeoning damage.

+1 racial bonus to Hide, Listen, Move Silently, Perform, and Spot checks, because of the keen senses of the satyr parent.

Automatic Languages: The mother's regional language. Bonus Languages: Sylvan, Merchant's Tongue and any other human regional language or Gnome, Halfling, Low Elven, Giant, and Goblin (if raised by the satyr).

Favored Class: Bard. When determining whether a multiclass half-satyr suffers an XP penalty, his highest-level bard class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

TEL-AMHOTHLAN

Throughout the history of Tellene, the orcs have warred with the elves. The elves have no knowledge of these savage creature's origins, their earliest records being of orcs spilling forth from mountain retreats to burn their forests. And though orc prisoners in elven hands meet a swift death, the reverse is not as pleasant. Elven prisoners are tormented for long periods, with the orcs delighting in the act. In some instances, these torments (of both female and male elves) lead to the birth of bizarre creatures that the elves call "tel-amhothlan."

The elves have kept what little knowledge they have of these half-breeds to themselves. Even the ancient Codex of Dooms says nothing of these creatures, and speculation runs rampant among the few non-elf sages who know of the tel-amhothlan. It has long been thought that only humans, due to some natural adaptability, were the only race capable of breeding or birthing half-races. "Obviously," say the sages "this is no longer true – if it ever was." The strongest supposition so far is that this breed must be connected to the Creator of Strife, who the Codex says used the form of elves to create the orc race.

Whether part human or part elf, orcs still refer to these half-breeds as "guruk-vra."

Personality: A tel-amhothlan tends to be creative and curious, two traits gained from their elven heritage. When combined with orc greed and violent tendencies, unfortunately, a tel-amhothlan becomes that much more dangerous. For example, a tel-amhothlan might set fire to a farmhouse of sleeping humans, merely to see if they will make it out alive and how long the fire will burn.

Physical Description: A tel-amhothlan stands about 6 feet tall and commonly weighs from 140 to 160 pounds. Half-elf/half-orc crossbreeds greatly resemble normal half-

orcs, though they are thinner and lighter, with longer pointed ears and larger eyes than a half-human/half-orc. Of course, such little things often go unnoticed (particularly in battle). This is most likely why so few humans have discovered the existence of these creatures.

Relations: A tel-amhothlan gets along best with orcs or other half-breeds. Because of the elven hatred of orcs, elves treat these half-breeds like distant relatives – with politeness and courtesy, but no trace of friendship. Some elves hold orcs in such hatred that they would let such a half-breed die of starvation while the elf himself feasts only a few feet away. A tel-amhothlan raised by orcs feels that all others are inferior to orcs – even himself.

Alignment: The dual nature of the tel-amhothlan gives them a strong chaotic bent from both parents. Neutral half-breeds are uncommon and lawful tel-amhothlan almost unheard of. They lean more towards evil than good.

Tel-amhothlan Lands: These half-breeds are not nearly numerous enough to have lands of their own. They are generally found near lands where elves and orcs live in close proximity. Prime examples are: Lake Jorakk, Shadesh Bay and the Voldorwoods.

Religion: Like more common half-orcs, most tel-amhothlan tend to be loners and revere "less sociable" gods. The Watcher is a common patron. Others admire power, believing that sufficient personal power will change their predicament and allow them to fit in somewhere. These half-breeds might follow the Powermaster, the Storm Lord, or the Riftmaster.

Language: Tel-amhothlan generally speak the language of whatever culture they reside in. Since many of them become wanderers, they often pick up other languages as well.

Adventurers: Like half-human half-orcs, the tel-amhothlan often take to adventuring to prove themselves and to be with other outsiders like themselves. Their increased speed, combined with their elven nature, makes them excellent rangers or fighters. They also less frequently become barbarians or gladiators, but less frequently. If raised by elves, tel-amhothlan druids are more common or tel-amhothlan shamans if raised by orcs. Tel-amhothlan monks, rogues, and infiltrators are not uncommon, either. All other classes are rare, and tel-amhothlan never become Basiran dancers.

TEL-AMHOTHLAN RACIAL TRAITS

With the following exceptions, tel-amhothlan are identical to standard half-orcs:

+2 Dexterity, -2 Intelligence, -2 Charisma: Tel-amhothlan are dexterous, but their orc heritage makes them crude and dull.

Low-Light Vision. Tel-amhothlan can see twice as far as a human during conditions of poor illumination (moonlight, starlight, torchlight and similar conditions). A tel-amhothlan is still able to distinguish colors and details when using low-light vision.

Orc Blood. For all special abilities, magic item usage and other effects, tel-amhothlan are considered orcs. Tel-amhothlan, for example, can use special orc weapons and magic items with racially specific powers as if they were orcs. This is because the dark nature of the orc blood overpowers much of the elven blood.

+1 racial saving throw bonus against Enchantment spells or effects.

+1 racial bonus on Listen, Search and Spot checks.

Automatic Languages: Orcish or Elven, depending upon the parent raising the half-breed. Bonus Langauges: Dwarven, Goblin, Giant, Merchant's Tongue, Terran and Undercommon. Tel-amhothlan are familiar with the languages of their allies and enemies, though not all have the brainpower to learn extra languages.

Favored Class: Fighter. When determining whether a multiclass tel-amhothlan suffers an XP penalty, his highest-level fighter class does not count (see Experience for Multiclass Characters in the D&D *Player's Handbook*).

TABLE C-1: RANDOM STARTING AGES

RACE	ADULTHOOD	BARBARIAN ROGUE SORCERER	BARD FIGHTER PALADIN RANGER	CLERIC DRUID MONK WIZARD
Half-dwarf	25 years	+2d6	+3d6	+4d6
Half-githzerai	18 years	+1d6	+2d4	+2d6
Half-gnoll	10 years	+1d4	+2d4	+3d4
Half-gnome	25 years	+2d6	+3d6	+5d6
Half-goblin	15 years	+2d4	+3d4	+4d4
Half-satyr	18 years	+1d6	+2d4	+2d6
Tel-amhothlan	18 years	+1d4	+1d6	+2d6

TABLE C-2: AGING EFFECTS

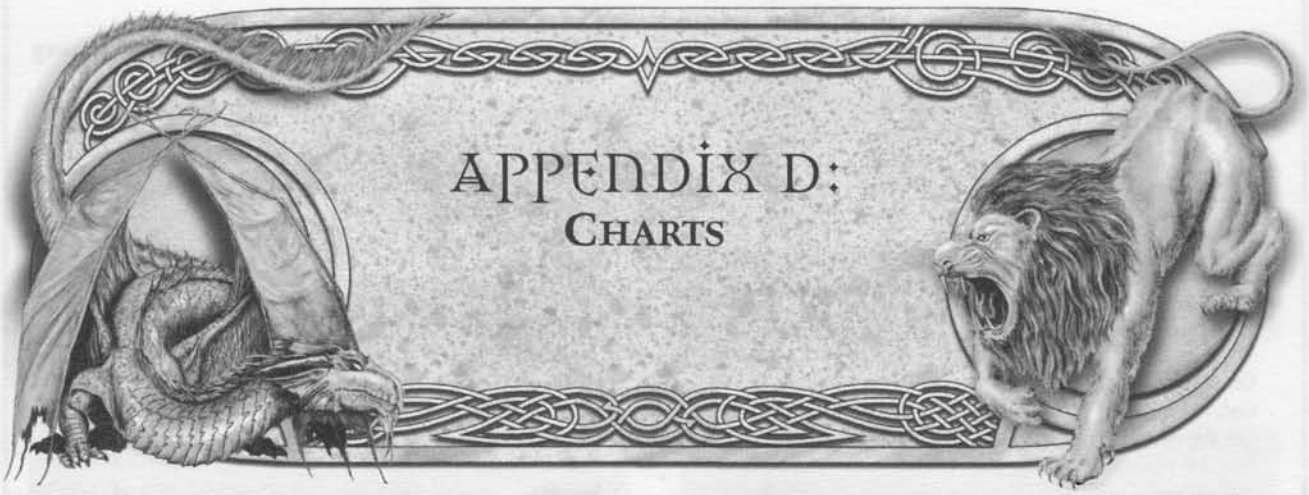
RACE	MIDDLE AGE*	OLD**	VENERABLE***	MAX AGE
Half-dwarf	80 years	120 years	160 years	+4d20 years
Half-githzerai	67 years	96 years	125 years	+3d20 years
Half-gnoll	25 years	38 years	50 years	+2d10 years
Half-gnome	67 years	101 years	135 years	+6d20 years
Half-goblin	30 years	47 years	63 years	+2d20 years
Half-satyr	39 years	60 years	80 years	+5d10 years
Tel-amhothlan	46 years	69 years	92 years	+2d20 years

* -1 to Str, Con and Dex; +1 to Int, Wis and Cha
** -2 to Str, Con and Dex; +1 to Int, Wis and Cha
*** -3 to Str, Con and Dex; +2 to Int, Wis and Cha

TABLE C-3: RANDOM HEIGHT AND WEIGHT*

RACE	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Half-dwarf, man	4' 3"	+2d6	120 lbs.	x (3d4) lbs.
Half-dwarf, woman	3' 11"	+2d6	87 lbs.	x (3d4) lbs.
Half-githzerai, man	4' 10"	+2d12	95 lbs.	x (2d4) lbs.
Half-githzerai, woman	4' 6"	+2d12	90 lbs.	x (1d4+1) lbs.
Half-gnoll, man	4' 11"	+2d10	130 lbs.	x (2d4) lbs.
Half-gnoll, woman	4' 8"	+2d10	95 lbs.	x (2d4) lbs.
Half-gnome, man	3' 9"	+2d4	62 lbs.	x (1d4) lbs.
Half-gnome, woman	3' 6"	+2d4	50 lbs.	x (1d4) lbs.
Half-goblin, man	3' 7"	+2d4	57 lbs.	x (1d4) lbs.
Half-goblin, woman	3' 3"	+2d4	45 lbs.	x (1d4) lbs.
Half-satyr, man	4' 2"	+2d6	90 lbs.	x (2d4) lbs.
Half-satyr, woman	4'	+2d6	75 lbs.	x (2d4) lbs.
Tel-amhothlan, man	4' 7"	+2d10	107 lbs.	x (2d4) lbs.
Tel-amhothlan, woman	4' 5"	+2d10	87 lbs.	x (2d4) lbs.

*Roll the type of dice given in the Height Modifier column to determine your character's extra height beyond the Base Height. That same number multiplied by the dice roll shown in the Weight Modifier column determines your character's additional weight beyond the Base Weight.



Appendix D: Charts

Monsters Ranked by Challenge Ratings

Full statistics for animals listed in *italics* can be found in the D&D Monster Manual

Creature	Challenge Rating
Songbird	1/16
Bat, Common	1/10
Chicken	1/8
Duck	1/8
Hare	1/8
Partridge	1/8
Peacock	1/8
Pigeon	1/8
Donkey	*1/6*
Horse, Miniature	1/6
Monkey	*1/6*
Monkey, Trained	1/6
Swan	1/6
Cat, Domestic	*1/4*
Ferret	1/4
Fox	1/4
Otter	1/4
Pony	*1/4*
Pony, War	*1/4*
Weasel	*1/4*
Weasel, Trained	1/4
Falcon	1/3
Hawk	*1/3*
Hawk, Trained	1/3
Sheep	1/3
Sittik	1/3
Snake, Tiny Viper	*1/3*
Baboon	*1/2*
Coyote	1/2
Goat	1/2
Goat, Trained Pack	1/2
Goblin, Shashyf	1/2
Mite	1/2
Piercer, Tellenian	1/2
Snake, Small Viper	*1/2*
Tarantubat	1/2
Alpaca	1
Bat, Svimohzish Yellow-Winged	1
Boom Frog	1
Brownie	1
Camel, Draft	1
Camel, Racing	1
Camel, Riding	1
Cat, Small Hunting (civet)	1
Cat, Small Hunting (clouded leopard)	1
Cat, Small Hunting (fishing cat)	1
Cat, Small Hunting (golden cat)	1
Cat, Small Hunting (lynx)	1
Cat, Small Hunting (margay)	1
Cat, Small Hunting (ocelot)	1
Cat, Small Hunting (pampas cat)	1
Cat, Small Hunting (serval)	1
Darkling Snatcher	1
Deer	1
Dog, Guard	1
Dog, Hunting	1
Dog, Riding	1
Horse, Draft	1
Horse, Gaketan Mare	1
Horse, Heavy	*1*
Horse, Highland Dancer	1
Horse, Light	*1*
Horse, Light War	*1*
Horse, Middling	1
Horse, Middling War	1
Leprechaun	1
Lizardfolk, Zek'Ira	1
Llama	1
Mule	*1*
Ram	1
Ratfolk	1
Reliqus	1
Shadowcat	1

Monsters Ranked by Challenge Ratings

Full statistics for animals listed in *italics* can be found in the D&D Monster Manual

Creature	Challenge Rating
Snake, Medium Viper	1
Troglodyte, Sca'lara	1
Ape	2
Astral Hunter	2
Avledor	2
Bear, Black	2
Bison	2
Boar	2
Bull	2
Cat, Big Hunting (cheetah)	2
Cat, Big Hunting (jaguar)	2
Cat, Big Hunting (leopard)	2
Cat, Big Hunting (puma)	2
Coranach	2
Cow	2
Deep Stalker, Drone	2
Dog, Saaniemian War	2
Fairy, Urban	2
Farisee	2
Gargoyle, Urban	2
Goldfin	2
Golem, Salt	2
Hive Horror	2
Horse, Drhokkeran Charger	2
Horse, Heavy War	2
Hypnosnake	2
Mountain Worm	2
Ogre, Drhokkeran	2
Ox	2
Poltergeist	2
Sileni [no pipes]	2
Snake, Constrictor	2
Snake, Large Viper	2
Vampire Cactus	2
Zamulbah	2
Cat, Big Hunting (lion)	3
Deep Stalker, Hunter	3
Doppleganger, Mirror	3
Fairy, Woodland	3
Forlarr	3
Giant Vulture	3
Golem, Chalk	3
Golem, Straw	3
Golem, Twine	3
Harpy, Grave	3
Impervigen	3
Kota Lizard	3
Lobsterfolk	3
Mummy, Blood (Hijarjany)	3
Mummy, Rattlebone (Thinchejany)	3
Plague Boar	3
Rock Serpent	3
Rooftop Prowler	3
Shark, Dead Sea	3
Sheet Phantom	3
Slavering Gorger	3
Snake, Huge Viper	3

Creature	Challenge Rating
Bear, Brown	4
Bear, Polar	4
Bugbear Mage	4
Cat, Big Hunting (tiger)	4
Golem, Soap	4
Golem, Wax	4
Green Ape	4
Guardian Effigy	4
Hag, Tunnel	4
Lamia, Tigerus	4
Mind Flayer Servitor	4
Minotaur, Plains	4
Mummy, Noble (Shojarijany)	4
Rusalka	4
Sileni [pipes]	4
Sturm Wolf	4
Troll, Rot	4
Troll, Sea	4
Troll, Storm	4
Basilisk, Salt	5
Bouncing Spider	5
Cat, Big Hunting (sabre-toothed)	5
Deep Stalker, Queen	5
Doppleganger, Metamorph	5
Eaten One	5
Gibbering Terror	5
Golem, Soft Wood	5
Hound of Ill-Omen	5
Minotaur Lizard	5
Mummy, Servitor (Jhurijany)	5
Snake, Giant Constrictor	5
Swordwraith, Skarrnid	5
Thunder Lizard	5
Troll, Arctic	5
Troll, Cave	5
Troll, Moss	5
Troll, Sand	5
Troll, Stench	5
Tursa	5
Vila	5
Yuan-Ti, Shafanivar	5
Anemaconda	6
Dragon Shark	6
Elemental Spawn, Acid	6
Elemental Spawn, Dust	6
Elemental Spawn, Lava	6
Elemental Spawn, Mist	6
Elemental Spawn, Mud	6
Elemental Spawn, Sonic	6
Empathos	6
Giant, Woodland	6
Golem, Glass	6
Hulking Growler	6
Mummy, Royal (Shijarinjany)	6
Sphinx, Rock	6
Troll, Chaos	6

Monsters Ranked by Challenge Ratings

Full statistics for animals listed in *italics* can be found in the D&D Monster Manual

Creature	Challenge Rating
Troll, Mindreaver	6
Troll, Ravager	6
Chasm Lurker	7
Demon, Foulpitch	7
Golem, Leather	7
Golem, Quartz	7
Herding Beast	7
Mummy, Heretic (Ghoskinjany)	7
Treant, Undead	7
Devil, Guardian	8
Elephant, Labor	8
Golem, Ice	8
Sand Worm	8
Elephant, War	9
Golem, Loam	9
Guardian Familiar	9
Mammoth, Wooly	9
Troll, Demonic	9
Crimson Worm	10
Golem, Bone	10
Golem, Hard Wood	10
Cyclops, Reanaarian	11
Golem, Bronze	11
Troll, Elder	11
Beholder, Occultipus	12
Hag, Tunnel (covey)	12
Tarrasque, Aquatic	20
Elephantine Creature	varies by level
Half-Dwarf	varies by level
Half-Githzerai	varies by level
Half-Gnoll	varies by level
Half-Gnome	varies by level
Half-Goblin	varies by level
Half-Satyr	varies by level
Sharjani	varies by level
Tel-Amhothlan	varies by level

Dragon CRs by Age and Color

Age	Aquatic	Deshada	Twilight
Wyrmling	4	1	1
Very young	6	2	2
Young	8	3	3
Juvenile	10	5	5
Young adult	13	6	7
Adult	15	7	9
Mature adult	18	8	11
Old	20	-	14
Very old	21	-	16
Ancient	23	-	17
Wyrm	24	-	18
Great wyrm	26	-	20

MONSTERS BY TYPE (AND SUBTYPE)

ABERRATION
- Beholder, Occultipus
- Doppleganger, Metamorph
- Elephantine
- Gibbering Terror
- Impervigen
- Mind Flayer Servitor
- Piercer, Tellenian
- Rooftop Prowler

(AIR)
- Dragon, Twilight

ANIMAL
- Anemaconda
- Animals (appendix A)

(AQUATIC)
- Anemaconda
- Deep Stalker, Drone
- Deep Stalker, Hunter
- Deep Stalker, Queen
- Dragon Shark
- Farisee
- Goldfin
- Lizardfolk, Zek'Ira
- Lobsterfolk
- Rusalka
- Tarrasque, Aquatic
- Troll, Sea
- Tursa

(COLD)
- Dragon, Deshada
- Hulking Growler
- Troll, Arctic

CONSTRUCT
- Golem, Bone
- Golem, Bronze
- Golem, Chalk
- Golem, Glass
- Golem, Hard Wood
- Golem, Ice
- Golem, Leather
- Golem, Loam
- Golem, Quartz
- Golem, Salt
- Golem, Soap
- Golem, Soft Wood
- Golem, Straw
- Golem, Twine
- Golem, Wax
- Guardian Effigy

DRAGON
- Dragon, Aquatic
- Dragon, Deshada
- Dragon, Twilight

(EARTH)
- Gargoyle, Urban

ELEMENTAL (AIR)
- Elemental Spawn, Dust
- Elemental Spawn, Mist
- Elemental Spawn, Sonic

ELEMENTAL (EARTH)
- Elemental Spawn, Dust
- Elemental Spawn, Lava
- Elemental Spawn, Mud

ELEMENTAL (FIRE)
- Elemental Spawn, Acid
- Elemental Spawn, Lava
- Elemental Spawn, Sonic

ELEMENTAL (WATER)
- Elemental Spawn, Acid
- Elemental Spawn, Mist
- Elemental Spawn, Mud

(EXTRAPLANAR)
- Astral Hunter
- Demon, Foulpitch
- Devil, Guardian
- Empathos
- Guardian Familiar

FEY
- Brownie
- Fairy, Urban
- Fairy, Woodland
- Farisee
- Leprechaun
- Sileni
- Vila

FIRE
- Troll, Sand

GIANT
- Cyclops, Reanaarian
- Giant, Woodland
- Hulking Growler
- Ogre, Drhokkeran
- Troll, Arctic
- Troll, Cave
- Troll, Chaos
- Troll, Demonic
- Troll, Elder
- Troll, Mindreaver
- Troll, Moss
- Troll, Ravager
- Troll, Rot
- Troll, Sand
- Troll, Sea
- Troll, Stench
- Troll, Storm

(GOBLINOID)
- Goblin, Shashyf
- Slavering Gorger

HUMANOID
- Bugbear Mage
- Darkling Snatcher
- Deep Stalker, Drone
- Deep Stalker, Hunter
- Deep Stalker, Queen
- Goblin, Shashyf
- Half-Dwarf
- Half-Githzerai
- Half-Gnoll
- Half-Gnome
- Half-Goblin
- Half-Satyr
- Lizardfolk, Zek'Ira
- Mite
- Ratfolk
- Sharjani
- Slavering Gorger
- Tel-Amhothlan
- Troglodyte, Sca'lara

(INCORPOREAL)
- Hound of Ill-Omen
- Poltergeist

MAGICAL BEAST
- Basilisk, Salt
- Boom Frog
- Bouncing Spider
- Chasm Lurker
- Coranach
- Crimson Worm
- Dragon Shark
- Gargoyle, Urban
- Giant Vulture
- Green Ape
- Herding Beast
- Hive Horror
- Hypnosnake
- Kota Lizard

Lamia, Tigerus
Minotaur Lizard
Mountain Worm
Plague Boar
Rock Serpent
Sand Worm
Shadowcat
Sphinx, Rock
Tarantubat
Tarrasque, Aquatic
Thunder Lizard
Tursa

MONSTROUS HUMANOID

Doppleganger, Mirror
Goldfin
Hag, Tunnel
Harpy, Grave
Lobsterfolk
Minotaur, Plains
Yuan-Ti, Shafanivar

OUTSIDER (CHAOTIC)

Demon, Foulpitch
Empathos
Forlarr

OUTSIDER (EVIL)

Astral Hunter
Demon, Foulpitch
Devil, Guardian
Empathos

OUTSIDER (LAWFUL)

Devil, Guardian
Guardian Familiar

OUTSIDER (NATIVE)

Forlarr

PLANT

Vampire Cactus

(REPTILIAN)

Lizardfolk, Zek'Ira
Troglodyte, Scalara

(SHAPECHANGER)

Doppleganger, Metamorph
Doppleganger, Mirror

(SWARM)

Hive Horror

UNDEAD

Eaten One
Hound of Ill-Omen
Mummy, Blood
Mummy, Heretic
Mummy, Noble
Mummy, Rattlebone
Mummy, Royal
Mummy, Servitor
Poltergeist
Reliqus
Rusalka
Sheet Phantom
Swordwraith, Skarrnid
Treant, Undead

(WATER)

Dragon, Aquatic

MONSTERS BY REGION

For further details on each region's geography, see the individual chapters in the Kingdoms of Kalamar campaign setting sourcebook, as well as the Kingdoms of Kalamar Atlas. (This table lists land-based, or land-locked aquatic, monsters only.)

Name	BR	KL	RB	SV	WL	YK
Astral Hunter	*	*	*	*	*	*
Basilisk, Salt						*
Beholder, Occultipus	*					*
Boom Frog				*		
Bouncing Spider	*				*	*
Brownie	*				*	*
Bugbear Mage	*	*	*		*	*
Chasm Lurker		*	*			
Coranach	*					
Crimson Worm	*	*	*		*	*
Cyclops, Reanaarian			*			
Darkling Snatcher	*	*	*		*	*
Demon, Foulpitch			*			
Devil, Guardian	*	*	*	*	*	*
Doppleganger, Mirror		*		*		
Doppleganger Metamorph	*	*	*	*	*	*
Dragon, Deshada					*	
Dragon, Twilight	*	*	*	*	*	*
Eaten One	*	*	*	*	*	*
Elemental Spawn, Acid	*	*	*	*	*	*
Elemental Spawn, Dust	*	*	*	*	*	*
Elemental Spawn, Lava	*	*	*	*	*	*
Elemental Spawn, Mist	*	*	*	*	*	*
Elemental Spawn, Mud	*	*	*	*	*	*
Elemental Spawn, Sonic	*	*	*	*	*	*
Elephantine				*		
Empathos						*
Fairy, Urban	*					
Fairy, Woodland	*				*	*
Farisee	*				*	
Forlarr	*	*	*	*	*	*
Gargoyle, Urban	*	*		*		
Giant Vulture		*		*		
Giant, Woodland	*				*	*
Gibbering Terror	*	*	*	*	*	*
Goblin, Shashyf						*
Golem, Bone	*	*	*	*	*	*
Golem, Bronze	*	*	*	*	*	*
Golem, Chalk	*	*	*	*	*	*
Golem, Glass	*	*	*	*	*	*
Golem, Hard Wood	*	*	*	*	*	*
Golem, Ice	*				*	*
Golem, Leather	*	*	*	*	*	*
Golem, Loam	*	*	*	*	*	*
Golem, Quartz	*	*	*	*	*	*
Golem, Salt	*	*	*	*	*	*
Golem, Soap	*	*	*	*	*	*
Golem, Soft Wood	*	*	*	*	*	*
Golem, Straw	*	*	*	*	*	*
Golem, Twine	*	*	*	*	*	*
Golem, Wax	*	*	*	*	*	*
Green Ape		*				
Guardian Effigy	*	*	*	*	*	*
Guardian Familiar	*	*	*	*	*	*
Hag, Tunnel					*	*
Half-Dwarf		*				*
Half-Elf/Half-Orc (Tel-Amhothlan)	*				*	*

MONSTERS BY REGION

For further details on each region's geography, see the individual chapters in the Kingdoms of Kalamar campaign setting sourcebook, as well as the Kingdoms of Kalamar Atlas. (This table lists land-based, or land-locked aquatic, monsters only.)

Name	BR	KL	RB	SV	WL	YK
Half-Githzerai	*	*	*	*	*	
Half-Gnoll	*	*	*	*		*
Half-Gnome			*			
Half-Goblin	*					*
Half-Satyr	*	*	*		*	*
Harpy, Grave					*	*
Herding Beast					*	
Hive Horror	*	*	*	*	*	*
Hound of Ill-Omen	*	*	*	*	*	*
Hulking Growler					*	
Hypnosnake	*	*	*			
Impervigen		*				
Kota Lizard		*				
Lamia, Tigerus		*				
Leprechaun	*					
Lizardfolk, Zek'Ira	*	*		*	*	*
Mind Flayer Servitor	*		*	*		*
Minotaur Lizard		*	*			*
Minotaur, Plains	*		*	*	*	
Mite			*			
Mountain Worm					*	*
Mummy, Heretic	*	*	*	*	*	*
Mummy, Blood	*	*	*	*	*	*
Mummy, Servitor	*	*	*	*	*	*
Mummy, Royal	*	*	*	*	*	*
Mummy, Noble	*	*	*	*	*	*
Mummy, Rattlebone		*				*
Ogre, Drhokkeran					*	
Piercer, Tellenian	*	*	*	*	*	*
Plague Boar	*	*		*	*	*
Poltergeist	*	*	*	*	*	*
Ratfolk	*	*	*	*	*	*
Reliqus		*				*
Rock Serpent				*		
Rooftop Prowler	*	*	*	*	*	*
Rusalka		*				
Sand Worm			*			*
Shadowcat	*					*
Sharjani	*	*	*	*	*	*
Sheet Phantom	*	*	*	*	*	*
Sileni	*	*	*		*	*
Slavering Gorger				*	*	*
Sphinx, Rock						*
Sturm Wolf		*			*	*
Swordwraith, Skarrnid					*	
Tarantubat	*	*	*		*	*
Tarrasque, Aquatic						*
Thunder Lizard						*
Treant, Undead						*
Troglodyte, Sca'lara						*
Troll, Arctic					*	
Troll, Cave	*	*	*	*	*	*
Troll, Chaos	*	*	*	*	*	*
Troll, Demonic		*	*			*
Troll, Elder	*	*	*	*	*	*
Troll, Mindreaver		*				
Troll, Moss				*		

MONSTERS BY REGION

For further details on each region's geography, see the individual chapters in the Kingdoms of Kalamar campaign setting sourcebook, as well as the Kingdoms of Kalamar Atlas. (This table lists land-based, or land-locked aquatic, monsters only.)

Name	BR	KL	RB	SV	WL	YK
Troll, Ravager	*					*
Troll, Rot		*	*			
Troll, Sand			*			
Troll, Stench					*	
Troll, Storm	*	*	*	*	*	*
Vampire Cactus			*			
Vila	*	*			*	*
Yuan-Ti, Shafanivar	*	*		*		

AQUATIC MONSTERS

This table lists aquatic monsters that have access to the various bays, oceans and seas of Tellene. Landlocked monsters (such as the aquatic tarrasque) are not listed here.

Name	Brandobian Ocean	Edros Bay	Elos Bay	Kalamaran Bay	Kalamaran Sea	Reanaaria Bay	Sea of the Dead	Sea of Svimohzia	Straits of Svimohzia	Whimdol Bay
Anemaconda			*						*	*
Deep Stalkers									*	
Dragon, Aquatic										*
Dragon Shark	*				*		*	*	*	*
Goldfin	*	*								
Lobsterfolk									*	
Troll, Sea	*			*	*					
Tursa						*				

INDEX

A

A, Appendix 173
A-Z, Monsters Of Tellene 9
Aberrations by Type 212
Abilities 6
Abilities By Age Twilight Dragon, Table 1-11: 41
Abilities By Age, Aquatic Dragon, Table 1-7: 36
Abilities By Age, Deshada Dragon, Table 1-9: 39
Abilities, Special 5
Abominations 199
About This Book 3
Accessories, Animal, Table A-1: 194
Acid Spawn 45
Adjustment, Level 8
Advancement 8
Adventures On Tellene, Sharjani 131
Age Categories, Dragon, Table 1-1: 33
Age, Aquatic Dragons By, Table 1-6: 36
Age, Deshada Dragons By, Table 1-8: 39
Age, Twilighdragons Byt, Table 1-10: 41
Ages, Random Starting 208
Aging Effects 208
Air Monsters by Subtype 212
Air Elemental 212
Akbash, Guard Dog (Reanaarian) 183
Alignment 8
Alpaca 173
Anemaconda 9
Animals by Type 212
Animal Accessories, Table A-1: 194
Animal Pricing, Table A-2: 194
Animals 173
Animals, Buying 173
Ape 173
Ape, Green 79
Appendix A 173
Appendix B 195
Appendix C 201
Appendix D 209
Aquatic Monsters by Subtype 212
Aquatic Dragon 36
Aquatic Dragon Abilities By Age, Table 1-7: 36
Aquatic Dragons By Age, Table 1-6: 36
Aquatic Monsters 216
Aquatic, Tarrasque 198
Arctic Troll 151
Arctic Troll Society 151
Armor Class 4
Astral Hunter 10
Attack 4
Attack, Full 4
Attacks, Dragon, Table 1-3: 33
Attacks, Special 5
Avledor 173

B

B, Appendix 195
Baboon 174
Base Attack/Grapple 4
Basenji, Hunting Dog (Svimohzish) 183
Basilisk, Salt 12
Bat 174
Beagle, Hunting Dog (Brandobian, Young Kingdoms) .183
Bear 175
Beast, Herding 86
Beast, Magical by Type 212
Beholder, Occultipus 13
Big Hunting Cats 176
Bison 175
Bite And Claw Damage, Rhajghani, Table 1-14: 130
Bite Damage, Sharjani, Table 1-13: 127
Blood Ceremony, Lesser Sharjan 128
Blood Mummy (Hijarjany) 109
Blood, Brotherhood Of 131
Boar 175
Boar, Plague 116
Bobcat (Lynx) 180
Bone Golem 67
Boom Frog 15
Boom Frog Ecology 16
Boom Frog Society 16
Bouncing Spider 16
Bouncing Spider Society 17
Bp Calendar Conversion, Table 1-12: 106
Breath Weapons, Dragon (Line And Cone), Table 1-4: ..34
Bronze Golem 68
Brotherhood Of Blood 131
Brownie 138

Bugbear Mage 18
Bugbear Mage Society 19
Bull 175
Buying Animals 173

C

C, Appendix 201
Ca. 1,000 Bp Through 550 Bp 108
Ca. 300 Bp To Present 109
Ca. 550 Bp To 300 Bp 109
Cactus, Vampire 169
Calendar Conversion, Bp, Table 1-12: 106
Camel, Draft 175
Camel, Racing 176
Camel, Riding 176
Cat, Big Hunting (Jaguar) 176
Cat, Big Hunting (Puma) 176
Cat, Big Hunting (Smiladon) 177
Cats, Big Hunting 176
Cat, Domestic 177
Cat, Small Hunting (Civet) 177
Cat, Small Hunting (Clouded Leopard) 178
Cat, Small Hunting (Fishing Cat) 178
Cat, Small Hunting (Golden Cat) 179
Cat, Small Hunting (Lynx) 179
Cat, Small Hunting (Margay) 180
Cat, Small Hunting (Ocelot) 180
Cat, Small Hunting (Pampas Cat) 181
Cat, Small Hunting (Serval) 181
Catamount (Puma) 177
Cats, Small Hunting 177
Cave Troll 152
Cave Troll Society 153
Ceremony, Lesser Sharjan Blood 128
Chalk Golem 68
Challenge Rating 8
Challenge Rating, Golems By 67
Challenge Rating, Trolls By 150
Challenge Ratings, Monsters Ranked By 209-211
Chaos Troll 153
Chaos Troll Society 154
Chaotic Outsider 213
Characters, Darkling 26
Characters, Goldfin 66
Characters, Ratfolk 118
Characters, Sca'lara 149
Characters, Shafanivar 199
Characters, Slavering Gorger 136
Characters, Zek'ira 99
Charts 209
Chasm Lurker 19
Cheetah 176
Chicken 181
Civet, Small Hunting Cat 177
Class, Armor 4
Claw Damage, Rhajghani Bite And, Table 1-14: 130
Clouded Leopard, Small Hunting Cat 178
Cold Monsters by Subtype 212
Collie, Riding Dog (Brandobian) 184
Construction, Bone Golem 67
Construction, Bronze Golem 68
Construction, Chalk Golem 70
Construction, Glass Golem 70
Construction, Golem 67
Construction, Guardian Effigy 81
Construction, Hard Wood Golem 71
Construction, Ice Golem 72
Construction, Leather Golem 73
Construction, Loam Golem 73
Construction, Quartz Golem 74
Construction, Salt Golem 75
Construction, Soap Golem 76
Construction, Soft Wood 77
Construction, Straw Golem 77
Construction, Twine Golem 78
Construction, Wax Golem 79
Constructs by Type 212
Coranach 21
Cougar (Puma) 177
Cow 182
Coyote 182
Creating An Elephantine Creature 50
Creature Feats 7
Creature, Elephantine 50
Creature, Sample Elephantine 50
Crimson Worm 22
Cult, Ehnivisss 200
Current Sharjani Cults On Tellene 131
Cyclops And Deities And Demigods 25
Cyclops Society 24
Cyclops, Reanaarian 23

D

D, Appendix 209
Damage 4
Damage, Elephantine, Table 1-12: 51
Darkling Characters 26
Darkling Snatcher 25
Darkling Society 26
Deep Stalker 26
Deep Stalker Drone 27
Deep Stalker Hunter 28
Deep Stalker Queen 29
Deer 182
Deercat (Puma) 177
Deities And Demigods, Cyclops And 25
Demon, Foulpitch 29
Demonic Troll 154
Demonic Troll Society 155
Descriptive Text 8
Deshada Dragon 38
Deshada Dragon Abilities By Age, Table 1-9: 39
Deshada Dragons By Age, Table 1-8: 39
Devil, Guardian 31
Dice, Hit 3
Doberman, Guard Dog (Young Kingdoms) 183
Dog 183
Dog, Guard 183
Dog, Hunting 183
Dog, Riding 184
Dog, Saaniemian War 184
Domestic Cat 177
Donkey 184
Doppleganger, Metamorph 32
Dopplegangerkin, Mirror 195
Draft Camel 175

Draft Horse 188
Dragons 33, 212
Dragon Age Categories, Table 1-1: 33
Dragon Attacks, Table 1-3: 33
Dragon Breath Weapons (Line And Cone), Table 1-4: ..34
Dragon Overland Flying Speeds, Table 1-5: 35
Dragon Overland Movement 35
Dragon Shark 43
Dragon Society And Territory 35
Dragon Space And Reach, Table 1-2: 33
Dragon, Aquatic 36
Dragon, Deshada 38
Dragon, Twilight 40
Dragonhide 35
Dragons On Tellene, Other 35
Drhokkeran Charger Horse 186
Drhokkeran, Ogre 197
Drone, Deep Stalker 27
Duck 184
Dust Spawn 46
Dust Spawn 46
Dwarf, Half- 201

E

Early Period Mummies 106
Earth 212
Earth Elemental Types 212
Eaten One 44
Ecology, Boom Frog 16
Ecology, Sturm-Wolf 141
Effects, Aging 208
Effigy, Guardian 81
Effigy, Keying An 82
Ehnivisss Cult, The 200
Ehnivisss History 200
Elder Troll 155
Elder Troll Society 156
Elemental Spawn 45
Elementals (Air) by Type and Subtype 212
Elementals (Earth) by Type and Subtype 212
Elementals (Fire) by Type and Subtype 212
Elementals (Water) by Type and Subtype 212
Elephant, Labor 184
Elephant, War 184
Elephantine Creature 50
Elephantine Creature, Sample 50
Elephantine Damage, Table 1-12: 51
Elephantine Human 50
Elkhound, Hunting Dog (Wild Lands) 183
Empathos 51
Entries, Reading The 3
Environment 8
Ethereal Opponents, Hound Of Ill-Omen 88
Evil Outsiders by Type and Subtype 213
Extraplanar Monsters by Type and Subtype 212

F

Fairy 53
Fairy, Urban 53
Fairy, Woodland 54
Falcon 185
Familiar, Guardian 82
Farisee 55
Feats 7
Ferret 185
Fey by Type 212
Fiend Folio, Skaarnid Swordwraiths And The 143
Fire Elemental 212
Fishing Cat, Small Hunting Cat 178
Flying Speeds, Dragon Overland, Table 1-5: 35
Forlarr 56
Foulpitch Demon 29
Fox 185
Frog, Boom 15
Full Attack 4

G

Gaketan Mare Horse 187
Gargoyle, Urban 58
German Shepherd, Guard Dog (Wild Lands) 183
Ghoskinjany, Heretic Mummy 110
Ghoul, Sheet 132
Giants by Type 212
Giant Society, Woodland 60
Giant Vulture 171
Giant Vulture Society 172
Giant Vulture Training 172
Giant, Woodland 59
Gibbering Terror 61
Githzerai Racial Traits, Half- 203
Githzerai, Half- 202
Glass Golem 70
Gnoll Racial, Traits, Half- 203
Gnoll, Half- 203
Gnome Racial Traits, Half- 204
Gnome, Half- 204
Goat 186
Goat, Trained Pack 186
Goblin Racial Traits, Half- 206
Goblin Society, Shashyf 63
Goblin, Half- 205
Goblin, Shashyf 63
Goblinoids by Subtype 212
Goblins, More 64
Golden Cat, Small Hunting Cat 179
Golden Retriever, Guard Dog (Brandobian) 183
Goldfin 64
Goldfin Characters 66
Goldfin Society 65
Golem 66
Golem, Bone 67
Golem, Bronze 68
Golem, Chalk 68
Golem, Glass 70
Golem, Hard Wood 71
Golem, Ice 71
Golem, Leather 72
Golem, Loam 73
Golem, Quartz 74
Golem, Salt 74
Golem, Soap 75
Golem, Soft Wood 76
Golem, Straw 77
Golem, Twine 78
Golem, Wax 78

Golems By Challenge Rating 67
Gorger, Slavering 135
Grapple, Base Attack 4
Grave Harpy 85
Grayhound, Hunting Dog (Reanaarian) 183
Greater Sharjan 129
Greater Sharjan Template, The 128
Green Ape 79
Green Ape Society 80
Growler, Hulking 89
Guard Dog 183
Guardian Devil 31
Guardian Devil Society 31
Guardian Effigy 81
Guardian Familiar 82

H

Hag Stew 84
Hag, Tunnel 83
Half-Dwarf 201
Half-Dwarf Racial Traits 202
Half-Githzerai 202
Half-Githzerai Racial Traits 203
Half-Gnoll 203
Half-Gnoll Racial Traits 203
Half-Gnome 204
Half-Gnome Racial Traits 204
Half-Goblin 205
Half-Goblin Racial Traits 206
Half-Races 201
Half-Satyr 206
Half-Satyr Racial Traits 207
Halfbloods 199
Hare 186
Hard Wood Golem 71
Harpy, Grave 85
Hawk, Trained 186
Heavy Horse 188
Heavy War Horse 188
Height And Weight, Random 208
Herding Beast 86
Heretic Mummy (Ghoskinjany) 110
Heretic Mummy Society 111
High Trolls 150
Highland Dancer Horse 187
Hijarjany, Blood Mummy 109
History Of The Trolls Of Tellene 149
History, Ehnivisss 200
Hit Dice 3
Hive Horror 87
Horror, Hive 87
Horse, Draft 188
Horse, Drhokkeran Charger 186
Horse, Gaketan Mare 187
Horse, Heavy 188
Horse, Heavy War 188
Horse, Highland Dancer 187
Horse, Light 188
Horse, Light War 188
Horse, Middling 188
Horse, Middling War 189
Horse, Miniature 189
Hound Of Ill-Omen 88
Hound Of Ill-Omen (Against Ethereal Opponents) 88
Hulking Growler 89
Hulking Growler Society 90
Human, Elephantine 50
Humanoids by Type 212
Humanoids, Monstrous by Type 213
Hunter, Astral 10
Hunter, Deep Stalker 28
Hunting Dog 183
Huskie, Riding Dog (Wild Lands) 184
Hypnosnake 91

I

Ice Golem 71
Ill-Omen, Hound Of 88
Impervigen 92
Incorporeal Monsters by Subtype 212
Index 217
Initiative 4
Interregnal Period, The 108
Introduction 3
Irish Setter, Hunting Dog (Brandobian) 183

J

Jaguar, Big Hunting Cat 176
Jhurijany, Servitor Mummy 114

K

Keying An Effigy 82
King Cat (Puma) 177
Kota Lizard 94

L

Labor Elephant 184
Lamia, Tigerus 95
Late Period Mummies 107
Late Period Mummies 107
Lava Spawn 46
Lawful Outsider 213
Least Sharjan Template, The 127
Leather Golem 72
Leopard 176
Leopard, Clouded, Small Hunting Cat 178
Leprechaun 139
Lesser Sharjan Blood Ceremony, The 128
Lesser Sharjan Template, The 127
Lesser Trolls 150
Level Adjustment 8
Light Horse 188
Light War Horse 188
Lion 176
Lion, Silver (Puma) 177
Lizard, Kota 94
Lizard, Minotaur 102
Lizard, Thunder 144
Lizardfolk, Zek'ira 97
Llama 189
Loam Golem 73
Lobsterfolk 99
Lynx, Small Hunting Cat 179

M

Mage, Bugbear 18
Magical Beasts by Type 212
Mammoth, Wooly 190
Margay, Small Hunting Cat 180
Mastiff, Guard Dog (Kalamaran) 183
Metamorph Doppleganger 32
Middle Period Mummies 107
Middling Horse 188
Middling War Horse 189
Migration, Urban Gargoyle 59
Mind Flayer Servitor 100
Mindreaver Troll 157
Mindreaver Troll Society 158
Miniature Horse 189
Minotaur Lizard 102
Minotaur, Plains 196
Mirror Dopplegangerkin 195
Mist Spawn 47
Mite 103
Modern Period, The 108
Molossus, Hunting Dog (Kalamaran) 183
Monkey, Trained 190
Monsters By Region 214-216
Monsters By Type (And Subtype) 212
Monsters Of Tellene 9
Monsters Of Tellene, The 1
Monsters Of Tellene: A-Z 9
Monsters Ranked By Challenge Ratings 209-211
Monsters, Aquatic by Region 216
Monstrous Humanoids by Type 213
Moss Troll 159
Moss Troll Society 159
Mountain Lion (Puma) 177
Mountain Screamer (Puma) 177
Mountain Worm 105
Movement, Dragon Overland 35
Mud Spawn 48
Mule 190
Mummies And Savage Species 107
Mummies, Early Period 106
Mummies, Middle Period 107
Mummy 106
Mummy, Blood (Hijarjany) 109
Mummy, Heretic (Ghoskinjany) 110
Mummy, Noble (Shojarijany) 111
Mummy, Rattlebone (Thinchejany) 112
Mummy, Royal (Shijarinjany) 113
Mummy, Servitor (Jhurijany) 114
Mummy, Society, Heretic 111

N

Name 3
Native Outsiders by Type and Subtype 213
Noble Mummy (Shojarijany) 111

O

Occultipus, Beholder 13
Ocelot, Small Hunting Cat 180
Ogre, Drhokkeran 197
One, Eaten 44
Organization 8
Other Dragons On Tellene 35
Other Yuan-Ti 200
Otter 190
Outsiders (Chaotic) by Type and Subtype 213
Outsiders (Evil) by Type and Subtype 213
Outsiders (Lawful) by Type and Subtype 213
Outsiders (Native) by Type and Subtype 213
Overland Flying Speeds, Dragon, Table 1-5: 35
Overland Movement, Dragon 35
Ox 190

P

Pampas Cat, Small Hunting Cat 181
Panther (Puma) 177
Partridge 191
Peacock 191
Period, Early, Mummies 106
Period, Interregnal 108
Period, Modern 108
Phantom, Sheet 131
Piercer, Tellenian 115
Pig 191
Pigeon 191
Plague Boar 116
Plains Minotaur 196
Plains Minotaur Society 196
Plants by Type 213
Pointer, Hunting Dog (Young Kingdoms) 183
Poltergeist 117
Pony 191
Pony, War 191
Pricing, Animal, Table A-2: 194
Prowler, Rooftop 121
Pseudo-Ghoul Template, Rhajghani 129
Pseudo-Ghoul, Rhajghani 130
Puma, Big Hunting Cat 176
Purebloods 199

Q

Qualities, Special 5
Quartz Golem 74
Queen, Deep Stalker 29

R

Rabbit (Hare) 186
Races, Half- 201
Racial Traits, Half- Githzerai 203
Racial Traits, Half-Dwarf 202
Racial Traits, Half-Gnoll 203
Racial Traits, Half-Gnome 204
Racial Traits, Half-Goblin 206
Racial Traits, Half-Satyr 207
Racial Traits, Tel-Amhothlan 208
Racing Camel 176
Ram 191
Random Height And Weight 208
Random Starting Ages 208
Range of the Anemaconda 9
Range of the Aquatic Dragon 37
Range of the Aquatic Tarrasque 198
Range of the Arctic Troll 151
Range of the Boom Frog 15

Range of the Bouncing Spider 17
Range of the Brownie 139
Range of the Bugbear Magi 19
Range of the Chasm Lurker 20
Range of the Coranach 22
Range of the Crimson Worm 23
Range of the Darkling Snatcher 26
Range of the Deep Stalker 27
Range of the Demonic Troll 155
Range of the Deshada Dragon 39
Range of the Dragon Shark 43
Range of the Drhokkeran Ogre 197
Range of the Elder Troll 157
Range of the Elephantine Creature 51
Range of the Empathos 52
Range of the Farisee 56
Range of the Foulpitch Demon 30
Range of the Giant Vulture 172
Range of the Goldfin 66
Range of the Grave Harpy 85
Range of the Green Ape 80
Range of the Half-Dwarf 202
Range of the Half-Gnoll 204
Range of the Half-Gnome 204
Range of the Half-Goblin 206
Range of the Half-Satyr 207
Range of the Herding Beast 86
Range of the Hulking Growler 90
Range of the Hypnosnke 92
Range of the Impervigen 93
Range of the Kota Lizard 95
Range of the Leprechaun 140
Range of the Lizardfolk 98
Range of the Lobsterfolk 100
Range of the Mind Flayer Servitor 102
Range of the Mindreaver Troll 158
Range of the Minotaur Lizard 103
Range of the Mirror Dopplegangerkin 196
Range of the Mite 104
Range of the Moss Troll 159
Range of the Occultipus Beholder 14
Range of the Plague Boar 116
Range of the Plains Minotaur 197
Range of the Rattlebone Mummy 113
Range of the Reanaarian Cyclops 24
Range of the Reliqus 120
Range of the Rock Serpent 120
Range of the Rock Sphinx 138
Range of the Rot Troll 162
Range of the Royal Mummy 114
Range of the Rusalka 123
Range of the Salt Basilisk 12
Range of the Sand Troll 163
Range of the Sand Worm 125
Range of the Sca'lara Troglodyte 148
Range of the Sea Troll 164
Range of the Shadowcat 126
Range of the Sharjani 131
Range of the Shashyf Goblin 64
Range of the Sileni 134
Range of the Skaarnid Swordwraith 143
Range of the Stench Troll 166
Range of the Sturm-Wolf 141
Range of the Tarantubat 144
Range of the Tellenean Piercer 115
Range of the Thunder Lizard 145
Range of the Tigerus Lamia 96
Range of the Tunnel Hag 84
Range of the Tursa 168
Range of the Twilight Dragon 42
Range of the Undead Treant 147
Range of the Urban Fairy 53
Range of the Urban Gargoyle 59
Range of the Vampire Cactus 169
Range of the Vila 171
Range of the Woodland Fairy 54
Range of the Woodland Giant 60
Range of the Yuan-Ti 200
Ratfolk 118
Ratfolk Characters 118
Rating, Trolls By Challenge 150
Rattlebone Mummy (Thinchejany) 112
Ravager Troll 160
Ravager Troll Society 160
Reach/Space 5
Reading The Entries 3
Red Tiger (Puma) 177
Region, Monsters By 214-216
Reliqus 119
Reptilian 213
Rhajghani Bite And Claw Damage, Table 1-14: 130
Rhajghani Pseudo-Ghoul 130
Rhajghani Pseudo-Ghoul Template, The 129
Rhajghani, Sample 130
Riding Camel 176
Riding Dog 184
Ridgeback, Guard Dog (Svimohzish) 183
Rock Serpent 120
Rock Sphinx Society 137
Rock, Sphinx 136
Rooftop Prowler 121
Rooftop Prowler Society 122
Rot Troll 161
Rot Troll Society 162
Round-By-Round, Tactics 8
Royal Mummy (Shijarinjany) 113
Rusalka 122

S

Saaniemian War Dog 184
Sabre-Toothed (Smiladon) Cat, Big Hunting 177
Salt Basilisk 12
Salt Golem 74
Sample Elephantine Creature 50
Sample Rhajghani 130
Sample Sharjan 129
Sand Troll 163
Sand Worm 124
Satyr Racial Traits, Half- 207
Satyr, Half- 206
Savage Species, Mummies And 107
Saves 6
Sca'lara Characters 149
Sca'lara Society 148
Sca'lara, Troglodyte 147
Scrag Trolls, Sea Trolls And 165
Sea Troll 164

Sea Troll Society 165
Sea Trolls And Scrag Trolls 165
Sea, Xaaboemio, Shark 192
Serpent, Rock 120
Serval, Small Hunting Cat 181
Servitor Mummy (Jhurijany) 114
Servitor Society 101
Servitor, Mind Flayer 100
Shadowcat 125
Shadowcat Society 126
Shafanivar Characters 199
Shafanivar, Yuan-Ti 199
Shapechanger 213
Sharjan Blood Ceremony, Lesser 128
Sharjan Lord Template, The 129
Sharjan Template, Greater 128
Sharjan Template, Least 127
Sharjan Template, Lesser 127
Sharjan, Greater 129
Sharjan, Sample 129
Sharjan, Slaying A 127
Sharjani 126
Sharjani Adventures On Tellene 131
Sharjani Bite Damage, Table 1-13: 127
Shark, Dragon 43
Shark, Xaaboemio Sea 192
Shashyf Goblin 63
Shashyf Goblin Society 63
Sheep 192
Sheet Ghoul 132
Sheet Phantom 131
Shijarinjany, Royal Mummy 113
Shojarijany, Noble Mummy 111
Sileni 133
Sileni Society 134
Silver Lion (Puma) 177
Size 33
Size And Type 3
Skaarnid Swordwraiths And The Fiend Folio 143
Skarrnid Swordwraith 142
Skills 6
Sla'zeen 98
Slavering Gorger 135
Slavering Gorger Characters 136
Slavering Gorger Society 136
Slaying A Sharjan 127
Small Hunting Cats 177
Smiladon, Big Hunting Cat 177
Snake 192
Snatcher, Darkling 25
Sneakcat (Puma) 177
Soap Golem 75
Society And Territory, Dragon 35
Society, Arctic Troll 151
Society, Boom Frog 16
Society, Bouncing Spider 17
Society, Bugbear Mage 19
Society, Cave Troll 153
Society, Chaos Troll 154
Society, Darkling 26
Society, Demonic Troll 155
Society, Elder Troll 156
Society, Giant Vulture 172
Society, Goldfin 65
Society, Green Ape 80
Society, Guardian Devil 31
Society, Heretic Mummy 111
Society, Hulking Growler 90
Society, Mindreaver Troll 158
Society, Moss Troll 159
Society, Plains Minotaur 196
Society, Ravager Troll 160
Society, Rock Sphinx 137
Society, Rooftop Prowler 122
Society, Rot Troll 162
Society, Sca'lara 148
Society, Sea Troll 165
Society, Servitor 101
Society, Shadowcat 126
Society, Shashyf Goblin 63
Society, Sileni 134
Society, Slavering Gorger 136
Society, Stench Troll 166
Society, Storm Troll 167
Society, Sturm-Wolf 141
Society, Tunnel Hag 84
Society, Urban Gargoyle 58
Society, Vila 171
Society, Zek'ira 98
Soft Wood Construction 77
Soft Wood Golem 76
Songbird 192
Sonic Spawn 49
Space And Reach, Dragon, Table 1-2: 33
Space/Reach 5
Spawn Elemental 45
Spawn, Acid 45
Spawn, Dust 46
Spawn, Lava 46
Spawn, Mist 47
Spawn, Mud 48
Spawn, Sonic 49
Special Abilities 5
Special Attacks 5
Special Qualities 5
Speed 4
Sphinx, Rock 136
Spider, Bouncing 16
Sprite 138
St Bernard Riding Dog (Wild Lands, Young Kingdoms)184
Stalker, Deep 26
Starting Ages, Random 208
Stench Troll 165
Stench Troll Society 166
Stew, Hag 84
Storm Troll 166
Storm Troll Society 167
Straw Golem 77
Sturm-Wolf 140
Sturm-Wolf Ecology 141
Sturm-Wolf Society 141
Subtype, Monsters By Type 212
Swan 193
Swarm Monsters by Subtype 213
Swordwraith, Skarrnid 142

T

Table 1-10: Twilight Dragons By Age 41
Table 1-11: Twilight Dragon Abilities By Age 41
Table 1-12: Bp Calendar Conversion 106
Table 1-12: Elephantine Damage 51
Table 1-13: Sharjani Bite Damage 127
Table 1-14: Rhajghani Bite And Claw Damage 130
Table 1-1: Dragon Age Categories 33
Table 1-2: Dragon Space And Reach 33
Table 1-3: Dragon Attacks 33
Table 1-4: Dragon Breath Weapons (Line And Cone) ...34
Table 1-5: Dragon Overland Flying Speeds* 35
Table 1-6: Aquatic Dragons By Age 36
Table 1-7: Aquatic Dragon Abilities By Age 36
Table 1-8: Deshada Dragons By Age 39
Table 1-9: Deshada Dragon Abilities By Age 39
Table A-1: Animal Accessories 194
Table A-2: Animal Pricing* 194
Table C-2: Aging Effects 208
Table C-3: Random Height And Weight* 208
Table C-1: Random Starting Ages 208
Tactics Round-By-Round 8
Tarantubat 143
Tarrasque, Aquatic 198
Tel-Amhothlan 207
Tel-Amhothlan Racial Traits 208
Tellene Variants 195
Tellenian, Piercer 115
Template, Elephantine 50
Template, Greater Sharjan 128
Template, Least Sharjan 127
Template, Lesser Sharjan 127
Template, Rhajghani Pseudo-Ghoul 129
Template, Sharjan Lord 129
Territory, Dragon Society And 35
Terror, Gibbering 61
Text, Descriptive 8
Thinchejany, Rattlebone Mummy 112
Thunder Lizard 144
Tiger 176
Tiger, Red (Puma) 177
Tigerus Lamia 95
Trained Hawk 186
Trained Pack Goat 186
Trained Weasel 193
Training, Giant Vulture 172
Traits, Half-Dwarf, Racial 202
Treant, Undead 146
Treasure 8
Troglodyte, Sca'lara 147
Troll 149
Troll, Arctic 151
Troll, Cave 152
Troll, Chaos 153
Troll, Demonic 154
Troll, Elder 155
Troll, Mindreaver 157
Troll, Moss 159
Troll, Ravager 160
Troll, Rot 161
Troll, Sand 163
Troll, Sea 164
Troll, Stench 165
Troll, Storm 166
Trolls By Challenge Rating 150
Trolls Of Tellene, History Of The 149
Trolls, High 150
Trolls, Lesser 150
Tunnel Hag 83
Tunnel Hag Society 84
Tursa 167
Twilight Dragon 40
Twilight Dragon Abilities By Age, Table 1-11: 41
Twilight Dragons By Age, Table 1-10: 41
Twine Golem 78
Type, Monsters By (And Subtype) 212
Type, Size And 3

U

Undead Monsters by Type 213
Undead Treant 146
Urban Fairy 53
Urban Gargoyle 58
Urban Gargoyle Migration 59
Urban Gargoyle Society 58

V

Vampire Cactus 169
Variants, Tellene 195
Vila 170
Vila Society 171
Vulture, Giant 171

W

War Elephant 184
War, Pony 191
Water Elementals by Type 212
Water Monsters by Subtype 213
Wax Golem 78
Weasel, Trained 193
Weight, Random Height And 208
Wolf, Sturm- 140
Woodland Fairy 54
Woodland Giant 59
Wooly Mammoth 190
Worm, Mountain 105
Worm, Sand 124

X

Y

Yuan-Ti, Other 200
Yuan-Ti, Shafanivar 199

Z

Zamulbah 193
Zek'ira Characters 99
Zek'ira Lizardfolk 97
Zek'ira Society 98

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