



THE BLACK BOOK OF  
B'NAR



# THE BLACK BOOK OF B'NAR

a supplement for the Pathfinder Roleplaying Game  
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## The Black Book of B'Nar

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## PART 1: HORRORS

# DEEP ONE

Beneath the waves, immortal deep ones dwell in ancient cities of alien architecture that jars the eyes and challenges the mind, where they worship unholy gods that slumber at the edge of reality.

### Immortal

Deep ones do not age and are immune to sickness and disease.

### Civilized

Although deep one society is horrific and alien, it is highly advanced with knowledge that far outstrips most surface races. Even long-lived races observe the passage of time, but immortal deep ones never die, and remember ages long lost to the world.

### City Dwellers

Deep Ones live in underwater cities on the ocean's floor, favoring coastal waters where crevices open to lightless abysses. In these cold, desolate places, they dwell in their cy- clo- pean metropolises - a jumble of columns, spheres, and curves that jar the mind, screaming of unnatural and outright impossible angles. The names of these accursed places are as alien: Y'ha-nthlei, Yehn-cth'on, Ar'hathenel, and Y'ha-Obed being but a few.

### Master of the Land and Sea

Most who encounter them think of deep ones as aquatic creatures, and indeed they thrive in lightless depths where the pressure and the cold would kill a lesser creature, but they are as comfortable on dry land. They lord over the natural world around them, and can compel simple animals to do their bidding.

### Hidden Agenda

Deep ones live where they can easily trade with the surface world, bartering gold, oddly-formed jewelry, and the promise of bountiful fishing for a mixing of species. Offspring appear normal, but as they reach middle age, they hear the "call of the deep," joining their cousins beneath the waves and completing their transformations into deep ones.

### Conquerors

Deep ones consider it only a matter of time before they boil forth from the seas becoming lords of the land. They see this as their destiny, an unstoppable certainty.







I had the misfortune of encountering the first of the residents of Eluade before I ever laid eyes upon the accursed range. As I grew ever closer to my destination, following whispers and rumors all the while, my travels took me to Brookers Deep, a fishing village which gave an outward impression not unlike the other small backwaters I had visited. It was under the dim light of a waning moon that I reached the unguarded boundaries of the small hamlet and this original impression began to fade. The streets of Brookers Deep were almost entirely abandoned, save a few indistinct forms sheltering in stoops of the thatched hovels. Flickering light could be seen from within many houses, though those with shutters quickly winked out as the residents closed up when I glanced up at the windows.

I proceeded down the primary road in search of an inn, finding one near the center of town. The two-story building was in a state of neglectful disrepair, the muddy track leading to the entrance flanked by a sign faded to unreadability. With some trepidation, I entered the building. Though spacious, the common room was mostly empty. One of the tables was occupied by a group of what I assumed to be fishermen, crouched over the table in hushed discussion, still stinking of the day's catch. The innkeep was a similarly unpleasant looking fellow; short and fat with greasy hair, dirty fingernails, and bulging eyes. As I began my regular line of inquiry he interrupted me. "No rooms, move on," he said, his speech slurred and punctuated by a spray of spittle. Despite my true desire to heed this request, I felt there was something here for me to learn, so I pressed on, getting right to the point.

"Eluade?" I questioned, and the answer came at once. No sooner was the word out of my mouth than the fishermen at the tables stood up, brandishing clubs or short knives. It was then I noticed that none were wholly human. Each had some minor, visible flaw; waxy skin, webbed fingers, bulging eyes, strange ears. Though these qualities were somewhat unremarkable taken individually, among the mostly humans were a pair of fully inhuman beings from whom these features were clearly derived. They had waxy, toad-like skin with pale underbellies, palpating gills at their throats, and bulging, toad like eyes. Though I was familiar with accounts of the deep ones, mere words are not sufficient to describe the wrongness of their form, of the way they hopped and moved, so incredibly alien and somehow awful when compared to the various fish peoples of which I was familiar. For a moment, my regular composure was shaken and, in a panic, I quickly intoned an incantation which brought me bodily outside of the wretched tavern.

To my dismay, I found the streets now alive with activity. A throng of men, women, and children alike traveled among dozens of the deep ones, all clearly intent on my death. I regained my composure and, unfortunately for them, I was no easy prey. Although I took some minor injuries, I was able to use my magic to make good my escape, sending several of the wretched creatures back to slumber with their insane gods.

from Eluade by Enwald Dunsany





## DEEP ONE

**CR** 1; **XP** 400; **CE** Medium monstrous humanoid (aquatic, deep one, morguul)

**Init** +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +1

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 natural)

**Hit Points** 17 (2d10+6)

**Fort** +3, **Ref** +3, **Will** +4

**Defensive Abilities** deep dweller, immortal, slick scales; **Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +4 (1d6+2)

### STATISTICS

**Str** 15, **Dex** 10, **Con** 16, **Int** 11, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Deepsight

**Skills** Acrobatics +2, Escape Artist +2, Handle Animal +11, Knowledge (Religion) +1, Stealth +4 (+8 underwater), Swim +14; *Racial Modifiers* +8 Handle Animal, +4 Stealth underwater

**Languages** Aklo, Common, Deep One

**SQ** amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

### SPECIAL ABILITIES

**Aquatic Senses (Ex).** While fully submerged, the deep one has keen scent and tremorsense 30 ft.

**Deep Dweller (Ex).** The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

**Immortal (Ex).** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Influence Animals (Su).** A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

**Item Use (Su).** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

**Slick Scales (Ex).** The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

**Sudden Leap (Ex).** As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

### ECOLOGY

**Environment** any water

**Organization** solitary, gang (2–5), cult (6–12), or shoal (13+)

**Treasure** standard

## DEEP ONE BRUTE

**CR** 2; **XP** 600; **CE** medium monstrous humanoid (aquatic, deep one, morguul)

**Init** +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +1

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 natural)

**Hit Points** 31 (3d10+15)

**Fort** +5, **Ref** +5, **Will** +4

**Defensive Abilities** deep dweller, hop to it, immortal, slick scales; **Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +4 (1d6+2) OR slam +4 (1d8+3 plus trip)

### STATISTICS

**Str** 15, **Dex** 10, **Con** 20, **Int** 11, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Deepsight, Toughness

**Skills** Acrobatics +3, Escape Artist +3, Handle Animal +11, Intimidate +5, Knowledge (Religion) +1, Stealth +4 (+8 underwater), Swim +14; *Racial Modifiers* +8 Handle Animal, +4 Stealth underwater

**Languages** Aklo, Common, Deep One

**SQ** amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

### SPECIAL ABILITIES

**Aquatic Senses (Ex).** While fully submerged, the deep one has keen scent and tremorsense 30 ft.

**Deep Dweller (Ex).** The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

**Hop to It (Ex).** Once per combat round, when an ally the deep one brute can see is hit by an attack, the deep one brute can leap up to 40 feet and shield its ally. The deep one brute is hit by the attack instead of its ally, even if the result would normally miss the deep one brute. This movement does not provoke an attack of opportunity. The deep one brute must be able to land adjacent to its ally to use this ability.

**Immortal (Ex).** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Influence Animals (Su).** A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

**Item Use (Su).** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

**Slick Scales (Ex).** The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

**Sudden Leap (Ex).** As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

### ECOLOGY

**Environment** any water

**Organization** solitary, gang (2–5), cult (6–12), or shoal (13+)

**Treasure** standard





## DEEP ONE KILLER

**CR** 3; **XP** 800; **CE** medium monstrous humanoid (aquatic, deep one, morguul)

**Init** +2; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +1

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 dex, +3 natural)

**Hit Points** 34 (4d10+15)

**Fort** +4, **Ref** +6, **Will** +5

**Defensive Abilities** deep dweller, immortal, slick scales; **Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +7 (1d6+3) bite +7 (1d4+3)

**Special Attacks** rend (claws 1d6+5)

### STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** 11, **Wis** 13, **Cha** 8

**Base Atk** +4; **CMB** +7; **CMD** 19

**Feats** Deepsight, Power Attack

**Skills** Acrobatics +4, Escape Artist +4, Handle Animal +12, Knowledge (Religion) +1, Stealth +6 (+10 underwater), Swim +16; **Racial Modifiers** +8 Handle Animal, +4 Stealth underwater

**Languages** Aklo, Common, Deep One

**SQ** amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

### SPECIAL ABILITIES

**Aquatic Senses (Ex).** While fully submerged, the deep one has keen scent and tremorsense 30 ft.

**Deep Dweller (Ex).** The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

**Immortal (Ex).** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Influence Animals (Su).** A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

**Item Use (Su).** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

**Slick Scales (Ex).** The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

**Sudden Leap (Ex).** As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

### ECOLOGY

**Environment** any water

**Organization** solitary, gang (2–5), cult (6–12), or shoal (13+)

**Treasure** standard







## DEEP ONE PRIEST

**CR** 3 ; **XP** 800; **CE** Medium monstrous humanoid (aquatic, deep one, morguul)

**Init** +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; Perception +2

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 natural)

**Hit Points** 20 (3d10+3)

**Fort** +2, **Ref** +3, **Will** +5

**Defensive Abilities** deep dweller, immortal, slick scales; **Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +4 (1d6+1)

**Cleric Spells Known** (CL 7th; concentration +9)

4th (1/day, DC 16): *Fel'Sabaath, tongues*

3rd (2/day, DC 15): *bestow curse, dispel magic, cure serious wounds*

2nd (5/day, DC 14): *cure moderate wounds, eyes of Jal Malai, spiritual weapon, Voorish sign*

1st (6/day, DC 13): *bane, command, cure light wounds, sign of Yan'gloanic*

0th (at will, DC 12): *bleed, lesser Voorish sign, mending*

### STATISTICS

**Str** 12, **Dex** 10, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 14

**Feats** Deep sight

**Skills** Acrobatics +2, Escape Artist +2, Handle Animal +11, Knowledge (Religion) +6, Stealth +4 (+9 underwater), Swim +14; **Racial Modifiers** +8 Handle Animal, +4 Stealth underwater

**Languages** Aklo, Common, Deep One

**SQ** amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

### SPECIAL ABILITIES

**Aquatic Senses (Ex).** While fully submerged, the deep one has keen scent and tremorsense 30 ft.

**Deep Dweller (Ex).** The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

**Immortal (Ex).** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Influence Animals (Su).** A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

**Item Use (Su).** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

**Slick Scales (Ex).** The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

**Sudden Leap (Ex).** As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

### ECOLOGY

**Environment** any water

**Organization** solitary, gang (2–5), cult (6–12), or shoal (13+)

**Treasure** standard





## DEEP ONE MUTANT

**CR** 4; **XP** 1,200; **CE** Large monstrous humanoid (aquatic, deep one, morguul)

**Init** +0; **Senses** darkvision 120 ft., low-light vision, aquatic senses; **Perception** +1

### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 natural)

**Hit Points** 52 (5d10+25)

**Fort** +6, **Ref** +5, **Will** +5

**Defensive Abilities** deep dweller, immortal, slick scales;  
**Resist** cold 5

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** 2 claws +11 (1d8+6) or hollow tongue +11 (2d10 piercing damage plus horrid transformation)

**Space** 10 ft.; **Reach** 10 ft

**Special Attacks** disgorge , horrid transformation

### STATISTICS

**Str** 23, **Dex** 10, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 22

**Feats** Deepsight, Combat Reflexes, Aquatic Advantage

**Skills** Acrobatics +4, Escape Artist +4, Handle Animal +12, Knowledge (Religion) +1, Stealth +6 (+10 underwater), Swim +16; **Racial Modifiers** +8 Handle Animal, +4 Stealth underwater

**Languages** Aklo, Common, Deep One

**SQ** amphibious, aquatic senses, deep dweller, influence animals, item use, sudden leap

### SPECIAL ABILITIES

**Aquatic Senses (Ex).** While fully submerged, the deep one has keen scent and tremorsense 30 ft.

**Deep Dweller (Ex).** The deep one is immune to damage from water pressure and is capable of instantly adjusting to different water depths or even the surface with ease.

**Disgorge (Ex).** The mutated deep one vomits out stomach acid in a 15-foot cone that deals 3d8 acid damage (Reflex Save DC 17 for half damage). Once this ability has been used, it cannot be used again for 1d6 rounds.

**Horrid Transformation (Ex).** The deep one mutant has a tubular, spiked tongue which it uses to implant a clutch of eggs in a victim. When it hits with a spiked tongue attack, the target must make a constitution saving throw DC 17. On a failed save, the attack leaves behind eggs that begin to grow rapidly, dealing an additional 1d10 points of damage each round. The target must repeat the saving throw at the end of each of its turns. A character reduced to 0 hit points or fewer by this ability gains the Deep One Heritage background and develops a Deformity. Once this ability has been used, it cannot be used again for 1d6 rounds, though the deep one mutant can still make spiked tongue attacks.

**Immortal (Ex).** A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

**Influence Animals (Su).** A deep one can communicate and influence simple animals. This grants it a +8 racial bonus on Handle Animal checks, Handle Animal is always considered a class skill, and the deep one can use its Handle Animal skill on groups of creatures such as a school of fish or swarm of rats.

**Item Use (Su).** A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

**Slick Scales (Ex).** The deep one gets a +2 bonus to checks made to escape a grapple and a +2 bonus to CMD when an opponent attempts to initiate a grapple.

**Sudden Leap (Ex).** As a swift action a deep one can leap up to 20 feet in any direction. This movement does not provoke an attack of opportunity.

### ECOLOGY

**Environment** any water

**Organization** solitary, gang (2–5), cult (6–12), or shoal (13+)

**Treasure** standard





# HRAACKNAR (SPIDERS OF ELUADE)

Deep in the valley below was a sight wholly unlike anything I had before seen or even imagined. Stretching fully between a pair of mountain ridges was a massive web of thick, ivory strands. In my travels beneath the earth, I have seen the work of preternaturally large spiders, but this was on a scale confounding to the senses, and, unlike those subterranean tangles, clearly not the work of mindless beasts. Instead, these webs formed a network of interconnected spherical structures, looming cavern openings, and open pits peppered with man-sized holes.

Upon these strands labored spiders of abhorrent proportion, their elephantine abdomens protected by thick plates of orange chitin and their bodies decorated with embellishments of gold, silver, and gemstone. I observed the strange suspended city for a time. That they were slave takers and traders was clear, as was the cruelty by which they broke the will of their slaves. I learned little more, for even I dared not venture too close, or linger too long, in that strange suspended city.

from *Eluade* by Enwald Dunsany

Spiders of Eluade, or hraacknar (*huh-rock-nar*) as they call themselves, are monstrous spiders as large as an elephant, possessed of a keen intellect, and a wanton disregard for any civilization besides their own. Ancient beyond imagining, hraacknar can be found only in the dreaded Mountains of Eluade, where it is said nightmares and horrors of a primeval age dwell.

## Planners

Like the webs they spin, hraacknar weave complex plots that stretch on for years. These plots always involve a focal point from which the spider can manipulate events as if tugging on a strand of their webbing. Typically, their plotting is spent seeking the ruin of rivals.

## Builders

Hraacknar live in grand cities that dazzle the eye with pearly white globes suspended on webbing like massive curtains of beaded string. Nothing visual distinguishes the structures, but the spiders can easily discern between them. Slaves are consigned to underground quarters, out of sight, except when they are called for some purpose.

## Betrayers

Spiders of Eluade rarely form alliances with outsiders. They see other races as inferior, lesser things to be used and discarded, not made into confidants or allies. Occasionally they seem to act against this insular nature, only to reveal their true purpose when they betray their "allies" to further some cause benefiting the spiders.





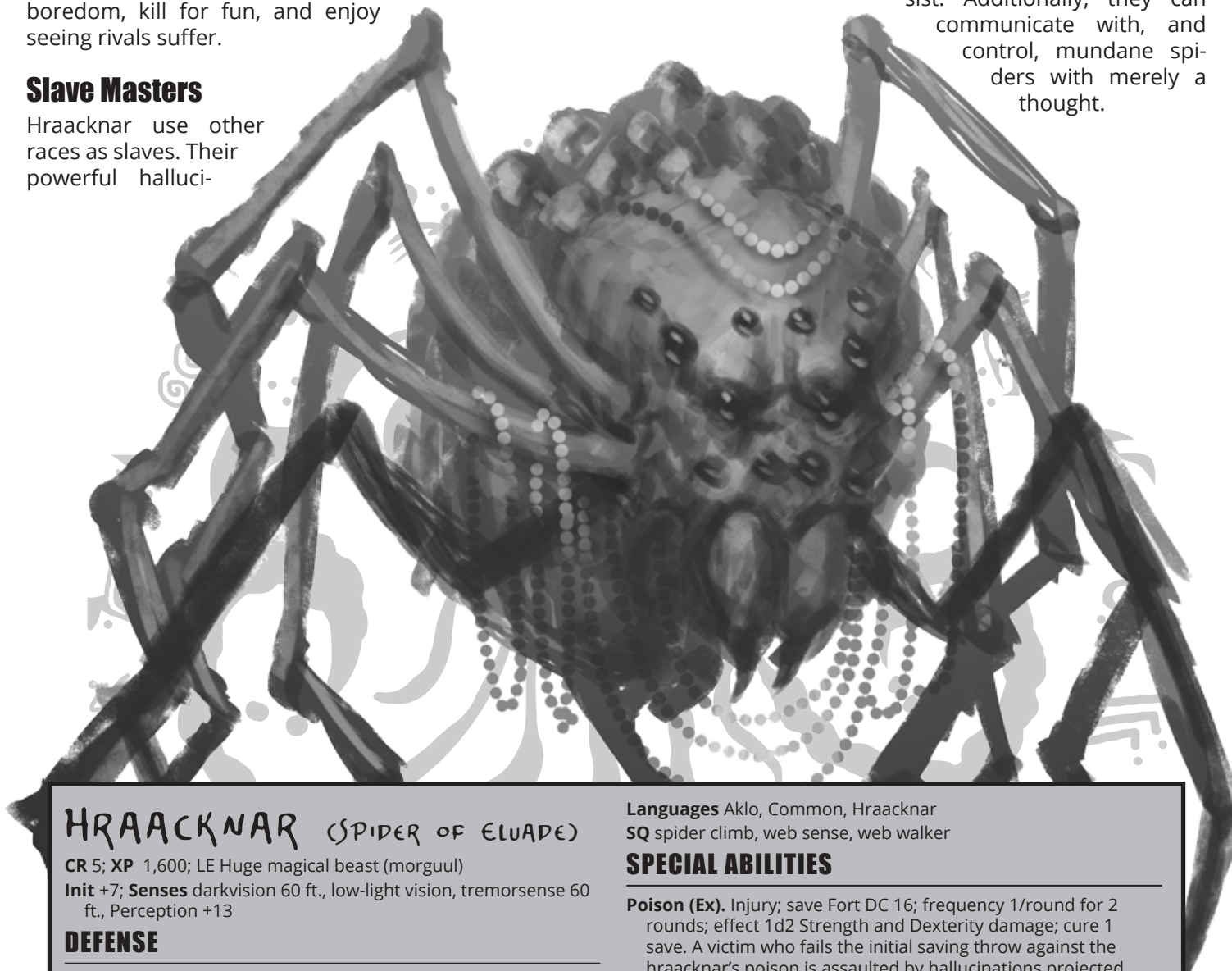
## Cruel

The spiders have no conscience or regard for suffering in others. They inflict pain out of boredom, kill for fun, and enjoy seeing rivals suffer.

## Slave Masters

Hraacknar use other races as slaves. Their powerful halluci-

nogenic poison causes others to become inured to their commands, and extended exposure breaks the will down entirely, leaving the victim unwilling to resist. Additionally, they can communicate with, and control, mundane spiders with merely a thought.



## HRAACKNAR (SPIDER OF ELUADE)

**CR** 5; **XP** 1,600; **LE** Huge magical beast (morguul)  
**Init** +7; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft., Perception +13

### DEFENSE

**AC** 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 size)  
**Hit Points** 59 (6d10+24)  
**Fort** +13, **Ref** +12, **Will** +5  
**Resist** cold 5; **Immune** poison

### OFFENSE

**Speed** 40 ft., climb 40 ft.  
**Melee** bite +11 (2d6+4 plus poison)  
**Ranged** 3 web darts +7 (1d10+4 piercing)  
**Space** 15 ft.; **Reach** 5 ft.  
**Special Attacks** web (+7 ranged, DC 16, hp 5, 60 ft range), web darts

### STATISTICS

**Str** 24, **Dex** 16, **Con** 18, **Int** 13, **Wis** 11, **Cha** 8  
**Base Atk** +6; **CMB** +15; **CMD** 28 (40 vs trip)  
**Feats** Alertness, Improved Initiative, Nimble Moves  
**Skills** Acrobatics +6, Climb +16, Craft (traps) +10, Perception +13;  
*Racial Modifiers* +6 Perception, +16 Climb, Craft (traps) +3

**Languages** Aklo, Common, Hraacknar  
**SQ** spider climb, web sense, web walker

### SPECIAL ABILITIES

**Poison (Ex).** Injury; save Fort DC 16; frequency 1/round for 2 rounds; effect 1d2 Strength and Dexterity damage; cure 1 save. A victim who fails the initial saving throw against the hraacknar's poison is assaulted by hallucinations projected by the mind of the creatures, acting as though confused until it makes its next save. On a second failed save, the poison takes hold. The victim makes no further saves, but responds to all hraacknar as though charmed for the next 24 hours. If no living hraacknar are within sight during this duration, the hallucinations fade, though a sense of paranoia lingers.

**Spider Climb (Ex).** The hraacknar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense (Ex).** While in contact with a web, the hraacknar knows the exact location of any other creature in contact with the same web.

**Web Walker (Ex).** The hraacknar ignores movement restrictions caused by webbing.

### ECOLOGY

**Environment** any  
**Organization** solitary, party (2–5), or colony  
**Treasure** double







# NIGHTGAUNT

## NIGHTGAUNT

CR 3; XP 800; CE Medium monstrous humanoid (extraplanar, morguul)

**Init** +8; **Senses** blindsight 120 ft.; Perception +12

**Aura** terror (20 feet., paralyzed, **Will** DC 12 negates)

### DEFENSE

**AC** 17, touch 15, flat footed 12 (+4 dex, +1 dodge, +2 natural)

**Hit Points** 26 (4d10 + 4) regeneration 5 (acid)

**Fort** +5, **Ref** +8, **Will** +2

### OFFENSE

**Speed** 30 ft., fly 30 ft.

**Melee** 2 claws +8 (1d4+2) or swoop +8 (1d4 + 2 plus grab)

**Reach** 10 ft.

**Special Attacks** slow time, swoop, tickle

### STATISTICS

**Str** 17, **Dex** 19, **Con** 12, **Int** 13, **Wis** 13, **Cha** 10

**Base Atk** +4; **CMB** +9 (+13 grapple); **CMD** +13

**Feats** Improved initiative, Dodge

**Skills** Fly +10, Intimidate +7, Perception +5, Sleight of Hand +8, Stealth +15; *Racial Modifiers* +4 Stealth

**Languages** Understands common and Aklo, cannot speak  
**SQ** carry

### SPECIAL ABILITIES

**Carry (Ex).** Nightgaunts have a +4 racial bonus to combat maneuver checks made to grapple. It can move itself and a grappled target at full speed while flying.

**Slow Time (Su).** One time per day, as a free action, the nightgaunt can fix its faceless stare on a creature it can see within 30 feet of it, slowing time for the targeted individual unless it succeeds on a DC 12 Will save. The effect lasts for 1d4 rounds. During this time the creature's speed is reduced to 10 feet, it suffers a -4 penalty to attack rolls, armor class, CMB, CMD, reflex saving throws, and dexterity based skill checks.

**Swoop (Ex).** As a full-round action a nightgaunt can fly up to 50 ft, making a swoop attack against a large or smaller creature during its movement.

**Terror (Ex).** Any creature hostile to the nightgaunt that starts its turn within 20 feet of it must make a DC 12 Will saving throw or become paralyzed with fear for 1 round. If a creature's saving throw is successful, it is immune to the terror aura of any nightgaunt for the next 24 hours.

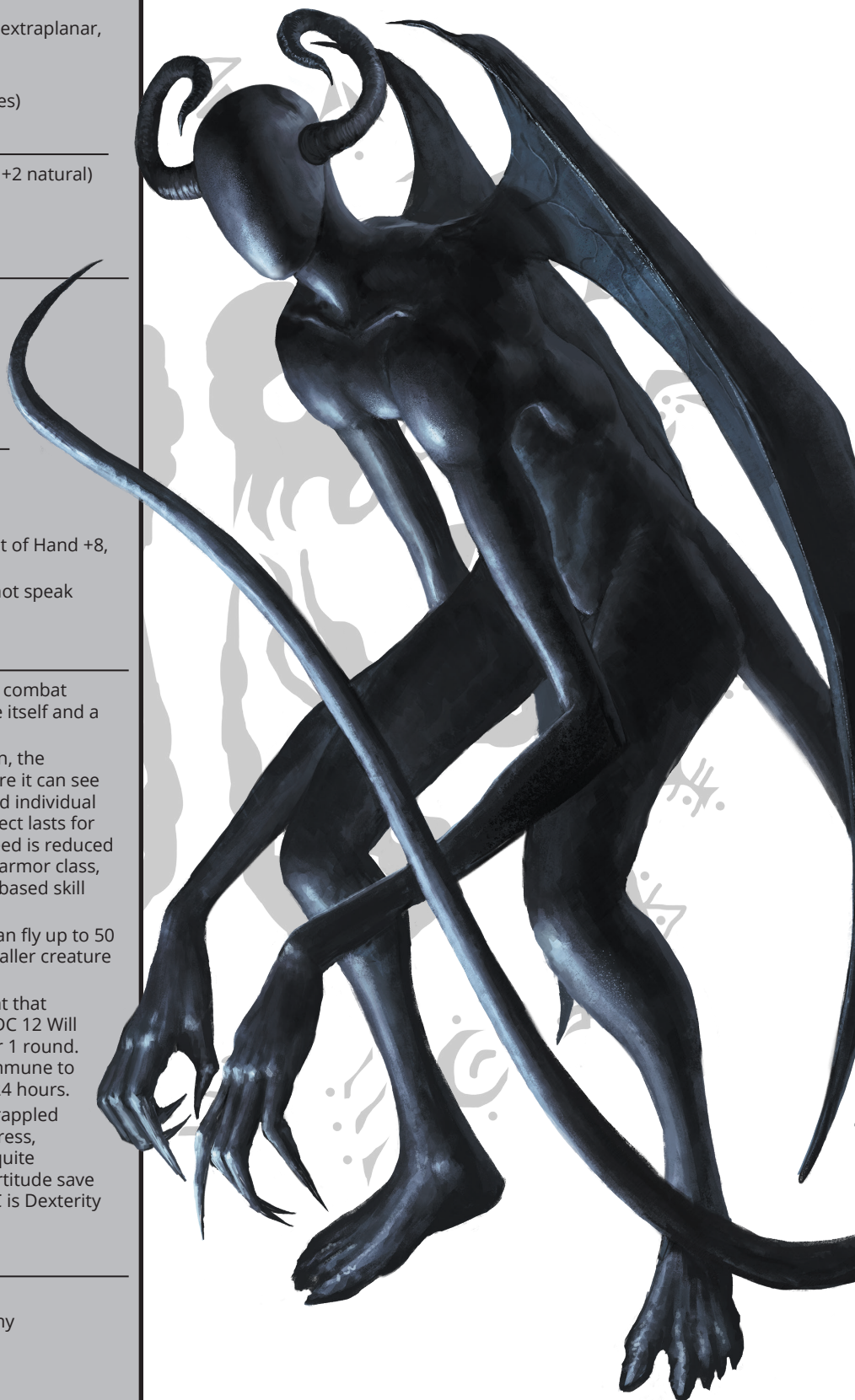
**Tickle (Ex).** As a swift action against a prone or grappled target, the nightgaunt uses its barbed tail to caress, stroke, grope, and tickle a target. The effect is quite painful. The target must succeed at a DC 16 Fortitude save or become nauseated for 1 round. The save DC is Dexterity based.

### ECOLOGY

**Environment** any mountains

**Organization** solitary, pair, flight (3 – 12), or colony

**Treasure** none





Many mysteries remain upon Eluade, places and creatures about which I can provide very little guidance for future travelers. Among these are the residents of the Gray Peak, which I was able to observe only from a great distance and never visited due to my necessarily hasty departure. However, during one such observation I spied strangely stretched, thin, winged silhouettes of anthropoid creatures cast upon the walls of that ash colored peak and as darker blots in an already dark sky. I know not the nature of these creatures, though I found myself chilled with the idea that they might spy me from my distant perch.

from Eluade by Enwald Dunsany





# PECKI

In my travels through one of the strangely colored and faintly luminescent forests of Eluade, I came upon a clearing at the mouth of a yawning cavern. A fungal suppuration spewed forth from within the cavern's mouth to strangle all else living nearby. Mushrooms of all types were represented, sprouting in lumps and clusters from the lush bed of moss which covered the cavern walls and carpeted the ground.

With some trepidation, I made my way toward the cavern entrance, calling forth a spell of light to illuminate its gaping maw. Almost immediately, there was a shift in the fungus around and before me as it drew itself up into a heap vaguely reminiscent of a humanoid form. The thing was not immediately hostile, regarding me still and silent from just beyond the full reach of my light. I continued slowly, calling out to the thing, and though it made no response, it cringed back when I moved my light forward to get a better look at it. Being familiar with the mostly benign fungus folk elsewhere, I dimmed my light to put the creature at ease.

My folly was realized almost immediately as the creature erupted in noxious spores and slammed a spongy mass of its body into my torso. I am unsure of what precisely followed, for the spores had a profound effect on my cognition. What I do know is that I awakened some time later in the outer forest. A thick growth of fungus sprouted from my shoulder and neck, and my lighted staff was nowhere to be found.

from Eluade by Enwald Dunsany

## Otherworldly Spawn

Across the world come tales of isolated places, where the forests and towns glow softly in the night, and madness spreads among human and beast alike. In these accursed grottoes, pecki can be found. They dwell in the darkness, among the bulbous and virulently covered fungi growing upon walls of cellars and caverns alike. Those few scholars who have researched these occurrences agree, the creeping madness is preceded always by a fungal bloom, and that by a celestial event of some significance. This has led those with their wits still intact to speculate that pecki are creatures of another place, born in the cold darkness yawning beyond the void of the world.

## Heralds of Madness

Though pecki have no discernible ability to cause madness, a slow, creeping insanity always consumes those places near to pecki lairs. Whether this insanity is caused by the pecki, or something else, scholars cannot agree.

## Eternal

Pecki are neither truly physical nor spiritual. They inhabit a form of fungus but even if this form is destroyed, they reform within 24 hours as long as any fungus remains for them to inhabit within a one mile radius. For this reason, a pecki infestation is incredibly difficult to purge.

## Dwellers in the Dark

Pecki abhor all bright light, but the natural light of the sun most of all. They are almost never seen above the ground, preferring to stay out of even the moon's pale rays. When an artificial light source is brought into the domain of a pecki, or colony of the creatures, they focus their attention on snuffing it out, often before dealing with other threats.







## PECKI

CR 6; XP 2,400; LN Large plant

**Init** ; **Senses** darkvision 60 ft., perception +16

### DEFENSE

**AC** 15, touch 7, flat-footed 15 (-2 Dex, -1 size, +8 natural)

**Hit Points** 40 (9d8) rebirth

**Fort** +10, **Ref** +6, **Will** +10

**Defensive Abilities** mutable form, light vulnerability; **Immune** poison, plant traits

### OFFENSE

**Speed** 20 ft.

**Melee** slam +10 (1d12+6 plus trip)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** necrotizing spores, riotous growth

### STATISTICS

**Str** 18, **Dex** 8, **Con** 20, **Int** 13, **Wis** 17, **Cha** 10

**Base Atk** +7; **CMB** +12; **CMD** 21

**Feats** Alertness, Great Fortitude, Improved Trip, Skill Focus (Perception)

**Skills** Intimidate +10, Perception +16, Sense Motive +13;

**Languages** Common

**SQ** Animate Form, Light Vulnerability

### SPECIAL ABILITIES

**Animate Form (Ex).** The pecki does not have traditional biology, and does not gain bonus hit points from a high Constitution score.

**Light Vulnerability (Ex).** The pecki is particularly vulnerable to light. While within an area of bright light or immediately

adjacent to a light source generating normal light, the pecki gains the sickened condition.

**Necrotizing Spores (Ex).** As a standard action the pecki exhales a cloud of spores in a 15 foot radius from its space. Each non-plant creature within the radius must make a DC 20 fortitude save, taking 2d12 points of damage, or half as much on a successful save as the spores cling and immediately begin to rot and decompose the flesh of the creature. Creatures who fail the save also gain the grappled condition as the spores bloom and cling to the ground, with a DC 20 escape check.

Once the pecki uses this ability, it cannot be used again for 1d4 rounds.

**Rebirth (Ex).** A pecki reduced to zero or fewer hit point sinks to the ground to become a heap of moldering fungus. At the start of its next turn, it can reform in any fungus covered space within 120 feet with full hit points. If the pecki was reduced to zero hit points while within an area of bright light, or while adjacent to a source of normal light, its new hit point total is reduced by ten.

**Riotous Growth (Ex).** As a standard action the pecki can cause riotous growth in all fungal life nearby. Any oozes or plant creatures within a 30 foot radius gain 2d10 temporary hit points. These hit points do not stack.

In addition, the any creature currently grappled due to the pecki's necrotizing spores ability become engulfed by them as they quickly fruit and grow. An engulfed creature is pinned, blinded, and unable to breathe. The escape DC is 20. At the start of each of each turn it must succeed on a DC 20 constitution save or take an additional 2d12 points of damage as its flesh continues to rot.

### ECOLOGY

**Environment** any subterranean

**Organization** solitary or cluster (2 – 20)

**Treasure** incidental





# RAT-THING

With a start, I awoke from some already fading nightmare, the feeling of rough sand and loose stone beneath me. Though the sky was overcast, it was a bright day, and as my eyes adjusted I could see that my small vessel had run aground and tipped, depositing me where I now lay. My pack, vital to my survival here, was fortunately near to hand, though several particularly corpulent and mangy rats were rummaging through its contents.

I grabbed a convenient stone and hurled it at them, expecting them to scatter as rodents are wont to do. Instead, they dodged back only slightly, then turned toward me. With a dawning disgust I realized that the creatures had the faces of men, though twisted and distorted so that they truly fit neither the aspect of rodent or humankind. A babbling chatter began to rattle from their lips, their hands tracing symbols in the air. With growing surprise I realized the things were preparing to cast a spell upon me.

Apparently I was the more seasoned magician among us, for I quickly wove my own spell launching a fan of flames at them, spoiling their incantation. This time they did scatter, and I was content to let them do so. In this, I fear I made a grave mistake, for the rat things remained ever my nemesis in Eluade, causing me ill fortune and bringing the wrath of greater enemies down upon me. I might call it coincidence were it not for the frequency with which I caught a glimpse of blackened flesh and charred fur on the body of a furtive watcher.

from *Eluade* by Enwald Dunsany

Rat-things are a race of oversized rodents almost entirely unknown and unseen outside the peaks and caverns of Eluade, where, for both the residents as well as those visiting, rat-things are an ever-present nuisance and danger. They have no organized society, and tend to make their homes in whatever pit or hole is most convenient to them.

## Disturbing Visage

Physically, rat-things are almost entirely rodent. Most appear as nothing so much as fat, dog-sized rodents with mangy brown or black fur. They scurry about on all fours, rearing up only when necessary to cast a spell or gesticulate in communication. It is where they diverge from rats that many intelligent races find somehow unnerving. Their forelimbs end in tiny hands complete with opposing thumbs, and their faces range in quality from almost completely rodentlike to almost completely human, with most falling somewhere between these extremes.

## Two Minds

Rat-things are cunning and shrewd in their dealings with other intelligent races. Strongly self-aware, a rat-thing rarely takes on a challenge if it doesn't have the upper hand or a clear escape route. Though rat-things often act as servants, spies, and scouts for more powerful creatures, these same creatures often end up putting themselves in harm's way for the benefit of the rat-thing, acting as unwitting guardians and thugs.

When not interacting with other species, rat-thing behavior most closely resembles that of ordinary rodents. To those who have studied large rat-thing colonies it is unclear whether they have any sort of organized civilization. It seems, instead, that they act mostly as mundane rats would, scrambling about for food and mindlessly hoarding objects and items that could easily be put to more gainful use.

## Magical Gift

Rat-things have an inborn magical talent, a gift from whatever power elevated them above their lesser brethren. While most rat-things can cast only a single spell, a rare few nurture this gift and become full-fledged arcane casters.



"ALONE, THEY'RE JUST  
A NUISANCE, BUT WHEN  
THEY GET IN A PACK  
THEY CAN BE DOWN-  
RIGHT DEADLY!"

- Oberron Urodi



## RAT THING

CR 3; XP 800; CE Small magical beast (morguul)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +5 (+9 by scent)

### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**Hit Points** 19 (3d10+3)

**Fort** +4, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** 2 claws +7 (1d3) and bite +4 (1d4)

**Special Attacks** Mimic Likeness, Pack Tactics

**Spellcasting** (CL 5th; Concentration +5)

Each rat-thing has a single known spell and single 3rd level spell slot. Some commonly known spells are listed below.

3rd (1/day, DC 15) *curse of the putrid husk*, *dispel magic*, *eyes of Jal'Malai*, *flesh ward*, *invisibility sphere*, *mage armor*, *sign of Yan'gloanic*

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +2; **CMD** 15 (19 vs trip)

**Feats** Spell Focus (varies), Weapon Finesse (claws)

**Skills** Climb +15, Perception +5 (+9 by scent), Sense Motive +2, Sleight of Hand +4, Spellcraft +4, Stealth +11, Swim +7, Use Magic Device +5; *Racial Modifiers* uses **Dex** to modify Climb and Swim; Use Magic Device +4

**Languages** Aklo, Common, Rat Thing

**SQ** Keen Smell, Magic Item Use

### SPECIAL ABILITIES

**Keen Smell (Ex).** Rat Things gain a +4 bonus to perception checks that rely on smell.

**Magic Item Use (Ex).** Rat Things can use arcane wand and scrolls as though they were 5th level wizards.

**Mimic Likeness (Su).** As a swift action, the rat thing causes itself to appear as a twisted reflection of one creature it can see within 40 feet of it. The target must succeed at a DC 11 Will save or become shaken. The effect persists for one minute, until the rat thing takes on another visage, or until it is killed. A rat thing can mimic only one creature at a time with this ability.

**Pack Tactics (Ex).** Rat things get a +2 bonus on melee attack and damage rolls when at least one other ally is adjacent to the same target.

### ECOLOGY

**Environment** any

**Organization** solitary, gang (2-5), or mischief (6 - 36)

**Treasure** standard

## RAT THING SWARM

CR 5; XP 1,600; CE magical beast (swarm, morguul)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +5 (+9 by scent)

### DEFENSE

**AC** 15, touch 14, flat-footed 11 (+3 Dex, +2 size)

**Hit Points** 59 (9d10+9)

**Fort** +4, **Ref** +6, **Will** +2

**Defensive Abilities** swarm traits

**Weaknesses** swarm traits

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** swarm 2d6

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** Mimic Likeness, **Swarm Caster**

**Spellcasting** (CL 5th; concentration +5)

3rd (2/day, DC 15): *fireball*, *lightning bolt*, *deep slumber*

2nd (3/day, DC 14): *hypnotic pattern*, *eyes of Jal Malai*, *hideous laughter*, *scorching ray*, *touch of idiocy*

1st (4/day, DC 13): *charm person*, *grease*, *hypnotism*, *ray of enfeeblement* (DC 12), *reduce person* (DC 12), *sign of Yan'gloanic*

0th (at will, DC 12): *mage hand*, *prestidigitation*, *ray of frost*

### STATISTICS

**Str** 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 8

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** improved initiative, spell focus (enchantment), spell focus (evocation), spell focus (illusion)

**Skills** Climb +15, Perception +5 (+9 by scent), Sense Motive +2, Sleight of Hand +4, Spellcraft +4, Stealth +11, Swim +7, Use Magic Device +5; *Racial Modifiers* uses **Dex** to modify Climb and Swim; Use Magic Device +4

**Languages** Aklo, Common, Rat Thing

**SQ** Keen Smell

### SPECIAL ABILITIES

**Keen Smell (Ex).** Rat Things gain a +4 bonus to perception checks that rely on smell.

**Mimic Likeness (Su).** As a swift action, several individuals in the rat thing swarm cause themselves to appear as a twisted reflection of one creature within 40 feet. The target must succeed at a DC 13 Will save or become shaken. The effect persists for one minute, until the rat thing takes on another visage, or until it is killed. A rat thing swarm can mimic only one creature at a time with this ability. The DC is charisma based.

**Swarm Caster (Ex).** Individual rat things in the swarm can cast single spells as a wizard. Collectively, the rat thing swarm acts as a 5th level spontaneous caster. The spell list provided is a sample of possible known spells. The swarm can use one spell per round regardless of other actions taken during its turn.

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or horde (3+)

**Treasure** standard





# Rat-Thing Player Characters

The personality and motivations of a rat-thing do not typically lead to an adventurous lifestyle. It is rare to find one with any real ambition. Even in their shrewd interactions with other creatures, rat-things seem more driven by survival and base instinct than any real motivation. A rat-thing that chooses an adventuring lifestyle would be a rare thing indeed.

## Rat-Thing Names

Rat-things do not use names for one another within their own colonies, however, when dealing with other races, they have found it useful to assign themselves names. These names are surprisingly varied, including both traditional names and descriptive ones referencing their physical characteristics or spellcasting ability.

**Rat-Thing Names.** Jon, Garnuk, Aletha, Kimset, Longtail, Crookbow, Flamer.

## Rat Thing Traits

Your rat-thing character has the following racial traits.

**+2 Dexterity, +2 Constitution, -2 Charisma:** Rat things are fast and tough, but limited in their ability to interact with other intelligent creatures.

**Magical Beasts:** Rat-things are magical beasts with the morguul subtype.

**Small:** Rat-things are small, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Rat things have a base speed of 20 feet.

**Low-Light Vision:** In dim light, rat-things can see twice as far as humans.

**Animal Shape:** Rat things are animal in shape. As such, it is difficult to find clothing suited for them. All mundane gear meant to be worn on the body (clothing, armor, helmets, etc.) costs double its normal cost for a rat-thing. Magical gear costs an additional 50%. Existing small-sized gear can be modified for the difference in cost.

**Climb:** Rat things have climb speed of 30 feet. If they are carrying an item in one of their forelimbs, their climb speed is only 15.

**Mimic Likeness:** One time per day, the rat thing can cause a creature within 30 feet to see their own features on its face. This is a mind-affecting enchantment effect. The creature must succeed at a Will saving throw (DC 10 + half level + charisma modifier) or until the end of its next turn, the creature has -2 on all attack rolls and skill checks.

**Scurry:** While moving on all fours, a rat thing has a base speed of 40 feet and a +4 bonus to CMD against trip attacks. If a rat thing is carrying an object in one of its forelimbs it loses both of these abilities.

**Spellcasting:** Select a first level spell from the wizard or sorcerer spell list. You can cast this spell once per day, using your total character level as your caster level. Charisma is your spellcasting ability. At every odd-numbered level (3, 5, 7, etc.), you may replace your spell with any other spell which could be cast by a wizard or sorcerer of your character level.

**Languages:** Rat-things begin play with the ability to read, write, and speak Common and speak Rat-Thing. They can also communicate with mundane rodents, though the ability of these creatures to respond is limited by their intelligence. Rat-things with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Giant, Hraacknar, Orc, and Undercommon.



### Editor's Note

The rat-thing was a late addition to the Black Book of B'Nar and only included after careful consideration. It represents the least typical of all of the races presented, and includes mechanics and abilities which may be slightly outside of the normal balance of a typical PC race. They are also the only PC race in this book which is considered a morguul creature.

Exposed humanlike  
Skin



Patchy, Fur,  
Raw, Sickly  
look





# RO (DENIZEN OF ELUADE)

As I carefully crested the ridge, the source of the flickering light became clear and I had to reassess my earlier conclusion that the village, with its crudely-formed homes, was abandoned. Here, upon a large, slightly bowl-shaped plateau, stood a large gathering lit by many small fires. At first, the creatures evoked the aspect of a satyr, but unlike those creatures of fey beauty, these things that danced and reveled were degenerate and corrupt. Their shoulders, backs, and goat-like legs covered in coarse, greasy hair and large, curling horns framed a face whose most prominent feature was an overly wide mouth.

A massive fire burned upon a raised plinth of sorts, fashioned from the same mixture of mud and grass as the homes in the village. Upon it rose a crude statue whose outline was somehow reminiscent of the dread morguul idols I had seen in my researches. In its shadow, three of the goat-men were engaged in some strange ritual. One danced wildly, bleating out what I must assume was song by its cadence and rhythm, though the harsh language was unsuited to such. The second was playing shrill discordant notes on a flute of simple design. Finally, the last wielded a great curved knife with some skill, slicing great strips of flesh from some sort of massive carcass and hurling it out to the small groups which gathered around the fires. When a piece of the strange meat landed, those gathered nearby would pounce on it like fish to a thrown breadcrumb.

I watched, repulsed and transfixed by the grotesque display. The light played on the strange statue, whose shape seemed to solidify and grow more defined in my mind's eye. The music which sounded at first so jarring took on a clear and enchanting rhythm to my ears. When a piece of the strange orange flesh landed at my feet, the spell seemed complete. Though my memory of that evening remains clear, I dare not speak of it here. The things I saw, the things I did, will haunt me forever.

from *Eluade* by Enwald Dunsany

Outside of the accursed peaks of Eluade, the goat-like inhabitants of the mountain range are known as the Denizens of Eluade, a name given to them by Dunsany in his accounting of a journey there. However, the creatures themselves, as well as the inhabitants of Eluade, call them ro. Ro are an insular race of tribal folk, constantly in conflict with one another and with the many other twisted creatures inhabiting Eluade. Their primary driving forces are survival, lust, and appeasing their dark gods.

## Aspect of the Goat

Ro have the lower legs and curling horns of a ram, with a stooped aspect, their muscular upper body framed by a mane of coarse, dark hair. Though there is some variation in their skin-tone, deep bronze predominates, and males and females alike often wear their beards in tight

braids. Their wide mouths, seeming just a touch too wide for their faces, gives them a manic look when they smile or grin.

## Idolaters

Ro create effigies, statues, and monuments to the things that visit them in their dreams and, before these idols they perform dark rites, rituals and sacrifices. Among the myriad tribes are an equal number of different beliefs. Some assign a sacred importance to deep ones, others to the great spiders, while others count all among their enemies. This disparate worship is a primary source of the violent conflicts between both the ro and other residents of the mountains.



## Twisted Mind

Most ro have long given over to the visions in their dreams. They revel in pain, violence and the delights of flesh. To outsiders, ro seem bestial, having accepted their basest desires, however, to the ro, this surrender is a form of enlightenment. They gleefully participate in horrific rituals guided by their dark dreams. These rituals are paramount to ro, who will eagerly sacrifice even their own children to appease their dark gods.

### Ro (DENIZEN OF ELUADE)

CR 1/2; XP 200;

Ro Warrior 1; CE medium humanoid

Init +2; Senses Perception -1

#### DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 studded leather)

Hit Points 6 (1d10+1)

Fort +3, Ref +2, Will -1

#### OFFENSE

Speed 40 ft.

Melee Heavy flail +3 (1d8+3/19-20, disarm, trip) and gore +3 (1d6+2)

Ranged Longbow +3 (1d8/X3)

Special Attacks blood frenzy, powerful charge (gore, 1d6+4 plus trip)

#### STATISTICS

Str 15, Dex 14, Con 12, Int 8, Wis 8, Cha 10

Base Atk +1; CMB +3; CMD 15

Feats Power attack

Skills Climb +5

Languages Ro

#### SPECIAL ABILITIES

**Blood Frenzy (Ex).** When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

#### ECOLOGY

Environment any

Organization solitary, gang (2–5), or herd (6–10 plus 1–2 leaders of 3rd level or higher)

Treasure NPC gear (studded leather armor, heavy flail, longbow and arrows, other treasure)

### Ro Veteran (DENIZEN OF ELUADE)

CR 3; XP 800

Ro Warrior 4; CE medium humanoid

Init +1; Senses Perception +2

#### DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 chainmail)

Hit Points 26 (4d10+4)

Fort +5, Ref +2, Will 0

#### OFFENSE

Speed 40 ft.

Melee Heavy flail +9 (1d8+6/19-20, disarm, trip) and gore +8 (1d6+3)

Ranged Longbow +5 (1d8/X3)

Special Attacks blood frenzy, powerful charge (gore, 1d6+6 plus trip)

#### STATISTICS

Str 16, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Base Atk +4; CMB +7; CMD 18

Feats Power Attack, Weapon Focus (heavy flail)

Skills Climb +7, Perception +2

Languages Ro

#### SPECIAL ABILITIES

**Blood Frenzy (Ex).** When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

#### ECOLOGY

Environment any

Organization solitary, gang (2–5), or herd (6–10 plus 1–2 leaders of 3rd level or higher)

Treasure NPC gear (chainmail, heavy flail, longbow and arrows, other treasure)





## RO PRIEST (DENIZEN OF ELUADE)

CR 4; XP 1,200

Ro Adept 7; CE medium humanoid

Init +0; Senses Perception +3

### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 Chainmail)

Hit Points 31 (7d6+7)

Fort +3, Ref +2, Will +8

### OFFENSE

Speed 40 ft.

**Melee** Longspear +5 (1d8+4/X3, brace, reach)  
and gore +5 (1d6+2)

**Ranged** Crossbow, heavy +3 (1d10/19-20)

**Special Attacks** blood frenzy, divine eminence, powerful charge (gore, 1d6+4 plus trip)

**Adept Spells Prepared** (CL 7th; concentration +8)

2nd (DC 15): *cure moderate wounds, eyes of Jal Malai, Voorish sign*

1st (DC 14): *bless, cause fear, cure light wounds, sign of Yan'gloanic*

0th (at will, DC 13): *lesser Voorish sign, mending, touch of fatigue*

### STATISTICS

Str 15, Dex 10, Con 12, Int 10, Wis 16, Cha 10

Base Atk +3; CMB +5; CMD 15

**Feats** Spell focus (enchantment), Light Armor Proficiency, Medium Armor Proficiency

**Skills** Knowledge (Religion) +7, Spellcraft +7

**Languages** Common, Ro

### SPECIAL ABILITIES

**Blood Frenzy (Ex).** When making an attack against a creature with less than maximum hit points, the Ro Warrior gets a +1 bonus to attack and damage rolls.

**Divine Eminence (Su).** Once per round, as a free action, the Ro Priest can expend a spell slot to cause its melee weapon attack to deal an extra 2d6 points of negative energy damage.

### ECOLOGY

**Environment** any

**Organization** solitary, gang (2-5), or herd (6-10 plus 1-2 leaders of 3rd level or higher)

**Treasure** NPC gear (chainmail, longspear, heavy crossbow, holy symbol, other treasure)





# Ro Player Characters

On rare occasions, there are ro who resist the lure of the dark whispers which perpetually assault them in Eluade. These few seek nothing so much as escape from their accursed homeland. Few ever achieve such, but those who do find that the unpredictable and violent lifestyle of an adventurer helps satiate their instinctual bloodlust.

## Ro Names

Ro names are given at birth, but these are typically abandoned throughout the course of their lives in favor of more descriptive nicknames - often unpronounceable by other creatures. There is no discernible distinction between male and female names.

**Ro Names.** Ugrth, Krak, Shgoral, Blackmane, Long-Horn, Hatchet

## Ro Traits

Your ro character has the following racial traits.

**+2 Strength, +2 Dexterity, -2 Charisma:**

Ro are strong, quick, and savage.

**Ro:** Ro are humanoids with the ro subtype.

**Medium:** Ro are Medium creatures and have no bonuses or penalties due to their size.

**Fast Speed:** Ro have a base speed of 40 feet.

**Low-Light Vision:** In dim light, ro can see twice as far as humans.

**Gore (Ex):** You have a gore attack that deals 1d6 points of damage. If you hit with this attack on a charge, you can make a free trip attempt against the target.

**Enlightened:** You may begin play with a fully realized madness effect. If you do, you are immune to future checks for long or short-term madness induced by any morguul creatures.

**Blood Frenzy:** When you are reduced to zero or fewer hit points by a melee attack, you can use an immediate action to make a melee attack against the creature at your full base attack bonus.

**Languages:** Ro begin play speaking Ro. Ro with a high Intelligence score can also read and write Ro, and can choose from the following languages: Aklo, Common, Draconic, Dwarven, Hraacknar, Giant, and Orc.





# SERPENTFOLK

Serpentfolk are an ancient race whose very existence many learned scholars consider mere speculation. The creatures encourage this disbelief and do all they can to keep the truth of their existence hidden. Masters of manipulation, serpentfolk use their natural ability to hide their true forms to infiltrate the civilizations and societies of other races. Here they work to gain positions of influence and power, quietly pulling strings and maneuvering their subjects in some great game whose ultimate end remains a mystery to the world.

## Serpent's Visage

From the shoulders down, serpentfolk closely resemble humans, though frequently with outlandish skin tones. Most tend toward tans and greens but striking orange, jet black, or even vibrant yellow colorations are not unknown. Their resemblance to humans ends at the shoulders, however, for the neck and head of a serpentfolk are those of massive serpents. Unlike other reptilian humanoids, these heads are wholly snake, with no discernible humanoid features. While green or brown heads are the most common, the actual heads of a serpentfolk vary as widely as the species of snakes in the world.

## All in Secrecy

Secrecy is the foremost virtue among serpentfolk. They guard their secrets, and indeed their very existence, so jealously that they have no name for their race or their hidden home. They do not even have their own language, having long ago adopted the Common tongue and the languages of those peoples whose societies they infiltrate.

## SERPENTFOLK WIZARD

CR 6; XP 2,400

Serpentfolk Wizard 9; NE Medium humanoid (serpentfolk, morguul)

**Init** +4; **Senses** Perception +2

### DEFENSE

**AC** 10, touch 10, flat-footed 10

**Hit Points** 31 (7d6+7)

**Fort** +2, **Ref** +3, **Will** +10

**Defensive Abilities** disguise

**Weaknesses** unspoken curse

### OFFENSE

**Speed** 40 ft. (in Ro guise)

**Melee** Quarterstaff +4 (1d6)

**Ranged** Dagger +4 (1d4) Wand of magic missile (CL 9, 43 charges)

**Wizard Spells Prepared** (CL 9th; concentration +9)

5th (DC 20): *baleful polymorph*, *shadow evocation* (DC 21)

4th (DC 19): *phantasmal killer* (DC 20), *rainbow pattern* (DC 20), *wall of fire*

3rd (DC 18): *deep slumber*, *displacement*, *fireball*, *major image* (DC 19)

2nd (DC 17): *eyes of Jal Malai*, *hypnotic pattern* (DC 18), *invisibility*, *mirror image*, *secret step*

1st (DC 16): *color spray* (2) (DC 17), *mage armor*, *shield*, *sign of Yan'gloanic*, *silent image* (DC 17)

0th (at will, DC 15): *daze*, *mage hand*, *acid splash*, *lesser Voorish sign*

### STATISTICS

**Str** 10, **Dex** 10, **Con** 8, **Int** 20, **Wis** 14, **Cha** 16

**Base Atk** +4; **CMB** +4; **CMD** 14

**Feats** Craft Wand, Improved Initiative, Scribe Scroll, Spell Focus (Illusion), Swift Change, Utility Shift

**Skills** Bluff +12, Diplomacy +12, Knowledge (Geography) +16, Knowledge (History) +16, Knowledge (Local) +17, Knowledge (Nobility) +16, Knowledge (Religion) +16, Sense Motive +11, Spellcraft +17

**Languages** Aklo, Common, Deep One, Hraacknar, Ro, Undercommon, Valusian

### SPECIAL ABILITIES

**Disguise (Ex).** As a full-round action the serpentfolk wizard can use its racial ability to take the shape of any humanoid creature. It gains the physical appearance and movement types of the creature and is indistinguishable from a typical member of the race. This act leaves a dusty residue of dried, cast off skin in the space where the transformation took place. If the serpentfolk is killed, its face shrivels into a desiccated and powdery mask that can be brushed aside to reveal the scaly serpentine visage beneath.

**Unspoken Curse (Su).** The serpentfolk wizard cannot speak the words "Ka nama kaa lajerama" regardless of its current form.

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** NPC gear (wand of magic missile, other treasure)





The gathered citizens erupted in joyous applause as a crown was lowered over the brown curls which framed the comely face of prince Arendil, now King Arendil. Syre-Ken smiled at his people from behind the face of the man he now wore, the man he had killed, the man whose father he had killed.

from *Eluade* by Enwald Dunsany

## Serpentfolk Player Characters

Though most serpentfolk seek out positions of political, religious, or civic influence, there are those who realize power can be gained through adventuring. Many of history's most influential personas started as adventurers, rising in power and influence to great political heights, and even divinity. It is believed by those who trade in rumors of the serpentfolk that some of history's greatest heroes were in fact replaced by serpentfolk, or were serpentfolk all along.

### Serpentfolk Names

Serpentfolk are given names upon reaching maturity by those who raise them. The names have no special meaning, instead being chosen because they are pleasing to the ear of those who rear the young. Due to the difficulty in pronunciation in their true form, serpentfolk names rarely include the letters b, f, m, p, v, or w.

**Serpentfolk Names.** Aren, Sen-Tel, Yla-Shor, Den-Riel, Hai-Sen, Niel, Ser-Selik

### Serpentfolk Traits

Serpentfolk characters have the following racial traits:

**+2 Intelligence, +2 Charisma, -2 Constitution:** Serpentfolk are known for their quick wits and ability to mimic others, but are physically weak.

**Serpentfolk:** Serpentfolk are humanoids with the serpentfolk subtype.

**Medium:** Serpentfolk are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Serpentfolk have a base speed of 30 feet.

**Low-Light Vision:** In dim light, serpentfolk can see twice as far as humans.

**Disguise (Ex):** You take on the guise of another humanoid creature of the same size and general physiology as yourself. This is a physical change, wherein your body undergoes a transformation and you grow a sort of second skin that hides your snaky visage. The process takes one hour, during which you are helpless. After the transformation, you are indistinguishable from a typical member of the chosen race.

Although you can take the form of any medium humanoid, creatures with unusual physiology - such as inverted knees, wings, tails, or other distinctly monstrous features - require extra time to facilitate the manipulation of musculature and bone necessary to make a convincing

disguise. Such a transformation requires 24 hours. You do not gain unusual movement types such as flight or burrow speeds from your assumed form; though you can manipulate your appendages normally.

In order to convincingly take the form of a specific individual, you must spend time studying the creature. The DC to discover such a deception is 10 plus 1 for each hour you spend in study of the target.

When you change forms, you leave behind a dusty residue of dried, cast-off skin, and your true face always lies beneath the surface, and upon death your present face shrivels away, revealing your reptilian heritage.

**Unspoken Curse (Ex):** You cannot speak the words "ka nama kaa lajerama" regardless of your form. No matter how you try, or the form you take, an ancient curse keeps you from uttering the words.

**Serpent's Tongue:** Serpentfolk receive a +2 racial bonus on Bluff and Diplomacy checks.

**Languages:** Serpentfolk begin play speaking Common and one other language of their choice. Serpentfolk with high Intelligence scores can choose any fey, humanoid, or monstrous humanoid language.

### Racial Feats

The following feats are available to serpentfolk.

#### Swift Change

**Prerequisite:** Serpentfolk race

The time it takes to change to simple forms becomes 1 full-round action, rather than one hour. You can transform into unusual forms in one hour.

#### Monstrous Change

**Prerequisite:** Serpentfolk race

You can transform into monstrous humanoids in addition to regular humanoids.

#### Utility Shift

**Prerequisite:** Serpentfolk race, Swift Change, Monstrous Change

You gain the speed and movement types of the creatures you transform into.

#### Master of the Mask

**Prerequisite:** Serpentfolk race

The base DC for your disguises is equal to 10 plus the hours studied plus your ranks in the Bluff skill plus your Charisma modifier.





# STAR SPAWN OF CTHULHU

As I continued to wander the ancient streets of that cyclopean city, the dread that I experienced upon first entering grew stronger. I fancied I saw shapes at the corners of my vision, and felt strongly a sense of being followed. As my pace quickened, I began to look behind me, trying to catch sight of some unseen pursuer.

It happened that, after one such wary look, upon returning my gaze to the boulevard before me, I found myself no longer alone. Indeed, I nearly ran bodily into the figure that now stood a few scant paces in front of me. My initial thought was that I had stumbled upon one of those grotesque brain-eating slavers that lurk beneath the ground of my homeland. The thing then looked at me, and I was disabused of this notion.

The edges of the wretched creature seemed to shift, to somehow blur, and I realized that the man-shaped thing in front of me was but my own mind's feeble attempt to render that which is beyond mortal comprehension. It reached a clawed hands toward me, and, in the grip of my terror, I called forth my most deadly magic, striking frantically at the thing beyond space and time that stood before me.

A bar of brilliant green seared my vision as my magic reached for the thing whose form I still cannot adequately describe and, as it touched the creature, it screamed: a high-pitched, multi-layered screech that drove me to my knees. The sound pierced my mind, and seemed to rebound from within as well as without. I grew violently ill, clutching my head and retching.

When I could see again, I realized it was gone. All that remained of that horror beyond description was a film of ash on the ground in front of me and the memory of its true form sliding from my mind's eye.

from *Eluade* by Enwald Dunsany







Whether kin or creation of Great Cthulhu, the star spawn of Cthulhu are a blessedly rare, mysterious race of alien creatures. Although they do not actively seek after conflict, those who have encountered one and lived almost always bear scars in mind and body.

## Architects

Star Spawn were the original architects of the ancient cities in which the deep ones now dwell, and wherein the corporeal bodies of some of the Great Old Ones lie dreaming. They are most often encountered there still, perhaps ensuring these cities are prepared for the rise of their ancient progenitor.

## Alien Mind

The motivations of star spawn are wholly unknown. It is assumed, by those scholars of morguul lore who still remain in control of their mental faculties, that they labor

toward the liberation of Cthulhu or the other Great Old Ones. However, if this is the case, they have labored long and to seemingly minimal effect. All attempts at communication with them have failed

## Immortal

Star spawn do not age and are immune to sickness and disease.

## Extradimensional

Star spawn come from a place beyond the normal boundaries of reality, a place with more than three spatial dimensions. The gruesome, tentacle-faced creatures that walk the land and oceans are just the brain's attempt at forcing them into a three dimensional schema. As something the mortal mind cannot readily process, looking upon a star spawn causes deep feelings of unease, even among the most seasoned adventurers.

## STAR SPAWN

**CR** 6; **XP** 2,400; **CE** Medium aberration (aquatic, star spawn, morguul)

**Init** +; **Senses** darkvision 120 ft., low-light vision, perception +16

**Aura** horrific visage (30 ft., stunned, DC 14 negates)

### DEFENSE

**AC** 16, touch 12, flat footed 14 (+2 Dex, +4 natural)

**Hit Points** 58 (9d8 + 18)

**Fort** +6, **Ref** +7, **Will** +12

**Defensive Abilities** immortal, unknowable mind; **DR** 5/magic;  
**Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., swim 30 ft., unseen paths

**Melee** Destructive Touch +8 touch (1d10 + 6 plus destruction)

**Ranged** 3 Wounds (2d6 + 6) every 1d4 rounds

**Special Attacks** Destructive touch, wound

### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 22, **Wis** 18, **Cha** 10

**Base Atk** +6; **CMB** +7; **CMD** 19

**Feats** Great Fortitude, Iron Will, Lightning Reflexes, Weapon Finesse (destructive touch)

**Skills** Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +16, Sense Motive +9, Spellcraft +18, Swim +21, Use Magic Device +9

**Languages** Aklo, Common, Star Spawn, Telepathy 180 ft

**SQ** amphibious

### SPECIAL ABILITIES

**Destructive Touch (Ex).** As a standard action the star spawn can make a melee touch attack against a target. On a hit the target immediately takes 1d10 + 6 points of necrotic damage and must make a fortitude saving throw DC 15 or take an additional 1d10 + 6 points of necrotic damage as its body begins to break down. Its skin softens, becoming translucent, wounds open at its joints, and blood pours from bodily orifices. It must repeat the saving throw at the end of its next turn. If it fails a second saving throw, the transformation accelerates, its form barely holding together as eyes bulge and skin begins to burst under its own weight. The target takes an additional 2d10 + 12 points of damage and becomes stunned. At the end of its next turn it must make a third

and final saving throw, with failure resulting in death as the target dissolves into a puddle of unrecognizable gore. At any point a successful saving throw results in the target rapidly reasserting its own existence. Flesh and skin quickly snap into shape, though wounds remain. Magical healing of any sort administered to the target during the transformation allows an immediate saving throw to end the effect. The saving throw DC is constitution based.

**Horrific Visage (Ex).** As a free action, at the start of its turn, the star spawn can briefly reveal its true form to any creatures within 30 feet. The targets must succeed at a DC 14 Will saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a target succeeds on this saving throw, it becomes immune to the horrific vision of any star spawn for 24 hours. The saving throw DC is charisma based.

**Immortal (Ex).** The star spawn does not age. Barring death from violence, disease, or misadventure, it can live forever. It is immune to effects that cause magical aging.

**Psychic Scream (Ex).** The star spawn emits a psychic scream as an immediate reaction to taking damage for the first time in an encounter. Each creature within 30 feet of the star spawn must make a Will save DC 15 or take 2d8+5 points of damage or half as much on a successful save. Creatures who fail their save are also sickened until the end of their next turn.

**Unseen Paths (Ex).** The star spawn can move through angles and dimensions other creatures are unable to perceive. This effectively allows the star spawn to teleport instead of physically moving, though it is still limited by its speed.

**Unknowable Mind (Ex).** The star spawn's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 15 Wisdom saving throw or become confused for 1d4 rounds.

**Wound (Ex).** The star spawn moves its hands and fingers in ornate patterns, manipulating extradimensional spaces. Up to three targets the star spawn can see within 60 feet take 2d6 + 6 points of damage. Once the star spawn uses this ability, it cannot be used again for 1d4 rounds.

### ECOLOGY

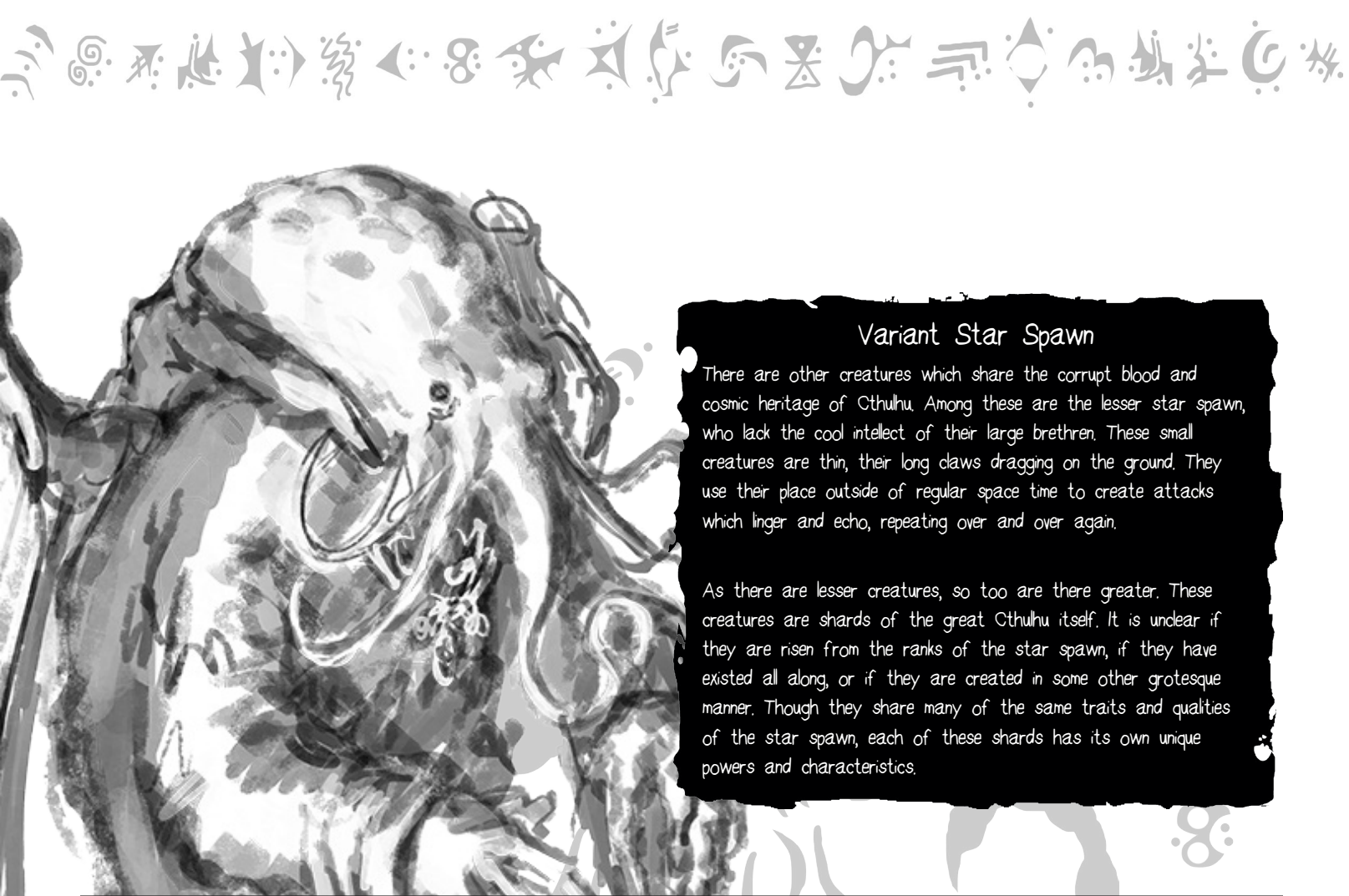
**Environment** any

**Organization** solitary, pair, or cult (3 – 6)

**Treasure** standard







### Variant Star Spawn

There are other creatures which share the corrupt blood and cosmic heritage of Cthulhu. Among these are the lesser star spawn, who lack the cool intellect of their large brethren. These small creatures are thin, their long claws dragging on the ground. They use their place outside of regular space time to create attacks which linger and echo, repeating over and over again.

As there are lesser creatures, so too are there greater. These creatures are shards of the great Cthulhu itself. It is unclear if they are risen from the ranks of the star spawn, if they have existed all along, or if they are created in some other grotesque manner. Though they share many of the same traits and qualities of the star spawn, each of these shards has its own unique powers and characteristics.

## STAR SPAWN, LESSER

**CR** 2; **XP** 600; **CE** Medium aberration (aquatic, star spawn, morguul)  
**Init** +3; **Senses** darkvision 120 ft., low-light vision, perception +8

### DEFENSE

**AC** 15, touch 13, flat footed 12 (+3 Dex, +2 natural)  
**Hit Points** 22 (3d8 + 9)  
**Fort** +4, **Ref** +6, **Will** +5  
**Defensive Abilities** immortal, unknowable mind; **DR** 5/magic;  
**Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., swim 30 ft., unseen paths  
**Melee** 2 angled cuts +6 touch (1d6 + 4 damage) or destructive touch +5 touch (1d10 + 4 damage plus destruction)  
**Special Attacks** Angled cut, destructive touch

### STATISTICS

**Str** 16, **Dex** 16, **Con** 17, **Int** 13, **Wis** 15, **Cha** 10  
**Base Atk** +2; **CMB** +7; **CMD** 19  
**Feats** Weapon Focus (angled cut), Lightning Reflexes  
**Skills** Escape Artist +9, Perception +8, Stealth +9, Swim +17, Survival +9  
**Languages** Aklo, Common, Star Spawn  
**SQ** amphibious

### SPECIAL ABILITIES

**Angled Cut (Ex).** The lesser star spawn slashes with its elongated claws, manipulating extradimensional space to bypass the defenses of its enemy. These attacks are resolved as touch

attacks, and ignore damage reduction.

**Destructive Touch (Ex).** As a standard action the star spawn can make a melee touch attack against a target. On a hit the target immediately takes 1d10 points of necrotic damage and must make a fortitude saving throw DC 14 or take an additional 1d10 points of necrotic damage as its body begins to break down. Its skin softens, becoming translucent, wounds open at its joints, and blood pours from bodily orifices. The creature can repeat this save at the end of each of its turns, taking 1d10 damage on each failed save as the condition persists. On a successful save the creature reasserts its own existence, causing its skin and flesh to return to normal, though any wounds suffered as a result remain. Magical healing of any type immediately ends the effect. Once the lesser star spawn uses this ability, it cannot be used again for 1d4 rounds. The DC for this ability is constitution based.

**Unseen Paths (Ex).** The star spawn can move through angles and dimensions other creatures are unable to perceive. This effectively allows the star spawn to teleport instead of physically moving, though it is still limited by its speed.

**Unknowable Mind (Ex).** The star spawn's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 11 Wisdom saving throw or become confused for 1d4 rounds.

### ECOLOGY

**Environment** any  
**Organization** solitary, pair, or cult (3 – 6)  
**Treasure** standard





## Running Star Spawn

Star-spawn are an ancient and alien race which exist beyond regular three-dimensional space and outside of time as we know it. Try to evoke this without explicitly stating it. Their movements should seem somehow jarring, their physical form occasionally blurring. Looking upon them might even cause feelings of unease and nausea. When the creatures use their unseen paths feature, star spawn do not teleport, rather they move through space others cannot perceive. It causes the movement to appear disjointed. In combat, it is important to remember that star spawn are supremely intelligent, and make liberal use of their abilities to defeat their opponents.

## FRAGMENT OF CTHULHU

**CR** 11; **XP** 12,800; **CE** Gargantuan aberration (aquatic, star spawn, morguul)

**Init** +0; **Senses** darkvision 120 ft., low-light vision, blindsight 60 ft. Perception +22

**Aura** frightful presence (120 ft., DC 17)

### DEFENSE

**AC** 20, touch 6, flat-footed 20 (+24 natural, -4 size)

**Hit Points** 172 (15d8+105)

**Fort** +12, **Ref** +5, **Will** +13

**Defensive Abilities** foul ichor, immortal, unknowable mind; **DR** 10/magic; **Immune** mind-affecting effects

### OFFENSE

**Speed** 60 ft., swim 50 ft., unseen paths

**Melee** 2 claws +21 (2d8+10)

**Space** 20 ft.; **Reach** 20 ft.

**Special Attacks** destructive touch, psychic scream, wound

**Spell Like Abilities**

At will (immediate action): *teleport*

### STATISTICS

**Str** 30, **Dex** 10, **Con** 25, **Int** 22, **Wis** 18, **Cha** 10

**Base Atk** +11; **CMB** +25; **CMD** 35

**Feats** Awesome Blow, Critical Focus, Bleeding Critical, Improved Bull Rush, Power Attack

**Skills** Acrobatics +5, Escape Artist +13, Perception +22, Knowledge (Arcana) +24, Knowledge (History) +21, Knowledge (Planes) +21, Knowledge (Religion) +21, Sense Motive +19, Spellcraft +24, Survival +25, Swim +36

**Languages** Aklo, Common, Star Spawn, Telepathy 180 ft

**SQ** amphibious

### SPECIAL ABILITIES

**Angled Strike (Ex).** In response to taking damage from a ranged attack or spell, the fragment of Cthulhu can take an immediate action to make a claw attack against the assailant by manipulating the extradimensional space in which it exists. The range of this attack is limited only by line of sight.

**Foul Ichor (Ex).** A creature that touches or hits the fragment of Cthulhu with a melee attack takes 4d6 points of acid damage as a gout of foul ichor sprays forth from the wound and nearby pores.

**Immortal (Ex).** The fragment of Cthulhu does not age. Barring death from violence, disease, or misadventure, it can live forever. It is immune to effects that cause magical aging.

**Unknowable Mind (Ex).** The fragment of Cthulhu's mind is alien and unknowable. It is immune to spells and effects that rely on manipulating its mind, including most spells of the enchantment school. Additionally, anything that attempts to read its thoughts, or communicate with the star spawn telepathically takes 2d4 points of charisma damage and must succeed on a DC 22 Wisdom saving throw or become confused for 1d4 rounds.

**Unseen Paths (Ex).** The fragment of Cthulhu can move through angles and dimensions other creatures are unable to perceive. This effectively allows it to teleport instead of physically moving, though it is still limited by its speed.

**Visions (Su).** As a free action following any creature's turn, the fragment of Cthulhu can cause that creature to become assaulted by visions of unreality. That creature must succeed on a DC 22 Wisdom saving throw or become trapped in an illusion where the creature perceives an ally as its enemy. The creature cannot target the fragment or any of its allies with attacks, and must instead focus on the perceived threat. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Any ally can also end the effect by using its action and succeeding on a DC 22 diplomacy check. Once this ability has been used, it cannot be used again for 1d4 rounds.

**Wound (Ex).** As a standard action, the fragment draws its claws across empty space, causing wounds to burst forth on up to three targets within sight. Each creature takes 2d8+6 points of damage. This damage ignores damage resistance.

**Wrack (Su).** As a swift action, the fragment of Cthulhu can emit a wave of violent psychic energy in a 120 ft. radius. All creatures other than star spawn in the area must succeed on a DC 22 will saving throw or take 3d10+6 points of damage and become stunned until the end of their next turn. Creatures who successfully save take only half damage and are not stunned. Once this ability has been used, it cannot be used again for 1d4 rounds.





# WINGED HORRORS

Among the encampment were beasts of burden, foul almost beyond description. No two of these creatures were wholly alike, though they shared some characteristics.

Roughly the size of horses, the creatures were degenerate, waxy-skinned things which seemed to hop and waddle unnaturally upon the ground, their feet sometimes claws and sometimes hooves. Several sprouted spines or bony spurs at the joints, others were adorned with manes or ridges of thick, greasy hair. Winged too were the creatures and though their wings dissimilar, at times a membrane beneath forelimbs like a bat, at others twisted and vestigial-looking things independent of other limbs, none appeared suited to flight.

To my surprise, the beasts could fly, albeit in an awkward, lumbering sort of way that suggested they might drop out of the sky at any time. Between their heterogeneous outward appearance and strangely awkward motion, the beasts were unwholesome to look upon, creatures which should not exist in the world of properly assembled things. Yet perhaps worst of all were their eyes, deep red globes which seemed to dart and flicker with too much awareness. Staring too long at those eyes had a deleterious impact on the mind, and on more than one occasion I witnessed one of the goat people descending into a gibbering stupor in the presence of the beasts.

from *Eluade* by Enwald Dunsany

Winged horrors are cunning beasts of burden, trained to be loyal mounts and protectors.

## Unknown Origin

Winged horrors are degenerate creatures of a mysterious origin and, though they inhabit the mountainous peaks of *Eluade*, their origin remains utterly unknown. Their physical form, a grotesque mélange of horse, reptile, and bat, leaves any natural reproductive systems malformed and useless, to the point of lacking distinct gender or any apparent means of procreation. This has led some to speculate that perhaps the creatures are born of normal animals and twisted into this form through dark magic, while others postulate that they are a dying race, soon to be extinct.





## Cruelly Intelligent

Despite their bestial appearance, a dim intelligence smolders within the minds of a winged horror and manifests as a distinctive cruel streak. Like children who pull the legs from grasshoppers, or cats that toy with their prey, winged horrors delight in tormenting beguiled or weaker creatures. While they fight fiercely against foes they consider true threats, a winged horror enjoys drawing out a kill when they feel they have the upper hand. Often the creatures allow their victims opportunities to flee, or even apparently gain an upper hand, before they swoop in and deliver their final lethal strike.

## Reliable Mounts

Winged horrors serve as mounts and beasts of burden for the ro of El-uade. Despite the horrors' natural cruelty and bestial nature, they are fiercely loyal to their masters. They obey commands readily, and use their above-animal intelligence to strike out at those they feel present the greatest threat to their charges. Unlike some mounts, they do not typically bond to a single creature, but serve the ro as a whole. It is unclear whether this is an inborn trait or one they were trained to, for the rearing of a winged horror has never been documented.

"A HORSE JUST ISN'T  
SUPPOSED TO LOOK AT  
YOU THAT WAY!"

- Graul Emberscale

## WINGED HORROR

CR 3; XP 800; LE Large magical beast (morguul)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

AC 12, touch 10, flat footed 12 (+3 natural, -1 size)

Hit Points 45 (6d10 + 12)

Fort +9, Ref +5, Will +5

Immune poison

### OFFENSE

Speed 40 ft., fly 15 ft. (clumsy)

Melee 2 claws +9 (1d6 + 2) or bite +9 (1d8 + 4)

Space 10 ft.; Reach 10 ft.

Special Attacks enchanted gaze, poison breath

### STATISTICS

Str 18, Dex 10, Con 14, Int 6, Wis 12, Cha 6

Base Atk +6; CMB +11; CMD 21 (25 vs trip)

Feats Skill Focus (perception), Ability Focus (gaze), Iron Will

Skills Perception +10

Languages Understands Ro and Valusian, cannot speak

### SPECIAL ABILITIES

**Enchanted Gaze (Ex).** As a swift action, the winged horror can focus its gaze on a single creature within 30 feet. The creature must succeed on a DC 13 Will saving throw or become fascinated until the end of its next turn. The save DC is charisma based.

**Poison Breath (Ex).** As a standard action the winged horror can exhale a cloud of poisonous gas in a 30 foot cone. Each creature in the area must succeed at a DC 15 fortitude save or take 2d8 + 4 points of acid damage and 1d4 points of strength damage. Creatures take half damage on a successful save and no ability damage. The save DC is constitution based. Once the winged horror uses this ability, it cannot be used again for 1d4 rounds.

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or flight (3 – 12)

**Treasure** none



## PART 2: RACIAL TRAITS

# BLOOD OF THE DEEP

The Blood of the Deep racial trait may be selected instead of the standard racial traits of any humanoid race. Consult your GM before selecting this trait.

### Blood of the Deep

You are a descendant of the Deep Ones, raised in a coastal community where a morguul cult actively engaged in dark rituals. Having left your home either by choice or by circumstance, your tainted blood and the experiences of your past have left indelible marks on your body and mind. You have an instinctual aptitude for the water, giving you a +2 bonus on swim checks and allowing you to hold your breath for twice as long as normal. Your blood gives you unnatural vitality allowing you to live to twice as long as average members of your race and you gain a +2 bonus on saving throws against disease.

You also gain the Something's Not Quite Right racial trait in addition to this one.

### Something's Not Quite Right

You carry a visible sign of your deep one heritage. You can roll on the table below or work with your GM to determine another suitable deformity.

#### d10 Deformity

1. Your skin is smooth and waxy in appearance, with no visible pores.
2. Your hands and feet are webbed.
3. You have no body hair, including facial hair and eyebrows.
4. Your eyes bulge slightly and the whites have a yellowish hue to them.
5. You have no fingernails or toenails.
6. You have very thin lips and your ears have no creases or whorls.
7. Your teeth are larger than normal and slightly pointed.
8. Your hands and feet are webbed.
9. Your skin is noticeably scaly in places.
10. You have vestigial gills beneath your jaw line.





PART 3:  
NEW SPELLS

The spells presented here can be found in the *Black Book of B'Nar*. Morguul tomes, and the spells they hold, are atypical in that they can be learned and cast by any arcane or divine spellcaster of the appropriate level. To learn a new spell from a morguul tome, use the existing rules for a class or, if there are no rules, the character must make a **successful DC 15 + spell level Spellcraft check** to add the spell to their known spells list. A spontaneous caster who adds a spell from the *Black Book of B'Nar* to their list of available spells automatically gains a point of insanity. Casting any spell from a morguul tome requires the character to **succeed on a DC 15 + spell level Will saving throw** or gain a madness point. A character in Stage 3 madness no longer needs to make this check.

Azathoth's Melody

**School** evocation; **Level** 5  
**Casting Time** 1 action  
**Components** M (a tin pipe or flute)  
**Range** Self  
**Effect** 50 foot radius centered on caster  
**Duration** 1 round/level (special)  
**Saving Throw** Fort half and Will negates; **Spell Resistance** no

You play a discordant note on your metallic pipe, calling out to the mad god which pulsates at the center of space. The sound is amplified and multiplied into a painful, nauseating cacophony. All creatures that can hear within 50 feet of you take 1d8 points of sonic damage per caster level or half damage with a successful Fortitude saving throw. Creatures that are forewarned can gain a +2 bonus on this saving throw by using their reaction to cover their ears.

The flutes have a maddening secondary effect. For the duration of the spell, you can continue to play the flutes as a standard action. If you take damage while playing, you must make a Concentration check or the spell ends. While you continue to play, each creature within range must make a Will saving throw at the start of its turn as it is assaulted by visions of vast open spaces, horrifying tentacled beasts, pulsating lights, and worse. Morguul, undead, and creatures immune to mind-affecting effects do not need to make this saving throw. On a failure, roll consult the table below:

DIE	EFFECT
1.	Target can take no actions, believing it now drifts in formless, empty, space.
2.	The target must take a hostile action against the nearest living thing, which it now perceives as a tentacled creature of nightmare.
3.	The target must flee from you, using its action to dash, fly, or climb away as far and as fast as possible.
4.	The pipes echo inside of the target's mind, causing blinding pain and bleeding from ears, eyes, and nose. The target takes an additional 1d4 points of damage per caster level.

Curse of Yig

**School** Transmutation (polymorph); **Level** 4  
**Casting Time** 1 action  
**Components** V, S, M (a living or dead reptile or amphibian of Large size or smaller)  
**Range** Medium (100 ft. + 10 ft./level)  
**Target** One creature in range  
**Duration** 1 hour/level (D)  
**Saving Throw** Fortitude negates, **Spell Resistance** yes

The spell transforms a creature that you can see within range into a living version of the reptile or amphibian you used as a material component. A successful Fortitude saving throw negates the effect. Use the statistics for a common lizard, or other appropriate reptile.

The transformation lasts for the duration of the spell, or until the target dies or falls unconscious. While transformed, the target becomes the new creature, replacing all of its game statistics with those of the new form. If the target is reduced to zero or fewer hit points while transformed, it returns to its original form, but remains unconscious.

Any gear the creature was carrying, wearing, or holding falls to the ground when transformed. If the target was transformed into a creature that is larger than its natural form, clothing and armor may be damaged during the transformation.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *curse of Yig*, and as long as *curse of Yig* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *curse of Yig*.







## Dark Whispers

**School** enchantment (compulsion) [emotion, mind-affecting]; **Level** 3

**Casting Time** 1 standard action

**Components** V

**Range** Medium (100 ft. + 10 ft./level)

**Target** One creature within range

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** Yes

You whisper of dark treachery, which carries to the ear of one a target within range. On a failed saving throw, you convince the target that one of its allies is instead an enemy and an immediate threat.

As a move action, you can choose a new target for this spell each round. If you do, the original target is freed of the effect.

In order to maintain control of a target with *dark whispers*, you must continue to whisper uninterrupted. The spell ends immediately if you stop whispering or cast another spell with a verbal component.

## Dimensional Trap

**School** conjuration (teleportation); **Level** 5

**Casting Time** 1 immediate action

**Components** V, S

**Range** Long (400 feet + 40 ft. /level)

**Target** creature within range

**Duration** instantaneous

**Saving Throw** will negates; **Spell Resistance** yes

You briefly channel the temporal and spatial energy of Yog-Sothoth, gaining a brief glimpse into the future and allowing you to manipulate space to your advantage. When a target within range takes an action following any movement, but before the action resolves, you can force the creature to teleport to any other space within range. Note that you are aware of the action that was to be taken. If the creature was touching the ground, it is still touching the ground after this movement. A successful Will saving throw negates this effect.

The target of the creature's action is redirected as appropriate for its new location and orientation. This can cause the creature's action to be redirected to an ally, wasted, or even backfire. For example, a melee attack can be redirected to a new adjacent creature, a *fireball* could be directed into a wall and explode.

Your foresight allows you to know the action before it occurs.

This spell manipulates space in an unusual and jarring fashion, giving the dual perception of your target moving in a logical, normal way, yet somehow still ending up in an illogical place or position.

## Distill Life

**School** transmutation; **Level** 5

**Casting Time** 1 hour

**Components** V, S, M (laboratory equipment)

**Range** Touch

**Target** Corpse touched

**Duration** Instantaneous

**Saving Throw** none; **Spell Resistance** no

You distill a body down to its primal essence using a complex combination of alchemy, medicine, and magic. The casting of this spell involves a long ritual to prepare the space, including the carving of various signs and sigils upon the flesh or bones, preparing vessels for the collection of bodily fluids and essential vapors, and laying the body upon a stone pedestal etched with profane runes. All of this ends with a complex incantation and series of motions and gesticulations, culminating with driving a knife, spike, or other sharp metal implement into the heart, brain, or other vital organ of the target.

Upon completing the ritual you make a Spellcraft, Healing, or Intelligence check. The DC of the check is 15 + the number of days the target has been deceased. If the ritual is performed on a still living target, you get a +2 bonus on this roll. If you cast this spell on a creature that died of old age, the check fails automatically.

If the check is successful, deep violet and black flames envelop the target briefly, leaving behind a crystalline powder in the rough shape of the body. The total volume of these essential salts is precisely one gallon, regardless of the size of the original target. The essential salts contain the essence of the creature, which can be later used for other arcane purposes.

## Elder Sign

**School** abjuration; **Level** 1

**Casting Time** 1 standard action

**Components** V, S, F (a physical representation of the elder sign such as a pendant, charm, etc.)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Clutching your elder sign in one hand, you mutter an incantation and trace a symbol in the air with the other. You, or a creature you touch, becomes shadowy and difficult to see for creatures of the morguul subtype. For the duration of the spell you gain a +1 profane bonus to AC and saving throws against spells and effects cast by morguul creatures per four caster levels (to a maximum bonus +5 at 20th level).





## Eyes of Jal Malai

**School** enchantment (compulsion) [mind-affecting];

**Level** 2

**Casting Time** 1 action

**Components** V, S

**Range** Medium (100 ft. + 10 ft./level)

**Target** One creature in range

**Duration** 1 round/level (D)

**Saving Throw** Will negates, **Spell Resistance** yes

Intoning the ancient form of Jal Malai, you focus your attention on a creature you can see. The target must succeed on a Will saving throw or its eyes become open to the “true” nature of the universe. Overwhelmed by unspeakable horrors, the victim struggles to discern reality from vision. Attacks against the target are made with a +2 bonus and Perception checks by the target are made with a -4 penalty. A target familiar with morguul lore has a -2 penalty on the saving throw to resist this spell.

For the duration of this spell, you stand out as a clear point in the chaos to the target, who gets a +2 bonus on attack rolls against you.

## Fel’Saboath

**School** conjuration (calling); **Level** 5

**Casting Time** 1 round

**Components** V, S, M (a prism or small mirror)

**Range** Medium (100 ft. + 10 ft./level)

**Target** One creature in range

**Duration** 1 min/level (D)

**Saving Throw** none, **Spell Resistance** no

You place an interdimensional lure on a creature within range which attracts the attentions of a Thing from Beyond, drawing it out of the nether. For the duration of the spell, your target is hounded by the creature, which uses the statistics of an invisible stalker.

If the target is still alive when the spell ends, either because you dismiss it, or the duration expires, the Thing from Beyond loses its awareness of the target, lingering nearby for a time and then returning to the nether.

If the target is killed before your spell ends, the Thing from Beyond becomes aware of you, turning its attentions on you. It remains aggressive until you are killed or it is defeated. Other characters are not targeted unless they take some action that makes the Thing from Beyond aware of them (such as dealing damage to the creature).

## From the Salts

**School** transmutation; **Level** 5

**Casting Time** 1 hour

**Components** V, S, M (salts, laboratory equipment)

**Range** Touch

**Target** Salts touched

**Duration** Instantaneous

**Saving Throw** none, **Spell Resistance** no

You call a creature back from its essential salts. To cast this spell, you must have the essential salts of a creature that was reduced to its primal essence using the *distill life* (or similar) spell.

Drawing a creature back from its essential salts involves a long ritual to prepare the space, including preparation of the salts and various alchemical and arcane materials in a precise layout and orientation. All of this ends with a complex verbal incantation and series of motions which draw upon hidden energies.

Upon completing the casting, you must make a Spellcraft check with a DC equal to 10 + the hit dice or class level of the creature who you are attempting to call back from its salts. You have a +2 bonus on the check if you spend 24 hours in preparation rather than one hour. If you are missing even a single grain of the creature’s essential salts, the spell fails automatically.

If the check is successful, and the creature’s soul is at liberty to rejoin its body (regardless of whether it is willing to do so), the creature is restored to life with 1 hit point. Any diseases, poisons, curses or other effects that were afflicting it remain in effect.

On a failure, the creature is still restored to life, however, it returns as an incomplete abomination. Roll on the table below to determine the effect.

ID8	MALFORMATION	IMPACT
1.	The creature reforms with malformed or partially unformed internal organs.	-4 Constitution.
2.	The creature’s face is incomplete, with milky eyes and degenerate openings for its mouth, ears, and nose.	Blind, deaf, mute, and unable to smell.
3.	The creature reforms missing part of its brain.	-4 Intelligence, Wisdom, and Charisma.
4.	The creature reforms with various holes and voids in its flesh.	-4 Strength, Dexterity, and Constitution.
5.	The creature reforms without its head, its body continues to function on instinct.	Intelligence becomes 0.
6.	The creature reforms with 1d4 fewer limbs.	Limb loss.
7.	The target reforms whole, but with a grotesquely malformed structure	-10 Dexterity and -10 feet from speed.
8.	The creature reforms whole, but with a grotesquely malformed structure.	Death

A creature who has been returned from the salts unsuccessfully cannot be restored to their former state with magic short of *wish* or *miracle*.





## Greater Elder Sign

**School** abjuration; **Level** 1

**Casting Time** 1 standard action (special, see below)

**Components** S, M (see below)

**Range** 60 feet

**Effect** 20 foot radius, 50 foot high cylinder

**Duration** 1 hour/level

**Saving Throw** None (see below); **Spell Resistance** yes

Prior to casting this spell, you must spend at least one hour preparing a space for an elder sign. The sign can be any size up to 40 feet in diameter and requires 5 gp in physical components for each 5' square (25 square feet) enclosed. The sign can be obscured using magic or with a Disguise check.

When casting the spell, make a DC 15 Spellcraft check. If the check is successful, the elder sign becomes activated.

A morguul creature cannot cross the threshold of your elder sign without first succeeding on a DC 15 Will saving throw. The save is made with a -2 penalty if your Spellcraft check was 20 or higher. The morguul creature can repeat this saving throw once each day and after it succeeds on its saving throw, it becomes immune to the effects of this elder sign.

Morguul creatures trapped within or outside of a *greater elder sign* cannot affect anything on the other side in any way. The effect extends 50' into the air, where it terminates in a hemispherical ceiling. *Greater elder signs* are often used in combination with calling or summoning spells in an attempt to bargain with or control morguul creatures.

## Greater Voorish Sign

**School** divination; **Level** 5

**Casting Time** 1 action

**Components** S

**Range** Long (400 ft. + 40 ft./level)

**Target** You

**Duration** 1 round

**Saving Throw** none, **Spell Resistance** no

You precisely perform a series of complex, though subtle hand gestures, and the veil obscuring reality vanishes utterly. Until the start of your next turn, all things are perceived as they are. Darkness, magical or otherwise, offers no concealment. Secret doors, invisible creatures, and hidden objects are visible. Creatures otherwise displaced or blurred are perceived in their true place. Illusions are known for what they are and the true form of polymorphed, changed, or transmuted creatures or objects is clear. Further, objects and creatures in the Ethereal Plane can be perceived.

If you also toss a pinch of powder of Ibn Ghazi into the air with the spell, the duration increases to 1 round/

level.

## Lesser Voorish Sign

**School** divination; **Level** 0

**Casting Time** 1 action

**Components** S

**Range** Self

**Target** You

**Duration** 1 round

**Saving Throw** none, **Spell Resistance** no

You perform a series of complex, though subtle, hand gestures while letting your vision drift beyond the veil of ordinary reality. Until the start of your next turn, you see invisible creatures and objects within 5 feet of you as if they were visible, and you can see an equal distance into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. As a side effect of this spell, any extra-dimensional beings in the vicinity become aware of your presence.

If you also toss a pinch of powder of Ibn Ghazi into the air with the spell, the duration increases to 1 round/level.

## Salt the Flesh

**School** transmutation; **Level** 6

**Casting Time** 1 hour

**Components** V, S, M (corpse, salts, laboratory equipment)

**Range** Touch

**Target** Corpse and salts touched

**Duration** Instantaneous

**Saving Throw** none, **Spell Resistance** no

You imbue the life of a creature reduced to its essential salts using the *distill life* (or similar) spell into the physical body of a different creature.

The ritual necessary for transferring salts in this manner requires the careful preparation of a corpse. In order for the spell to have any hope of success, the corpse must be fresh and must possess a brain advanced enough to support a level of functioning at least equal to that of the creature reduced to its essential salts. Typically this means that the host, or at least the head of the host, must be of the same type as the essential salts. While this requirement is not necessary to facilitate life, it is necessary to facilitate any semblance of sanity.

To imbue a corpse with the essence of a deceased victim, you simply complete the ritual and make a Spellcraft check with a DC of 15 + the number of days the corpse has been allowed to decay. The DC is increased by 10 if the host corpse is of a different species from the original creature, and an additional 10 if it is of a type distinct from that of the original creature.

For example, a human being imbued in the body of another human who has been dead for one day, requires







a DC 16 Spellcraft check. If that same human was to be imbued in the body of an orc, the DC becomes 26, and if it was to be imbued in the body of a giant, the DC becomes 36.

On a success, the corpse returns to life. The mental ability scores, skills, class levels, memories, and knowledge belonging to the creature reduced to essential salts replace those of the host. All intrinsically physical characteristics such as racial traits, physical ability scores, and land movement speed are inherited from the host body. Creatures that awake in bodies with alternate movement modes often require a period of learning and adjustment before those movement types can be utilized.

If your check results in a failure, but the failure margin is 10 or less, the ritual still returns the creature to life, however, it is restored as a living thing that is wholly insane, animalistic, and driven by an unnatural hatred of itself and all living things.

At the discretion of your GM, you may assemble a host body from an amalgam of different parts, or attempt to merge multiple creatures together to create a greater whole. Doing so increases the check DC to a minimum of 30. Depending on the extremity of the transformation the GM may increase the DC further still.

The spell is taxing on the mind of the creature that awakes in a foreign host body. The creature manifests a long-term madness for 1d4 days. Furthermore, the mind of the original creature, as well as the natural instincts in the flesh of any other body parts, will assert itself at times. How this manifests in gameplay is up to the GM, and should be discussed between the GM and player.

### Secret Step

**School** divination; **Level** 3  
**Casting Time** 1 swift action  
**Components** S, M (a small metal cylinder)  
**Range** Medium (100 ft. + 10 ft./level)  
**Target** you  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

You open your awareness to the existence of multi-dimensional geometries. As a part of your movement this turn, you can pass into any visible surface, emerging instantaneously from any other visible surface within range. This movement does not provoke attacks of opportunity except by creatures with a similar movement ability (such as star spawn's unseen paths feature).

### Sign of Yan'gloanic

**School** evocation; **Level** 1  
**Casting Time** 1 action  
**Components** V, S  
**Range** Short (25 ft. + 5 ft./level)  
**Target** One creature  
**Duration** Instantaneous  
**Saving Throw** Fort half, **Spell Resistance** yes

You draw the forbidden sign of Yan'gloanic with your finger, intoning an ancient formula as you do. Your target must make a Fortitude saving throw taking 1d10 fire damage per caster level on a failed save, or half as much damage on a successful one.

When you cast this spell, the corrupt flames of Yan'gloanic spring forth from your skin. Though the flames do not harm you, until the end of your next turn, attackers gain a +2 bonus on ranged and melee attacks against you.

### Spawn of Shub-Niggurath

**School** conjuration (creation); **Level** 5  
**Casting Time** 1 round  
**Components** V, S, M (a small bit of flesh)  
**Range** Close (25 ft. + 5 ft./2 levels)  
**Effect** 1 or more summoned creatures  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

You cut a bit of flesh from your body, taking 1d4 points of damage, and hurl it to the desired location, performing a ritual dance and calling out a dread chant to Shub-Niggurath. The flesh bubbles and spurts, spreading out then resolving into one or more horrific creatures. These creatures are uncontrolled and attack indiscriminately, although they will only target you if provoked.

Roll 1d6 to determine the summoned creatures.

DIE	EFFECT
1-2.	A gibbering, amorphous beast appears. 1 gibbering moulder materializes in the targeted space.
3-4.	The flesh expands and bubbles, resolving into a horde of bloated, ambulating tumors. 1d10 + 5 boilborn materialize within and around the targeted space.
5-6.	The flesh melts into a puddle of grayish liquid from which tendrils lash out violently. 2 Gray oozes slide out from within the targeted space.



## Unseen Paths

**School** divination; **Level** 4

**Casting Time** 1 action

**Components** S, M (a small metal cylinder)

**Range** Touch

**Target** Creature touched

**Duration** 1 min/level

**Saving Throw** Will negates (harmless); **Spell Resistance** Yes (harmless)

The target of this spell becomes able to track and utilize the strange geometries of extra-dimensional space. For the duration of the spell, one time each turn, the target can pass from one surface to any other surface within 150 feet as part of their movement. This movement counts as 5 feet. As long as any part of the target's movement utilizes extra-dimensional space, the target's movement for that turn does not provoke attacks of opportunity except by creatures with a similar movement ability.

While under the effects of this spell, the target can make attacks of opportunity against creatures using extra-dimensional movement methods, if those creatures leave the target's threatened area.

## Voorish Sign

**School** divination; **Level** 2

**Casting Time** 1 action

**Components** S

**Range** Short (25 ft. + 5 ft./level)

**Target** You

**Duration** 1 round

**Saving Throw** none, **Spell Resistance** no

You carefully perform a series of complex, though subtle, hand gestures while letting your vision drift beyond the veil of ordinary reality. Until the start of your next turn, invisible creatures and objects within 30 feet of you can be perceived as if they were visible. Creatures and objects in the Ethereal Plane can also be perceived. Ethereal creatures and objects appear ghostly and translucent. Any extra-dimensional beings in the vicinity become immediately aware of your presence.

If you also toss a pinch of powder of Ibn Ghazi into the air with the spell, the duration increases to 1 round/level.









## PART 4: MADNESS AND INSANITY

Many of the creatures and situations in the Sunken Temple represent horrors that the mortal mind is simply unequipped to comprehend. Similarly, the dark rites and forbidden secrets in the tomes of the morguul begin to peel back the veil of reality that protects the fragile mortal mind. As characters become exposed to these creatures and secrets, they become further removed from the reality that guides them.

These rules are intended to be lightweight, and allow a character to remain playable even while insane. They make no attempt to be scientifically sound, instead favoring roleplaying elements over reality.

### Madness Score

Mechanically, a character's descent into madness is tracked by **madness points**. Characters gain madness points as they explore the Mountains of Eluade, interact with the creatures therein, and learn terrible truths about the nature of existence. Where appropriate, the text indicates such. Usually, but not always, a Wisdom saving throw is allowed to avoid gaining the madness point.

A character can have no more than 3 madness points. If, at any time, they would receive a fourth, instead the character's madness points reset to 0, and that character gains a long-term malady.

### Long-Term Maladies

While madness points represent the slide into insanity, long-term maladies are the manifestation of that insanity.

These maladies are presented below in tracks, and each time a character gains a long-term malady, that character advances along the madness track they have already started. If the character has not previously gained a malady, or if the character has reached the maximum level of a track, simply choose another track for the character to progress along.

When possible, you should allow the player to choose the track for their character. It is, after all, the player who will be roleplaying the sickness.

Each madness track has three stages, and the first two stages are roleplaying devices only. At the third, and final stage, representing a full descent into madness, the

character receives a mechanical effect directly related to what that character now takes to be a true insight into a deeper reality.

### Recovering

The healing process cannot begin until a character is no longer exposed to morguul influences. What exactly this means is left for you to decide, but it suggests they must leave the Mountains of Eluade, and certainly they must dispose of any morguul tomes or objects brought out of the mountains. Once free of morguul influence, madness points are lost at a rate of 1 point each week.

Recovering from long-term maladies is much more difficult. They represent complete break with reality, and have no cure. Only a *wish*, or comparable magic, can restore a mind to its previous state.



#### Is it Real?

Each madness track culminates in an "awakening" for the character involved. The question remains as to which truth is genuine? Are there truly horrors which float about unseen, feeding upon the essence and emotions of living things? Does the corruption of the Great Old Ones truly befoul so many living creatures? These questions are deliberately left unanswered and, if the answers are important to you, or your players, left for you to decide what works best for you and your games.





## Madness Tracks

	Beyond the Veil	Paranoia	Visions	Voice of the Old Ones
Stage 1	You regularly see movement in your peripheral vision and can make out shifting shapes and figures in deep shadows.	You know it for simple truth that strangers hide dark secrets and covet what is yours.	Your dreams are troubled, though on waking you have no memory of them beyond than a lingering feeling of dread.	You occasionally hear distant whispers. You can't make out what they say, but it fills you with dread.
Stage 2	You occasionally catch glimpses of the true faces of living things. Humans and animals in particular often flicker, revealing twisted, unnatural visages.	Dark cabals and secret conspiracies abound. It is becoming ever more difficult to tell who you can trust.	You recall snippets of your dreams, remembering unfathomable gulfs, wide vistas, blood, lust, and worse. Further, your waking life is frequently filled with feelings of déjà vu.	The whispers come more often now, particularly during times of stress. They speak of lust, death, and blood. Although the dread remains, you find their message compelling.
Stage 3	Your vision pierces the veil that shadows most things and you can see the amorphous creatures floating just beyond normal perception, feeding on the life-force of all living things. Further, the false faces of the living have been stripped away revealing dark truths. However, the constant assault on your visions is often distracting.	The faces of those around you are mere masks hiding deeper truths. Even your closest allies and confidants cannot be fully trusted. You keep your mind guarded at all times, making you difficult to manipulate. However, you now see the worst in people, no matter the situation.	The lines between sleep and waking life blur. You often find yourself waking from dreams so vivid you were sure they were real, and remembering things in your waking life before they happen, sometimes correctly, sometimes incorrectly. However, restful sleep is rare and you are always weary.	The whispers are always there, but you have grown comfortable with their voice, and find their message of violence to be right and true. There is also a deeper voice hidden among the chaos which whispers dark secrets to you. However, it is difficult to ignore the calls to violence and you are easily provoked.
Boon	You see truth. You automatically detect visual illusions and succeed on saving throws against them, and you perceive the original form of a shapeshifter or a creature that is transformed by magic.	You gain true insight into the nature of others. Their honeyed words cannot sway you. You gain immunity to being charmed and a +2 bonus on saving throws against enchantment spells and effects.	Future and past are one. All that is, has been, and will be again. One time each day, when you would fail a skill check, ability check, or saving throw, you may resolve the situation as if you had rolled a 20.	While you hear the voices they guide you. When you deal damage with a melee attack, you may resolve the attack as if you had scored a critical hit. The voices then go quiet and will not speak again for 24 hours.
Bane	The constant visions distract you, and you have -2 on Perception checks.	Your confidence is also your undoing. You have -2 on Insight checks.	Chronic lack of sleep means you're always tired. You have -2 on Endurance checks.	Without the voices you are exposed. While the voices are quiet, your AC is reduced by 4.





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